The Neo-Anarchists Guide to Everything Else

Volumes I – VI

Edited and Compiled by Jerry Stratton, Tony Moller and Lester Ward
jerry@teetot.acusd.edu
Aroooo@aol.com
lward@flashpt.com

"It is easier not to believe in electrons than in dragons: electrons,
at least taken singly, won't try to make a meal of you."
— Stanislaw Lem, *The Cyberiad: Fables for the Cybernetic Age*
The First Neo-Anarchists Guide to Everything Else was released on March 15, 1992, Edited by and ©1992 Jerry Stratton.

"The daily press is the evil principle of the modern world, and time will only serve to disclose this fact with greater and greater
clearness. The capacity of the newspaper for degeneration is sophistically without limit, since it can always sink lower and lower in its
choice of readers. At last it will stir up all those dregs of humanity which no state or government can control."
— Sören Kierkegaard, *The Last Years: Journals 1853-55*
The Second Neo-Anarchists Guide to Everything Else was released on May 26, 1992, Edited by and © 1992 Jerry Stratton.

"This is the Nineties, Bubba, and there is no such thing as Paranoia. It's all true."
— Hunter S. Thompson, *Rolling Stone*: September 17, 1992
The Third Neo-Anarchists Guide to Everything Else was released on September 5, 1992, Edited by and ©1993 Jerry Stratton.

"Yes, it is easy not to believe in monsters, considerably more difficult
to escape their dread and loathsome clutches."
— Stanislaw Lem,*The Cyberiad: Fables for the Cybernetic Age*
The Fourth Neo-Anarchists Guide to Everything Else was released on February 23, 1993, Edited by and ©1993 Jerry Stratton.

The Fifth Neo-Anarchists Guide to Everything Else was released on April 1, 1994. Edited by and ©1994 Tony Moller.

The Sixth Neo-Anarchists Guide to Everything Else was released on December 1, 1994 Edited by and ©1994 Tony Moller.

"The relationship of editor to author is knife to throat."
— unknown
This compilation was released August 1, 1996. Compiled, converted and touched up by Lester Ward.

The *Neo-Anarchists Guide to Everything Else* hit the internet in 1992. Created by Jerry Stratton, this collection of player written material for FASA's **Shadowrun®** game was edited by him through issue four. Tony Moller then took over and continues to the present day.

I am neither of those men. I'm Lester Ward, usually known as Wordman. I wrote a bunch of this stuff, and frankly, I'm tired of looking through six different indexes for it. Hence, this file. This file collects all six volumes into one, connected work. At the same time, I took the liberty of updating statistics and mechanics to *Shadowrun: Second Edition*, using the stuff that Chris Doherty previously posted, and some common sense of my own. I also took out any and all FASA written stuff I could find, for copyright concerns. If you want to read the FASA stories, you'll have to check the original issues.

FASA and Shadowrun players share an annoying tendency to capitalize Everyting Under the Sun, so I removed most of that as being personally irritating. Lasty, an attempt was made to remove entries that no longer seemed relevant, like references to 'last issue' or rules which have since been superseded.

This document is distributed entirely electronically. Well, not fully true, there are five hard-bound copies in the world, but no more. This document is free and may not be charged for. The fonts used in the postscript version were designed by me, based on the fonts FASA uses. The main body text is "Shadowrun" and anything else is "Decker". The title page is a shareware font called "Uecker".

I'll shut up now, and let Jerry begin at the begining…

Welcome to the *Neo-Anarchists Guide to Everything Else*. If we're lucky, this will be a semi-regular electronically-distributed magazine devoted to FASA's **Shadowrun**® role-playing game. In the *NAGEE*, we'll be covering everything else. Everything that our contributors feel should have been covered, but wasn't. And, just things that look nice, 'cause looking good is the only way to go.

If you'd like to contribute, here's the kind of stuff we're looking for:

1) Area Descriptions
2) Adventures
3) Fiction
4) Spells
5) Spirits
6) Cyberware, Weapons, and Equipment
7) Creatures
8) Reviews
9) Everything Else

If you see something that inspires you, send us your inspiration. If you see something that's missing, send us that as well. If you have no idea what to write about, describe your home town as it will exist in the year 2050, after the awakening. Or write a story about one of your characters' adventures. Or, just sit back and read. They also serve who just chip in.

Tell us what you think about the articles, as well. If we get letters, we'll print them, just like a real magazine. Heck, you can even send them in shadowtalk.

Many thanks to all those who have contributed to this issue.

CONTENTS

THE BULLETIN BOARD

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Wed, 11 Mar 52 09:27:11
To: Neo.Anarch.Guide.Everything.Else
Subject: The Bulletin Board

Well, the bulletin board for the *Neo-Anarchists Guide to Everything Else* is now officially up. Send your comments, ideas, information, warnings, and just plain drek to the Bulletin Board via me, Silver Cianide, at jerry@teetot.acusd.edu.

From: Maximum Overload
Address: <gaul@wam.umd.edu>
Date: Wed, 11 Mar 52 23:07:54 -0500
To: Neo.Anarch.Guide.Everything.Else
Subject: Orichalum Cyberarms

How 'bout this one to ponder. There are no real rules in this one, merely an idea.

The orichalum cyberarm. Ideal for punching, plus a good focus as well. Mind you, the mage using this does lose a point of essence, but the fact that there is a focus involved does compensate. Cost is the usual: cyberarm cost+(rating x 300,000). A bit steep, but when you consider the possibilities (orichalum spurs, razors, etc.) it works out.

I doubt orichalum decks would be useful (magic and VR doesn't mix at all!) and vehicles are right out.

A little background. I ran into a corp mage with one of these. Dear ol' Max Overload (*El Rigger Mejor, c'est moi*) hit him with a panzer. Just cuz you're magic don't mean you're invulnerable to tech.

From: Maximum Overload
Address: <gaul@wam.umd.edu>
Date: Thu, 12 Mar 52 19:37:49 -0500
To: Neo.Anarch.Guide.Everything.Else
Subject: BloodRunners

Somewhere in California (any place, really) there is a growing gang called the BloodRunners. Even for a sprawl gang they are vicious and cruel. They are all of mixed race, creed, and subspecies, but they all share a common bond: anger and hate. Their leadership are mostly vampiric, and most underlings are not, but (when they prove themselves) are infected as they rise in rank. The Yaks are using them more and more often as hit teams or enforcers (since they are rather effective), and the Seolpa Rings are beginning to realize their potential as well. Both are actively employing the BloodRunners for various jobs, although each are unaware of the others presence. The BloodRunners don't dress like a gang, they all wear normal clothing (so as not to make them easily distinguishable), however, they do all wear black silk shirts so they can recognize each other.

The BloodRunners are extremely dangerous and not to be taken lightly. If ever confronted, pray. Some of us carry silver crosses for that purpose. Another characteristic worth mentioning—whether or not the gang member is infected with HMHVV, all members drink the blood of the slain after a skirmish or battle. They even scare the I-Marines.

I ran into one once - with an Armored ATV. Had to back over it twice and then tossed it into the Pacific. Needless to say, I now live in FDC.

From: TAG
Address: dmm@linde.harvard.edu
Date: Sun, 15 Mar 52 07:07:56 EST
To: Neo.Anarch.Guide.Everything.Else
Subject: The Barrier

My party is attempting to circumvent the primary problems e.g. insanity/death associated with the barrier by entering a state of "cryogenic statis" in a life support unit on the way up. Why cryo? We hope that our lowered body functions and reduced auras due to being enclosed in high tech machinery will help us survive. We have already decided we can deal with the rest of the problems. Dave will be there with them and could use your input.

From: Quiverclaw
Address: <z_rasmusseam@ccsvax.sfasu.edu>
Date: Mon, 23 Mar 2052 23:58:15
To: Neo.Anarch.Guide.Everything.Else
Subject: more SR questions…

Hi, me again ☺.

1) Would it be possible for someone like, oh, say Jerry Stratton to come up with a coherent set of rules for SR for cyber-insanity? I appreciate what's in *NAGEE*, but that doesn't give things like chances for someone with exceptionally low essence to go cyberpsycho. etc., etc….The reason I'm asking is all these new archetypes (blade boy, street rigger, etc….) that have essences oh say around the .5 range or lower…shouldn't a pc have the chance to go cyberpsycho after his essence drops below 1? Well, as a GM I discourage going below 1, and well… I digress…

2) I've got the *Rigger's Black Book*, and Joe is right…it doesn't go into enough detail on how to do things like conceal weapons…and which ones can be concealed…can we look forward to this in *NAGEE*? Hope so. Maybe even sooner…anybody feel brave?

3) and finally…why do the artists for SR always consider it necessary for anybody who has spurs to walk around with them extended? Just curious.

Enough of my well, insert your favorite expletive here.

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Tue, 24 Mar 52 09:15:15
To: Quiverclaw
Subject: re: more SR questions…

Well, Quiverclaw, I'll answer your questions in order. First, I am working on integrating cyber-psychosis with the insanity rules from the previous guide. Hopefully, it'll be done in time for this guide. If not, it'll be here next time. It'll assume that cyber-psychoses occur (if they occur at all) when a character has cyber installed. Once you're at 0 or less Essence (and you could chance this to 1 or less if you wanted) it becomes very hard to resist the insanity.

2) Anyone want to volunteer?

3) Lots of them have spurs non-extended, you just don't notice them underneath the suits.

From: Mark
Address: <mstorer@ponder.csci.unt.edu>
Date: Wed, 29 Apr 1992 04:40:27 GMT
To: Neo.Anarch.Guide.Everything.Else
Subject: Cyber Applications

Okay, So your razor boy has cyber-eyes, a radio, and some headware memory:

Program the locations of several concealed explosives into the headware Mp's. Rig it so that these locations are displayed with their number in his field of view. Run down explosive laden alley with [insert baddies] in hot pursuit.

You can see the explosives, they can't. When they get to the right place, broadcast (with the radio) the correct signal at the correct frequency and *boom*. No more pursuit.

Do this to several alleys. With demolitions(B/R) build C-12 into a shaped charge that looks remarkably like a brick (or beer cans, or dead rats, light fixtures… get creative). No one will find them until its too late.

From: Daedalus
Address: <bkreed@oreadukans.edu>
Date: Sat, 29 Aug 53 16:30:35
To: Dark elf
Subject: Origin of term "duck"

So how did theses walking arsenals get the name "duck"? Is it because they waddle like said aquatic waterfoul, or is it because it is the first thing that you should do when you meet one of these "oh so subtle" sammies?

From: Silver Cianide
Address: <jerry@teetot.acusd.edu>
Date: Sun, 30 August 2052 09:20:07 PST
To: Daedalus
Subject: RE: Cyberducks

Well, I'm sure Dark elf will have something to say about this. Personally, I've never heard anyone call a sam a duck before. Sounds like a dangerous hobby. But the obvious reason, as you say, is that a sam loaded down with too much equipment does have a tendency to waddle.

Something I heard from a friend of Dr. Stratton's involves a very old joke:

Tourist to farmer (while standing in three feet of mud): I thought you said this mudhole weren't very deep?!

Farmer to tourist: Only comes up to here on m'ducks.

Makes sense to me. Shadowrunning looks a lot easier when you watch a duck do it then it does when you're stuck hip deep in shit. Still, take that story with a grain of salt — the guy isn't totally reliable. If he'd been able to include something about vagina dentata, he would have. Fortunately, ducks don't have teeth.

From: Dark elf
Address: <vesposit@ccvm.sunysb.edu>
Date: Thu, 17 Sep 2052 17:38:08 EDT
To: Daedalus
Subject: Heeere Ducky Ducky

So you want to know where I came up with the term 'duck', and why I use it to describe over-armed sammies. OK, I'll tell you about the time I first heard it used. It was about two years ago, when a few of my college buddies decided to take a trip into New York City for a "duck hunt." Wondering what they meant, I grabbed my H&K, several clips, got in the car and went. During the hour's ride down the Long Island Expressway, they explained, it went something like this:

"We were hanging down in Queens Village one day when this sam comes running down the street, with a whole precinct of metro cops on his tail. Well, he wasn't really running, he was kinda staggering side to side. We kept an eyeball on the guy as the heat started opening up on him, and it looked like he was carrying enough firepower to level the city! The dude was carrying an AK97, and had about four or five heavy pistols on his belt. He also had an Ingram smartgun, a combat shotgun, and of all things an assault cannon strapped to his back. He had so much ammo on him that he's lucky he didn't blow up when he started shooting.

"The heat seemed to be playing with him, letting him waddle away for a while, then chasing him down and pumping shots at him, then letting him go again (they must not pay those guys too well). We kept watching for a while, and the heat finally surrounded him and reduced him to a bleeding pile of fate meat. We thought it was the funniest thing we ever saw."

Anyway, my buddies got a line from a Johnson about a runner who was trying to make a fast break with some goods. The description the got was similar to the dude they saw the heat scrag. The guy was a sitting duck with all that gear, he never had a chance to use any of it. It was the easiest nuyen I ever earned. Sometimes speed and skill are a lot more useful than all the guns in the world!

> *A pair of back-to-back diodes does not a Nobel Prize make.*
>
> *Yowzaa*

From: Diana
Address: <diana@olympus.turkey.org>
Date: 10 Octavius 2806 13:11:55 PST
To: All
Subject: Advisors

It's been my experience that advisors are minor spirits, like watchers.

From: Wizard of OS
Address: <baumeist@picasso.informatik.rwth-aachen.de>
Date: Mon, 10 May 53 11:50:46 MET DST
To: Silver Cianide
Subject: Language

Here are a few words I looked up in the dictionary. I'm not sure if they are correct:

"orderer": The one who gave you your task (e.g. a Mr. Johnson)

"box stacking": What you are doing in a storehouse

"native place": The town and the surroundings where one lived when he was a child

In the second issue you wonder how "drek" evolved. Well, it looks like the German "dreck" may prove the continuing influence of German literature in the mid 21st century similar to words like "soykaf" (Kaffee=coffee) and "Panzer" (an especially highly literary word).

Also "frag" probably rose back at the start of the century when bigger and bigger operating systems (System VII Release 18) tended to frag(ment) memory and disks and trash the CPU by swapping in a few minutes. Oh, the OS developers in those old days are to be pitied.

PS.: Anybody knows about nice, working translation programs fitting into head memory? I would even accept a utility which has to be executed in the matrix, but you can't find anything like that on this side of the Atlantic Ocean. What happened to the development speed of computer-science (knowledge doubles every 8 years) in this field?

From: Anvil
Address: <mosbun@expert.cc.purdue.edu>
Date: Mon, 14 Mar 54 11:50:46 MET DST
To: All
Subject: Cyberware Alert

Warning to anyone out there who relies on their cyberware. Recently my team and I went in for cyber upgrades. As we were leaving we were infected with specially tailored nanites (for those of you who sling the lingo, don't complain if the tech-speak's wrong; I'm repeating what I was told) that caused our 'ware to initially malfunction, and would have finally deteriorated and detached had we not been able to hunt down the doctor who developed the nanites and… convince him to give us the antidote.

Unfortunately the doctor, one Dr. Bartell McMillian, escaped. We burned out his lab, all hardcopy notes and shredded his matrix files, but the doctor is still alive. He is, unless plastic surgery gets to him, a short heavy middle aged man, European heritage. His home is in Iceland, the capital, but I'm not gonna attempt to spell it, but we burned it out. There we also found evidence that McMillian has in his employ at least one toxic shaman.

This guy is extremely dangerous, and can be expected to try and recreate his cyberware killing formula. If any of you out there catch wind of him, do all us cyber-typed a favor and give him a .44 caliber migraine.

On the brighter side, the antidote formula, copied from McMillian's notes was sent to the notorious shadowdoc Soriyama. If you should find your cyberware shutting off and turning back on, or locking up, or suddenly activating without you wanting it to, I would suggest trying to track either of the two doctors down.

SEATTLE NEWSFAX

Corporate Ball A Blast:
Unknown Attack Kills Execs
by Tony Moller

SEATTLE—Dozens of mid-level executives were killed last night in an apparently unprovoked attack on an Ares MacroTechnologies ball. The ball was held in celebration of the award of a military contract to Ares to provide weapons standardization to the UCAS armed services, including the Seattle MetroPlex Guard.

At approximately 10:30 PM local time, an as yet unknown number of assailants descended the ten floors from the rooftop of the Carlson Executive Hotels North Tower, destroyed the 1-inch thick armored glass, and killed all the guests of the Ball. Guest lists indicate that there were approximately 60 Ares employees and their guests present, as well as a security force of about 30. The assailant's motive operandi is not known to Lone Star Security, nor the UCAS Anti-Terrorist Division. Sources close to Lone Star indicate the use of weapons only available to the military and licensed corporate and mercenary forces.

At the scene of the crime, Lone Star and Seattle coroners are still at work in an attempt to identify the dead. At this time there do not appear to be any survivors, and senior Lone Star Detective J.R. Morganson said this morning, "There may be some survivors in the rubble. That's usually been the case in scenes such as this, but so far, it doesn't look good."

Seattle coroners are hard at work, but a city official said it will take hundreds of man-hours to identify everyone. "We don't even have an exact count of how many were in the room. Right now, it's just so much genetic soup. I don't think we'll be able to identify half the victims, unless there's a giant leap in medical technology in the next few hours."

Lone Star and Ares Security are still at the crime scene, but there has been little indication to the perpetrators. "Who ever they were, they were professionals. I doubt that this was the work of a shadow team. Mercenary group probably, but we do not have any indication as to who yet. We will find the assassins, and their backer—we won't let them get away with this," said Morganson.

Hooliganism Amok in Baltimore
Famous Smuggler Found Missing
by Tony Moller

BALTIMORE—Tragedy struck this weekend at an annual convention in Baltimore's Inner Harbor, Hyatt Regency Hotel. Notorious rigger and suspected smuggler Captain Morgan was abducted from his hotel room early Sunday morning.

Reports indicate that the Captain was kidnapped while hosting a recruitment party for his organization of smugglers, known in the shadows as the Rum Runners.

Eye witnesses present at the escape say there was "one short guy with a mustache" who was carrying the unconscious Morgan down the hall. Convention and Hotel security suspect that the bag man was a dwarf, and that he had accomplices, possibly even convention or hotel staff.

So far no ransom demands have been made, nor have any shadow teams claimed responsibility.

Break-In Leads To Gang Violence
by Tony Moller

REDMOND—An early morning break-in at 11374 Redmond Aveune, the home of Raymond Shattuck, apparently lead to a shoot-out between members of rival gangs. Shortly after midnight several members of the Tyrants reportedly responded to an alarm at Mr. Shattuck's house. The Tyrants are a local street gang who claim the neighborhood around Mr. Shattuck's house. A gang spokesman, Bigmouth, aka Norman Schwatrzkopf, said, "We provide a necessary service to the good citizens of our neighborhood. When was the last time you saw a Lone Star patrol in this neighborhood at midnight? When the alarm was reported a security team was dispatched to deal with the intruders. That's SOP."

Surviving members of the 'security team' reported a group of six to eight metahumans, including at least one troll armed with an assault cannon. They also reported several magicians. "They wuzzn't wearin' no colors nor nuthin', but they musta been Screamers," said survivor Scuzzy Poleaxe. The Screamers are a go-gang whose membership includes many orks and trolls. The Screamers and Tyrants have engaged in several bloody battles over the last six months.

A running gun battle left three members of the Tyrants dead and six wounded. During a wild high speed chase through the residential streets, three Tyrants were killed when their cars windshield was shot out and it crashed through the front window of a Stuffer Shack™. Seven occupants of the Shack were killed and sixteen were transported to area hospitals with a variety of injuries.

A spokesman for Lone Star Security said that his company has the incident under investigation. "I hope this will convince the citizens of Seattle that vigilantes are not capable of providing the level of protection that the trained professionals of Lone Star can. If the citizens of that neighborhood would like to consult with our contracts department I'm sure we can provide an adequate, cost-efficient package for them."

Captain Morgan

Ares Stock Plummets In Wake Of Bombing Terror

by Tony Moller

NEW YORK—This morning on the New York stock exchange Ares Macrotechnology took a big hit as their stock fell 5 points in just a few hours. On the international exchanges, Ares stocks fell in a similar fashion. This plummet is the result of last nights attack on an Ares executive ball.

Ares was recently awarded the contract to standardize the UCAS armed services military hardware, including the Seattle MetroPlex Guard.

Large scale weapons platforms, as well as personal arms, were part of the contract's scope. The contract is worth in excess of 1 billion nuyen to Ares over the next five years.

Ares is scrambling to recover from the financial damage, as well as the loss to its employees, reportedly all of which worked for the military arms division of Ares. Ares officials were unavailable for comment.

Bomb Defused At Factory

by Tony Moller

AUBURN—An explosive device was removed from the Engineering Laboratories building in the Auburn Industrial Park early this morning. The device was discovered by Angela Seabury, head of the shipping department, when she arrived at work at 7:45 AM. The device was attached to the door leading to the shipping and receiving office. Seabury entered through the door and apparently fainted at the sight of the device. When she awoke several minutes later she called Global Security.

The device was removed by a demolitions team from Global, the firm which provides security for the Auburn Industrial Park. Global Security and Engineering Laboratories both refused to comment on the incident. This reporter has learned from sources in both companies that the device was apparently placed during a break-in at the Engineering Laboratories factory. Information on why the device did not detonate, and what, if anything, was taken from E.L. is unavailable at this time.

Reports of bodies being removed from the Auburn Industrial Park by DocWagon™ are unconfirmed at this time. Sources inside Global hint that several Global Security personnel were wounded by gunfire during the break-in last night.

Engineering Laboratories, Inc. manufactures a wide variety of molded plastic products including replicas of famous buildings and natural wonders. Their Famous Structures line includes the Sears/IBM Tower, Statue of Liberty, Eiffel Tower, Space Needle, and Buckingham Palace. A company spokesman said their newest product is a desk set shaped like Mt. Fuji.