

# THE BEHOLDER

## Welcome to our Special Return Issue!

**I**t's been over seven years, since the Adventurer's Guild has printed a newsletter. Well, The Beholder is back, and I would like to thank all of our contributors; it is because of you that this issue is possible.

The Adventurer's Guild was founded to provide a place for gamers to gather, to try out new things, and to make new friends. The Beholder is intended to be an extension of this concept, serving as a forum for thoughts and ideas, and as a creative outlet for our members.

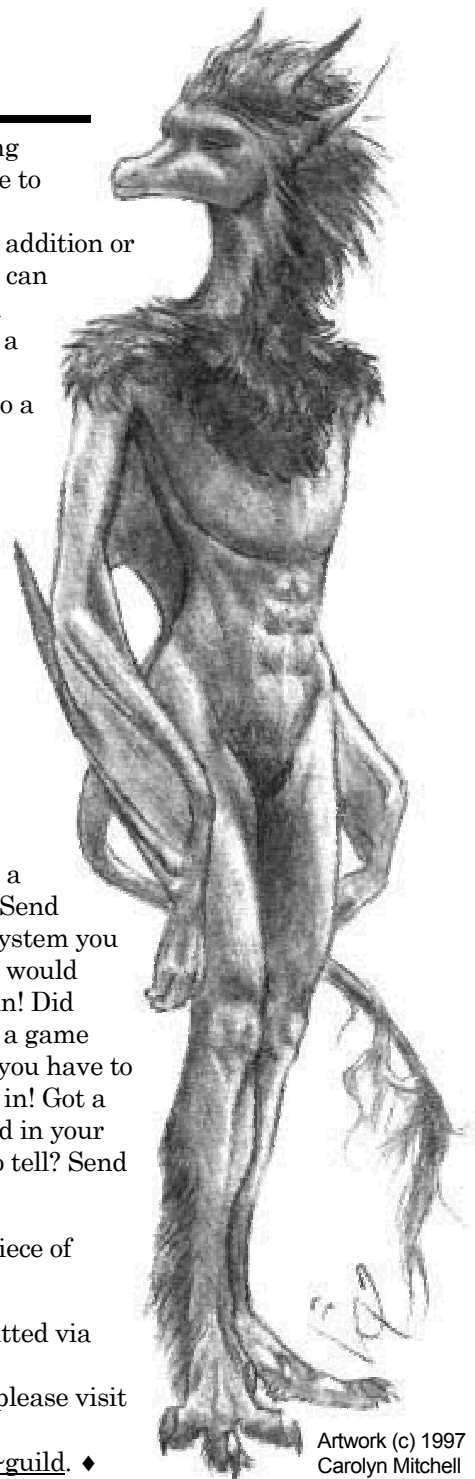
Part of what makes role-playing fun is the exchange of ideas. Roleplaying is pretty much a collaborative effort in storytelling; the Game Master creates a story, while the rest of the players create the characters that will play the central role in the adventure to come.

All of the players bring their own special style to the game, giving it a unique feel. Even the addition or loss of a single player can change the flavor of a campaign. Whenever a player discovers an unexpected solution to a problem, or a new perspective on an old situation, everyone learns from it. In the end, the exchange of ideas improves the players, the game, and the enjoyment gained from it.

This is what The Beholder hopes to accomplish. Have a different take on how a game should be run? Send it in! Found a game system you love and think others would enjoy it, too? Send it in! Did something happen in a game that was so cool that you have to tell someone? Send it in! Got a story bouncing around in your head that you have to tell? Send it in!

Go ahead, give us a piece of your mind!

Articles can be submitted via our email address at [guild@nmt.edu](mailto:guild@nmt.edu). And please visit our website at <http://www.nmt.edu/~guild>. ♦



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# From the Editor:

## How to Have fun at New Mexico Tech

By Michael Love

**T**his article is mostly for the freshmen joining us this semester. If you've been here for more than a handful of semesters, you have either discovered this advice on your own, or have relatives in town.

The biggest complaint I hear from new students is that there is nothing to do at Tech. "Socorro is so much smaller than City X. I hate it here because there is nothing to do." This is, of course, completely bogus.

Most of you have come here straight from high school, where most of your day has been planned for you for the past twelve years. Sure, you had a few hours after school and on the weekend to yourself, but all of that is about to change. No matter what it feels like, your average day of classes here is not nearly as long as it was in high school. You're away from home for the first time, and most of your friends probably aren't here, either. Yes, you are now living in a quiet little town without a bowling alley, nightclub, or BattleTech center, but that doesn't mean that there's nothing to do.

First, get to know the people in your classes and in your dorm – this is very important. And don't forget to make friends with someone who has a car. Were you picked on in high school? Shy? Scared? Afraid of being called a nerd? Well, despite appearances, Tech is a campus of nerds and you'll fit in just fine.

Next, check out some of the clubs. Don't be afraid to just show up. If you don't like it you don't have to come back. No one will think any less of you for trying out something new. Even if roleplaying and The Adventurer's Guild isn't your cup of tea, look at the jugglers or billiards clubs. Like to watch Japanese cartoons? Check out Anime Addicts Anonymous. Want to suit-up in armor and fight with swords or shields? Go watch the SCA. Like beer? Make some with Zymurgy. None of these fit the bill? Put up some posters and start your own club – you can do that!

Still don't like the clubs? Try something else... go to a dance or a party, and don't forget the free shows at Macey Center. Get some friends and go out to Water Canyon for a camping trip. Go out to Box Canyon at night for some of the most beautiful stars you've ever seen. Have a cookout! Personally, I still love getting in my car and going on quiet, moonlit drives through the back roads of Escondida and Lemitar.

To be honest, fun isn't going to knock in your door, charge into your cramped little dorm room, grab you by the throat, and drag you away to Happy Fun Land. Well, Andy *does* do that, but the point I'm trying to make here is that while you are learning to take responsibility for your own life and education, don't forget that you also have to take responsibility for your own entertainment. If you don't grow up and *learn* how to have fun, or expect others to do it for you, you are not going to enjoy yourself. ♦

*Michael Love has been the AG's Scribe since late 1991, and still has no life.*

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### THE BEHOLDER

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When submitting articles, please refrain from derogatory comments, excessive profanity, and copyright infringement.

The Beholder reserves the right to refuse any submission.

The deadline for submissions for issue #2 is September 23<sup>rd</sup>.

Check out The Adventurer's Guild website at <http://www.nmt.edu/~guild> for information on our meeting times.

## Playtesting the Possibility Wars

*A New Mexico Tech roleplayer since attending his first Adventurer's Guild meeting in 1984. Jim Ogle is best known for still being here fifteen years later. He's known on the Internet as "Kansas Jim", resident guru of the Torg mailing list.*

*He currently works at the NRAO, and runs a great Star Wars campaign when he has the time.*

by "Kansas Jim" Ogle

**M**ost of you have probably never heard of a roleplaying game called "Torg - Roleplaying the Possibility Wars". First published in 1990, it enjoyed a few years of success before a combination of lack of support by its publisher, West End Games, and planned obsolescence in the campaign setting resulted in the last product for the game being released in 1995.

One of the unusual innovations of the Torg campaign setting was that it was planned from the start to only last for five years. Like "Babylon 5" successfully did a few years later on television, Torg's storyline was not meant to be an ongoing setting but one with a definitive ending point.

Then just like B5 did with "Crusade", there was going to be a spin-off which was related to the original setting but not a direct sequel. But unlike Crusade, the Torg spin-off never became reality. A modified version of Torg's game mechanics was used, though, by WEG in its unsuccessful Shatterzone and Masterbook lines of roleplaying game settings.

Fast-forward to February of this year. WEG, surprised by the amount of Torg merchandise it's been able to sell through its website and by the number of followers the game still has online, decides to publish a second edition of the Torg rulebook in 2000, the tenth anniversary of the game's original release.

So what does all this have to do with the roleplaying scene at New Mexico Tech when the book won't be out for almost another year? Quite a bit actually! Playtesting of the new rulebook should begin around the first of September and

as writer of the new rulebook, I will be looking for playtesters right here at Tech via the Adventurer's Guild.

Prior experience or familiarity with Torg (or either of its stepchildren, Shatterzone and Masterbook) is not required to be a playtester. In fact, WEG wants to sell this book to people who aren't already familiar with Torg so that's the kind of people I'll be looking for as playtesters.

If by some unlikely chance you are already somewhat familiar with Torg, you won't have to feel left out. I am planning on also running a second playtest group made up of experienced Torg players so I can also get feedback from people who know the system. This group is about half full already with the players from my own

Torg campaigns but there will be room for a few more, if we happen to find any more. What do you get for being a playtester? Well, hopefully you have a lot of fun playing Torg because there's not much

*"...I will be looking for playtesters right here at Tech via the Adventurer's Guild..."*

more than that. Playtesters will be listed in the book's credits but that's about the only compensation WEG gives out.

So what kind of a game is Torg? It's a heroic action/adventure RPG where the PCs are fighting to save the world from destruction. The Earth has been invaded, not from outer space but from other dimensions, other realities, where the laws of nature don't always work the same way.

These invaders have brought their realities with them, remaking parts of the Earth into their worlds. The invaders seek to expand their holdings and consume the entire Earth. It's up to the player characters to prevent that from happening, and to force the invaders off the planet and reclaim what was taken.

But it's not easy -- conventional military forces are helpless against the invaders because of the different realities they've brought with them. Technology stops working in some areas while in others the invaders possess technology centuries beyond our own. Magic and godly miracles also give the invaders an edge over Earth's normal defenders.

But the player characters, and others like them, are able to weather these changes in reality. They can make things work where others can't, and can use the invaders' own advantages against them. Not to mention that PCs are pretty kick-butt people in the game, larger than life hero-types who can actually do the dangerous things that are often necessary when saving the world.

Each of the invading realms represents a different genre of adventure fiction, some of which are familiar from other RPGs and others which are a bit more unusual. Torg allows for mixing and matching of these different genres simultaneously, something most "multi-genre" RPGs don't do. GURPS for example has books for dozens of different genres but you don't play them all at the same time. With Torg you can!

It's not uncommon for PC groups to contain characters from a number of different settings adventuring in yet another one - cyberpunks and fantasy barbarians facing off against a mad scientist from the pulps, ninjas and technomages against dinosaur-riding cavemen, secret agents and high-tech aliens searching a haunted house for a monster.

Torg's mechanics are not that difficult, or at least they're not when they're explained properly. That's one of the main goals of the new rulebook, to make things a bit clearer and easier to understand than they were in the original book.

The system may seem a little complex to people who are only used to some of the more recent RPGs on the market, Torg isn't being changed much from its original

1990 design and the RPG market has moved towards simpler game mechanics since then. While it may not be as "loose" as some of these RPGs, I think it's loose enough that no one should have any problems with it. But that's another thing for the playtesting to determine!

The announcement and sign-ups for playtesting will take place during one of the first Adventurer's Guild meetings this semester. The playtesting period will run through October or November, hopefully with game sessions being held at least a couple times a month. The playtest group for experienced Torg players will probably not meet as often.

I should be available at the first couple AG meetings of the semester for questions, or I can be reached at [ksjim@nmt.edu](mailto:ksjim@nmt.edu) if you can't make it to club meetings. I also have a website devoted to Torg though most of the information is only useful if you're already familiar with Torg. The URL is <http://www.nmt.edu/~ksjim/index.html>.

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## For the Newbie Gamer ...or What am I Doing at this Meeting?

By Heidi Stange

**S**o you're sitting at your first Adventurer's Guild meeting, wondering what this is all about. Maybe you had a group you gamed with before and are now looking for a new group; perhaps you knew people who gamed and have decided to try it yourself; or maybe you saw that the AG is a gaming club and are now wondering where the Monopoly board is. If you're one of the latter people, then this is for you.

The primary purpose of the AG is to introduce new games to people and new people to games. We play all sorts of games (including board games) but we mostly get together for role-playing. If you're unsure as to what role-playing is, I'll try to explain. I've heard role-playing best described as free-form acting. You make up a character, the game master (GM) sets up situations, and it's up to you to decide

how your character is going to react. That's it in a nutshell.

Some games are played like movies; your character has mysteries to solve, people to talk to, and crises to avert. Other games are set up more like video games; your character is equipped and proceeds to run around in a setting the GM has chosen and take out everything that moves. Most games are a bit of both. There is a game system for almost every genre. There are games for superheroes, vampires, or post-apocalyptic warriors. There are a lot of games based on movies and TV shows. You can play a character in the Star Trek universe, bad chop-saki flicks, or even Indiana Jones. Whatever time period you like, real or fictional, you can play a character in. It all depends on your imagination.

Most importantly, role-playing is about getting together with some friends and having a good time. ♦

*Heidi Stange is the Adventurer's Guild Thief. She is currently attempting to get degrees in stained glass and gaming, while trying to earn a psychology degree on the side.*

## Donner's Spell of the Month

By Donner Holten

**H**ello, fellow gamers! I have the great privilege of presenting to you the Spells of the Month! Each month I'll describe a new and different spell for the game *Mage: The Ascension*.

The book these spells came from was found centuries ago around the British Isles. We found it buried near Stone Henge and thought it might give us reference to the stories of Merlin. The book was badly battered and almost unreadable. But with new computer technology and infrared sensors, we have finally been able to bring to you their amazing words.

### Aristus' Amazing Book of Spells

This guy says he was Merlin, once, in a past life. We think he's lost one too many of his marbles. But, he bought our computing firm, so we have no choice but to do what he says. Besides, he's paying us very well!

### Aristus' Spell of the Month:

Pigeon Gun: 3 Matter, 4 Life

With good timing (better initiative than your opponent) you can cause your opponent's bullets to become pigeons in mid-flight (Hopefully his aim is not directed in one place, so they won't collide with each other in flight. Correspondence, Forces, or Entropy can take care of that...) This is really impressive visually, but also very vulgar. A variation of it would be *Pigeon Bullets* (1 Correspondence, 3 Matter, 4 Life, 4 Time or 3 Time and 3 Entropy) The Correspondence finds the end of the gun, the Matter and Life turns bullets into pigeons, the time finds the right moment or delays the transformation until (luckily) just the right moment. The second is more preventative than curative.

Of course, you could just change their bullets to maggots or something... ♦

*Donner Holten is a Senior, and has been an avid gamer since the age of five. Some would say he has no life. He would say that gaming IS his life.*

# Donner's Game Review:

## Rifts, Rating: 4/5 Dragons

*Donner Holten is a Senior, and has been an avid gamer since the age of five. Some would say he has no life. He would say that gaming IS his life.*

By Donner Holten

**R**IFTS is a Palladium System RPG placed on futuristic Earth. Technology has improved tremendously. Magic has returned to the land. Openings into different dimensions have appeared all over the Earth. These openings appear at Ley Line intersections and are called RIFTS. No-one really knows what happened, but somehow most of the world's cities have been destroyed. Some blame the rifts and the return of magic. Others say it was World War III. Space travel is near impossible thanks to killer satellites or meteors or something. All anyone really knows is the only way off the Earth is through a rift.

The land is over-run by supernatural creatures that traveled through the rifts. Dragons, Hydras, and even Greys can be found in various places around the world. The current US super-power is the Coalition. They keep tight security on all their cities and make sure all psychics are tagged and kept track of. They help the people be safe from the "beasts" of the wilderness with their massive war machines. But they don't believe that creatures such as elves and wolven could be anything but evil. The heroes are coalition members, psychics, monsters, mages, or just ordinary people.

Some characters become "Juicers", hyped up on drugs to make them faster, stronger, and more aware. Unfortunately, if the drugs are kept up the characters are doomed to die of damaged organs. If the drugs are stopped, the characters will go through withdrawal and possibly go crazy. Usually these people really need the

money. But some Juicers are there just for the "high".

The Cyber-Knights are the modern-day paladin, with cybernetic enhancements and psychic powers. Usually they fight for truth and justice, but some can be found who do not have such "lofty" ideals.

Crazies or MOMs (Mind Over Matter) are psychics who gained their powers through cybernetic alterations to their brain. This results in powerful abilities, but also make them slowly go insane.

Glitter Boys are the ultimate warriors. They have huge, near-indestructible suits that carry a massive "boom gun", capable of blowing holes right through tanks. They

represent the finest in military technology. Unfortunately, there are few places that can truly repair a Glitter Boy, since the technology to create the Glitter Boys

was, to all knowledge, lost after the appearance of the RIFTS.

Ley Line Walkers and Summoners control ley lines and rifts. The walkers can travel almost instantaneously along the ley lines while the Summoners can open or close rifts and make pacts with the creatures they meet from beyond.

The true psychics include Mind Melters and Bursters. Mind Melters are the ultimate psychic, being able to kill with a thought and read minds at a whim. They are also the most persecuted psychics and are not allowed in any Coalition city, on pain of death. Bursters are pyrokineticists, controlling fire to varying degrees.

The main hunters of the psychics are Psi-Stalkers and Dog Boys. Psi-Stalkers are

*"...I think Rifts is a great system with great potential for games..."*

psychic-sensitive predators, much like vampires. Only, instead of living off of blood, they live off of the psychic energy of their victims. They're used by the Coalition to hunt down any unregistered psychics. Dog Boys are also psychically sensitive. They're genetically altered dogs, given higher intellect and some psychic powers. They're usually in packs overseen by Psi-Stalkers.

The only DB (Dimensional Being) in the main book is the young dragon, who, in itself is a powerhouse. A young dragon could potentially take on a Glitter Boy and give it a run for it's money. Dragons have psychic powers and magic, but can only stay in a human form for a short time. Therefore, they are rarely found in Coalition cities. Besides, if they were ever discovered there, they'd be hunted down like any other "beast".

There are MANY supplements to RIFTS with various DBs, conversions from other Palladium games, and other super-powered suits.

RIFTS introduces an interesting concept of Mega-Damage Capacity. In normal Palladium, Structural Damage Capacity was used for the hit points of all the characters. And in RIFTS, the humans and smaller DBs still have SDC. But the new technology and dragons and other magical creatures have MDC. One point of MDC represents 1000 points of SDC, and SDC damage weapons have little to no effect on MDC materials (GM discretion).

Flaws with RIFTS: Many characters will want to play MDC creatures or have MDC armor and weapons, making your usual back-alley ambush into a massively destructive fire-fight. One hit from an MDC weapon can turn a human into a pile of mush. And that's from, say, a vibro-knife. Play balance is, therefore, very difficult, unless the GM puts some heavy restrictions on acquiring MDC goods or shows just how destructive MDC is. If the games are to be heavily combat-oriented, the medic or operator character won't stand a chance. There are also, IMHO, far

too many supplement books for RIFTS. It seems every joe-schmoe on the block wanted to create the biggest and baddest MDC weapon or armor, or the nastiest character class.

Benefits with RIFTS: There is a large variety of skills and a large variety of character classes to chose from in RIFTS. Your character can be practically anything or anyone. There's also a lot of story potential with rift travelling reminiscent of Sliders or DB encounters or overthrowing the Coalition. There is a lot of back story with each character class and character race, giving the whole game a really strong base. Each supplement usually covers a part of the RIFTS Earth or dimensions that wasn't touched on by the other books or expands on ideas from the other books. Juicer Uprising has some really cool plot ideas, although I feel they've once again over-done it with character classes.

If you're familiar with the Palladium universe and you like cyber-punk without all the computer-crawling of deckers or hackers or the like, then RIFTS is a must try. All in all, I think RIFTS is a great system with great potential for games. ♦



# Cyberpunk Memoirs:

## The Life and Deaths of Harley

*Michael Mundy is a long-time AG member. He currently works in the payroll department on campus, having failed to achieve escape velocity for Socorro.*

By Michael Mundy

**L**et me tell you about Harley, a character I played for quite a long while in a CyberPunk campaign. If you don't know, CyberPunk is a science-fiction game set in the year 2020, so the technology is pretty out there. You can replace limbs, eyes, organs, even your whole body. Guns are nastier too, 'cause if you need to stop that guy with the kevlar skin whose drug addictions make PCP look like iced tea, you aren't gonna use a dinky, little 9mm, are ya? The place is called Night City, located between San Francisco and Los Angeles (or what's left of it), and has a similar look and feel to what you see in Blade Runner and Johnny Mnemonic. Y'know, *dark*.

That's where Harley fit in. He was about 6'1" and weighed about 275, mostly due to the extra muscle he had grafted to his body, and the fact that both legs were cybernetic replacements. He looked like the bounty hunter out of Raising Arizona, and tried to live up to the title of "Lone Biker of the Apocalypse." He usually packed a couple of 12mm semi-auto pistols, a couple of .454 magnum revolvers, a full-auto shotgun, and a variety of brass knuckles and combat knives.

Night City can be a rough town.

And Harley intended to stay on top of the food chain. His jeans were armored, his duster was armored, even his skin was armored. True, he wasn't going to win any beauty contests, but he could ride through the valley of booster-gangers and fear no evil . . .

When Harley was unleashed upon the CyberPunk campaign, the world was heading for trouble. Two of the mega-corporations that run most of the world were preparing for an all out war. One of them, Japan based Arasaka Industries, was trying to get its fingers into as many pies as it could. They hire out some very good security forces as well as making their own guns, vehicles, electronics, etc. The American based Militech Corporation also made weapons, really nice ones too, their most notable contract being to supply the U.S. military. Both corporations had hundreds of thousands of troops, and had been enlisting actively for some time.

*"The first time I remember Harley dying was when we were on a mission to retrieve a particularly nasty weapon..."*

He had made some enemies at Arasaka by being a little too successful as a bounty hunter. In a nutshell, he had located and liberated a few key personnel that Arasaka had gone to great lengths to acquire. Since he didn't yet feel invincible (read on) Harley decided that the enemy of my enemy is my

friend, and enlisted with Militech. This was also where the other player characters were working at the time, so it was awfully convenient. After a while of training together, the characters were sent off on many very successful operations, some very covert, some very, very overt.

Rather than tell you of all the flawless missions, I'm going to tell you about the times Harley died. Or at least, most of them. Because that is what he will be remembered for.

Yeah, I told you Harley was really tough, but that doesn't mean that he couldn't die.

He died a handful of times, but he was so cyber-enhanced that reviving him was like jump-starting a car. That was the amusing part. And the really funny thing was that everyone that killed him died a horrible death. Eventually he went crazy and was convinced of his own immortality, but that took a little while (and a few more cyber-enhancements).

The first time I remember Harley dying was when we were on a mission to retrieve a particularly nasty weapon that had been stolen from a particularly nasty arsenal. The thief was a CIA trained assassin that had decided that he wasn't going to follow orders anymore. The weapon was a man-portable maser, basically an industrial strength microwave emitter fashioned into a rifle-like device. Our group had staked out the place we knew that he was hiding in, and Harley had gotten tired of waiting in the hallway. So he decided to go in and bust the guy up. Kicking the door to splinters was easy, but the nasty, nasty man was just waiting for something like that, and swung down from his rather high ceiling and baked Harley like a potato with that maser. My torso was like a special at KFC – extra crispy. Knowing that I had back up, Maser Man tried to make good his escape in the elevator, but we had a guy waiting on top of the elevator car. My friend opened up with his 4-gauge shotgun on full auto and made a large pile of chunky salsa in the elevator shaft. Medics from my (very expensive) insurance coverage showed up and stabilized my head – everything else had to be replaced. You just have to love high tech medicine.

The next time Harley bit it was on the roughest mission we had ever been part of -- the storming of Arasaka Towers at the end of the corporate war. Our team had been given a backpack nuke and had to get down to the basement levels past literally hundreds of security guards in full armor, take out the main computer, start the timer on the nuke, and get out alive. Piece of cake, eh? Enough players were on hand for this one to break us up

into two teams. Harley's team (three tough characters total) entered a cafeteria that had over 30 guys with assault rifles and grenade launchers. We were very tough, but we could only kill about 20 of them before the rest could return fire. Harley got shot so many times that you would have to mine him to get all the lead out of him. His team-mates (all very tough guys) still pulled off the mission and got him out of there in time to get stabilized. The towers were blown to smithereens along with everyone in them. This was where we started joking about those who killed Harley dying horrible deaths. We lost other player characters on this mission, some of them more experienced and technically tougher, but only Harley came back from the dead.

The war might have been over, but we still had plenty of work to do. Arasaka was beaten, and Militech had been broken up into several smaller corporations, and the public was very angry at all the collateral damage that had been done in the war. And after martial law was declared to expedite the cleaning up of the messes left behind, our band of bad boys had to lay low for a while. We kept working, but now we were all licensed for life as bounty hunters, one of the perks for our job on Arasaka towers. So we went looking for other gun packing fools like ourselves who were breaking too many of the wrong laws. We did a lot of work trying to stomp out some of the really nasty drug pushers on the west coast – talk about a losing battle...

Our group started getting a pretty good reputation with the law enforcement community, something we tried to build on. Not so much out of a sense of duty to the people, but rather because when the cops know you are also out hunting man-eating cyber-psychos, they don't shoot first and ask questions later. Especially handy if they see you with a weapon you maybe shouldn't be walking around town with. So we wound up doing a lot of good deeds for minimal money. Of course, no good deed goes unpunished.

We started to get called in to help local cops when the situation was a little beyond their manpower or firepower. One of these jobs cost Harley something much more valuable than his life -- his bike got blown up. A small suburb had been taken over by some disgruntled former Militech employees. They were allowing life to go on pretty much as always in the town -- kids went to school, people went shopping and to work. But there was a curfew and a few very important (i.e. wealthy) hostages being held until the demands were met. Now these were guys who had fought on the same side as we had in the war, so we tried talking to them first. That didn't work at all, and some of their demands made it clear that they were mad as hatters, so we figured they would go postal sooner or later no matter what we did. So we went in after them.

The suburb was set up in three concentric rings, and we just did an easy sneak into the first section. In the middle section we had to flatline about ten guys on patrol to keep from being reported, but that wasn't enough for our characters to break a sweat over. In the middle section, we stormed a gate, taking out 17 more guards before they could radio that we were there. Most importantly, we got enough info that we pinned down where the leader was holed up. We cruised that way, feeling pretty cocky, and that is a good way to get shot in CyberPunk. We didn't check the area quite well enough to spot the snipers on top of one of the roofs. Harley was riding in the lead, so he was the guy they shot with the 75mm recoilless rifle, more commonly known as a bazooka.

They hit his motorcycle which naturally exploded. So we have this great scene of a ball of fire reaching skyward, crumpled chunks of metal tumbling along the road, and Harley burning and tumbling right along with them. He was hurt, badly, but he was really pissed off about his bike. He

rolled into a standing position, drew his two hand cannons, and blew the heads off of 5 of the 6 guys on top of the roof before deciding to put out his burning clothes. The rest of the crew stormed the house and stomped on the bad guy and his remaining goons. Harley sat on the curb smoking one of his cheap cigars waiting for the medics to show up. He stayed conscious just long enough to see them land. He kept the bazooka for his own after that fight, used a few times on people or vehicles he really didn't like.

About a month after that we were on a mission involving subliminal message tapes that again ended badly for Harley. Some unwholesome group was selling tapes on how to be a tough guy, mostly to people who secretly envied the whole Edgerunner lifestyle and wanted to fill the void the war had left. This normally

*“We didn't think the guerrillas would be a big problem. We didn't know they had a tank at their base...”*

wouldn't have been a problem, but the tapes were also making people go crazy and violently attack co-workers and such. This was something we frowned upon, so we tracked down the supplier for the Night City area and went to show them the error of their

ways. Knowing full well that they were breaking a number of laws, they had hired some very nasty muscle to keep them safe from very nasty muscle like us. It was Harley's luck to find the muscle first. He should have waited, but by now he was starting to feel pretty immortal, and they had destroyed his current motorcycle while he was scoping out the place, so he was really angry.

It was in a warehouse near the Goth club the bad guys were using as a base of operations, so there were lots of boxes in tall stacks and lots of nice shadows. Harley jumped on top of a stack of crates to get a better view (cyberlegs, remember?). Problem with a view is that it works both ways -- three of the hired thugs were waiting in ambush. One guy was packing a 9 round grenade launcher, the other had a .666 magnum, and both of

them hit Harley at close range. He didn't like that and returned fire, removing their heads with his own hand cannons. Then the third guy, who had been smart enough to stay hidden, tosses a pipe bomb into the equation, and that was enough to push Harley into a body-bag again. Luckily for Harley, his buddies showed up in time to polish off the remaining thugs and get him revived again.

It's good to have friends.

Our Game Master had started his career with good old D&D, and sometimes he missed the fun traps you can throw your party through in dungeons. The next job that killed Harley off had some real fun traps. It had been maybe two months since the last death, and we had tracked down a kidnapping gang that was snatching teen-aged girls for wholly unsavory reasons. We had decided to storm their underground lair.

One of the fun traps was a ceiling

mounted flamethrower. When your armor is on fire, you tend to take it off. So we did. Now picture a bunch of battle scarred thugs with a lot of firepower storming the bad guys' hideout in their boxers.

Okay, so we were laughing too, but not for long. We were moving through the base, shooting people as fast as we could, when we got ambushed by a really huge cyberpsycho with a rocket propelled sledgehammer. This guy smashed Harley's chest with this monstrosity, sending chunks of rib cage across the room. This upset Harley almost as much as someone wrecking his bike. The three of us hosed this guy down full auto, and ran back to an infirmary we had passed. We checked it over for something to help keep Harley's internal organs on the inside. We found some really good drugs and some really bad drugs; Harley took a handful of each while his buddies wrapped up his chest. One of these drugs was just a really powerful painkiller, the other was a combat drug known as

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Speedball. This was a very nasty chemical that keeps you so hyped up that you have to completely lose structural integrity before you stopped killing things. While it kept Harley going long enough to get real medical help, the stuff is very, very addictive.

While he eventually came down (the quart of Thorazine the medics pumped into him helped), Harley needed a little therapy time after that. Sadly, he didn't get much down time before his next run-in with bad drugs. A particular gang that we had been trying to eradicate had decided it was time to get even. And few things are as dangerous as a gang of midget car thieves in ninja suits.

I never said our GM had no sense of humor.

The plot was strong with this gang, so at one point our characters wake up hanging in a meat locker with just our street clothes. We broke free and started hunting down weapons and gear, but we were looking for some heavy firepower since we already knew that the gang had a hitter who wore a powered armor suit. This was a piece of equipment that we had great respect for and generally couldn't get our paws on. It had twice the armor we ever wore, and packed weapons you normally have to mount on a vehicle. Not the thing to have hunting you down on the best of days, and our big guns were nowhere to be found. So we got creative. We found their infirmary, gave Harley several hits of Speedball, then set him loose.

It didn't take very long to find our enemy, and the fight that ensued became cartoonishly ugly. Half of Harley's skeleton was ground into goo, but once he tore the guys helmet off it was over. Our crew found some bigger guns and scooped up what was left of Harley and made it out to get the medics. There was a lot more therapy for Harley to go through now, and he was required to keep two things with him.

One was a card that said "Speedball is bad for you" and the other was a copy of Chicken Soup for the Soulless. His friends gave him some good natured ribbing about his drug problem. Some other people tried to give him a hard time about it, but since they hadn't been to hell and back with him they generally got thrown through the nearest wall. This got Harley a little more intensive therapy time.

About two months later Harley won a trip from a radio station. He heard them making comments about drugs and songs and called to let them know that "Speedball is bad for you" which just happened to be the name of the song the DJ was looking for. He and his crew were sent on a vacation in Malaysia. What they soon found out was that this vacation was just a cover for them to go find some political troublemakers and shoot them for the government. We didn't think the guerrillas would be a big problem. We didn't know they had a tank at their base.

We went down the river and had some amusing problems, but eventually got near our target area. We sent a couple of our boys to scope out the base, and one of them gets blown to itty-bitty pieces by a very nasty trap he didn't see in time. Our other scout gets very upset and starts shooting at their snipers and tells us to come and back him up. We head out there and that is when we find out they have a tank, and it is coming right at us. Harley had hoped he was hidden well enough – he wasn't. The tank shot Harley with a high explosive round, the kind you use to kill infantry formations, and it blew him back about 15 feet. What really amazed everyone was that when all the dice rolling was done, Harley stood back up and charged the tank. He managed to get up to it and stick his bazooka into the barrel of its cannon. On the down side, that was the same time that one of his teammates got a critical engine hit from behind the tank, blowing it up, along with Harley.

And that was the last time Harley died. So far he hasn't gotten over it, but there

are still rumors of people seeing him in the dark parts of Night City. Some people claim to see him beating up on one gang or another, some say they have seen him riding around the bad parts of town. His

friends know better; they buried him, after all. But they aren't telling where. And nobody has touched his motorcycle yet. ♦

## Fiction: Wild Coast, Part 1

By Darrell Osgood

### A New Year

**T**he last of the Hokuroi line stood in the empty street feeling self-satisfied. He felt lively; his grey eyes sparkled in the light of the street torches. A cool wind blowing in from the sea enveloped him. He smiled as he wrapped his night cloak closer. He enjoyed the moment, mentally re-enacting the encounter with his faithful retainer.

The night's sounds from the wharf quarter intruded on his reverie after several moments. He turned for home. As he walked the quiet road back to the Highport Temple he thought, "The propaganda is coming to fruition. And one week before the festival. My following is growing. Now, what will I do with my fledgling spy network? By Bigby's hand, we might just pull this off!"

### The Fall of Highport Rude Awakening

Hokuroi's eyes sprung open. The persistent banging on the door dragged him from the deep slumber. He rolled from bed, stepped directly to the door, and found the handle in the dark. A guard with a blazing torch impatiently rattled off, "Assemble in the chapel immediately", then rushed away.

Hokuroi threw on a heavy black robe as he kicked his snoring roommate to consciousness. The fat little gnome protested Hokuroi's liberties with his person. The human mage swept up the carved wood box that he always kept with

himself and left the cranky gnome to curse to his soul's delight.

The chapel was filled with temple workers, clergy, and guards. Ornaments were shoved to the sides of the chapel to make room for the people and the racks of armor and weapons. Many of those assembled were dressing themselves in leather and studded leather armor on the right side, the east of the chapel. To the west, workers were distributing swords, slings, spears, and the like. The assistant to the high priest commanded and directed the mayhem from the altar.

Hokuroi sauntered toward the under-high priest. Damaris, an influential priest of the sun god Pholtus, strode by. He paused, and turning back to the under-high priest, called out, "How about him?" The priest looked at Damaris, then at Hokuroi, then nodded his assent. Hokuroi meekly followed Damaris to the third east alcove where the sergeant of the temple guard stood by a sturdy clay table.

"Weapons for the wizard," said Damaris. The sergeant handed a box to the mage. It appeared very similar to a flute case. The sergeant stated curtly, "Instructions are inside." Damaris petitioned the sergeant, "The light wand." He received a bone case a little longer than Hokuroi's wooden one. An attendant stuck an armband in Hokuroi's face, then gave another to Damaris. The band bore the seal of Highport (a ship encircled by stars) and stylized lightning bolts. Damaris bowed quickly to the sergeant and headed off toward the door. He grabbed two more guards waiting near the temple entrance

*Darrell Osgood is a graduate student in astrophysics, mainly interested in galaxy formation and dynamics.*

*He is married to a goddess named Teresa and has a cute little pet named Allan.*

*He has published two short stories and hopes to have 3 refereed journal articles next year. Darrell enjoys most genres but can only write for fantasy and horror (which he really dislikes).*

*He prefers role-playing and problem solving - you can read this as "low level" - and feels that magic should be rare.*

*Contrary to his wishes, all of the major characters in his campaign Wild Coast are spell casters.*

and all headed directly for the East Gate of the Commons.

Storm's a comin'

The East Gate lay in Wharf Quarter. On this, the last night of the Spring Festival, the East Side streets were engorged with partiers. City guards shoved everyone indoors as best they could. The Temple party led by Damaris worked its way to the now closed East Gate in only one mark (12 minutes). Damaris curtly explained to his band that some unknown army had marched out of the south wilderness to invade Highport. A navy blockaded the harbor. Damaris and the others were to watch the harbor leading up to the East Gate and lend assistance where needed.

They reached the walls and survey the darkness in the harbor. A steady wind pushed inland, into their faces. No sound could be heard from the harbor, none too surprising in light of the clueless revelers behind. Damaris received a report from a city guard officer; "A quarter watch ago some fishermen came poundin' up here sayin' there were galleons with dark sails and no lights headin' to harbor. Since then we keep gettin' more of 'em, sayin' the same. We ain't got a clue who it is, but sure 'nough we spotlighted 'em couple three marks ago. Gate's closed an' ain'tnobody gettin' in now. That's that, cap'm."

Damaris nodded, the officer saluted, and everybody buckled down for war. The Temple party holed up just south of the East Gate for the next several marks; all but Hokuroi. ♦

*...Continued in Issue 2*

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# Campus Gaming Directory

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## ...By Night...

### Vampire, The Masquerade

**GM:** Adora LeSeur  
**Status:** Open  
**Time:** All the Time  
**Location:** <http://www.geocities.com/Area51/Shadowlands/8117>  
**Description:** Welcome to a Vampire game unlike anything you've ever seen before. Welcome to Enferada.

Here you will find a growing city, a new home for the Kindred. The Followers of Set have a strong presence here, as one of their Elders has made the city her home. However, the city isn't corrupt and horrible, due to the fact that the same Setite has brought in the Camarilla and installed a Ventrue prince -- someone not under her control.

Run entirely on the Web, 'by night' is the gothic game of storytelling horror we all know and love, but different. Stats aren't the be-all and end-all. You write what you do, so grab your spell checker and brush up on your storytelling skills.

*The following is a listing of some of the games that are being run at New Mexico Tech. This list is by no means complete, so if you don't see something that you would like to play, just ask around.*

*It is our intention to add enough campaigns to this list to make it pretty comprehensive. If you have a game that you would like to have listed, please send the information to us at [guild@nmt.edu](mailto:guild@nmt.edu).*

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## Children of Bon Palladium

**GM:** Andy Graves  
**Status:** Full  
**Time:** Saturdays, 4:00 PM  
**Location:** Cramer  
**Description:** This is a game of world domination, Palladium is notorious for its freeform style and possibilities. "Bon's Children" is a story-line of heroic fate. The time period is 726 AD (after destruction) the last battle that ended the great Elvish/Dwarf war has just ended less than a millennia ago. There are still veterans from this war and skirmishes are still being fought. The players find themselves in a time of empire building.

The Woven have yet to consolidate their claim of a unified people, they have no written language but also atrocities such as the Changeling purge, and the massacre of the thirteenth tribe has yet to occur. Also much magic is in the world causing problems of some proportion.

The co-campaign is set in the forming Empire of the Western Empire, still a group of princes vying for power and position. The goal is the future, the time is now.

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## Children of Chrya Palladium

**GM:** Andy Graves  
**Status:** Full  
**Time:** Mondays, 2PM  
**Location:** SUB TV Room  
**Description:** The year is 726 in the Forming Western Empire. This is the second party to help foil the empire building efforts of the woven party. Both parties were born within a 20 day window in their respective towns. For two years before and after this window, every child that was conceived in the general area were stillborn. This includes upper animals and it is



rumored that it even affected the dragons. The social environment is at this time an Evil party working on establishing themselves as gods. They have begun to make inroads with some of the temples of pain.

The Dwarf/Elvish war has been especially brutal as this area was close to ground zero of the final battle. The wasteland storms and monster attacks has forced many kingdoms to declare permanent martial law over their fiefdoms. Danger abounds as those that deal in realms infernal make inroads to connect and upkeep permanent portals to the realms infernal.

Golems of a unusual nature have been found in the hills, Dwarven veterans do not recognize the workmanship but they claim that only a dwarf could produce the workmanship. Of course Kobolds make the same claim, but who listens to them?

### Dark Alliance

#### White Wolf: Werewolf & Vampire

**GM:** Michael Love  
**Status:** Full  
**Time:** Saturdays, 4PM  
**Location:** Cramer  
**Description:** In the final days of the 20th century, mankind is blissfully unaware of the dangers that lurk in the night. Under the calm surface, however, a storm is brewing... Los Angeles has been destroyed... The Sabbat has cut deep into the Camarilla, taking both the east and west coasts... The Black Spiral Dancers are on the move... those who were once allies fight one another... and the forces of Darkness wait and prepare for the final assault.

But in Vancouver, a free city run by a renegade Prince, things are different. It is a place of secrets, hope, and unusual allies. Many times in the past the Kindred and the Garou have had to come together to protect their city, each time having to overcome not just their enemies, but their own prejudice and fears as well. Now, with the latest attack, the supernaturals of Vancouver are mad as hell and not going to take it anymore!

Working together, the vampires and werewolves have stopped a combined invasion of Sabbat and Black Spiral Dancers dead in their tracks, shattering their power base in the region and ensuring the safety of the city.

Now, a slumbering giant is beginning to awaken as the City in the Woods plans a counterstrike against the darkness that would engulf them...

The millennium is ending, and a new one is about to begin. Whether it will be a thousand years of peace, or a thousand years of darkness, is up to you.

### Email Diplomacy

#### Diplomacy

**GM:** Michael Love  
**Status:** Open, next game will start in the Fall  
**Time:** Daily  
**Location:** Via Email  
**Description:** Avalon Hill's classic game of strategy and diplomacy. Play on a Risk-like board with up to six other people, each intent on conquering early 20th

century Europe -- all without dice!

In Diplomacy you must use wits, cunning, tactics, and, above all, *diplomacy*, since at the start no country is strong enough to win by itself.

For more information, go to the AG's Diplomacy page at [www.nmt.edu/~guild/dipmain.html](http://www.nmt.edu/~guild/dipmain.html).

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**From on High**

**DC Heroes**

**GM:** Michael Love  
**Status:** Open  
**Time:** Fridays, 7PM  
**Location:** Cramer  
**Description:** Welcome to the year 2001 in a parallel-universe United States where things are just a bit brighter, nicer, and more polite!

Join the heroes of New Athens as they defend the world against everything from plummeting meteors, to dolphins in powered armor, to megalomaniacal ex-presidents with a score to settle!

Soar through the air! Throw cars into orbit! Postulate the nature of good and evil in a world with black and white morals!

And, end every sentence with an exclamation-point!

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**Unknown, so far...**

**White Wolf**

**GM:** Donner Holten  
**Status:** Open, Looking for players  
**Time:** Hoping for a regular schedule  
**Location:** Unknown, as of yet  
**Description:** This will be a game based in Phoenix, Arizona. It will incorporate a little of the Werewolf game being run by Mike Love as well as a lot of the adventures run by Daniel Hust at various times in the last couple of years. The players can be anything (Wraith, Mummy, Risen, Vampire, Mage, Changeling, Werewolf, etc...). The game won't be super-serious but it won't be too silly either.

The plot is somewhat in the works right now. So far, no one really controls Phoenix. And few supernaturals know of the existence of the other supernaturals. I may also be testing and altering a Jedi Knight character type that I've been working on.

I'm only allowing up to 8 players, because I can't keep track of much more than that. So far, there are no players who're definitely playing, although Eli, Chris, and maybe even Andyman (can't remember that well) expressed some interest...

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**Wild Coast**

**Wild Coast**

**GM:** Darrell Osgood  
**Status:** Open  
**Time:** Saturdays, not every week

**Game Listings**

**Location:** On Campus

**Description:** Wild Coast (see [www.nmt.edu/~osgood/wildcoast.html](http://www.nmt.edu/~osgood/wildcoast.html)) is a skill based fantasy RPG based on the arid subcontinent AlRoth. You decide who and what you are, what you are after in life (or death), and how you will get it. Your enemies don't wear badges saying "kill me"; you probably don't have any friends to speak of. You are the master of your fate - at least until someone else enslaves you.

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## Gaming Classifieds

### Help Wanted

Wanted - entry level positions available for sneering cohorts and cannon-fodder henchmen; yes-men also welcome. Apply at the Guild of Henchmen, Cohorts, and Sidekicks.

**SIDEKICK NEEDED:** Fighting the forces of evil is hard work, are you up to it? Contact Colonel Cairo via the Storm Guild.

**NOW HIRING:** The Army of the Light needs your help to defeat the forces of Darkness! Apply in person - Oxford, England.

**EXTREMELY** violent and dangerous sociopaths needed as cannon fodder for techno-demon invasion of Los Angeles. Subtlety not required.

**WANTED:** Back-to-nature types who aren't afraid of experiencing life to its fullest! Don't call us, we'll come find you.

Wanted: surplus armor & weapons. Chainmail and pikes preferred. Raising an army to free Scotland. Contact me at Freedom!.org

Wanted: Cooks needed to staff the grand opening of the Grand National restaurant. Apply in person. Vancouver locals only.

### Looking for Work

2 experienced thugs. Tall, good-looking, with cool Walken accents. Have appeared in 5 campaigns; impressive resume. Call 555-7373. Ask for Bob or Stan.

### For Sale

1 giant robot. 50' tall, mach 4 flight, multiple limbs, head-mounted death ray. Transforms into rocket for easy storage. Slightly worn. \$2,500,000 OBO

**KNOW THE TRUTH!** Send for free pamphlet detailing how the military-industrial complex has sold you out to the invaders from beyond!

Displaced deity selling home plane. Some battle damage. Flora & fauna intact. Grovelling minions negotiable. Contact Ragnarok Realtors for details.

One inflatable dart board. Slightly used. \$10 OBO. 555-9521

### Personals

Single NA Athro Shaman seeks pack willing to follow him to hell, not to lead him there. Have Klaive, will travel; hobbies include ritual fasting, self-mutilation, vision quests and playing drums. Looking for long term commitment ...

Evil Glasswalker looking for PC Philodox to

complete collection. Must have full coat of fur. Urge to leave this life a plus. Enquire at Nelson Chang's.

BYRON - we're looking for you, where are you? T. won't tell us where you went and H. won't talk to us.

### Business Opportunities

Inherit a mystical artifact? Want it taken off your hands? Contact Magus @ 555-1369. Crowns a specialty!

Having problems of a spiritual nature? Tired of having your furniture rearranged while you sleep? Gremlins getting to you? In the San Francisco area, call Terry Gallow, PhD, paranormal investigator & eliminator. 555-7777.

*You can submit your own classifieds, real or humorous, by sending them to the AG's email account at guild@nmt.edu*

*Please prefix the subject line with "Newsletter Classified".*

# Adventurer's Guild Library Listing

*The Adventurer's Guild Library currently contains 298 items. Because some items are listed under multiple categories, they may appear multiple times on the following list.*

*If the library contains more than one of the same item (Rifts, for example), each one will be listed separately.*

## **BattleTech:**

BattleTech Compendium  
 BattleTech Compendium: Rules of Warfare  
 BattleTech Record Sheets 3060  
 BattleTech Reinforcements 2  
 BattleTech Reinforcements 3025  
 BattleTech Technical Readout 2750  
 BattleTech Technical Readout 3025  
 BattleTech Technical Readout 3026  
 Clan Book Jade Falcon  
 Clan Book Wolf Clan  
 House Book Davion  
 House Book Kurita  
 House Book Liao  
 House Book Marik  
 House Book Steiner  
 Mechwarrior RPG, 2nd Edition  
 Objective Raids

## **Board & Card Games:**

Axis and Allies  
 Chess Set & Board  
 Dark Cults  
 Deluxe Diplomacy  
 Dilbert: Corporate Shuffle  
 Diplomacy  
 Hacker  
 Illuminati, Deluxe Edition  
 Illuminati, Y2K Expansion  
 Mega Supremacy  
 Merchant of Venus  
 Monopoly  
 Naval War  
 Samurai Swords (Shogun)  
 Settlers of Catan  
 Star Empires  
 Stellar Conquest  
 Stratego  
 The Awful Green Things from Outer Space  
 Titan  
 Wizard's Quest

## **Dark Future:**

Conspiracy X: Nemesis  
 Cyber Generation  
 Cyberpunk 2020  
 Cyberpunk: Deep Space  
 Dark Conspiracy  
 Shadowrun Companion  
 Shadowrun, 2nd Edition  
 Shadowrun: Beyond the Shadows  
 Shadowrun: Seattle Sourcebook  
 Shadowrun: Virtual Realities  
 Twilight 2000, Boxed Set  
 Twilight: 2000  
 Underground

## **Dungeons & Dragons:**

Al-Qadim Main Sourcebook, Arabian Adventures  
 Al-Qadim, A Dozen & One Adventures; Muluk, City of Kings  
 Al-Qadim, Adventurer's Guide to Zhkara  
 Al-Qadim, City of Delights, Gem of Zakhara  
 Al-Qadim, City of Delights, Golden Huzuz  
 Al-Qadim, Land of Fate  
 Al-Qadim, Ruined Kingdoms  
 Arms and Equipment Guide  
 Birthright  
 Campaign Sourcebook & Catacombs Guide  
 Council of Wyrms  
 D&D: Immortals DM's Guide  
 D&D: Immortals Player's Guide

D&D: In Search of the Unknown, B1  
 D&D: Isle of Dread, X1  
 D&D: Rules Cyclopedia  
 Dungeon Master's Guide, 2nd Edition  
 Dungeoneer's Survival Guide  
 Dungeons & Dragons Player's Guide, 2nd Edition  
 Fiend Folio  
 Magic Encyclopedia, Volume 1  
 Monstrous Compendium  
 Monstrous Compendium, Volume 1  
 Monstrous Compendium, Volume 2  
 The Complete Bard's Handbook  
 The Complete Dwarf's Handbook  
 The Complete Fighter's Handbook  
 The Complete Gnome/Halfling's Handbook  
 The Complete Humanoid's Handbook  
 The Complete Priest's Handbook  
 The Complete Psionist's Handbook  
 The Complete Psionist's Handbook  
 The Complete Ranger's Handbook  
 The Complete Thief's Handbook  
 The Complete Wizard's Handbook  
 Wilderness Survival Guide

## **Fantasy:**

Adventures in the Northern Wilderness  
 Al-Qadim Main Sourcebook, Arabian Adventures  
 Al-Qadim, A Dozen & One Adventures; Muluk, City of Kings  
 Al-Qadim, Adventurer's Guide to Zhkara  
 Al-Qadim, City of Delights, Gem of Zakhara  
 Al-Qadim, City of Delights, Golden Huzuz  
 Al-Qadim, Land of Fate  
 Al-Qadim, Ruined Kingdoms  
 Alternity GM's Guide  
 Alternity Player's Handbook  
 Amber Diceless Role-Playing  
 Amber: Shadow Knight  
 Arms and Equipment Guide  
 Ars Magica: Faeries  
 Birthright  
 Book of Lost Dreams  
 Campaign Sourcebook & Catacombs Guide  
 Changeling Player's Guide  
 Council of Wyrms  
 D&D: Immortals DM's Guide  
 D&D: Immortals Player's Guide  
 D&D: In Search of the Unknown, B1  
 D&D: Isle of Dread, X1  
 D&D: Rules Cyclopedia  
 Dreams and Nightmares  
 Dungeon Master's Guide, 2nd Edition  
 Dungeoneer's Survival Guide  
 Dungeons & Dragons Player's Guide, 2nd Edition  
 EarthDawn  
 Elric  
 Fantasy Hero  
 Fantasy Hero Spell Book  
 Fiend Folio  
 Freeholds and Hidden Glens  
 GURPS Fantasy  
 Gamma World  
 Grimtooth's Traps Too  
 Isle of the Mighty  
 Kithbook: Nockers  
 Kithbook: Sluagh  
 Magic Encyclopedia, Volume 1  
 Mertwig's Maze  
 Middle Earth Role Playing  
 Monstrous Compendium  
 Monstrous Compendium, Volume 1

Monstrous Compendium, Volume 2  
 Noblesse Oblige: The Book of Houses  
 Palladium Fantasy Sourcebook 2: Old Ones  
 Palladium Role-Playing Game  
 Ralph Bakshi's Wizards  
 The Autumn People  
 The Compendium of Weapons, Armour and Castles  
 The Complete Bard's Handbook  
 The Complete Dwarf's Handbook  
 The Complete Fighter's Handbook  
 The Complete Gnome/Halfling's Handbook  
 The Complete Humanoid's Handbook  
 The Complete Preist's Handbook  
 The Complete Psionicist's Handbook  
 The Complete Psionicist's Handbook  
 The Complete Ranger's Handbook  
 The Complete Thief's Handbook  
 The Complete Wizard's Handbook  
 The Enchanted  
 The Hercules and Xena Roleplaying Game  
 The Lexicon: Atlantis Sourcebook  
 The World of Indiana Jones  
 Wilderness Survival Guide  
 Ysgaroth

**GURPS:**

GURPS Basic Set  
 GURPS Fantasy  
 GURPS Space  
 GURPS Space Bestiary

**Horror/Supernatural:**

A World of Darkness, 2nd Edition  
 Ars Magica: Faeries  
 Book of Lost Dreams  
 Buttery Wholesomeness  
 Call of Cthulu  
 Call of Cthulu: 1990's Handbook  
 Changeling Player's Guide  
 Changeling, 2nd Edition  
 Changing Breeds: Bastet  
 Changing Breeds: Corax  
 Chill  
 Cities of Darkness, Volume 1  
 Cities of Darkness, Volume 2  
 Cities of Darkness, Volume 3  
 Clanbook: Bruja  
 Clanbook: Cappadocian  
 Clanbook: Giovanni  
 Clanbook: Lasombra  
 Clanbook: Ravnos  
 Clanbook: Setites  
 Clanbook: Toreador  
 Clanbook: Tremere  
 Clash of Wills  
 Conspiracy X: Nemesis  
 Crusade Lore  
 Dark Ages Companion  
 Dark Ages: Storyteller's Screen  
 Dark Conspiracy  
 Deadlands  
 Deadlands: Fire and Brimstone  
 Deadlands: Ghost Dancers  
 Deadlands: Hucksters and Hexes  
 Deadlands: Rascals, Varmints and Critters  
 Deadlands: Smith and Robards  
 Destiny's Price  
 Diablerie  
 Dirty Secrets of the Black Hand  
 Don't Look Back  
 Dreams and Nightmares  
 Freeholds and Hidden Glens  
 Guildbook: Haunters  
 Guildbook: Masquers  
 Guildbook: Pardoners and Puppeteers  
 Guildbook: Pardoners and Puppeteers  
 HOL: Human Occupied Landfill

HOL: Human Occupied Landfill  
 Hengeyokai: Shapeshifters of the East  
 In Nomine  
 In Nomine Revelations I: Night Music  
 In Nomine Revelations II: The Marches  
 Isle of the Mighty  
 It Came from the Late, Late, Late Show I  
 It Came from the Late, Late, Late Show II  
 It Came from the Late, Late, Late Show III  
 Kindred of the East  
 Kithbook: Nockers  
 Kithbook: Sluagh  
 Kult  
 Laws of the Night  
 Laws of the Wild  
 Lost Souls  
 Mage Chronicles, Volume 1  
 Mage Storyteller's Screen  
 Mage, 1st Edition  
 Mage, 2nd Edition  
 Mage: Digital Web  
 Mage: Hidden Lore  
 Mage: The Book of Mirrors  
 Mage: The Book of Shadows  
 Mage: The Sorcerer's Crusade  
 Mage: The Sorcerer's Crusade Storyteller's Screen  
 Necropolis Atlanta  
 Noblesse Oblige: The Book of Houses  
 Project Twilight  
 Rage Across Russia  
 Storyteller's Guide to the Sabbat  
 Technocracy: Iteration X  
 Technocracy: Syndicate  
 The Autumn People  
 The Bygone Bestiary  
 The Chaos Factor  
 The Enchanted  
 The End  
 Three Pillars  
 Tradition Book: Dreamspeakers  
 Tradition Book: Order of Hermes  
 Transylvania Chronicles I  
 Transylvania by Night  
 Tribebook: Black Furies  
 Tribebook: Bone Gnawers  
 Tribebook: Children of Gaia  
 Tribebook: Fiana  
 Tribebook: Get of Fenris  
 Tribebook: Red Talons  
 Tribebook: Shadow Lords  
 Tribebook: Silver Fangs  
 Tribebook: Silver Fangs  
 Underground  
 Vampire Player's Guide, 2nd Edition  
 Vampire, 2nd Edition  
 Vampire, 2nd Edition  
 Vampire: The Dark Ages  
 Werewolf Storyteller's Handbook  
 Werewolf, 1st Edition  
 Werewolf, 2nd Edition  
 Werewolf: Frontier Secrets  
 Werewolf: The Wild West  
 Werewolf: The Wild West Storyteller's Screen  
 Werewolf: Umbra  
 World of Darkness: Demon Hunter X  
 World of Darkness: Sorcerer  
 Wraith Player's Guide, 1st Edition  
 Wraith Player's Guide, 2nd Edition  
 Wraith Storyteller's Screen  
 Wraith, 2nd Edition  
 Wraith, 2nd Edition  
 Wraith: Book of Legions  
 Wraith: Buried Secrets  
 Wraith: Buried Secrets  
 Wraith: Haunts  
 Wraith: Mediums  
 Wraith: Midnight Express

Wraith: Shadow Player's Guide  
 Wraith: The Hierarchy  
 Wraith: The Risen

**Laser Challenge:**

ELS Game System  
 V2 Twin Gear  
 V2 Twin Gear

**Miscellaneous RPGs:**

Amber Diceless Role-Playing  
 Amber: Shadow Knight  
 Battlemat  
 Castle Falkenstein  
 Grimtooth's Traps Too  
 Hong Kong Action Theater  
 Hong Kong Action Theater Film Festival  
 It Came from the Late, Late, Late Show I  
 It Came from the Late, Late, Late Show II  
 It Came from the Late, Late, Late Show III  
 Paranoia, 5th Edition  
 Paranoia: Creatures of the Nightcycle  
 RPG DataCon Conversion Sheets  
 Shatterzone  
 Tank Girl  
 The Compendium of Contemporary Weapons  
 The End  
 The Hercules and Xena Roleplaying Game  
 The World of Indiana Jones  
 Toon  
 Tooniversal Guide  
 Twilight: 2000  
 Ysgaroth

**Palladium:**

Adventures in the Northern Wilderness  
 Macross II  
 Palladium Fantasy Sourcebook 2: Old Ones  
 Palladium Role-Playing Game  
 Rifts  
 Rifts  
 Rifts Conversion Book  
 Rifts Japan  
 Rifts Sourcebook #1  
 Rifts Sourcebook #1  
 Rifts Underseas  
 Rifts World Book 2: Atlantis  
 Rifts: Coalition Navy  
 Rifts: Warlords of Russia  
 Robotech  
 Teenage Mutant Ninja Turtles  
 Teenage Mutant Ninja Turtles  
 The Compendium of Contemporary Weapons  
 The Compendium of Weapons, Armour and Castles

**Rifts:**

Rifts  
 Rifts  
 Rifts Conversion Book  
 Rifts Japan  
 Rifts Sourcebook #1  
 Rifts Sourcebook #1  
 Rifts Underseas  
 Rifts World Book 2: Atlantis  
 Rifts: Coalition Navy  
 Rifts: Warlords of Russia

**Science Fiction:**

BattleTech Reinforcements 2  
 BattleTech Reinforcements 3025  
 BattleTech Technical Readout 2750  
 BattleTech Technical Readout 3025  
 BattleTech Technical Readout 3026  
 Castle Falkenstein  
 Cyber Generation  
 CyberSpace  
 Cyberpunk 2020

Cyberpunk: Deep Space  
 Fading Suns  
 GURPS Space  
 GURPS Space Bestiary  
 Gamma World  
 Journeyman  
 Macross II  
 Mecha!  
 Mechwarrior RPG, 2nd Edition  
 Mekton 2  
 Mekton Techbook  
 Paranoia, 5th Edition  
 Paranoia: Creatures of the Nightcycle  
 Rifts  
 Rifts Conversion Book  
 Rifts Japan  
 Rifts Sourcebook #1  
 Rifts Sourcebook #1  
 Rifts Underseas  
 Rifts World Book 2: Atlantis  
 Rifts: Coalition Navy  
 Rifts: Warlords of Russia  
 Robotech  
 Shadowrun Companion  
 Shadowrun, 2nd Edition  
 Shadowrun: Beyond the Shadows  
 Shadowrun: Seattle Sourcebook  
 Shadowrun: Virtual Realities  
 Shatterzone  
 Space Master  
 Space Master: Star Strike  
 Space Master: Vessel Compendium  
 Star Trek: The Next Generation  
 Star Wars Movie Trilogy Sourcebook  
 Star Wars Sourcebook  
 Star Wars, 2nd Edition Rulebook  
 Star Wars: Rebel Alliance Sourcebook  
 Tank Girl  
 Teenage Mutant Ninja Turtles  
 The Babylon Project  
 The Babylon Project: EarthForce Sourcebook  
 Torg  
 Traveller, New Era  
 Trinity  
 Underground

**Super Heroes:**

Champions Allies  
 Champions Universe  
 Champions, 4th Edition  
 Champions: European Enemies  
 Champions: High Tech Enemies  
 DC Heroes RPG, 3rd Edition  
 DC Heroes: Apokolips Sourcebook  
 DC Heroes: Justice League Sourcebook  
 Dark Champions  
 Gamer's Handbook of the Marvel Universe  
 Gamer's Handbook of the Marvel Universe, 1991  
 Updates  
 Heroes Unlimited  
 Marvel Advanced Rules  
 Marvel Basic Rules  
 Ninja Hero

**White Wolf:**

A World of Darkness, 2nd Edition  
 Ars Magica: Faeries  
 Ars Magica: Faeries  
 Book of Lost Dreams  
 Battered Wholesomeness  
 Changeling Player's Guide  
 Changeling, 2nd Edition  
 Changing Breeds: Bastet  
 Changing Breeds: Corax  
 Cities of Darkness, Volume 1  
 Cities of Darkness, Volume 2  
 Cities of Darkness, Volume 3

Clanbook: Bruja	World of Darkness: Demon Hunter X
Clanbook: Cappadocian	World of Darkness: Sorcerer
Clanbook: Giovanni	Wraith Player's Guide, 1st Edition
Clanbook: Lasombra	Wraith Player's Guide, 2nd Edition
Clanbook: Ravnos	Wraith Storyteller's Screen
Clanbook: Setites	Wraith, 2nd Edition
Clanbook: Toreador	Wraith, 2nd Edition
Clanbook: Tremere	Wraith: Book of Legions
Clash of Wills	Wraith: Buried Secrets
Crusade Lore	Wraith: Buried Secrets
Dark Ages Companion	Wraith: Haunts
Dark Ages: Storyteller's Screen	Wraith: Mediums
Destiny's Price	Wraith: Midnight Express
Diablerie	Wraith: Shadow Player's Guide
Dirty Secrets of the Black Hand	Wraith: The Hierarchy
Dreams and Nightmares	Wraith: The Risen
Freeholds and Hidden Glens	
Guildbook: Haunters	
Guildbook: Masquers	
Guildbook: Pardoners and Puppeteers	
Guildbook: Pardoners and Puppeteers	
HOL: Human Occupied Landfill	
HOL: Human Occupied Landfill	
Hengeyokai: Shapeshifters of the East	
Isle of the Mighty	
Kindred of the East	
Kithbook: Nockers	
Kithbook: Sluagh	
Laws of the Night	
Laws of the Wild	
Mage Chronicles, Volume 1	
Mage Storyteller's Screen	
Mage, 1st Edition	
Mage, 2nd Edition	
Mage: Digital Web	
Mage: Hidden Lore	
Mage: The Book of Mirrors	
Mage: The Book of Shadows	
Mage: The Sorcerer's Crusade	
Mage: The Sorcerer's Crusade Storyteller's Screen	
Necropolis Atlanta	
Noblesse Oblige: The Book of Houses	
Project Twilight	
Rage Across Russia	
Storyteller's Guide to the Sabbat	
Technocracy: Iteration X	
Technocracy: Syndicate	
The Autumn People	
The Bygone Bestiary	
The Chaos Factor	
The Enchanted	
Three Pillars	
Tradition Book: Dreamspeakers	
Tradition Book: Order of Hermes	
Transylvania Chronicles I	
Transylvania by Night	
Tribebook: Black Furies	
Tribebook: Bone Gnawers	
Tribebook: Children of Gaia	
Tribebook: Fiana	
Tribebook: Get of Fenris	
Tribebook: Red Talons	
Tribebook: Shadow Lords	
Tribebook: Silver Fangs	
Tribebook: Silver Fangs	
Trinity	
Vampire Player's Guide, 2nd Edition	
Vampire, 2nd Edition	
Vampire, 2nd Edition	
Vampire: The Dark Ages	
Werewolf Storyteller's Handbook	
Werewolf, 1st Edition	
Werewolf, 2nd Edition	
Werewolf: Frontier Secrets	
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Werewolf: Umbra	