

FFTS NEWSLETTER

July, 2001

Hello, and welcome to the latest newsletter. The first news to tell is that Catherine Dennison has stepped down as Secretary due to an increased workload. The FFTS Secretary is now me-Anita Thibideau. Catherine will be staying as a Board Rep. So have a little patience, and with my limited computer skills and a little bit of luck we may have a newsletter every month or so. And now - on with the show!

This month we have a couple of game reports, some info on upcoming games, an updated point list (maybe), and some general interest stuff.

SCOUT GAME REPORT

Once again fun was to be had by all who attended the 10th Annual Scout Game at Camp Harris. Thanks to everyone who managed to make it, we ended up with 27 members participating which isn't too bad seeing as we had almost 10 people drop out at the last moment or simply just not show up on the day of the game.

This year instead of the scouts needing to do battle with the Guardians to see who gets to fight the Dragon, we did a Grand Melee with the scouts fighting team vs. team. I'm not sure how well this went over, I guess we will just have to wait and see next year when we hear the feedback from the scouts themselves.

Everyone who attended this years Scout game will receive a nifty badge (Contact me if you don't have yours yet) and will also receive some experience points for FFTS. A few people will receive an additional bonus amount of xp's for helping out above the norm.

Special thanks and bonuses go to:

Bryce Dennison for putting the guidebook I created into .pdf format to make it more compatible for the members to view. Catherine Dennison for printing off stuff and obtaining the ID badges for us. Lynne Dufault and Colin Hoeg for transporting a goodly chunk of our props department to and from the camp. Sheldon O'Brien for helping me to get the Grand Melee to work out right. Martin Sasinek and John Chapman for running the Talent Contest. Kevin Sauder for printing stuff and picking up the groceries that we bought for one of the scout prizes and thus preventing my arms from falling out of their sockets by trying to lug 16 liters of pop to the waypoint.

Points distributed as follows:

Alia Bigio	6	Amanda MacEachern	6
Chantal Boudreau	6	Les Mills	6
Bob Brennan	6	Sheldon O'Brien	8
John Chapman	8	Russell Rait	8
Bryce Dennison	8	Gino Raneiri	6
Catherine Dennison	8	Norma Raneiri	6
Lyne Dufault	8	Dale Roberts	6
Gerald French	6	Martin Sasinek	8
Sylvie French	6	Kevin Sauder	8
Pat Gordon	6	Anita Thibideau	6
Dan Henderson	6	Trevor Schellinick	6
Colin Hoeg	8	Alex Shannon	6
Corrine Lewandowski	6	Chris Tait	6
Donna McKay	6		

Thanks again everyone, hope to see you all at the Scout game next year!
- Russell Rait

TV STARS TO THE RESCUE

TV Stars: To The Rescue! rocked, the players whopping alien butt and taking control of all the towers, freeing the world. Kudos to all the refs, players and the monsters I had plus Chantal as Grannie Mountaine the shopkeeper with her kitty and Dan as the hippie who came to the area a week early for fireworks but got fantastic seats.

This game was my first attempt and from most accounts was a success. It was also Norma's first attempt at refereeing, which she did in grand style. Game highlights include the video screen test we took of all the players before the game, the massive battle for Tower #9 (Antarctica). a sort of 'pre-climatic' climatic battle and the final climatic battle for Tower #10 (Canada) in which the aliens were annihilated and the world was again free.

Another highlight was a wedding that was occurring on the dock just a mere 50 feet away at the exact same time as our climatic battle. This led to the wonderful quote of "A battlefield isn't exactly the best backdrop for a wedding." by one of the attending guests.

In conclusion, I have found that while running a game is not impossible, it does take a good amount of discipline and honesty with ones' self to pull it off. Not to mention a boatload of help from people that are willing to sacrifice their souls to you to make it happen.

I would like to thank all my players, monsters, referees.. Dan, my rules rep.. Dale, my board rep.. Chantal as a 'behind the scenes' butt kicker, Martin, who helped with the whoojis and whatchamacallits, and my darling, wonderful, ever-understanding wife, Norma, who I love very much.

To all of you, I thank you. I couldn't have pulled it off without you.
-G. Dante Ranieri

Points awarded:

Alia Bigio	5	Gino Ranieri	8
Dawn Bourne	4	Norma Ranieri	7
Chantal Boudreau	6	Gil Richards	7
Gavin Carruthers	6	Dale Roberts	7
Mary Deveau	5	Martin Sasinek	7
Gerald French	6	Kevin Sauder	7 + 6
Sylvie French	5	Trevor Schellnick	5
Dan Henderson	7	Michelle Spagnalotti	4
Colin Hoeg	5+6	Mark Thorton	5
Shelly Jenkins	4		

FUTURE GAMES

At this time we have three upcoming games. The first is Rimworld II to be held July 27th-29th at Wookieland in beautiful Newburne. (blurb to follow). August 24th-26 is our three day game at Camp Harris. Craig Dutton has proposed a game loosely based on "Silver Spike" with a fantasy theme and "lots of looting", or so I am told. Last, but certainly not least, Martin Sasinek has a sequel to his previous game, whose name I can't recall, for our winter game.(let the mayhem ensue)

Up for grabs at this time is the Halloween Game. Let's see if someone can get one going. They're always fun and usually a little weird.

RIMWORLD 2, THE HAUNTING

The Royal Institute of Magery has had a year to rebuild after the Elemental Disaster. Ellsworth, the High Wizard, with the aid of faithful Phestus, the gardener, and the Marquis du Zorrot, master of arms, have made great progress restoring the Institute to its former glory. Only a few minor stumbling blocks hinder their progress. For one, the area seems haunted. Strange occurrences have the populace in an uproar. In particular the neighboring tribe from the Barbarian Lands has become quite restless due to these happenings. They are very superstitious, and supernatural phenomena drive them to strange and sometimes violent acts. This leads us to the second problem- the Mage shortage. Of those that survived the disaster only Ellsworth and Zathras the Necromancer remain. The others have gone on extended leave to recover from their ordeal, and Zathras is somewhat less than cooperative. He and his followers appear to have their own agenda. Ellsworth and the Marquis have their hands full. Ellsworth, High Wizard of the R.I.M. has sent out a request for the aid of all those brave and able-bodied.

Anyone who has not yet been contacted about the game and is interested in participating may contact Colin Hoeg.

INTO THE BARROWLANDS

Three hundred years ago, the Dominator walked the Earth. Together with his Lady, and ten enslaved wizards, each nearly demigods in their own right, known as the Taken, he ruled an Empire larger than any ever known. A rebel army led by the White Rose was able to defeat the Dominator, but so powerful were he and his servants that the White Rose could not kill them; instead, they were interred in the Barrowlands behind walls of sorcery.

Thirty years ago, a wizard seeking power explored the Barrowlands, and released all save the Dominator from their imprisonment. The empire was re-established, now under the control of the Lady. The White Rose was born anew to fight it in a war that lasted years and killed many; a war which turned to alliance when the Dominator sought to free himself from his prison a final time. The Dominator was defeated at great cost; the rebel army winnowed to nothing, the Lady and the Rose both stripped of their magic. The Dominator was re-imprisoned, his soul confined to an artifact; both sides, exhausted, abandoned the battlefield.

They left behind them a treasure trove of gold, jewels, magical artifacts, and knowledge, both ancient and modern, strewn throughout the Barrowlands. Many of these are still guarded by arcane devices. Some are now in the hands of the northern barbarians. What guards still patrol the Barrowlands are disorganized and corrupt. In all, it seems an excellent opportunity for 'entrepreneurs' to gather a fortune... if they are brave enough.

Into the Barrowlands is a +10 point fantasy participant game. The primary rules variant is that spell-casters are limited by the fact that their True Name is a hidden key to their magic; a spell-caster may take extra points for this as a disadvantage based on how likely it is to be a problem for them during the game [at the zero point level, the name is so well hidden as to not be a concern]. More details on this will be explained during the character generation process.

There will be a sign up sheet at Colin's game, I assume. Or any questions may be sent to Craig Dutton.

In doing this newsletter, I am assuming everyone has access to email. If you know someone who doesn't, and is in the FFTS, please contact me on their behalf and we can hook them up with a hard copy. Also if some one has email and is not on our mailing list, they can send a message to the postlord account with their name and address to be added. Any questions or comments can be sent to fftspostlord@hotmail.com