

# Spørrekonkurranse Del 1

Identifiser 25 spill etter følgende sitater, og lever skjemaet i resepsjonen innen lørdag 2400. De beste (antall avhenger av repons) kommer med i finalen søndag 1800; navn på finalistene vil bli kunngjort ved oppslag.

Navn: \_\_\_\_\_

Medlemsnr.: \_\_\_\_\_

1. [...] is designed for fighter pilots and would-be fighter pilots. It is for the individual who has burnt out too many brain cells to be a genius, yet is too smart to be happy in a menial job.
2. When a character reaches 0 hit points, that character is slain. The character is immediately dead and unable to do anything unless some specialized magical effect takes precedence.
3. In the [name of game] FRPG such an alter ego is called a <D>Heroic Persona<D> (or HP for short). This isn't flattery or exaggeration. Your Heroic Persona will fight against the most vile and malign forces in the multiverse. That is truly heroic!
4. 25.2 Security money must be paid for a specific type of protection, as listed below:  
*Stop Bribery*: protects against all types of bribery.  
*Stop Drugging*: protects against all types of drugs.  
*Stop Sabotage*: protects against car sabotage.
5. [...] If no nation meets this criterion there is no king, but a vote is then conducted for Bretwalda.
6. When a target's AC is worse than 0 (i.e., 1, 2, 3, etc.), you subtract that AC from his THACO.
7. 898. [s0] An ugly dragon, with blood dripping from his teeth, enters the map from the north in hex T1. He is hungry for meat and wants your squad for his next meal. Your men draw his attention with rifle fire. Then Sarge yells "No free lunch today, slimeball!" as he polishes him off with a bazooka round between the eyes.
8. A Mark V begins with 60 treads; a Mark III begins with 45.
9. [...] Assume that the German selects a STALL (RIGHT) manoeuvre and that the Allied player chooses STALL (STRAIGHT). Each player records his own selection in column 3 of his own log, [E/137] for the German and [D/170] for his opponent. This information is exchanged and noted in column 4 of the logs after which both players turn to their MID-TURN PAGE [...].
10. Because of the eleven card limit on holdings, too many low value cards can be a serious handicap, particularly to those who require 1400 points to finish.
11. I. CHOAM Charity: At the start of the bidding round, any player who has no spice may collect two spice from the *spice bank* by calling out "CHOAM Charity".
12. Place the Soviet counters on the game map, and as you read the rules push the counters around to get the feel of the game.
13. Two human units (maximum) may be stacked together in a box. Helicopter, firemen and populace units do not count towards this limit [...].
14. 17.5 BREN CARRIERS [C]: These 0-2-8 units represent Bren Carriers which were loaded with ammunition and attempted to run the gauntlet of Germans surrounding the British units at the north end of the bridge.
15. 9.2 The defender may immediately opt to flee. If the defender flees, his characters are automatically and completely eliminated, and the attacker wins with no losses.
16. Treasures, events, magic items, special income counters and creatures can all be placed on your nifty thingamajigs.
17. 38.1 If a player tries to move (or put his head) in the large tree-trunk hex on map E, his action is cancelled and he draws two delay cards.
18. Add one white print unit to the force pool every time a Chinese factory is first isolated or captured by the Axis.
19. It is very advantageous to charge a unit in the side or rear as this causes a panic test as described in the psychology section.
20. **Weapon Development Benefits**: the German player starts the game with Jet Power; and the Japan player starts the game with Super Submarines.
21. The first thing to determine in a Net combat is who goes first. This can be critical, as most offensive software can seriously incapacitate or kill in a single turn. To determine who will act first, compare: COMPUTER'S INT+ 1D10 VS NETRUNNER'S REF+DECK SPEED+ 1D10
22. At the bottom of the character sheet is a section set aside for a bonded animal. For most players this will be a wolf, but a Glider or Go-Back player-character may have another animal to bond with.
23. Dwarf phenotypes show an increased resistance to pathogens.
24. The final question is always, "What happens when we nuke [ultimate bad guy]?" The answer is, of course, "He reforms fifteen minutes later. But now he's radioactive!"
25. **Academica**: are the educated persons of society. They can read and write (which practically no-one else can), and they often have lucrative jobs amongst the professions or skilled crafts.