

ISSUE
8

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REALMS

- Stafford Interview
- Warhammer 40,000
Roleplay
- AD&D Scenario
- Runequest
- Battletech
- PBM Special Offer



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Reviews

WARHAMMER FANTASY BATTLE

Boxed Set by Games Workshop

RRP \$99.95

Reviewed by Adam Whitt



Warhammer Fantasy Battle moves into yet another edition, but now comes as a complete boxed set which feels quite heavy when you pick it up. The cover art is an extremely colourful battle scene done by Geoff Taylor. Once the box is opened you see why it is so bulky and why it cost you \$99.00, 'cos its jam packed with goodies. Apart from the rules themselves which come in two 96 page soft bound books there's 102 plastic models (40 High Elves and 62 Gobbies), 5 card cut out models, 2 card cut out buildings, 12 magic item cards, 6 movement trays, card templates for spell effects, a scenario, 2 summary sheets, a full colour painting guide, a bucket of dice (12) and a special issue of White Dwarf. Phew! All items are up to the usual Games Workshop production standards, ie glossy, colourful, slick and spikey!

But what about the rules? Well they rules haven't really changed all that

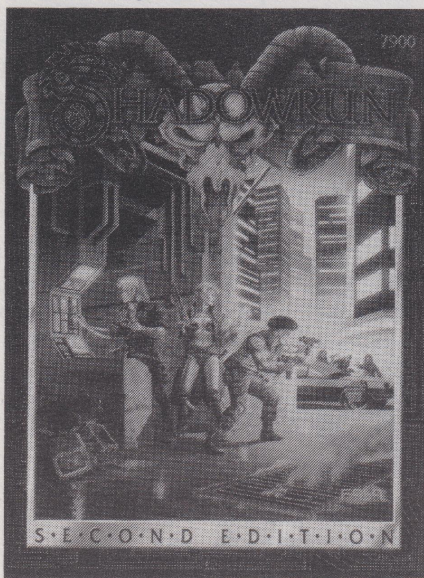
significantly from the previous edition rules but have been streamlined in a number of places so that the game now plays much quicker (not unlike Epic, but still in 26mm). The points system has been cleared up a bit so that if all goes well with the promised Warhammer Army releases, there should be less imbalances on the tabletop ('Down with Chaos!')

Although the initial outlay seems expensive, the boxed set does represent value for money in that everything you need to play the game is included, even the miniatures. This makes Warhammer Fantasy Battle the ideal game for beginners who can be daunted by the prospect of building an army from scratch. Warhammer Fantasy Battle looks set to retain its position as the most popular fantasy wargame rules and with a wealth of miniatures and supplements in the pipeline will be a winner for some time to come.

SHADOWRUN

Second Edition Rules by FASA

Reviewed by Malcolm Adler



Over the past few years many systems have gone through revamps, some have even *needed* them. Many next editions of games are just part of marketing campaigns to resell old rules. Shadowrun, considering the problems amongst the mechanics of the first edition, is one of the few systems that did need to be reworked and reading through the 300 page hardback (softback soon) it is obvious FASA has done a thorough job.

This was a surprising RPG, selling incredibly well when released in '89 and maintaining strong sales to make it one of the most popular games on the market. The book is packaged well, it 'feels' like Shadowrun and that is perhaps the best result FASA could have wanted.

Players and referees of the first edition game will be familiar with old trouble spots; magic and general clarity. All of you will be relieved to hear magic has been reworked (taking the basis of the new magic system from 'The Grimoire') and all other facets, especially combat and character creation have been streamlined and explained with examples throughout.

The new edition puts an emphasis on role playing and character building. This adds to a feel throughout the book of the game leaving the 'Disney' look behind. The world just got deadlier and certainly a tad darker. The most obvious place this shows is the combat section. Now, if you are not careful you will be going down quicker than before and the chances are not getting back up.

The new book also has an index and is heavily cross referenced within the body of the text itself (showing that they've taken their time). The book has an invaluable section which updates *all* of the previously published sourcebooks apart from 'The Grimoire' (the only book made redundant by the second edition).

FASA has done the impossible it seems and produced a second edition game that looks like it is going to be a hell of a long time before a third edition is ever needed. Strongly recommended to any Shadowrunners. Anyone else who is looking for a change in system, I suggest you give this a very good look over. Man meets magic and machine, well worth it.

VAMPIRE

RPG by White Wolf Publications

Reviewed by Ian Potter

After seeing the excitement of several serious gamers over *Vampire* I thought it warranted further investigation. The base rules come in a 260 plus page, soft cover tome call "The Masquerade" (RRP \$45). As with many RPGs, this is really all you need to play the game, but to save GMs

and players a lot of time and effort there are heaps of supplements and accessories already available, and more modules on the drawing board. Follow-up games for this system are also planned with the first, *Werewolf* in games shops now. *Magus*, *Faerie* and *Ghost* are to follow.

Vampire is exactly what you play. The player assumes the character of a recently created vampire, someone who has 'become' a member of the undead. The game is very atmospheric and resists

hack and slash play. Becoming a vampire is a very painful and traumatic experience, surviving as one is worse.

The rule book is divided into three parts; 'The Becoming', 'The Hunger' and 'The Riddle' which cover how you become a vampire, what drives you and where you play. The setting is a contemporary, punk city which of course could be the very town where you live!

Vampire is well worth a look for people who enjoy real role-playing.



SHADOWRUN[®]

IN AUSTRALIA

Part III in our continuing series.
**Urban Australia is under seige, how are the
citizens coping with life after the Awakening?**
by Colin Taber

This issue we examine the society of the Australian nation and its various levels in 2050AD.

Australia and the World

Australia has taken on a more local role in its interaction with the world and consequently has slipped further into the shadows on the global stage. Main friends of the nation are its ASEAN fellow members and states such as Korea and UCAS. Almost all of Australia's trade and cultural exchanges are now between the ASEAN members, Korea and Imperial Japan. Cultural ties with Japan are particularly close due to the amount of refugees who settled in Australia after the economic and political collapse of their home country in 1996.

Australia and Its Neighbours

Australia enjoys good relations with many of its neighbours, the three exceptions are outlined briefly below;

Tir Miallae - Relations with the elven nation are strained, the problem being that Canberra believes that there is an elven conspiracy to take over areas of the continent that may one day be recovered. On the other hand, Tir Miallae believes that Canberra is working to engineer their collapse. Both are true.

Te Ika a Maui - This Maori nation covers most of the North Island of New Zealand. Relations are tense due to the large Kiwi community now in Australia. Suspicion and anger clouds any contact due to the sensationalisation by the media of the non-Maori's expulsion from New Zealand.

Antarctic Free Corporate State - While currently ensuring Australia has one of the world's better economies, relations between the two nations are always poor (see next issue).

The Federal Government

The federal government has the near impossible task of controlling the sundered nation. 2050AD Australia supposedly includes the following states; New South Wales, Victoria, Barton (the ACT), Queensland, South Australia, North Australia, Tasmania, the AFCS, the Cairns Protectorate and Western Australia. But in reality unity does not exist. The AFCS has complete independence, while SA, NA and WA all have varying degrees of autonomy. This watering down of Canberra's power is the result of the dislocation caused by the Awakening.

The President

Australia has had a President since the declaration of the republic on the 26th of January 2001. The current person holding the office is Karen Hall, for the Australian Conservative Coalition.

The States

Australia is not quite the nation it was. This is due mainly to isolation and in some cases a feeling of betrayal. The nucleus of the Australian nation, the states that have common laws and vote in federal elections are NSW, Victoria, Barton, Queensland, Tasmania and some zones of SA. For details see below.

My father fought at Canberra, so did my mother. I visit their memorial now, it still has the claw marks in it. On weekends me and some other war-orphans go out into the EZ and hunt vermin, I know my father's unit got three Bunyips before he went, I've added four more to the tally. Mum and Dad, sleep well - Canberra still stands.

- "What I Never Said To My War Dead" AustPress 2028.

Barton

This new state is made up of what was left of the ACT after 2011, it was given state status in 2020 and named Barton in honour of Australia's first Prime Minister. Barton is linked by the VFT rail corridor to Victoria and New South Wales. Canberra now has significant displays and information sources concerning the battles that were fought to hold the capital from the Dreamtime. Over 7,000 Armed Forces personnel and 11,000 civilians perished in that bloody conflict. Barton's feature is the Canberra-Queanbeyan sprawl which houses 1.5 million people.

New South Wales

NSW is still the centre of Australian business and excitement. It has lost most of its rural territory to the Dreamtime, but is a state of vitality and cycles. It is home to one large sprawl site, that is the Sydney-Newcastle-Wollongong urban zone in which 9 million people live. According to popular rumour, NSW is the most corrupt state in Australia, elbowing the relatively independent state of Western Australia out of the contest. Organised crime is a massive problem, having taken root deep within the government.

North Australia

The capital of this new state established in 2020 is Darwin, the state itself is limited to the small Darwin sprawl and various stretches of cleared agri-land. This state has very close ties with economically powerful Indonesia and Tir Timor, the elven nation of the Timor Sea. It is the most ASEAN influenced of the states, the Indonesian government contributes 'foreign aid'. NA is a bilingual state, English and Indonesian are both official languages, it is in the teaching of Indonesian that the 'aid' is mostly used.

Queensland

This state continues to grow, regardless of what the rest of Australia is doing. The main industries are tourism and various crops. Some very good research centres are operated by corps in the Brisbane-Gold Coast sprawl due to state government incentives. The population of the state is over 8 million, 5 million of whom live in the Brisbane-Gold Coast sprawl. Queensland does have problems with food supply, this is a year round dilemma that sees it importing grain from ASEAN nations.

South Australia

South Australia is partially under the control of Imperial Japan. As the Dreamtime became active, Imperial troops were airlifted to the Multi-Function-Polis (techno city) situated outside Adelaide to

help defend Japanese investment. The troops have stayed on since the Perimeter fence was built and now patrol (instead of Australian troops) the greater part of the SA capital. The areas outside of Japanese protection are still under Australian military control. Once the confusion of the Exclusion was replaced by calm discussions were started about their withdrawal. Imperial Japan offered the troops to Australia, to stay free of charge and protect the Adelaide zone, this was accepted by Canberra as it was stretched for resources. Adelaide's sovereignty was sold to Japan in the form of a fifty year lease which will expire on March the 13th 2062. Until the withdrawal, only residents in the Australian controlled zone are eligible to vote in federal elections. The Japanese occupation force is not disliked in Adelaide as it provides much wealth for the area.

When the Japanese had landed, fighting against the Dreamtime vermin and preventing the fall of Adelaide and the MFP they were praised. When they didn't go home afterwards they were despised. But slowly, they made their stay worthwhile to the locals. They doubled worker's wages, improved the public infrastructure, and guaranteed a security the Australian government could not match. The MFP is the one place you don't want to be found with a gun.

Tasmania

Tasmania's main products are food, most of which is sent to the mainland markets, and electricity. There is a fear in Tasmania that elves will annex territory for a new elven nation, most suspect it will be in the north western rain forests. This fear has seen routine aerial patrols conducted by the federal armed forces, it has recently seen action with the carpet bombing of an elven village. Tasmania's biggest problem is with ghost tribes of aboriginals that terrorise EZ wokers and wreak havoc with hydro plants.

Victoria

Victoria lost a lot of rural land in the Exclusion, it has concentrated on making its remaining rural centres more productive and also more populous. The rural area has boomed due to this attention. Various regeneration projects, particularly the VFT high speed rail link helped save the area from depopulation. 2039 saw Brisbane connected via Sydney and Canberra to Melbourne by the VFT. The Melbourne/Geelong sprawl is the second biggest in the country with 7 million people in its confines. The city has hung on to its tag as the cultural capital, the claim bolstered by a growing simsense recording industry and corresponding illegal BLT (Better Than Life) addictive chip industry.

Western Australia

Perth-Mandurah-Bunbury is a huge sprawl containing most of the state's 5 million population. The whole state goes through endless and epic cycles of boom and bust (currently bottoming out). The booms see spectacular growth while the bust sees mass unemployment and civil problems. The state is far removed from Canberra and is planning to make a declaration of independence when things improve. The general feeling is that since the Pilbara ore mines were lost to the Exclusion Zone, WA has not got what was owed to them by an uncaring Canberra.

The Territories

The only major territory that Australia still controls is the Cairns Protectorate, a small coastal strip surrounded by the elven nation of Tir Millae. It has been sustained by the Australian Government for its tourist industry and also because of the military bases in the area. The zone has over 1 million people crowded into it and most of the working public is involved in the tourist economy. Much of Australia's organised crime uses Cairns as a neutral meeting ground.

The Economy

Australia's economy is tied in closely to that of Imperial Japan, UCAS and the other ASEAN members. Australia trades almost exclusively with Pacific and Asian nations, this led to the region setting the foundations for the global Nuyen currency network. This currency is used by many nations as a standard to measure against, but all ASEAN members have updated their treasuries so that the Nuyen is now the trading blocks only currency, the last batch of

Australian notes to be printed was over a decade ago. The corps are quite supportive of the Canberra government as they are against the breakup of Australia in to smaller city based nations. The corp owned media gives no publicity to separatist politicians and most corporations are trying to hold the nation together (AFCS is a special case as they don't consider it Australian - they own it).

Technology

Australian technology industries are very competitive. They are based in several areas such as the Gold Coast, Sydney, Adelaide (at the Multi Function Polis), Perth and at Matthews in Antarctica.

Mining

Mining is conducted in many areas of Australia though no mines are maintained any longer in the EZ.

Agriculture

High intensity agriculture is used on every available acre, currently this produces half the food needed to feed the population. Most produce is grown in the VFT rail corridor reserve.

The Society

The society of Australia in 2050 is not very similar to that of Australia in the 1990s, it is more crowded, insecure and dangerous.

The Matrix

The Australian matrix should be treated the same as matrixes described in the Shadowrun rule book, Its zones are the following; WA Code Green-3, NA Code Green-3, SA Orange-4, Cairns Code Orange-3 and the rest of Australia Green-4.

Organised Crime

Australia like other nations has a big problem with organised crime, particularly amidst government.

The Mafia exists in many areas of Australia though it has had to give considerable ground to many of the Asian organisations. It is the dominant group in Melbourne and has substantial holdings in both Adelaide (surprisingly), Sydney and Perth.

The Seoulpa rings of Korean gangs are mainly based in the Sunshine Coast and Sydney. They concentrate on the street level but are engaged in a very violent campaign against the Gold Coast and Sydney Yakuza as they try to expand their operations.

Triads have only two substantial holdings, these are in Darwin and Canberra. They have also infiltrated the federal government at several levels, making Canberra a powerful underworld centre.

The Yakuza are present in all cities but most powerful in Brisbane, Adelaide and Sydney. Their callous organisation ensures that the group will at least retain market shares in most cities. The only serious competition that the Yakuza is fighting is the Korean moves into the Sydney sprawl. The Yakuza prides itself on honour and professionalism, gang wars are quick and violent affairs.

Corporate Crime

This is as common as anywhere, the only exceptions to this are in Adelaide and the Brisbane/Gold Coast areas where a great deal of data theft occurs.

Corporate Wars

A large amount of violence has been seen on the streets in the past two decades due to corporate warring. This situation is caused in many cases by the 'dupology' that exists in the Australian market.

The Dupology

Many industries are now down to two large competitors, this has occurred in most of the large markets in Australia. This is partially due to the small size of the population and also to bad decisions by successive governments. The original idea was to provide 'healthy' competition but unfortunately it has led to many confrontations and deaths. It is thought that of the Australians killed every year that one quarter are due to corps. This estimation is hard to demonstrate as organised crime is involved with most large corps in Australia and these groups illegally use Dreamtime creatures to defend their compounds. With this blur of Crime/Corp/Dreamtime it is impossible to define the root cause of many homicides. ■

THINKING MAN'S MONSTER

by Alan Ogden

An essay on how to referee monsters... but not stupidly!

Screaming bold war cries, the heroes charged into the orcish village, shattering the peace of the morning. Orcs scrambled and fell over themselves, falling into neat lines. Each Orc had a neat target painted over its heart and the runic inscription XPV-15 tattooed on its forehead. At the rear of each line stood a slightly larger orc. These orcs had a different runic inscription, XPV-35.

At the head of each line, facing it, stood (breathless pause) a hero!! (cheers and applause). To the thunderous rattle of gladly dice the heroes began to dispatch their respective foes. A few of the orcs at the back yawned. One pared his fingernails while he waited for his turn to come. When it did, his negligent swing bounced off his opponent's armour (as expected). The hero, with a subtle flip of the wrist, eviscerated and then decapitated the orc (as expected). Looking around the hero noted that no other orcs remained standing. Great, time for the treasure.

If this unfolding scenario sounds silly, it is. Yet in almost every campaign a scenario like this one has been played out. While places and names change, the end result is usually a band of screaming adventurers hacking and slashing their way through a lair of kamikaze monsters. This suicidal rush on the monsters' part seldom makes sense unless they are all part lemming or too stupid to breathe.

Monsters. They come in all shapes and sizes, as hordes, gangs or individuals. They have only one thing in common. They are the protagonists in whatever game world your characters inhabit. These are the guys who, with fiendish cunning and total lack of morality, use elaborate strategies to raid well defended villages, build heavily fortified strongholds, boldly raid merchant trains and easily outwit the best minds the local constabulary have to offer. These are the same guys who "forget" to guard the "secret" entrance to their stronghold, whose minds suddenly shrivel into nothing when confronted by the PC's intellect and resort to mindless suicide charges when face to face with the dreaded PC.

Come on, get real.

The ease with which PC's overcome various foes can quickly lead to boredom. Players fall into the rut of dismissing opponents as too easy, forcing a desperate GM into throwing either a wider variety of monsters, or a succession of "super-monsters", at the PC's. Pretty soon you end up with a pile of 95th level orc assassin/mage/warriors and players claiming "we've killed everything in the Monstrous Compendium TM etc. etc...". In either case the challenge in the game has gone and role-playing has become an exercise in dice rolling.



Monsters are underplayed. They do not fight to their full potential. They do not use their intellect to it's fullest extent. They do not use their environment as best they could. Why? Often it is because the GM controlling them does not identify with them. The monsters become just so much grist for the PC mill and there is an endless supply of grist.

Most of the planning that takes place, the careful thought and consideration, is on what the PC's are to encounter. Far less thought goes into what the monsters will do once encountered. This is a fact of role-playing life that a good GM should be aware of and seek to counter.

By putting himself into the monster's shoes and walking in them, thinking in them and planning in them the GM should begin to identify with his monsters and their problems. Once a GM can answer the questions "Why am I doing this?", "What do I hope to gain from this?" and "How can I best achieve this?" (from the monster's point of view) then he is a long way towards identifying with the monster and can begin to play it effectively.

The next step is to throw away the suicide mentality. No-one wants to die (except maybe the occasional priest who knows he's better off dead). Creatures will go to extraordinary lengths to stay alive and so should the monsters in your game world. The only thing that is going to make a monster hurl himself at an opponent is either lack of choice or a belief in his own superiority (which he won't have if he's just seen you slaughter 39 of his cohorts in as many seconds). If neither of these cases is applicable then the monster may try to run and/or hide. This may not be possible but there is only one way for it to find out.

Lairs and encampments should always be guarded and seldom used approaches should nearly always be trapped and/or guarded. Monster races in most gaming systems exist in harsh environments in fierce competition with other races. Add the "good Guy" races such as humans, dwarves, elves etc. to this mess and it rapidly degenerates into a question of survival of the fittest. Any lair is likely to have to withstand attack from foes at any time. The lairs of individual monsters such as vampires and liches will, if anything, be more difficult to enter. Even animals allow multiple exits from their lairs, and monsters should do the same.

Monsters with even a modicum of intelligence will learn from their mistakes (if they survive). Given sufficient time, the players will not be able to use the same methods and strategies against the same foe more than once or twice.

Another factor to consider is the way in which monsters attack and the weapons they use. Monsters can and should use the best weapons they can find, including magic items and should always attempt to divide and conquer. They should be able to select their opponents (and their attacks against such) intelligently. Where possible monsters should try to identify and neutralise spellcasters and the most effective combatants first. How well a monster is able to do this is determined by it's native intelligence and experience, but armour (or lack thereof) is often a good indicator. It should be

noted that eliminating an opponent does not necessarily mean killing them, simply removing them from contention.

Entangling weapons (eg net, lasso, bolas) are often an effective way of achieving this since these weapons do not have to penetrate armour and will prevent further attacks. Once an opponent has been entangled they are usually fairly easy to deal with. Player character parties can be separated in any number of ways and will often do it themselves. Individual PC's make excellent targets whose mysterious disappearance can disturb other players deeply.

The concept of equal division may be "fair", but is kind of stupid if the monsters significantly outnumber the PC's. Given four PC's and twelve monsters in an open area, many GM's will assign three monsters to each PC. If the monsters have had a chance to observe the group then they should be able to plan their attack a little better than this. Monsters should "gang-up" on single PC's and quickly overpower them. This reduces the number of opponents, the number of attacks etc. and frees more and more of the monsters to attack the other PC's. It also reduces the effectiveness of shields and allows them to attack from the opponent's rear.

Leadership is another area that can provide significant improvement for monsters. Stupid monsters with highly intelligent leaders can be deceptively dangerous for PC's. The leader is the one who provides the monsters with superior tactics and strategies. This is one way in which dumb monsters can become much tougher opponents without destroying game credibility. These leaders may be intelligent monsters, cross breeds or strong NPC's.

Individual monsters are a different problem entirely. Many of these are highly intelligent but tend to be vulnerable as individuals. This vulnerability can be overcome by planning and subterfuge. These monsters should be able to establish lairs which are either well concealed, difficult to access or well defended by hired troops. The employment of spies in nearby towns should enable the monster to prepare a suitable reception well in advance for uninvited visitors. Who is to say that the helpful grocer selling the PC's a bushel of garlic isn't in the employ of the resident vampire?

If they have it available monsters will use their magic to defend themselves and their lairs. Liches can be particularly tough opponents when encountered on well prepared home turf. Vampires and demons can be even worse. While these

are tough hand to hand monsters, their high intelligence and magical abilities can mean that much of the PC's fire power is expended before reaching them. Some humanoid monsters may be able to pass themselves off as respectable citizens as long as they keep their nefarious activities secret. It may be difficult to destroy a lich lord who is respected (or even liked) as a businessman or local noble. This has the added advantage of placing the PC's on the wrong side of the law- never an enviable position to be in.

Individual monsters may also have plans of their own (apart from the usual world domination theme) that may require that they hire some help. Can you imagine the look on that paladin's face when informed that, after a gruelling quest, he has just handed the Sceptre of Justice to a major demon? And that this demon intends to use the said Sceptre to annihilate the known cosmos, paladin included.

The advantage of playing your monsters intelligently are numerous. First your campaign will be spiced up and every adventure becomes a challenge. Even when it's not the players will stay on their toes - just in case. If your monsters defeat the PC's occasionally then they will have added reason to continue adventuring. Spin off and follow on adventures almost generate themselves (our paladin is just going to have to save the known cosmos, isn't he?).

Surviving monsters become major NPC bugbears for the players and a delight for you, the GM, to play. Best of all, the amount of work you have to do will actually diminish! A final note of warning though. While it may be

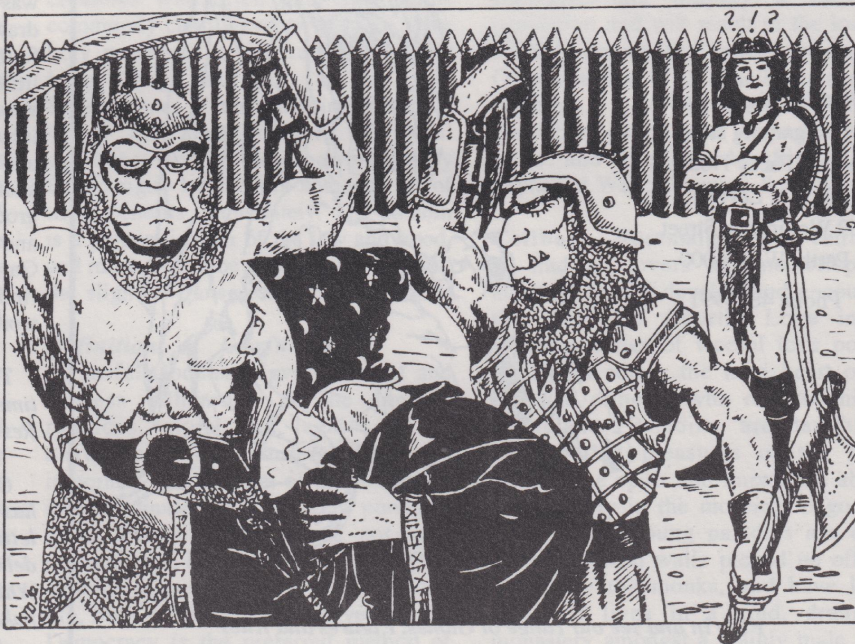
tempting to play every monster with the intellect of Einstein or the military genius of Julius Caesar, it is important to maintain game balance. As a general rule let your players be successful - just don't make it easy!

They had come across from distant lands, lured by tales of wealth. Wealth raped from Ungria when it was too weak to hold it, now horded by the Great Orkhan's orcs dwelling in crude horsehide tents on windblown grasslands. The taking back of wealth from barbaric orcs would be easy. Were they not heroes in their own land? And did not heroes slaughter orcs in their hundreds? Were they to listen to dire warnings from townfolk cowering behind stone walls? Nay, they were heroes. They need not fear the greyskin!

The heroes gazed across the steppes at the simple village, taking in the lowing herds and unhitched wagons. This would be easy. No guards. No defences. Walk in and lay waste to the village. Walk away with whatever booty there was. Just like all the other times. Easy.

As the heroes advanced, a thunder of hooves erupted from the plains behind them. Boiling up from a hidden fold in the tundra came horsemen. Top knots streaming in the air they charged toward the dumbstruck heroes with blood curdling war cries. Orcs? On horses?

As the heroes prepared to meet the charge it broke. Excellent. Even orcs on horses feared heroes. The line of mounted warriors circled the heroes. Arrows began to fall as the Unae Orcs circled out of melee range. Faster and faster the arrows rained. Oh shit.



News

Unae Module

Reaction to *Orcs of Unae* in issue 7 was very positive. It seems our readers are very interested in our independantly developed campaign world. This issue we gave you an Unae scenario, *The Forest* plus details on the paladins of Burvoy (*Pure at Heart*). Further Unae articles will appear in the future and there is a 70+ page module planned for release in Autumn next year.

You Make The Difference

Your support in buying this issue of *Australian Realms* has been invaluable and we thank you for it. Why not take one step further by filling out the form at the bottom of this page and sending in for a Subscription. Not only will you gain the benefit of seeing the magazine arrive at your doorstep, you'll find a free 'fanzine' quality periodical slipped inside some future issues. This bonus Subscriber's Only Insert will contain additional Unae material, short stories, scenarios, original A-Team scripts and other bits that we cannot cram into the normal *Realms* format. So why not subscribe now; with your commitment and support *Realms* will continue to grow.

Clubs

Let us know you exist and we'll tell everyone else! *Realms* is keen to set up a club directory in the magazine so contact us ASAP. Remember to include all contact details necessary plus a short run down on the club's activities, joining fees, venues and meeting times.

The Top Ten

Thanks go to the following shops for their assistance in compiling this list of top selling items:

Mind Games, Melbourne
Simulations, Perth
Tactics, Adelaide
Valahalla Games & Hobbies, Perth

Vampire, White Wolf Games
Warhammer Fantasy Battle Box Set, GW
Menzoberranzan, TSR
Shadowrun 2nd Ed, FASA
Cyberpunk, R.Talsorian Games
AD&D 2nd Ed. Players Handbook, TSR
Legacy, TSR
Sky Realms of Jorune 3rd Ed,
Ars Magica, White Wolf Games
Mythus, GDW

Andrew Daniels

Fans of our star writer and creator of *The Adventures of the A-Team* will be pleased to know Andrew is currently working on an adventure scenario to appear in issue 9. Entitled *Death in Thvatta*, it will be a serious one-to-one role playing adventure designed for for an assassin character.

Australian Releases

Under the Australian license, Jedko Games of Victoria are about to release the soft cover 2nd Edition *Shadowrun* rules. Jedko tell us they also have revamped their popular war game, *War At Sea* - due to appear over Christmas, and the 3rd Edition *Battletech* rules are due out about the same time. This edition will include 14 moulded plastic playing pieces!

Competition

Another recent Australian release was Tony Shillitoe's debut fantasy novel, *Guardians*. *Pan Australia* has kindly given us 10 copies of the paperback to give away to 10 lucky readers. All you have to do to win this good read is name the 6 members of the A-Team as they

appear in this magazine. Competition results and review of *Guardians* in issue 9.

TSR

TSR's latest AD&D 2nd Edition effort is a boxed set called *Menzoberranzan* and is selling quite well according to our Top Ten. Next to appear will be *Valley of Dust* a 96 page Dark Sun sourcebook, *From the Shadows* a Ravenloft screamfest, *Grey Space* a Spelljammer accessory and *Mighty Fortress*, a campaign sourcebook where the AD&D game meets the age of gunpowder and cavaliers. The most interesting release due to appear is *The Complete Book of Elves* which promises to tell you everything you wanted to know and more about these pointy eared shortlings.

A-Team Comic

Realms has commissioned a promising young Melbourne artist, Scott Edgar, to turn the popular *Adentures of the A-Team* into a comic strip. First impressions of the comic are very good - see issue 9 for the first episode in this format.

Next Issue

Vampire RPG
How to Win at World in Flames
Death in Thvatta
Warhammer 40K Roleplay (unofficial)
Dark Sun
Shadowrun Part IV
A-Team Comic
Blood Bowl
...and heaps more!

Final Words

To all those involved in exams at this time of year - best of luck. To everyone, have a jolly Christmas and until the New Year...

...see ya 'round like a d100!

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