



# Playhouse News

The monthly newsletter for Jester's Playhouse

April, 1999

## The First Issue of the Playhouse News

Well here it is, the first issue of the Playhouse News. We talked about it for some time, but it has finally taken shape. We included a few articles from our game masters and events.

### Not Our Newsletter- Your Newsletter

Our goal with this newsletter is to keep you better informed of what is going on at both stores and in the game industry. For this venture to work we need you to write, draw and share your ideas. In the coming issues we will share what is going on in our gaming groups, what the future holds, game reviews, tournament decks, painting and scenery tips, campaign ideas, league results etc... Hopefully we will be able to do this with your help.

#### Credits:

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Submit articles and art on disk if possible in a standard format for IBM. This newsletter will be available on the web also, so your views and ideas will be able to be viewed by the world. For submissions contact us either at the store, through e-mail or snail mail. Please do not be upset if your article doesn't get published right away, we will get to it.



"This I \*static\* r Augustus, Captain of the 7th Company Scout Squad. We have met wi \*static\* ong resistance."

## Saving Brother Augustus

**Hopefully you had a chance to take part in our first installment of a cool be campaign for Warhammer 40K. Below is the background story for the campaign.**

+++DOWNLOAD COMPLETE+++

+++TRANSMISSION FROM DEVLAN+++

**REF: KNX289/ /542-8546 beta "This i \*static\* r Augustus, Captain of the 7th Company Scout Squad. We have met wi \*static\* ong resistance. Our squad has taken severe cas \*static\* and we are currently pinned down in the city of Produx Imperator. We have found \*static\* believed to be \*static\* blus. "(sounds of bolter fire) Position compromised!!! We are under attack. They have \*static\***

++++TRANSMISSION CANCELLED++++

**TRANSMISSION DATED 5692881.M39**

**This was the last transmission received from mining world Devlan. All communication has been cut off and no fuel ships have left in months. Our fleets**

**(Continued on page 2)**

# Marshal Eric's Corner

By ERIC AVEDISSIAN

When Jeff asked me to review Pinnacle's Deadlands products, I was ecstatic, I love this game. It is combination of frontier western and horror, the eggheads at Pinnacle made this a game that's so innovative, so original, you wonder what they'll do next.

The latest offering for the Deadlands line, "River o' Blood," amazes skeptics who think a role-playing game exhausts every possibility. "River o' Blood" is a boxed set retailing for \$30 that defines life (and death) along the Mississippi region. With much of the game focusing in a parallel American west in 1876, one where the Civil War is still going strong and abominations plague the land, Pinnacle reveals an area most don't associate with the west: the bayous and villages along the Confederate-controlled Mississippi.

The boxed set, resembles the very fine "Great Maze" and "City o' Gloom" released last year, and features a sourcebook, maps and two pamphlets. Inside the sourcebook, you can read up on "The Tombstone Epitaph's Guide to the Mighty Mississippi." Like other places in the Deadlands universe, the Mississippi is a horrible place, filled with plagues, crocodiles and voodoo. The latter is defined in one of the smaller books, masquerading as the Texas Ranger's Bible addendum.

Voodoo spells require the worship of a loa, a special patron spirit. The voodooist must choose their loa, build a shrine, gather the essential ingredients for the spell, and execute the ritual. Unlike huckster hexes or blessed miracles, a voodooist's spell takes longer to pull off, from hours to days. However, these spells are powerful. Very powerful. The inclusion of voodoo is one such element that can add spice to your game, and shows the Pinnacle staff carefully researched. No discussion about voodoo would be complete without delving into the history of Baron Simone LaCroix, head of the Bayou Vermillion Railroad. LaCroix's true motivations are explained in the Marshal's section of the book, so no peeking if you're a player.

Players can use the guide to familiarize themselves with the Mississippi, and towns along its twisting banks, like Memphis, St. Louis, Vicksburg and my favorite, New Orleans.

The boxed set includes a colorful map of New Orleans and two levels of a steamboat for miniatures combat. The set is rounded out with an adventure "Trouble A-Brewin'," a perfect introductory adventure to New Orleans and the Mississippi (I'm taking my group through it!).

The new voodoo rules, the game setting and the new characters and locales make "River o' Blood" an interesting addition to a game once touted as a "Wild West" role-playing adventure. Pinnacle has other books on the horizon, namely, sourcebooks covering the northeastern United States and the southeastern Confederacy. These additions will bring more meat to the game and answer many questions for GMs. With the Hell On Earth line being freshly defined with sourcebooks based on characters (the same place Deadlands was a year ago) "River o' Blood" promises to be the first in sourcebooks that define other parts of the whole picture.

**Brother Augustus** (continued from pg. 1) are in desperate need of fuel. The mining world Moloch is in flames and various problems at other worlds have put us in desperate need the resources from Devlan. Therefore, we are sending this message to all the various chapters of Space Marines in the area near Devlan. There is a force dome over Lumas Imperialis, the only land mass on Devlan. This was erected to prevent Tyranid pods from landing on the planet. We saw the devastation of Tyran Primus and didn't wish to repeat it. This defense however prevents us from dropping any of our own troops on the continent. Your initial assault will be on the Eastern Shore of Lumas Imperialis. You will storm the beach and take position there. Then, you will send for orders from your Battle Barges or other ships for your next mission.

Magistrate Lemites

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## Upcoming Events

\ **March 26th - April 30th: Warhammer Fantasy League.** Find out what the Mad Dwarf's Treasure is. League Day at CMCH is Fridays and Sundays at Northfield. Entry fee is \$5.

\ **Crazy Achmed's Camel/Horse Race:** See if you can get the map to the Temple of Doon. Bring one Hero or Champion mounted. No Magic items or Wizards allowed (Crazy Achmed hates magic and usually steals any valuables). The race begins at 1 PM at Northfield.

\ **SIEGE:** Da Boyz from Games Workshop are coming to take you all on. If you have Warhammer Fantasy miniatures bring 'em, if not we will have some to lend. We will not be using magic, so deal with it. The Festivities start around 1 PM on April 10th.

\ **Legend of the Five Rings Demo Day at Northfield:** Join us and the guys from the 'Dark Edge Gaming Society' to explore the culture and politics of Rokugan. We will be teaching all day and have special prices on L5R cards. Things start at noon on April 17th.

(Continued on page 3)

**Upcoming Events (Continued from Pg. 2)**

**\ Raiding the Temple of Doon**

**at CMCH:** Many will enter the Temple of Doon, few will survive. Come find out what treasure awaits for those who dare enter. Earn Warhammer Fantasy League points just for showing up. Bring 250 points led by a hero or champion to explore the depths of the temple. You may bring one magical weapon of 25 points or less. No other magic is allowed. We will be using the Mordenheim skirmish rules from White Dwarf. The raid begins at 1 PM on April 17th.

**\ April 24th and 25th: Jester's Store Championship for Warhammer 40K.**

The Tournament is full, but spectators are welcome. Remember players, your army list is due April 10th.

**\ May 8th Deadlands Demo Day at Northfield:**

We will be teaching and playing all the Deadlands products: Deadlands, Rail Wars, Doomtown and Hell on Earth. Lissanne Lake, artist for Doomtown and Legend of the Five Rings will be here, as well as the guys from Dark Edge gaming. We will be giving away free stuff. Come dressed as your favorite Deadlands character and receive a signed print of Lissanne's. Things start at High Noon.



by Mike Johnson

In an irradiated world, where survival is a struggle and the dead walk among the living, a vagabond band of reluctant heroes travel the wastes of the American West, fighting the demons of a Hell on Earth.

Jess Damair is a ten-year-old latter day Knight Templar who fights with courage beyond his years. He is told he has a destiny, although whether he'll live to see it remains to be seen. Wolfe Brayton (AKA Jean-Claude) is a natural, if reluctant, leader with a penchant history and for known exaggerating his deeds. He is a good man, but he harbors a dark secret that may come back to bite him... and soon. Dr. Refshtine Kislov is a former Russian scientist who was caught on this side of the Atlantic when the world ended. What remains of his home he may never know, so he makes his way in the Deadlands, looking for scrap to fuel his arcane devices. He is (arguably) a mechanical genius, and maintains the group's current transportation, an aging rig nicknamed "The Magic School Bus." Derek Reed is a former soldier of a deadly warband known as The Combine. The group rescued him from an angry lynch mob and convinced him to make a quick change of allegiance. Is he an ally, or will he spell their doom? John the Postman, is well... a postman. (You did see the movie didn't you?) He fell in with the group recently when they

crossed his delivery route. The mysterious Mr. Smith is a gunslinger whose stare is more deadly than his guns, and his guns are pretty deadly. He just signed on to do a job. Believe me folks he's got NO idea what he's got himself into! Augie is our most recent addition. Before the bombs fell, he fought The Faraway War, a deadly conflict that actually took place on another planet! His mind harbors tremendous power, but is also haunted by the things he saw and did long ago, and Faraway.

This is the current cast of characters in the Deadlands: Hell on Earth campaign played Wednesdays at Jester's in Cape May Courthouse. Although it's a relatively young game, they've had quite a variety of adventures. They've almost been swallowed by a twelve foot stomach, fought their way out of an armed military compound (of course they took some weapons!), freed a mountain village from an occupying army, played an instrumental role in the founding of a mutant religious cult that worships a Grover puppet (I am NOT kidding), and as of this writing were running scarred from a ticking nuclear bomb. All this, and I haven't even hit them with the BIG story yet!

This is one of the best games I've ever experienced. This group's full now, in case you couldn't tell, but your welcome to come check us out! We usually put on a good show and openings could happen at any time.

Weekly Events

	Cape May Ct. Hse.	Northfield
<u>Monday:</u>	Vampire the Masquerade	Open play
<u>Tuesday:</u>	Rifts	RPGA/Magic the Gathering Open Play
<u>Wednesday:</u>	Hell on Earth	Deadlands/Alternity
<u>Thursday:</u>	Deadlands (every other week)	AD&D Planescape/Shadowrun
<u>Friday:</u>	Doomtown (every other week)	Magic Tournaments/Rifts
<u>Friday:</u>	Games Workshop League	AD&D Dark Sun
<u>Saturday:</u>	AD&D Forgotten Realms	GW League
<u>Sunday:</u>	Magic Tournaments	

## Brother Adjusts Transmission

### Two:

+++ Transmission from Lumis Imperialis +++  
This is Captain Argus. We have taken the beach. I am sending a copy of my journal entry which describes the battle in detail.

The Storming of Lumis Imperialis was one of the most horrifying things I've ever been witness to. As our transports arrived on the beach, we saw the Imperial forces well dug into trench emplacements beyond the dunes. We raised the white flags of peace to our comrades on the shore. The response from the guardsmen in the trenches was a barrage of ordinance fire mortar emplacements and Imperial Griffons. A Space Wolves rune priest, under the command of Harkan Harada, and his personal guard were struck down as they left their transport, the thick plates of their Terminator armor dragging them swiftly into the moist sand, leaving only a red stain in the small waves lapping at the shore. We issued the command to take the beach. It was amazing to see so many forces swarming up the shore. Ultramarines from the 2nd Company, Division Kappa were running alongside Blood Angels screaming in rage as they leapt through the ocean waters. Another hail of shells whistled towards us. My view of the battle was momentarily lost as an explosion maybe twenty meters ahead scrambled my armor's auto senses. As the interference settled, I saw a Blood Angel squad floating in the waves. To my left, a scout squad had taken the beach and was moving in on a pair of Sentinels. Across the length of the beach was nothing but carnage! As the waves churned thick with blood, I saw units, the Emperor's finest warriors, forced to fall back into the water. The relentless pounding of artillery was devastating. That's when I ordered my own unit to move up the beach. We had been held back so that the heavy weaponry we carried could be used to cover the other

units going for the dunes. We moved up a smaller dune by the shore as deafening explosions went off all around us. As we reached the top of the dune, we saw three wrecked tanks. A Chimera had been blown open, its armor now so much scrap. A lascannon shot had driven into its hull and caused an internal explosion. A gunner's charred body lay slumped over an empty storm bolter. Space marines were now halfway up the dunes. We had taken out a large group of ratlings in a watchtower to our right. The Dark Angel scouts led by Brother Asphen had destroyed the Sentinels. Ahead, we saw a massive mortar explosion. A lone surviving Blood Angel screamed a war cry of vengeance for his fallen brothers. He pulled out his meltagun and tore for the trenches, the madness fully upon him. Shots went off ahead of him, the sand being kick up in small bursts at his feet by a hail of bolter fire. We saw his armor soaking shot after shot from guardsmen lasguns. Just as we thought he'd take the dunes, there was movement in the trenches. A large shadow emerged, followed closely by another. Ogryn! They charged savagely into a group of Ultramarines. Within seconds the terrible

beasts had torn through the squad with their ripper guns. The only two left standing were chopped down as the ogryn's charge continued into them, slowing not an inch. They swept into the heroic Blood Angel and two Ogryn ripped him in two. I gave the order and my men responded, gunning the ogryn down where they stood. Some distance to the right, Captain Methan had lost his squad. A trail of bloody corpses led from the water to the trenches. He stood alone on a hill, attacking a female commissar. A backhand slap of his power fist sent her lower jaw flying across the battlefield. Engaged as he was, he didn't see the other commissar leap down from the hill behind him. A sudden explosion to our left caught my attention. A missile had hit one of the enemy bunkers. The cement structure collapsed, crushing guardsmen beneath it. Within minutes we had taken a sandbag emplacement. With morale gaining we pushed forward. Soon the beach was ours. As our victory grew clearer, the Imperial Guard troops pulled back and fled. We were victorious, but at what cost? We suffered heavy casualties. Nearly half of our forces lay dead on the shores of the land we call the Light of the Emperor.

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## The Do's and Don'ts of an Army List.

by Rich Gain

Since our store championship is approaching really fast, I thought it might be useful to give some tips on how to write an Army List.

1. Be Creative: When writing an army list approach it like you would an essay in school. An army list should have a beginning, a body, and an end. The army list is one of the primary areas in which the composition score is taken. If your list is unique it will stand out. Some ways to do this is by using different materials (parchment, red in for blood, animal hide, or even a stone slab.) Other ways of standing out include using an official imperial document format, or making it into a narrative in the language or supposed language of your race i.e.. using "da" a lot in an orky list.)
2. Everybody likes a good story: Don't write a story for a story's sake. Make the story coincide with your army. Carry the story through in your army construction, painting, and modeling. Don't use a story to justify a "cheesy" army construction. It is really easy to tell when this is done.

3. Get to the point: When judges are looking at army lists, they usually have a lot to look at. Don't write a novel, a page is just as effective. When it comes to writing the actual list, the judge really doesn't need your army stats, just the names of units, characters, their equipment and points. Include a breakdown of points spent in characters, wargear, magic items, etc. with their percentages is mandatory.

4. Take your time: Rushing your list will cost you points. Spelling errors, point total errors, poor arrangement and organization are all areas that will show through. A judge is not going to grade you like an English teacher, but will think you were careless.

5. Make it exciting: This is creativity. Use of graphics and borders, appropriate fonts and backgrounds will make your list pleasing to the eye. For graphics your best source is the Internet. If you are using any of the current browsers, you should have no problem. A simple click on a picture will download it. If you know someone or have a scanner yourself, the rulebooks and supplements for the game are excellent for graphics. Be careful not to use too much. I hope these considerations have helped you. If you plan on going to Games Workshop's Grand Tournament, playing in our championship or leagues, then the extra points in composition could make the difference. The miniatures hobby is mainly about toy soldiers, but it is usually the stories that stick out in people's mind.

## Highlights of the GAMA Trade Show

In case you haven't heard, Joann and Rich just came back from the Game Manufacturer's Show in Las Vegas. No we did not hit big. What we did do is get a preview of some of the new stuff coming out this spring and summer. I wanted to give you some info on the new stuff.

One of the newest Role-playing lines to come out soon is 7th Sea from AEG. You have probably seen some of the ads for it, but I got to talk to John Wick, the designer of this new World. John Wick, in case you didn't know, was the designer of Legend of the 5 Rings also. This world, like that of Rokugan (L5R), is based off of a late 16th century Europe. It is the time of Musketeers, Pirates and treasure. The artwork is phenomenal and the story concepts are unique, yet familiar. You are free to explore many avenues of adventure: High Seas treasure hunting, political intrigue, mercenary for hire. It will be supported by a newsletter and fan club. Following the pirate theme is the new release from Atlas Games (Lunch Money) called 'Furry Pirates.' A game that does not take itself too seriously (as you could tell from the title). Yes, finally a game where you can play a swashbuckling, flying squirrel. Atlas also has a new card game coming out that places you in the position as a construction



company trying to get contracts by bribes, threats and other lowdown tactics.

Of course there are new Cheap Ass games coming out. James Ernest's new game is 'Renfield' a follow-up card game to 'Part Unknown.' You play the role of the gravediggers who get all those wonderful body parts for the scientist in 'Parts Unknown.' You win by taking tricks, but not getting a lot of bugs. This game is not

a gambling game, also it does not have \$ symbols on the cards. Speaking of Cheap Ass games, have you heard we are going to run a 'Button Men' league?

Armorcast has a new series of terrain pieces coming out soon. They are a follow-up to previous pieces and look wonderful. For all you L5R fans out there, they also have a new line of oriental style pieces. The new stuff should be in soon. Watch for it! Precedence, the publishers of the Babylon 5 CCG will be doing a new CCG based off of the computer classic 'Tomb Raider.' Chicks with guns, how could you go wrong?

Most have seen on their website that Pinnacle is breaking from the Deadlands story to do a super hero RPG called 'Brave New World.' Its a dark world where superheroes are monitored by the state through other heroes. You take the role of an underground that fights against the tyrannical US government ruled by JFK. Following their tradition, Pinnacle takes existing history and throws a curve ball.

We bought back some new board games from Germany. If you are interested in learning them, ask.

## AEG

### — **L5R Gamemaster's Survival**

**Kit:** A perfect companion to the Gm's Screen. It provides quick reference sheets for NPC's, town and map info, plus a whole lot more.

— **L5R Midnight's Blood:** A new adventure for the land of Rokugan.

## Atlas Games

— **Furry Pirates:** A swashbuckling adventure where you play the role of weasels, raccoons and flying squirrels as pirates. Arrggg!

## Cheap Ass Games

— **Deadwood:** Where out of work actors go when there is no 'Loveboat.' You play the role of an actor looking for a job.

— **Renfield:** A trick taking card game, where you play the role of the gravediggers from 'Parts Unknown.'

## FASA

— **Magic in the Shadows:** The updated magic rules for Shadowrun 3rd edition.

## Palladium

— **Rifts: Canada West:** Explore the realms of the Yukon and British Columbia. Watch out for Bigfoot!

## Pinnacle Entertainment

— **Deadlands: Back East: North**  
See what's going on in the East. Can you imagine what New Jersey's like in the Weird West.

## Reaper Miniatures

Some new minis from the guys at Reaper.

- Wight of Westbarrow
- Kaballah the Colossus
- Dark Wizard of Taltos
- Backsting the Wyvern
- Mounted Lancer
- Thotondil Dwarf Hero
- Toblas the Dark Spectre
- Mason Rowan Clan Leader
- War: Reaper of the Apocalypse

## Steve Jackson Games

- **Gurps: Special Ops 2nd Edition**
- **Gurps Black Ops**

Looking to get into the spy business,

## New Releases

Use this as a convenient checklist to order what you want ahead of time.

well these books are your intro into the world of intrigue.

## TSR

— **MSH Fantastic Voyages:** Take your Marvel Adventures into the world of the Fantastic Four.

— **AD&D Axe of the Dwarvish**

**Lords:** This high-level adventure in the tradition of *The Rod of Seven Parts* and *Return to the Tomb of Horrors* involves the most powerful artifact of the Dwarven Clans!

— **Alternity Tangents:** Allows Alternity game players to imagine all these worlds and more! Also includes full rules for dimensional travel, play tips and adventure hooks to get the Gamemaster started, and information on how to incorporate dimensional travel into any campaign.

— **AD&D Priest Spell**

**Compendium, Vol. 1:** The first in a series like the Wizard's Spell Compendium.

## White Wolf Publishing

— **Hunter's Tools:** The Hunter's Tools is the complete guide to the furthest reaches of mortal power for Mind's Eye Theatre. Including the heritage of Gypsies, the rare powers of dedicated psychics, and new sorcerous paths, this book has everything for the experienced hunter.

— **Thousand Hells:** The Yomi Thousand Hells are nothing like the spirit worlds of the West. Spun from the stuff of nightmares and corruption, they embody the worst damnation imaginable to the human mind -- and more.

— **Sorcerer's Crusade Companion:**

This hefty book offers an intense look at the Dark Fantastic world of Mage: The Sorcerers Crusade. Everything from new combat and magick rules to religious conflicts to petty wars to astounding inventions can be found in these pages

— **Children of the Night:** Fully details

the heavy-hitters of Vampire's World of Darkness. Included are the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisci and an inscrutable Inconnu or two -- all the undead to know... and fear.

## Games Workshop

### Warhammer 40K

- **Dark Angels Codex (May)**
- **Space Marines w/ Assault Weapons (Apr)**
- **S/M Devastator Blisters(May)**
- **S/M Landspeeder Tornado(Apr)**
- **S/M Ravenwing Command(May)**
- **Chaos Space Marine Lord(Apr)**
- **Cypher (Apr)**
- **Chaos S/M Rhino(Apr)**
- **Dark Eldar Mandrakes (May)**
- **Dark Eldar Lord (Female)(May)**

### Battlefleet Gothic

- **Imperial Sword Class Frigates(Apr)**
- **Imperial Firestorm Frigate (May)**
- **Imperial Dauntless Lgt. Cruiser(May)**
- **Chaos Idolator Raider(Apr)**
- **Chaos Infidel Raider(Apr)**
- **Eldar Eclipse Cruisers (May)**
- **Eldar Aconite Frigates(May)**
- **Eldar Nightshade Destroyers(May)**
- **Eldar Hemlock Destroyers(May)**
- **Imperial Retribution Btteshp(Apr)**
- **Imperial Emperor Btlshp(May)**
- **Chaos Despoiler Btlshp(May)**
- **Chaos Cruisers(Apr)**
- **Imperial Cruisers(Apr)**

### Warhammer Fantasy

- **Daemonette Cmd on Steed(Chaos)**
- **Daemonette Champ on Steed(Chaos)**
- **Plaguebearer Cmd(Chaos)**
- **Plaguebearer Champion(Chaos)**
- **Dechala, the Denied One(Chaos)**
- **Oxayotl & Tenehumi, Prophet of Sotek**
- **Skink Shaman(Lizardman)**
- **Inxi-Huinzi(Lizardman)**
- **Skink Cold One Riders(Lizardman)**
- **Wilhelm Johan(Dogs of War)**
- **Hobgoblin Wolf Boyz(Dogs of War)**
- **Tuishi-Huishi's Cold One Riders (Dogs of War)**
- **Albion Giants(Dogs of War)**

