

Happy 10th Anniversary
TERRAVELLER

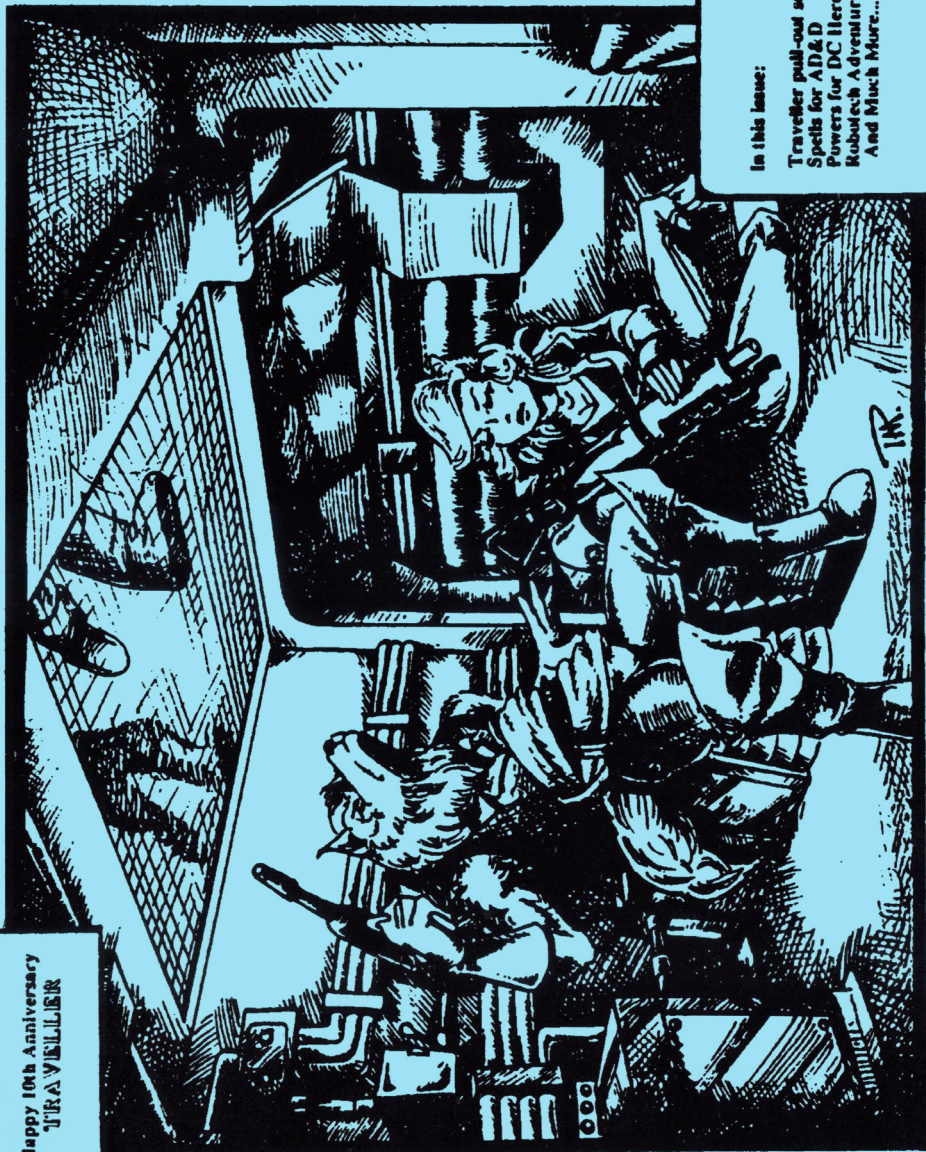
Issue #4

May/88

\$1.50

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Spells for AD&D
Kobotech Adventure
And Much More...



TERRAVELLER

EDITOR'S OPENER

After complaining about the contents of such gaming magazines that are out there; those beginning with Ds, Ps, Gs, Ss, Fs, Aa, etc.; After complaining about the costs; Basically, after a lot of complaining, I finally tried to do something about my complaints, but did you ever have an idea, try to do it, then be plagued by problem after problem? I can definitely say yes.

NCRP began as an idea back when I began playing roleplaying games. Like many of my peers, I began with AD&D, got bored with it, and moved on. But there wasn't anything like Dragon to help you with other games so an idea came to me. Why not make a magazine detailing mine and other gamer's experience with playing RPGs. This turned into the short run, 2 issue magazine, called "The Supplement". Well if you fail, try again.

This time, I went to making a variants magazine. Changes and new things for every game out (which wasn't too many back then). It was called "From the Master's Mind" - rather self-indulgent title, don't you think? Well, even though we had enough material for 6 issues, not one saw print.

The years passed (oh boy, did they pass. 7 girlfriends, graduation, new car, and grey hair, ugh!) and I decided to try again. This brings us to NCRP. I decided not to begin without a following to unload the magazine on if it turned out to be a dog. Luckily, it didn't. Well luckily is a pretty loose term, the truth is, we haven't died yet! I write almost daily to push for more subscriptions, ads, articles, art, retailers to sell the magazine, etc. The life of an Editor isn't too tough for a 24 page magazine. The life of a publisher on the same magazine is tough! It's tough enough that I feel I've now earned those grey hairs. Anyway, there is a point to this rambling.

What I really need to tell you is about the new cost. Now I know people out there who have faithfully followed us from issue #1 must be shocked. It's issue #4 and we've increased our price by 250%, but please let me explain why (defend myself and NCRP as it were). When we started, we didn't know how much anything was going to cost, in fact, when we made the \$.60 price on the cover of #1 permanent, we didn't have any idea that our cost to make the mag would be more than what we were selling it for, but we learned. We raised our price to \$1.00

Well you can't always get things right, and my track record tells me that I can substitute 'ever' for 'always'. Anyway, at \$1.00 we were at least selling the issue for more than it cost to make up losses and costs, but we couldn't mail it anywhere without again making the magazine cost more than the cover price made back. Thus we move to \$1.50. Now this \$1.50 seems to be a good stable price. Including the new postage hike and everything else that has cropped up, we will be able to keep the cost at this price for awhile, but this brought to me the question of value.

I think NCRP is worth \$1.50 an issue. I had a friend who suggested that instead of setting the price, we should keep increasing it per issue. In a couple of years, NCRP #40 might be as much as \$200 a copy. This, of course, would not be a good value. I told him so (using my typewriter on his head as emphasis). At our new cost, we are still the least expensive magazine on the market by at least half price. So I hope you find, as we do, that the value of NCRP is still constant with its price (and jibes with your pocket book). THANKS!

Now, I also need to address a very sore issue with me: the travesty that occurred in printing John Sullivan's article on Vampyre's last issue. When we sent the magazine to the printer, a sentence was cut off the bottom of page 3. Then, page 4 and 5 were switched (even though they stayed sequentially numbered. Our numbers go on after the masters are made.) I haven't got a clue how that could happen. Human Inenuity, I guess. Anyway, the missing sentence begins at the bottom of page 3 (issue #3). "...in human form. In wolf form they can attack with claws, doing a slashing attack at thrust +1..."

To atone for this mistake, we offer to you a complete copy of the article with some new art. All you need to do is write us with a stamped self-addressed envelope and request the Vampyre article. We'll promptly send it to you complete. Again, I apologize to you for this inconvenience. I'd love to promise you that it will never happen again. At least I hope it doesn't. Sorry John. We'll flay the printer.

NCRP is printed monthly. A six issue subscription is \$8.00. Back issues are available while supplies last at \$1.25 for issue 1, 2, and 3. Send check or money order to Barry Oasser/NCRP at the address on the back cover. NCRP always welcomes letters telling us how we're doing, what you want to see us do, and for just general hellos. We might even print some if received them.

Ads for NCRP are \$1.50 for business cards, \$4 for a quarter page, \$8 for a half page, and \$15 for a full page ad. Classifieds for finding gamers in your area or for buying, selling, or trading items are \$1.50 for 30 words plus name, address, and PH number if you wish. Make check or money order as above with subscriptions.

As always, we welcome writers and artists to write us with their ideas.

BB Guns in Roleplaying Games

by Richard LeDuc

BB Guns and other forms of minor fire-power are often overlooked in RPG's. Because of their application in certain obscure settings, I have taken it upon myself to provide mechanics for handling several of the more common varieties of "toy" guns.

To start I will recognize 5 types of low power guns:

- a) **BB Pistols:** Held and fired from a single hand, shooting a small round ball at relatively low speeds.
- b) **BB Rifles:** Held and fired with two hands, shooting the same balls as above, but at higher speeds. (note that the ammo is interchangeable with the pistols.)
- c) **BB Auto-Pistols:** Like a BB pistol, but firing a great number of rounds per second.
- d) **Pellet Pistols:** A pistol that fires a specially shaped round. These weapons have a much greater energy than comparable BB rounds.
- e) **Pellet Rifles:** The high power end of the low power firearm category. They shoot the same pellets as the above pistol.

The last consideration before going on to the game stats of these weapons is that of energy source. There are two main types of sources: pump action, or compressed air. BB auto-pistols only use compressed air. Pellet weapons only work using pump action. Other BB guns come in either form. Pump action weapons take a certain amount of pumps before they can fire at full strength, but in a pinch they can be fired at half power. Compressed air tubes will work for a number of shots after which they will fire only at half strength for the same number of shots. All compressed air tubes, except those for auto-pistols, can be interchanged. Also an air tube can be removed, but it will lose all remaining charges.

AFTERMATH: Stats:

<u>Gun</u>	<u>P.B.</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>BBDG</u>
BB Pistols	2	4	7	12	4
BB Rifle	3	6	10	20	8
Auto Pistols	2	4	6	8	4*
Pellet Pistols	3	6	8	16	7
Pellet Rifles	4	7	12	30	11

BBDG= B B Damage Group. Calculate the amount of damage as per a BDG, but BB's do type C damage instead of type L. Also barriers count double against these weapons.

* Auto-pistol weapons are considered to fire at super-machine gun rates. Roll a d6 for the number of rounds that hit.

Air powered guns are treated as having AL action, auto-pistols have FA, and pump action weapons are SS (not PA because they take more than one pump to be able to fire, see below).

Pump action weapons need 20 pumps to fire at full power, 10 pumps to fire at half power. A character can pump the weapon a number of times equal to their DFT group per action.

Each round shot by an air powered weapon takes one charge off the cylinder. Small cylinders for rifles and pistols have 100 charges. Large cylinders for auto-pistols have 600 charges. Once 1/2 of the cylinders charges are used, the weapon will fire at 1/2 strength. Any weapon fired at half strength will have its BBDG divided in two.

Call of Cthulhu / Chaosium-type games Stats:

For C of C I won't make a distinction between BB guns and pellet guns, nor will I any longer concern myself with 1/2 damage, (Interested refs can set a number of shots where after the damage from the gun will be halved.) but even still, modern monster hunters have a wide variety of BB guns to choose from.

Name	Shots	Damage	Range	Ammo	costs: Gun	Ammo	Air	Malfunction
Pump-pistol	1	d3-2	6	15	30	1	--	00
Pump-rifle	1/2	d3-1	7	10	90	1	--	00
Auto BB pistol	Burst	d3-2	5	20	100	1	2{60}	96
Air-pistol	3	d3-2	5	15	40	1	1{45}	98
Air-rifle	3	d3-1	6	10	95	1	1{30}	99

The cost of ammo is for 100 BB's or pellets.

The number in {} is the number of shots per compressed air canister, or bursts for the auto-pistol.

Now we run into a bit of a problem. The remaining game combat systems lack the subtleties to adequately demonstrate the nuances of BB guns. From here on I'll be condensing the number of weapons for each game system.

GURPs Stats:

For GURPs lets only consider two types of weapons:

Name	Type	Amt.	P-B	Inc.	1/2 D.	Max.	Wt.	Cost	St.	Stots
Pellet gun	Crush	d3-1	2	2	10	20	3	50	--	12
Auto-BB	Crush	d3-2	2	1	7	10	3	75	--	20

Note that the auto-BB pistol will fire up to three shots per round.

Advanced Dungeons and Dragons stats:

Every now and then, some gear from one plane falls into another, either by accident or design. With this in mind, consider the notion of a fighter wielding a pellet rifle, or a paladin armed with a BB auto-pistol.

Weapon	Fire Rate	Short	Med.	Long	2	3	4	5	6	7	8	9	10
Pellet gun	1	5	10	15	-5	-4	-3	-2	-1	0	+1	0	+1
Auto-pistol	5	1.5	3	4.5	-6	-5	-4	-3	-2	-1	0	-1	0

Pellet weapons do 1d3-1 vs mansized or smaller, and 1d3 vs larger then man sized.

BB auto-pistols do 1d4-2 vs mansized or smaller, and 1d3-1 vs larger then man sized.

Robotech the role-playing game, and other Palladium type games

Pellet Rifle

A weapon commonly owned by little kids. Cartridge: Pellets Feed:Single shot, no magazine. Weight: 5 lbs. Effective Range: 100 ft. Cost: 100. Damage: 1d3-1 per round.

BB auto-pistol

A civilian weapon used primarily to destroy soda cans. Cartridge: BB. Feed: 20 round gravity feed hopper. Weight: 4 lbs. Effective Range: 30ft. Cost: 50. Damage: 1d6 per round.

Creeks and Crawdads:

Don't be silly, BB guns are far to big to be wielded by any fresh water crustaceans. OK, try a 10d6 roll vs IQ to figure out that pulling the trigger fires the weapon, and a 7d6 roll vs IQ to notice that the weapon has to be pointed towards the enemy... Better yet, how about we get some food and then go sleep.

RECAPTURE: VF - JA

A Roletech adventure based on original ideas from Jeremy Trahue

As a member of the RDF, you are often called upon to do some interesting work. An example of such work has just hit your work desk:

3rd Lt. Amos Mitchell has been missing for some time. You and a specially selected team (i.e. the other player characters) are to investigate his disappearance. He was last seen at his apartment: address - 771 42nd street. He lives in apartment #69. You gather your crew and head off to the apartment of Amos Mitchell.

Referee's Part:

When the characters arrive, they will find Mitchell's apartment undisturbed with a "do not disturb/clean" sign on the door. A thorough search of the apartment will turn up a matchbook in the ashtray on his desk. The matchbook cover is an ad for the Bertan Bar. The address is on it. If the characters question the maid, she will tell them that she hasn't seen Mitchell come in or out of his apartment for two days.

At the Bertan Bar:

The bar is a fairly small affair smelling of stale smoke and booze. The bartender is friendly. He remembers Mitchell. "He was kind of strange (the bartender will bend his hand at the wrist and shake it a little), if you know what I mean. He went into the bathroom alone, but when he came out, he left with two men supporting him. He looked pretty worn out. You never can tell what goes on in the bathroom."

If pressed about the two men, the bartender will tell the characters that they are regulars, but they usually keep to themselves. They usually come in around six and the characters are welcome to wait for them. Of course, the bartender will offer all the characters drinks (no, not on the house.)

The men will come in right on time. If they are interrogated by the characters, they will say that they just met Mitchell that night and decided to give him a ride home because he looked like he needed one. He was in no condition to drive. (Mitchell's file does say that he will over-indulge, once in awhile, with alcohol.) If they are asked about their occupation, they are dock workers at the shipyards and give the address of the Warehouse they work at.

The Warehouse:

If the characters go to the warehouse, the manager will be reluctant to give any information. If he is pressed, he will tell them that a shipment of Brazilian fruit is coming in on (give a false date) and is being shipped to New York on (give another false date). The shipment will go out on the S.S. Montezuma's Revenge. If the characters use more extreme measures, say torture of some kind, he will tell them the real dates of departure and arrival. This is, however, all he knows. The real date the convoy arrives is 5 March 1800 hours. It will arrive from the North carrying Fruits and Vegetable goods, as well as "Cottage Industry" building supplies

Dead End:

The characters will probably feel that they have hit a dead end. The men from the bar will not give them anymore information than what's above. Let them struggle for awhile trying to come up with a plan, then hit them with this.

The day after speaking with the two men in the bar, the characters will begin to be followed. Give them a chance to spot this tail. If they can apprehend the tail, the tail's ID will reveal him as a minor bureaucrat at the York Embassy. Embassy officials will give the home address, after much prodding, of the tail. If the characters visit the address given by the Embassy officials, it is a small apartment. Searching it will reveal a notepad with the indents of writing on it. If the information on the pad can be garnered, the arrival time and place of the Brazilian shipment will be there. Also in the apartment are 42 rounds of 9mm ammunition, 500 York dollars, 1250 Argentine dollars, useless paperwork, and a cage with 3 Brazilian Poison Cobras in it. Also, in the desk is some "Anti - Zentraedi" hate literature, useless computer disks, and the usual collection of pens, pencils, etc. found in desk drawers.

If the tail is not spotted, that night he will try to knock off at least one of the characters. He will do so by putting Brazilian Poison Cobras in their rooms. If the snake attempt fails, or the tail is caught, four thugs will attempt to beat up the characters and take them prisoner (if this succeeds, play it by ear.) If defeated, they will spill their guts. They were told to capture the characters and take them to

a Hideout. They will give the address.

Hideout:

If the characters visit the hideout, it is a boarded up building on the outskirts of town. The top floor is in bad shape, but ... the basement is the Nerve Center of the whole operation. Roll % dice:

1-25 - Two Yorkian bureaucrats are there.

26 - 50 - One of them is there

51 - 00 - Two thugs are there guarding Mitchell and watching the radio.

The basement has a radio, several chairs and desks. Mitchell is handcuffed to some pipes in a corner and paper records of the whole transaction are on one of the desks. The scavengers will get 75 million York dollars for the delivery of the Veritech from the Yorkers. The Yorkers will then take the Veritech to New York where it will be off-loaded from the Montezuma's Revenge. From here it will be shipped the Cincinatti for analysis. The players can either take this information with them and turn it in, or they may try to organize the capture themselves. If they try to organize the capture, the details are left up to you. To help, however, The Convoy is listed below.

The Convoy:

The convoy has on it six of the scavengers that found the Veritech. Each one is armed with a mini-uzi and 2 high explosive grenades. Their connections in town are two York bureaucrats to whom they will sell the Veritech. They will be met at their place of arrival by these bureaucrats and agents of the York Government. The agents (six of them) will be armed with M-203s and a Fire Frag grenade each.

When Mitchell is revived, he will tell the characters what really happened that night at the bar. Mitchell went into the restroom and overheard the two men talking in hushed whispers about a stolen Veritech. He was discovered and brought to the hideout of the two Yorkians, whom the men work for.

About the Veritech:

The Veritech, VF - 1A, is in working condition. Its pilot was killed by a malfunction in the life support systems during night combat. The pilot was separated from his flank and the veritech was found by scavengers and hidden before the RDF search parties entered the area.

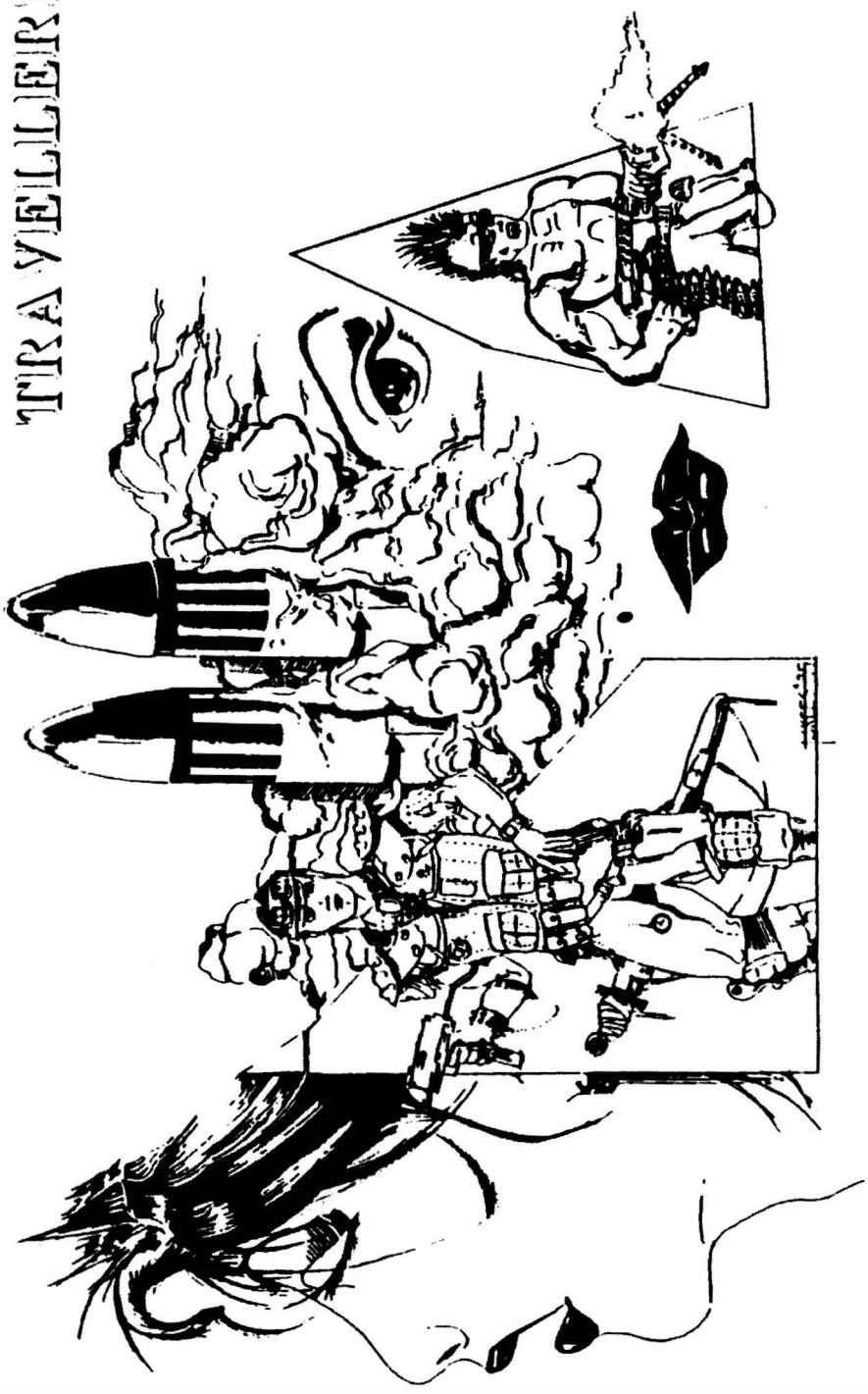
The two York men can be made from the following basic template. Each will need to be fleshed out a bit more. These stats and skills are only their basics.

3rd level bureaucrat - Anarchist

IQ - 14	HTH: basic
ME - 12	WP: semi and fully automatic rifle
MA - 12	Prowl: 50%
PS - 12	Computer operation: 70%
PP - 14	Swimming: 66%
PE - 12	Pilot Auto: 88%
PB - 13	2 attacks per melee
SPD - 14	+2 roll with punch/fall
HP - 18	+3 Parry - Dodge
SDC - 10	+1D6 damage on kick attack



TTRA VELLERS!



One of the strengths of TRAVELLER is the vast background called the "Imperium Campaign" which has been developed by Game Designers' Workshop (GDW) for their premier SF-RPG. The basic rules for TRAVELLER (GDW, 77), five additional "books" of expanded rules, and seven Alien Modules do not of themselves lend toward a great SF-RPG (good yes, just not great). It is the over Twelve Thousand pages printed by GDW, it's licensees, and amateurs, which are mostly about the Imperium Campaign, that make TRAVELLER great. In conjunction with the major rules rewrite: MEGATRAVELLER (GDW, 87), comes the splitting of the Imperium. The Imperium is a 1116 year old cosmopolitan star-faring state which dominates over 11,000 planets of the TRAVELLER Universe (our universe, some 3400 years hence). The shattered Imperium forms:

IMPERIA!

By Ed Edwards

In the 1116th year of the Third Imperium, on the 136th day (136-1116), Strephon, the Emperor of the Third Imperium, and his immediate family are assassinated by Strephon's trusted personal friend, the Archduke Dulinor. Dulinor flees, leaving a power vacuum in Capitol, the capital world of the Third Imperium. Twin brothers Varnan and Lucan, remote relatives of Strephon, determine secession with hand lasers, the younger brother, Lucan, winning (exact details are unknown, this is the author's opinion).

As the news spreads out at over 600 times the speed of light, whole sectors rebel and alien enemy fleets are activated. It takes a full year for the news to reach the remotest outposts of the Imperium; three years to reach the limits of character space. The news changes the lives of each of the thirty-five trillion sophont (intelligent being) inhabitants of character space.

Under extreme external and internal pressure, mutually antagonistic, sector sized fragments of the Imperium rebel. The major fragments are described below: Vland, the founding world of the First Imperium, using the Vland Domain government structure, restores the Vland Empire and its Shadow Emperor. The Illeish Federation is lead by Dulinor who claims the whole of the Imperium by the time honored (but not used for several hundred years) "right of assassination". The Daibei Sector, bearing the full weight of the left flank of the Solomani attack, when asked to leave itself defenseless so its fleet could press Dulinor, holds its fleet in defiance of Lucan. In contrast to Daibei, the Old Expanses Sector which would have to bear the brunt of the right flank of the Solomani attack, rebels against the Imperium and joins the Solomani. In the Domain of Antares, the Archduke Bzrk (a non-human) assumes control in the name of Strephon or his legitimate successors. The Deneb Domain, separated early by Vargr raiders (and by nature of the Great Rift), remains loyal to the Imperium but in practice, it is independent. In Gushemege Sector, a person arrives claiming to be the 'real' Strephon (someone/something else having been 'slain' by Dulinor); his faction is called Strephon's Worlds. The domain government of the Sol Domain and it's Archduke join with the Imperium protected Vega Autonomous Region to form a ring of high tech and high population worlds which withstand the onslaught of Solmani hordes forming an island of the Imperium within the Solomani Confederation. Other sectors are split into even smaller fragments: units of two or three worlds, but more frequently, only one world.

The main body continues on under the name of *Third Imperium*. Lucan is beset on nine different fronts by major wars, by discontented nobles, etc.

Aliens on the borders launch wave after wave of raiding corsairs against the fragments of the Imperium. Asian (lionoids), Vargr (wolf creatures), and a host of minor races take whole sectors which are undefended due to internal turmoil.

The dreaded Solomani (who 2000 years earlier took the First Imperium by force) launch all out war. They soon retake their ancestral home planet of Terra (Earth), but then find themselves surrounding an undefestable fragment of the Imperium: Vega.

Other non-Imperium states stand by but at anytime could join the widening conflict. The psionically lead Zhodani, just defeated in the Fifth Frontier War (1107-1111), turn their thoughts to the core of the galaxy; but even so, they maintain a fleet which could crack the Deneb Domain. The 'most alien of the aliens' Hivers stand by, manipulating and controlling events. The herd mentality K'Kree (centaurs) consider the breakup of the Imperium as typical of such inferior races.

Is the shattered Imperium capable of recovery? Each fragment has dreams of reuniting the Imperium under their leadership. Will the twilight descend on a new dark age? Will the Solomani Grand Fleet reunite all humaniti? Will Hiver manipulators take control? Are these the wars to make the galaxy safe for vegetarians? Only Grandfather (ancient master of this arm of the galaxy, who 200,000 years ago seeded many planets with Terran stock) knows, and he is unavailable for comment.

Only the next few years of TRAVELLER will tell

Low Passage

By Bill Burg

It had to happen.

With the introduction of MegaTraveller, the Traveller universe was fragmented into many warring states. The once-strong Imperium is now a fractionalized conglomerate of petty domains, each claiming to be in the right.

In addition, the new MegaTraveller vehicle design system includes rules for vehicles with legs. Sound familiar? Hmmm? Yes, people, the 'Mechs have arrived in the Traveller universe.

TRAVELLER 'Mech DESIGN THEORY:

'Mechs have not had a prominent role in the Traveller universe, mainly because grav vehicles can literally fly circles around them. The 'Mech is best used under special circumstances. At middle Tech Levels (9-12), grav vehicles are feasible, but very expensive due to their less efficient powerplants. (Let's ignore the Overview of Equipment in Mercenary for the purposes of this article. Face it: if you took that stuff too seriously, you'd still be trying to figure out what cavity-B armor is.) The introduction of legged suspension at the same time brings new levels of off-road mobility. This is where the 'Mechs come into their own: middle-tech worlds with low war budgets (can't afford grav), rugged terrain (where legs are best), or restricted access to high-tech items (can't get grav). Legged vehicles are much cheaper -- for example, moving a 10-ton tank at 60 kph with TL-10 gear would cost Cr 23,560 for legs and CR 1,031,000 for grav -- a savings of over a million credits!!

'MECHS IN USE:

Some interstellar governments with low technological levels use 'Mechs. The Sword Worlds rely heavily on them, as do the Belgardian Sojourn. They are also popular with mechanized mercenary teams, such as those of the Meshan Sector. Use of 'Mechs by races other than human is rare, other than the Vargr, whose design theory is radically different from humans, to account for Vargr body type. Other rare examples exist, usually conforming to body type: Vargr and Aslan are usually digitigrade, a four-legged K'Kree model exists, and a Hiver 'Mech with six legs has been recorded.

Traveller 'Mechs are rarely anthropomorphic (Transformers): the closest equivalent types are the standard (non-flying) 'Mechs in Macross, such as the Defender or the Spartan. Many appear to be "walking tanks", few have hands or heads, and almost none fly (if you could afford grav in the first place, why mess with legs?).

CLOMPER Class 'Mech:

This TL-12 design is common in the Meshan sector, with Imperial and Vargr forces, especially mercenary units.

MegaTraveller specs:

Craft ID: CLOMPER 'Mech, TL 12, Cr 440,900

Hull: 1/2, Disp=.75, Config=4 USL, Armor= 34F, Turret, 4 USL, Armor= 34F

Unloaded= 8.4t Loaded= 9.2t

Power: 1/2, Fusion .25 mw plant, duration 5/15 days

Loco: 1/2, max spd= 110 km/h, OR= 90 km/h. Legged (2 legs)

Commo: Radio, continental

Sensors: EMS-A, VDist, EMS-P, VDist

Act Obj Scan= Diff, Act Obj Pin= Diff, Pas Eng Scan= Form

Offensive: 8 cm CPR cannon in underslung turret (remote)

Ammo	Rounds	Pen/Atten	Damage	MaxRng	Targets	Danger	space	Signature	Difficulty as:
HEAP	50	40	9	Distant(16)	1	1.5		Med	Fire Control
HE	10	16	14	Distant(16)	1	30		Med	Fire Control

Def: 10 prismatic aerosols, front

Control: Computer mod/0x2m 11 dynamic linked panels

Accom: 2 cramped crew positions, full life support.

Other: Cargo: none Obj Size: small EM Level: low

STRIKER Specs

The vehicle has a crew of 2 (commander/gunner, driver). It mounts an 8 cm CPR gun, with direct fire control. Dimensions: 2X2X2.5m, plus 1X1X1m turret. Tot Vol: 11 kl.

Weight: 9.2t. Price: Cr 440,900

Move: Max 110 km/h, OR 90 km/h.

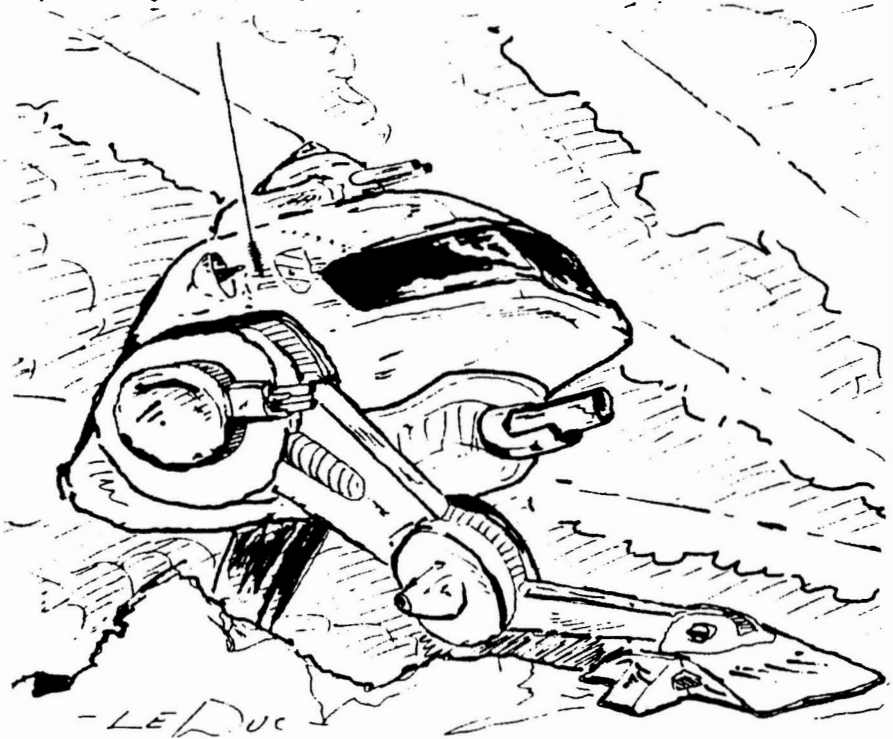
Armor: 34 all sides

Target size: DM's: +1 low, +0 high

Equipment: 10 prismatic aerosols front, full life support for 2, radar power - 50, radio power 5000

Power: .25 mw fusion plant. Fuel for 5 days.

Weapon: 8 cm high velocity CPR gun in underslung turret. Ammo characteristics above.

**HONOR Class strike artillery 'Mech:**

This 'Mech is built by Sword Worlds. It is a slow vehicle, primarily intended for indirect fire missions, but its dual twin barrel autocannon can provide direct fire support from a defensible position.

MegaTraveller Specs:

Craft ID: HONOR 'Mech, TL 10, Cr 2,363,310

Hull: 6/14, Disp= 8, Config= 4 USL, Armor= 34E. Turret x2, 1/1, 4 USL, Armor=42E

Unloaded: 68.38 Loaded: 98.68

Power: 1/2, Fusion 2mw, duration= 60/180 days

Loco: 2/3, 2 legs. Move: max 55 km/h, OR 44 km/h

Commo: Radio, continental.

sensors: EMS-A, regional. EMS-P, continental.

Act Obj Scan= Diff, Act Obj Pin= Diff, Pas Eng Scan= Form

Off: Two 10 cm CPR autocannon, each in side turret mount. Direct and indirect fire control.

Ammo	Rounds	Pen/Anen	Damage	MaxRng	Targets	Danger	Space	Signature	Difficulty as:
HEAP	40	44	10	Distant(20)	4	1.5		High	Fire Control
HE	10	19	14	Distant(20)	4	20		High	Fire Control
Flechette	5	3	3	Distant(20)	4	15		High	Fire Control
CBM	5	21	8	Distant(20)	4	40		High	Fire Control

Def: 20 prismatic aerosols, front

Control: Computer mod/0x2, 18 dynamic link panels, 2 HUD.

Accom: 2 cramped crew positions (long-term). Full Life support. Airlock.

Other Cargo: none Obj Size: small EM Level: faint

STRIKER Specs:

The vehicle has a crew of 2 (commander/gunner, driver). It mounts two 2-barrel autocannons, each in a side turret. Dimensions: 9X3X3m, 2 turrets 1X1X3m. Total Vol: 87 kl.

Weight: 98.68 kg. Price: Cr 2.363.310

Move: max 55 km/h. OR 44 km/h.

Annor: 34 all sides, turret 42 all sides.

Target size: DM's: Low +4, High +1.

Equipment: 20 prismatic aerosols, full life support for 2, radar power- 500. Radio power - 5000.

Power: 2nw fusion plant. Fuel for 60 days.

Weapon: 2-bbl 10 cm CPR AC. Ammo characteristics above.

These two systems are only the beginning: more will possibly appear in NCRP (or in your world). Good Luck, and happy BattleT -- er, uh, I mean Mekt -- no, no, I meant TRAVELLING!!

A PARTING SHOT:

I want to correct a misconception I've been hearing around. MegaTraveller is just dolled-up Traveller -- not a new game! It includes a new vehicle design system and combat system, plus the Task system, but your old Traveller characters, adventures, deck plans, and secret decoder ring are STILL GOOD. As far as buying it, well, put it like this. The MegaTraveller set contains much new and innovative materials, along with enough typos to fill a patrol cruiser. If you're an experienced Traveller referee who isn't afraid to improvise/steal from original Traveller/Striker rules, buy it!! You'll be glad you did! The character systems are about the same and Vehicle Design Rules, while somewhat harder than the SAT crossed with the 1040 Long Form, produces some truly beautiful vehicles when crossed with Striker. Beginners should wait for the second edition, with requisite corrections (I hope). If you get a chance to buy any old Traveller stuff, do it -- It's ALL going out of print (honest, Mom! This stuff is all collector's items!!). I'll try to keep as much of this column as I can compatible with both, but MegaTraveller will be emphasized. Don't worry -- it's all the same game!!



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The Oksall Dhkigvga Subsector (-Three Worlds Unexplained-)

Name	Statistics	Remarks	Outposts/ Allegiance/Gas Giant
Comman Cur	0107 CAB2435	A Non-industrial	-/Independent/-
Greghvak	0201 B7C0542	C Non-industrial, Desert World	-/Vargr/-
Mirajon	0208 CCA8520	8 Non-industrial	-/Imperial/-
Jagrah	0302 D7C4355	8 Non-industrial	-/Vargr/-
Hvuuki	0304 C342532	4 Non-industrial, Poor	-/Vargr/G
Gerald's System	0309 C577A79	D Industrial	-/Imperial/G
Figvan (Hell-sunk)	0406 XA76400	0 Non-industrial	-/None/G
Antares Lost	0407 A7B0877	E Desert	-/Independent/G
Ilfiar	0410 EAC6412	8 Non-industrial	-/Imperial/G
Hrawgg	0502 D666877	4 Rich	-/Vargr/-
Rwangh	0503 C310469	A Non-agricultural, Non-industrial	-/Vargr/-
Geospan	0505 C252552	A Non-industrial, Poor	-/Independent/-
Twigin	0507 D438876	6	-/Independent/G
Colorus	0509 B200462	A Non-industrial, Vacuum	-/Imperial/-
Hvikkagve (Aldus)	0608 XB9A662	0 Water	-/None/-
Kuvisha	0609 D571232	3 Non-industrial	-/Imperial/-
Kvii Ghargh	0704 C458322	5 Non-industrial	-/Vargr/G
Mantalaru	0706 D8C5333	6 Non-industrial	-/Independent/G
Spite	0707 B466500	D Agricultural, Non-industrial	-/Independent/-
Tigris	0709 E7A5400	7 Non-industrial	-/Imperial/G
Vi Khivgh	0801 A360368	7 Non-industrial, Rich, Desert	-/Vargr/G
Filegrei	0805 D2366565	3 Agricultural, Non-industrial, Rich	-/Independent/-
Anchor	0808 X765000	0 Rich, Barren	-/Independent/-
Calor	0809 D570626	7 Desert	-/Imperial/G

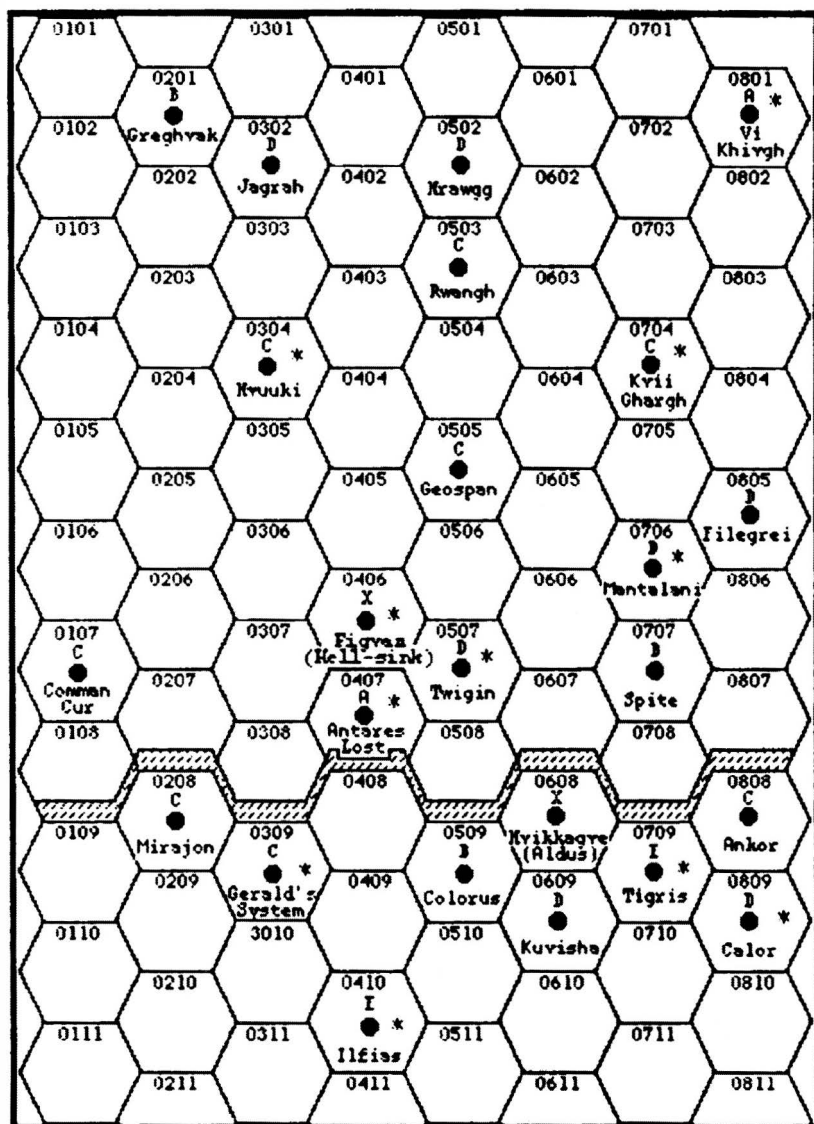
The Oksall Dhkigvga subsector contains 24 worlds with a population of 12.12 Billion. The highest population is 11 Billion, at Gerald's System.

The subsector's name in Imperial is best translated as "Three Worlds Unexplained". The system boasts three worlds in its system that have X starports. This would not be a boast except that each of the worlds has something the Vargr explorers of these systems could not figure out. Figvan (0406) is a hot house planet with a corrosive atmosphere. It is Imperially unexplored, but it has a small population of colony ship survivors (race unknown). Hvikkagve (0608) has the remains of a colony on a small chain of islands. The planetary surface is mostly water and is used as a fueling point by ships on their way to and from Spite. Anchor (0808) is theoretically an ideal world for colonization, a garden planet with no indigenous population. However, planetary surveys have shown large blast marks and signs of a TL-C civilization. There is evidence of war involving fusion bombs. The war is estimated at around 300 Imperial years ago, but much of the planet is still "hot". And all three planets show signs that are believed to be Sites of the Ancients.

The Subsector does not have any one controlling interest. As the allegiance charting shows, The topmost portion of the subsector is Vargr controlled, which is to say that Vargr roam heavily in these areas. The central portion is reasonably independent, owing allegiance to neither Vargr or Imperial forces. The bottom portion is weakly in Imperial control at the time of MegaTraveller. Most of the Imperial planets, as well as some of the independent planets with exports, work through the Starport B at Spite which is independent. Imperial offers of inclusion into the Imperium have been turned down on numerous occasions. Spite also has some Vargr goods traffic. The Vargr use it as a trading post with the independent and Imperial ships that come there. The Vargr have a regular export of devices, synthetics, liquors, and minerals that are shipped to Imperial ships which then transport the goods out into Imperial space. The export lines from Spite are never attacked by Vargr, and Vargr ships have been known to come to the aid of ships in trouble whose journey started at Spite. The merchant lines give the Vargr a steady income that they have no interest in seeing cut.

Some special planets: Twigin (0507), the location of an alien race to be detailed in an upcoming issue of NCRP. Antares Lost (0407), an independent Vargr and human integrated planet that exports the best high-tech items in the subsector, but at a high cost. Gerald's System (0309), major industrial center, although the production of high-tech items such as fusion is rigidly controlled due to the high Law Level. Mantalaru (0706), though independent, this is an important Vargr trading post: primary product is oil for plastic synthesis. Natives live at TL-10, but ICE engines (due to abundance of oil) and lack of high-tech production keep it at TL-6.

Arrgh Vikegv



LEGEND:

- Gas Giant Present
- Starport Class
- Imperial Border

Patron Encounter

by Abe Crow

INTRODUCTION/PLAYER'S STUFF:

While out bar hopping after a reasonably successful business endeavor, one of the party members engages in a drinking contest with an old man bearing the insignia of a retired scout. After getting rip-roaring drunk, the man begins to tell his story.

He had been assigned to a naval outpost up until two weeks ago when he was discharged from the scout service, the reason being his old age ("Senile Hell, with out me the rest of the team doesn't have the combined smarts to readjust the main jump coil capacitor."). The scout will say that he has a plan to make a 'big haul' and will ask if the player has any friends interested in making some easy money. If the player seems interested he will continue.

He will explain that his team had been watching for jumps into a nearby red zone. The sector is off-limits because the only habitable world was used as a testing ground for large 'planet killer' weapons during the early Imperium. These were mainly chemical defoliants and biological weapons, though some high radiation devices were also tested. The planet surface was reduced to wastelands long ago and still remains extremely dangerous. Pockets of chemical, biological, and radioactive wastes are still around. A firm (which he will not name) has offered him a large sum of money to collect some specific samples of the ground soil on the planet. They have given him landing coordinates where a large area of the contaminated ground may be found. He does not know what they want the samples for.

He will pay each character cr.7500 to serve as a landing party and gather these samples. The firm has provided all the needed equipment and he claims that he can get to the planet surface undetected. He plans to leave tomorrow morning.

MORE INFORMATION (REFEREES, GIVE AS NEEDED):

The scout's name is Gregory and he possesses a standard scout ship.

His plan is simple. They will jump undetected into the system and land. The landing party will take the ship's air raft and their needed equipment and begin to gather the soil samples. While they are doing this, Gregory will take the ship and refuel it in a nearby lake. They will meet up later and leave the system. Gregory knows the exact position of the orbiting platform and has plotted landing and take off vectors that avoid it's sensor field.

The Firm he is employed by has provided a standard cargo transport unit for the samples, a special chemical sensor to ensure good samples, and enough money to purchase vacc suits for the party. The whole digging process will take about eight hours. Reduce this time one hour for each person digging. One catch is that all of the personal equipment that is taken out of the ship while gathering samples must be put into the cargo transport unit for the Firm's use. Gregory will reimburse characters half the value of lost equipment. He will not do this if he doesn't have to, but will not go out of his way to avoid paying characters.

The system the planet is in is the Figvagga (in Imperial Standard, Hell-pit system. It is no longer in Imperial controlled space. It is considered a red zone for numerous reasons. Those mentioned are part of it, but since the system is not in Imperial space, Vargr raids on ships are higher, although, the characters should have little difficulty with Vargr raids. The planet is reasonably worthless and Vargr don't stay around it since few, if any ships, other than Naval ships would approach it. The bio-weapons used on the surface affect Vargr as well as Humaniti. The system does have a couple of Naval platforms set up. The only one in use is the one orbiting the planet Figvan (in Imperial, Hell-sink). The world stats for Figvan (0406/ subsector Oksall Dhkigvga/ Meshan sector) are [XA76400]. There are indigenous creatures that survived the tests, but they are horribly mutated from their state before the testing. There is no known Imperial Standard intelligent lifeform on the planet.

The Navy outpost is a small orbiting platform providing a home for six permanent personnel and the crew of a patrol cruiser. The patrol cruiser usually stays in system for five weeks then leaves for two weeks, bringing back mail and any needed supplies. There is also a pinnacle docked at the platform. The platform itself is protected by two triple laser turrets and one triple sandcaster turret.

Gregory does not think that the patrol cruiser will be in system, but he can't be sure.

REFEREE SECTION:

The roll to enter or leave the system undetected is 8+. The DM is +1 per level of pilot skill. If the ship is detected you will have to determine what happens next. They will probably be pursued by the

patrol cruiser if it is in the system. Roll 9+ for the patrol cruiser to be in system unexpectedly.

Roll(D6) or choose (Refs discretion)

1- The patrol cruiser is in system and refueling at the gas giant. It will be delayed in getting to the planet by twelve hours if the scout ship is detected.

2- The unrefined fuel taken from the lake was tainted and had to be flushed from the ships tanks soon after refueling. They must refuel at the gas giant and the character's ship will probably be spotted by the outpost (roll 5+ to be spotted) while on route.

3- The patrol cruiser was in system and spotted the scout craft while refueling. They captured it without any trouble. Gregory is now being held in custody at the outpost. The characters must free him (he hasn't payed them yet) and hijack one of the ships in system if they wish to leave. The Navy doesn't know of the hauling party yet.

4- Natural conditions around the landing site will prevent the air raft from entering the area (storm) for 2D+6 hours. Roll 11+ to find another suitable location for sampling. DM's of +3 per level of sensor op. a character has, -7 if not using the scout ship to search. Roll once every three hours of searching.

5- No unplanned hitches. Rolls must still be made to enter and leave the system undetected.


6- One of the characters has a vacc suit malfunction (roll randomly for which one) and was exposed unknowingly to a highly contagious, lethal 'bug'. Every week without treatment, the exposed characters must make an 'aging' roll (7+ to avoid losing one point in that stat) for each of their stats. Symptoms show after three days. It is curable, but problems may arise from questions about the unusual sickness. If the characters ignore their condition, they may cause an epidemic, not to mention dying.

On the far side of the planet from where the characters are digging are two things of interest. The first is a set of ruins. These could possibly date back as far as the ancients for time. Much of the access to the ruins is buried, but it could be excavated in time. Characters who explore this side of the planet should be given some idea that something is down there of possible interest (even if they cannot tell it is a set of ruins).

The second point of interest is a small cult of people who have survived all the tests. They are what is represented by the 4 population. They are savages with little in intelligible speech, but they do have tech items. When the testing began, numerous teams were lost in this area, equipment and all. These teams were written off as lost in space since their closest port was parsecs away.

The equipment ranges in tech up to tech 8. Most of it does not work, but these people do have some working weapons. They inhabit a small facility that was built on planet before testing began. The facility still has running water. Other than that, it is useless

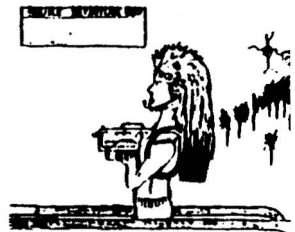
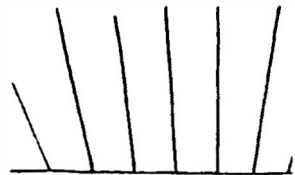




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4-HJ

A Touch of Sense
By John Wallace

It is perfectly natural for a person to want their character to be as flawless as possible in a game. After all, the character represents you in the game, and who wants to be an incompetent? However, in all too many cases, people get carried away with the concept of the 'perfect character' and end up creating superhuman monsters that no one wants to be around. Addressing this problem is difficult for the GM, as s/he doesn't want to ruin anyone's enjoyment of an experience that is supposed to be fun. But neither do they want these creatures of loopholes and twisted wording dominating the game and squeezing out other players. Similarly, other players have a hard time with this problem, as they often feel inadequate next to the shining example of the careful and well thought out character. They don't want to complain since it would seem as though they were jealous, nasty, or just out to get revenge. In the end, it is really up to the GM to handle this, so here are a few points for Traveller:2300, whose spirit can probably be used in other systems to prevent these 'rule-player' characters from making an appearance.

[1.] Realize that high skill levels in anything would reflect that the character considers that skill to be their primary attribute and would take great pride in their work. Levels reflect a degree of proficiency as follows:

0/ Barely familiar with the subject. Knows which end of the gun is the dangerous one and where the safety is.

1-2/ Familiar with the subject, perhaps a hobby. A level 2 in Electronics would allow you to build a pretty good radio from a commercial kit.

3-4/ Professional level. Competent in the use, maintenance, and standard operating procedure. In military, a private would have this level in his/her MOS.

6/ Expert Level. Extraordinary in this field. A sniper would have a level 6 in combat rifleman and would be capable of hitting a called head shot at extreme range, in winds, with a scope.

8/ Specialist. A person of this caliber is godlike in the eyes of others in his field. A top level microneurosurgeon would have a medical-8.

Remember, according to the book, a person gets one skill point per year in a career. A level 8 requires 21 years-worth of skill points! Of course, initial training and intelligence bonuses will count in, but the level of effort should be clear. High levels are EXCEPTIONAL.

[2.] When dealing with initial training, it may be advisable to eliminate additional points in skills that the character already has at levels higher than the allotment would normally raise them to. For example: A soldier from the ground military decides to quit the life of the Regular Army and move in to Law Enforcement. His Melee is at 4, after all, what would life be without barfights? In the Police, the simple aikido familiarization course at the academy would do little except whet his appetite for the streets, and the 2 points of Melee that would ordinarily raise a person to Melee-1 would be ignored. This rule is optional, but seems logical, especially for high level skills. In fact, a high skill level character might even be assigned to teach that skill to the other recruits, or get stockaded for insubordination.

[3.] The last solution, and perhaps the hardest one for everyone, is to say "NO!" It is up to the GM to nip the Killer Characters in the bud before play even begins. Even one night of lording around can attach the player to his character and make the parting all the more painful. Don't let him in so you can kill him, this just leads to bad feelings. Close your ears to protests that the player spent "all night balancing out the points...look, it all adds up and he's only 44!" If all else fails, tell the player that the game will likely be running for quite awhile, and that they can get in anytime they submit a character that will work within the framework that you stayed up late working on.

A good suggestion for creating characters is to have a conception before the character is begun. How old? What sort of background? Careers? Even having a physical description in mind lets you put your own limits on the character before the points and years begin adding up. Remember that a renaissance man is welcome anywhere, as he can add his two cents to pretty much anything, but he can rarely do a really tough job all by himself. A specialist works well in a team, as he will have a few, low level skills, and will be extremely valuable in one area. No one is incredibly good in everything and when this happens, it's time to sit back and think "Will I really have fun showing off all night, or would it be better to work in a team and be appreciated." In any case, the name of the game is enjoyment, and if you find that things are grating, or you're not having fun, just tell the GM to retire the character and roll up a new one. In the long run, you'll be credited with more than just incredible characters.

'Ware' Four Art Thon?

By Barry Osser

Mirajon (0208), profile CCA8520 - 8, a non-industrial world in the Oksall Dhkigvga Subsector of Meshan with a big problem. You've been hired as part of the solution.

Imperial scientists have been working on this world with a mutating virus. The virus will enter the victim and convert cellular functions to a specifically designated new function. In most cases, or so the write-up went, the victim will not even know what's happened. It was a perfect world to work on too. Not a large population to accidentally infect and not on any major trade route. But something went wrong.

REFERENCE:

The characters are either part of the Navy still, or have been hired by Naval Intelligence. At least one character must have some skill in Medical or else an NPC with Medical-3 will accompany the party.

The party is to land on Mirajon and contact the research scientists in charge to find out what the problem is. This may be difficult since the populace at large does not know of the research station on their planet. Careful questioning, however, will give the characters the information that almost all the large mechanical shipments that come in, go out along route 8. They will also tell the characters that there is nothing out there to go to. The road just dead ends out there. The transport returns always within two hours. If the characters follow route 8, they will easily spot the installation. Few of the main city's inhabitants ever go out of the city and are raised with the belief that there is nothing out there to go see. All for the Imperial station to remain at least a subdued secret.

At the station, the characters will be met by Jovan Conga, the station leader. He will inform the characters that the viral studies that were being conducted in section 3 went awry. A viral contamination escaped into the ventilation system and infected the four researchers within that section. The normal routines were run through and the patients checked out perfectly. But then, one morning the researchers, all four of them, were just gone. When the station officials checked in town, the researchers were said to be seen leaving on a transport ship to Gerald's System: specifically Gerald's III. It is imperative that the researchers be returned. It is the belief of the installation that the virus they carry has gone dormant and could become dangerous at any time. The virus they were working on was dubbed "Canis Transitis". It worked on the cellular functions to change them into the cellular functions of canines: grow hair, long teeth, etc. Jovan has no idea whether or not the researchers will even still be alive.

This is not part of the character's contract and if they bring up this point, an additional sum of money will be added for their help. Rather than hire someone else and spread the tale farther of an Imperial foul-up, the Navy would rather spend a little extra on the characters than bring in a whole new team. The characters are given exact descriptions of the researchers and are told simply to bring them back, alive. Transportation and liftoff to and from Gerald's III will be done by Naval transport. The characters will be given a special frequency to transmit over to stay in contact.



- L E D U K -

On their trip to Gerald's III, the characters will be briefed about the planet. It has a prohibition on all weapons (Law Level 9) and the planet has recently experienced governmental overthrow (see NCRP #3, "Dig this Crazy Government") so the characters will be forced to either carry concealed weapons or go to the capture barehanded. Another problem is the planet's population: close to 12 billion. Tracking four people on such a planet should be well on to impossible, however, the virus itself is labelled with radioactives which are not common to Gerald's III. As long as they are found within three days, they should carry enough of the radioactive to register on the tracking devices the Navy gives the characters for just this purpose. The devices will give distance and direction and are good for up to 50 Km.

The worst part of the whole affair is the virus itself. If the virus activates, the researchers could begin to change to canid appearance. They will begin to look more and more like Vargr, and on a world where anti-Vargr sentiments run strong, it may become difficult for the characters to bring the researchers back alive.

The characters will be given 300 Cr each to buy 30 day visas to travel in Miakee, the capitol city. They will each also be given 500 Cr for expenses. With luck, the researchers will not have left the city. If so, however, the characters will be forced to go on their own. Naval Intelligence cannot afford to get mixed up more than they are. They will not bail out the characters if they get caught outside Miakee (or with weapons) and they will warn the characters of this. The usual punishment, however, is simply a revoking of the pass and deportation on the next available out-going ship.

HINTS:

The researchers should split up making it a little more difficult to find them. You can have the characters run on one, maybe two goose-chases. One with a person whose time-piece runs off of the radioactives the virus has in its makeup. The second could be a Vargr who carries some form of the radioactive. If played right, this in itself could cause the characters a whole lot of trouble. Especially if the Vargr they abduct (thinking it is a transformed researcher) is of a high rank (ship Captain or otherwise.) When physical checks are run on the Vargr (retinal scans, tooth histories, etc.) it will prove not to be one of the researchers, unless the person with Medical fouls-up. Then, of course, it will appear to be one of the researchers. This would be interesting to explain to the station.

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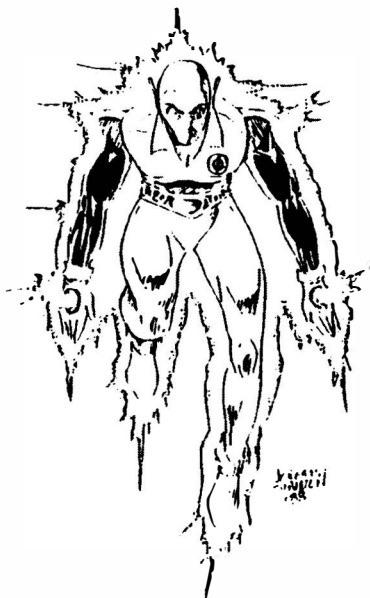
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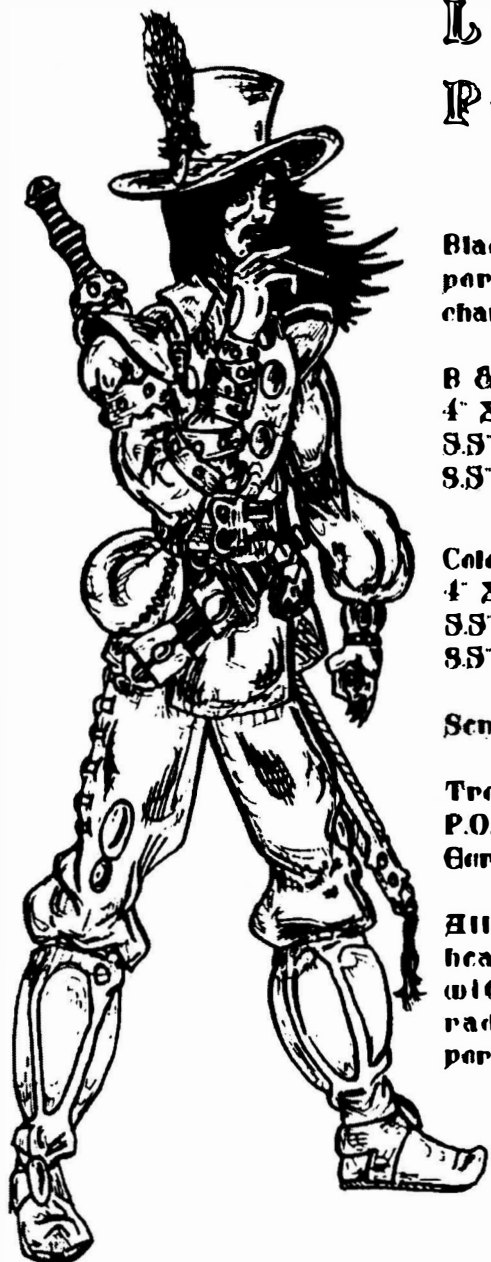
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New Powers for DC Heroes Roleplaying Game

By Jeremy Stanton

REVIVICATION

LINK: Will

TYPE: Standard

RANGE: Touch

BASE COST: 50

The ability to bring characters back from the dead. OV= dead character's body +1 AP for each AP of time dead past 10 APs (1 hour). Any RAPs and the character is brought back to life, but suffers the following effects:

- 1 AP of BODY each day they were dead
- 1 AP of MIND each day they were dead
- 1 AP of INT each day they were dead

Attribute losses can be regained normally. Revived characters are at a +2 column shift modifier to all rolls during the first week after revivication.

MIND SHIELD

LINK: Mind

RANGE: Self

TYPE: Auto BASE COST: 10

This power adds its APs to the resistance value versus attacks aimed at damaging the MIND (I.E. Mind Blast and Illusion).



STUN

LINK: Str

TYPE: Standard

RANGE: Normal

BASE COST: 15

Stun is a normal physical attack that incapacitates its victim for RAPs in combat rounds.

DEATH TOUCH

LINK: Will

TYPE: Standard

RANGE: Touch

BASE COST: 200

Normal physical attack. RAPs must exceed the victim's BODY to be successful. A limitation must be taken with this power at *no extra* Hero Point bonus.

FORM CHANGE

LINK: Body RANGE: Self

TYPE: Automatic BASE COST: 10

Form change allows the character complete control of their physical appearance. They can change skin color, weight distribution, height, eye color, etc. within certain parameters. Weight cannot be changed more than twice as heavy or less than half normal. Height can't be changed more than two feet more or less than normal. The APs are the OV/RV to perception checks. The searcher must also be familiar with what they're looking for.



MENTAL LINK

LINK: Will RANGE: Self

TYPE: Automatic BASE COST: 10

Mental Link operates the same way as Mystic Link except that only Physical or Mystical powers may be bought with it. Where Mystic Link can be described as pure magic, Mental is best described as the Power Cosmic or a Quantum Field Link.

The Bounty Hunter

By Patrick Parsunavich

<u>Experience Points</u>	<u>Experience Level</u>	<u>8-Sided Dice for Accumulated Hit Points</u>	<u>Level Title</u>
0-2200	1	1	Tracker
2201-4500	2	2	Seeker
4501-9000	3	3	Searcher
9001-15000	4	4	Trailer
15001-23000	5	5	Shadow
23001-41000	6	6	Regulator
41001-95000	7	7	Exterminator
95001-150000	8	8	Hunter
150001-260000	9	9	Man-Hunter
260001-530000	10	10	Master Hunter
530001-800000	11	11	Bounty Hunter
<u>800001-1100000</u>	<u>12</u>	<u>11+2</u>	<u>Bounty Hunter (12th Level)</u>

After 12th Level, 300,000 XP's per Level. Bounty Hunters gain 2 HP per level after 11th.

Bounty hunters are a subclass of Fighter who are adept at tracking, scouting, infiltration, spying, and capture. Bounty hunters must be Lawful or Chaotic in alignment, although they can be Good, Evil, or Neutral. A bounty hunter must have a strength of no less than 13, an intelligence of no less than 14, a dexterity of no less than 14, a constitution of at least 14, and a charisma of at least 12. Bounty hunters with a strength and dexterity over 15 may receive a 10% experience point bonus.

Advantages and Benefits:

- 1) When fighting humans, half-orcs, elves, half-elves, dwarves, halflings, and gnomes, bounty hunters add +1 to hit for every two levels of experience.
- 2) When tracking, bounty hunters surprise their opponents 50% of the time. They are themselves surprised only 15% of the time.
- 3) They can track as a Ranger.
- 4) A third level bounty hunter will gain certain thieving abilities: open locks, find and remove traps, move silently, hide in shadows, hear noises, and climb walls. He would perform these thieving abilities at two levels lower than his own.
- 5) A bounty hunter has a knockout blow using the assassin assassination table as an assassin of the same level.
- 6) At tenth level the bounty hunter can use clerical scrolls as a thief would use druidical scrolls with the same restrictions as the thief.
- 7) They may use magical items open to both fighter and thief class.
- 8) Bounty hunters may use all weapons available to the fighter class. They fight using the fighter charts and save using the thief charts.
- 9) Bounty hunters get a +2 to charisma when questioning someone about the whereabouts of their prey.
- 10) When bounty hunters attack with surprise from behind, they get +4 on their to hit roll.
- 11) They are able to disguise themselves as assassins of the same level.

Restrictions:

- 1) Bounty hunter never gain followers (Man-Hunters may have loyal employees).
- 2) Bounty hunter can never build castles or keeps of their own.
- 3) No more than 3 bounty hunters can work together at the same time.
- 4) Bounty hunters may not use shields.
- 5) Bounty hunters may wear padded, leather, studded leather, ring mail, scale mail, or chain mail. They may only use their stealth skill, however, if they only wear padded, or studded leather armor.
- 6) Bounty hunters gain proficiency in weapons and attacks per round as Rangers do.
- 7) At first level, a bounty hunter must be proficient in at least one capture weapon (net, bola, etc).
- 8) Only 10% of Lawful bounty hunters can be evil. Lawful bounty hunters make excellent Sheriffs. Only 10% of Chaotic bounty hunter can be of good alignment.
- 9) Bounty hunters are paid to capture or kill humanoid. They don't have to protect woodland creatures as do Rangers. They are paid for captures or killings as assassins are paid for assassinations.

Magic-User's Tome

By Daniel C. Pryor and David Turney

Are you tired of every single magic-user in your game having the same carbon-copy line-up of spells: Sleep, Fireball, Lightning Bolt, etc. Have you been waiting for something new? Well here are a collection of new spells for your campaign. Use them, however, at your own risk. At least with the old hat spells you knew what you were getting into.

First Level:

Earth's Pebble Toss: This enables the Magic-User to throw a pebble at an enemy, causing it to expand and grow into a boulder. The effect is much like that of a giant hurling a boulder. Below is the list of caster's level, damage, final boulder size. The distance thrown is equal to the caster's level multiplied by five feet (ex: 7th level, 35 feet).

<u>Level</u>	<u>Damage</u>	<u>Final boulder size (in diameter)</u>
1-3	1D4	2"
4-6	1D6	4"
7-9	2D6	6"
10-13	3D6	10"
14-17	4D6	14"
19-21	5D6	18"
22-23	6D6	22"

For every level after 23, add another 1D6 to damage and 4" to size. The saving throw for the target creature 1/2 Dexterity or less on a D20. If the save is successful, the creature dodged the boulder. The spell component is a pebble and somatic and casting time is 1 segment.

Second Level:

Earth's Spin Spell: This spell allows the user to literally spin an object. It can be used many different ways so the DM will have to use his/her own good judgement on its use. The size of the object the caster can spin is determined by the caster's level. For every two levels, the caster can spin an object 2" tall by 2" wide by 2" deep. Thus a 10th level caster could spin an object 20"X20"X20". The duration of spin is half the spellcaster's level in rounds. The range is 5 feet per level of the caster. The casting time is instantaneous and the material components is a feather or a leaf.

Lightfoot's Rope Rot: This enables the caster to make rope rot away. The range is touch but it will affect up to a maximum of 300 feet of rope (if it is all connected). Per level of the caster, 10 feet of rope may be rotted away per casting. Casting time is 1 segment and the material component is a drop of sweat.

Third Level:

Lightfoot's Loose Lips: This spell enables the caster to force any human or humanoid creature to tell the absolute truth, to the best of its knowledge. It will not work on creature's whose hit dice are greater than the level of the caster. It takes 6 segments to cast and has a duration in rounds equal to the caster's level. The save is versus spell and is at -1 for every 4 levels of the caster, round down (12th thru 15th level caster, subtract 3 from save). The spell affects one creature at a time. The material component is a pinch of silver dust if the creature is under 5 hit dice and or a pinch of gold dust if the creature is over 4 hit dice.

Earth's Fast Fireballs: This allows the caster to cast multiple, tiny fireballs. It is similar to the normal Fireball spell except that the fireballs are smaller. Ten miniature fireballs are cast, one from each finger (if the caster is missing fingers, these stumps will not produce fireballs). Each fireball does 1 point of damage. The range is the same as fireball and the material component is a ball of rich soil. For every three levels the caster has attained (round down), the caster will create one set of tiny fireballs. Each set will be fired in rapid succession but can be 'aimed' at different targets. A Magic-User of 10th level would be able to fire off 3 sets of ten fireballs at up to 3 targets. Casting time is 4 segments.

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