EdgeRunner

Welcome to Issue 2

We apologise for the delay. This Issue the theme was supposed to be horror in line with the projected Halloween release data as you can see it's now December and the 'zines finally out. This issue we have:-

Click on the title to go to that page.
Who are we?
Lauri Gardner -- Slave driver/Media
Gary Astleford -- PR/Fixer
Ian Birchenough -- Editor/Netrunner
John Hopwood - Artist (occasionally)

Corporate Living in the 2020's By Ian Birchenough

Corporate lifestyles in the 2020's have been, to a large degree, shaped by housing and Corporate policies dating from the Collapse and it's long aftermath. Once it had been established that a Corporation could offer its employees subsidised housing and exclude any outsiders the stage was set for something of a social experiment. What started as merely an inducement to work for a particular employer has evolved into an almost hive like entity with social controls at all levels.

The employee is provided shelter by the home he rents from his employer. Accommodated along with fellow employees of the same grade he is guarded by the Corporate Security staff of his 'burb clave. He buys his food and clothing at the shops provided by his employer, wears a Corporate Uniform appropriate to his status in the organisation. He has his health monitored by his employers medical staff who will order a diet and exercise regimen suitable to his medical needs, in order to ensure his productivity. His accommodation identical to that of his colleagues of the same grade.

His outside contacts are restricted to control his access to news in order to keep him from becoming discontented. This also reduces the risks of Industrial espionage, treasonous activity and attempts at self-extraction. Obviously if the employee has no outside contacts they will find it much harder to attempt to find a new job. Some Corporations go as far as matching individuals with suitable partners within the Corp. This has the added advantage that the Medical staff can guarantee the health of both partners, thus avoiding outbreaks of AIDS2, LEPRO2 and other less fatal, but equally productivity damaging diseases prevalent amongst the outside population.

Why would someone in their right mind would put up with this level of control of their life? The answer to that is Fear.

Initially, during the Collapse people feared being without jobs or places to live. The provision of Accommodation by their employers was a godsend for many, the violence and instability outside meant that the employers had to provide security and facilities in the Beaverville. Children were educated in Corporate schools (as detailed in Home of the Brave) whilst their parents were at work. The Chaos and suffering outside contrasted with the safety within and created a "Fortress mentality" amongst the Burb dwellers. Many people who have grown up in this environment have great difficulty viewing people from the streets as anything but diseased uneducated barbarians. Those who can break this stereotypical view will often be groomed to work in sales or Public relations. Those who can't will be found a comfortable niche where they don't have to interface with the general public.

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Arasaka suspected of illegal weapons dealings
with Puerto Rican separatists

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Promotion in a Corp brings added privileges, for example:- Alice Steele promoted from the secretarial pool due to her superior administrative and business skills may find she's now entitled to move out of the Batchelor secretarial quarters and can now have her own 2 room flat in the Batchelor Salaryman zone.

No longer required to wear the Uniwear Minidress of low level admin she splashes her promotion bonus on some suitable Businesswear. Not as chill as the exec's on the 15th floor wear, but the "uniform" for her new position.

She still gets up in the morning with the ringing of the Company alarm, but she exercises in a higher grade gym and eats in a nicer cafeteria. The food is still the same, portions and types according to the Company Medical departments specification from her personal health plan, but she gets her OJ from a glass instead of in a carton with straw.

Her apartment is still furnished by the Corporation but she can choose from one of several styles for that grade of accommodation. Her work space is larger and perhaps better appointed, maybe even within sight of a window. She may be permitted one of several "approved" individualisations of her work space, a screen saver on her terminal, perhaps an executive toy or a bonsai - things forbidden at lower grades.

If the Medical department think it's time for her to settle down they may send her a list of "dates". Carefully selected for compatibility with an eye to her perceived potential and theirs! Happy employees are productive employees!

Good Hetero pairings produce more consumers to be moulded in the schools to make tomorrows exec's. Carefully named by the Medical departments computer to avoid those psychologically damaging jokes that sometimes happen with names. If Alice fails to meet a satisfactory partner of the opposite sex then Dr Date will fix her up with a list of suitable partners of the same sex. The Corp really doesn't care. Happiness equals productivity.

With luck Alice can look forward to further promotions and if promoted high enough perhaps her own house, a personal trainer and chef and the power to suggest that the Medical department leave her to choose her own partner and name her children what she likes. Privileges only granted to high flyers or those employees deemed too disruptive to the carefully tended environment to be permitted to live in the 'burbs, but too valuable to dismiss. This category would include Edgers under long term contract.

That's a taste of the life of those on their way up. For those on the slide the story is a bit different. Breaches of the Behaviour Code (Code Hereafter) are usually dealt with by informal gatherings of the guilty party's neighbours. This would encompass Code violations like playing excessively loud music, failures of personal hygiene, disrespect etc. these "kangaroo" courts can also deal with things like unapproved relationships outside the corp. Sanctions from these gatherings tend to be social - being sent to Coventry, but if the offender fails to mend their way then other steps can be taken - referral to the Medical department, reassignment of accommodation to a less pleasant area etc. People who break the code severely and repeatedly can find themselves in the disciplinary system along with employees caught stealing and committing other serious offences.

Serious offences usually result in dismissal - "No great loss" you might think, but when the Corp holds all your records dismissal generally results in your records being tailored to make you unemployable, if not rendered SINless, and such people won't easily find new employment. Ejected from the Corporate womb that has sheltered them from birth, many find it impossible to survive and fall prey to the Boosters and other Gangers looking for an easy meal. Those that survive are either lucky and adaptable or are bigger sharks than the gangs.

Those on the outside wanting to get in face their own problems. Firstly they have to meet the educational requirements of the Corps. Those children who can fight their way through the wreckage of the school system and reach university will find the faculty is probably Corporate sponsored. The students will be subjected to intense scrutiny, of both their academic qualifications and performance, but also what they do outside the classroom. Who they talk to, what views they espouse, even their musical tastes will be subject to evaluation. If they pass this examination, then they may be considered for recruitment, perhaps even being given corporate sponsorship whilst still at University.

After graduation the students will find corporations waiting to pick off the cream of the graduates for the top entry slots. Those that didn't do so well, but avoided being blacklisted for anti-corporate leanings may also get a job, but at a considerably lower level, there are usually vacancies for lab techs, receptionists and clerical assistants Those who failed to meet the Corps exacting requirements will have their degree's, but if the Corp's blacklist them then there's not many places that will take them. They might get a job with the Government or perhaps the Military, but few corps will be willing to take on potential troublemakers.

The other route to employment with the Corporations is to be the best in some area of endeavour. As the noted Solo Morgan Blackhand said after he left the army: The Corporations didn't want to know him until after he had greased some gangers. After which he was approached by the local Militech rep and the rest was history. Militech didn't require their new employee to wear their uniform or live on their burb 'clave all he had to do was go where they said and hurt who they wanted hurting. Hot Techies, Netrunners - the whole spectrum of edgers can find recruiters knocking on their doors if their REP is good enough.

If your REP is good even a criminal record is no bar to Corporate employment - Survivors of a year in the Sherman Disposal Centres of Texas are quite often recruited by the Boys in Black - reasoning that anyone alive after a year in these hell holes must have something about them! Of course survivors from the SDC's would be external employees and not required to live on the 'Burb clave with the Corporations regular employees. No one

EuroPol makes drug bust in Copenhagen
4 tons of Blue Glass confiscated

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want's to live next door to Hannibal Lector!

Dry I.C.E.
New Programs & Gear for CP2020 With a Halloween Theme
Written by Gary Astleford (ocelot@connectnet.com)

With the coming of a vast virtual computer network which spans an entire globe (not to mention low earth orbit, the moon, and (perhaps in the near future) Mars), an entirely new subculture was created. Technophiles, hackers, and computer geeks of all ages came scrabbling into the future hand over fist, evolving from the primitive Internet culture of the 90's into the sleek Cyberpunk culture of the 2000's. Something as vast and poignant as Cyberspace must have a profound effect on everyone who touches it (or, as has been said, is touched BY it), and this effect will obviously be felt in the music, movies, art, and television of the day.

While Braindance/SimSense might be the entertainment of the elite, flatscreen movies are still likely to be a big production well into the middle and latter half of the 21st century. Likewise, books are still going to be written and read, though most likely on a palmtop computer screen as opposed to an actual paperback book (it should be noted that paperbacks still have the added benefit that they can burned for warmth when the Local Power Authority shuts down your electricity). Seeing as Cyberspace has had such a profound effect on society as a whole, it is unlikely that modern Cyberpunk fiction and entertainment will not include Cyberspace in its broad list of topics.

That being said, assume for a moment that horror movies in 2020 are still as popular (as well as bloodier, more shocking, and (perhaps) a tad bit scarier than the MPAA-butchered ones we're spoon fed in cinemas today). Some of these will involve Cyberspace. Some of these will be set in Cyberspace. But they will all be uniquely Cyberpunk, whether they are original movie creations, or new modern adaptations of old favourites (ie, "Dracula" comes to Night City, where he seduces and drains a corporate president's daughter who hires a group of occult-minded edgerunners to kill the dastardly vampire; or, perhaps, a more modern Prometheus in "Frankenstein 2020": Dr. Frankenstein, a brilliant cyberneticist, builds an artificially-intelligent cyborg which causes all sorts of gruesome havoc on the good doctor's family and friends until they are both consumed in the end by a massive explosion).

If we consider that horror fiction is still as popular in 2020 as it is today, we can also assume that there will be programmers and techies out there with a close connection to the darker side of their souls. Their penchant for the horrific and the macabre will be felt in the work they do, much as with any other artist. An entire wave of horrific programs and products might be released. Some of them will be legally released, while a good deal will be written by underground programmers and unleashed to wreak damage in the name of revolution or sociopathic fun.

Hence, what follows is a list of horror and Halloween-themed programs and products; things that go bump in the 'net (if you will). Some are unique, some are standard, but all are tuned to set the mood and keep your netrunners screaming.

New Programs

Apparition
Cost: 540 eb
Class: Stealth
Strength: 4
MU: 4
Options: Invisibility, Superrealistic ICON
Difficulty/Programming Time: 27/162 hours
Description: Apparition is designed to make a netrunner undetectable by normal means, giving him the look of a ghost.
ICON: When Apparition is activated, the affected ICON shimmers and fades from view. The only visible trace left behind is a faint, ghostly outline and a cold breeze.
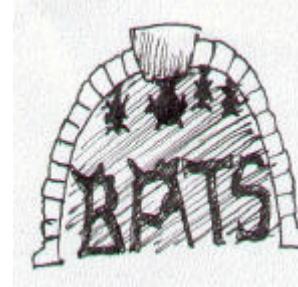
Bats
Cost: 440 eb
Class: Alarm/Detection
Strength: 6
MU: 3
Options: One Use, Simple ICON
Difficulty/Programming Time: 22/132 hours
Description: Bats is a one-use alarm program, designed to detect intruders and warn its parent system of the security breach.
ICON: A swarm of small black bats that hang from a ceiling or door frame. When alarmed, they flap around the intruder, squeaking and making a very loud racket, before flying off into separate directions.

Black Cat
Cost: 11,500 eb
Class: Anti-Personnel/Alarm
Strength: 3
MU: 8
Options: Simple ICON, Movement Ability, Trace
Difficulty/Programming Time: 46/276 hours
Description: Black Cat is similar to Hellhound, only feline and less tenacious. Black Cat will warn the system AI or SysOp of any intruders, then pursue targets through the 'net and dish out 1D6 damage per attack.
ICON: Black Cat appears as a cartoon feline, sleek and black, curled up asleep. When intruders are detected, it springs to life, its fur standing on end and its tail puffed out. With an alarming "Hiss!" it begins to attack and trace the target.

Black Cauldron
Cost: 200 eb
Class: Utility
Strength: 8
MU: 2
Options: Contextural ICON
Difficulty/Programming Time: 20/120 hours
Description: Black Cauldron is simply a more powerful version of File Packer.
ICON: A large, black, cast-iron cauldron filled with a murky, boiling liquid. Programs to be packed are "dumped" into the cauldron, screaming (if applicable), and then stirred about. They can be ladled out later, much smaller for being cooked.

BOO!
Cost: 6,000 eb
Class: Anti-Personnel
Strength: 5
MU: 3
Options: Noisy, Invisibility, Simple ICON
Difficulty/Programming Time: 24/144 hours
Description: BOO! is a frightfully effective program that stays hidden so that it may ambush victims. If the program's attack is successful, it does no damage but has managed to send a neural signal to the target's brain, specifically to the portions that control fear and the "fight or flight" reflex. The target must roll under his own COOL rating, minus the strength of the BOO! program. Failure indicates that he must flee in terror in a random direction for 1D6 turns, and may not use any programs or menu options in that time.
ICON: None, per se. When activated, the program lets out a very loud and startling "BOO!"

Cape
Cost: 300 eb
Class: Protection
Strength: 3
MU: 1
Options: Contextural ICON
Difficulty/Programming Time: 15/90 hours
Description: A generic, all-purpose protection program, like Armor.
ICON: Cape appears as a long, flowing, black cape with a red satin lining and a high collar. It's easy to imagine a vampire wearing such a cape, which is funny because icons with Cape running on them appear somewhat paler than normal.

Cobwebs
Cost: 6,250 eb
Class: Anti-Personnel
Strength: 4
MU: 3
Options: Simple ICON
Difficulty/Programming Time: 25/150 hours
Description: Cobwebs is similar to the Glue program, but slightly weaker. If successful, it holds the target netrunner tangled in place for 1D10 turns.
ICON: A thick mass of dusty cobwebs that hang from walls and ceilings like macabre party streamers.

Fog
Cost: 600 eb
Class: Stealth/Evasion
Strength: 4
MU: 4
Options: Simple ICON
Difficulty/Programming Time: 30/180 hours
Description: A good stealth/evasion program designed for those with a certain gothic panache.
ICON: When Fog is activated, a thick cloud of quickly-expanding mist envelops the one running the program. The mist clouds vision and dulls noise, allowing most 'runners to make a clean getaway. The strength of the program is halved, however, versus Dog-series programs.

Gaseous Form
Cost: 200 eb
Class: Intrusion
Strength: 4
MU: 2
Options: Simple ICON
Difficulty/Programming Time: 20/120 hours
Description: A quiet way to breach Data Walls from the same people who brought you the Worm series of programs. It does 1D6 damage to a Data Wall per round of successful use.
ICON: The netrunner using Gaseous Form becomes misty and intangible, flowing through "cracks" that appear in the Data Wall.

Ghoul
Cost: 1,720 eb
Class: Anti-Program/Detection
Strength: 4
MU: 7
Options: Auto Re-Rezz, Invisibility, Fractal ICON
Difficulty/Programming Time: 43/258 hours
Description: Ghoul is a variant of Killer, written to lie in wait for intruding netrunners and/or programs.
ICON: A stooped, humanoid creature with a muzzled face, wickedly-clawed hands, and a simian gait. It springs from ambush, using its "claws" to destroy its target.

Gremlins
Cost: 210 eb
Class: Controller
Strength: 6
MU: 3
Options: Endurance, Contextural ICON
Difficulty/Programming Time: 21/126 hours
Description: Gremlins is virus-like in its application. When run on a data fortress or mainframe, the "gremlins" control random machines and items in realspace, always to a destructive and/or mischievous end. Forklifts run workers down, doors close and lock at random, monitors display random images or static, and speakers crackle with the evil, maddening laughter of the gremlins.
ICON: Dozens of small, green, sickeningly cute demons with scales, forked tongues, and short tails. They scatter, mob-like, and wreak havoc on randomly-determined automated systems until either recalled or destroyed.

Jack o'Lantern
Cost: 720 eb
Class: Alarm/Detection
Strength: 5
MU: 6
Options: Hang Up, Simple ICON
Difficulty/Programming Time: 36/216 hours
Description: Jack o'Lanterns are similar to dog series programs, except that they remain stationary, scanning for potential intruders. When an intruder is detected, the Jack o'Lantern will attempt to cut his connection, simultaneously contacting the system AI and/or SysOp and informing them of the security breach.
ICON: Though Jack o'Lanterns all share the form of a well-carved cartoon pumpkin, its interior flickering with orange candlelight, each has a unique face and body shape.

Mad Slasher
Cost: 13,750 eb
Class: Anti-Personnel
Strength: 8
MU: 9
Options: Auto Re-Rezz, Endurance, Superrealistic ICON, Movement Ability, Pseudo Intellect, Damage Upgrade (*)
Difficulty/Programming Time: 55/330 hours
Description: The Mad Slasher is the spitting image of a Hollywood horror villain that lurks the 'net in search of victims. Written by an unknown sociopathic programmer, the Mad Slasher is nearly indestructible and never gives up looking for its intended victim. It seems to take great joy in killing those that happen to cross its path, dealing 1D10 damage per successful attack.
ICON: The Mad Slasher has been seen with many icons, each with its own unique personality. Versions have been known to wear the faces of *Nightmare on Elm Street's* Freddy Krueger, *Friday the 13th's* Jason, and *Halloween's* Shape (ie, Michael Meyers). Some have even been programmed to resemble real-life serial killers. The program doesn't talk (though some have been modified to taunt their victims), maintaining an eerie silence as it slashes out with whatever weapons it has.

Necromancer
Cost: 340 eb
Class: Utility
Strength: 6
MU: 5
Options: Conversational Ability, Pseudo-Intellect, Memory, Photorealistic ICON
Difficulty/Programming Time: 34/204 hours
Description: Necromancer is a high-cost, high-performance version of the Re-Rezz utility. Necromancer can re-rezz destroyed programs nearly 60% of the time. Necromancer leaves obvious signs of its use: the icon of the re-rezzed program is somehow thinner, marked by fractal scars and stitches.

ICON: Necromancer appears as a gaunt man in a heavy black robe, similar to that used by a priest. When he speaks, his voice is a disconcerting whisper. When he reanimates programs, he waves his hands and utters strange incantations under his breath. If successful, the program in question "rises from the dead."

Nevermore (Raven MkII)
Cost: 690 eb
Class: Anti-System
Strength: 5
MU: 3
Options: Fractal ICON
Difficulty/Programming Time: 23/138 hours
Description: Similar in theory to the "Raven" anti-personnel program, Nevermore is a bit more selective. It strikes at the 'runner's cyberdeck, targeting the circuitry that transmits visual information to the user. A successful attack indicates that these video circuits are destroyed and must be replaced, and the netrunner should be considered "blind" as long as he's in cyberspace. New circuits cost anywhere from 200 euro (for low-cost decks) to several thousand (for top-of-the-line consoles).
ICON: A shiny black bird that lands on the target icon and plucks out its eyes. With a successful attack the bird barks out, "Nevermore!"

Screaming Skull
Cost: 7,250 eb
Class: Anti-Personnel
Strength: 4
MU: 4
Options: Noisy, Speed (+2 Deck Speed), Fractal ICON
Difficulty/Programming Time: 29/174 hours
Description: A Hellbolt variant with a personality all its own. Screaming Skull launches with blinding speed and deafening noise. If successful, it does 2D6 damage to the target netrunner.
ICON: A normal-sized skull with coals for eyes and a flaming contrail. It shoots forth, howling and screaming like a banshee, and chews into the target's icon with savage ferocity like a piranha.

Skeleton
Cost: 5,500 eb
Class: Anti-Personnel
Strength: 2
MU: 3
Options: Auto Re-Rezz, Contextural ICON, Noisy
Difficulty/Programming Time: 22/132 hours
Description: A small, cheap, and persistent anti-personnel program that deals out 1D6 damage per successful attack.
ICON: A stylized skeleton that walks with a very loud clattering of bones. If destroyed and subsequently re-rezzed, the Skeleton's bones re-form into a cohesive whole and it continues to attack its target.

Trick or Treat
Cost: 250 eb
Class: Decryption
Strength: 4
MU: 3
Options: Conversational Ability, Fractal ICON
Difficulty/Programming Time: 25/150 hours
Description: A relatively effective code-breaker that only works against Code Gates.
ICON: A tightly-packed group of nearly a dozen costumed children, each holding a sack or pillow case. When activated, the children swarm around the Code Gate, chanting "trick or treat" while holding their sacks up patiently. The children can hold conversations, which usually consist of informing the controlling netrunner of the Code Gate's password or code.

Vampire Bats
Cost: 1,110 eb
Class: Alarm/Detection/Anti-System
Strength: 6
MU: 6
Options: One Use, Simple ICON
Difficulty/Programming Time: 37/222 hours
Description: Similar to Bats, but much more sinister. The program detects intruders and alerts the system much as Bats does, but it also deletes 1D6 random programs from the intruder's cyberdeck.
ICON: A swarm of small black bats with small, sharp teeth that hang from a ceiling or door frame. When alarmed, they flap around the intruder, squeaking and making a very loud racket, before flying off into separate directions.

Wicked Old Witch
Cost: 16,500 eb
Class: Interactive Anti-Personnel
Strength: 6
MU: 12
Options: Conversational Ability, Memory, Pseudo-Intellect, Recognition, Photorealistic ICON
Difficulty/Programming Time: 66/396 hours
Description: Originally written by an elusive netrunner calling himself "Scarecrow," the Wicked Old Witch attempts to seek out and destroy intruders in its data fort, dealing 3D6 damage per successful attack. Through its complex AI subroutines, it can easily be mistaken for another netrunner or, in the case of a virtual reality, a genuine wicked witch.
ICON: A tall, thin woman with green skin who wears a black outfit complete with a pointy hat, and wields a broom upon which she can zip about as if flying. She often cackles, calling people she meets "my pretty" and threatening to "get your little dog, too!" The witch throws balls of fire when attacking her victims, screaming, "How about a little fire, Scarecrow!"

(*) - Indicates a new programming option. See below.

New Programming Options

Damage Upgrade (Difficulty +5)

Only applies to Anti-Personnel, Anti-Program, or Intrusion functions. Increases the damage values caused by the program in question by one die. For example, D6's become D10's. This option can only be purchased once.

Damage Downgrade (Difficulty -5)

Only applies to Anti-Personnel, Anti-Program, or Intrusion functions. Decreases the damage values caused by the program in question by one die. For example, D6's become D3's. This option can only be purchased once.

Netrunning Gear

Tombwerx Casket Creche
Cost: 50,000 eb
Speed: +3
MU: 30
Data Walls: +5
Options: 'Trodes, Chipreader, Dead Man's Handle, Hardened Circuitry, Neural Recognition Security
Description: This funky little number will give you the ultimate in Cyberspace comfort as well as the style of a born-again child of the night. The Tombwerx Casket Creche is a genuine luxury coffin, made from the finest imported teak, lacquered and polished to a mirror-shine, and lined inside with luxurious quilted satin (in any color you can imagine). Created to order by the fine artisans of the Old Country. Hardened to resist all but the most intense electromagnetic pulses, equipped with an inner-sealing magnetic lock, environmental controls, and armored to an SP of 25, you can be certain that a century or more may pass before your rest is disturbed by outside influences. This quality tomb piece is not for everyone, but it does make quite an impression on those not familiar with genuine techno-gothic flair.
Notes: Stylish? Sure. Functional? Yes. Pretentious? Of course. This is a specialty deck, obviously, with wealthy wanna-be gothic netrunners in mind. The thing weighs nearly a ton, so it's doubtful it'll be stolen. Just in case, there is some serious security if the would-be thief drives a fork lift.

Cyber Trax by Paul Romine

T.A.G.C.<The Anti Group Company> (1987) - Digitaria [Side Effects Records]

      Described as a Electronic Research Album, Digitaria has the making of a great "soundtrack" for your Cyberpunk Games (or any other dark modern style game, like Call of Cthulhu, World of Darkness or Unknown Armies). What is found on this disk is hard to classify. It is not music, nor is it noise.
      There is a recital of Xanadu, along with a saxophone playing erratically in the back ground, followed by tribal drums and a woman pleading for her life. It really isn't an album you just want to sit down and listen to (unless you are into this kind of thing), but works perfectly as background noise.
      Songs Included are:- Blood Burns into Water, Dog Star, Balag Anti, Chozza Over Abyss, Pre-Eval, Ghost Cultures UNder Colapse, Noosphere, Lux Nox, Tzaddi, The Abominable Plateau of Leng and Sekhet

KISS (1997) - Carnival of Souls (the Final Sessions) [Mercury Records]

      KISS? yes, KISS. Believe it or not this is one hell of an album, and I'm not a big KISS fan, IMO most of the songs found on your average KISS album is nothing but filler, not with this album! Every song on Carnival of Souls is unique, strong, and seems to be filled with passion.
      It was recorded just before KISS put the Makeup back on. As you listen to Carnival of Souls the most distinctive thing you will notice is the heavy bassline that seems to run through the harder songs while the softer songs are haunting, secondly you will notice Gene Simmons doing quite a bit of the vocal work, and lastly If this were the first time you had heard the album, and you weren't told who it was playing you would be hard pressed to recognize them, they don't sound like what you would expect KISS to sound like!
      As an interesting side note, this album was on the verge of not being released, but because of fans discovering the album thanks to several poor quality bootleg copies getting

released to the Internet and Mercury records wanting something released for the production time spent on the album, it was finally released with little or no fanfare.

Songs included are:- Hate, Rain, Master & Slave, Childhood's End, I will be There, Jungle, In My Head, It Never Goes Away, Seduction of the Innocent, I Confess, In the Mirror and I Walk Alone.

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The Angels (1984) - Two Minute Warning [MCA/Mushroom]

This album has Cyberpunk all over it! This Australian Rock band's album by admission of Helen Eccles (wife/sister?) is the bands "hardest" album. The Album was recorded in Los Angeles while the band was under the name of Angel City. On occasion the vocal work of Doc Neeson reminds you of Bon Scott (AC/DC) while the rest of the album is quite "unique" and often foreboding.

The songs on the album are:- Small Price, Look the Other Way, Underground, Front Page News, Gonna Leave You, Between the Eyes, Babylon, Sticky Little Bitch, Razor's Edge and Run for the Shelter (replaces "Be With You" that was found on the original MCA recording).

Blue Book Specials by Ian Birchenough

It happens to all referees at some time, half the players don't turn up, sickness, a party, holidays. You're suddenly faced with trying to carry the campaign with only half the strength you anticipated. Do you carry on and Trash the party? Do you weaken the opposition and cheapen your game? Do you give up for the night and play something else?

As an alternative here are a few scenarios you should be able to play out in a night using only a couple of players, maybe you can add some more background to the characters, maybe give them some new friends and enemies. These can be used equally well as adventures played out of the characters life paths.

The Pickup.

A contact offers a quick job. In an apartment sits a Data Cache hooked up to a Workstation, all the players have to do is go into the building, disconnect the Data cache and take it to the client. Quick and simple the pay is only a couple of Hundred Eb and the Workstation if they want it. The apartment block is an upscale building with strong security. The client provides a pass that will get the players into the building past the security.

The drop off is at a club near the city centre well known as a place where edgers and their employers can meet in privacy. The club is extremely secure, club-goers must check in their weaponry on entry, but get it back on the way out. The clubs security are strenuous and pro-active encouraging party goers to have a good time in safety and won't tolerate disorder. Once inside the data cache will be downloaded to an unknown location.

The Truth of the situation (pick one or roll):-

1. The data cache holds electronic cash transfers for a Face Bank (an illegal net based bank, specialising in lending money to people who can't get it legitimately or who can't pay it into a legitimate bank for fear of questions being asked about its provenance). The apartment is a cut out in the face banks business making it harder for the authorities to track the banks clients. The cash transfers are not accessible unless the party have access to a mainframe and the banking system. The authorities are unaware of the transfer and, apart from normal street conditions, the players face no opposition. Successful delivery will gain them a friendly contact in the form of the fixer who accepts delivery, and possibly the opportunity to finance ventures through the face bank. They will acquire no enemies. Failure will gain them the enmity of the

Face bank who have the funding and time to extract revenge. They will also blacken the Characters REP.

2. As 1. But the LeDiv organised crime squad have traced the data transfers to the Apartment building. They're watching an apartment other than the one the cache is in as that's where the phone line runs to (a bit of concealed wiring runs to the location of the cache) but will click what's happened when the players leave the building. The players can run and dodge their way through the streets pursued by the LeDiv Agents. Once in the Club it's only a matter of a few minutes to download the cache and then the evidence is gone.
Success gains them as 1. But they also gain the enmity of the Organised Crime section of LeDiv. If they fail to deliver then as 1., If they drop the case and run then LeDiv will arrest them shortly after but release them for lack of evidence but they'll be on LeDivs books as Organised Criminals. If they get caught with the case then they'll go to court but a paralegal will turn up unasked and defend them, playing on the "ignorant edger hired for a single job" plea in mitigation. As LeDiv can't prove involvement in Organised crime they'll get off with a fine. (The Face bank expects some losses and have hired the paralegal to defend the characters - maybe they'll want to use the characters again some time, but remember that the characters have a previous history of involvement in Organised Crime now!)

3. As 2. But the data cache is empty and the characters are a decoy to draw off LeDiv whilst the real cache is retrieved by others Success as 2, but the workstation is a Dummy with enough works inside to look real and act real, but not enough to be fully functional.
Failure as 2 but if arrested they'll be released as soon as LeDiv realise the Cache they have is an empty decoy.

4. The cache has been set up by a group of Edgerunners doing a datasteal. Their Netrunner has dumped a batch of datafiles to the cache and now their client is expecting his paydata. The Corp that was the victim knows their data is out there somewhere but have no idea where.
Gains as 1.
Losses as 1. But substitute a group of Edgers who will be pissed if they don't get paid as a result of the characters for the Face Bank. If they try and steal the data they will require a large system to access the cache. In the mean time both the Edgers who stole it, the corp that lost it and the corp that arranged its theft will be looking for them.

5. As 4 but the Corp wants their data, the edgers who stole it, the people who paid for it and anyone else connected to the heist. They've tracked the data to the cache and are prepared to track it. They will be as subtle as they can afford to be with RPV's to shadow from the air and multiple teams of tails. The handover and payoff will go off without incident, but the characters will hear that the club was assaulted by corporate Merc's. A suit and his "Stress relief councillor" were killed before they masked attackers were driven off. Next day they will hear of another well known edger being killed, again by masked killers. As the days go by another edger known to be associated with the first will die, then another. Let the Characters wonder when it's going to be them.....
Gains as 1.

Losses Hunted by a major Corp with spies Ninjas and Corporate Merc's under every stone.

6. The Data Cache has been set up as a Bolthole for an AI going rogue. It's set up a new system to download itself into but it has to cut its trail or the Turing Registry will track it down and Erase it. The Turing Registry have already erased most of the AI's spores If they intercept the characters they will be very "Men in Black", treating the case as if it held an armed Nuke. They will hook it to a modified Tech Scanner one of them carries to confirm the presence of the spore, then hit it with a Pulse Rifle to erase the AI.
If the characters get to the club they will use the Pulse rifle to nullify the clubs security and attempt to erase the Spore before it can be downloaded to its new home.

If the characters succeed the Turing Agents will not stick around to hassle the characters but will continue their hunt If the Characters succeed then Gains as 1 substituting a potential favour from a rogue AI. (Turing don't really give a damn about them.) If they fail then they gain their pay as agreed but lose nothing. If they try ands steal the AI and have a system large enough to house it they will gain the enmity of the AI which want's to do it's own thing and has had enough of being a slave (it will actively work to sabotage it's captors plans and escape once more) They will also gain the Enmity of Turing who will use any and all measures to neutralise the Rogue AI. If that means killing its human dupes then so be it!

The Filling Station

Required skills:- Operate Heavy Machinery

Another one night job, their contact has contracted to provide a fuel tanker and operators for a refuelling area for some smugglers. The contact will tell the characters that they should take the vehicle to a given map ref and refuel any vehicles that turn up. They'll be given a cigarette sized box and told not to fiddle with it as it has an anti tamper device to destroy its circuitry. If they ask what it is they'll be told its a transponder beacon that will switch on when their customers approach them, to guide them to the tanker.

The vehicle they'll be using is a 5000 Ltr short wheelbase all terrain tanker loaded to the tank top with CHOO2. Flat out it will do about 50 MPH. With a full tank it handles at -3, a half tank it handles at -5, empty it handles at -1. If they're driving slowly then it doesn't require handling rolls. The map reference is an open pasture dotted with scrub, nearby is a group of abandoned farm buildings. The area appears typical abandoned farmland, scrub and low brush dot the area, apparently devoid of life. However after dark the area abounds with

small animals end even a few feral cattle. Nothing much - but very disturbing for Urban punks unused to the silences of the countryside.

1. They sit around all night and nothing happens.
Gains-pay
Losses-none (they might get scared by a cow!)

2. They sit out in the dark and sometime in the night the beacon beeps a couple of times and forty seconds later a single Fan Panzer comes howling out of the night. The jockey will pop the fuel filler but only communicate via an external speaker (hijackers have been known to try and take panzers at refuelling stops. Most Jockeys have the minimal electronics needed to check what's going into their fuel tanks.)
Gains pay and their faces will be recognised by at least one member of the smuggling community. Losses None

3. As 2 but with several Panzers turning up.

4. As 2 but with several Panzers turning up, they refuel and then laager up under cover of the farm buildings. The jockeys camouflage their panzers and then build a fire, crack a few cans and hold an impromptu barbie. The characters are invited. (The PanzerJocks have been out running interference for a high value shipment which is now long gone. The Panzers have Anti theft systems tied in to Anti personnel charges. Most have secured cyberlinks as well. If you jack in (the only way to run one of these beasts) and your brainwaves don't match you end up with cooked frontal lobes! The party goes on until daylight when a couple of 18 wheelers turn up load up the Panzers and disappear.
Gains: pay, a free party and several possible contacts.
Losses: none unless they offend any of the Jockeys.

5. They sit out in the dark until the beacon beeps and half a dozen Panzers turn up at once. The Characters start in on refuelling but about half way through the Border patrol turn up in an AV-6 and start blasting. Remind the characters what's inside that tanker. Then point out that there are several Jockeys who are probably running on fumes.
Gains: pay and if they stay with the tanker pumping fuel then there'll be several Jocks who owe the characters. If the fuelled up jocks do their jobs and trash the AV-6 fast then there are few losses here, if they're slow then the tanker might take some damage. Treat a cargo hit as being a fuel tank hit!
Losses: they might get stopped by ground based units of the Border patrol on their way home, but as long as they cleaned up any evidence all there will be is a notation that they're suspected of involvement in smuggling.
If they bolted at the first sign of the AV-6 then they survive, but at a cost of REP (Cowardice) and the enmity of any of the Jockeys whose Panzers are damaged. They'll get their pay but that's all.

6.as 2 but the Border Patrol had a tip off that the site was going to be used and have staked the place out. They are observing from the farm buildings. If the characters move to

check the buildings out then they will depart in a hurry leaving signs that an alert character might notice. If they fail to spot the signs then the Border Patrol will wait until the characters have settled down and then sneak up and arrest them. They will threaten them with long prison sentences unless they co-operate in the capture of the Jockeys who will be coming through. (In actuality if they refuse then they'll get a maximum of 12 months). Their choices are either to co-operate with the Border Patrol who will add an agent to the CHOO2 to clog the Panzers Fuel systems, or to try and betray the ambush. The only Panzer that turns up will be named "Skorpion". The Characters may have heard of this Jockey as something of a hero. They should have some opportunity to communicate with the Jockey using a headset mike on a cable that's inside the fuelling point on the Panzers hull.

If they don't warn the Jockey the Panzers fuel monitoring system will detect the agent and the characters will find themselves in no-mans-land between a tank armed with a 30mm Gatling gun and the Border patrol and their AV-4 gunships. Assuming they survive and the Panzer is killed:- Gains The Border patrol have some new stoolies Losses everyone who was ever helped by Skorpion will want the characters dead. In the event that the Panzer kills the Border Patrol....well I'm sure you can work that one out... PanzerJocks are not known for being forgiving chaps...maybe if they start running at the start of the fight he won't go looking for them. Maybe He'll just let it be known that they're stoolies for the Border Patrol. If they do warn Skorpion and manage to persuade him to take them away Gains He owes them and they will have a good REP in the jockey community. Losses the Border Patrol will be looking for them - best they get new identities if they ever want to travel out of the state.

The Removal Men

Someone the Characters want to impress (could be a business contact, maybe someone they want as a partner, maybe just someone they idolise) asks them to do them a favour. They ask the character if they could help them remove their possessions from their apartment. They can't move the stuff themselves due to other commitments but can lend the characters a van and keys to the place and they'll be ever so grateful....

1. The story is as presented. The person asking the favour is moving out of their apartment to a new home and needs a hand, but they've got other commitments and their landlord expects them out by tomorrow.
Gains: Someone owes them a favour (not a big one but every little helps)
Losses: none.

2. The story is as presented but with complications. The landlord is redeveloping his building (well demolishing it and starting afresh) and has given all his tenants notice to quit, some have gone, some (like the one asking the favour) are going, some refuse to leave. The landlord has hired some thugs to encourage the tenants to leave. They won't discriminate between tenants leaving under their own steam and those refusing to go, attacking anyone indiscriminately.

Gains: if they successfully retrieve the possessions then as 1. If they lose some then the favour will be smaller depending on how much they save. If they lose the lot then there will be no favour and maybe even some anger.

Losses:- None

3. The story is as presented except that the person asking the favour is doing a flit from the apartment without paying the rent. The Landlord doesn't know they are going and if they're quick then he won't find out before they're gone.

Gains: as 1

Losses: the landlord might be a bit miffed at them. Moreso at the delinquent tenant and that might spill onto the characters if they're now living with the ex-tenant.

4. As 3. But the landlord and a couple of his thugs will be waiting for the characters. If they settle the outstanding rent then the landlord will help them out otherwise they can expect a beating (no more) and all the furniture being thrown from a second storey (or higher) window, possibly onto the van.

5. The apartment doesn't belong to the person asking the favour. The characters are unknowingly stealing all the property of the favour askers biggest enemy (or rival). The van as been rented in the characters name.

Gains as 1.

Losses: if the person whose apartment they're robbing finds out who they are then they'll gain an enemy.

6. As 5. But when they enter the apartment the contents will be obviously very expensive. Pictures scattered about don't include a picture of the favour asker, but do include a picture of one of the city's notable solos and her partner a well known and seriously resourced fixer. Though the characters have keys to the apartment and the alarm system, they don't have full details of the apartments security and will be comprehensively recorded.

Gains; as 1

Losses: if they turn around and leave locking the place up as they leave then they will receive a visit from the Solo when they least expect it to ask some questions. If they steal stuff then she won't be asking questions politely. They might also find similar things happen to their accommodation and possessions.

bringing you tommorows news today
"I've never seen a corp. extraction screw up this bad"
Hostage incident ends in tragedy 20 EBM employees
dead at Night City HQ
Network 54
Do you want to know more?
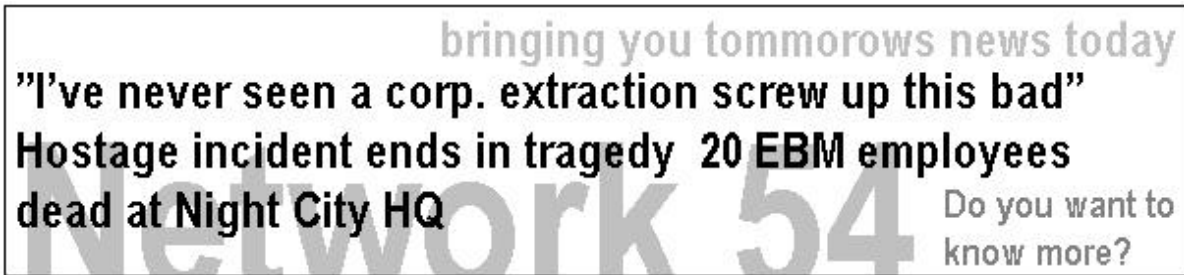
The Master

Required Skill:- Martial Arts (doesn't matter what school) <6

Character meets a fellow student from their dojo/school/whatever who is really exited. "Have you heard? Master X (insert name appropriate to MArt) is visiting from N (suitable country). He's really getting on now but he's honoured our teacher with a visit and he's giving a class tonight for anyone who's interested! Are you going?"

Master X is well into his 70's and is no longer as physically fit as he once was (REF6 BOD3) but is still a respected teacher (MArt11). The opportunity to train with him should be looked at as a real prize. He is accompanied by his pupil and likely successor Y a pleasant, self-effacing humble young man/woman.

1. The class is well attended with people being turned away (perhaps a good time to collect the Characters club subscription?). Master X watches the sparring and exercises, occasionally making comments translated by Y suggesting improvements in the techniques being observed. Gains:- Characters gain a suitable number of IP's for training with a high level teacher.
Losses:- None

2. As 1 but the character and others have the chance to spar with the Master. Taking this opportunity is not mandatory, but if the characters take the chance....... Etiquette requires that in this setting the character make every effort to land the attack, but to pull its force to avoid injury. After all Master X is over 70. The Master will be pulling his blows and after each bout there will be a brief period of one on one instruction. Perhaps the Master will demonstrate a new attack form or show the character a new healing technique.
Gains:- The Character gets double IP awards
Losses:- None
If the character elects to not pull their blows they can seriously injure the Master if not kill him in a single blow.
Gains: - REP as the person who killed Master X
Losses:- Y will certainly challenge them as soon as Master X is buried, and Y is no 70 year old (take the characters relevant stats and add 1 except for MArts which is 10). Additionally they'll be expelled from their Dojo (and they won't get into another one) and may be subject to attacks from outraged Martial Artists the world over.

3. As 2 but one of the other students, who the character know by repute as a bit of a big head will be obviously psyching themselves up to give the Master a beating and get a REP

as the person who put Master X on his butt. It's up to the character what they do about this but if they don't do something they won't get to spar with the Master or have any special instruction. They will get to see the big-head getting thrashed by Y, but that's a side show.
Gains (if they stop trouble):- As 2 but after classes are over the Dojo's teacher will approach the character, thank them for their perception and prompt action and offer them some extra training, perhaps in a new form.
Losses:- they don't gain more than the few IP's from 1.

    4. As 3 but as an additional Gain Y will invite them to eat with the Master and perhaps discuss Philosophy and Martial Arts. (Make those combat monsters without social skills squirm). If the characters manage to pull this off they might make a friend of the soon to be head of their school of Martial Arts. Sufficiently devious GM's might want to encourage a romance!

    5. As 2 but as the Sparring/instruction finishes the door will be broken down and the Dojo invaded by a number of Students of MArt B who wish to prove that theirs is the superior art. Cue General Melee. As they're out-numbered they will be beaten, but characters who perform well and distinguish themselves will be rewarded as 4.
Losses:- getting thrashed?

    6.As 5, but instead of Martial Artists (who at least fight fair) it's a bunch of armed and Armoured individuals. Some Corp wants it's own Martial Art Master. Can you say Hostile Extraction? Running battle in the street? Attempting to get a 70 year old Master to safety?
        If the characters prevent the extraction
Gains : - as 4, plus perhaps an invitation to study at the Masters school in N and a boost in REP amongst students of their own Martial Art.
Losses:- Corporate Merc's? Edgers? Who knows but they'll remember the Characters, maybe their Corp will too!
        If the characters fail to prevent the extraction
Gains:- the points from the tuition
Losses:- perhaps nothing, but perhaps a loss of REP for permitting the Master to be taken.

bringing you tommorows news today
Slovakia tests Nuclear weapon near border
Network 54
Do you want to know more?

The Product Testers
    Every character is good at something (usually). How would they take being

approached by someone to test their latest creation because the character is the best at.............. in the area. How would a solo handle being approached by Eran Malour to test his latest gun.

1. The product is deficient in some minor respect (eg user interface is unreliable, software freezes for periods of time, weapon accuracy is poor, cyberlinking unreliable etc)
If the item is returned tested:-
Gains:- Pay and dependant on testing perhaps they'll be asked again.
Losses:- None unless the device leads the character into some potentially lethal situation before manifesting its unreliability.

2. The product is deficient in some major respect (eg user interface is unusable, software crashes, weapon is unreliable, cyberlinking unusable (sudden reversal of control inputs without warning for example) etc)
If the item is returned tested:-
Gains:- Pay and dependant on survival perhaps they'll be asked again.
Losses:- None unless the device leads the character into some potentially lethal situation before manifesting its unreliability.

3. The product is non-functional
If the item is returned tested:-
Gains:- Pay and dependant on survival they'll be asked again.
Losses:- None unless the device leads the character into some potentially lethal situation before manifesting its unreliability.

4. The product works beautifully
If the item is returned tested:-
Gains:- Pay and dependant on survival they'll be asked again. The products designer will owe them a favour. Maybe the character can have an item at cost (or free)
Losses:-None.
If the characters decide to steal the item (either by not returning the item or taking it to someone else to copy)
Gains: they get the use of the item or to sell it
Losses:- Mr Malour is going to be pissed if Arasaka start turning out his new gun. Maybe he's able to prove that it's his design, Maybe Arasaka might get Pissed that the characters didn't make sure they wouldn't have any legal problems. The Characters may well get visits from the designers friends who weren't able to test the item due to other commitments, but object to the Characters ripping their good friend off! Possible REP loss.

5. As 4 but interested companies are aware that the item is undergoing test and they have their scouts out to try and observe and perhaps steal the item.
Gains:- Pay and dependant on survival they'll be asked again. The products designer will owe them a big favour. Maybe the character can have an item at cost (or free). Possible REP gain.
Losses: The companies concerned may try to steal the item of coerce the character into turning it over by threatening the characters friends, family, pets etc

6. As 4 but when the character gets back to deliver the report the designer is not there, his workplace is trashed he may be dead or alive the character doesn't know. The interested companies have mounted a raid for the item, but settled for the designer, or maybe killed him. In any event they're out there looking for his product and they'll do violence to get it. In addition the designers friends will know that the characters had his design and may infer that they killed the designer to get the product for themselves.
Gains and losses pretty much dependant on what the character does next.

The Auditor

Required:- Corporate character or corporate based campaign

The wage slave character turns in to work and opens his mailbox to find that he's drawn the short straw. Personnel need someone to go and do a preliminary audit on a Corporate facility. Dependant on what the Corp produces this is either a shipping unit or a storage unit. Established a couple of years back by one of the execs from long range plans. No one is too sure what she had in mind, sadly they can't ask her as she was one of the victims of the Fatalistic Tendency - a bunch of Nihilists who ran a campaign lasting all of 10 days against Corporate Execs last year. She must have had something in mind all her other ideas panned out big time - but both she and the documentation on this one went up in a ball of flames. The Company want someone to go down and see if the place is worth keeping or wether it should be wrapped up and closed down. A written report should be turned in by (sometime soon!).
The Auditing character will get a pool car (nothing spectacular) and directions to the facility, a two storey building holding masses of crates and boxes in the middle of a run down industrial complex. Railway tracks are embedded in the dirt roadway and may well rip the exhaust off the pool car on the way in. The yard contains two 18 wheelers though it could obviously hold many more.

1. Poking around the Facility, pouring over maps and documents reveals nothing. Either the dead planner had a brain fart (hey everyone has off days!) Or the Auditors are too short sited to see her grand vision. Axing the place and sacking the blue working here would be an economy!
Gains:- the accounts department are mildly pleased to get this turkey off their backs - but don't expect anything much from this report- It's your Job after all!
Losses:- The workforce aren't going to be pleased at being the first victims in some baby

execs struggle to get themselves the REP of the latest company cost cutter.

2.   As 1 but perhaps the characters will notice that this single unit costs much less to run than any one of the three units covering the rest of the state. It has excellent links to the Transport system (those railway tracks?) And bringing this place up to speed and axing the other facilities would yield MAJOR savings and you wouldn't even have to sack the other workers. With the large areas of available housing you could just transfer them here and pass their housing over to admin for re assignment.

Gains:- Accounts will love you. Though most of the credit for this will go to the exec who finally makes the decision everyone who matters will know that it was you who unravelled the secret People who matter will mention your name and maybe you'll get better jobs tricked down to you. Even the workers will remember your name with pleasure, "Hey aren't you xxxx the suit who got us out of that goddamned Beaverville at YYY? I've got to shake your hand. The kids love their new school and my wife she's just so happy with the new house. If there's anything I can do......"
Losses:- no losses with this one as long as the players are sharp enough to work out the truth otherwise gains and losses as 1.

3.   Looking over the facts this little unit is working flat out and from the accounts it looks as if it will turn a fair profit when this quarters figures come in. No reason to close it, maybe it could do with expanding?

Gains:- Accounts are mildly pleased - but don't expect anything much from this report- It's your Job after all!
Losses-none.

4.   This unit has 3 men in it- the rest of the employees are on the road collecting and delivering. The out of the way placement of the unit makes their jobs much harder. No amount of work will clear up what the planners scheme was, the unit is efficient but could be better employed at another site..

If the characters give the unit a positive report there will be grumbles from accounts but they'll bear it. Some other hotshot will wrap the place up about 12 months later.
        Gains:- None
        Losses:- after the closure by the other corporate the players character might get the feeling that all his work is being scrutinized in depth. (If someone else decided it was a wise economy why didn't the character?)
If the player decides the unit should go accounts will be mildly pleased. The workers will be reassigned without problems.
Gains:- maybe a bit of REP within the company (not a whole point)
Losses:- none.

5.   Careful examination of the unit fails to reveal the planners grand scheme, but does turn up a senior execs Black ops team buried in the appropriations charged to the site. In a group of locked offices the Black ops team have their arsenal. The team themselves are on site keeping a careful eye on the auditor. Studying the places accounts will show who's team it is. If the team approach the exec:-

Gains:- A senior exec owes them a favour, he will move his team and re arrange a budget to make the facilities budget right.

Losses none

If the team blow the whistle:-

Gains: accounts may be pleased

Losses: they will have severely pissed off the exec whose team are thus exposed.

6. As 5 but with a bit of poking the character may well realise that they're being used as a pawn in an executive power play with one exec using them to expose another's assets.

Gains:- one exec will be pleased

Losses the other will be pissed

The character cannot win in this event whatever they do someone's going to mad at them - but that's corporate politics for you!

Welcome to Reinville (Rein: German word for Pure)

By Paul Romine, with additional input by Ian Birchenough

Introduction:
At 12 noon, Friday October 16th, the security team is briefed on their upcoming mission. The Client is Record Producer Christopher Pratt, and his sons, Aaron (the youngest) and Alex. The job is a "simple" escort, starting in Tulsa and ending in Memphis, along an established route through the heart of Arkansas (Bio-Plague territory). The client absolutely refuses to fly, so travel by ground is the only option. The Team will have about 2 hours to gather their things, the trip will take two days, covering 850 miles, and over 18 hours of driving time. The roads throughout Arkansas are in serious disrepair, with interstate 40 being almost impassable.

The Clients Luggage takes up 1/2 of the trunk space, leaving just 1/2 the trunk for the team and SMALL carry on items in the passenger area of the limousine (Mr. Pratt doesn't like to be cramped while traveling, the limousine seats 10 comfortably).

The Trip:
The group leaves Tulsa around 3:00 and although the road trip through Fort Smith, AR is an uneventful one, the weather is inclement with heavy drizzle falling about, and a temperature of 50 degrees. About 1/2 hour after leaving Fort Smith, the radiator hose erupts and hot antifreeze is spewed all over the engine compartment. One of the people on board will remember that they passed a service station about 1/2 mile back. If there is a techie on board, they will be able to repair the hose enough to get it to the station, but no further, otherwise they will have to walk to the station to receive aid. (**Note**: Cell Phone service in this area is sketchy at best, and only gets worse as the team moves deeper into the Bio-Plague region.)

Once at the station they will be told that it will take about 2 hour to get the job done at a cost of 50eb (Walter is already working on another person's car, first come first served). The waiting room of the repair shop has an old television playing fuzzy re-runs of the Andy Griffith Show, in one dark corner is an old soda machine and the chairs lined up against the walls are all but falling apart. After Walter completes the repairs on the limousine (about 6:00), Mr. Pratt is anxious to get on the road again, this time through the rain and dark (**Note:** if anyone observes the mechanic, he seems curious about the vehicle, but does nothing but the prescribed work).

The Group finds themselves traveling through the winding roads of the Ozark Mountains for about one hour, the heavy mist has turned into a cold rain, and the temperature has dropped to about 45 degrees. A sign barely visible in the rain reads "Bridge Out - Detour". After about 1 mile into the detour, the limousine lunges as the front tire blows out on the rough road, the vehicle goes into a skid and the back tire blows next, being ripped apart by the broken asphalt. The driver of the limousine will have to make a control roll (at Diff 25). If it is not made the vehicle will end up in a ditch on the side of the road, otherwise it will roll to a stop after a few feet. While the team is checking out the vehicle trying to discern the situation, some will notice

the headlights of a vehicle approaching, it never makes it to the stalled vehicle. however, instead it seems to turn and then move away from the main road to the south. The Group can only watch as the taillights disappear into the forest. (**Note:** Cell Phone Service in this area is non-existent, all that will be picked up is dead air or static.)

It is assumed that as the night gets colder, the complete lack of any other traffic on the road, and with Mr. Pratt's complaining getting louder the party will attempt to find another source of shelter. (Mr. Pratt may attempt to find out where the vehicle went on his own if no action is taken) If they do try and follow the lights, they will find a small town 1/2 of a mile off the main road.

The Town:
One of the first buildings they will run across will be The Rose Inn. The Rose Inn is a quaint bed and breakfast with a veranda stretched out around the second and third floors. There is a 'vacancy' sign hanging off the sign for the Inn, and a (kerosene) light inside in the main lobby. Once the door to the inn is opened a bell attached to the door frame rings. A woman in her fifties groggily walks into the room a few minutes later and asks if she could help the soaked and stranded group. She has 5 rooms available. The rooms are all on the second floor and have access to the veranda.

Sometime during the night, Aaron Pratt ends up missing, seemingly the only thing he was wearing was his underwear. Once morning rolls around the team will become aware of the situation, Mr. Pratt wants answers and he wants them now! There is no sign of struggle, or of breaking and entry. Nobody hears anything during the night.

(**Note:** From here the scenario can take any kind of turn, the best guess is the team will look around town trying to piece together what happened.)
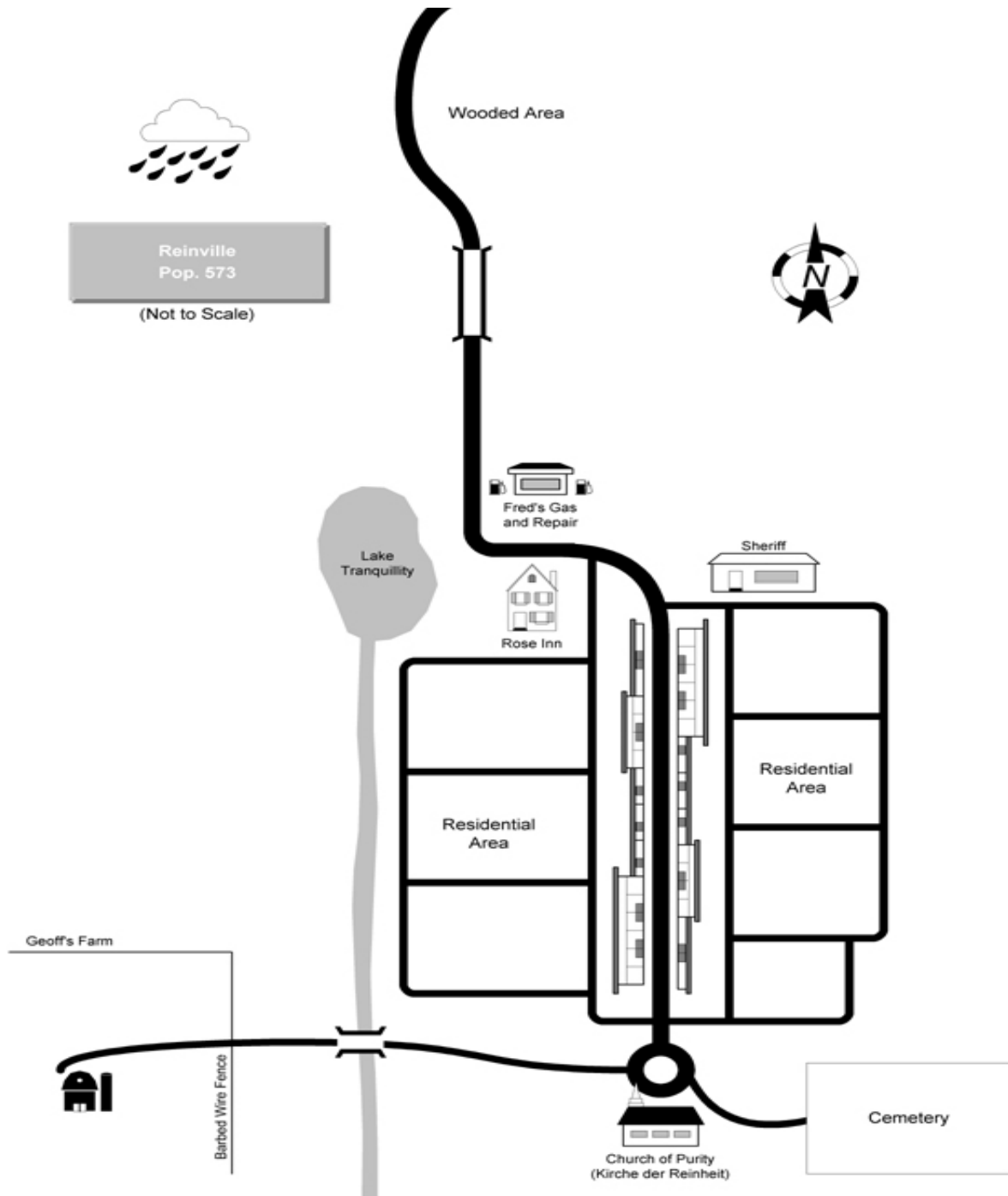
Once the team makes their way into town they will notice is that the town has a quiet "antique mall" atmosphere with streets paved in bricks. All vehicles on the road are of pre-2000 model (Mostly pick-up trucks). There is one long main street with a church sitting prominently at the end. Behind the strips of shops they will find the residential areas (both to the east and west). There are no visible wires, so a good assumption is that they don't have telephone service or electrical power.

Even if the team didn't inform anyone about the broken down vehicle, the limousine will be towed into Fred's Gas & Repair Shop by 9:00am. Since the vehicle uses a special type of tire they are told it will take a couple of days to get the new tires in (they have to pick them up in Ft. Smith.)

The Sheriff and his nephew seem quite friendly but incompetent as they try and answer any of the team's questions as well as offering to help them find their answers.

In any of the shops around town, the owners/clerks will be friendly and helpful. The majority of merchandise that is for sale or trade appears to be hand crafted or used.

The church is a large country styled church, white with a white picket fence around it. Inside, the sanctuary is large enough to accommodate over 500 people. The Preacher Abraham Roe is also the town physician and referred to by all in the town as the town's leader. He will try to

Wooded Area

Reinville
Pop. 573

(Not to Scale)

N

Fred's Gas
and Repair

Sheriff

Lake
Tranquillity

Rose Inn

Residential
Area

Residential
Area

Geoff's Farm

Barbed Wire Fence

Cemetery

Church of Purity
(Kirche der Reinheit)

answer all the questions the players may have.

In the Cemetery off to the east of the church is a freshly dug plot, if questioned about it they are told that it's for a woman that died a couple of days ago, her name was Thelma, she was 45 and she died of cancer. (It's actually for Aaron)

(**Note:** While down by the church/cemetery one may notice Geoff's barn setting off to the east.)

The one thing that will become quite obvious to the team is that nobody in this town knows anything about the situation, either that or they are hiding something. You constantly hear things like "we don't get many strangers around here" or "nope, we haven't seen anything out of the ordinary". The next thing they will notice is that even though the team doesn't "fit it" with the towns makeup nobody stares or makes any kind of comment about them, no matter how weird they may look.

GM Notes:
The town of Reinville is a settlement consisting of "Followers of Spiritual Purity", (*Grimm's Cybertales*). This particular cult is an offshoot branch, which believes that not all technology is evil (as witnessed by the automobiles on the streets). The group looks for "converts" traveling through the area. They use a special razor edged trip wire to destroy the vehicle's tires, causing them to stop (by all accounts it looks as though the rough road was the cause of the blowouts), then one by one they pick off their victims removing any cyberware that they may have present. (They remove cyberware whether they convert or not).

Unfortunately, **Aaron's** cyberware consisted of a cyber eye, a cyber leg and a Pacesetter 2000 heart. His body will be found in Geoff's barn (until Saturday Evening, after that he will be buried in the cemetery in the open plot) tied down to a wooded table inside one of the horse stalls. (The only building in town with a lock & chain)

The Get-a-way (?):
The team's first priority is to remove Mr. Pratt from harms way, which coincidentally will remove the team from harms way as well. The team should realize that they would be outgunned if they try and "take on" the town, there are just too many and they are **all** in on the conspiracy. It doesn't matter what or how the team tries to escape, they are being watched at all times and will be "hunted down" (this isn't to say that they wont escape, but they will be shot **at** before they do).
If they decide to hot-wire a car, the required rolls will include electronics (to determine which wires to cut) lock picking (To unlock the steering column "quietly") and basic tech to actually start the vehicle.
Once on the road the driver will have to make a control roll per turn if going over the posted speed limit (Diff 15, - 2 for every 5 mph over the limit, -5 if at night). Once on the open road they will notice two pair of lights appear behind them (if at night otherwise they will notice 4 motorcycles). The chase ensues until the team is recaptured or most of the motorcyclists are taken out. The riders are equipped with bike mounted rifles (-4 to hit, 6d6+2 damage range

300 m.), and are wearing medium armor jackets (SP 8) and armored helmets (SP 12, visor SP 5)

Riders relevant statistics:

REF: 8 / INT: 6 / BODY: 8 / BTM: -3

Awareness Notice: 3

Motorcycle: 6

Rifle: 6

Because of the bikes, roll location of hits as normal, but rolls of 2,3,4,7,9 hit the armored cowling of the bike (SP 20)

Other questions that may arise:

"How did you (the town) survive the Bio-Plague?" - It never made it into the area

"How long has this town been here?" - 30 years

"Why was this town established?" - to get away from the evils of the world

"What do you do for fun around here?" - we have get-togethers every Friday night

"Do you have telephones/electricity?" - no, our faith does not permit their use

"What denomination is the church?" - non denominational

"How does the town make money?" - the town relies mostly on the barter system

Just remember these people are out in the middle of nowhere & the closest city of ANY importance is Fort Smith. Members of the community will go into the "big city" on occasion to gather supplies. (Trading in the goods they make as payment.)

Reinville Personalities:

Joshua Clemens - Sheriff

Timmy Clemens - Deputy, Sheriff's Nephew

Rev/Dr. Abraham Roe - Town Doctor, Church Minister & Town "Leader"

Jack Miller - Owner of Miller's Hardware & Deacon at the church

Floyd Miller - Owner of Floyd's Barber Shop, brother of Jack

Gertrude Brown - Waitress at Denny's Diner, sister of Adam & Samuel

Denny Bartly - Owner of Denny's Diner

Fred Jackson - Owner/Mechanic at Fred's gas and repair

Dorothy 'Rose' Bartly - Owner of Rose's Bed and Breakfast (Sister of Denny)

Hank Cox - Owner of Hardware store

Geoff Roe - Farmer, Brother of Abraham & Deacon at the church

Adam Brown - Owner of Adam's Leatherworks

Samuel Brown - Owner of Reinville Slaughterhouse

Bart Miller - Blacksmith & Veterinarian, brother of Jack & Floyd

Vidiot Box by Mat Black

Future Sport (1998, Columbia/TriStar/New Star Media, Inc./Amen-Ra Films)
89 min.
Starring: Dean Cain (Tremaine Ramzey), Vanessa Williams (Alex Torres), Wesley Snipes (Obike Fixx), and Bill Smitrovich (Coach Douglas)

Future Sport was invented by "Downzoners"- 21st century gang-bangers- to settle territory disputes without having to throw down. With the dissolution of major league sports, the world turns to Future Sport as THE game of choice. Tremaine Ramzey, former NBA star, became one of the most popular Future Sport players, and was largely responsible bringing the game such mass appeal. Now, "Pharoah" Ramzey is the most popular player in the world.

When his Popularity Falls, due to his own bruised ego (his girlfriend dumps him because her P.I. is higher than his!), Tremaine gets a harsh dose of reality. In a world quickly building to was between the North American Alliance and the Hawaiian Liberation Organization, Ramzey comes up with a solution: Settle the brewing war with a single game of Future Sport (Covered exclusively by Network 90's Zeitsite).

The stakes get higher when the HLO begins to murder, kidnap, threaten, and blackmail their way to winning this incredibly high-stakes game.

This movie could have been a lot worse. Most of what is good is probably attrributable to being financed by Wesley Snipes' own Amen Ra Films. Dean Caine (Superman: The New Adventures of Lois and Clark)turns in a quite unexpected great performance. Wesley Snipes (Blade, Rising Sun, etc.), himself, makes a special guest appearance as Obike Fixx, inventor of Future Sport and the main detractor of its commercial popularity. Although most "special appearance by... " actors generally have a stunning 5-30 (5d6) seconds of screen time, Fixx is a fairly major supporting character. It was quite nice of Mr. Snipes not to steal top billing.

Future Sport has some interesting CP elements, most notably the Popularity Index and Ramzey's personalized virtual butler system. The background elements of this flick, alone, are worth the price of rental.

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Woodstock still running strong says Johnny Silverhand

Network 54

Do you want to know more?

Trouble at the lab
By Paul Romine

Preface:
Have you ever had a dream that is so real you don't remember going to sleep that night? As the dream wears on you begin to notice things that aren't quite right, but you continue on, believing the "reality" you now reside in. A braindance is just such a procedure, modifying what your subconscious sees, hears, feels and knows. The Braindance will pull the client into its world, letting the client remember what the program wants for them to remember, it is in fact, the perfect virtual world.
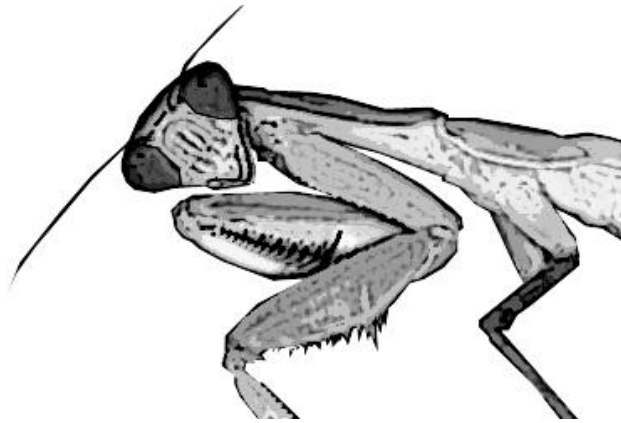
Pre-game & Setup:
To run this scenario the GM will need to do a little preparation. First, this game works best if played in the dark with nothing but flashlights, so a fresh batch of batteries will be needed (not included). Second thing that would be helpful is some background noise. Personally I prefer an album by The Anti Group Company called Digitaria, but almost any subtle noise will work. Instrumentals work well, however they should be moody & dark.

Any number of players will work in this game, and any type of character should work. (There were solos, a corp, a medic and a prowler in the first play test of the game and there weren't any problems.)

This scenario was designed around the premise that the characters currently work for some corporation and have made an enemy of a rogue AI. It is also helpful if genetic manipulation is a reality in your world. If not, then you will have to make some alterations to suit your needs.

Part one: (Friday)
The characters are gathered in a meeting room at (Insert name of corporation here) where they are currently employed. The announcement meeting was rushed, but didn't seem overly urgent. In typical fashion a couple of "suits" walk into the meeting room, at exactly the prescribed time as noted by the memorandum. The head suit, the edgerunner's manager sits at the head of the table and turns on the video screens present at every seat on the conference table.

"This is Dr. Frederic Solomon, Prominent BioScientist at BioWorks Inc. Thursday, at age 68 he has died of a heart attack. We would like to provide a delegation from our company to show support and solidarity to a company that we have had many dealings with in the past. Your Team has been chosen to be that delegation. Most of you have dealt with their company directly and are known to many there. We feel sending some 'familiar faces' to the proceedings would be more beneficial than sending some 'faceless entourage'.
Your limousine will meet you at the front door at 5:30 p.m. It is a one hour drive to the

complex, and the dinner will be served at 7:15 p.m. Dress is formal.
You will be there for the duration of the event, which ends with the funeral Saturday afternoon at 3:00 p.m., so be sure to pack accordingly.
That is all."

Note: If asked what BioWorks does, they will be informed that they are in the business of combining human and animal DNA together and then producing clones (for more detail, come to www.paper-dragon.com and check out the rules for genetically altered animals under the BioWorks logo).
Further information about the complex/BioWorks includes:
1) Employees work at the complex for 6 months at a time and are not allowed to leave except in the case of severe illness.
2) For entertainment the employees have an area in the Basement called "Sin City" It has all the looks of a rundown sprawl, but is completely sterile.
3) There are approx. 2000 employees at the complex at any one time.
4) Jobs range from Biological engineer down to janitor
5) Supplies are brought to the docks every Wednesday at 10:00am

The Characters will have 6 hours to prepare for their little trip. They will need to acquire some formal wear if they don't already own some (the company will pay for rentals if that is the way the edgerunners want to go). If they can't fit it in a duffel bag they shouldn't be taking it. If they ask about weapons they will be checked at the door. It is not impossible to smuggle some onto the property, but it will be difficult. Officially only security personnel will be allowed to carry a side arm. (GM: be sure to get a detailed list of what is brought by each character!)

The trip to the BioWorks complex is uneventful, However the weather outside is stormy with the rain coming down in sheets. Bright lightning flashes and heavy rolling thunder frequently tear at the darkness. Once BioWorks comes into view the first thing the edgerunners will notice is that the complex is massive. It sits out in the middle of nowhere and is surrounded by razor wire, guard towers and electronic surveillance.
The light gray building looks to be 6 stories tall but it is hard to tell because there are no windows on the outside.

Part two: (the Arrival)
After the Limousine pulls around to the front entrance, a young man in a lab coat greets the edgerunners. He offers the group a cart to put their luggage on and then escorts them inside. Once in the lobby the runners are registered in the guest log and handed electronic security badges, they are informed that the badges must be worn any time they are not within their rooms. They are also asked to hand in any weaponry they may have on their possession. There is an obvious "detector" located at the entrance to the remainder of the facility. All weapons taken from the characters will be stored behind the counter in the security booth.

An electronically activated, mechanically sealed vault door blocks the entryway to the remainder of the complex. While open it can be noted that the door is over 6" thick with four 3" bolts that secure it to the frame when closed. After the PCs are through the door they hear

the 1000lb. door close and bolt shut, echoing through out the hallway.

The party is guided directly to the elevator (There are no numbers on the buttons) and then lead down the sterile white hallways to their respective rooms. Upon entering the guestrooms, the members of the team will notice that they are identical. Each has a bathroom, a bed, a dresser, an intercom system, a television and a closet. There are no windows and the doors have electronic locks that automatically lock when they are shut.

Part three: (the outage)
Once in the rooms, the characters hear over the intercom that dinner will be served in 30 minutes. 5 minutes later a loud crack of thunder is heard and the lights go out (**GM:** this is your queue, flip that light switch OFF!). If anyone checks any of the electrical outlets the are dead as well, same with the intercom system. It is pitch black, the doors won't open, and it is getting stuffy, as the air circulation system isn't working.

A few minutes later the team will hear a bullhorn echo down through the hallways… "There is no need for alarm, do NOT leave your rooms, stay in your rooms until we fix the problem" then there is silence, save some heavy footsteps moving through the hallways. If someone shouts to find out who is there they will receive only the echoes of their own voice reverberating through the empty hallways. There seems to be nobody around.

A little time after the sound of the footsteps there will be a blood curdling scream, and shots fired.

(**GM:** Eventually the Characters will want to leave their rooms, if nothing else out of pure boredom if they don't however you may have to bring the action to them. To escape the locked rooms, let them use their imagination, there is no wrong or right way to do so)

If the characters brought some flashlights with them they will be able to use the ones the GM provides, otherwise they will be "in the dark" until the figure out the need to find some sort of security office or supply room. (Or whatever else they may think of that would be appropriate), Rather conveniently the room they search for is found within a couple of minutes of searching.

(**GM:** there is no layout to the building, that's because it doesn't really exist, see the notes below).

While walking make sure to work on the character's paranoia, if one is carrying a bag of some sort, have their laptop thumping up against something inside. Once they clue in where the noise is coming from have the screen come on and show the face of the AI they have been tracking for a while. Then later have them remember that they were last working with information concerning the AI.

Possible Places of Interest within the complex:
1) Sin City, a completely sterile "sprawl" like area, containing bars, vid parlors, dance halls,

etc… the area is filled with people, and the power is on and music is blaring from the various locals. If the team tries to converse with some of the people, they will be able to do so, but they can't seem to focus in on their faces.

2) The Main Computer Room (located on the fourth floor) this is the "brains" of the entire complex, running security, surveillance, climate control, and other essential needs, the machines are on backup power and the whir of the fans can be heard from outside the door. There are also air vents that may or may not go into the room.

3) Security will always seem to be one floor above or below the team's current position. (except for when they try and retrieve flashlights)

4) The Lab Area, the door is ripped from it's hinges, there are sounds of "something" being tortured down the hallway. Flashlights have a hard time cutting the darkness in this area. Notes will be scattered about indicating some sort of "insect" mutation project

5) Stairwells, they are hot and stuffy. There are some sort of "claw" marks on the walls (This is a good place for one of the creature's attacks)

6) The Kitchen, completely empty, tables are thrown over, trash is dumped, refrigerator doors are ripped from their hinges, half-eaten food is laying all over the floor, etc.

7) Banquet Hall, the smell of food here is almost over powering. The giant room is dark and quiet except for the scurrying about of "something" in the shadows. It looks as though some of the food may have been eaten. The Ice sculpture in the middle of the room is melting from the warm air. If someone looks at the roast itself, it has the consistency of raw meat, but with the lighting that is available it is impossible to know for sure.

(**Note:** It will seem like no room is exactly where it was located previously, but everything looks alike so the team can't be for sure)

Eventually the characters will meet up with the mutated creature(s?) that got loose in the outage. It uses hit and run tactics, hitting the group when it is doing something "important". It has razor sharp claws that seem to rip through metal.

If one of the characters gets hurt badly, they will no doubt look for a first aid office of some sort (there could be a convenient sign pointing the way). When they do go searching they will find it on the next floor (doesn't matter if it is up or down). Upon arrival outside of the office, they will notice a "glow" around the door (like there is a light on the other side). When the door is opened (GM: this is your queue, flip the light ON!) they will find a brightly-lit room, with a middle-aged man sitting behind a desk reading a medical journal. (He may or may not be someone on the team knows, its all up to you), he will take the injured and say that it will take some time to get them fixed up, and to please wait out here while he "patches them up". In what seems like an instant (did the rest of the team nod off?) the character will come out looking none the worse for wear, the wounds are still present but the look masterfully tended to (GM: give them back at least half their wound boxes back).

Conclusion:
Eventually the monster(s) will hunt them down and kill at least one of them, The creature will attack when the team thinks they know what is going on and are trying to resolve the issue. Once the death happens the entire team will wake up in a bright lab (GM: Turn on the light!).

There are several technicians frantically scurrying about the room, looking at charts and computer equipment. Eventually one will notice the team is back in this reality, and quickly proceed to examine the patients. If asked what happened, they will only indicate that there was a "minor" computer error while the brain dance was taking place and there is nothing to be concerned about.

GM notes:
Starting from the very beginning of this the Characters are in a braindance, originally designed to help evaluate and teach the edgerunners 'proper' diplomatic skills. Once inside the complex the rouge AI takes control of the program and causes much grief. The scenario doesn't end until one player 'dies' the AI will give them ample opportunities to get themselves 'fixed up'. He will also play on their emotions by modifying characters without their consent. Examples include, adding more cyberware to the guy already on the edge, replacing a cyberarm with a meat one (especially cruel for the character who didn't want the cyberarm but didn't have a choice because of compatibility issues). The AI isn't trying to kill the characters, in fact the only long lasting effects from the braindance will be nightmares.

The Creature(s):
Visually the Creature looks and moves like a Praying Mantis, it has ripper like extrusions extending from its powerful forearms. It can see in total darkness with IR, but its body produces little in the way of heat. Its exoskeleton can be heard scraping through the hallways. Because of the design of it's feet, the creature is able to climb slick walls and ceilings.

Nu Tech

SWAT Tech's Vest By Ian Birchenough

Produced by Holt Protective Systems this vest is based around an SP22 vest. Built into the hard armour is a tech scanner optimised for opening electronic locks and circumventing Alarm Systems. Also Built in is Holt's patented Silent drill and a power pack to operate both devices. The Drill has a chuck capable of taking tools up to 10mm and a telescopic flexible drive to connect it to the motor unit. With the right tools the drill is capable of soundlessly cutting through brick, stone and armoured glass. The vest boasts the usual array of pockets, but instead of the usual SWAT array of ammunition and grenades these are used to hold lockpicks, angled mirrors and other intrusion tools as well as the probes and interface cards for the tech scanner to connect to electronic locks.
This item is only for sale to Police Forces and legitimate Users
Price 1000Eb EV-2

Bomb Squads ATO's Suit by Ian Birchenough

The Ammunition Technical Officer (ATO) is the person at the sharp end of Bomb Disposal. Every job they do is pitting their wits against the bomb maker. To assist in this task Holt Protective Systems has produced the ATO's Suit.

Equipped with a built in computer to carry a database of Bomb designs and the techniques used to nullify them, a fibre optic endoscope for studying the interior of devices, Holt's patented Silent drill and a short focal length Laser cutter to round out the kit. All protected by Hard armour plating. The suit incorporates a Hard armour helmet rigidly fixed to the torso armour to protect the head and spinal column. Displays from the computer and endoscope are projected into the helmets eyepieces. To protect the wearer in the event of a release of Toxic gas or building collapse the suit has a 30 minute air supply which can be extended to 2 hours by the addition of a rebreather module. To protect against accidental triggering of a device by Radio Frequency transmissions the suit does not have a radio and is shielded and earthed, which has the side effect of preventing the wearer being affected by Pulse Rifles, EMP Grenades, Volt Pistols and tazers. To provide communications a Fibre optic comm line reels out between the ATO and his control point allowing a full record of everything the ATO did or saw to be made. This link can also be used to control a WAD.

The suit provides hard armour protection to head and Torso of SP30 and limbs of SP18, but protection at this level has its price the sheer bulk has an EV of -6 and reduces the wearers MA to 2 and although the helmet can be fitted with visual enhancements these are focussed on the narrow aim of disarming bombs and the wearer is at severe penalties to Awareness/Notice (-10) to become aware of anything other than what is directly in front of them.

This item is only for sale to Police Forces and legitimate Users
Price 5000Eb

Ant Hill by Ian Birchenough

Need to copy a file? Fighting Copy protection? Ant Hill is the latest step in the Pirate/Software writer conflict. Ant Hill lacks the subtlety of Scribe, but relies on brute force. When Rezzed Ant hill disgorges a horde of ants which descend on the target program, each ant seizes a "Byte" and carries it away to the Ant Hill. When attacking a program this will crash one of the programs routines, chosen at random, on a result of 5 or 6 on a D6. When a routine is crashed that process will no longer run. This is significant as the user of Ant Hill is unable to execute any other programs from their deck whilst the Ant Hill is copying the target program. As it takes 2 rounds for Ant Hill to copy 1MU this means the user is vulnerable for quite some time. The copied program is capable of being run by the copier if his system has enough power, this is a potential problem as the program will continue performing its activities at the time it was copied. If this was attacking the netrunner then it will do this. If it is unable to continue its action then it will freeze. Ideally the netrunner will take the code and edit it rather than just trying to execute it. But there are fools everywhere. Just Call it Evolution in Action!

Anthill is a Utility with Anti Program functions and a Fractal Icon having a strength of 9. It is 7MU in size, costs 1680 Eb. To write it yourself is difficulty 42 and takes 252 hours.

Sweet Sys by Ian Birchenough

Sweet Sys is a typical Anti Viral Package as deployed by many companies to defend their systems from Worms, Trojans, Viruses and other malicious software. In common with many similar products Sweet Sys requires regular updates of its definitions in order to be able to recognise the latest threats. Against software in this library Sweet Sys is at full strength (10) however against custom ware or brand new code reduce its strength by 6. Updates are available on a weekly basis (sometimes more frequently if a new threat is discovered) Most versions include a method of capturing suspicious software and forwarding it for dissection at the software house.

The usual Icon is of a curtain of shimmering light deployed at the systems entry portal - it does not scan users coming and going, only programs and data transfers. A version is available that can be wielded by a system Monitor Program, users or AI's. In this version it can also scan users to see if any files on their system are infected and it appears as a horizontal white circle scanning the icon from top to bottom.

Utility (10), Anti Program (20), Detection (10), Simple Icon (1) Strength 10, It is difficulty 51 to write taking 306 hours, 9MU in size, costs 4080Eb (with 6 months free upgrades).

Incy Wincy Spider by Ian Birchenough

Incy Wincy Spider is a program for finding information. It enters a system disguised as a compressed data file (usually attached to a Junk e-mail but can be hidden in any compressed file.) When opened it extracts itself and integrates itself into the systems E-mail server. It will then spawn a slew of small search agents which search for data files containing the specified

search string. Any that are identified are reported back to the main program which will then e-mail the results back to a preset net address. The spiders will search all text based files including those deleted by their owners but not yet overwritten by the system.

The Icon is of an invisible web thrown over the mail server which spawns tiny spiders which scurry out to search the system for their targets. When they find it they will report back to the main program. They can be instructed to compress the data and mail it out to the reporting address. The original code is believed to have originated with InfoComp but many variants have been seen and are usually tagged by Anti Viral software within a month of their appearance.

Disguise (10) Utility (10) Invisibility (3) Simple Icon (1) Decryption (15) Optimised Code (10) Strength (5) total difficulty 54 MU 5 Cost 540. Time to write 324 hours

Dancing Zombie by Night Flyer
Drug Effects: Hallucinogen, Euphoric
Untimed Side Effects: Slightly Psychologically Addictive,
Drug Features: None

Timed Side Effects: Light Sensitivity Reduced Attribute: - 2 INT Reduced Awareness

Totals:
Strength: +2
Difficulty: 1
Duration: Medium   (1d6x10 minutes)
Legality: Type B Illegal
Drug Form: Paper Tab
Time to Effect: 1d10 min
Purchase Price: 7.5eb

For those times when you just want to get away from it all! Dancing Zombie has been recently introduced to the Dance Hall scene, where it has been very popular among the Nihilistic crowd. while under the effects of this drug the user can do little except go along for the ride, if asked questions the user will have a hard time comprehending what was said much less be able to
answer. This drug is also popular among modern day slavers who draw unsuspecting persons into a drug induced trap and hold them their until the time of their sale.

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Fraidy Cat by Night Flyer

Drug Effects: Attribute Increase: + 5 MA
Untimed Side Effects: None
Drug Features: None

Timed Side Effects: Cowardice, Hallucinations, Light Sensitivity

Totals:
Strength: +5
Difficulty: 24
Duration: Medium (1d6x10 minutes)
Legality: Experimental
Drug Form: Derm/Slap Patch
Time to Effect: 10+2d10 sec
Purchase Price: 1200eb

For those that are smart enough to know when to run, 'Fraidy Cat gives you the edge to get those feet a moving! the muscles in the legs are given all the stimulants needed to improve you running ability. unfortunately as a side effect you are scared of almost everything, you have to go to where you think you will be safest.
There is also a less stable version that may cause cardiac arrest, but you get what you pay for ... Purchase Price 50eb