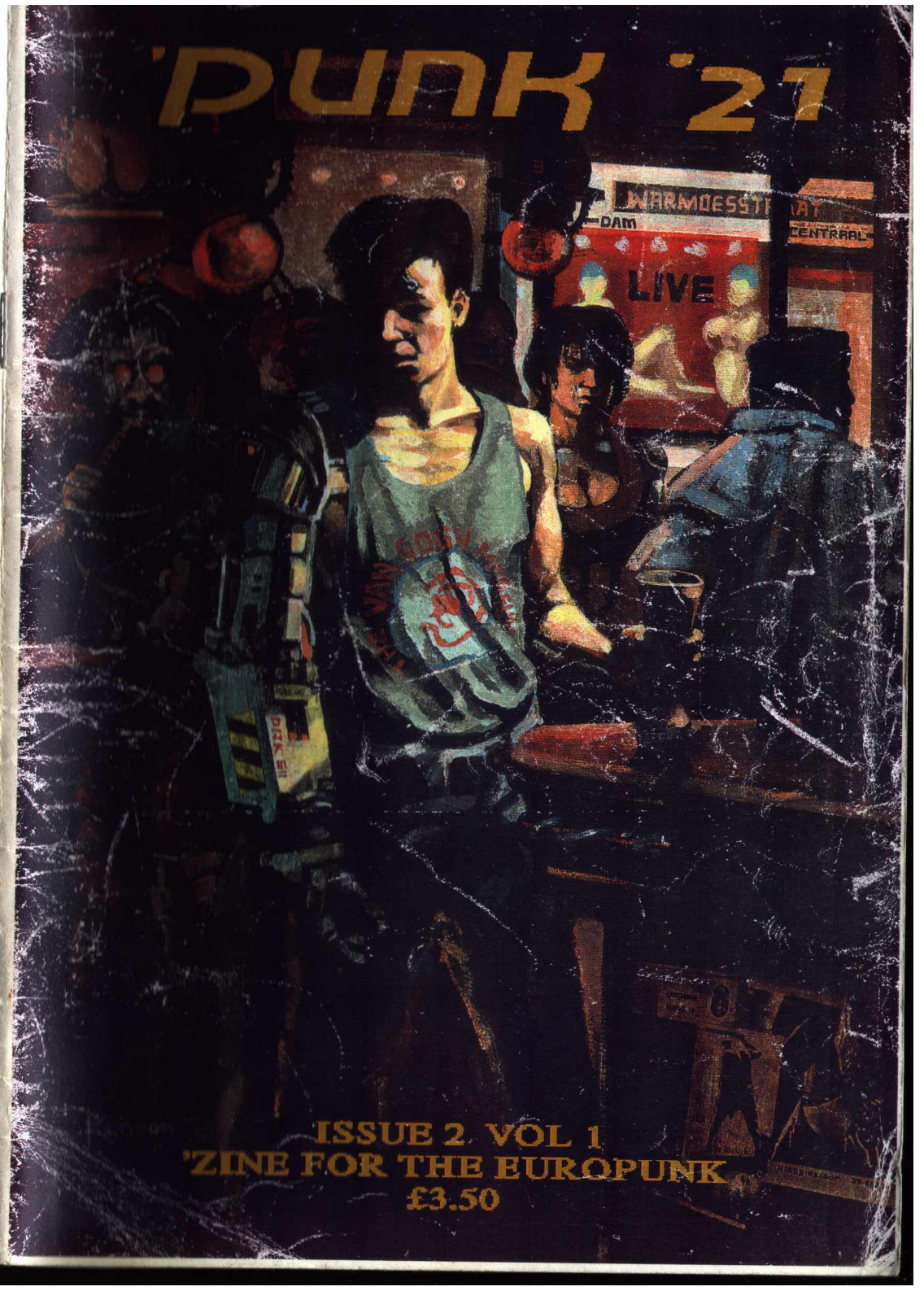


# 'PUNK '21



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'ZINE FOR THE EUROPUNK  
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Europes dark streets are a dangerous place and clothing manufacturers have met an already enormous and increasing demand for clothes offering not just style but protection. But remember however well armoured you may be, cop a bullet in the head and you're history, or at least you would have been. Read on!

Protective head gear is by no means a new concern the idea has been floating around in design houses for years. What is new is the technology that can now be drawn upon. It was Englands, Project Saville Row, that first launched it's now famous range on to the market, the cost was high but people who could afford the 2100 EB paid for the innovation. Gratefully that was back in 2019 and costs have been reduced considerably, although with everything you get what you pay for. As expected there is an entire fashion industry based around head attire, suffering savery and rivalry in competition between manufacturers. It is this competition which has improved the protective hat ten-fold. Here is a taster of what you can get for your bucks.

Almost all styles of hat are available from over a 100 manufacturers worldwide. Most offer an SP alone, but if your willing to part with a bit more cash you can have almost anything built in extra from a phone to elaborate weaponry. Although to keep it within the realms of credibility option spaces have been allocated depending on the hat size, shape and to make life easier. A genneral SP is given.

Obviously prices vary between manufacturers but a basic SP10 hat will

**Style. All hats SP 10      Option spaces**

Baseball cap.....	2
Trilby.....	3
Stetson ( depending on gallon)...	4/6
Bowler.....	3
Boater.....	3
Beret.....	1
Panama.....	3
Tamoshanter.....	2
Turban.....	2
Balaclava.....	0
Bandana.....	0
Fez.....	2
Homberg.....	2
Fedora.....	2

set you back around 300EB. Expensive yes but, it's your life you could be saving. Protective hats are readily available at all major clothes outlets. Popular manufacturers being Streetlethal, PSR, Madhatter, Ninja Wear and Top Hats.

The Madhatters of Amsterdam is well worth a visit specialising in custom hats which are amongst the finest in the world and at competetive prices. Here you will find the now famous official damned baseball cap as worn by Amsterdam's combat soccer team.

If money is no object then a visit to Project Saville Row in London is a must, whose protective line of head wear is undoubtedly the world's finest and most expensive. Expect to pay 3-4 K. However you wont be paying for the name alone. Recent testing showed that PSR hats are bettter made and more likely to turn a bullet. It's your money!

For available options, cost and descriptions, see over.....

## Dropdown face visor

Protective face visor (SP14) that can be linked directly to the neural processor via interface plugs, or can be activated using a touch sensor on the hat. The protective visor can incorporate a Heads Up Display option at further cost.

Cost of option : 350eb

Cost of option with HUD : 600eb

## Mini cellphone

With this option the hat comes complete with a tiny earpiece speaker and telescopic microphone unit. Dialling is achieved using voice pattern recognition, just tell the hat what number you want! Also available are **VOICEMAIL, DIGITAL RECORDER, ECM, EMERGENCY AUTODIALLER, CONFERENCE CALLING, SPLIT LINE** as phone upgrades (See Chromebook 2).

Cost of option : 400eb

For details and costs of 'phone upgrades, see *Chrome Book 2*

## Extra armour

10 SP not enough for ya? Well increase the basic armour to suit your need, up to a maximum of SP16.

Cost of option : 100eb per 1 extra SP point.

## Recording device

Audio recorder, 4 hours maximum using a standard recording chip.

Cost of option : 200eb

## Video camera

2 hour recording length. Playback can be via chip player or through the HUD option (if available).

Cost of option : 250eb (Concealed : extra 100eb)

## Storage space

2" x 2" storage space. Concealed inside the hats lining, difficult awareness check needed to detect.

Cost of option : 150eb

## Exploding unit

A small amount of modified C6 is woven into the lining and will only detonate when armed, thus preventing an explosion when

you get hit by a bullet. If the device is armed however and you get hit, good night! The hat can be detonated via a remote device or timer (or by high velocity impact). Explosive should be treated as HIGH EX. 3D6 Damage 5m radius.

Cost of option : 200eb

## Mini-gun

Standard 9mm with recoil compensator. 4 shot magazine.

Cost of option : 200eb. (P -3 (in hat) C 9mm 4 1 ST 50m)

Cost of option : 200eb

## Bladed rim

This option is only available for hats with a rim. Upon activation using a sensor switch, hundreds of small monoblades spring and lock into position around the rim. When thrown, the hat becomes a formidable weapon (c'mon, you've seen Goldfinger! Nuff said.)

Cost of option : 200eb

## Wear-vision

Don't miss Space Cowboys tonight, catch it on your hat using the versatile Wear-vision. See *Chrome Book 1*

Cost of option : See Chrome 1

## Gas jet

A one shot gas jet that operates using compressed gas canisters and fires from the front of the hat. It can take most forms of gas including biotoxins, smoke, tear and the old favourite - stinker.

Cost of option : 150eb + cost of gas.)

## Madhatters Of Amsterdam

All hat designs undertaken

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# Scorpion 500 series. "Spider Eater"

Stealthy Covert or Overt Reconnoitering Polycarbon Independent Observing Neurobot.

Following the release of the Arasaka RDAK, Euro-Tech have unveiled the new "Spider Eater".

Using revolutionary polycarbon and unparalleled neurotechnology, Euro-Tech have just put Arasaka's RDAK out of date.

As opposed to the RDAK, the Scorpion has far superior manipulators, greater range, refined optical sensors, increased durability and enhanced servo-power-response drive unit. The scorpion has six robotic legs and one pair of incredibly dextrous manipulators.

At first sight these manipulators look like pincers. They do infact function as pincers and are complete with monoblade technology capable of slicing through one inch thick, steel wire.

Apart from being extremely powerful cutting devices, the manipulators also provide precision expert manipulation. Infact, all of the robotic limbs are incredibly maneuverable and any one of the limbs can double as a lock pick, minibomb, tracker launcher, flame unit or electro-saw.

It does not stop there however. In addition to all of this, the Scorpion has one more excellent feature. It can relay everything it sees back to its owner instantaneously through giga frequency transmitter.

The owner may command the Scorpion with simple thought controls like :-

"Turn left 90 degrees"  
"Straight for six meters"  
"Turn right 10 degrees"  
"Advance and climb wall"  
"Switch to Low Lite"  
"Right 90 degrees"  
"Advance 1 meter"  
"Select lock pick"  
"Unlock".

Complex commands are not possible and only simple one sentence orders are recognised.

The Scorpion does have one complex command routine which it controls itself using its semi intelligent processing unit.

It gained its handle for a reason.

One of its greatest attributes is its enormous strength in proportion to its polycarbon body mass.

By using this to its advantage, as well as its sizeable armory and durable armor, the Scorpion is a formidable opponent to the

Arasaka RDAK units.

In our laboratory tests we found that it took on average, six RDAK's to overcome the Scorpions firepower and strength.

One of the more dangerous additions to the Scorpions arsenal, is the tail flachette gun. When in attack mode, the Scorpion secretes a biotoxin onto the flechette darts. These may be fired at its prey with a range of 20 meters or used as a strike weapon. A maximum of three darts can be held within the tail unit.

Of the six robotic legs, the rear pair may be used to house any one of the following options:-

Vidcam  
Self-Propelled Grenade  
Air Hypo  
Tracking Device  
Lighter

*For information on the above options read Dynalar Technologies "Digit" Cyberfinger options. (Chromebook 2).*

The abdomen of the Scorpion can hold one of the following:-

- i) 4 mini rockets.
- ii) 1 Hand operated grenade device. (May be ejected from the unit before detonation.)
- iii) One shot capacitor laser.
- iv) 4 shot 10mm pistol.
- v) 4 use, 250000 candlepower flash unit.

The Scorpion may be programed to perform tasks as well as remote piloted via thought commands.

Similar to the RDAK's, it uses organic tissue, woven and patched into bio-processing chips, as its "brain". This combined with its inbuilt microwave/EMP shielding, makes it virtually impervious to attack by Microwave weapons.

The microwave attacks are only 20% effective against the Scorpion.

## AMSTERDAMMED

### A portrait of 'dam in the 21st century

#### A bit of history

Amsterdam has born witness to a lot of changes over the past 30 years. Some which society has enforced upon it, others by a government seeking economic growth. It was in 2006 that the government could no longer ignore the cities drug problem. A severe problem centering around hard chemical abuse escalating at an alarming rate which threatened to bring the city to it's knees. In recognition of a growing concern, citizens rallied together and formed the A.D.L (anti drugs league). At first protests were peaceful but as the situation visibly became worse and appeals to the government went largely unnoticed more direct steps were taken. These took the form of rallies being staged in notoriously bad areas. Such activities were seen as being bad for business by dealers and junkies alike and violent scuffles were common. At this time it was rumoured that the drugs industry was the largest and most profitable industry in Holland. Some of the money generated eventually ended up in government coffers. In eradicating the drug epidemic the government stood to lose much needed cash but to ignore the problem would fuel resentment amongst it's people and there was always the threat of the problem becoming uncontrollable. It was the events that occurred on the 31<sup>st</sup> May 2006 which left the Dutch government no option but to meet the terrible narcotics explosion head on, a day often refered to as 'rood zondag' red sunday. The A.D.L had organized a march through Zeedijk a known drug district, and at first the march proceeded without incident, however as the protesters rallied outside a recognized suppliers home gunshots were released into the crowd and all hell broke loose. The initial confusion turned to anger and the situation digressed into a riot. The minimal police presence which had escorted the march could do little and by the time heavy back-up squads had arrived, 17 lay dead, including 2 policemen. Of course there was a public outcry and massive media coverage, live scenes of the aftermath were beamed via satellite to the rest of Europe. The citizens of Amsterdam had taken enough and pledged that if the government

would do nothing they would take the law into their own hands. In response the Dutch government promised action and police activities were stepped up, but the situation was out of hand with dealers and junkies fighting for what they believed in. Along with narcotics large quantities of arms flooded in and some areas especially in and around the old city digressed into combat zones. Police fatalities almost tripled as they continued their efforts against an industry whose roots were deep and organisation complete. A dark, moody cloud hung above the city breeding unrest, drugs had taken a grip of Amsterdam. A climate responsible for the surge of crime, especially gang activity, a problem not seen in Holland since the wave of football hooliganism back in the eighties.

A recession was triggered off and many of the cities smaller businesses folded under financial pressure, as many stayed indoors and tourists who would normally flock to the city went elsewhere. Protests directed at the government to offer a solution increased in there number and nature.

Finally in 2008 after two years of chaos the government arrived at a programme designed to put the capital city back on it's feet. A massive clean-up operation was launched, backed by new legislation costing 6, 000, 000 eb. Information was gathered and centralised, dealers pinpointed and rounded up off the streets, dens and drug houses raided and trafficking routes blocked. The process was a long and costly one but gradually the crisis eased. The scourge of hard drugs in Amsterdam hadn't been erased, it was forced to withdraw, to go underground. A heavy police presence backed by paid for corporate security ensured the streets were kept free from dealers. Hard drugs were still available but where they were once easily and overtly obtainable operations were now more covert. The cloud cleared and life slowly returned to normal.

With a now cleaner image the Dutch government advertised worldwide to attract new business with exciting financial incentives. A massive state of the art corporate complex was built on the southern perimeters of Amsterdam costing 3.3 billion

eb. It was named corp zone zuid (south) and offered not only workplaces but housing, leisure and shopping facilities set in two miles of parkland. Century were first to set up residence establishing their European headquarters, which later moved to London. A host of companies followed recognizing cheap land prices, an abundance of labour and sound financial packages. Among them multinationals such as Odyssey I.T, AMEC and Telemetrix, and smaller companies including Nishiki, KLM, Honda and Datrontech. The development was a sound idea, as business grew so too did the image and reputation of Holland's premiere city, tourists returned and Amsterdam gained back it's pride. 2015 saw the completion of a smaller corporate complex north of the city, a project equally as successful as the first - business was good.

## AMSTERDAMMED - AN OVERVIEW

There has always been an aura about Amsterdam, a feeling you only get there, a magic in the air which marks the city out and gives it the status of a very special and individual place. It is a paradoxical city, managing to combine tradition and old world charm with the faster pace of modern life. Because of it's relatively small size city life never becomes too frenzied. The rhythm is relaxed, the atmosphere liberal, a mood which can be attributed to the governments tolerance of it's people and habits. However dont be mislead, Amsterdam shares many of the problems common to other major cities and can be a very dangerous place, especially if unaccustomed to it's ways.

The people of Amsterdam are a mixed lot and have re-adjusted well after the problems caused by drugs. The population has fluctuated over the past thirty years and is now slowly increasing again. People from all ends of the world have made this city their home and it is a melting pot of a hundred different cultures. The mix is mostly a good one as immigrants have on the whole adjusted and settled in well. There have been problems however especially since the revival of racist gangs triggered off by the crime wave of 2006-2008, and the rise of neo-nazism. Racial abuse and resulting violence is

common. The countries immigration laws were changed in 2010 with stricter policies being the order, however this hasn't managed to stop the flow of illegal immigrants heading into the city, whose number are steadily increasing.

Amsterdam is richly soaked in tradition which is a key factor in it's popularity today. There exists a comfortable blend between modern life with all of it's new technologies and the old way, this is how the people of Amsterdam want their city, change definately but always gradually. The buildings in Dam central and in the old city have watched the passing of time unchanged- albeit for repair work. There are few new buildings in the heart of the city the room just isn't available and new developments are usually carried out towards the outskirts of town. The city has always been synonomous for it's yellow trams, as London has for it's red buses, which still provide a service today and can be seen winding their way like snakes around the city. Bikes are prevalent and are still the cities formost and favourite form of transport. Traditional drinking clubs exist where you can taste Dam' tradition first hand known as brown bars which are the preferred frequent of some locals and can be found right across the city. It's unwise to go looking for a fight in such bars as the regulars can be quite a rowdy bunch and take great pleasure in expelling troublemakers - still if you've got the guts go for it.

Tourists have been flocking to Amsterdam for years, why? well whilst here they can experience a totally different culture and besides a frakkin good time can be had!. Amsterdam offers what has to be one of the best night lifes in the world, whatever your wish it's catered for here. Leidsplein offers more commercial nightspots, clubs and smoking cafes mostly, as well as drinking bars, cinemas and theatres. For a seedy good time the old city is a must and home to the world famous Red light district where money talks and almost anything can be purchased including an exciting encounter with one (or more) of the many prostitutes.

Life in the Dam is good. Business, especially that generated by the cities two massive corporate zones is having a positive effect on the city, creating jobs and putting money into consumers pockets. But it's not

all good, Amsterdam like the rest of Europes major cities has a crime problem which isn't getting any better. After the cities drug explosion, following crime wave and subsequent clean-up the situation is once again on the decline. Drugs are once again the culprit, London cannot lose it's violent image and Amsterdam cannot it seems shake off it's drugs problem. They are so widespread that it is hard to contain and control them although in their ongoing fight police have managed to keep tourist areas relatively free, segregating the problem, restricting it to certain areas, notably the old city and the various housing estates which stand dark and foreboding on the cities perimeters. Authorities have also had to deal with an escalating gang presence and a rise in gun related crime. Firearms aren't legal in Holland and it is a serious crime to possess one- so don't get caught!!! They are however fairly easy to obtain on the black market and sales are high.

Basically Amsterdam is an edgers paradise and a lot of good times can be had, but beware like the rest of Europe it's streets can and often are dark and very dangerous. Get a map, a gun, some smoke and enjoy yourself.

## AREAS OF THE DAM

### AMSTERDAM CENTRAL (CBD)

Amsterdam Central is the cities largest district and entertainments centre. Home to cinemas, theatres, drinking clubs, smoking bars, cafes, hotels, restaurants and shops this is where locals and tourists alike spend their time. The Leidsplein in particular is a great place to watch Amsterdam life go by, especially whilst sitting in the terrace cafe of the American hotel enjoying a cool wirlygig ( a traditional Dutch drink comprising of two parts gin, one part beer, one part red wine with a little hash sprinkled on top for good measure). Leidsplein is one of the cities oldest squares but due to it's commercial nature is awash with neon, during the day the square serves as an open air stage for street performers and hawkers of trinkets gather to trade their wares, but get that taser wallet as pick-pockets abound.

If you're in the area drop into the grand-prix cafe where a fine smoke can be had, chemicals too if you ask the right questions. Guns too can be bought if the moneys right. There is a subtle but heavy police presence in and around the square and in the rest of Dam central. If you dont arouse attention and dont ask for trouble you wont get any, if you do believe in yourself because these boys carry guns and will use them if necessary.

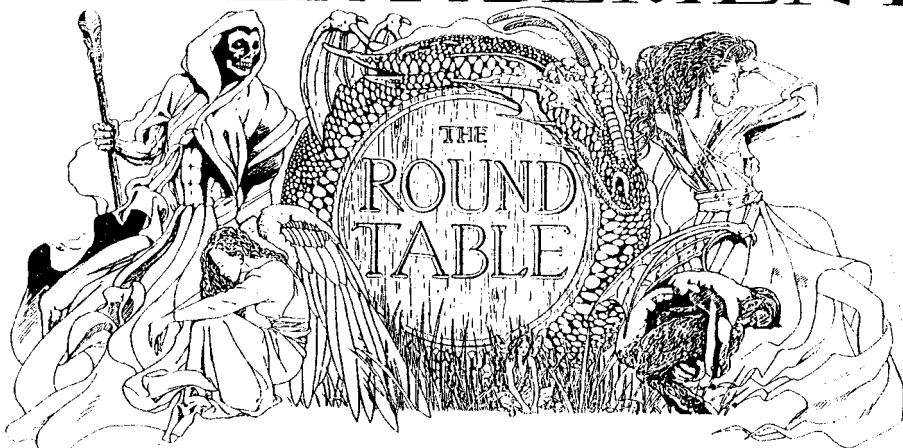
The museum quarter of town is the heart of Amsterdam's gay community, who both live and socialise within the area. There are cafes, bars and restaurants which are exclusively gay. The area has been nicknamed the pink light district due to it's number of gay brothels and has been the target of abuse, sometimes violent for years. There's no real need to visit the area unless of course you wish to take a look around one of the many museums here.

The Vondelpark is one of the cities most prominent areas where Amsterdamers flock on hot days. Bands, jugglers and dancers provide entertainment and budding entrepreneurs ride amongst the crowd on bikes selling beer and drugs, both hard and soft. It is a nice place to relax and soak up the atmosphere during the day but drastically changes at night whereupon it becomes the haunt of junkies, dealers and gangers waging turf wars. If it's action you want drop into the park at night.

### OLD CITY

The old city is basically just that, a series of interconnecting narrow streets and canals and home to the 'Walletjes', Amsterdam's world famous red light district. This place is punk heaven, the whole area is an explosion of neon in every colour imaginable, especially reds. The area has earned itself the nickname 'seedy city' to go there is to know why, it's motto is simple 'anything goes' -and it does!. Practically anything can be purchased here as money talks loud, sex, drugs, arms, information, rare chipware, illegal cyberware and exotic goods are all available. If you want it and are prepared to meet the price it can be arranged. Mr. O is your man and can be contacted at the Rijks bar. Most of the characters you'll encounter here are dodgy and into something. The lure of sex for money brings many tourists into this part of town and most leave with fond memories,

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unfortunate ones end up in a canal. There is a sinister air about the old city, it's really a pretty nasty place, but then that's the appeal.

## AMSTERDAM'S CORP ZONES

Amsterdam's two corporate zones have put the Dutch capital back on the map in terms of it's economy. Both are thriving business communities and home to hundreds of companies both large and small. They have their own transport systems into the city centre and provide employment for over 15% of the cities total working population. Both zones are heavily policed by privately owned security guards and employees are issued with id cards.

## DAM'S HOUSING COMPLEXES

There are three such housing estates on the outskirts of town, they are all bad and share the same problems. Built in answer to a housing crisis in the late nineties the blocks have succomb to the effects of urban decay. One in particular stands out as the worst. North view towers is a terrible place, so bad infact that police respond to only the very worst incidents. It serves only as a breeding ground for crime and drug addiction, the junkie population here is massive as is those involved in gangs. The towers' boasts seven established gangs, all of which are locked in a bloody and constant war over turf. Residents have had to protect themselves as appeals for change have largely been ignored. What was intended to be a heaven for the homeless has turned into a hell on earth. To go there after dark is suicide.

## GANGS OF THE DAM

*"Gang war. What aint it good for?"*

Like most cities in this dark time Amsterdam suffers from a chronic gang problem, putting pressure on an already stretched police force. The gang thing started at the turn of the century but exploded during the crime wave of 2006-2008, where survival was made easier by grouping together. The gangs of dam can be categorized as their motivations differ.

The most common form of gangs at large in the city are the combat gangs whose members fight it out for control of turf and are referred to as 'turf-boys' or 'turfers'. There are 63 registered such gangs on police files although more exist. Most of the city has been divided up by unwritten laws into gang territory. Parts of Amsterdam central however are strictly no-go for gangs, areas which the police protect fiercely in the interest of tourist safety. Fighting between rival gangs is passionate and with the availability of guns more often than not deadly. Gang related deaths are on the increase, last year's figure was 283, so to are the deaths of innocents unfortunate enough to of gotten involved. Members are proud of the identity given to them by the gang and often wear gang colours. Turf is marked out with graffiti and warnings to rival gangs decorate many of the cities buildings. Many turfers are prepared to and often do sacrifice themselves

for the gang. As well as fighting most of the cities combat gangs are into other crime, notably drug and arms pushing, mugging, armed robbery, shoplifting and rape. Here are a few of the cities more notorious turfers. The 'Unseen menaces' base themselves in North-west Dam central and are mostly at large during the twilight hours. They are basically into money spinning crime but the 40 members can and will fight. 'Razors edge' are a 50 strong gang who specialize in combat and are extremely dangerous. Their turf is marked out by a cut-throat dripping blood. The 'Dredds' and the 'Black Plague' are all black- gangs who run drug and arms rackets in the old city, they are amongst the cities more heavily armed and will shoot you freely. They are locked in a conflict with the 'Morrocs' (of morrocan origin) who run the cities red light district, fighting is furious and deaths are common. The seedy cities nastiest gang award is won hands down by the 'Neon assassins' or 'Assasins' as they are more commonly referred to. With over eighty members their reputation is large and definately well founded. They are well armed, well organized and well worth avoiding!

Vigilante gangs have been slow in forming and currently only one exists. The 'Subway Saints' patrol Dam central in groups of five or more on the look out for troublemakers. They are relatively large in size with seventy members and are well equiped and in constant

contact with one another via radio links. Their presence in Dam central is tolerated by police.

Some of Amsterdams strangest gangs are the gay gangs which exist. After years of persecution and violent abuse the gay community decided to hit back, extremists banded together to protect themselves and their culture. There are about eight such gangs at large, seven male one all female, they can be dangerous especially if taunted and are used to serving up violence. It is a recent trend amongst some of the male gangs to beat and gang-rape innocent men, so if you're out and about on your own remember to take a big, big gun- it could be you!!

The wave of Neo-nazi support in 2007 triggered off by a housing crisis caused by a constant flow of immigrants into the city has left Amsterdam with nearly 3000 skinheads who regularly make their presence felt terrorizing the ethnic community. They dont however venture often onto territory run by black gangs, who despise them and shoot them on sight. Nearly 60% of the cities skinhead population live on the three housing estates on the outskirts of town ( see areas of the Dam). Neo- nazism has grown and spread since the 1990's seeping out of Germany into the rest Europe and now has an estimated 250,000 members. Efforts to structure the movement have so far been thwarted by zealous authorities.

The 'Damned' are the hooligan element behind Amsterdam's combat soccer team of the same name and undoubtedly the cities largest and most savage gang. Despite efforts by the police combat soccer games held at the cities ' blood-bowl' always end in bloodshed. All games are bad but ties against Eindhoven's 'juggernauts', the 'Rage' of Rotterdam and the mighty 'Dreadnoughts' of Dresden regularly leave rival fans dead. Last years gold gautlet cup clash against Berlin saw 14 deaths. After a victory it is common for the damned to march through Amsterdam central in their hundreds, escorted by anxious police in riot gear.

In answer to the cities gang epidemic police have organized a special unit dedicated exclusively to the problem, with over a hundred officers, heavy response vehicles including two AV's and access to the latest weaponry. They are however fighting a battle they cannot win.

# CLUBSCENE

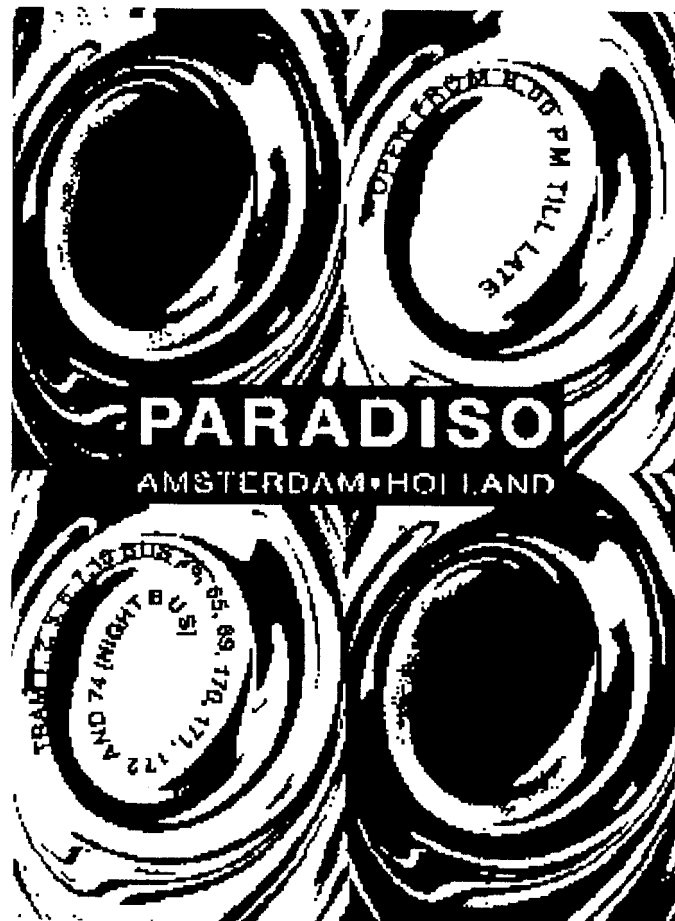
## PARADISO CLUB

Amsterdams Paradiso club has been a popular venue for nearly fifty years and is famous for it's approach and tolerance of what goes on behind it's doors. It's motto has long been 'do what you like-as long as you like what you do', an attitude which has seen the club raided on countless occasions and closed down for a year after a bar brawl exploded into a full scale riot, leaving 16 dead and 54 injured. It is also a target of the cities anti drug league who frequently rally outside it's doors and are trying to get the joint closed permanently. Fighting is no longer tolerated at the club and the subtle but heavy security enjoy nothing better than 'bouncing-out' troublemakers which they do with astonishing fervour. From the outside the Paradiso is dark and foreboding and is actually a blackened old church, admission prices vary depending on the night. 'Chemical meltdown' staged on saturday nights is a must for all punks, entry fee is 20 euro. The clubs weekly

programme caters for a wide spectrum of musical tastes from thrash to reggae. It is also a venue for live bands, famous Dam funksters 'skunkadelic' played their first ever gig here. The Paradiso is a large club and offers three floors of music which is provided by a 20k 'Teknikal' power bass sound rig. The club is always busy and besides getting smashed and dancing the night away offers a host of alternatives. It's six bars will serve up drinks to your personal specification, but if it's a stronger buzz you want, go see one of the club's many resident pushers where anything bar a hit of spasm can be purchased. There is always a party atmosphere at the Paradiso which can probably be attributed to it's tolerance of drugs, and the dancefloor heaves most nights. The lower floor known as the 'dungeon' offers a chill-out zone with sofas for smokers, latest game and brain dance machines, lovers booths and a small cinema serving up hard porn. There is a counter providing hash and grass at good prices which also sells 'vibes' on the quiet.

The top floor boasts an open stage for musicians and instruments are provided. Record promoters and budding musicians alike can be found here and many a new band have been signed as a result of jammin'out.

The Paradiso is typical of the Amsterdam attitude 'have a good time whatever it takes' and is a must if you're in town- check it out.



## HOMEGROWN FANTASIES

There are nearly 500 smoking bars or 'coffee shops' in Amsterdam and are an important part of the cities tradition. Homegrown fantasies is typical. The lights are dim and an unforgettable aroma of smoke and coffee assails the senses as you

enter, the music is mellow and the mood relaxed. Memorabilia of days past decorate the walls and the whirrings of a coffee machine can be heard above the low hum of conversation. There are tables and chairs in which to settle and a bar selling hot and cold drinks. A menu boasts over thirty varieties of smoke, and for hardened tokers the cities world famous 'skunk' is available. This is a

great place to meet locals or visitors or to just watch Dam life go by. The shop is run by Barbara, a charming and beautiful woman who always has time for a chat and is a good source of information. Drop in and have a spliff for me.

## RIJKS BAR

Rijk was an early product of North View Towers, one of Amsterdams many decaying housing complexes. In answer to all junkies, gang and otherwise illegal custom, Rijk emerged as a natural Fixer.

Five years later, Rijk has established himself as a leading and notorious dealer in everything, his Bar on Oudezidjs Achterbugval in the Red Light stands as a tribute to his entrepreneurial skills.

From this bar operates a network of highly connected Fixers. They all carry out their business under the watchful eye of Rijk who takes a 2% cut on all deals. Mr. O is one of the cities largest dealers in information, weapons and drugs and acts as

Rijks right hand man. Anything can be acquired here, guns, drugs, sex, programs, cyberware or information. It is rumoured that Rijk even has a few state officials in his pocket, which would account for his lack of closure by the authorities.

In Rijk, the music is loud (but of course there are sound proof booths), it's always packed and there is plenty of dope going down. Oh, one thing - don't mess with Rijk.

# Silent and Deadly

A feature on modern crossbows, outdated or just misunderstood?

**W**e all appreciate the need for guns and indeed their effectiveness on Europe's dark streets, but let us not ignore the role of the crossbow. Before the creation of guns there was nothing that could equal the sheer killing power offered by the bow in whatever form. This power has not been lost, rather replaced by the availability and reliability of firearms.

To challenge the dominance of firearms and to make the crossbow more effective and thus more marketable, measures have been taken in design to create smaller, lighter more compact bows with increased power. Although there does exist a market for larger, less concealable crossbows in environments where weapon laws are relaxed or where there are none at all. In achieving this many of the technologies utilised in gun manufacture have been borrowed. No firearm, however well silenced, can compete with the silent killing capacity of a good crossbow and with improved mechanisms, increased distance can be achieved without losing impact power. Many bows offer the option of firing more than one projectile at once, so if the first one don't drop your opponent, the second one will. As firearms competition between manufacturers is rising, the quality of bows and bow-ware is increasing and the market is beginning to realise potency of bows.

Here are just a few of an increasing range :

## R.W.S

### VIPER MINI BOW

In answer to demands for a concealable, portable crossbow R.W.S have arrived at the Viper Mini Bow. Small enough to fit inside your long coat with the life taking properties of a good hand gun. To deal with the vipers lack of power the option exists to fire either a single or double shot at your target. Obviously this weapon would be questionable against a full 'borg but armed with the right choice of bolts it is a definite man-dropper. The Viper can only hold two

bolts at once.  
Cost 250 EB (max range 50m)  
R.W.S also provide a speed holster for this weapon at an extra cost of 95 EB. (+1 Initiative)  
**XBOW +1 J C bolt 2 2**  
**VR 50m**  
**250 EB.**

## MERLIN

### Weapon Technologies Ltd.

Merlin's reputation for crafting fine weapons is upheld with their latest tech to hit the streets. The "hunter" is a snipers crossbow designed specifically for those "dark" operations. The beauty of this piece is that it can be innocently carried around in it's nondescript case until required - whereupon it's brilliant design allows it to be assembled or dismantled in minutes (the sales brochure says approx 90 seconds). Built entirely from composites the bow although fairly large when assembled it is surprisingly light. Merlin overlook nothing in their pursuit of excellence and the hunter is a perfectly balanced weapon - combined with Merlin's own sighting a more accurate bow cannot be found. The Hunter only holds and fires one bolt at a time - but don't worry, because of it's phenomenal power one shot is all you should need.

The potency and role of this weapon has been made clear with orders coming in from corporations worldwide. No covert operative should be without one.

**XBOW 2 case P (by bolt)**  
**1 1 VR 500m**

**\$650 EB** inclusive of case (choice exists).

## Bullseye - Tempest

### Multi-Fire Crossbow

The Tempest is a fully automatic multi-fire crossbow capable of dropping a rhino (or your local borg-bully). Bolts are positioned

ready for firing in a cylindrical drum which rotates as the trigger is activated. The drum holds 16 bolts and is quite large making the weapon fairly awkward. Overall you'll have some difficulty in making it pass unnoticed under your combat mac. The raider is a well engineered weapon and accurate enough once gotten used to. It however is a choice of many solos and a good selection of ammunition is available.

Professional hitman Robin 'the hood' Pendegras talks us through a typical job -

*"Yeah those guys at Bullseye have done a good job with this one, they asked me to test the raider, so I did. I was after a borg-sheesh, one of the biggest I seen, 10 footer gotta been. Had 'im concerned and things were lookin' grim so I let off a couple AP's soften - 'im up. Shit- he laugh'd so I let off a disrupter bolt- Laser breath started going mad so I followed up with a hi-ex, then another. Finished 'im off with a skewer to the head, he went clean through. Man it's a good tool. They aint getting this one back!!"*

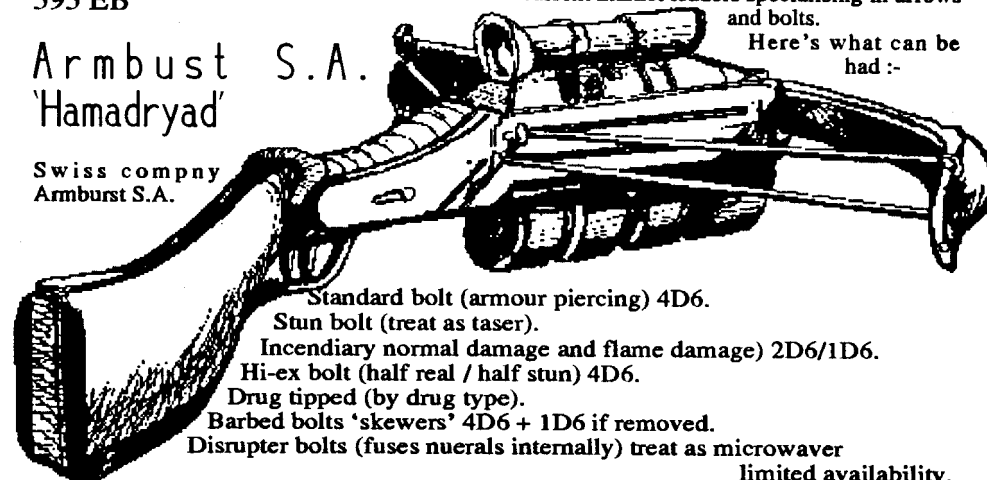
Recommendation enough.

Bullseye are a relatively small concern based in England with offices in America and Holland. Their turnover at present is fairly limited ensuring that top standards are maintained.

**XBOW 0 N P (bolt) 16**  
**16 VR 200m**  
**595 EB**

## Armbust S.A. 'Hamadryad'

Swiss compny  
Armbust S.A.



- Standard bolt (armour piercing) 4D6.
- Stun bolt (treat as taser).
- Incendiary normal damage and flame damage) 2D6/1D6.
- Hi-ex bolt (half real / half stun) 4D6.
- Drug tipped (by drug type).
- Barbed bolts 'skewers' 4D6 + 1D6 if removed.
- Disrupter bolts (fuses nuerals internally) treat as microwaver limited availability.
- Flash bang bolts - as with grenade - *Chrome Book 2.*

have been designing and manufacturing quality bows for the past decade and all their years of experience are reflected in the 'Hamadryad' A bow which shows no special features and is thus classed as being a standard bow. There are probably a hundred such crossbows currently available, none however being able to match the Dryads power and accuracy. Constructed from a composite make-up, although large the Dryad is surprisingly light and manageable.

The option exists to fire one or two bolts at once, the bow holds 8 in a rack and loading is automatic.

**XBOW 1 N P bolt 8 1/2**  
**VR 400m**  
**450 EB**

## BOLTS

Just a note...

As with guns crossbows are pretty much useless without ammunition (although a heavy gun can always double as a cosh). So the choice of ammo is just as important as the base weapon itself. It is here that crossbows gain their potency.

There is as much money poured into the design of bolts as there is with bullets, and some brilliant breakthroughs have been achieved. Although there is a problem of availability, it is far easier to obtain a box of bullets than it is bolts. Arrow-tech are the current market leaders specialising in arrows and bolts.

Here's what can be had :-



# Electro-Fender

Genius, definitely talented, The Untold are one of the U.K.'s record industries great enigmas. "We ain't no leaders" they told U.K. magazine 'Melody Maker', "We just like to be the focal point of anything going down".

Their influence on other artists at the moment is incalculable, after their first album "Ritchies Alright" opened the door they're "jammin" it open with their second - "Hope you'll be able". Also Funkadelic are back with their new album "...or the teddy bear get's it". They have released a new single "can't shake it loose" which more than compensates for their lack of enthusiasm in the past.

Other good singles include "Let's take it to the city" and "I got a thing", previously recorded by George Clinton on Apt Records.

On the down side, this month bears witness to the release of R.E.M.'s Geatest Hits II- (1997-2009), never the same after Peter Buck jumped ship this farce should be re-titled "the non entry years" and has classic's such as "Used" and "See what i mean", ever heard of them?

## PREVIEW:

After breaking into the singles market Blue Thing are aiming to crack the lucrative album market with "A world of sound". The album comes to life with a thunderous guitar solo followed by the whaling vocals of Roger Kay, a man in ear splitting form.

Kay who has been recently described as having "an insulting raw behavior that we have come to know and love", really hits home with down to earth lyrics and hummable melodies. Surprisingly enough as soon as you get into one gear, Blue Thing have the bollock's to insist you jump up a gear by using the general feeling created by the opening tracks and their fanatical playing. The album fails to wind down in any sense and ends with the track "too much smack" with Blue Thing playing faster and faster until all you get is a load of inaudible bullshit, BRILLIANT!!

## TOP TEN CHIP TITLES

1. THE UNTOLD Hope you'll be able
2. RAN Yeah, Yeah it's coming
3. SELECTION Ashtray politics
4. FUNKADELIC ...Or the teddy bear gets it
5. CHEST DISEASE Natural wastage
6. CRUNCH Crumpled packet
7. THE UNTOLD Ritchies Alright
8. SWEAR Moralities no friend of mine
9. PROBLEM PREACHERS Feelin so good
10. HYPNOSIS A weak state of mind

## CD SINGLES

1. CRUNCH No article
2. THE UNTOLD That's why
3. HEAD Here's what he say's
4. FORGETTABLE Lacking time
5. THE UNTOLD Hope you'll be able
6. FUNKADELIC Can't shake it loose
7. BLUE THING Went through it
8. TAP Spread the word
9. A COUPLE OF DAYS Slow bastard
10. YANKIES That'll do

Electro-Fender

## 21st Century Box

A guide to whats on your screens in the 21st Century

### Channel 17

19.00 (European Time).

Live coverage of the most prestigious cup clash in combat soccer. The almighty Berlin Blizzard take on Amsterdam's 'Damned' for the gold gauntlet live from Wembley, England. The match is a 120,000 sell out and only the second cup final missing an American team. The last of course being that great meeting between The London Machine and the Moscow Red Blood, back in '19. It promises to be an exhilarating game with both teams riding the crest of a wave of good form, Amsterdam having already clinched promotion into the premiere division. And Berlin in contention for a fourth league title. Watch out for Amsterdam's record 6,000,000 EB signing Abi 'Witch Doctor' Imbedi, transferred from the Nairobi Zulus and one of the most lethal players today. This is one game you can't afford to miss.

### Euro Net Channel 10

23.05

### Sarcastic Ron's Music Cave

In the cave tonight putting up with SJ's verbal venom are pop idol's the untold who'll be playing a couple of tracks off their new chip and explaining why they've named it 'Hope You'll Be Able!' Also joining Ron for frank interviews and live sets, discussing politics, gins and drugs will be dutch funksters "Purple tip" and the quite insane "Chest Disease" outta London. Don't forget there's a chance to

participate as S.R. invites you to give him a call and asks - "Are they shit or what!!!". Facing this question tonight are the all female band, Swedens answer to the Nolans "Blue Thing!". Lets see whether Ron can get through tonights show without pissing any of the guests off - not likely.

### Euronet Channel 5

1920

### HEROES

Wednesdays installment of the worlds first and worst most popular Aussie-American cross-over soap sees current hero Brad Faraday in a love tustle involving former flavour of the month, Chuck Greghorn. The hand of the sexy new star Gloria Lipstick is at stake. Compulsive drivel.

### Fashion- Net Channel

23

Thursday 0800

### Catwalk with Loretta La-Seux.

Fashion magazine with super model turned T.V. presenter, Loretta LaSuex. This weeks show sees Lorraine Smith-Mojo talking us through her latest cat-walk venture and Dickie 'The Robot' Vance telling us why bare metal is a fashion statement.

Also an interesting feature called 'Cryo- chilled' which looks into the future of crystal cybernetics and asks, is there really a place for synthetic crystal replacements?

A must program for all babe watchers.

# BALLISTIX

## F.U.R.I AZ-21 CARBINE

Fokker ultra rapid issue.

*COST: 1900eb*

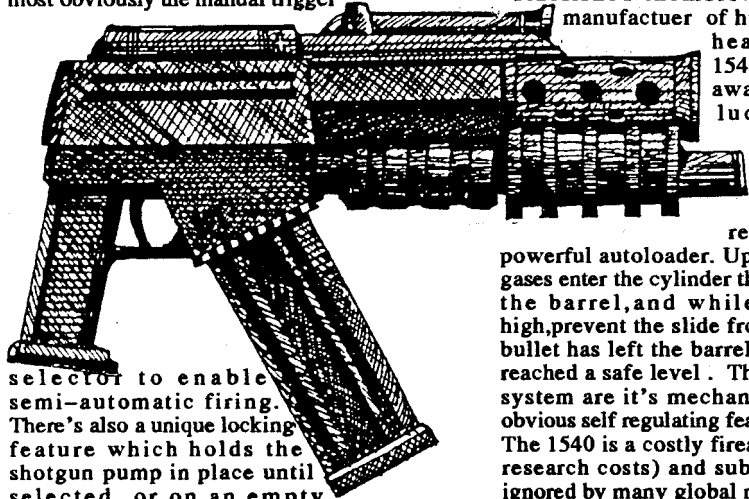
SMG -1 J R 4D6+1 40 30 VR

Auxillary shotgun:

SHT -1 J R 4D6 2 1 VR

After over 100 years of dominating the aviation industry the F.U.R.I is Fokker's first entry into the 21st century ballistics market.

The AZ-21 contains several unusual features, most obviously the manual trigger



selector to enable semi-automatic firing. There's also a unique locking feature which holds the shotgun pump in place until selected, or on an empty sub-machinegun chamber. (Thus eliminating accidental dual firing).

Originally designed as a military weapon Fokker incorporated the shotgun for ground forces in tight spots (or when ammo gets low). Now on general sale on the continent many corporate forces are adopting the weapon as ideal for security/control purposes. The magazines were designed to be very reliable with several short models available (holds 30/20) for use in restricted areas such as a truck cab. However the gun remains very heavy (for its class) weighing in

at 9 kilos due to its steel alloy construction. All the expected additions are contained, electronic pulse firing, smartlink and laser sight included.

**RHINEMETAL 1540 se**  
**GAZBREMSER (Gas Delay).**

*COST: 2300eb*

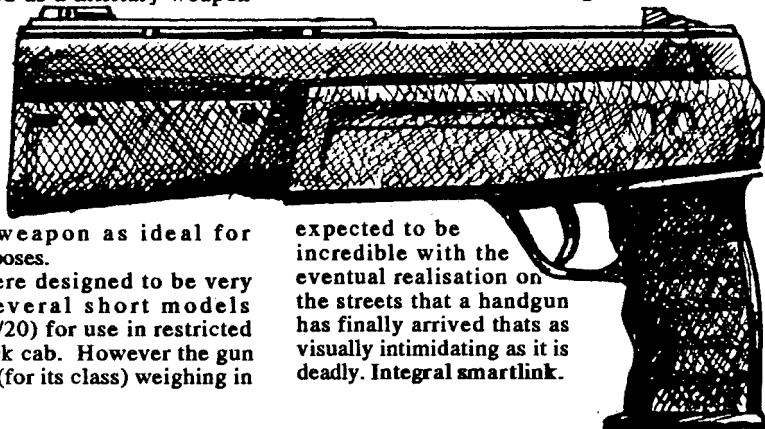
P +1 J R 5D6(5.56) 8 2 VR

Over the last decade Rhinemetal have established themselves as a principle manufacturer of high end, high power heavy weapons. The 1540se is their first long awaited probe into the lucrative handgun industry.

Using the gas delay system they have created an extremely reliable and yet very powerful autoloader. Upon firing, propellant gases enter the cylinder through bleed holes in the barrel, and while the pressure is high, prevent the slide from opening until the bullet has left the barrel and pressures have reached a safe level. The advantages of this system are it's mechanical simplicity and obvious self regulating feature.

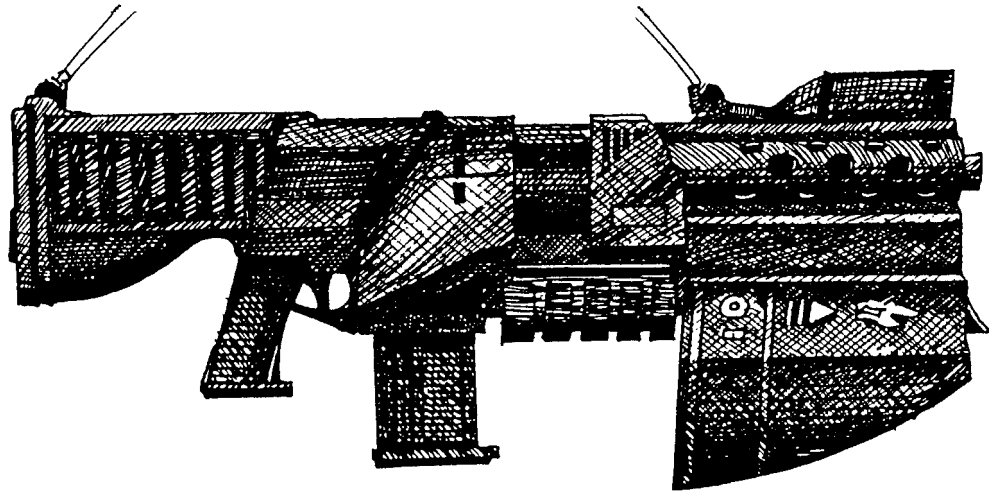
The 1540 is a costly firearm (due to extensive research costs) and subsequently has been ignored by many global military units, but it is currently in wide use amongst several German and Scandinavian police agencies.

The commercial sales of the gun are however



expected to be incredible with the eventual realisation on the streets that a handgun has finally arrived that is as visually intimidating as it is deadly. Integral smartlink.

# BALLISTIX



## Gattling SS-9 Battle Rifle

4899eb

Rif +2 N VR 6D6+2(7.62mm) 35 20 VR 400m

*Rz-25 Flamethrow Mount:*

Rif 0 N VR 2D10 5 2 ST

The prime armaments manufacturer in the United Kingdom have released their first offensive battle weapon into Euro-theatre for 6 years. Always claiming to "Lead not follow" the industry, Gattling have produced a revolutionary and unique design with the SS-9. This offers the first "stabilised" shape with a front heavy design to hold the weapon steady when firing and reduce kickback. Recoil compensation is also increased with the use for 2 apex gyro-stabilisers. This makes it just about the most accurate gun in it's class and is subsequently priced accordingly.

The power of the gun is however also unsurpassed, firing 7.62 rounds at a velocity of over 900 m/s through a hammer forged barrel. The main structure of the gun though is made of tough synthetic polymer plastic (stronger than steel but 14% the weight) and is completely hand crafted.

The SS-9 contains a mounted flamethrower (the first in production) for close range destruction and fully integral chapter 7 laser sighting system. Coupled with a Scsi-4 smartlink for increased N.C.T.R. (see issue one) this weapon does indeed push rifle technology to new levels.

Only available through direct order from Gattling(UK) Ltd (all applicants strictly vetted) the weapon is expected to attract predominantly corporate and special force sales.

The SS-9 was solely designed by Vincent Namoto, Gattling's chief heavy weapons engineer who's recent extraction from Arasaka was considered a great success and is expected to lead the company to the forefront of the lucrative European market. Although only 26, Namoto's success within Arasaka include the popular Rapid Assault 12 and recent "Nauseator" riot control device. This is the latest in moves from Western organisations to bring talented Japanese designers onto the continent. This is a major factor in the Firearm industries resurgence within Europe and the apparent decline of many Far eastern companies.... most notably the famous Arasaka corporation..

## Aluminium Incendary Grenade.

170eb (Black market modifier x4)

Originally designed in the police workshops of the Manchester Constabulary, the A.I.G was conceived for use in the run down council owned district of Mosside.

The problems arose after a massive drug problem and racial hatred ripped the area apart during the late 20th century. The district (now a practical no-go area) is now policed by a small squad of highly trained individuals (the Mosside Special Response Unit) for whom the grenade was initially designed.

The grenade was conceived for use in confined spaces and its primary design specification is to disrupt the target(s) so that the small neutralisation teams could deal with the situation minimum firepower and maximum efficiency. The A.I.G.'s major advantage is its effectiveness in room to room clearance.

### Stage 1:

The outer casing explodes filling the room with a fine aluminium powder (5 meter radius), this provides a dense grey blanket which hampers vision (treat this as a visual obstruction, -3 to all visual roles).

### Stage 2:

The final explosion which ignites the Aluminium powder (if it hasn't already burst into flames due to careless gunfire) will occur 3 seconds after the initial blast (4D6 damage for one round only to ALL locations).

The aftermath of a fully fused and armed AIG is a total blazing furnace. The furniture and anything else in the room (including clothes) will not necessarily incinerate everything in the room. Only the most flammable of materials will be alight. Although there is a flash of fire, it burns so intensely that it blows itself out virtually instantaneously (in testing the average explosion lasted just under 2 seconds). This allows the area to be entered almost immediately, with the main incineration and threat of a blazing inferno already over. At present the Manchester Constabulary appear to have no intention of marketing the grenade. It is only available (in very small quantities) on the black market

and, at a price. The grenade has limited use in an open environment.

## Exploding Shuriken.

200eb.

A device usually found on the corporate Ninja. The history of the Shuriken stretches back over several centuries and with the evolution of the latest line in ninjitsu accessories, Yamota Inc. have upheld the honourable traditions which are inherent in the ninja.

Thrown in the conventional way, the Exploding Shuriken is designed using mono technology, with it's spiked edges as sharp as any monobladed weapon. Although the device is chiefly an anti-personel weapon, the shuriken can operate quite commendably in an anti-structure device. It is packed with a concentrated, liquid chemical modification based loosley on the C6 plastique. Being a natural volatile mixture, this concentrated explosive can not be packed in any larger quantity than the size of a small cigarette packet. Thus, any dreams that you might have about deconstructing fifty Yamota Shurikens and packing the explosive compound into a power grenade and firing it though your supergun at your worst enemy, are dispelled I'm afraid to say. It has been tried, the result was a crater the size of Birmingham (slight exaggeration-ed). But, don't let us put the adventurous player off.

When thrown, the shuriken will embed itself into the target (providing the Shuriken breeches the SP of the target, using a damage roll of 3D6 AP), and using a remote device or an integral electronic delay fuse, it will disintegrate with the force of a hand held grenade. The design of the Shuriken gives it a +1 advantage "to hit" when thrown. One other feature of the grenade is, the seconded it has been thrown, the spinning motion arms it so making the device completely active. When the Shuriken is halted (when it hits the target or another obstacle), the ignition unit becomes a tampering sensor. So, anyone trying to remove the shuriken will activate the explosive and consequently be thrown 200 meters in varying directions.

4D6 Damage to specific location.

## Paranoia Grenades

First developed for use in the 2nd Vietnam conflict, this drug grenade has been kept under wraps due to the international agreement on chemical warfare following the Israeli incident where 2,000 palastinians were massacred on the gazza strip - by each other!

Although a fairly recent step in technological terms, the concept of using a chemical that induces fits of paranoia and confusion is not a new one.

Scientists had long recognised the potential lethality of this form of attack for many centuries. Indeed, some species of Ant use precisely this kind of attacking method to invade and capture enemy nests.

In simplistic terms the grenade works like this. It is thrown in the normal way, or may be launched from either a rifle grenade muzzle or using the 15mm rifle grenade option (for under barrels).

Once the target has been successfully hit, the delayed fuse ignites, forcing the chemical agent into the immediate vaccinity. (Effective radius 5m).

What happens next is the clever part. The chemical agent enters the bloodstream through the normal directions and also permeates the skin. After this has happened, the chemical changes form and attacks the brains reasoning and behavioral monitors. This creates a sense of paranoia among the victims which results in mass hysteria as the unsuspecting enemy begin to believe that their closest friend and comrade is trying to kill him. So, what results is an enemy that is to busy trying to kill each other to worry about the advancing troops.

Game notes:

Hmmmm. I know what your thinking. "I'll just carry a dozen paranoia grenades, throw 'em at my worst nightmare and not waste a round!" right?

Well, it doesn't quite work like that. Due to the complex chemical composites, the grenades have to be stored at minus 15 degrees celcius. Once pulled out of the storage canisters, they have a life of approximately 30 minutes.

An alarm will then sound indicating that the grenade will remain stable for a further 30 seconds. After this time the chemicals

become extremely volatile and the grenade discharges instantaneously with an area of effect of 5m.

The cooling canisters hold six grenades and are directly linked to each grenade. The reason for this is that the liquid coolant must circulate each grenade individually.

There is a saving throw - equal to or below the defenders BODY AND equal to or below the defenders LUCK. If this is achieved, the defender will still vomit violently for 1D6 rounds and his REF is reduced by 3. (This indicates a complication with the chemical compounds as the successful defenders body defences fight the invading substance.)

If the saving roll is not achieved, see table below.

### Paranoia Grenade Table (Only for use with the Paranoia Grenades.) 1D6.

1. You stand up, crying out that violence is just a pointless exercise and you begin to plead with those around you for friendship and peace in the style of a fanatical preacher.
2. You believe that the people around you are talking about you, insulting you, humiliating you, ridiculing you, attacking your personality and reputation and laughing about your most valued possession.
3. You are suffering from hallucinations, all you can see is the enemy all around you. You begin to fire wildly and randomly as you panic. (Treat as suppressive fire for those around the victim.)
4. You curl up into the foetal position and sob miserably "Go away, I don't want to see anyone." and "leave me alone."
5. You believe that you have changed sides and that your enemy is infact the most righteous and unfaltering band of brothers. You begin to preach the new way forward to everyone around you. (10 percent chance that you resort to violence.)
6. You dive into a murderous, killing rage. Nothing must stand between you and final victory. You must overcome all around you. You think that your friends are trying to kill you. You must get them first!

## Red Light At Night by Rachel Porter

*"London talks about it,  
Paris thinks about it,  
Rome dreams about it, but  
Amsterdam has it."*

- Lyric from Skunkadelics  
latest hit CD.

Red light at night....

London, Paris, Rome, Berlin - I've been to all of them but of all the destinations visited during my time at WNS I can honestly say that my heart truly belongs in Amsterdam which is, in the true sense, a city of night. Trying to explain the details of 'dam is a little like explaining the charm of a nuclear power station - you can't really appreciate it unless you have an understanding of its mechanics.

All that I can do is try to convey a condensed, concise overview. You will have to decode the subtext for yourselves. Many connotations of the word 'Amsterdam' are drugs, red light and sex. These factors are of course alive and kicking in the twenty first century. (do you think that we would give you an Amsterdam without them?- ed.) What needs to be remembered is that there is more to 'dam than first meets the eye. It does have a charm, a kind of innocent independence that is unique in Europe, if not the world. In many ways, 'dam is similar to its Euro-neighbour - London. With it's drastic contrast between old and new, technology with tradition. This can be found to some extent in any European state, but with 'dam, the essence of contrast is more pronounced and hits you as soon as you get off the dirig. My journey through Amsterdam begins with a journey of discovery as I recollect my first visit to this great city, over a year ago....

"Ultra Skunk, a kee." The man was leaning against the brass curbing on the bar. His hair was long, dark and clean - similar to his features. I watched him for a few moments while he examined the two inch by two inch

transparent envelope. He examined the contents meticulously, as though it were his last meal and he wanted to savour the moment. His right hand, flesh, opened the sealed envelope and raised the bag to his nostrils. They flared slightly as he inhaled and a smile of satisfaction forced it's way onto his face. The bartender watched as the man counted out what was in excess of three thousand Euro. The bartender took the script and slotted it into a plastic cylinder and placed it into a vertical glass tube. The cylinder darted downwards like a scenic elevator as I watched like a school child.

I didn't notice the man leave but he left a lasting impression upon me with the ease at which he has just obtained a kilo of grass. I'd only just the previous week tried to score some in Paris, it took seven hours to lay my hands on a Larry of any worth to get me an ounce.

The Grasshopper was virtually empty, the music was audible but not intrusive and the smoke was thick considering the number of sources. The mood was peaceful, it generally was so I had been told. It was during the night things really began to happen.

I pulled out my auto-roller and built a decent sized spliff with the few gramms of Ying-Yang that I had left over from the previous session, the night before. I can remember thinking what a neat little device it was as I activated it. A few seconds later it was ready. A perfect joint everytime.

I gestured to the barman, Tors, for another drink as I placed the joint between my lips and lit, leaning back on my bar chair, inhaling the first drag. Tors put the bottle of home brew on the counter and removed the empties. The weed had an instant effect on my head as the drug entered my bloodstream. It felt like I was rising from my seat and my chest was burning. Then again, the first joint of the day generally has that effect upon me.

It took a few moments for me to really absorb the moment, it was my natural way to just sit and enjoy life. I liked to watch, study and consider all of the anthropological delights that surrounded me in an world that was advancing at light speed. Sometimes

you just have to kick off your boots and sit back a while, let the speed just wash over you. I guess that it is just a writers nature. By my skinwatch, the time was twelve thirty in the afternoon. Well, it would have read 1230 but the damn thing was faulty, the sales Jo at the Vend a Tech gave me some shepil about my skin type being a little dry which prevented a free signal flow. He then proceeded to dive into a textbook sales push and attempted to unload a whole skinweave replacement package. It was time to take in some Amsterdam scenery, so I grabbed my beer and left a ten Euro note on the bar. Tors wasted no time and retrieved the script before anyone else could do it for him.

The air was warm and the rain bounced off of my shoulders as I left the coffee shop. Huh, coffee shops. The cobbled streets were an enigma to me, a kind of drug induced cosmic conundrum. With all of the science and progression in todays world of high tech polymer plastics, energised poly carbons and new industrial hybrid building materials, why does Amsterdam still insist upon having streets that come straight out of the dark ages? Whilst pondering this and many other quaint idiosyncrasies and eccentricities unique to the Dutch, I was only saved from the clutches of a sealed fate by a passing Greek couple who prevented me from strolling straight out in front of a decending four ton AV. The couple, who by this time appeared to be a little disturbed by my lack of concentration in an obvious police landing zone, were quick to point out this fact in a number of Euro-tounges from which I gathered my shortcomming and assured them that it would not happen again.

I shook my head and in doing so happened to see a fully naked woman to my right who was apparently gesturing to entertain me with some lesbian sex antics, which I'm afraid to say I was in no fit condition to either be interested in, nor capable of performing. However, for 50eb it wasn't a bad price. I had been involved in straight relationships for the last three years or so, so it must have been about time for a change. Anyway, puddles were begining to form and the clouds were gathering overhead. People were milling around me, all with apparently somewhere to go or something to do. I on the other hand was just interested in a little siesta before the nighttime shift began, when I could really assess the

heartbeat of an Amsterdam in full action. On my gentle walk back to the American Hotel, the character of the place really gripped me. The charm and charisma of unmodified architecture had an air of mystery and history. It was even more accented by the hard clash against the dark and moody monoliths, reaching for the Amsterdam dusk, the blinking of a faulty neon sign was a welcoming defectual highlight that snapped me from my day-dreaming. If only these buildings could talk, what tales they could tell. How many patrons had Chikitas Sex Emporium satisfied? How many kilos of class A, B or C had Paradiso moved to the eternal flood of a dope taking society?

The American Hotel, Leidsplein, stood before me and within five minutes I was in my room and asleep on the floor, compliments of five bottles of home brew and a YnigYang spliff that could drop a proverbial rhino at twenty paces.

That night I dreamt of pink elephants with cyber trunks and fearsome augmented mice with bad attitudes.

The next morning I rose suprisingly early, beating the skinwatch alarm even. I called my editor in Hamburg and attempted to explain, reasuringly, that the honest reason for my not delivering the details on a sample of the Amsterdam nightlife was due to a mystery illness that had just enveloped the city, to which I had unfortunately fallen prey. Not successful I decided to spill the truth and admit to being in a stupa for three days, originally due to an almighty hangover, the cure for which I had discovered, was to get even more drunk than the previous night and consume an inhuman amount of class A drugs to compensate for the lack of liquid in my body and the lack of excitement in the hotel room.

A cure which I regret to add was not at all sufficient and required two full sessions on a sleep inducer, to replenish anywhere near the amount of sleep that the minimally enhanced human body needs.

I assured the ed. that his article would be ready for the next day, and that I'd download it to the central computer in the morning. Now however, it was time to conduct a little research into my topic area - A sample of the red light district life at night.

It was eleven thirty and as far as I could tell,

it was raining lightly outside and the streets were alive with movement. In the distance I could here the scream of an emergency siren, it was closing fast. I pressed my cheek against the cool glass, straining to focus into the night outside through the reflections of the room and my face. The police AV was approaching at pursuit speed and within seconds it was tearing away from me towards the Red Light. The windows shook so hard I thought they might give way to the violent thunder of the AV's twin pegasus II turbo thrusters. Wiping the condensation from my cheek, I retreated to the bathroom and ran a technical scan of my metal. Most things were in order, just a minor glitch in one of the elbow servos. Nothing major but it was probably about time the whole arm had an overhaul and service. I closed the tech scanner and flexed the chrome plated attachment, looking at the join. It was harsh. Metal to skin. There was a little discolouration around the shoulder, possibly bruising but nothing to worry about. It was my only prosthesis except my Sony processor, in this day and age, it pays to have that piece of techno wizardry. It also pays to have the trusty old personal defence unit - my 1540se went with me everywhere, most of the time when your packing a piece of hardware like that, the punks leave you alone. Thankfully I had only needed to use it in anger once. It only needed one round. Usually on a trip like this, I'd have at least two Solos for a bit of security but I'd decided to pass this time and just come to 'dam and experience thing for myself. If I'd got into trouble, well, it just gives me more to write about. In all honesty, I think that I prefer working like that. Taking risks, putting life on line, it gave me a buzz and a feeling of insecurity.

My garms were on the bed - a full, tight, Kevlar woven body suit. That took some getting into, I can tell you but it's all worth it when it's on. Lets face it honey, if you got it....  
The bikers were a little easier and I slipped into my shoulder rig and grabbed the weapon. The clip was empty, it had to be that way for travelling purposes and it was just too much damn hassle to clear ammunition through security so I'd decided, as always, to get the lead at my destination. Most hotels have their own armoury these days so it's not usually a problem. My

ammo was on the dresser, previously obtained from room service. I unwrapped the box and took a handfull of rounds, slotted six into the magazine and slipped the remaining ten or so into my shoulder sack. The rest of my outfit was already there - Watchman, shower in a can, mini-cell, I.D., lethal weapon permit (Euro), WNS press pass (Ahhh, the power of the press), mirror and mono knife (just in case). I kept the Euro in a concealed sleeve in my bikers, along with my key card and credit chip. When my bandana was secure, I turned to face the full length mirror behind me. There it was, the finished product. Six foot of natural Swiss beauty. Well alright, not quite natural, but then again - who is these days! Dressed in black from head to toe with a white shoulder rig retaining a weapon of awesome magnitude  
There was a kind of transition that took place before venturing out at night, I slipped from my generally easy going nature into something else....something different.

A full six feet of Swiss attitude!

But these days thats a requirement if you want to survive. 'Cause without that, 'dam will eat you alive. (There's a song in that somewhere - ed.)

It was time to hit the cobbled streets with a vengeance.  
It was still raining gently when I arrived in the red light, the cobbles were wet and shiny, people were milling around with wet, glossy faces and the sound of "The Untold" was spilling out onto the narrow road. Some in groups, some in pairs but a lot just out on their own. Amsterdam has a lot to offer the lone traveller. You will never be short of some company, providing you have the Euro. The drugs are there if you want a solo experience, and the atmosphere is thick with anticipation. Something always happens in the Red Light, there's always some action.

I had to find mine.  
I made my way to the pavement and strided towards the canal bridge. On my right I was passing a multitude of sex shops, with men and women, exotics and cyborgs offering for sale the use of their bodies for a brief moment of pleasure (or pain).  
A man dressed in what looked like battle pants, combat boots and a heavy armour

## 609 - The Interview

The following article has been released with the permission and authorisation of the New League of Nations Council on Defence and the Strategic High Command of the United Nations Colonial Marine Corps.....

Yasmin DeLaCruz.

### A lonley existance or a camera shy comraderie. Life In the Corps - The Interview.

After being granted permission for a most important and unusual insight into the life of the most deadly elite fighting force in the world, I discovered that life in the UNCMC was far from glorious.

A job in the corps is a job for life, and sometimes that's not very long at all. Rather than try to tell you about the kind of person that joins the UNCMC, work it out for yourself.

Here is the butchered version of the transcript, that I was actually finally allowed to publish.

Yas: Thank's for your time gentlemen, I know that you are all operating on a tight schedule...

Hyx: Yeah, thats right Miss Cruz.

Yas: That's DeLaCruz.

Hyx: Yeah, whatever, just get on with it, woman.

Yas: Thank you Lieutenant. Now, if I may continue, You are all in an extremely high risk position. Your job takes you up against the best of any enemy. The genetic warriors, cyber infantry and other elite combat units. Do people like you fear death?

Stevenson: Death? Death is an illusion. It is merely a temporary translocation from one form to another. I look forward to death.

Mercer: Man, I aint goin nowhere I don't wanna go. And no-one's gonna make me go somewhere I don't wanna. Except the LT."

Reeves: "Death. Ha, you can't kill me, I'm a f\*\*kin' machine!"

Swarz: "Man, I've been there a thousand

## Continued from Issue 1

times. It's no big deal. When my numbers up I'll just make sure I take a few of the bastards wiv me."

McKoy: "I say bring it on, lets 'ave it!"

Kaed: "It's a misconception, death is not your enemy. He's not someone to be scared of. To me, death is a friend. He taps you on the shoulder when your time is up. If he hasn't tapped you, it's not your time so there's nothin' to be worried about."

Rest: "Yeah, lets 'ave it."

Yas: "Look, I know that it might be hard for you to imagine but where do you think you might be in five years time?"

Stevenson: "Shakin' hands with the great one, with my combat boot still on."

Hyx: "Major."

Mercer: "Still kickin' arse with 609."

Reeves: "Still runnin' this outfit."

Mercer: Sarcasically "Yeah, right."

McKoy: "Smokin' a charoot, sippin' a pina-colada on a beach somewhere, surrounded with babes."

Gomez: "Keep dreamin, McKoy."

Kroe: "Still runnin' the Net for the Corps, wastin' brains in the matrix."

Shwarz: "Wherever the corps puts me."

Yas: "How do you operate. As a close unit, or spread out as individuals?"

*Censored.....*

Yas: "How many friends have you lost in the unit."

Hyx: "That's a f\*\*kin' stupid question."

*Censored.....*

Yas: "What happens if one of your men goes down in combat, Lt Hyx?"

Hyx: "If he can't make it on his own, he stays and fights for his life. There's no room for passengers in this outfit."

Yas: "It's been said by others that you are too brutal and merciless. You have no compassion or mercy. What do you say to your critics?"

Hyx: "I say, look at the success rate. The job gets done, the mission is the primary cause for concern. Nothing else matters. Human life comes way down on our list of priorities."

Mercer: "Hey I bet it was the fuckin' SEALS that told you that, right?"

Yas: "Well, they are one of your fiercest critics aren't they?"

Reeves: "Let me tell you sometin' about the

Continued on p37

# A Campaign In Crime

Navy Squeals, they're pussys. All of 'em. They hate us because we kick the crap out of em on training exercises all the time."

Yas: "Is it true that you've had a few run-ins with the SEALS?"

*Censored.....*

Yas: "What about the enemy. Don't they deserve some respect and, if captured, mercy?"

Hyx: "The enemy is the enemy. They would just as soon put a bullet in the back of my head as look at me. As for prisoners, well we don't take any and we leave no trace. The enemy deserves nothing but a cold dish of death. Nothing stands between us and victory."

Reeves: "If it does, we just run over it."

McKoy: "If you want compassion, don't send us in. There's no room for that crap in an outfit like this."

Yas: "Don't you think that you make a lot of extra enemies with an attitude like that?"

Mercer: "Believe me, it's a very bad career move to make 609 an enemy. We're extremely bad news and will never stop until the enemy is neutralised."

Hyx: "Friends don't exist. There are only enemies and comrades. My comrades are around me, my enemies are everywhere else. As long as there are enemies to be faught, 609 will continue to destroy. Friends or no friends."

Yas: "To Hyx. Is it true that you are known as the Butcher of Malaguay?"

*Censored.....*

Yas: "How do you feel about a reporter following you on one of your missions? Just think of it, your story told to the masses. Let the public hear your side."

Hyx: "How do I feel about it? Let me tell you what I think about it. I don't need an overweight slag pulling my team down and slowing us up. We never take excess baggage and that includes a suitcase like you. As for the public, f\*\*k 'em all. They just better make sure they don't give us a reason to waste them as well."

Well, there you have it. Not the nicest group of people. But let's face it, they sure aren't paid to be nice.

Yas DelaCruz.

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2021. The near, very dark future.

It's the generation of the Cyberpunk, The Corporate and the low life. All fighting for their lives in the sprawling metropolis. It's a tough future, violence is the law on the streets, the Police are overworked and generally overruled. They're fighting a battle that can't be won, Society itself is now based on the violence it creates, spawning more newgangs, psychos and murderers every day.

The authorities can't cope, and the public know it.

That makes a niche in the market.

Every major city in the Euro-theatre is seeing a major emergence of undercover agencies, the breed financed by individuals without the trust in the police, The bucks needed to pay for a decent job or those who want things done "nice and quiet"

The Private Detective is, in 2021 Europe, a major force in Law detection and in many cases enforcement. In figures recently published by Copwatch, it's reported that 26% of national crimes in 2020 passed through the hands of "P.I.'s".

That's alot of business.

The EEC directive of 2012 removed many of the restrictions placed on the operation of a Detective agency. Most now exist in the following bands:

## Official- Licensed.

Official Private Detection Agency.

These services work in full conjunction with the local police department. They have access to many areas of the police computer mainframe and receive the majority of their business through either the police themselves ( deducted off individual departmental budgets) or the various legal professions.

They hold a commisionary Licence from the Local Government which places the Agency in the V.A.P listing. (The Valid Agency Portfolio)

This contains all licensed undercover operations within EEC jurisdiction.

Official/ Licensed companies are normally larger agencies with the finance and human resources to cope with the high volumes of work coming in from many precincts within

their city.

Basically, being official means that at least one member of the payroll still holds a Police badge. This is common amongst all types of agency as its almost essential to success. With the eventual realisation by the Police that "Dec-Tec's" are a force in criminal investigation (and a more than useful aid to there clear up statistics) it was decided that many Ex-Police would be allowed to retain the badge.

In 2017 the authorities went one further. Detectives were offered the chance to apply for a Full Jurisdiction Licence (F.J.L). This gave the average agent virtually all Police powers including access to scenes of crime, records and arresting authority.

This is however only available to agent's operating from a V.A.P listed company.

Don't bother applying if you're not registered.

## Official- Unlicensed

Although still operating a convenient relationship with the police these agencies are unrecognised by the Local authority.

Normally small or new businesses without the Euro to take the big jobs or to bribe a Government corporate, they remain in an unenviable position. High profile clientele ignore them due to their lack of standing, while clients requiring complete confidentiality are apprehensive due to the close links with the police.

Often these agencies are in the process of applying or on the waiting list for a V.A.P audit and placement.

## Unofficial-Unlicensed.

These are the back street boys ( and that probably means you). Working out of small, dingy offices around the city, they're all searching for the next job. But the good ones don't have to look to hard. There's plenty of punters who want it done" real quiet" and "Rep" grows fast. Not surprisingly a great deal of corporate work passes through their doors, and that always means vital bucks for the up and coming P.I.... But this gang don't always do it for the Euro, they're in it for the Case Cred and the challenge.

# A Campaign In Crime

one if you've got the right men with you. The hardest part's getting contacts who can give you the right leads on cases. Most small time agencies contain at least one full-time fixer to get these leads, as well cheap equipment to keep the "running costs" down. Lots of this kind of agency are set up by a group with a wide range of ability looking to go "respectable". Some achieve this creating and running a successful legitimate company, But often the operation is run dubiously in some backstreet with just about every sort of illegality going on. Depends what way you want to go.

Surprisingly if you've got the pin and paperwork you'll find almost complete co-operation from the Police, they're glad of the help. A "legit" detective is far from frowned upon. Indeed after the introduction of the new legislation many of the Police forces' finest detectives have "moved over" and created their own operations, bringing with them their experience and investigative minds. They obviously maintain all their old contacts and ties with the force, gaining a great deal of business working directly on cases sub-contracted from their old divisions. This has created a massive reliance on agencies to share the investigations and now selected houses are actually best qualified to solve certain types of case. The introduction of licensing produced a recognised standard for all detectives throughout the continent bringing at least a new much needed public confidence in the image of the Private Investigator. It's now the case of the P.I being a luxury in the ever growing criminal justice world.

## Campaign in crime.

Creating a Private Detective campaign isn't easy, but it provides an excellent gaming scenario for just about every character class. (Even the Rockerboy, who at times some people seem to struggle to use positively in games). We've found that setting up your own company is a brilliant challenge in the Cyberpunk world, But you've got to have players in your campaign who are capable

of taking each case that comes in from scratch and doing all the necessary investigation to get results. It takes a lot of brainpower to even deduce where to start looking for leads. If you're in a campaign where the characters just pull out their Malorian regardless of situation or consequence then, (1) My sincere commiserations and (2) Completely forget running private detectives. Then again if you're the sort of group who prefer to actively talk their way out of a 21st century equivalent to the O.K Corral then P.I's should present you with a perfect seven hour session.

A successful agency depends on finding the right source of information through interrogation and clue gathering, then having the firepower to approach and bring the sucker in. That means that you've either got to have a large group of character classes with all their individual strengths at hand, or maybe a couple of guys with a broad range of abilities who can handle all aspects of the job. (Check out Sly & Stance).

## Tools of the trade.

*The basic skill package for the Euro-DeTec is as follows:*

1. Authority(Primary)
2. Interrogation
3. Streetwise
4. Human perception
5. Interview
6. Persuasion & Fast talk
7. Awareness/Notice
8. Shadow/track
9. Stealth
0. Handgun/ Smg

## Principal pick-ups.

1. Disguise
2. Expert: Investigative procedures
3. Expert: Criminology
4. Expert: Police procedure
5. Research
6. Library search
7. Intimidate
8. Driving
9. Hide/evade
0. Martial art

Course, you don't have to use 'em..... We're just trying to give ya a bit of advice.

# A Campaign In Crime SLY & STANCE

Sly & Stance.

Private Investigations.

Rm4218, Level 4, The York Tower, London, CC75 4EN.

This is the story of Sly & Stance, one of the most successful Detective agencies operating in Europe and certainly London today. Where they came from, their famous cases and how they got where they are.

John Jack Sly(J.J) first encountered his future partner in London's 2nd Police precinct. Although both only beat cops at the time they were each destined for prestigious careers within the force. After a 18 month partnership on the street Stance(James) accepted promotion to sergeant and was immediately transferred to the notorious Whitechapel district. In the next 8 years both rose through the ranks. Stance to Senior Detective in Whitechapel and Sly to Lieutenant in the U.C.T.U(Unauthorised Cybernetic Termination Unit).

In 2016 Sly was dubiously removed from his post and placed on indefinite suspension following a civilian casualty incident.

After a 7 month appeal programme(where he was constantly defended by Stance)he was finally removed from service.

After the resignation of Stance the Police commission(who could ill afford to lose valued manpower) issued the two with full licences and retention of badge.

Almost certainly, the degree of success achieved by the partnership has a lot to do with their Police backgrounds. Being religiously trained and with over 20 years experience of the criminal mind was a perfect platform to go into business.

The two were also unbelievably well matched. Stance by this time was one of the most respected detectives within the Force, with a record of murder case clear-up unsurpassed in the Capital. Through his career his partner was the stereotypical hard case. Until his demise he actively lead the U.C.T.U where he reduced some of Europe's most dangerous Cyberpsychos to a large mound of smouldering circuitry.

## Case No. 00263, Client - Arasaka Corp. U.K. The true story....

The pair opened up a small office in London's York Tower, the principal home for small companies in the Capital. Knowing their expertise the majority of their early work came directly through Police routes. After almost immediate success they gained reputation throughout the city, and within 12 months were accepting work from many major corporations. At this point they gained National fame. On the 19th July 2018 an official from Arasaka (UK) approached the partnership with a proposal. To reduce security overheads the corporation had spent the last five years researching and producing what was, at the time, the first Fully Genetic Operative. The creation was fully equipped and had been given full intelligence and memory enhancements. Obviously the whole concept

was Top secret. Only a week before the creation had escaped in transit between the Reading and Marble Arch offices. Arasaka believed it to be at large within the cities boundaries and needed it found.....Quick.

Unknown to all parties at the time the Genetic had taken to the idea of becoming London's next famous psychopathic serial killer. The female creation named "Kara" had been an incredible success for the corporation, in fact, far to successful. It had developed an array of skills that eventually surpassed those of the Bio-Engineers who had created her. Unfortunately for all an obvious personality defect had been evident from early in the manufacturing process. On route to Reading for adjustment Kara slaughtered four guards and jumped 25' from the speeding armoured A.V.

She was Armed and dangerous.

After first stopping at the notorious Diamond

**James.E.Stance.**

**Statistics.**

INT. 10 REF. 7 TECH. 5 COOL. 9 MA. 5  
ATTR. 7 LUCK. 5 BODY. 8 EMP. 9/6.

**Physical profile:**

Height: 5'10" Weight: 80 kilos

Hair: Short/Black. Eyes: Blue

Distinguishing Marks: None

Born: Crystal Palace(London) Age: 34

Background: 2001-2003: Juvenile

detention centre(Capital south).

2004-2016: Classified Police Career.

2016-Present: Co-owner, Sly & Stance

Detective Agency.

**Skill profile:**

SPECIAL ABILITY: Authority +9

ATTR: Personal Grooming +4, Wardrobe & style +4.

COOL/WILL: Interrogate +5, Intimidate +2, Streetwise +4.

EMP: Human perception +5, Interview +4, Seduction +2, Persuasion & Fast talk +3.

INT: Awareness/Notice +8, Education +4, Hide/Evade +2, Shadow/Track +5, Stock Market +2, Library Search +3, Expert: Investigative Procedures +6, Criminology +4, Police procedures +8.

REF: Athletics +3, Driving +4, Handgun +7, Rifle +2, Stealth +7.

TECH: Disguise +2, Weaponsmith +2.

**Cybernetic report.**

**NEURAL PROCESSOR.**

Kerezikov booster, Smartlink, Machine link, Interface plugs, Chip socket.

**RIGHT OPTIC.**

Targeting scope, Times Square +.

**LEFT OPTIC.**

Image Enhancement, Dodgeball, Lowlite.

**CYBERAUDIO.**

Amplified Hearing, Homing tracer, Voice Stress analyser, Sound edit.

**CHIP LIST.**

Stress, M.O chip, Photomemory chip, Police recognition.

**OUTFIT.**

1. High Fashion Business Attire.

2. Black Top, Pants, Black Combat Mac.

Grey Trilby, Briefcase, Sternmayer

Type 35 Pistol. Speedholster,

Cellphone, Image wallet, I.D

Badgemaker, Bounty licence,

P.I licence, Lethal permit.

Police badge, Newsviewer.

Cash card, Driver's licence.

security office in Bexley to recruit two experienced Solos, Sly & Stance began a 3 month game of Cat & Mouse with the Genetic. By the time 12 Murder scenes had been visited they finally caught up with her in the Trafalgar Insurance offices in Kensington. They arrived to find portions of the building blazing. Like true Heroes they braved the Inferno against Firefighter advice. They found her waiting in an executive's office on the 24th floor.

She knew they were coming. She'd known they were following her since it all began.

It was time. ....

The two arrived in the smoke filled office to find Kara seated at the head of the table. It was never going to be a violent show down. Stance

knew why she escaped and why she killed.

She had been made a monster but was trying to be one of the humans she resented. Resented the fact that with all her ability and brain she was still different.

The security cameras in the office relayed all the pictures to the authorities and News agencies waiting below. By this time the secrecy of the Genetic had gone. You don't kill 12 people and go unnoticed, even in London. She wasn't gonna walk away from this one.....But she knew that too.

Sly & Stance had both been through tough Police careers, they both knew how to fight and stay alive, but this was something they'd never encountered. They were no match for a perfect

**John Jack Sly.**

**Statistics.**

INT. 8 REF. 10 TECH. 4 COOL. 10  
ATTR. 6 LUCK. 3 MA. 8 BODY. 7

EMP. 9/5.

**Physical profile:**

Height: 5'11" Weight: 78 kilos.

Hair: Mid Lenth/ Blond. Eyes: Green.

Distinguishing Marks: Scar(Right Eye).

Born: Detroit USA. Age: 32.

Background: 2007: Transfer to London.

2007-2009: Standard Police duties.

2009-2016: U.C.T.U commision.

2016-Present: Co-owner, Sly & Stance Detective Agency.

**Skill profile:**

SPECIAL ABILITY: Authority +9.

ATTR: Personal Grooming +3, Wardrobe/ Style +3.

COOL/WILL: Interrogation +2, Streetwise +7.

EMP: Human perception +7, Interview +4, Seduction +4, Social +2, Persuasion & Fast talk +4.

INT: Awareness/Notice +7, Education +3, Hide/Evade +4, Shadow/Track +5, Expert: Law Enforcement, Investigative Procedure.

REF: Athletics +5, Driving +5, Handgun +7, Boxing +7, Rifle +7, Stealth +6.

TECH: Disguise +2, Photo & Film +4, Electronic Security +4.

**Cybernetic report.**

**NEURAL PROCESSOR.**

Interface Plugs, Smartlink, Chipware socket. Sandevisten Boost.

**RIGHT OPTIC.**

Image Enhancement, Lowlite, Targeting Scope, Teleoptic.

**CHIP LIST.**

Stress, Ampidexterous, Boostmaster, Adrenaline/Endorphin surge,

Programming+2.

**ADDITIONAL.**

Replacement Cybernetic Finger.

**OUTFIT.**

Smart Urban Euro-Fash. Black Combat Mac, Colt AMT Pistol,

Fabrica Rifle, Briefcase(Photo Equipment), Image wallet, Mini-cell

phone, Lethal permit, Badge.





## Military Assassin.

With pictures being relayed live to homes throughout Europe, Kara invited The two to sit. From under her jacket she produced an antique Smith and Wesson six shooter.

She opened the cartridge showing the gun tube empty.

Maybe they could have taken her then. Sly was fast with his Colt. But this had become more than a job, it was personal.

The Genetic loaded up the old but completely lethal Weapon with single bullet and put it to her head. She didn't care either way, live or die, empty chamber or full.

The click of the pin against air was barely audible amongst the fire alarms.

The pistol was slid across to Stance. It was then everyone watching knew that only two were going to leave the table.

He could have left it where it lay. Most would have. But he didn't. Thoughts flashed through his mind. Unlike the creation he had a life worth living. He had a wife and a partner who needed him. He looked across to Sly and received a poker expression from his life long ally..... Sly would have picked it up.

Stance put his fingers round the butt of the weapon. He'd always been lucky. Sure he'd taken a few slugs but nothing serious. But he had a fear not possessed by his partner. Death scared him.

He spun the barrel, and brought the gun to his forehead. Slowly he squeezed on the trigger and heard the click.

He was still there.

A shaking hand slide the Model 19 back to it's owner.

Sly motioned for the gun. He'd seen enough to realise when it's time, it's time. He winked at Stance in a way his friend had seen a thousand times before and in one swift movement put

the pistol up and pulled.

It was sweat and not blood that dripped from his forehead.

The Genetic had run out of odds when she picked up the gun. She'd got her hunters in the room and they'd proved it wasn't the money they were running after, it really was her. With a smile she collected the gun and went through the actions quickly.

A loud crack and the chase was over.

The case is still talked about in P.I circles and the rights were sold to W.N.S for a reported five figure sum. But to Sly & Stance this was just one of the many situations when their vocation continues to bring them face to face with death.

They still remain in their small office in the York Tower. Sly & Stance currently employ three full time Solos, A communications engineer, Programmer and four administration staff.

They are available for hire at the above address or through 0800-SLY-STANCE. (Toll Free)

### 2021 Price list.(EB)

Basic hourly charge:	300-00+
Daily charge:	1500-00+
Weekly Investigation:	6000-00+
Monthly(20 day) Investigation:	20k+
Please call for Specific Case charges.	
Expenses will be charged at the rate of 50eb per day.	
Special Operative hire will be charged at the rate of 2500-00eb per case/per level of skill.	

All Non-Governmental and Corporate enquires please contact Elizabeth Williams on the above telephone number.  
Net access via 110- 234-3884.

## Rifa Roller Dr. Gadget Inc.

*Take the stress out of rolling those special smokes with Dr. Gadget's newest design. Simply load the machine and watch as it creates the perfect roll up every time. Essential for those long sessions and compact enough to fit in your pocket.*

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Government required declaration: Dr. Gadget Inc in no way condones or supports the use of either natural or chemical based narcotics

Government Warning: Tobacco can seriously damage your lungs (So get some new ones)

# HABITAT HAVEN

Executive townships, a retreat for the corporate mover by David J. Garvin

Moving up the corporate ladder is not an easy thing to do in the cutthroat world of international business in the 21st century. There's always someone trying to steal your ideas, take the credit or stick the knife in (literally). So where does your highly motivated, slick, resourceful exec go to where he or she can relax and enjoy the spoils of an unscrupulous world.

## EXECUTOWNS

These are the places where you can relax in front of your mock marble fireplace, sip a cool margarita, listening to your favourite mellow tunes and leave your BMW in relative safety outside your fully automated, two bedroom townhouse.

Of course, safety and luxury do not come cheap. But to those who consider themselves to be worthy of a castle of their own, Executowns are perfect.

Following the crime explosion in the early part of the twenty first century, Executowns began to spring up all over the United Kingdom. Advertising "Safety is a thing of the future" and "For a piece of land to yourself with peace of mind", corporations like Bulldog U.K. and Taylor Woodrow saw the need for a secure place where the corporate needy could escape to after the violent and aggressive world of the international city.

Initially designed to supply a weekend haven for the mid to high level corporate mover, the Executowns soon developed into more than just a weekend jaunt resort. The corporations realised that the weekend trips to the Executowns revived and replenished the corporate employees thirst for wealth and power. It was soon decided by Digital Equipment PLC, in an unprecedented move, to build a township exclusively for DEP personnel use. By 2015 it was proven by deep research into the situation by high level management, that due to the pleasant surroundings of the Executowns, management efficiency jumped by 22%. So a management decision was taken to allocate housing in the Executown as a perk to certain corporate movers in an attempt to

increase performance with a long term view. It did not take the other large corporations long to realise the potential of the Executown and the following years saw major corporate investment in real estate jump to an all time high. It is not uncommon for these major Eurocorps to have entire sub companies dedicated to locating and developing huge plots of land in rural parts of Europe, solely for the purpose of population by important employees.

The Executive townships are normally located near major road and rail networks, making them extremely convenient and highly sought after developments. Most have private rail stations and motorway links. The more exclusive Executowns have private airstrips and AV stations.

The larger an Executive Township becomes, the more amenities it will have. For example, the Helmut Kohl Township located just outside Potsdam, has its own fire department, school, sports stadium, integral levrail network, police outfit, multiplex shopping center and private airport.

The Kohl 'ship occupies over 25 square miles and is a feat of modern populating technique and engineering. It is the primary home to almost all of the employees of BMW and has it's own autobhan connection with the BMW plant.

*A profile of Butler-Brook Village, British Telecom's township located in Stoke Row 8miles outside of Reading.*

Butler Brook Village (named after Chairman of the board Gabriel Butler-Brook), was completed in 2016 and took only 2 years to construct. Located in 4 square miles of rural british countryside, it is one of the most pleasant Executive Townships in Europe. It currently has a population of three and a half thousand with all corporate requirements catered for. The main housing caters for the corporate family, with fully furnished and decorated

fully automated, detached townhouses. The Connor Village also includes five major housing units which are allocated to high level, executive management positions.

What can be found in Connor Village?

#### 1. Multiplex Shopping Complex

This is where the corporate housewife/husband comes for the weekly shopping. Most quick moving corporate households have their groceries delivered however. There are those who still take the time to wander around the stores, usually looking for something that little bit different. The shopping mall is a full three floors and consists of such names as Ralph Lauren, Tanaka International, Raven Microcyb, Eurotech, Perceptix, Century Financial, IMS and Datrontech. You will also find a wide range of eateries like McDonalds, KFC, Roy Rogers, Italian Job and also a few higher class joints where the food prices match the lifestyle of the corporate high flyer.

The Mall also comes complete with a 3 screen cinema/theatre with the largest seating 200 people.

On the top floor you will find the transport department of the facility. This controls all supply and logistics for the entire township. All administration is controlled from this building.

The roof is home to the AV and heliport stations. The immediate vicinity is also monitored for all unfriendlies and approaching aircraft from this point. The facilities corporate aircraft all depart from this location.

#### 2. The sports and recreation complex

Ok, it's alright being a Corporate wo/man sitting at a desk making hundred million dollar deals down the vidphone and controlling resources worldwide, but all of that sitting down tends to give you a fat arse! So this is where the exec comes to burn off the pounds gained during those painfully expensive corporate lunches.

A fully equipped gymnasium, sauna, olympic swimming pool, running track, event field, and 12 thousand capacity stadium are all contained within this complex.

#### 3. The Connor College of Education

All levels of education are catered for in this five level building. It teaches all children from four years right up to higher education degree courses. The college has a maximum student base of over 1000.

Among the students found here are top level executives on power management courses. All

of British Telecoms professional courses are ran from this establishment.

#### 4. Grade 4 Apartments

Over 100 quality apartments fully designed by Chester Richards and built by B.T. Homes. The building rises twenty floors and offers comfortable and complete accomodation for the unmarried or middle level executive. No pets allowed.

The building has a stunning view of the surrounding picturesque landscape and the large boating lake to the west.

#### 5. Security checkpoint Alpha

To keep any unwanted guests from infiltrating the facility, B.T. employs a security force of 200 to patrol the perimeter and respond to any distress calls from the interior of the complex.

The guards are fully armed and armoured and are capable of dealing with almost any kind of problematic situation.

Security Checkpoint Apha also houses the facilities quick response fire prevention section. This branch of security presently employs 20 men and women and are equipped with the latest fire fighting equipment including modified SAAB GSG fire control units.

In addition to the ground based security measures there are five air patrol AV gunships. At any time during the day there will be at least three units on active patrol while the remaining two are stationed on the roof of the checkpoint on standby.

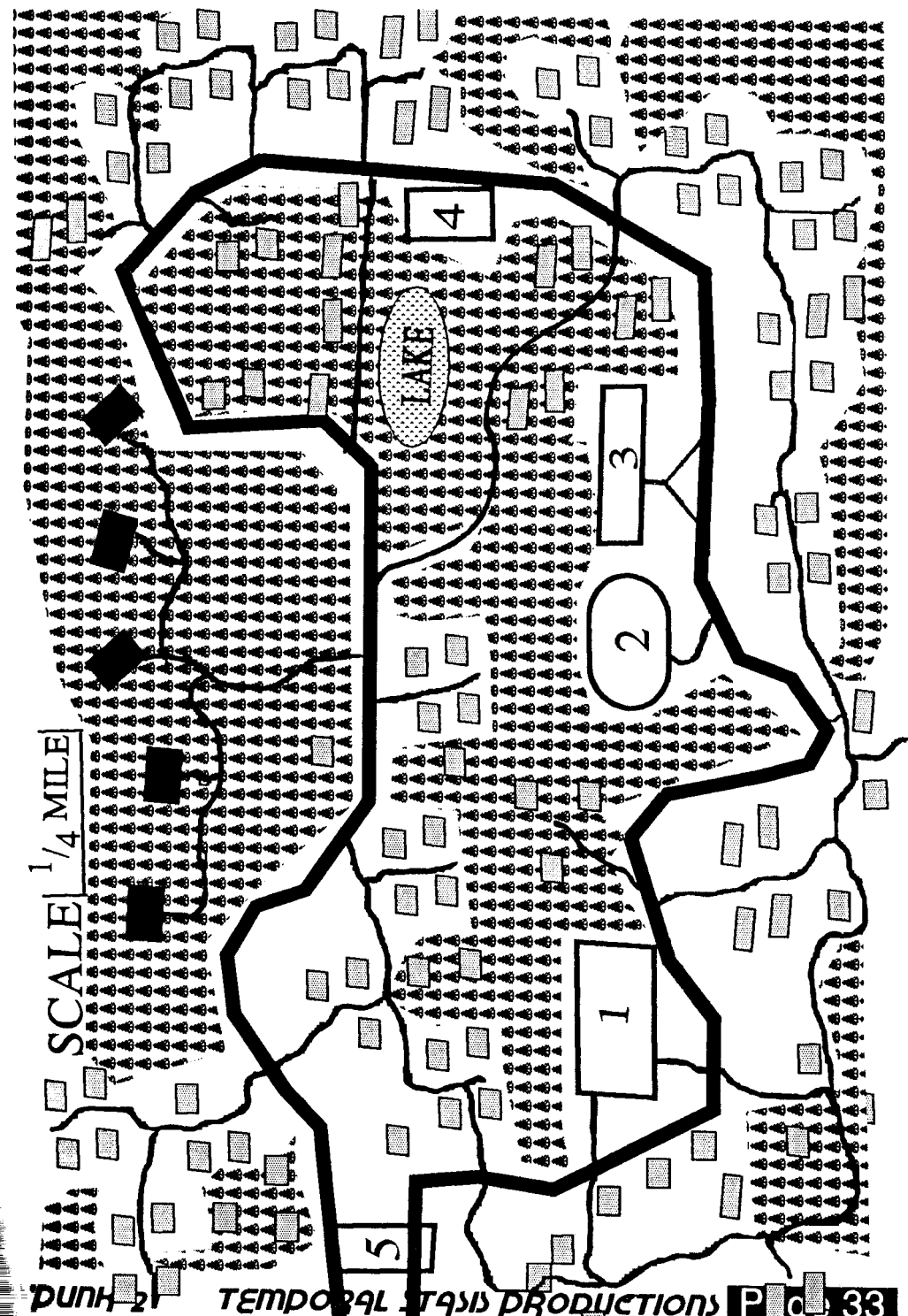
The perimeter of the establishment is fully wired and mined (so as to prevent and deter any extraction attempts) and the B.T. guards are renowned for their particularly ruthless nature.

Entrance to and exit from the complex is through the checkpoint only. Anyone wishing to enter or exit must produce their corporate identity pass and complete a full retina scan before passing.

In addition to the in house security, the Connor Township has it's own private motorway junction and direct links to the regional policing agencies.

*Connor Village is just one example of an executive township, we would be interested to know if any of you had already incorporated this concept into your campaign. If so, could you send us some details so that we could expand the idea to other cities in the Euro-theatre.*

**Did you find this article useful?  
Why not tell us what you think,  
send us the questionnaire on p55.**



# AIRPORT SECURITY

By David Garvin

Player: "O.k., I'll get the Air France flight to Frankfurt and meet the Larry in the arrivals lounge."

G.M: "Yeah, thats fine. Right, you can see the departure gate. It's down the corridor on the right hand side."

PL: "I'll take the walkway to the gate and bowl in (with the true style that a Euro-Solo would)."

G.M: "Hang on a second. There's got to be a security check. You can't just walk on to a plane with your Malorian strapped under your shoulder."

PL: "Why not? It's concealable under my jacket AND it's made of a high strength plastic, so it's not goin' to show up on any metal detector. Any way, Rich did it the other day from NYC to London."

G.M: "I don't give a fuck what you did when Gary was G.Ming. I'm telling you - you can't do it in my session."

Familiar problem ?

Well just in case it is, this is where you can find the do's and don'ts of traveling by air. Don't take a chance on letting a fully borged cyber-psycho onto a jet that's going to be at 30,000 feet in half an hour. Incorporate this into your campaign and lose the arguments.

Firstly, lets lay down some ground rules and some obvious no-no's.

If we take today's air travel, you would be lucky to get on a plane with a pen-knife key fob, let alone a 14mm semi-automatic pistol that could drop a proverbial rhino at 20 paces!

You will almost certainly find the Arasaka "Scanway" scanner gates in all departure lounges throughout the world. Most major airlines have installed the delux version as well. The details for the "Scanway" can be found on p23 of *Chromebook 2* from R. Talsorian. If you haven't got a copy, then you'd better invest. You will find that this device will detect virtually all weapons, cybernetics, chemicals and explosives. This should take care of the weapons and ancillaries.

But, what do you do once the old cyber weapons have been detected. You can't just say "I'm sorry sir, but you will have to have your legs removed before you can enter the

plane." That just aint happening. Also, what about the built-ins and the bioweapons?

Well, here's the clever part. Thanks to revolutionary micronetics from the premier scientists in Britain, in answer to the most secure airport - Heathrow - security requests, came the development of the "Idle" chip.

Although it does not completely disable the cybernetics of the victim...errr, passenger, it sets the enhancements into idle mode. The passenger will then find that only 1/3 movement is permitted as the servos and motors are all set on a delay routine that increases the neuro response time (N.C.T.R. - See issue 1 PUNK).

So, it is always easy to spot someone who has cyberlegs at an airport. They are walking like they've got lead boots on.

Of course the better airlines provide transport to and from the aircraft seat.

The "Idle" chip is not a permanent device. It is set on a timed self short circuit fuse that renders it useless and thus restoring full movement to the passenger. The "Idle" chip is usually set to self destruct 60 minutes after the aircraft reaches it's destination. (Thus allowing for detours and delays).

Most airports provide "Wind-up" rooms, which are in effect bars or restaurants with high prices and waiter service. But what would you rather do, pay extortinate bar tabs or take your chances on the streets of Dresden in "Sloath" mode.

The "Idle" chip also disengages all hostile options included in the cybernetics. The chip overrides all commands to the cybernetics processor and deactivates them when they are attempted to be used. This is also true of all implants and bio weapons. Clever huh.

In addition to all of this, airlines are connected globally through the Net to all policing organisations. Hence anyone with a felony against there name will not be permitted to even purchase an international air ticket. Shame.

So, where does the fully borged up criminal go to when he wants to split the country?

Try the Aquatic Nomads. They will ship you anytime, anywhere.....For a price.

(For info on Aqua-Mads, see next issue!)

# COMBAT SOCCER

## Team Profile

Team report: Moscow Red Blood

Founded: 2016 Founder: Uri Copolov

Stadium: The Stalin Bowl, Moscow.

Sponsor: The Baltic Beverage Co.

Average attendance: 86,400

Current captain: Boris Vetsky

Record: 2017-Promoted World-sat

premier. 2018-Phillips open winners.

2020-Crome award(highest fatalities dealt).

Highest League position: 3rd, 2019 season.

One of the strongest, most consistent teams currently performing in the premier league, Moscow fully expect this season to be their most successful ever. Having originated from the very streets of Moscow, their history is a dubious one. Until 2016 the "Red blood" were the most feared booster gang in the notorious North district of the city. With the beginning of an organised World league, the team turned professional(with the financial backing of crime lord Uri Copolov) and have gone from strength to strength. Indeed they still contain two ex- gang members from the original side.

Many experts attribute their success to the fact that they've never forgotten the fundamental merciless streak required for survival in street turf battles.

## Player Profile.

Boris "Skull" Vetsky

Position: Central block Team: Moscow

Cybernetic enhancements: Speeding bullets, N. processor, LD520-501 cyberarm(right)

Age: 27 Seasonal Earnings: \$25,000,000

Career Record: Fatalities-24, Goals-12.

Previous Clubs: None.

The principle reason for the continued form of the Moscow unit is Boris Vetsky.

Vetsky allegedly controlled the Moscow gang before it's international success and still plays as if it's his very pride is is being threatened.

His career fatality record is unsurpassed (with 24) and is possibly the most feared player in the league today.

His most famous achievement remains the Phillips final of 2018, when in a thrilling game he terminated the legendary Toronto

Written with the authority of World-Sat News Network.

By T. E. Humphries

forward Jake wheeler to secure the match.

## Behind the scenes....

A look at the combat soccer world in your campaign.

Combat soccer is a massive part of Europe's leisure industry. It's a multi-billion dollar effort and is followed fanatically by both streetskum and corporates alike(similar to soccer today). We're not entirely suggesting that you put some pads on your character and throw him in the arena( although its feasible) and we're not saying base a campaign on it but it definately provides good day jobs for the majority of classes.

The point we're trying to make is that it should touch your campaign in some way.

For example:

1. All top teams operate similar security to corporations. All have to resist Inter-club extractions and assassination attempts. All the players, staff and referees require personal bodyguards. That's where ya Solo comes in.
2. The league demands vast Media coverage. Not only to cover the matches but to uncover the dealings of directors, get scoops on players and trace some of the illegal bucks going in and out of the clubs. Its big business for any European press agency.
3. Techies are needed to maintain the array of cyberware used by the players during the season.
4. All teams permanently have a unit of Med-techies on standby for every game.
5. Performance enhancing drugs(although illegal) are taken by a large number of stars. The club constantly needs a Fixer to get them.
6. Also, The club has a Corporate structure from board level down to manager.
7. All games are allocated at least 700 Police officers and riots happen..... You see, If you live or work in a major European city it's gonna affect you in some way or another.

**THE WORLD-SAT LEAGUE.  
PREMIER DIVISION.**

**Results.**

Retirements in brackets()

DRESDEN 5(1); NEW YORK 3(3).  
LONDON 4(0); MADRID 0(0).  
BERLIN 6(0); SEATTLE 3(3).  
MOSCOW 5(1); GOTHENBURG 0(2).  
TORONTO 1(1); MILAN 1(1).  
LOS ANGELES 2(4); NAIROBI 1(0).  
PARIS 0(2); NIGHT CITY 4(1).  
WASHINGTON 1(3); AUCKLAND 1(1).

**THE WORLD-SAT LEAGUE.  
PREMIER DIVISION.  
Current League Table.**

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N.C DEATHDEALERS.....	27
L.A. ENERGY.....	22
NAIROBI ZULUS.....	20
WASHINGTON WASTE.....	18
AUCKLAND IRON.....	18
GOTHENBURG GRIP.....	12
SEATTLE STRESS.....	9
MADRID MAULERS.....	6

**UPDATE.**

BY KARL TEMPLETON.

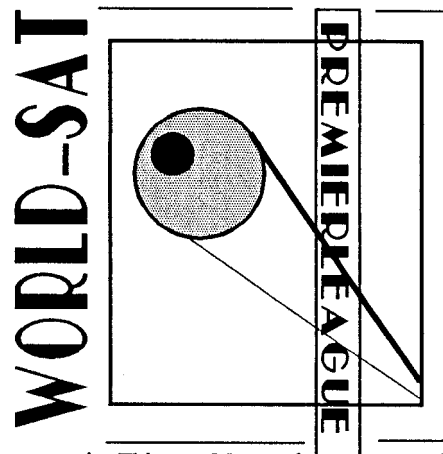
With four weeks remaining in the season, it appears Dresden have finally shaken off the challenge of New York. In a hard fought battle it was the German defence that took charge, dismissing the constant threat of New York's M.V.P. Craig Thorn by despatching him to the dressing room after 36 minutes. With the loss off their star New York visibly faded and the result from that point was never in doubt.

In the other games this fortnight, London predictably overcame lacklustre Madrid and it now seems that the Spanish team are

destined for the Conference division next season.

Berlin destroyed Seattle and it appears settled their fate also. Jacob Kuntz scored twice in a convincing win which now places Berlin in a realistic position to mount a charge for the title. Their next game's in Moscow so that really looks the crunch game of their season.

Moscow look ready for their German visitors after running all over Gothenburg. In a one sided contest Victor Litzsky scored his 22nd of the campaign and Vetsky held a solid back line



once again. This was Moscow's seventh consecutive victory.

Night city again showed their promise for next season with a good win in Paris. Currently in a lull after their title wins in '17 and '19, The recent addition of Jose Barbosa from Madrid should enable the U.S team to reproduce it's old glories.

In other matches, Washington failed to "waste" the mediocre Auckland side, finishing 1-1, Toronto fought out an expensive draw with Milan(losing John Allen in the process) and Los Angeles overcame an understrength Nairobi Zulus with Frank Dow adding to his Body count.

*Don't miss...*

**World-Sat Update At Eight**  
With  
**Dan Gamble**  
Only on.....Channel 4 2215



Continued from page twenty two.....

jacket was stood observing a woman through the safety barrier of the bullet proof toughened glass. She was dancing, naked in a provocative and strangely enchanting way. Almost like a sprite, inviting the prey into her seedy den for a near fatal experience. The man was transfixed and appeared to be swaying in some hypnotic state induced by the prostitute and the pulsating red neon that bordered the window.

The neon.

It was all around, like an attempt to reconstruct the intensity of daylight, almost every shopfront was decorated in some way or another with burning neon and dancing holographic images. It was like standing in an arena, with the focal point being the street and the pedestrian, the potential client. Wherever I looked, I could see written in either pink, blue or red neon, the words sex or coffee shop. A true example of a demented experiment in darwinism, with a complete array of social malfunctions all around. Has society advanced, or deteriorated? It was a question that nagged at the back of an inquisitive mind.

The atmosphere invites you in to sample what it has to offer, it captivates you with what, in the twentieth century, would have been considered taboo concepts. Drugs, sex and social madness are all rife in today's 'dam. Nothing is sacred. Nothing is held back. Everything just.....flows. Like a fluvial continuum of a rapidly overflowing subculture, backlashing against an empty void of normality.

On every street corner, different sub entities of a complex and intriguing sub-culture. The sub-culture that is the Cyberpunk. The groups of men, women and exotics, all adorned with their respective colours and motifs. The 'Neo-Nazis', 'Black Plague', 'The Damned' and the 'Red Lights' are just a few. Most of these gangs would not think twice about cutting your throat, if you cross them. This can be found on almost any street corner in a mainstream Euro-city.

My main reason for the visit to Walletjes, was to experience the individuality of it. Amsterdam is a city on the edge of self destruction and with no self pity or remorse

for its historical significance in the Euro-theatre.

It can be seen just from scratching the surface that Amsterdam is a picture of transgression. It's a place for the non-conformist, a haven for the true 'punk to express him/herself without fear of redress.

The coffee shops that line Oudezijds Achterbugval are littered with a complete assortment of a cross section of society. They are smoke filled and the flavour of the joints is mellow. The people are generally relaxed in the cafes and will usually entertain you with unexpected tales. If you are out to make contacts, these are the places to visit, they can however be wary of strangers. If you have something to give them, they will gladly greet you with a certain degree of warmth. I'm not just talking in terms of Euro, 'dam's a place to learn, and to teach.

There is an aroma in the Red Light, it exudes from the cafes and spills onto the street, flooding your nasal filters with a mixture of coffee beans and hash. It is a memory that will stay with you until you finally buy it on some lonely street, with an empty piece by your side and the familiar smell of a coffee shop on Oudezijds Achterbugval, breezing through your sub-consciousness and the recollection of.....

A Red Light at night.

For details of the Liedsplein, Red Light, gangs, coffee shops and other places to visit, see the feature on Amsterdam commencing on page 5.

A sample of the drugs available in 'dam can be found on page 48.

Keep an eye out in future issues of 'PUNK '21 for additions to your Amsterdam. If anyone out there has something to offer a future 'dam, write to us, or send us your ideas. We do listen ya know.

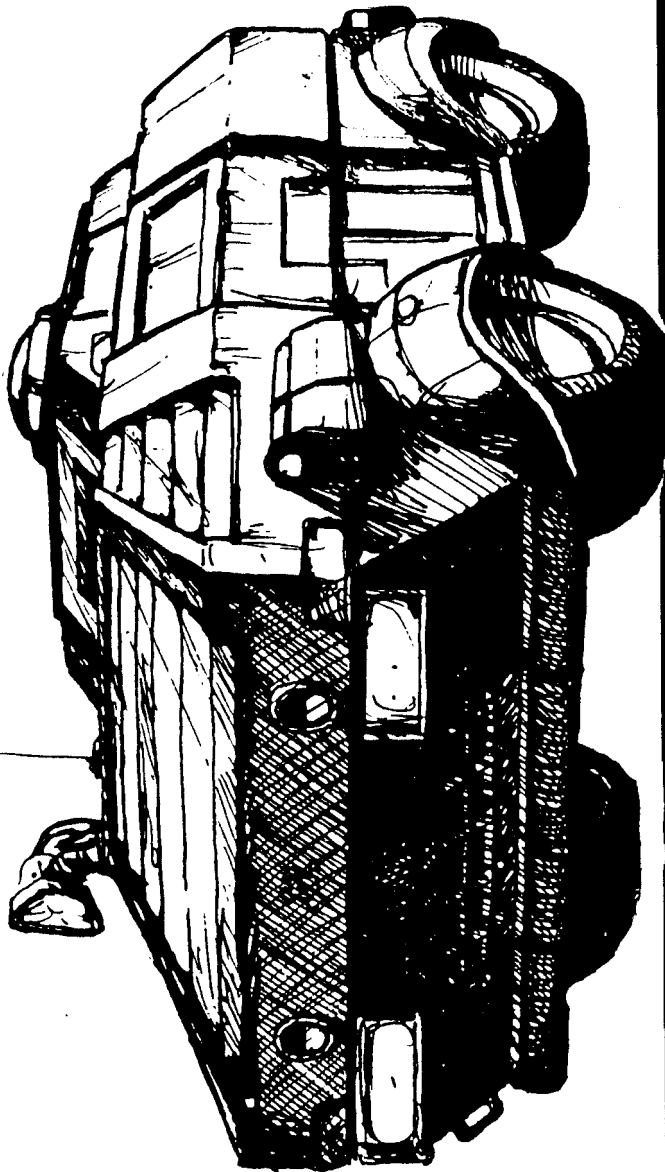
Or, if you think that you can give a good insight into any other Euro city, contact us.

# Testdrive

The SAAB/Scania GSG "Stomper"

Maneuver speed 35mph  
Accel/Deccel 9mph/phase  
Top Speed 145  
Fuel efficiency 41mpg @ 56mph  
Fuel capacity 60 gal  
Passengers 8 (including driver)  
Maneuverability +1  
SDP 80  
SP 35  
COST 46000.00eb

Actual test driven vehicle shown.  
As recovered, courtesy of Scotland Yard



# Testdrive

The Saab/Scania GSG "Stomper"

What can we say about this spectacular piece of Swedish engineering, other than - brilliant.

A full six tons of powerful off road, angry machinery. SAAB have again broken new ground with the GSG. Using tried and tested power injectors and twin turbo design specification, SAAB have done it again, surging into the traditional market of companies like Toyo-Chrysler, Ford-Mazda and Land Rover. Unlike these companies, SAAB have looked at the needs of the modern urban family, putting safety first and on an equal parallel with durability. Driving through the urban jungle is not what it used to be.

When I was given the GSG to test drive, it was provisionally loaned to me for a period of two weeks. So, like any decent reporter would have done, I dived into my research. What was the best place to test, I mean REALLY test the SAAB? What better place than a little jaunt through the sprawling metropolis of London town. Having lived there for most of my adult life, it was pretty damn nostalgic returning to the place where I was first mugged and rolled. Quite an experience. Ha, thought I, try and get at me now you bastards, I'll squash ya. The first thing that struck me about the GSG was its awe inspiring design. It is in the true sense of the word - "Built like a tank!"

It's movement however is far from that of a tank. In a street test - illegally I might add - from the lights on the famous A4-Great West Road, the GSG exploded from 0-60 mph in under 9 seconds!. Quite a feat for a ground vehicle that is marginally lighter than an AV7 personal aerodyne.

After the twin polycarbon turbos surged me away from the lights (without any tyre rubber, due to the advanced traction control), a real sense of power entered my body. Here I was travelling in excess of 90 mph, in a monster that could flatten a punknaught. "Alright", I thought. It moves like a sports sedan but what does it handle like. If any of you are aware of the A4 (the section between the "Peggy Bedford junction and Gillete Corner), you will know that the dual carriageway is divided by a crash barrier and is lined on one side with trees and bushes. Lets test it, I smiled to myself.

I yanked the wheel to the right and careered into the barrier. Sorry, I careered THROUGH the barrier and hurtled towards the small group of bushes and medium sized oak tree. The carnage that followed was enough to make any Green Party hater proud. Tree splinters and shrubbery werethrown into the air with great force as the GSG smashed into the foliage with turbo charged speed.

Well, it certainly recovered well and you can't say that I didn't test the bastard. The energised, memory plastic rhino bars certainly stood up to the punishment as the SAAB bounced back onto the tarmac and into the oncoming traffic.

After some violent swerving and brutal handling that I was only capable of compliments of my adrenalim booster, I returned to the correct side of the road. F\*\*\*ing British, the only country in Europe to still drive on the wrong side on the road. After completing the durability test and being advised by the onboard computer that all systems were functional, I accelerated through the red light and let every other bastard avoid me. I continued my journey into London satisfied with theGSG's performance.

I opted for the "hands on" driving. However, the standard GSG comes complete with the optional capability for neural link up.

It took the cops over an hour and 21 miles to apprehend me as I thundered around the streets of London in my newly discovered steed. Congratulations SAAB, as you know, I've put my order in already. Have it ready for me, I should be out of the Isle of Man prison colony in around 11 months.

The GSG comes complete with the following extras...

- Cruise control
- Electric windows
- Toughened glass (SP 20)
- Air conditioning
- ABS

- Power steering
- 4 wheel drive, 4 Wheel steering

In addition, the following are available...

- Vat grown leather upholstery (extra 2000eb)
- Cybernetic controls (extra 4000eb)

# ALTERNATIVES

## FIREFIGHTERS IN 2021

The 21st century fire service bears little resemblance to its 20th century counterpart. Due to the rise in violence within society the individual firefighting squads have become more like crack military units than public servants.

Public servants did I say? Well the majority of precincts are still under local government control although several are now privately owned and financed by large corporation cartells(to obviously preserve their own properties)and a few by pioneering insurance companies(Lifeline Inc. to name one) who now offer protection as well as indemnity.

The population density in major European cities requires lightning response units to avoid potential large scale life loss.This most now have with the introduction in 2015 of a new structure in the force which created 4 squads in every precinct and a very regimental atmosphere.

The average squad contains 8 highly trained, motivated and superbly equipped personnel consisting:

- Communications Engineer
- Specialist Medic
- Demolitions/explosive Expert
- A.V Pilot(Grade 2 min)
- 2 "Quenchers"
- 2 Security personnel

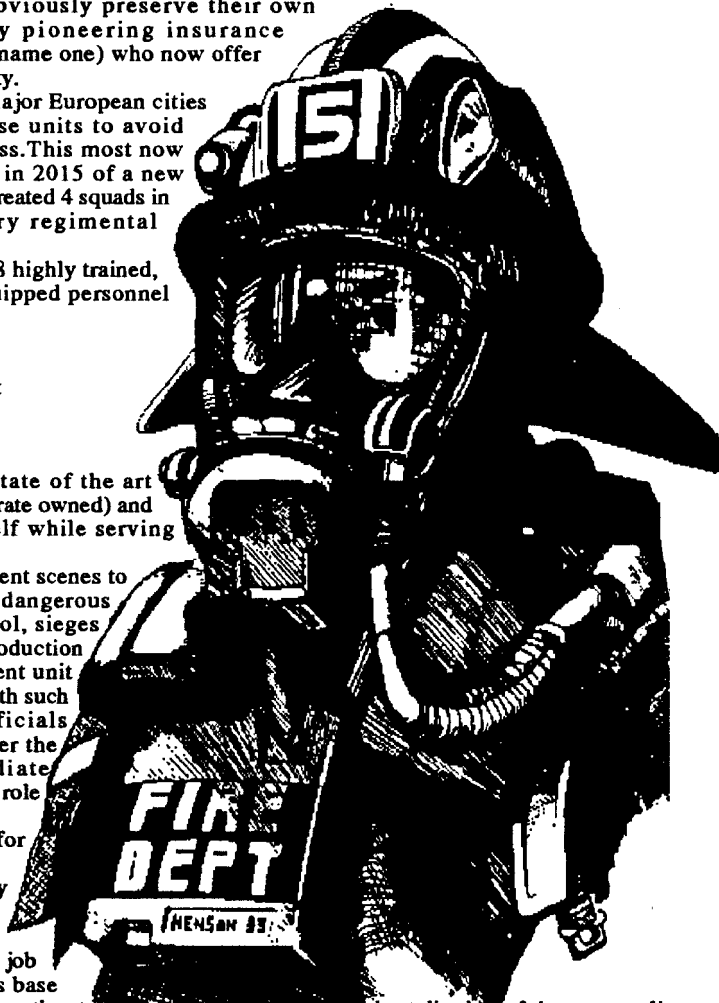
This team is armed with state of the art firepower(especially if corporate owned) and is fully able to protect itself while serving others.

Units are often called to violent scenes to assist the police in certain dangerous circumstances(crowd control, sieges etc...) and even with the introduction of the full cyborg replacement unit into chosen squads to deal with such high risk tasks. Many officials within the force still consider the human touch(and immediate flexibility) to be an essential role in the profession.

The Flesh firefighters' here for a good few years to come.

The high wages attract many to the firefighters' post, but in truth few would appreciate or could actually perform the job function. When a unit leaves base

on call it is effectively alone on the streets.Along, often in the roughest districts of the metropolis amongst the worst characters in the city.To achieve success each unit has to be completely self sufficient. Needless to say the comrardary within each group is invariably very strong, most would lay their lives on the line for each other. Unfortunately hundreds a year actually do.



# ALTERNATIVES

## AGENT INTERPOL

What drives a man to pursue one of the most dangerous people in Europe? It sure aint the pay or the lifestyle. It's not the power and it's not the recognition. It takes a certain type of person to undertake the most dangerous job in Europe. Life as an Interpol Agent is however -rewarding.

There is no such thing as a typical agent. The very nature of the job requires them to be extremely flexible and adaptable. Afterall, no two criminals are the same. Chasing someone like Arnold Rose is going to be a far cry from tackling someone like Inferno.

In order to capture a criminal on the Interpol records, an agent might be required to infiltrate a gang that the criminal has entrusted to his pet crimes, or maybe go deep undercover as an Aquatic Nomad and enter the sinister, sleezy world of piracy. He may have to commit a crime so that he may solve one.

It goes without saying that in order to become an Interpol agent, a character must possess the necessary fundamental attributes. Interpol do not just let any old eight foot psycho run around with a Euro badge. A potential agent will need dexterity of the mind as well as the gun arm.

For those that are provisionally accepted into the two year training program, the life at the Geneva Central European Intelligence Training Center is not an easy one. The casualty rate is higher than that of the Infamous Euro-Solo schools which are dotted around the Euro-theatre.

From an inital intake of 500 agent cadets, usually in the summer, only 50 of them will be accepted to complete the final years training programme.

The first year is known amongst the camps stationed officers, as "Hell year". Having sat the entire programme myself, I can assure you that this is an understatement.

However, if you can survive the years torment, the final year should not prove to be a serious problem.

Interpol agents are not all necessarily of the Cop Role but they do all possess a natural Authority upon gaining their status as a full field operative.

Unlike the Authority of an ordinary, domestic

cop, the Authority of an Interpol agent stretches across the continent and his power of arrest and detention follows him. Under the International Treaty of Crime Prevention and Extradition, the Interpol agent can legally apprehend a suspect anywhere in the world, providing the arresting officer has aquired the necessary extradition order and arrest warrant. Both of these are obtained by a section head within Interpols ranks. One of the most serious changes to Interpol in the last 20 years is its operating procedures. Gone are the days when criminals could hide in the heavenly corners of Europe, without fear of deportation. Since the explosion of crime to emourmous proportions in the early twenty first century, Interpol agents have busted into the Costa -Del - Crime resorts and dragged the unsuspecting criminals back to face the charges in front of the European Court of Justice - Bench of Extradition and Ajudication.

Thus, with the newly instated power of the European policing agency, Interpol broke new ground with arrests of major crime bosses along with thier complex networks of distribution and extortion, throughout the continent.

So naturally, if you operate an Interpol agent in your campaign, he is likely to be very powerful. It may sound like an easy way of obtaining an influential, superior character at the commencement of a game, just by rolling decent stat scores. NOT TRUE.

If it was that simple, you'd have hundreds of Interpol agents in your campaign, running around ordering a countries police force to assist him in his pursuit.

Interpol may have a two year training programme but, in order to be eligible to enter the training, an Interpol candidate must already have an Authority of at least 8. There. Not so easy, is it? For those Cop campaigns that have reached their summits, or for a little extra spice in your game, Agent Interpol should provide your game with that natural progression from walking the streets on a native beat, to shooting around Europe in your AV involved in an international conspiracy. A super cooled character for a hot job!

As you can probably work out for yourselves, Interpol agents were devised for use in your campaigns as a PROGRESSION

from high level Cop. No, you can't just roll up an Interpol agent. What's the point of generating a "super" character. It deducts from the atmosphere of the game. We feel that one of the major flaws of the game is the ability to progress. Maybe this very important feature was overlooked by Talsorian when creating the rulebook. So, in answer to our readers requests, we have come up with an alternative progression for your cop classes.

It must be borne in mind that these guys are not desk jockeys. They really get their feet wet and put their lives on the line for truth, justice and the European way (oh really!). Not a job for the player not prepared to put his rep. where his mouth is. Although the pay is not a great deal higher than the Cop payscale in the rules, an Interpol agent has access to a vast array of resources. New weapons, the latest in street tech, vehicle hardware and manpower are all available to the Interpol agent. At the G.M.'s discretion of course.

So, how do you become an agent?

Well, as already stated, a character must have at least :-

Authority of 8; Intelligence of 8; Reflex(natural) of 7; Cool(natural) of 7; Law Enforcement of 4; Interview 3; Interrogation 4; Disguise 4; Awareness/Notice 4; Handgun 5; Library Search 3; Martial Art 3; Human Perception 5; Shadow/Track. 4.

Only if a character has the above skill and stats will he/she be eligible for entrance into the Geneva Central Intelligence Centre, the hub of the European criminal intelligence training establishments.

Getting in is the easy part. It's the staying there that most find impossible.

The G.C.I.C Initial Admission Test.

A character must complete an aptitude test which consists of:-

- a) An awareness check against 15
- b) A Law enforcement check against 12

Once this has been achieved you can, for arguments sake, consider the character to be accepted for inclusion in the training programme.

The hardest hurdle to overcome is the fourteen week continuous training and assessment period.

In order to pass the course, the agent candidates

must complete and successfully make ALL of the skill checks detailed below.

Interpol Officer Candidate Training Programme.

1. An intense physical training course, designed to improve physical prowess and stamina.
2. Advanced interrogation techniques, designed to further a cadets potential information retrieval.
3. Continual assessment and application of the study of the human psyche. Leading to a solid understanding of motivations, traits and values, including non-verbal communication and para language.
4. An Awareness improvement programme to ensure that the candidate is capable of noticing and registering minor details and applying his training in any given situation.
5. A European professional legal application training course. Intended to assess a candidates procedural knowledge and to ensure that a candidate is well versed in European law enforcement.
6. A firearms improvement course. This will aid the candidate in furthering his ability with a lethal weapon.
7. The GCIC Alternate Persona Revision and Advancement Course. This will improve the candidates ability to assume and perform alternate identities with a great deal of professionalism.
8. A tracking/tracing course which will give the candidate the advanced knowledge of pursuing a suspect based on physical trace evidence.

The European Central Intelligence Test for all potential Interpol Agents.

- 1) An Endurance check of 13
- 2) An Interrogation Check of 21
- 3) A Human Perception Check of 18
- 4) An Awareness check of 20
- 5) A Law enforcement check of 15
- 6) A Handgun check of 19
- 7) A Disguise check of 15
- 8) A Shadow/Track check of 19

Note: A candidate will be permitted to re-test only once for the entire programme.

**nb. above figures can be modified to suit your campaign, these are just suggestions.**

Should a candidate be successful, the rewards are :-

An additional 2000eb to the basic wage. A further 2 points to the characters Authority. An additional one point added to Awareness, Interrogation, Disuise, Shadow/Track, Law enforcement and Human Perception.

# PINEAPPLES

## A BOUNTY HUNTERS TALE

"Voice scan identity." The elevator spoke with a convincing womans voice.

The building security was good, thought Joe, but that was why he was paying 2000 Eurobucks a month. He consoled himself.

"Hans Kliber, level eight." The voice spoke again, "Hans Kliber....scan complete, level eight." The elevator took off, thrusting him skyward.

"Level eight." announced the voice, a few seconds later.

The doors parted gracefully. Joe stepped out. He was welcomed by the silence of level eight. He was the only occupant of this level. That was the way he liked it. He removed the card identification from his inside pocket and ran it through the swipe.

"Please enter identification code." It was the same polite but unusually seductive voice.

Hans tapped a six digit code out on the glowing keypad. The steel door in front of him slid open and He entered.

"Lights, dim" was the command.

The lights obeyed.

The loft was sparsely decorated. This did not however detract from the fact that it was extremely classy. The decor was mainly white. The bare brick walls, the stairs leading to the bedroom, even the leather suite. "Messages." Kliber again commanded the invisible servant.

A section of the far wall came alive. An eight foot high face appeared. Dark tan, slightly overweight and a moustache, the middle aged apparition began to speak.

"Good job Kliber, another chip brain, electrode head, cyberphysco off the street. The amount of six thousand five hundred Dollars has been credited to your account, plus a bonus for a clean kill...."

When Lawson said "clean" he meant that no other civ's got flatlined in the process.

"...you know the drill, report to the stationhouse tomorrow, we got a hot one for ya! Later." The image faded until the eight foot square LCD screen was an empty blankness.

"No more messages." Added the servant.

Hans removed his long-coat and threw it to the floor, it had been a long day and he was in no mood to be tidy. He collapsed on the leather sofa, feet hanging over the edge and his head perched on the arm.

He drifted, slowly, slowly, into a sea of tranquility, his cares and pains acting like a cushion against the tempting ecstasy of deep sleep. The last time Hans had slept well was before the peruvian crisis, before his time in the Navy. Before his training as an assassin with the S.E.A.L.'S.

Reality began to mix with the twilight zone as Kliber remembered. Remembered the things that had made him what he had become. The things that he had seen through his artificial optic implants, the parts of his body that had to be replaced after heavy combat, the feelings that had been torn out and could never be replaced.

He was a veteran of no less than eighteen campaigns around the world, and still only twenty three years old.

"Pineapples", was his callsign. He was a fan of old comic novels, ABC Warriors to be precise, it was amusing to him. Everyone needs a release from the real world now and then, even Kliber. Some achieved this release through the braindance, Kliber preferred to read, an unusual and oldfashioned pastime.

It was 0430, Pineapples awoke. Something was digging into his ribs, it was enough to wake him. He sat upright and swang his head in an arc, a sharp pain stabbed at the back of his neck and followed through to his optic nerves. Never a good idea, he reminded himself, couches were for sitting on. He removed the pistol from his shoulder holster, flicked a switch and caught the ammunition clip as it ejected from the but. He reached down to his lamp coat and searched for a plastic box. He found it. After putting the box on the table in front of him he opened it and removed one round, armour piercing. He collected the clip

"It's a tough job, but....."

# PINEAPPLES

## A BOUNTY HUNTERS TALE

in his steel hand and loaded the round with his flesh, he liked the feel of bullets. You can never be too sure in the city, one round might be all that stands between you and a suped up, spaced out, cyber-trash on speed. He always carried a full clip in his gun and two spare in his coat. Just in case.

He inspected his gun. Gasbremzer 1540se, a serious weapon, strictly for the professional. Laser sighted. A tiny microphone was detectable on the small box of "tricks" below the barrel. This was definitely a "smart weapon". Rigged directly into his scope and audio system so that he could literally talk to the gun. At this precise moment it was displaying "Unarmed.Unloaded" in the bottom right display window.

Every weapon he possessed was a custom model. Anything to gain an edge on his next victim. Surprise was a vital element in today's society.

He slotted the clip back into the but with a click and placed the gun on the table. He rose slowly and stepped over the coat on his way to the staircase up. It was the only raised section in the loft and it was totally open plan. He climbed the steps, twenty six, he should know, he built them. After removing the holster and his armour jacket he pulled off his shirt. He examined the small bruise that had appeared below his armpit. He had a strong and fit physique but the scars of battle were cut upon him, in the field the advanced surgery of the high street superhealers was not available, he had even had to sow himself up once or twice. His cyber arm was joined at the shoulder, motors engaged and disengaged as he moved and flexed, the whirring and humming of the chrome limb was comforting, he knew that it was working, any defects would have been heard.

He finally removed his flackpants and rolled onto the bed, trying his damndest to reach slumberland.

Training, exercises, teaching, getting chipped up, working out. They can teach you everything about killing, about how to use the metal, the implants and the combat agents but they can't tell you how to deal with your losses. You see, it's not quite as simple as walking into your local ripperdoc and getting your limb removed and replaced with a more efficient cybernetic replacement. When you have a part of your body removed, it's never the same. It's like a passion, like tatoos, one is never enough. You keep on going and it becomes a compulsion, an addiction. At first you explain it away as being chilled, cool and sophisticated. After a while you have to have something else, something new. Things start to look different, it starts small. Like the way you begin perceiving others, the people around you. Weaknesses, faults and emotional barriers all become more accented and before long your not on the same level. You consider yourself to be on a higher plane, more efficient, faster, stronger and smoother. The metal turns you, it controls you. Before you know it you're boosted, you have two replacement limbs, a decentralised heart, skinweave armour, Kiroshi optics and the world moves slower. The machine inside you grows, it lives because of you, it thirsts for the latest tech and prosthesis available. By this time, you've got into a few scrapes, probably killed a meat head or two and the machine thrives. By this time you've made a few enemies and you can't understand the emotions, the conflict inside you. So, you suppress the emotive side of your humanity, struggling to control the cognitive dissonance within. But before long, you forget this struggle as the metal beneath your skin grows and your processor overflows and buzzes, whining for more, and you like it. By now, you need the chrome, you need an edge, you have to be the fastest, because now it could mean the difference between life and death, and cyborgs don't go to heaven. Cyborgs that cross the line end up in the back of a Max Tac waggon, riddled with DPU's and probably in more than one piece. No- one cries for a cyber psycho.

That's why he had to keep control, maintain a balance, not get sucked into a false sense of security, a sealed fate. A fate sealed by people like him. You can only push the human body so far, there is no such thing as an endless empathising. It was important for Hans to realise this, he had to know his prey, it was his job.

But bounty hunting is more than a job, it's a way of life.

# INTERPOL

►INTERPOL. FILE  
►Connection compressed  
►Police list 10 Classified  
►Access no:9....  
►Open file.....

Authorised personel only.

## INTERPOL PROFILE

Arnold Rose  
Alias: 1)M.I.A 2)Sleepwalker

### Statistics.

INT. 8  
REF. 10  
TECH.8 COOL. 9  
ATTR. 4 LUCK.4  
BODY:11 EMP:10/3  
Physical profile:  
Height: 6' 4"  
Weight: 165 kilos  
Hair: Short/ Black

Eyes: Black  
Distinguishing Marks:  
Scar(left cheekbone)  
Born: Lambeth Town(London) Age:31  
Background: 2008-16: Military,  
2017-18: Corporate Security (IEC uk)  
2019-Present: Unknown.

### Skill profile:

SPECIAL ABILITY: Combat sense +10  
COOL/ WILL: Intimidate+7, Resist  
torture+5, Streetwise+6.  
BMP: Leadership+4, Human  
perception+3.  
ATT: Awareness/notice+8,  
Shadow track+8,  
Wilderness survival+9, Hide/evade+6,

Botany+3, Expert:Guerrilla Techniques:+7.  
REF: Heavy Weapons+8, Rifle+7, Handgun+8,  
Stealth+5, Athletics+6, Brawling+9,  
Motorcycle+5.  
TECH: Cybertech+5, Demolitions+4,  
Weaponsmith+8, First aid+3.

### Cybernetic report.

NEURAL PROCESSOR.  
sandevistan speedware  
Pain editor, Dual smartgun link  
Interface plugs(2 pair), Chipware socket

IMPLANTS:Nasal filters,  
Adrenal booster, Motion  
Detector, Voice  
synthesizer.

OPTICS: Right:  
Colour shift,  
Targeting scope,  
Image  
enhancement,  
Low lite.  
Left: Anti-  
dazzle,  
Dodgeball,  
Colour shift.

CYBERARM(right)  
IMS100C50 Hercules  
(see issue 1)  
Left: Thickened  
Myomar, Slice 'n Dice,  
Winch, 2X2 storage space.

Left hand: Dynalar Vidcam,  
Grenade, Hypo and Lighter.

CHIP LIST(Last known):  
Endorphin/ adrenaline, Stress,  
Ambidexterity, Driving+2,  
Boxing+3, Urban survival.

OUTFIT(last seen):Black  
overalls, Black urban image  
metalgear, IEC staff rucksack,  
Mirrorshades, unrecognised  
20mm cannon.





## M.O.

After 20 months Arnold rose still remains a prime target for Europe's policing agency and Bounty hunters alike. He began his adult life thrown into the second Vietnamese conflict where he was heavily trained in guerrilla warfare and lone tracking techniques. He was found to have exceptional natural talent in the field and quickly rose to the rank of Staff Sergeant. After an eight year spell in the 2nd reconnaissance unit he was transferred to the 4th Infantry Battalion, Where He accepted Honorary discharge after just 6 weeks. Losing his military existence obviously affected him greatly. Always the loner he was immediately placed in a highly populated civilian environment where he took employment with the highly publicised Property protection unit in IEC(uk).

This is where his violent tendencies began to show themselves to his colleagues. During his time with IEC he cold bloodedly killed seven unarmed youths who had scaled the fence of the corporations Manchester headquarters. After several visits to the IEC internal affairs committee he was finally discharged from service in December 2018.

It's believed by many authorities that Rose is continuing his military career in civilian life.

He now indiscriminately selects and tracks individual "victims" throughout the United Kingdom. These have included several politicians, corporate high flyers and a select group of the countries finest freelance solos who were placed on his trail. He obviously "found" them first.

Due to the sightings in various locations it's accepted that he has no permanent base in this country.

Arnold Rose currently commands a bounty of \$90,000.(DOA) His body count at time of writing reads: 18 Dead, 2 Injured.

## Psyche Profile.

Captain Thomas. E. Mortimer (E.C)

*I was introduced to Arnold when he was eighteen, he was the youngest in my unit in the 2nd 'Nam. To be honest he said very little, but he was extremely fit and appeared completely confident in his own ability. Perfect for the reconnaissance position. But I do know what the boy's capable of, he was the most vicious bastard I've ever encountered. It's the conscience factor that holds back most men in warfare, He simply didn't have any. Towards the final spell in 'Nam it was obvious to all in the unit that he'd gone over the edge and was gonna flip at any moment. It happens to the best of 'em. So I transferred the guy to Infantry to give him a rest. It didn't happen, he couldn't take the regimented life. In the field he was on his own, with his life in his own hands. That's why he's like he is now. He's still living his own war, that's all he knows.....I hope he's forgiven me....*

Next Issue: Jack Reilly aka "Bombjack" from Belfast. No. 8 Most wanted - Interpol.

*"He now indiscriminately selects and tracks his victims throughout the country..."*

*"The most vicious bastard I've ever encountered"*

*"He's still living his own war.... that's all he knows."*

## CYBER JAW

*"Man Bites Dog!"*

### RAZOR-TEK 2000 The Cutting Edge

*This innovative new design from those maniacs at Razor- Tek 2000 is a must for any seeking the ultimate edge -*

*"Surprise him? HA, I bit his frakkin head off!!!"*

*Drawing on only the latest technologies, your existing flesh jaw and upper mouth will be rebuilt and replaced with stronger, more durable synthetics and micronetics. A process offering not only incredible bite power -*

*"Out bite a lion" - Razor- Tek 2000 Rep.*

*- but a basic SP of 6 for your lower face. Choose to get skinned up, or wear your metal bare. To compliment your new found bite attack, Razor-Tek offer a range of carbo-glass teeth. Popular variations are the Shark Maw and Pit Bull.*

*Cyber Jaw is already a big hit on the street, especially amongst gangsters and in particular the 'Hell Bound Hounds'. It is rumoured that the gang settle turf disputes by pit fighting like dogs - with hands tied using claws and teeth. The way nature intended.*

*This is of course, dubiously legal cyberware.*

2650 Euro. HC 3D6+2 (2D6+2 Skinned)

Carboglass teeth options (all damage inflicted with a bite is counted as AP)

Type	Cost	Damage
K9	100	1D6
Conga	120	1D6+2
Needler	150	1D6+3
Pit Bull	220	2D6
Shark Maw	280	2D6+1
T- Rex	350	3D6

### Self Destruct "Always have the last word!"

*OK, so you've just been rolled for your Euro, SMG, mini-cell, Cyberdeck, pocket T. V, Mono katana, I.D, kibble card, collection of cigarette cards from 1993 and your garms. Are you going to let 'em take you up the ripperdock as well?*

*You don't have to anymore. Thanks to those innovators at Razor-Tek, you can now - "Take the Bastards with ya" - Marketing slogan, Razor-Tek U.K.*

*Why let some punk rape you of all your hard earned cybers when you can just explode and take anything within a 5m radius to hell with you.*

*This ingenious device works by monitoring your brain activity and your bio readouts. When both register a positive death, your entire body is rigged to explode the second your carcass is tampered with. The device will continue to monitor your bodies activity for a period of two hours, after which the device becomes neutralised. Any cyberlimb is packed with a stable explosive and any harsh movement will trigger the explosion, as will any attempt to remove any cybernetics from your body.*

*Always have the last word.*

230 Euro. HC 1D6. Highly illegal. So what?

# NARCOTIZE

This issues insalment of high power, drug induced transfixations for your narcotic delight...

## HASH/GRASS

Type : Recreational  
Duration : 1D6/2 Hours  
Cost : 5eb per gramme  
Use : Inhalation by smoking  
Benefits : +1 Empathy

We all know that Hash and Grass is heavily used today and indeed accept it's role - but what of it's role in the future ? Does it still exist in '21 or has it been replaced by chemical substitutes. Of course it frakkin aint! As everyday surving itself becomes a problem in societies worldwide, the trend has been to turn to drugs as a means of easy escapism, an alternative reality and temporary existence.

The massive increase in demand has resulted in the present wave of easy to produce chemical drugs. These drugs are often readily available and cheap.

However they can be dangerous and are not for all. In dealing with the snowballing problems of 'chemical abuse'. most countries have chosen to overlook the use of soft drugs, channeling thier energies into the eradication of chemical based narcotics.

It was the U.S.A. that first followed Hollands lead in thier tolerance of soft, class C drugs. Shortly after they were joined by most of the European community and Australia.

It is still frowned upon though in most far and middle eastern countries, with the death penalty still strictly applied to the illegal movement of class A, B and C drugs across their borders. In a desperate attempt to control an delete the vast drug abuse problem in Russia and the old republics, the death penalty was also adopted for trafficking offences involving the aforementioned drugs. With one in six

citizens of Russia with an acute drug dependency, this was considered, by the rest of Europe, to be a tad harsh. However, statistics speak for themselves and Russia now boasts an impressive 'clean up' programme to cater for those citizens with a real desire to quit.

In answer to this new found tolerance, the soft drug industry boomed in 2012 and 'Smoke' as it's often called is now found in abundance throughout the E.E.C. with most major cities having 'coffee shops' in Hollands time honoured tradition.

Remember, Smoke is tolerated - not legal. If you're blatant about it and get burnt using, you could end up in trouble, so what! You're a punk, aren't you?

There are scores of varieties available with most countries proud of their own speciality, prices vary but expect to pay around 5eb per gram.

Useful terms...

*Smoke, Green, G, Brown, Puff, Softie - Cannabis.*

*G-zone, Hut, Smokers room, Brown-bar, Garden puff parlour - Coffee shops or other venue where Smoke is tolerated and where a license to deal exists.*

## SPASM

Type : REF Booster  
Duration : 1 Hour  
Cost : 1500eb per dose  
Use : Arterial injection  
Benefits : +3 BODY, +3 REF, -2 to wound levels.

There are no other combat agents that come close to rivalling the potency of Spasm. It is strictly limited to military use and as a result is hard to obtain, even on the blackest market. If you can find it, expect to pay in excess of 3K for a single hit.

Developed in the Ukraine by a chem, Spasm induces it's user into an unparalleled state of barbaric mania. It

is usually administered to troops in the field as a last resort, when the backs are really against the wall and the situation warrants it. It is primarily a military drug but it is available to certain corporations. Usually big buck megacorps.

Following the arterial injection the user will almost immediately break into a cold sweat and violent muscular spasms, bulging veins, the sinews appear to bubble and grow and the users eyes threaten to explode from their sockets. With the transformation complete, in the place of a man stands a psycho monster. There are no thoughts - only rage and the damage that can be reaped is phenomenal. Spasm increases BODY TYPE and REFLEX by +3 and wound levels can be counted as being two levels less than actual. It is difficult to kill a person on Spasm and suicide hand to hand. Go get a big, big gun. The effects last for about an hour but no one has survived having Spasm in their system - the pressure on the body being far too much.

Spasm has limited applications but used cleverly, and without pity, it is a very powerful weapon.

## SOULFOOD

Type : Recreational  
Duration : 1D6 Hours  
Cost : 100eb per dose  
Use : Dermal absorbtion, Inhalation or soluble.  
Benefits : +1 Play instrument, +1 Dance, +1 Composition

Soulfood emerged at first onto the underground clubscene in Amsterdam, a testing ground as it were, but can now be found almost everywhere. A popular recreational drug, Soulfood or 'vibes' takes the form of a purple powder which can either be snorted/dabbed or dissolved into a drink. The effects are instant and quite pleasant. The user will feel at ease, at peace with himself and his surroundings. Sound will adopt a completely new meaning, to truly appreciate soulfood music, it is advised - the louder the better.

There are no violent thoughts, only music and the desire to explore sound and express your understanding of it. If you can't dance, Soulfood is the tonic. The impact of Soulfood upon the music industry has been massive and compared to the heavily drug influenced sound of the 1970's, experts agree that Soulfood has and will have a lasting effect in a similar way. Next time you hit the clubs,

remember your 'purple powder'.

✘ **WHAM BAM** ✘  
**OF AMSTERDAM**



**WETERINGSCHANS 6-8**  
**1017 SG AMSTERDAM**  
**(020) 626 4522**

✘ ✘ ✘ ✘

# Afterburn - Zeus

**"Let me tel ya about Zeus. It's not for the feint hearted. It is a professional drug inducement, only take this if you think that it's worth it, and you can afford it."**

**-"Silk Cut" Fabrice.**

It's true, zeus is the most potent intelligence booster available on todays black market. Yeah, there is also a hardcore down side, not everyone enjoys having their blood cleansed, chancing sterility, the nightmare hallucinations, paranoia and the 5% chance of instant nueral overload resulting in death. However, if you can get it, the bonuses are extraordinary - and the paycheck for a Zues'd up Netrunner is fat. You pay your Euro and you take your chances. Having said that, it isn't the kind of drug that you use unsupervised. Unless you're a complete death-wish merchant (or a savagely intense 'punk).

The users of Zeus will almost certainly have a back up 'runner accompanying him/her on the run. On the big jobs, you will normally find that the deck jockeys will run in packs, so that isn't normally a problem. The user will also have a backup team in realspace that monitors the Netrunner dormant body. This is so that his life functions can be monitored whilst he is kept alive by the support machines. Of course it is important to obtain a decent life support machine before the run. It is afterall your only link to your realspace material body. Don't leave your life in the hands of any second hand ex-russian, archaic devices.

Before even entering the Net, Zeus, which is a combination of an arterial injection and nerve injection, will probably need a medically trained person to administer. If the timing is wrong, the penalty is high - a 10% chance of death. So if your Medtech fails an easy Medical Tech roll, it could be siyanora Deck Demon!

So, get all of your bases covered and you should be alright.

Now you've busted that fortress, entered the databanks, rifled the information, grabbed that secret black ops file from Saburo's personal CPU and survived the onslaught of his

Netwatch guards and the fifty hellhound programs, you can jack out.

Just when you thought it was all over and you've relaxed with your bottle of Jack Daniels, you

retire to your inflatable bed for the night to sleep, you enter a world of trouble.

The Afterburn is known to be the worst of any drug. You slip into the unconcious plane of existance of your dream fantasy and that's when you really suffer.

Consider the worst nightmare that you've ever experienced, multiply that by a factor of fifty - that's the Afterburn. The hallucinations that you are subjected to are unparalelled. So bad are the nightmares that they will wake you every time and prevent you from sleeping until the drugs side effects have completely worn off. The drug taps your innermost fears and anxieties, it induces accute unconcious paranoia.

To the user, the nightmares are real. He will be terrorised by the visions to such an extent that he will be afraid to sleep. This abstract form of insomnia is often enough to dissuade the user from consuming the drug again.

It is not unknown for Netrunners on the 'burn to commit suicide following a hellish dream. That's not the end of it.

Most users experience L.S.D. style flashbacks, believing that the fiends of thier dreams are lurking around corners and following them, pursuing them and in extreme cases, attacking them.

Netrunners on the 'burn have been known to gouge thier own eyes out due to the visual horror that they were being subjected to.

Thus the Netrunner is not able to sleep for any period longer than ten minutes. Most try to keep themselves awake. However, this does not prevent the paranoia which continues regardless.

So, the seasoned jockey will, when using this drug, set himself three days aside for recovery purposes. He will also have someone to watch over him in case he should, in his paranoid state, attempt to kill himself or others. Most find that the safest method of Afterburn recovery is to have themselves strapped into a secure bed and just sweat it out for the full 24 hours and spend a further 24 hours in a drug induced sleep.

# SERIAL LINES

Lines to Europe.

Letters received from Issue 1...

Dear Punk '21,

I have been playing RPG's since 1980 and in all that time seldom have I been inspired to put pen to typewriter by publications I have read. But, at last a publication that will lead the way for hopefully other enthusiasts of other games systems to realise that we can all stop pretending that we can make a fictive idea of downtown America, as pailable and immediate a gaming world as we can or indeed could make of our own streets. Ask any player or referee to think about game situations that they have been in and consider how their players saw their surroundings. Invariably we take the likely parts of our own surroundings, strap on some neon and a few American accents and hey presto! downtown Kilburn with some A.V.'s and heavy firepower but we still insist on placing it in Night city.

But anyway what am I talking about, I'm obviously preaching to the converted. I would like to know what conditions you have for submissions. For example lengths and formats. I think on the whole experienced gamers can deal with scenario ideas in capsule form (as you have in your first issue), after all a map you have drawn yourself is invariably a map you don't have to refer to again and again. I also think it would be great for you to open a forum for any rule suggestions, improvements, and/or ammendments to the basic system: Charater generation ("o.k so what cybernetics can my character start with") Combat ("look with kickboxing+9 why bother with another martial art when I can already kick the head off anything smaller than a smartlinked JCB").

Talsorian obviously playtested the thing but there's nothing like a few years and several thousand enthusiasts on the job to take a ragged edged but effective broadsword and hone it into a super-sharp monoblade. Maybe they're afraid that the authorities will find out and make it illegal to be in possession of the perfect games

system. Who knows?

Anyway, at the moment I'm desperately looking for a good bunch to "jack-in" with. There is a serious trainspotting element out there desperatley trying to grow moustaches and only wearing their Saxxon t-shirts at weekends. I believe it's these people who are bringing RPGer's into disrepute, not the devil worshippers or the people with rubber swords. I think your magazine has taken a brave and much needed step towards the gamer who is grown up and wants to play a grown up game.

Well enough of this waffle, thanks for reading if indeed you did read. I look forward to the next issue. As L.A Valentine, ex Militech solo would and indeed is constantly saying..... "Keep Moving" Scott Cleverdon, East Dulwich, London.

*Well, firstly its nice to receive a letter so much after our own heart. We do I believe appeal slightly more to the older gamer but it is a subconscious move (Possibly coming from a large campaign where the average age is 22 has something to do with it)?*

*To respond to your early comments regarding "playing in your own backyard" thats the principle reason we got involved in this thing in the first place. For over 2 years we've played in the Euro-theatre (specifically Britain) and find it to be considerably more realistic and varied than the stereotypical "Combat zone".*

*With regard to your idea of a rules forum, this is something we have considered (honestly!) and several letters including this one have confirmed what a useful and desired section this would be.*

*From issue 3 onwards we will be devoting a sizable section to just that, rules suggestions and ammendments in the hope that readers can select what would be of use/interest to their campaign (Including us)!*

*Talking about submissions, I'll state the obvious... we simply can't afford to pay for work we receive, we hope that the fame of having your work in print is enough. For us here it is. After the success of issue 1 we've got good readership in this country (America's on the cards too) so if it's any consolation a good few thousand*

# SERIAL LINES

should see it.

Anyway I'll sign off now, thanks again for such a constructive piece of writing and regards to L.A. Valentine (I hope he survives the summer).

Oh.. by the way, I agree the devil worshippers aren't to bad. It's just the ones with black finger nails.....

T.S.L.,

I've just received your first Issue and was intrigued. I am currently on a working holiday in England. I have been GM'ing Cyberpunk for over 2 years on a weekly basis back home in Australia. Our campaigns are set on Australia's gold coast, now owned and occupied by scores of Japanese corporations.

The 150km area has been walled off from an economically collapsed nationist country and formed it's own "government", under the watchful eye of Tokyo. In the 2 years our campaign has operated we have managed to amass an entire 60mb hard disk with adventure notes, character histories, location maps and descriptions, corporations, arms and cybernetics. At present we are trying to compile an Australian supplement as well as design a fanzine (for want of a better word) for local and overseas gamers. Meanwhile, while I'm here the campaign continues....

David Herber, Northants, England.

*It was interesting to read about near future Australia for the simple reason I don't believe many have thought about or have any perception of what the place will be like in 2021. (do any in '93)?*

*Obviously by the simple fact that you're reading this we believe the evolution of Cyberpunk will be to become a truly global game with Europe being only the second (but very significant) stop.*

*I'm sure many enthusiasts would like to introduce many parts of the globe into their campaign. Certainly I would like to see some of your work to enlighten not only myself but gaming colleagues. It sounds promising. There must be so many varied campaigns with unique ideas and improvements contained within (possibly due to the vagueness of the rules) that every*

*We really would like to become a forum for all campaigns based in Europe to draw from.*

Dear Fellow 'Punks,

Many thanks for the issue of Punk '21. The cover was well drawn and colourful, but's lets have something dark and moody for future issues to suit the contents of the magazine which on the whole were excellent.

I've drawn sections of the A-Z of London onto which I've placed various corporate headquarters, bars, clubs etc. I'm already in the process of placing on locations like Sheikh Spears onto the map. It's alot of fun doing this but perhaps you could include plans as well as descriptions of the various locations. Not in great detail but enough to give something to work to.

I've found Night city is for wimps and that Londons' the place to be. In my campaign players don't get ten seconds, let alone ten minutes peace in the "Smoke". Going down the corner shop for a packet of fags is a matter of life and death!

It's a great idea for the 'zine to concentrate entirely on Europe, particularly London, as it's easier to identify with than the USA, I mean why should the Yanks have all the fun?

The classified section sounds a good idea, as I'm sure many people find it difficult to get together with like-minded folk to play a game of 'Punk 2020.

Signing off, see ya next issue, Paul.

Paul Denham, Romford, Essex.

*On the point of the cover art for issue 1 we completely agree. I may well have been a bit "colourful". This we purposely did for initial impact (it gets noticed on the shelves, that sort of thing). We've just signed a new artist to change the style and really reflect the "dark future". In our opinion it's the best art yet to grace the Cyberpunk world. That's not a plug, you'll agree when you see it.*

*You mentioned maps and this we've discussed in length. Maps of the sections of various Euro-cities will be contained in future issues, but not to the extent that they could conflict with your own campaign layout. Get your own world up and running.*

# SERIAL LINES

Dear T.S.L.,

Ta for the letter and enjoyed the magazine tremendously.

I liked the flavour as it seemed more true to the original essence of Cyberpunk than say Sourcebook 2, which offers players a lot that moves it towards a mainstream science fiction game.

Could not really fault or complain about any of the content of the magazine—Even fiction can be useful for ideas, and new or different ideas must be the mainstream of any game. Drugs (or new drugs) are always therefore useful because it means players do not always know what gang members are "on". Game hooks and random encounters are very useful for exactly the same reason, whilst the article on Fixers was good for delineating what they maybe able to obtain, and consequently why one needs to be able to go to a number of Fixers.

As an aside I'd be very interested in the age range of your readership, does 30+ (I'm actually 32) mean I'm to old and wrinkly for a Cyberpunk player? In social terms it means I can just remember the Vietnam war and the evening news, and the Pre-punk era, together with the Punk "explosion" of 1977/8.

Giving flavour to Europe in Cyberpunk terms is interesting and it's nice to read other peoples ideas. Fiction is thus useful—I recently read "Cyberbooks" by I think Ben Bova, which had freelance but licensed car windshield washers, who paid the city council a fee for an "official" armband, and the exclusive rights to a particular patch of turf—which I intend to put in. If you do an article on Covent Garden then a pictorial map with the main sights and places of interest on could be useful for people short on time to be able to lift out and use. Likewise so could a map of either the expanded Underground, or greater London. Running a little bit with a friend to get the idea of the rules, then ideas such as 'executive townships' occurred. In America, health insurance is very closely linked with the job, so in the Cyberpunk era, why not have accomodation as well as the Trauma card membership. Managed by say "Bulldog Properties". Such sanitized

suburban estates would have schools, etc., and be protected by security fencing and checkpoints at road entry. Add in a private motorway junction and a tube station, with apartments furnished by the equivalent of 'Habitat' and what more does the modern corporate need?

Tips and one liners for running a campaign might also be useful - as I read the rules at the moment for example, it seems that when Netrunning, the attempt to bypass the phone company is a simple dice roll, unrelated to any skill. Or a little problem - how do airlines operate security in 2020? Offer a solo a job, then how does he board an aeroplane with his rippers/wolvers, when in todays world, even a swiss army knife can be confiscated?

I felt the article on Combat Football (Combat football? - Combat SOCCER!) was least useful because it did not really explain any of the principles of the game and so enable me to characterise a player for use in a game - e.g. a solo is recruited as a bodyguard to a player for use in a game, a player wants to go to the media to tell them the 'truth' about genetic manipulation of players bodies, or psychological problems some of the players have (a Trans European 'Jack the Ripper' for detectives to follow?). Perhaps I'm just old enough to have seen Rollerball.

Best wishes and congratulations - keep up the good work.

Chris Payne, St Thomas, Exeter.

*Nice Ideas. Drugs is to become a regular feature and we've included a random encounters table for Police on the streets in this issue. To make you feel better, 32 is not to old to role play. If you knew the correspondence we've had from professional people in their 30's you'd be completely comforted.....*

*We liked the prospect of Executive townships so have included an article using your ideas and some of ours (Hope it turns out as you envisaged) as well as solving the often ignored airport security problem. Many thanks for your good ideas.*

Well that's Issue 2's letters page, next Issue we begin the Rules Forum so start putting pen to paper and get your campaign in print.

# LOGGIN' OUT

Well that's Issue 2.

Firstly sincere thanks for the amazing response we received from Issue 1. Not only from the sales (Which exceeded our expectations in a major way) but from the constructive and complementary feedback we received. It's true to say we didn't receive one single derogatory piece of correspondence. That's not necessarily a good thing, granted, but it does wonders for the Ego and enthusiasm. You may have noticed in the letters page the mention of a Forum. We've had a massive amount of letters from campaigns advising of the rules changes they've made to the game and the advantages of this. We ourselves have made many over the years. The Forum will be an article of approx(it goes to vote!) 4 pages devoted totally to the new rules amendments we've received. It's incredible how different campaigns perceive the rules(or is it guidelines) and change to suit their individual group. There's some brilliant ideas already poised to be printed, and most should, in some way, help your game. So send us in your changes so we can get them in print for the next ISH.

You may have noticed (If you read last Issues letters) the lack of Aquatic Nomads article contained herein. Basically we just didn't have the room to run it, after really going to town on it. But they'll definitely be in Issue 3 as the Main Feature and it looks like having a large impact on the World scene. At the very least it should explain what the high seas are like in the near future. We're pretty excited about it.

Anyway enough of whats missing and some talk about whats here. Inside we've got the second stop on our tour around the more prominent cities in Europe, Amsterdam. This city holds a unique place in the continent with it's own culture and in many ways influences the whole of mainland Europe in 2021. Get it in your World.

There's also a major article on Private Detectives in Europe (Specifically London) who, unlike their American counterparts are forced to play a major part in criminal Investigation within their respective Nations. This should be a good aid and should provide some excellent sessions. We created Sly & Stance about 2 years ago and it's grown into a solid company with several staff the complete runnings costs all accounted for. It's good to have your own company going in the campaign. I suppose it's just the chance to have some kind of decent money behind your character after so many years of being just another skint Cyberpunk. *Loggin out...*

A note from the ed.- Yeah, yeah, I know its late. What can I say, hard drive failures, system malfunctions, late nights? Anyway it is finished now and you will be pleased to know that we have already begun putting the third issue together. As already mentioned, Aquatic Nomads had to be spiked. The reason for this was that it needed a little more playtesting and a little more research. We all began writing bits and pieces and got right into it and ended up writing far too much! So rather than give you a condensed version and thus lacking in detail, I thought it best if we held it back until it was truly ready.

For those of you that scanned the shop shelves eagerly for the first issue, my apologies. We had a few distribution problems but, as with any new venture, there are going to be teething problems. On a lighter note, for all of those people interested in submitting to us, unfortunately we can still not afford to pay although we are in negotiations with a distributor at the moment concerning breaking into the U.S.A. and Australian markets. Thus, your work could be seen worldwide and we can really show the world that the Euro-scene is really happening, big time. Enough is enough, just time to say a few quick thank you's...Thanks to Steve Gill of Camberley Area Wargames Society for the review on Internet and support above and beyond the call, thanks to Chris Payne for some big ideas-keep 'em coming and a big thanks to all of you that wrote in with such a positive response. Oh, and hi to Shaun Murrant who mysteriously turned up on my doorstep, thanks for the Timberland tip and don't forget that scenario you promised to write.

One last thing - Tellurian Tangency will be back next ish. *Loggin out...*

O.K. This is the part where you get a chance to tell us what you like and don't like. It's alright, be honest we want the truth. Afterall, we are trying to help your game, not ruin it. So fill this out and send it to us. **RIGHT?**

1. AGE? Under 11  11-15  16-18  19-22  23-25  26-30  30+

2. What other games do you play? Where did you hear about us?

Advanced D&D   
 Call of Cthulhu   
 GURPS   
 Mega Traveller   
 Mekton   
 Middle Earth   
 Paranoia   
 Runequest   
 Shadowrun   
 Star Wars   
 Vampire   
 Warhammer 40k

How many people in your Cyberpunk campaign?

How often do you play? (eg. 1 EACH WEEK)

 EACH 

3. What article did you find most useful or interesting? \_\_\_\_\_

4. What article did you find least useful or interesting? \_\_\_\_\_

5. Which would you like to see continued and developed?

Drugs  Tech  Cyber  Stories  Hooks  Newsfax  'Dam '21  Freelance   
 Interpol  Testdrive  Source Info  Program 101  Other \_\_\_\_\_

6. Which would you like to see trashed?

Drugs  Tech  Cyber  Stories  Hooks  Newsfax  'Dam '21  Freelance   
 Interpol  Testdrive  Source Info  Program 101  Other \_\_\_\_\_

7. Comments on overall content including art, format etc. \_\_\_\_\_

8. Topics you would like to see covered, c'mon don't be shy! \_\_\_\_\_

9. Do you think that a periodical for Cyberpunk dealing with Europe as opposed to America is a good idea YES  NO

# 'PUNK '21

'Hey kid-trash, Peace! Whats up in readerland? Alright, so you got your hands on a copy of issue one. What do you mean no! Are you mad?

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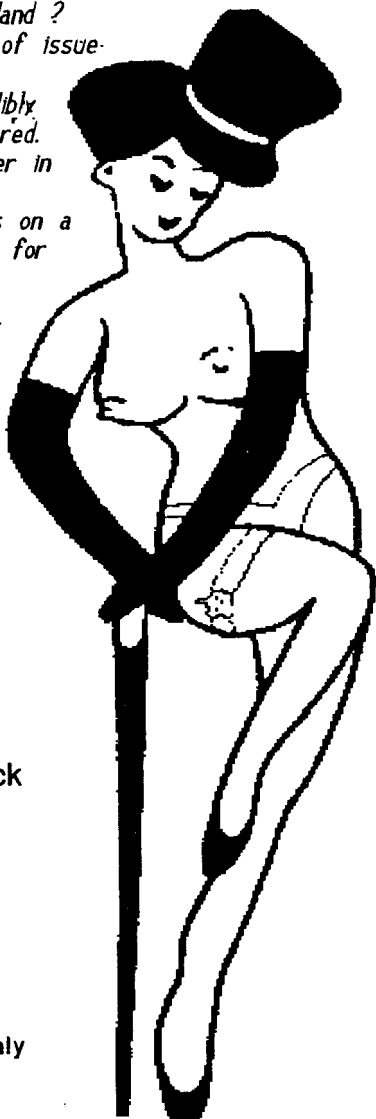
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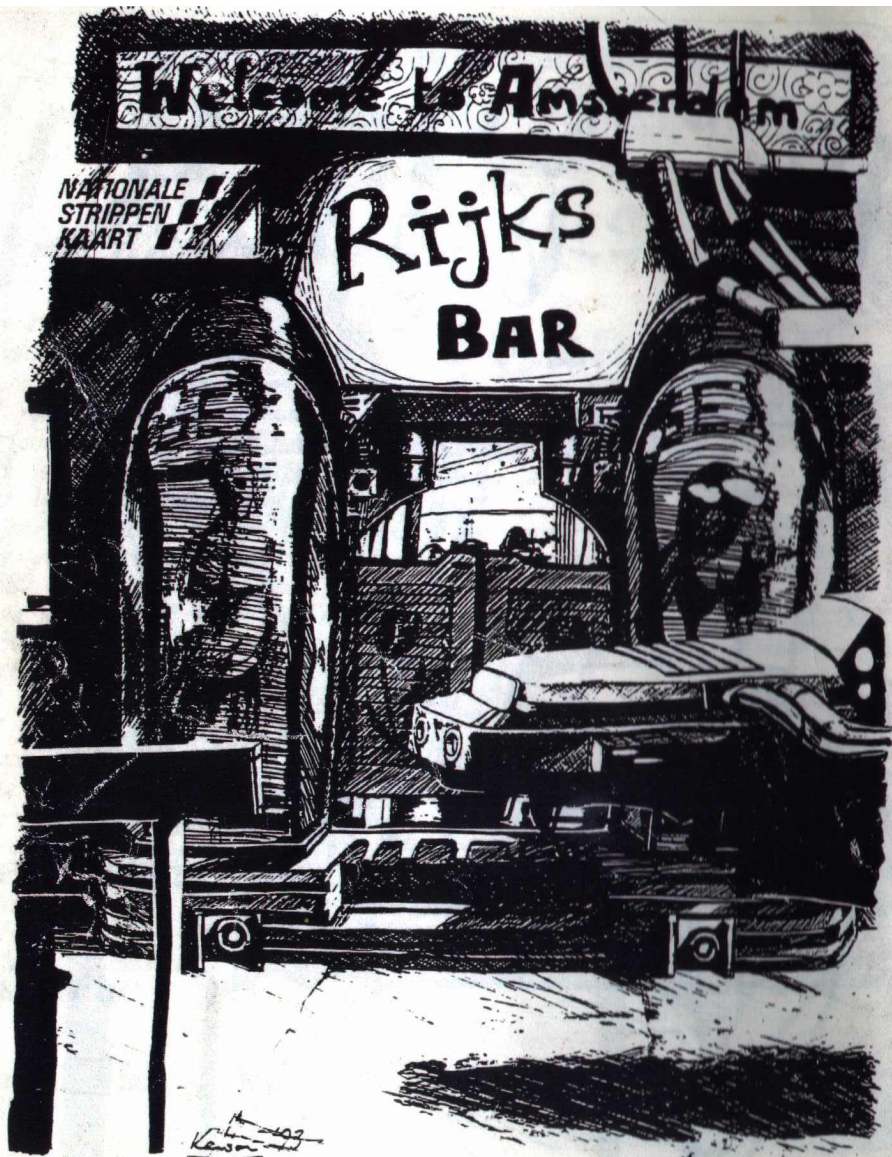


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