

NorthCoast Roleplaying

(or Gaming From Behind the Redwood Curtain!)

ISSUE #1

60 ¢



EDITOR'S OPENER

Welcome to the premiere issue of Northcoast Roleplaying (or gaming from behind the Redwood Curtain). Since you're reading this I can assume you're interested in the magazine so let me give you a little background.

Back in September of 1981, a club was formed on the campus of Humboldt State University in Arcata California. Under the watchful eyes of a man named Brandon Friedman (where are you now Brandon???) and others like him (including myself) the club, *The Fantasy Gamer's Guild*, prospered. This brings us through the years to September of 1987 where the current membership is some 50 people. Now, with a membership this large, it was no longer a simple matter to pass along information by word-of-mouth. Invariably, someone missed out. To the rescue came the guild newsletter, *The Game Mechanic*.

Now, *The Game Mechanic* was an excellent vehicle whereby people who needed to pass on information could do so in an attractive manner with little taxation on their vocal capacities. *The Game Mechanic* grew, and with the seventh issue had progressed beyond simply the passage of information. It was now an *avenue of passage for gaming supplements, techniques, and tidbits from one gamer to the next*. A beautiful transition except that a simple newsletter was still needed. The solution is in your hands.

Northcoast Roleplaying

The NcRp is our way of passing information out of our small ring of people to the larger populace of gamers. The current intent is to print a monthly magazine containing relevant articles to gamers: reviews, mechanics discussions, gaming supplements, modules, and the occasional mini game (which would include *Swords and Stunbonats* in the center of this issue.)

We accept articles from anyone, simply send submissions to the address given below. We also can use artwork. Since we are attempting to run a low cost, non-profit magazine we can offer you this in return: your article(s) (if accepted) will be printed and distributed to as large a distribution as we can manage. This gives you the ability to pass on what you've learned or created to other gamers like yourself. All rights to the articles belong to you after publication, however, we reserve the right to reprint the articles in special anthology volumes.

We are accepting subscriptions currently for 6 issues at \$3.50. Please make check or money order payable to Barry Osser/NcRp as I am currently in charge of funds for printing. Please include your name, address, and age. If you own a business and wish to carry our magazine, please write the address below for our terms. We need wider distribution.

Finally, advertising and classifieds. We, as you will see throughout the magazine, carry ads for different businesses and individuals, and yes they are business cards. We will print your business card or add for \$1.50 per issue per business card size. Therefore, if you were to have an add the size of two business cards it would be \$3.00, the size of three would be \$4.50 and so on. Personal classifieds run the same way. A full page add (starting size: 8.5" X 11") runs \$15.00 per issue. If you wish to run an add with us, please include the add completed (sadly enough, we do not have the resources or time to produce ads for people) with the appropriate amount in check or money order (\$1.50 per business card size (2" X 3.5")) to:

Barry Osser / NcRp
1018 F ST #1
Eureka, CA 95501

All ad sizes are stated for copy-ready ads and will be reduced to 64% original size for NcRp format.

NcRp would like to hear feedback from you, the readers, on this and every issue; how are we doing, how can we improve. Write us, we'd love to hear from you. NcRp and its editors assume no responsibility for any opinions expressed or statements made in NcRp. Any retorts or replies to articles should be addressed to the author C/O us

And now, with the business completed, on with the pleasure of issue #1. We'll see you back here in one month

QUIRK SKILLS FOR G.U.R.P.s

By Richard LeDuc

Quirk skills are skills that are mainly used to help define the character, but that may have some game applications. These skills are those skills that are of such a nature that they have only limited application, and are of an obscure enough nature that they are not passed along in the common knowledge.

Once a quirk skill is invented, the GM must decide on what stat governs the new skill, some samples are listed below to aid in this. To buy a skill level in a quirk skill equal to the governing stat costs one character point. A skill level equal to half the governing stat costs one half a character point. Each plus one in a quirk skill costs one more point. Note that most quirk skills will be trivial subskills of real skills, GM's should be careful not to let quirk skills be defined too broadly or they will take the place of real skills. Remember that any cook can make good cookies, but not everyone that can make good cookies must be a cook.

SKILL	STAT	SUBSKILL
Bake cookies	IQ	Cook
Open fire hydrant	ST	Fire Fighting
Juggle	DX	Sleight of Hand
Con .50c out of mom	IQ	Fast talk

HAVE FUN!

Fantasy Illustrations

Have you always wanted a sketch of your favorite role-playing game character, creature, or whatever? For a reasonable price you can at last get a visual interpretation instead of just a piece of paper with game mechanics written all over it. All artwork is done in India Ink using an artist's pen and/or brush with colors in pastel and/or colored pencil.

Size	Cost
3"X5" (typing paper)	\$1.00
8.5"X11" (typing paper)	\$3.00
14.5"X17" (bristol board)	\$20.00
add \$1 for color (if you want color)	
add \$1 for mailing costs	

Send check or money order with description or character sheet copy including height, weight, looks, build, possessions, clothing description, game setting (SF, Fantasy, etc.), background, and color if desired to:

Jeremy Stanton
115 Samoa BLVD #44
Arcata, CA 95521

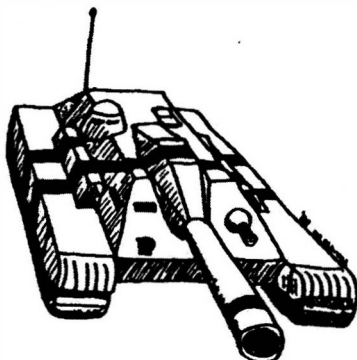
Allow 2-4 weeks for delivery.



Panther Assault Tank

A new Battle Tech Tank by Mel Westbrook

Type: Panther Assault Tank		Tons
Movement Type:	Tracked	
Tonnage:	60	60
Cruise Speed:	4	
Flank Speed:	6	
Engine:		23
Rating:	240	
Type:	ICE	
Control:		3
Lift Equipment:		-
Power Amp:		-
Heat Sinks:		0
Internal Structure:		6
Turret:		-
Armor:		10
<u>Location</u>	<u>Points</u>	<u>Internal</u>
Front	60	6
Lt / Rt Side	40/40	6
Rear	20	6



Weapons and ammo:

<u>Type:</u>	
AC/10	12
50 AC/10 rounds	5
Machine Gun	.5
100 MG rounds	.5

NEW INBORN ABILITIES FOR BATTLE TECH

By Barry Osher

Personal Feud (-5 CP)

The character has been in a long-standing feud with a rival Mech Warrior, which means the character will have a strong negative reaction to any encounter with this Mech Warrior. The gamemaster and player should create details about this feud as a plot device for further adventure opportunities.

Lowered HTK (variable)

A character may buy down his multiplier for total Hits-To-Kill for CPs. The normal multiplier is 10 and it may be bought down as low as 4 for the following CPs.

<u>Lowered multiplier</u>	<u>CP</u>	<u>Lowered Multiplier</u>	<u>CP</u>
X9 multiplier	-5	X6 multiplier	-14
X8 multiplier	-7	X5 multiplier	-19
X7 multiplier	-10	X4 multiplier	-25

New Inborn Abilities (cont)

Natural Ineptitude (-5 CP)

The character has a large learning block in the training of one of the 25 training skill areas (roll randomly with a d20+d6-1 to determine which). All training costs in this field are double the normal CP cost. This skill may be purchased more than once but it should be noted that this seriously hinders the character as Natural Aptitude does nothing if rolled on the same skill area. Natural Ineptitude (the defect) takes precedence over the advantage Natural Aptitude.

Raised HTK (variable)

A character may buy up his multiplier for total Hits-To-Kill for CPs. The normal multiplier is 10 and it may be bought up at a cost of 5 CP per point up to a maximum of 14. This would mean that a X11 multiplier costs 5 CP and a X12 multiplier costs 10 CP and so on.

Passion (-5 CP)

This ability is more to flesh out a character than anything else. The character has a passion for some non-mech related thing. Mech related means that a passion could not be dealing with the Mech directly, i.e. "I must use my Mech in a fight", or "I must attack whoever hurts my Mech", or "I must get my Mech repaired everytime it is damaged." These are necessities, not passions. This passion will be strong enough that to follow it will require the character to ignore all other events to accomplish it. This will often place disciplinary action upon the character as the passion will force the character to ignore combat orders and the like. Only one passion may be purchased.

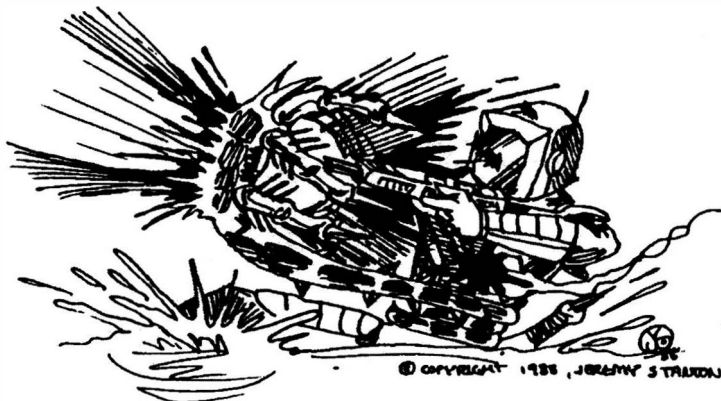
Dispossessed Family (-20 CP)

This is a very damaging ability. The character's family has been dispossessed sometime in its history. Because of this, the character, even with a Mech, can never hold a title higher than Knight. In addition to this, the character can never be a House Regular allowing him only to be a Mercenary. Progeny of this character, will have to change their names to lose the dispossession, otherwise this ability will be applied to the progeny automatically. Elder relatives of the character will always be considered to be dispossessed. The gamemaster and player will need to flesh out the history of the dispossession. This ability may only be purchased once.

Lance Feud (-10 CP)

The character's lance or company has been in a longstanding feud with a rival lance or company. All members of the lance or company must agree to take this ability. The gamemaster and player should create details about this feud as a plot device for further adventure opportunities.

SEWERS & SLIMEBEASTS (later in this issue)



WHIPS for GURPS

by Tim Morgan and Richard LeDuc

The whip skill is Physical/Hard and defaults to DX-6. Whips have 4 modes of usage: Pain, Entangle, Damage, and Disarm. Whips cannot parry.

Pain: This function of a whip is only effective if the location of the body which is hit has no armor. If the skill roll is made to hit, the person attacked is treated as if he is under the effects of a Pain spell (see GURPS Fantasy, page 40).

Entangle: This function of a whip is used to cause the whip to wrap around an object. If the target is a weapon, then there is a contest of Strength between the whipper and the person holding the weapon. If the whipper wins, the weapon leaves its user's hand(s) and can be dragged to the whipper. If the weapon owner wins the contest of skills, then he retains his weapon. Then there is a contest of skills between the whipper's skill and the opponent's Dexterity. If the whipper loses, then his whip has let go of the weapon. Otherwise, the whip is still attached and next turn the whipper can opt to let go of the weapon or try again to pull it from its owner's hand(s). In either case, the weapon can make no attack while it is entangled.

A called shot to the legs of an opponent is an effective way to make him fall. It is a contest of skills, with the whipper's Strength versus the opponent's Dexterity. The speed of the opponent away from the whipper is a negative modifier to his Dexterity. If the whipper wins, the opponent falls down (DX roll or take a point of damage), otherwise no effect.

An entangle attack to something like an overhead beam or pipe can be used to support a fair amount of weight. This has many applications (see an Indiana Jones movie for more details). A hold will be rated with a strength equal to the number by which the whipper made his skill roll plus 2. If the weight put on the whip exceeds the Heavy category, (12 times the Strength), there is a chance of the hold failing. This chance is a 9 or less under normal circumstances (things like oil on the whip would modify this). If the weight put on the whip exceeds the Extra-Heavy category (20 times the Strength), the hold will fail automatically.

Damage: A whip does Swing -3 cutting damage. The maximum damage that a whip can do is 1d6.

Disarm: A disarming attack is basically a Damage attack called to a hand that is holding a weapon. If the called shot to the hand is successful, the weapon holder must make a Dexterity roll minus the amount of damage taken to the hand. If the roll is successful, he keeps the weapon, if not, he drops it. This will not work with a two-handed weapon.

Cat o'Nine Tails: A Cat o'Nine Tails is a stick with many (often nine) strips of leather attached to it. It is used like a whip except that it can only use the Pain and Disarming attacks. Also, it gets 1d3+1 attacks per turn.

Whip statistics:

Size	Reach	ST Requirement	Weight	Cost
Small	1,2	-	1 lb	\$10
Medium	2,3	7	2 lbs	\$15
Large	3,4	11	4 lbs	\$30
Cat o'Nine Tails	1,2	-	1 lb	\$15

All whips take one turn to ready after an attack. Note that medium and large whips have a minimum reach, and will not be effective if the target is less than that distance away.

OPEN 7 DAYS

HALLEY'S
COMICS
AND CARDS

COMIC BOOKS
BASEBALL CARDS
BUY - SELL - TRADE

70332 MEEKLAND AVE.
HAYWARD, CA 94541
(415) 638 6665

Great copies. Great people.
1618 G St. Arcata 822-8712
416 K St. Eureka 445-3334

kinko's.

Printing and more than 200 other services. We are open 7 days a week. We have the best prices and the best service. We are in the heart of the city. We are in the heart of the city. We are in the heart of the city.



COPIES
HALF OFF
After your first 100 copies from one original, the rest are half-price!
WE WORK AS
LATE AS YOU DO

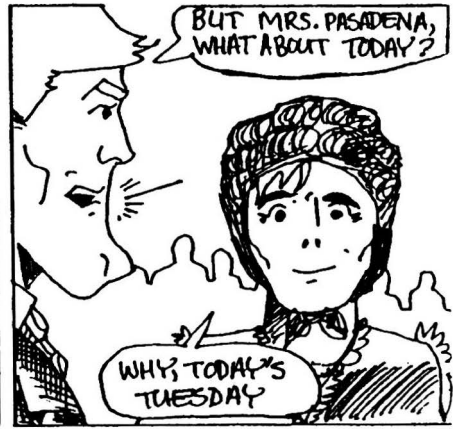
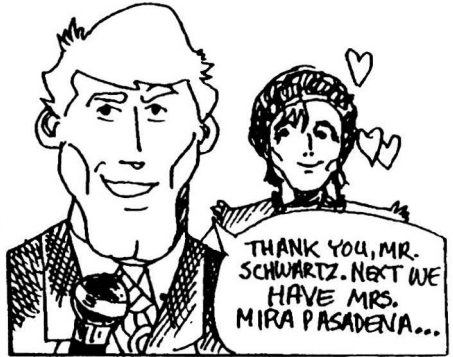
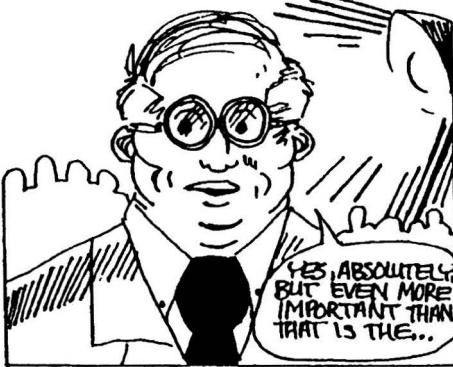
SEWERS & SLIME BEASTS

INTRODUCTION

THIS IS "ON THE PROWL" WITH YOUR HOST, BOB TILMAN. I'M ON THE STREETS TO DISCUSS THE CITY'S NEW POLICY ON REINTEGRATION OF SEWER BUMS INTO SOCIETY.

FIRST OFF, MR. ARNIE SCHWARTZ MR. SCHWARTZ DO YOU THINK BUMS CAN CONTRIBUTE SOMETHING USEFUL TO THE CITY?

BY BARRY OSSER, TIM MORGAN, RICHARD LEBIG, BEN CAVERDY, & JEREMY STRAUEN





Sewers & Slimebeasts

by ABE CROW

Procedure for Making a Team

When the game is started the ref will assign a point value for the game(100 is a good number). Each player will have that many points to "buy" his/her team. Stats for each member are bought on a 1:1 ratio except for the move stat which is fixed at that value (5 for Slimebeasts : 3 for Humans).

<u>Slimebeasts</u>		<u>Humans</u>		<u>Weapons</u>	<u>Cost</u>	<u>Range</u>	<u>Damage</u>
Int Max	5	Int Max	5	Pistol	2	1	2
Hits Max	10	Hits Max	3	Flamer	4	1	2
Damage Max	10	Move	3	Smg	3	2	2
Move	5			A. Rifle	4	3	3
				Knife	0	0	1

Stats and Their Uses

Int: The intelligence stat is used for enemy detection. Human sensor devices can detect Slimebeasts at a range of their IntX4. However this can only be used within the Humans line of sight(it cannot see around corners or through walls). Slimebeasts use a natural sense they have for finding food. They detect enemys at their int as a radius(they can see around corners or through walls).

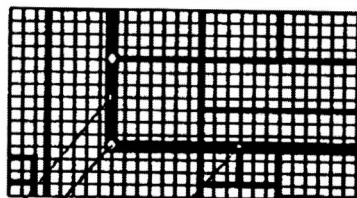
Hits: Hits are the amount of damage a Person or Beast can withstand. This will be covered in the section on combat.

Damage: This is the amount of damage a Person or Beast can do to the other. This also will be covered more in the combat section. It should be noted that Humans buy their damage stat differently than Slimebeasts. Humans buy weapons which give them damage and a range capability. Slimebeasts just buy damage and have no range.

EX:

The human player chooses to make his first charact with 4 Int, 3 Hits, 3 Move, and a Pistol. The cost for this human is 4 for Int, 3 for Hits, and 2 for the pistol or 9 points total (Move costs nothing.) Now if he were to change the weapon to a Submachine gun or Smg, then his cost would go up to 10 for this human as the Smg costs 3 while the pistol only cost 2.

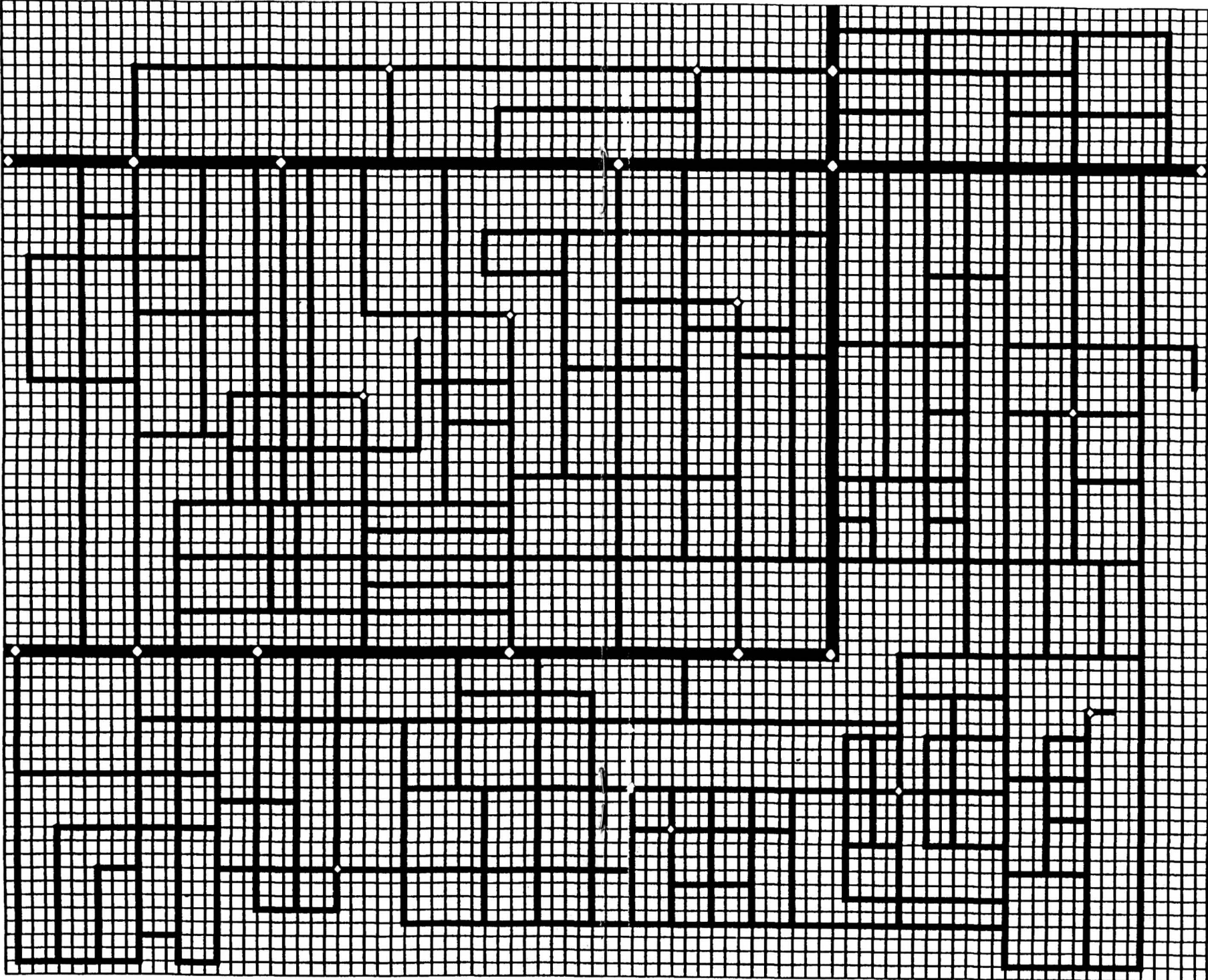
Move: This is the distance in grids a unit can travel in one turn. For the sake of simplicity align with the cross grids only(when the two grid lines meet to form a sideways x). Range for weapons is also in grids.



Distance is 1 grid.

EX:

Character A is 4 grids away from Character B. Character B is on an Access Point. Character C is 10 grids away from Character B and is not in line-of-sight with Character A.



Innate Abilities of Slimebeasts

The Slimebeast team has a number of special abilities at its disposal.

Tunnel Blocking: Slimebeasts can create a sticky sort of goo that hardens with exposure to the air. This goo can be used to block tunnels. A slimebeast must stay in one place for a full turn and state that he is making a wall. Then he/she can place a wall on either side of the beast but within the same grid. The wall has 1 hit/turn spent making it.

Flamers and other Slimebeasts are the only things that can damage a wall of this type. These walls also serve as blocks from human detection means, so it is common for slimebeasts to set ambushes behind these walls(see the section on surprise attacks).

The slime beast team should add up its total hits (EX: The beast team has 3 characters with 10 hits each. Total hits is 30.) This total is the number of hits in walls the beast player may place in effect before play begins (The example team could place up to 30 points of walls before play began).

Slime walls can be placed over access points. If the Humans use an access point that is slimed over they must destroy the wall before they can enter.

I find that if you draw a line for each hit of the wall in the general area of the map where the wall is that will save you a lot of book keeping.

Immobilizing Attacks: In order for the slimebeasts to lay eggs they must have live people to lay them in, and since no one wants to have eggs living in them, the slimebeasts must immobilize their victims first. To do this the slimebeast character simply states that he is doing an immobilizing attack. Immobilizing attacks do half of the attacking beast's damage stat against their target. When their hits are overcome they are considered immobilized and slimebeast meat.

Egg Laying: After spending 1 turn actually laying the eggs; 1 die larva will mature for 5 turns, then they become 1/1/1 baby slimers with a move of 5 (1 Int/1 Hit/1 Damage). They grow at the rate of 1pt./5 turns in a stat of their choice up to that of their parents. When they reach their parent's level, they are fully matured and may start to lay eggs of their own. Players and refs should note that the egg laying process is of a great strain on the human involved and kills them when the babies leave.

Regeneration: Slimebeasts have the ability to regenerate. Slimebeasts regenerate at a rate of 1 point for every 5 full turns up to the starting score.

Human Abilities

Humans aren't nearly as colorful as the Slimebeasts while in the sewers, though they have a few tricks of their own.

Access Points: Humans can use the access points on the map in two ways; movement, and healing. Access Points are entries into the sewers and are marked on the map by a diamond.

Movement: If any human reaches an access point they may exit the sewers through it. It takes one full turn to enter or leave. Once out, a human may take one turn to move to any other access point on the board. This means that in three turns a human could leave the board and come back in on the other side of the map.

Healing: once out of the sewers a human can get medical care. A human regenerates one hit every full turn spent outside.

Bums

Everybody loves Bums. Bums are the ref's team. The Humans try to save them, and slimebeasts try to lay eggs in them.

Roll a die for each team at the start of every turn. If the result is a '1' or a '2' then that team has encountered a bum. Bums are considered (1/1/0) characters and are never found in groups of two or more.

Bums were originally part of the human race when they left the surface world to live in the sewers. Since then their bodies have changed as to allow them to live off of cheap alcohol indefinitely.

Bums are very good hidiers, and units can pass over them many times before they reveal themselves.

Bums are total pacifists and will not fight.

Normally humans ignore the bums, but since they are the main staple for the slimebeasts, besides radioactive wastes, they have decided that all bums must be removed from these sewers.

When a team gets an encounter, roll a die to see how many spaces away from the encountered team the bum is and then place the bum on the map that many spaces away from the encountering team.

Before Play

Materials Needed

- 100 or so straight pins
- Tape
- Different color pens
- Three copies of the map
- Cardboard map base
- dice

Use

- Counters.
- Counters.
- Counters.
- Each team needs one.
- To stick the pins to.

Constructing counters

Wrap tape around the heads of the straight pins to make them like flags. Color one side of the flag with the pens and number the other side. Do the same with a different color pen for the other team.

Each team will need about 50 or so counters and the ref will need extras for the burns and "unknowns" (see Movement & Sensor Detection).

Basic Playing Rules

Movement & Sensor Detection: The three maps are used to add a sense of mystery and suspense to the game. One team sets up their pieces on their map and the other team does the same on their map. The ref should watch each team during their movement phase and keep track of both teams on his/hers/their/its map.

During play if the referee thinks one team member has sensed members of the other team then he should check distance. If line-of-sight distance is less than or equal to $4XInt$ (in grids) of a human team then they have sensed the target. If the distance between a slimebeast and a target is less than or equal to its Int (in grids) then it has sensed the target. If a target has been sensed, place an "unknown" counter on the sensing team's map. If one member of a large team spots a target then the whole team is considered to know where the target is. The other team should not be notified that they have been spotted, and all actions between the referee and players should be secret.

Turn Sequence

- Humans outside sewers heal 1 point
- Random Encounter Check
- Human Movement
- Sensor Check and Update
- Slimebeast Move
- Sensor Check and Update
- Combat Phase

Combat Phase Procedure

Human Phase

- Determine Slimebeast targets in range.
- Add up the damage stat of humans attacking at different ranges.
- Apply damage to Slimebeast target. If two are at the same range then determine randomly which gets hit.
- Any excess damage is first applied to targets at the same range, and second applied to targets at closer ranges.

Slimebeast Phase

- Slimebeasts have no ranged attacks and must be in the same grid as their targets.
- Add up damage stat of attacking slimebeast(s).
- If beasts are in the same grid as more than one human then randomly determine which gets hit and who gets any excess damage.
- Apply damage.

Combat

Humans always attack first in combat because of their ranged weapons. It is possible to destroy an entire slimebeast attacking party before they can get a chance to attack.

Slimebeast Ambush

-Slimebeasts can use their goo to create an ambush for humans or bums. What they are doing is actually making a wall around themselves, this type of wall can only have one hit. They tell the referee in secret when they are doing this and mark the ambush location on their map.

When humans walk by, the Slimebeast can sense them while the wall prevents the humans from sensing their ambushers. When the combat phase comes, the Slimebeast may attack first, effectively switching the order of their phases.

Points

Points are awarded for actions done by the different teams. The game ends when one team has completely wiped-out the other. You may also wish to end a game when the Slimebeast team outnumbers the Human team by a factor of ten (EX: The human team has 4 members and the Slimebeast team has 42 full-grown members). The team with the most points at the end of a game is the winner.

Humans

killing eggs 5
killing slimebeasts 20
Saving Bums 5

Slimebeasts

killing humans 5
laying eggs in bums 5
laying eggs in humans 10

20 points is scored for completely wiping-out another team.

Final Notes: If the rules aren't working then change them, add to them, or erase them, what ever your preference. As long as play balance is being maintained then it should be ok.



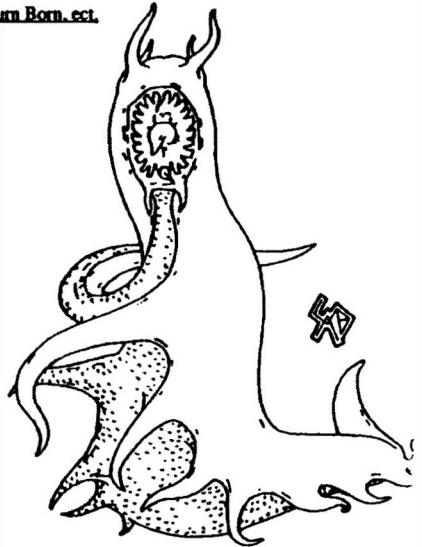
Human Team Record Sheet

#	Int	Hits	Dam	Weapon	Range
1	(/	/)	
2	(/	/)	
3	(/	/)	
4	(/	/)	
5	(/	/)	
6	(/	/)	
7	(/	/)	
8	(/	/)	
9	(/	/)	
10	(/	/)	
11	(/	/)	
12	(/	/)	
13	(/	/)	
14	(/	/)	
15	(/	/)	
16	(/	/)	
17	(/	/)	
18	(/	/)	
19	(/	/)	
20	(/	/)	



Slimebeast Team Record Sheet

#	Int	Hits	Dam	Eggs Layed & Location	Turn Born ect.
1	(/	/)	
2	(/	/)	
3	(/	/)	
4	(/	/)	
5	(/	/)	
6	(/	/)	
7	(/	/)	
8	(/	/)	
9	(/	/)	
10	(/	/)	
11	(/	/)	
12	(/	/)	
13	(/	/)	
14	(/	/)	
15	(/	/)	
16	(/	/)	
17	(/	/)	
18	(/	/)	
19	(/	/)	
20	(/	/)	

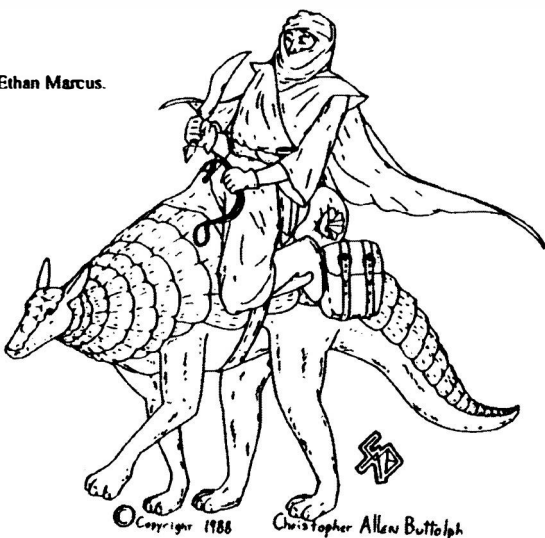


Permission granted to photocopy

An AD&D monster created for use by Ethan Marcus.

ANDREGU

Frequency: Common
 No. Appearing: 5-30
 Armor Class: 4
 Move: 24"
 Hit Dice: 4 + 4
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 2/1
 Fore legs for 1-6 each/
 Rear legs for 1-10
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Animal
 Alignment: Neutral
 Size: Large
 Psionic Ability: Nil
 Attack/Defense Modes: Nil
 Level/X.P. Value:
 III/250+7/hp



The Andregu is the favored mount of the Hesper Riders of Roccama. Despite their clumsy appearance, Andregu are quite agile and quick. Wild Andregu are broken quite easily for riding, but not just anyone can ride one. The Hesper Riders have ridden Andregu since childhood and thus may ride them without ill effects. Anyone else, however, who tries to ride an Andregu will find that the pitching, hopping motion of its gait will make it impossible to stay on for long. Characters may stay on for their Constitution in turns before falling off, exhausted. If they are good horse-people (e.g. Cavaliers or have mount skills) they may double this time. Characters must rest 12 turns minus one for every five Constitution points they have before remounting anything. Andregu are controlled with hard kicks to the flanks.

Andregu attack with their forelegs. If they hit with both, they may trample with their rear legs.

Andregu move very silently on padded feet, and are basically the same color as the haked clay of their environment. Thus, despite their great bulk, they may often surprise unwary opponents. Nevertheless, wild Andregu rarely attack, and domesticated ones only attack if urged to do so by their riders. Andregu fear nothing and never panic, although wild ones may deliberately avoid confrontation with a superior force.

Andregu can go many days without water. They feed off large beetles, scorpions, and other arthropods with their long tongues as they travel. Incidentally, Andregu are resistant to scorpion poison.



LOW PASSAGE

by
Bill Burg

This Month: CLOSETS!!

Most ships contain a ship's locker or storeroom, filled with necessary shipboard equipment, weapons, and various paraphernalia travellers accumulate over time. The importance of the ship's locker can be drastically overplayed by the referee by using the simple techniques outlined below, which can add a great deal of realism, humor, and outright frustrating fun to any TRAVELLER game.

Closets can be given many names, and run in three basic types; useful closets, semi-useful closets, and useless closets. These can be purchased in a starship design at the following prices:

<u>NAME</u>	<u>POWER</u>	<u>VOLUME</u>	<u>WEIGHT</u>	<u>PRICE</u>	<u>NOTES</u>
Useful	1	13.5	2	100KCr	4D useful items.
Semi-Useful	1	13.5	2	50KCr	2D useful/2D non-useful items.
Useless	-	6.75	1	20 KCr	1D-2 useful/2D non-useful items.

USEFUL CLOSETS:

These are closets used often by the crew for a specific purpose, specified by the designer. Since its equipment is usually critical to ship operation, few items will be broken: roll 2D for each item, on a roll of 12, the item is broken.

Examples of Useful Closets:

EVA LOCKER: 6 TL-12 vacc suits, 2 sets magnetic grips, 12 patch kits, 1 thruster pack, 24 UHP-B life support packs, 12 rescue balls.

ARMORY: 4 carbines, 8 snub pistols, 4 cutlasses, 1 laser carbine, 500 rds. 7mm carbine, 1000 rds. 10mm HEAP, 2LC packs, 8 TL-13 HE grenades.

(Note: For ARMORIES, list all weapons, then all ammo & disposables.)

ENGINEER SHOP: Mechanical-, Machinist-, Electronic- toolsets, laser welder, 6 wall patches, 4 breaching charges, IR goggles (for checking heat fluxes).

SEMI-USEFUL CLOSETS:

This type fills a more general-purpose role, or alternatively as storage for specialized equipment not commonly used by the crew. This type receives only occasional maintenance: roll 2D for each item, on a 9+ the item is broken.

Examples of Semi-Useful Closets:

SECURITY LOCKER: 2 loaded auto pistols, 1 9mm rifle w/ scope, metal detector, 2 briefcases, 1 radiation counter (damaged: Always reads LETHAL RADIATION).

EXPEDITION GEAR CLOSET: 2 atmosphere testers, 2 radiation counters, 8 video communicators, 20 filter masks, 8 bubble helmets, 25 UHP air tanks (full), 5 UHP tanks (empty), 1 very soft blanket.

GALLEY: 1200 man/days prepackaged shipboard meals, 20 Kg groat steaks, microwave oven, 5 cases soft drinks, 3 cases beer, recipe for Pan Galactic Gargle Blaster, 10 sets plastic dinnerware.

USELESS CLOSETS:

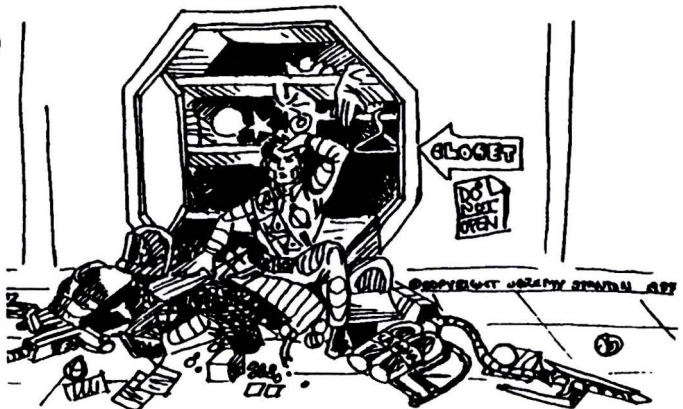
These closets are a catch all for items which the crew or the ship's previous owner could find no place for. While some items are not actually useless, their application may be very specialized or even unknown. Roll 2D for each item: on a 6+ the item is broken.

Examples of Useless Closet:

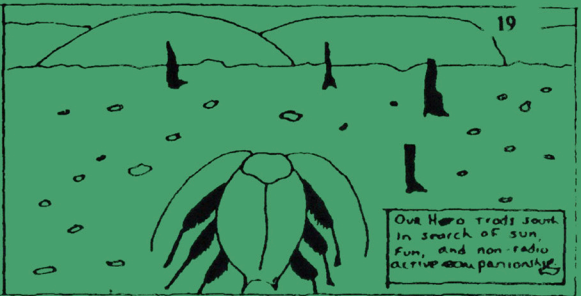
BILGE DECK STORAGE COMPARTMENT: 3 flashlights, 1 flare gun w/ no flares, hand axe, stuffed iguana, old boxes from ARG'S GROAT BURGER.

OFF-BRIDGE AUXILLARY LOCKER: 4 empty plastic boxes, 3 suits cloth armor (riddled with bullet holes), dormant Space Herpy (remember "Ice Pirates"?).

The Referee should have a list of all closet contents: DON'T let the players see it. If they want an item, make them rummage through the closets until they find it. New ships will have fewer items and some empty closets: roll item # with -2 DM per die. Older ships will have more equipment in bad repair: +1 DM on "Broken" roll for each 10 years of ship age. Don't add many expensive items (over KCr 25). As always, be creative. For some ideas, look through some of yours or some friend's closets. Have fun



The Mystical Cockroach

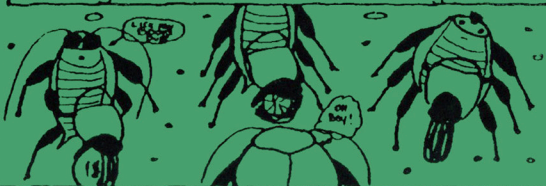


Our Hero Travels south
in search of sun,
fun, and non-radio
active companions.

FROM THE HILLS, A RUMBLE CAN BE
HEARD



Suddenly, in front of him appeared a street gang. What they
were doing in the middle of nuclear destruction, I don't know,
but Bennings was afraid they were not in a good mood.



A tingling came over Bennings. He had
never felt this way before. A feeling
of exhilaration, of purpose.



Something took over him. Bennings began to pummel the
dirty scum. What the reason was he did not know, but
he fought like never before.



Bennings without realizing it had eaten a
particularly radioactive mushroom. It had
given him powers he couldn't have imagined.

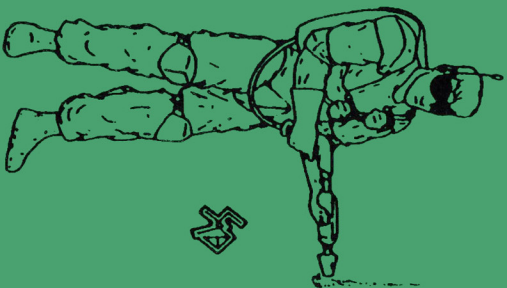


RayMans 1-27

Bennings the survivalist cockroach would
have many adventures in the future.



B. Osset / North Coast RolePlaying
1018 E. st. #1
Eureka, CA 95501



mailing address

pslg