NorthCoast Roleplaying
(or Gaming From Behind the Redwood Curtain!)

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Editor's Opener

Let me first tell you that this is certainly a weird feeling. I'm writing this Opener before issue #7 has even hit the stands. I'm writing it with no feedback on the issue before, but I guess that's the way it goes when you hit a steady schedule. With the addition of Zooks fine distributing company, we are now trying to keep on a monthly schedule to keep them stocked. It sure is a neat feeling going from just a couple of subscription issues, to retail sales, then to a distributor. All these people letting you know that what you are producing is worth something (usually space on a shelf that could be covered with Cosmo or Playboy instead. Maybe?) Anyway, with this new schedule I truly need more writers. I have certainly taxed my current group of writers to the fullest and with this issue being our first year-end I wanted to use some of this space to thank everyone who has given me so much help in creating this fine magazine. Thanks everyone!! (Well what did you expect? Write each person's name out separately in bold print? Come on, you guys are great, all of you. You don't need me to drive it home!

Now on to the business of the issue. This issue has turned into an issue on Cyberpunk. R. Talsorian Games Inc. certainly was hoping for a winner when they put out their game system for Cyberpunk, but if our area is any indication, I certainly believe that they didn't expect it to be this big of a hit. Only time will tell if it stands the test, but for now I've got plenty of people with a high level of interest in it and thus this issue contains a number of Cyberpunk pieces. I expect to soon have write-ups on such Japanese animation favorites as Black Magic M-66 and Bubble Gum Crisis for Cyberpunk, but for this issue I've got the Terminator. In addition, this issue begins our computer column which I hope will be a hit and continue.

Lots of people have been asking me "Hey Barry, what are you going to do with all the money you're making from NCRP??? How about paying me for my work!" Let me let you in on a little secret. Currently, the incredible profit I've made on NCRP will get me a bus ticket (and probably not Greyhound, but some sleazy bus lines instead) from Eureka all the way out to sunny, beautiful MCKINLEYVILLE! Yes that's right, you too can get ultra rich, ultra quick. Just devote your time and effort to an amateur fanzine. We're talking pay in the tens of thousands (of pennies that is!) I didn't get into NCRP to get rich. Truthfully, I did it for greed though.

My objective in doing NCRP was to get my name better known in the games writing world. I thought that if I produced and wrote for a fanzine that I could personally mail to companies, they would be able to see my work first hand and seriously consider my work when it arrived on their desk for the real big bucks. While I was pondering how to do this, I decided that it would probably work to promo other people's stuff as well in the magazine, so I asked (read badgered) a couple of friends to contribute, and lo-and-behold, NCRP #1 hit the racks. What I'm trying to say is that I currently do NCRP for the love of gaming, not money. I definitely enjoy talking to all the new and wonderful people who have joined us over this first year of production. There are a lot of fantastic writers and artists out there with untapped talents. My hope is that there work in NCRP will be an easy stepping stone for them to go from when they decide to pursue gaming as a line of work.

Every issue where more than 6 pages of work is devoted to one game (or when an article really strikes a lot of feedback) I mail a free, promo copy of the magazine to that game's company. I have never heard any response from any company I've mailed the magazine to, but at least I have done some work to try and further this writer's career. I also might be putting myself in some jeopardy since we do not have liscensing rights to do every game in the world, but my thought is that most games companies will not track me down to sue me for a measly 20 bucks when what is happening is that we are furthering the sales of their game. A number of readers have gone out and bought a game or some component of a game, just based on what they read in these pages (it's true!) Think about it, haven't some of you readers gone out and bought a new screen, or sourcebook, or manual of a game that's been in NCRP? You may not have bought it because you read some incredible article in NCRP, but the two could go hand-in-hand.

Anyway, my feeling is that NCRP should be a stepping stone for people. It has been for me. It got me up the guts to try my hand at writing professionally. We'll see what happens. Maybe I will pass on the NCRP legacy to make my money writing (read, you gotta be kidding!!!) Please, though, don't consider that I'm cheating you out of your due. NCRP DOES NOT PAY FOR ARTICLES OR ART, but people in the gaming world see your work (more every issue) and from there your name is known in the business. And having a name is what all business is about. Ask any Kennedy or Rockefeller. Nuff Said!

The Computer Games Column
This month by Paul Wagner

Paul suggested an idea to me a couple of months ago which was to have a continuing column for computer games players. His idea was to do a column similar to the one in the Dragon except instead of previewing an upcoming game, he wanted to have the column be a hints column; a place where you could write to tell other people how to get past a particularily annoying or sticky part of a computer game. I've been giving it some thought and asking around to see what people thought. It has gotten some very positive feedback. So here we go. If you have any hints for computer games (or video games) on how to pass certain screens or get certain items, please send them to the Comp. Column care of (c/o) Barry Osser, 1018 F st. #1, Eureka, CA, 95501. Also, if there is a game that you need some hints for, please send the game's name to me and I will print it in this column asking for other people to write in with hints. Paul has asked me to see if anyone out there has hints for Shadow Gate.

In **Alternate Reality: The Dungeon** I have discovered a quick way to maximize a character's "skill" attribute on my Atari 800. First, obtain the Winged Sandals (a set encounter) and ready them. Your skill should jump about 50 points. Now go to the Dwarven Smithy and try to sell them. He states that he cannot use them, but the computer unreadies them without decresing your skill points. Once outside the Smithy, ready the sandals again. Your skill value again jumps 50 points. Re-enter the Smithy and repeat the whole process. Cointinue until your score maxs out at around 255. Then you're done.

Although I never found the Golden Greaves (a random encounter) you should also be able to maximize your stamina in the exact same fashion.

The gargoyle's first riddle is the toughest. Remember that the city is called Xebec's Demise. Look up what a Xebec (or Zebec) is in your dictionary. Were the Xebec a kind of automobile, the answer/synonym to Xebec's Demise might be "car crash" or "auto accident". But a Xebec isn't a car -- yet we have a specific word (or words) with which we describe a "Xebec's demise".

If you are evil, once you obtain the "reforged ring" don't give it to the oracle. Keeping the ring means you never hunger or thirst or fatigue, for the most part. Next, after obtaining a goodly portion of gold, return to your guild and start practicing your spells -- as you don't get hungry, thirsty, or tired you'll be able to get to 95% proficiency in all spells that you want as long as your money holds out. Sometimes the computer still records you as becoming tired or hungry while you do this -- simply exit your guild and walk around a bit. Soon enough it disappears. Re-enter your guild and continue. A good character must get rid of this ring (it's too evil); this same good character can then consult the oracle for the nature of the quests that he must complete in order to win the game. Without consulting the oracle and having to give up the ring, the evil character can complete the same quests and also (keep the ring and) still win the game.

I found fighting ther Great Wyrm a frustrating experience. I did over 300 points damage to it and still couldn't defeat it. Anyone else successful out there?

A few clues to playing **Wizard's Crown** on the Atari 800... After fighting any three battles that give your five or more experience points, go back and re-enter the inn inside Arghan -- you'll get an extra ten E.P. for no apparent reason, while your morale loss stays the same.

When using the "fast combat" option, carefully watch the number of your remaining opponents -- when it drops to five or less, toggle your magic "off" -- this saves A Lot of magic. On average, the computer seemed to use 1/2 your remaining magic power for every combat if left to its own devices. This is much too wasteful!

Finally, if your find yourself running low on magic power and there's daylight remaining, go back to the inn and improve your wizard's maximum power by one point -- when he exits the inn, his power is back to a full charge (+1 that you just added to it), without having to waste time or money (you only used 3 E.P. also). You can continue to do this as long as your wizard is not at his maximum power of 250.
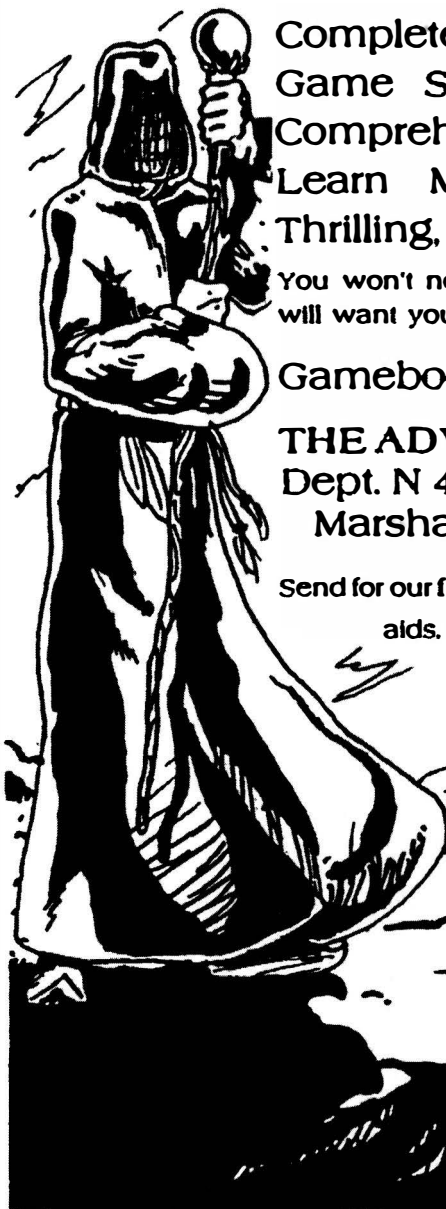
LOW PASSAGE
by Bill Burg

Mercenaries of Meshan Sector

"The Imperial worlds of Meshan and Lishun sectors are, in the context of the Rebellion, a collection of worlds under siege; subjugated by the might of the inexhaustible Vargr fleets under Afghaard and other Vargr warlords, their power to fight is diminished, but not extinguished. Blockade runners, the hardiest of the pre-Rebellion free traders, daringly outfly Vargr interdiction craft to carry necessary supplies of food and weapons between the beseiged worlds.

"The other symbol of the continuing Imperial will are the underground warriors. These small bands range from poorly-armed farmhands to full mercenary battalions, from matchlock rifles to grav tanks. Most mercenary units work for "bullets and beans", the bare minimum to maintain the unit, since many of the worlds which need soldiers are the least capable of paying them. This practice has amazed many who criticized private mercenaries as being concerned only with profit."

-Might of the Imperial Spirit, Hanali Geriia
pub. 1019, Tigris Underground newspaper

This issue will be the first dealing with mercenary teams of the Meshan Sector region. These teams usually have minimal gear, and barely enough cash to feed their troops. However, these troops are usually very loyal, since they are fighting to regain their homeworlds rather than for money.

SKULL TEAM

Skull Team was formed in 1114, after the end of the Fifth Frontier War. Its current commander is Sirivan Pachekka, a retired Marine Commando with 24 years field experience. Skull Team is a grav-armor unit, using "Interdictor" class grav tanks and "Idjai" class personnel carriers. They are organized into two companies, each with 3 platoons of 4 vehicles each.

Each company has a command unit with a command tank and a MRL section of 2 "Interdictor" tanks with 20-bbl MRL's. Company "A" uses grav tanks, and Company "B" uses APC's with 10 troopers each, equipped with TL-14 combat armor and laser rifles, with 1 FGMP-15 per squad. A third unit, Company C, consists of twelve armored cargo carriers for logistics use.

Skull Team is based on Spite/Oksall Dhikviga, in a hidden mountain base. They have operated on most Imperial worlds in the region.

Skull Team unit ID patch.
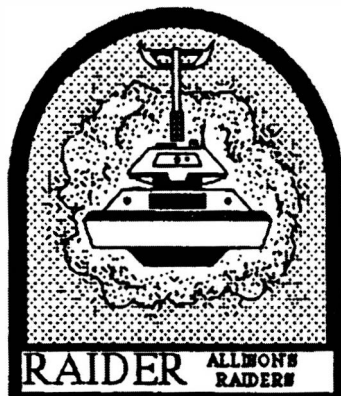
Allison's Raiders unit/trooper ID patch.

ALLISON'S RAIDERS

Allison's Raiders is another unit based on Spite, formed by Allison DinAlves, who grew up the daughter of a mercenary commander in Antares Sector. They are a heavy strike unit, currently at a two-battalion strength. They have access to three freighters for transport and supply, which act as blockade-runners when the Raiders are between jobs. They have a reputation for destructive behavior, and a few Vargr outposts have been completely razed as a result of Raider attacks.

The First Battalion is an assault unit, consisting of three companies of infantry and two companies of armor. The infantry companies are made up of 4 2-vehicle platoons and a command section(1 APC, 1 tank). The armor companies are organized similarly, with 4 2-tank platoons and one command tank per company. The battalion command consists of 2 command tanks.

The Second Battalion consists of five companies: support, engineering, artillery(MRL), artillery(meson), and logistics. Support company consists of 8 APC's with full repair kit and spare equipment, and 2 tanker trucks. Engineering specializes in destruction: all of their 8 APC's are custom-fitted with dozer blades, cranes, and 18-cm MRL launchers. The MRL artillery company has 10 MRL-equipped APC's organized into 5 platoons. The Meson Artillery unit consists of 2 Meson Accelerator vehicles and 2 support vehicles. The Logistics company has 10 cargo trucks, 2 field kitchens, and 2 ambulances.

Troopers in Allison's Raiders are equipped with TL-10 Combat Armor and ARL's, with broadswords for platoon commanders and battle-axes for battalion commanders.

Antares Ring Confederation
By John D. Law-Green

Editor's note: For Traveller fans, I have begun to include John D. Law-Green's write-up for the ARC. This will give us a second place for describing adventures besides Meshan Sector. If you have specific questions about the ARC then please write John c/o the NCRP address. For those of you who don't play Traveller but do use some science fiction RPG, I believe that what John has given here is readily transferable to any game.

The following is an extract from "The Astrography of the Ring Cluster: A Senior Educaitonal Study Reference" written by Juiul Miles-Jordan, and published in 1113 by Sarar DataResource.

1) Spiro : A768845 - G

Population:	493 million
Capital:	New Phoenix (commercial)
	Corona/Cyra (administrative)
Surface Port:	Scorpius Freeport
Orbital Port:	Pegasus IV
Primary Exports:	Gems, Precious Metals, Starships, Grav Vehicles, Electronics, Weaponry, Pharmaceuticals.

2) Sarar : B767AA8 - E

Population:	17.3 billion
Capital:	Discovery
Surface Port:	Discovery Down
Orbital Port:	Konrad J. Abrams Orbital
Primary Exports:	Processed Chemicals, Manufactured Goods, Non-starships.

3) Bu'aal : B88A8A7 - D

Population:	768 million
Capital:	Landfall/Arcology 17
Surface Port:	Landfall Gateway
Orbital Port:	Zanzibar

Primary exports: Manganese, Titanium, Lanthanum, Crude Petrochemicals, Robots, Harvested Aquatic Proteins.

4) Abiisi : C481774 - A

Population:	65.7 million
Capital:	Kanjiari
Surface Port:	Kanjiari Down
Orbital Port:	Aaron K. Simeon Orbital

Primary Exports: Bulk Agricultural Produce, Wines, Furs, Crystals.

5) Taira : C6457A7 - B

Population:	14.9 million
Capital:	Sandlee City
Surface Port:	Sandlee Port (Ras Alkeimk)
Orbital Port:	Unity

Primary Exports: Electronics, Crystals, Rare Earth Minerals.

6) Krris : B130768 - C

Pupolation:	37.8 million
Capital:	Vexin Crater
Surface Port:	Symarind-Rej Port Facility ("Hole-in-the-Ground")
Orbital Port:	Joyal Orbital Tmasfer Facility

Primary Exports: Iron, Cobalt, Lanthanum.
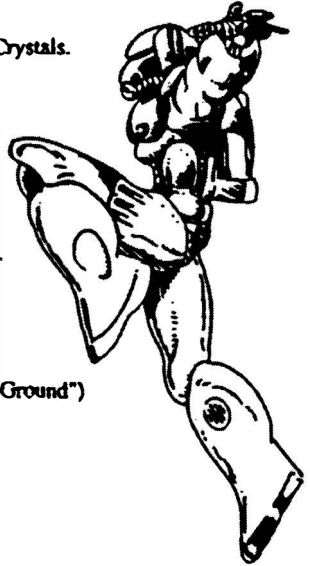
7) L'iispa : A310676 - D

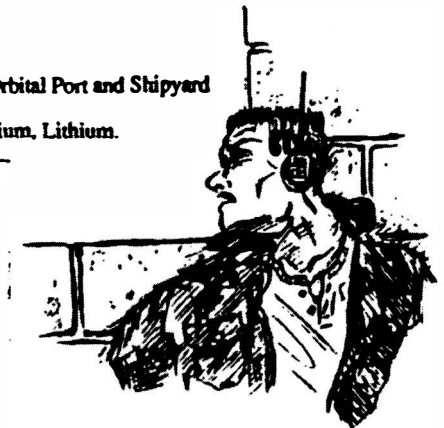|	
Population:	1.39 million
Capital:	Ka'moran AC
Surface Port:	Ka'moran
Orbital Port:	United Spacecraft *"Orion"* Orbital Port and Shipyard

Primary Exports: Starships, Computers, Titanium, Lithium.

The following is a selection of the library data entries in Imperial computer banks, pertaining to the Sarar subsector. From the players' point of view, this data may be considered correct to mid - 1118. However, as all Traveller referees know, library data suffers from over-generalisations, as well as blatant errors.
That information which would not generally be available to the players is marked as Restricted. This is part 1 of this subsector's library data with part 2 coming next issue.

ARC: Antares Rind Confederation. A semi-autonomous economic region within the Third Imperium, established in 1086. Includes the systems of Spiro, Sarar, Taira, Krris, Abiisi, Bu'aal and L'iispa. Population is predominantly Solomani, but with a significant Vargr minority. Average tech level is high, with one of the systems (Spiro) being Tech Level 16.
   The symbol of the ARC is a golden hexagon.

ARCer: A resident of the Antares Ring Confederation.

CLC: Confederation LImited Company. Refers to companies based in the Antares Ring Confederation.

Confederation Navy: The naval forces owned and operated by the Antares Ring Confederation. Official designation: 1167th. Imperial Reserve Fleet. The fleet is unusual in that it includes some Tech Level 16 vessels.

Eco-Zoning: ("EZoning") The practice of virtually interdicting an area of a planet's surface, because of the threat which outside contact would pose to that region's ecosystem. This practice is particularly common in the habitable systems of the Antares Ring Confederation. An EZoned area is usually designated by the planetary government, less commonly by the I.I.S.S.

InterStarlines LIC.: A merchant line based in the ARC. InterStarlines' trading network covers about 8 subsectors in Antares Sector. There is a certain amount of overlap between InterStarlines' network, and that of Red Sun, in subsectors F, G and K (Sarar, Gimgir, and Antares). InterStarlines' homeport is Sarar (1115 B767AA8 - E).
   Restricted: As of late 1117, a state of tradewar exists between InterStarlines and Red Sun.
   See: Kfaedloellsaeth.

Kanathre: Restricted: 0506 E568474 - 8 Amber Zone. Originally settled by the Solomani at the same time as the other worlds in the Ring Cluster, Kanathre broke away from the other colonies after a political squabble. The other Solomani systems saw to it that Kanathre was cut off from interstellar contact, effectively interdicting it for the first years of the Long Night. As a consequence, Kanathre regressed, and its culture became isolationaist, and highly patriarchal. The planet is now little more than a cluster of petty baronies. As of 1116, it is believed that low-key efforts are being made to incorporate Kanathre in the ARC.

Kfaedloellsaeth: ("Red Sun Trading") A Vargr-owned merchant line based in the League of Antares. Red Sun's trading network covers about 8 subsectors in Antares Sector. There is a certain amount of overlap between Red Sun's network, and that of InterStarlines, in subsectors F, G, and K (Sarar, Gimgir, and Antares). Kfaedloellsaeth's homeport is Ansenz (2425 B547ABB - D).
   Restricted: As of late 1117, a state of tradewar exists between Red Sun and InterStarlines.
   See: IntersStarlines.

Red Sun Trading: See Kfaedloellsaeth.

Selthaeng: See Selthaengvorrsaeth.

Selthaengvorrsaeth: Restricted: A semi-legal mercenary operation, currently functioning as an intelligence-gathering organization for the ARC government.
   The organization is named after Selthaeng, an infamous corsair of the Long Night - he was, in some ways, a Vargr version of Robin Hood - he robbed from the rich, gave to the poor, but kept a sizeable cut for himself...

There are a number of rumors abou this organization; in particular, that it recruits and trains psionic Vargr, and that Selthaeng is alive and well, and running the whole show.

Starfreight Antares CLC.: A wholly-owned subsidiary of InterStarlines, dealing primarily in containerised cargo transport.

Urrsak: (Alternative spelling: Ursakh): Interlligent minor race native to Verrdante (F687715 - F) in the Spiro system. Approx. 1.1 - 1.3 meters tall, the Urrsak dwell in the rainforests of Verrdante. These regions of Verrdante were only superficuially explored, because of the policy of "EZoning". First contact occurred in 1107 - the circumstances of this contact remain unclear, but the Ring Confederation Navy claims credit for hte discovery.
Prior to the Rebellion, the IISS had responsibility for the study and care of the Urrsak, but these roles have been taken over by the Confederation Navy.
Experts estimate the Urrsak numbers to be fewer than 25,000 - this is partly due to a low fertility rate, and also to the size and ferocity of the local predators. Urrsak technology is rated at TL 0.
Restricted: There is archaeological evidence that the Urrsak had previously attained a higher level of technology, but were involved in some kind of internecine conflict which shattered their culture. This information is being ruthlessly suppressed by the Confederation Navy.

Zwolf: (B2007BA - 9 Amber Zone) A full-scale civil war is in progress on this planet, as pro-democracy elements attempt to overthrow the dictator, the self-styled "Prime Executive".

The Big Seven
By John D Law-Green
An overview of the dominant corporations in Sararian space

Konrad Abrams' law reforms in 1077 included a significant relaxation in trading laws, and a number of ARC starports acquired "freeport" status, in order to promote interstellar trade. Much of the region's anti-monoopoly legislation was swept away at the same time, and although there were protests from various quaters about this, it is now recognised by a number of economists that Abrams took a calculated risk, which has since paid off. The obvious result was a flurry of merger activity, which then resulted in a few, large ARC corporations. These corporations then proceeded to take over Imperial companies in the surrounding subsectors, thus expanding their trading spheres.

So far, the consumers have not suffered from this, because independent bureaus have been established, which set stringent product standards.

Only Northstar can be considered a "sector-wide" corporation, since it extends to more than 10 subsectors. The others are "multi-subsector" corporations, their trading networks covering 2 to 10 subsectors.

* *Northstar Group LIC.*: Broad spectrum industrial group; activities include precious metals minig, interstellar transport (Interstarlines LIC., Starfreight Antares CLC.), production of military and quasi-military grav vehicles (Northstar MIlitary Vehicles Division, LIC.), starship power plants (NOrthstar Power Systems CLC.)
  United Spacecraft CLC.: Production of very high-quality, small to medium-displacement starships.
  Sabrte Industries CLC: Broad-spectrum group; activities include bio-technology, genetic engineering, medical research, pharmaceuticals.
* *Genec CLC.*: Satellite solar power arrays, planet-based power distribution networks, large fusion power plants.
  AntarElectronics CLC.: Computers, electronic components, robots, software.
  Carthew ARms CLC.: Heavy and personal weaponry.
  Shaunessy-Hewes Group LIC.: Food production (Spiran AgroTechnology CLC.) and distribution (Verrdante Associated AgroTransport CLC.)

These corporations claim pre-Imperial Terran ancestry. The quality of their supporting evidence is dubious, to say the least.

Cyberdyne & The Terminator For Cyberpunk
By Chris Faust

This article is written for use with R. Talsorian's Cyberpunk game. If you already know the game system then you can convert this character to any other game system. You might say that this write up of "The Terminator" is very powerful and, in fact, it is. The reason is because Cyberdyne and the Terminator were very Powerful. Thanks to the creators of Terminator for this wonderful idea which I freely adapted.

BACKGROUND: In 1997, C. Faust, a noted theoretician and Cybernetics expert, began to gather information on robotics and AI (Artificially Intelligent) computers. Over the next 4 years he had gathered all the information available on the open market and needed another source. So, in 2001 he hired Jess McKinery, the best tech/AI man in the business and started Cyberdyne. By 2002 they were the hottest AI computer company on the market and by 2003, they had gained near control of the market. During this time, they had secretly started plans for a terminator proto-type. This proto-type would revolutionize the field of robotics. They were on the verge of a major breakthrough when Jess was killed in a lab break in.

With the loss of its driving force, Cyberdyne's stock plummeted like a stone. In adition, all of the terminator project notes had disappeared, so inevitably, the terminator project was put on a back burner. Cyber weaponry started to get very much in demand, so Mr. Faust had Cyberdyne start to develop heavy weapons for Cyber-use. Just as quickly as it had fallen, the Cyberdyne began to rise. On 12/4/2003, while working late putting old papers onto the computer system, a data-entry clerk ran across Jess' notes on the terminator project.

Jess had finished the terminator project on paper, but had not been able to get them made into final product. Over the next 8 years Cyberdyne turned out many fine products, but in those 8 years, Mr. Faust had the terminator notes being put to good use. He had a terminator unit finished and sent into test with surprising results. The unit had been destroyed, but the kill ratio was 173:1. The next step was to have the unit put into production.

The production proces was (and still is) a long process, but allowed production of over 200 models in the next 3 years. The models are being stored all over the world in secret locations. None of the wherabouts are kept on computer, so only the board of directors knows the exact location. When they are finally put into use, the general public won't even know that terminators walk among them!

CYBER DYNE: TERMINATOR UNIT 1000-A/B SERIES
INT: 8a , 11b
REF: 10a , 12b
MA: 12a , 9b
BOD: 15a , 10b

TECH/OPTIONAL: (0-12)

PROGRAM PACKAGES:

Recon, Defense, Search & Destroy and Combat.

SYSTEMS:
Li, Uv, Thermal, Micro/Telescopic, Targeting Scope, Anti-Dazzle, Video Camera/Recorder, Interface Plugs, Cyber-modem, All Programs, Bio. Control, Cellular Phone, Temperature Control, Self Destruct, Target Tracking, Opossum.

INTEGRATED WEAPONS: (right or left arm)

20mm AUTO CANNON -4 N VR 20mm 200 1to50 VG   DAM: 10D10
This is an experimental anti-tank/personal weapon that was made just for the 1000-A series. This unit has a 200 round auto feed backpack. Uses AP rounds.*

.5mm GAUSS GUN +1 N VR .05mm 100 1to10 VG   DAM: 5D10
This is an experimental anti-light armor/personal weapon that was made for the 1000-B series. This unit has a 100 shot backpack/power source.   1 SHOT=100 .5mm Needles.   Uses AP rounds.*
Laser sighted.

40mm GRENADE LUNCHER -1 N VR 40mm 5 1 ST   DAM: 10D6
This weapon is designed for under-slung use with the auto cannon or gauss gun. It has a built in 5 round clip.

Anti-Personnel Missile System 0 VR WASP 100 1to100 VG   DAM: 2D10
This system is chest mounted. It has a 180 arc of fire. It is for use with both the A & B series. It has a laser painting system with a 150' range.

*Depleted uranium rounds/ needles.

OPTION WARE:
One large vibro blade (a ripper) poisoned, Chain Saw, Grav-Pack, Hand (all purpose) Laser, and Syntha-Skin (for use with the Temperature control system.)

ARMOR:
50 SP on arms & legs, 60 SP on head & torso on the A series.**
30 SP on arms & legs, 40 SP on head & torso on the B series.**

POWER SOURCE:
'Coke Can' Nuke (runs forever)

COMPUTER TYPE:
CYBER DYNE mk.4 AI

Cyberdyne Information:

Ultra sophisticated arms & large caliber weapons. Main office: LOS ANGELES, CALIFORNIA.
Regional offices: San Francisco, Ontario, Detroit, Berlin, Athens, Miami.
Stock: 2,764,639 Shares.
Available on market: 194,628 Shares.
Name & location of major shareholder: C. Faust, San Francisco, California [holding 54.6% of total available shares].
Troops: 3293 combat ready, 1400 spread out at secret staging points.
Covert Operatives: 484
Equipment & Resources: Dispersed among it's offices are 150 AV-4 Assault vehicles. 37 Osprey -II Aircraft. 60 series B terminator units. 150 series A terminator units. 17 corporate jets. 45 Boeing C-25 heavy cargo aircraft.
Additionally, each office has a medical infirmary and 3 helicopters. 35% to 65% of this equipment can be in the field at any given time.

** It should be noted here that these armor scores are higher than the game sets forth. This is due to the advanced nature of the metal alloy used for the Terminator chassis and armor.

CYBER DYNE:THE FUTURE IS NOW!

Imperial Submarine Assault Stormtroopers
By Ian Herriot

In the Emperor's tyrannical dominion of the galaxy, no world is free from persecution. To feed his great war-machine, the Emperor overlooks very little. Worlds are needed to supply raw materials, food, labor, and other basic needs. To conquer these worlds and to keep them in possession, the Empire has established several elite divisions of assault troops. One of these is the Submarine Assault Trooper. On worlds that are primarily water or on which intelligent life resides in the seas, Imperial Seatroopers are called on to perform.

Seatrooper platoons are based on large, militarily equipped, Sail Barges. A full complement includes 80 Seatroopers (8 squads of 10 men each), a Lieutenant and 20 other command personnel, and 40 support personnel. Each squad is led by a sergeant (Seageant?) and is issued one medium repeating blaster cannon, modified for underwater use. For long range patrols, Seatroopers use Seasleds which are specialized repulsorlift craft designed to skim the surface of a body of water at high speeds.

Seatroopers wear a black, one-piece temperature control and water resistent body glove under an 18 piece, white armored suit equippped with flippers on the feet for maneuvoring and slow, silent running. For higher underwater speed they have a personal repulsorlift backpack for propulsion and bouyancy (keeping their depth constant), which only works underwater. Their helmets include one wide-angle viewplate with an automatic polarized lens and a built-in computer conpensator to improve visibility and enhance objects seen under water. A computer readout in the upper righthand corner relays depth, speed, oxygen content of water, and other such information to the trooper. A built-in comlink provides communication to the Seatroopers and the command vessel. In addition to these features, the helmet contains an Aqua-lung which separates oxygen from the water for the trooper to breath. This provides them with an unlimited supply of oxygen and allows them to stay underwater indefinitely.
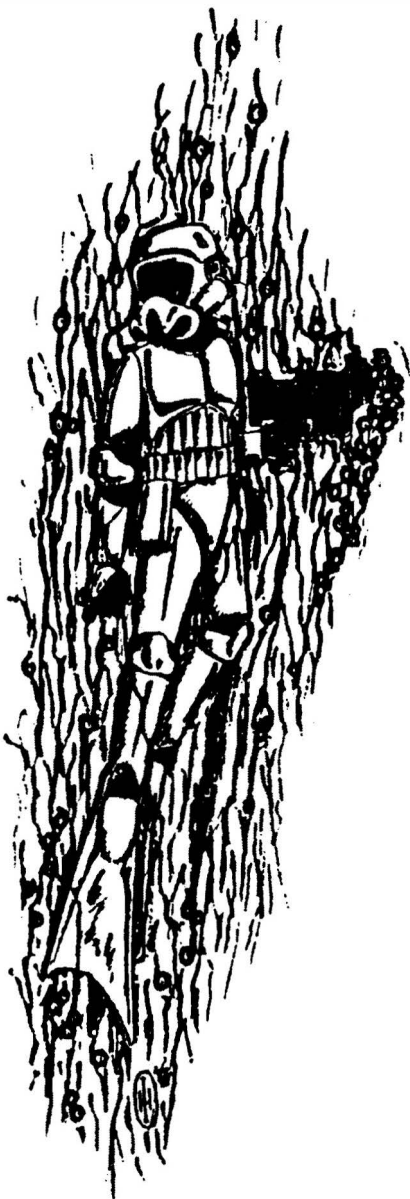
Seatroopers also carry an array of specialized personal weapons. Their primary weapon is a tight-beamed heavy blaster pistol. The tight beam allows for the deflection and refraction of light caused by the densly packed water molecules. Attached to this is an Aqua-grenade Launcher which fires concussion grenades equipped with propulsion units, to get them to their targets. As a last resort or as a close range weapon, each Seatrooper has a Vibrospear gun. The spear is shot from a one-meter long tube by a compressed air cap.

All of a Seatrooper's armor and weapons are made from standard materials, but require no greater strength than land use due to the greater bouyancy in water. For this reason, a Seatrooper's gear can be larger and bulkier than a standard Stormtrooper's. However, if a Seatrooper's repulsorlift backpack is destroyed or malfunctions, he will sink until he hits bottom or dies from the pressure at the greater depth, whichever comes first.

GAME STATISTICS:

SUBMARINE ASSAULT STORMTROOPER (SEATROOPER)

DEXTERITY: 2D (reduced to 1D)
        Aqua-grenade launcher: 3D (reduced to 2D)
        Blaster: 5D (reduced to 4D)
        Dodge: 3d (reduced to 2D)
        Speargun: 2D (reduced to 1D)

STRENGTH: 3D (increased to 4D)
        Swimming: 5D

ALL OTHER ATTRIBUTES AND SKILLS: 2D

Seatrooper Armor: +1D to strength code for damage purposes only. Reduces dexterity code and all dexterity skills by 1D.

Seatrooper Weapon Damage Codes: Heavy blaster pistol 5D, Concussion grenades 5D*, Vibrospear-gun STR+1D+2.

*Range to target: grenade range
Range (hitting): thermal detonator range

I SAID WELL DONE PIERRE!
YOU'VE FAILED ME FOR THE LAST TIME!

Cybertech Update
A Cyberpunk Variant by James LeDuc

The 3 major forms of cybernetic replacements with space limitations are: Cyberoptics, Cyberarms, and Cyberlegs. Enhancements, optionwear, plugs and weapons sytems are optional. These optionas take up space and as with anything, space is limited and at a premium. But it is my feeling that the rules for cyberpunk, as written, are demanding too high a premium for this space. Finally the rules provide for unlimited expansion of the Cyberaudio systems, which does not fit with the rest of the system as it is written. This article is an outline of the system I am using in my campaign. In this system the spaces for options are referred to as *slots*. And each cybersystem has a limited number of slots that can be hardwired with enhancement and options.

Cyberoptics and Cyberaudio each have a standard 3 slots for enhancements. Within these limitations, the normal rules regarding humanity indecies apply - to expand beyond these 3 slots means visible metal gear shows on the head. Cyberoptics can gain 3 more slots by utilizing storage systems in the form of visable plugs attached to both temples. Another 3 can be gained with extensions (visible) to the eyebrows. Cyberaudio can gain 3 slots by utilizing visible plugs into the occipetal skull, behind the ear. Each of these cyber-attachments allow expanded use of the central systems, but there's a cost. Each of these essentially empty expansion systems have a 1D6 humanity cost (above and beyond the cost of the enhancements).

Cyberarms have 6 slots, Cyberlegs have 8. Up to 4 additional slots can be added to each limb, but each additional slot has a humanity cost of 3. So go ahead, load up, max out! Maybe you'll flip - Cyberpunk/cyberpsycho - who cares.

So now we have to ask, how many slots does a given option fill? Refer to the list below:

Cyberoptics:

Infrared - 1 slot
Microscopics - 1 slot
Microcamera - 2 slots
Times Square Marquee - 1 slot
Target Scope - 1 slot
Telescopics - 1 slot

Anti dazzle - 1 slot
Low-lite - 1 slot
Image Enhancement - 1 slot
Thermograph Sensor - 1 slot
Dartgun - 2 slots

Cyberaudio:

Radio spice - 2 slots
Phone Link - 1 slot
EMC Scrambler - 1 slot

Bug Detector - 1 slot
Wearman - 1 slot
Micro Recorder - 2 slots

Cyber-limbs:

Skin Watch - 1 slot
Scratchers - 1 slot
Rippers - 2 slots
BioMonitor - 2 slots

Big Knucks - 2 slots
Slice & Dice - 1 slot
Guns - 2 slots + 1
    slot for each clip of Ammo

—LeDuc—
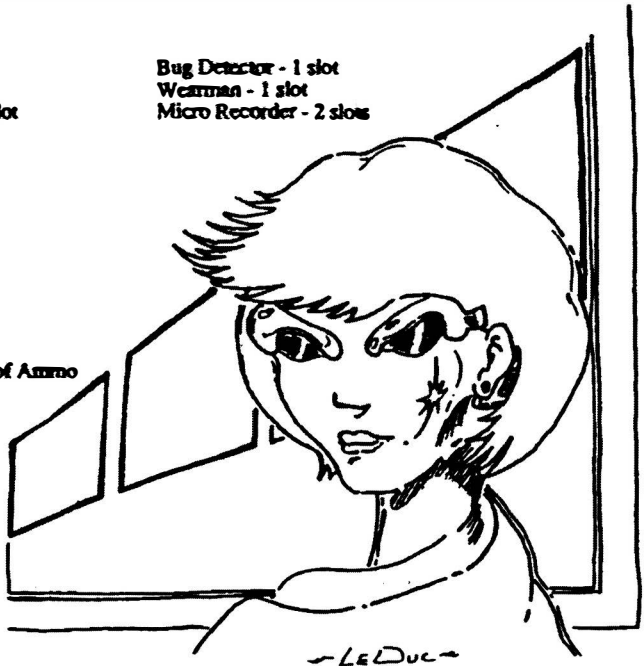
NOTE: Interface plugs utilize 1 slot.

As you can see, the list above is pitifully short. So I have chosen to list some further options from my game.

Tool Kits: This turns the CyberArm into a full tool kit for a particular skill which is enhanced witht he use of propertools. My game has 4 common kits.

    1) Medikit: This turns a CyberArm into a self contained, self sterilizing-field surgery kit. In game terms, this adds +2 to a character's Medical tech skill.
    2) Cyberkit: Basically the same as the MediKit but adds +2 to CyberTech.
    3) Securitykit: Adds +2 to Thief.
    4) Internalkit: Adds +2 to Interrogate (a compact torture chamber).
Each of these tool kits utilize 6 slots, cost $750, and the HC is 1D6.

Grapple: This enhances 1 finger into a grappling hook which can be launched with a controlled explosive charge up to 25 meters. Attached is a fine steel cable capable of holding 250 kilos and a high speed electric winch which can move 250 kilos the full 25 meters in 1 turn. This option utilizes 2 slots, costs $500, and has an HC of 2

Taser: This causes a heavy charge to pulse through the target, causing him/her to roll vs. his/her REF stat or be paralyzed. This is a difficult task (+20) and becomes progressively harder each phase - (+25, +30, etc...) Each turn uses up one Eurobattery. There are two forms of taser - Hand-to-Hand and Ranged. The Ranged can be used at a maximum range of 5 meters. A Hand-to-Hand taser has 3 batteries (9 phases) and fills 1 slot. A ranged taser has 2 batteries (6 phases) and fills one slot. An additional slot will buy space for four more eurobatteries (12 more active phases of attack). This option costs $600 and has an HC of 2D6+2.

Tangler: This is a grenade shot which has a minimum range of 3 meters and a maximum range of 12 meters. It fires and quickly expands into a monofilament wire net which, if it successfully hits, wraps around and entangles a victim; then magnetizes tight. This net acts as a large scale slice and dice, causing 2D6 damage every round it is fought against. As a monofilament - it ignores Kevlar. Because the wire is stationary in relation to the body, the damage is additive. (This means after struggling for a while, the flesh wound can become serious, critical, or mortal and will ultimately cause death). A taser strike will short out the magnetism effect - allowing the net to be removed. This weapon takes 2 slots. A clip holds 3 shots. Cost is $400 (+$25 per round of ammo) and HC is 2D6+2.

Napalm Jet: This shoots a jet of Napalm 2 meters and causes 4D6 damage the first phase, 3D6 in phase two, 2D6 in phase 3, and finally, 1D6 in phase 4. There are 4 shots per clip. The Napalm Jet utilizes 3 slots, costs $300 (+$50 per clip of 4 shots), and has an HC of 2D6+2.

Gasser: This shoots a jet of gas 2 meters at one target. the resultant effects depend on the gas used. The gasser has a cannister with 10 shots and takes up one slot, costs $200 - $600, and has an HC of 2D6+2.

    Tear gas: Causes 1D10 rounds of Blindness and while blind, all attacks and defense rolls are divided by 4. This does not affect Cyberoptics.
    Nerve Gas: You hit, he died. Meditechs, attention with 3 minutes will revive. Atropine can be fun!

Mags: These are high powered electromagnets fitted into the fingers of the hand or the soles of the feet. The magnet can hold up to 250 kilos. The batteries will last 10 turns (30 phases). These take up 1 slot, cost $150, and the HC cost is 1

Skates: These are cybernetically operated rollerskates that fit into the soles of the feet in Cyberlegs. These skates can be retracted into the Cyberlegs for normal movement, or extended for accellerated ground movement. These skates have a miniature electric motor which runs off the Cyberlegs' internal power source (at no significant drain). There allow a movement allowance of 60 meters per turn. Skating must be taken as a skill to utilize these effeciently (or it can be chipped in as reflex

chipware at +1 for $100, +2 for $200, and +3 for $300). Skates cost $250 and have an HC of 2 points.

The following are not weapon systems but rather, optional enhancements:

Gas Filter: This enhancement is placed in the Trachea and allows the character to ignore any inhaled gasses or poisons. Takes 0 slots and costs $250.

Anagesic Injector: This implant is wet wired into the central nervous system and when the character is injured, it automatically injects a measured amount of pain medication which shifts the character 1 level on the wound scale. This is for character ability functions only. The character is still mortally injured if he was mortally injured, but can function as if only critically injured. This is not curative, it only treats the symptoms. Takes 0 slots and costs $350.

So there you are! Have fun, die young, and leave a good-looking corpse.
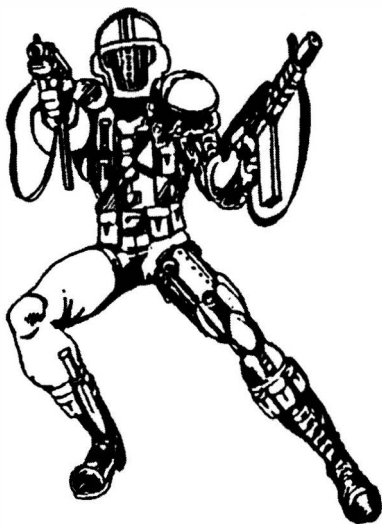
Hi, it's your ol' pal Hairy again and once again The HOBBY HOUSE at 2911 F st in Eureka has got a slew of new stuff. Since last we spoke, they've acquired a stock of the long awaited Space: 1889 from GDW. This new game is the RPG for the earlier released 'Sky Galleons of Mars'. From a new company called Waterford Press, their first game 'High Colonies' is now available. This is a grittier science fiction RPG with a feel similar to the movie 'Outland'. And Cyberpunk is in. In addition, they have begun carrying more magazines including Challenge (36 is in) , Battletechnology, White Dwarf, Dungeon, White Wolf, and Space Gamer. Also added to their already long list of hobbies carried 'in-shop' are comics. The Hobby House has added a small line of new comics. In fact, the Hobby House is expanding all the time with a new selection of darts. We also plan to start carrying Baseball Cards.

In fact, if there is stuff they don't carry, tell 'em, that's the only way they are going to be able to carry what you want to buy. They will gladly do special orders for stuff you can't get anywhere else (with a slight downpayment). Give 'em a call at 445-0310 or go in personally and see 'em. And this month, tell 'em 'The Terminater' sent ya' for a destructive 10% discount on your purchase. So what are you waiting for?

LeDuc –

On a Roof Top...
By Richard LeDuc

"Bang, Zappo, Captain Charmboy has just been shot by Lightning-Ray-Guy"
"What, where is Lightning-Ray-Guy at?"
"Up on top of the building..."
"What else is up there?"
"I don't know. Top of building stuff I guess."

Has this ever happened to you? Your PCs find themselves on top of a commercial building and you have no idea as to what kind of cover or other stuff should be up there. Maybe you just always have the same stuff ("more skylights?"), or do you try to steer your group away from the roof ("It'll take five climbing rolls at -7 to get up there."). Worry no more for you are now the proud owner of a set of special NCRP-roof-top-generator tables.

The following tables were made from data gathered off the top of 28 downtown San Francisco buildings. These tables are suitable for any modern or near future game, and with slight modifications they can be worked into '20s or cyberpunk type games. Note that most of the buildings examined were between 3 and 5 floors tall, and over 25 years old.

Step #1 - There will be d8-1 different types of things on the roof top.
Step #2 - Roll for each type of thing on the roof. If you should roll the same thing twice, discard the second result and roll again. Use table #1 to determine the types of things on the roof.
Step #3 - Determine the number of each type of thing on the roof. The type of dice to use to do this is given in parenthesis on table #1. (1) means that there is only one of the things on the roof.
Step #4 - Roll on table #2 to find if the roof is sloped.
Step #5 - Roll on table #3 to find what type of railing is used to guard the edge of the roof.
Step #6 - Place all the components around on the roof.

TABLE #1

01	Heli-pads	(1)	
02 - 08	Elevator House	(1d2)	
09 - 13	Small building	(1d3)	1
14 - 18	Access Hatches	(1d2)	2
19 - 27	Large Vents	(2d6)	3
28 - 39	Samll A.C.	(1d6)	4
40 - 46	Small A.C.	(1)	5
47 - 49	Large Ducts	(1d6)	6
50 - 56	Tops of stair ways	(1d2)	
57 - 60	Billboards or Neon Signs	(1d2)	
61 - 72	Small Skylights	(3d6)	7
73 - 75	Large Skylights	(2d3)	8
76 - 77	Pigeon Coops	(1d4)	
78 - 84	Antennas	(1d2)	
85 - 86	Sattelite Dish	(1d2)	
87 - 90	Flag Poles	(1d2)	9
91	Gardens	(1)	
92 - 96	Catwalks & Benches	(1)	
97 - 00	Fire Escapes	(1d6)	

Notes
1 - About 20' X 20'
2 - Opens to the rooms below
3 - Vertical. 2' X 2' or larger
4 - Big enough to hide behind
5 - Can be crawled into. Over 10' X 10' X 20'
6 - Horizontal. Large enough to crawl through, or behind
7 - Around 2' X 3'
8 - At least 10' X 15'
9 - At least 25' tall

Table #2			Table #3	
01 - 75	Flat Topped		01 - 75	Small Walls (1d6x6" tall)
76 - 95	Slightly sloped		76 - 95	Fencing
96 - 00	Heavy slopping or rounded		96 - 00	No Edging

A New Chart
By James LeDuc

AD&D is a game which lends itself to oversized cumbersome charts which often get in the way of successful roleplaying. As a DM, I have tried to weed out these charts, but every once in awhile it can be fun to use a cumbersome chart to increase the excitement of the players. One of the few areas this can be done is with a thief who has successfully picked a pocket and ducked into an alley to check out the ill-gotten gains. All to often, though, the DM tells him you have 'x' number of gp's and play continues. I give a thief things as well as money and if s/he doesn't want to keep them, well then we can roleplay their trying to fence those objects.

First roll on Chart I and determine the apparent wealth of a victim. This chart may seem weighted to a wealthier class victim but that is intended to reflect the belief that only a truly stupid thief would pick a peasant's pocket.

CHART I - Apparent Wealth of victim (Roll 1D6)

1 - Peasant
2 - Freeman
3 - Merchant
4 - Merchant
5 - Rich Merchant
6 - Lesser Noble

Next, refer to Chart II to determine the size of pouch or bag which was stolen.
Chart II (Roll 1D6 and consult the appropriate line)

	Small Pouch	Large Pouch	Sachel/Purse	Small Backpack	Large Pack/Sack
Peasant	1 - 5	6	-	-	-
Freeman	1 - 2	3 - 4	5	6	-
Merchant	1	2 - 3	4	5	6
Rich Merchant	-	1	2 - 4	5	6
Lesser Noble	-	1	2 - 3	4 - 5	6

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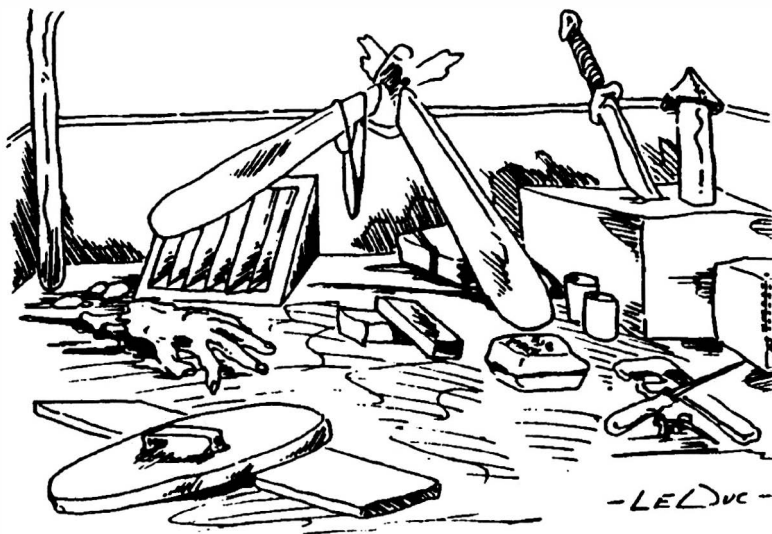
Now you can use the size of the pouch to determine how many objects are in it and how much money is contained. Consult Charts III & IV.

Chart III

Size of Pouch	number of objects
Small pouch	1D6
Large pouch	1D6 + 3
Sachel/Purse	2D6
Small backpack	3D6
Large pack/sack	4D6

Consult Chart V for objects.

Chart IV (Amount of money)

	CP	SP	GP	PP
Peasant	1D6	0	0	0
Freeman	2D6	1D6	0	0
Merchant	6D6	4D6	2D6	0
Rich Merchant	10D6	8D6	6D6	1D6
Lesser Noble	0	10D6	20D6	3D6

Chart V (All the rest of the objects that are contained in the heisted item.)

(1D6/ 1D6)	Column I Peasant & Freeman	Column II Merchants	Column III Rich Merchants/Lesser Nobles
1/1	Candle (Tallow)	Candle (Wax)	Candle (Scented Wax)
1/2	Tinder	Flint & Steel	Holy Water
1/3	Sm. Pottery Jar	Wood Pipe	Tinder Box
1/4	Tacks (Brass)	Dagger	Matches (10D6)
1/5	Sewing Kit	Waterskin	Paper
1/6	Clay Pipe	Rope (6D6 Feet)	Ivory Pipe
2/1	Fish Hook	Nails	Pen & Quill
2/2	Knife	Hat	Ink & Paper
2/3	Twine	Thieve's Tools	Fine Dagger
2/4	Vegetable	Clean Shirt	Wine Skin
2/5	Garlic	Leather Bag	Fine Rope
2/6	Poor Tool	Good Tool	Fine Tool
3/1	Thieve's Tools	Map Case	Thieve's Tools
3/2	Bandage	Mug	First Aid Kit
3/3	Oil	Sewing Kit	Hand Mirror (Silver)
3/4	Sling Stones	10 Crossbow Bolts	A dozen Fine Arrows
3/5	Leather Thong	3 Iron Spikes	Scroll Case
3/6	Mallot	1D6 Poor Quality Gems	Goblet
4/1	Wolf's Bane	Holy Symbol	Holy Symbol
4/2	Cup	Wooden Comb	Hat
4/3	Sack	Riding Gloves	Worry Stone
4/4	Holy Symbol	Book	Prayer Beads
4/5	Hat	Pewter Eating Ware	1D6 High Quality Gems
4/6	Wood Box	Whet stone	Sword Sharpening Tools
5/1	Shiny Rocks	Holy Water	Razor
5/2	6D6 Yds. Yarn	1D6 Bone Dice	Book
5/3	Rag	Linen Kerchief	Lace Hanky
5/4	Spoon	Wool Socks	Harp
5/5	Whistle	1D6 Cigars	Lute
5/6	Dried Meat	Normal Rations	Iron Rations
6/1	Mittens	Belt	Silverware
6/2	1D3 Clay Dice	Magnifying Glass	1D6 Ivory Dice
6/3	Home Made Socks	1D6 Matches	Hand Painted Playing Cards
6/4	1D3 Ounces Raw Ivory	Oil	Silver Comb & Brush
6/5	Tatoo Kit	Scrimshaw Tools	Fine Socks
6/6	Tobacco	Scrimshaw Worry Stick	Snuff Box

The Lord and Grand Dragon Mechs
By David Dearingear
(With additional background information by Barry Osser)

During the succession wars, Mech's with the "right stuff" - mobility, armor, and firepower - have ruled the battle field. Designers feel that the Dragon mech' has the best combination in the Combine with a top speed of 86.4 kph. It's armor factor of 160 which is the highest of any 60 ton mech' is very valuable as well.

The dragon relies on 3 different weapon systems, the LRM 10 and AC 5 for long and medium range targets (the missiles can also be used for indirect fire), and the 2 medium lasers are extremely effective against targets within 180m. However, Takashi Kurita wanted a mech' that had more firepower, but still had more than two weapon systems. So the designers at the Luthien Armor Works, specifically Tarapuin Feredi, went to work on designing a new mech' based on the Dragon. This mech' was called the Grand Dragon.

The Grand Dragon has the same mobility and armor but replaces the AC 5 in the right arm with a Lords Thunder PPC and two more heat sinks. Even before the Grand was tested in combat, Tarapuin's colleagues foresaw a problem with the mech': namely, the mech' would overheat when a mechwarrior tried to fire more than one weapon system at a time. Tarapuin continued his work, however, to completion. When the final field test came, Takashi himself made an appearance to see his new mech'. To his disgust, and Tarapuin's horror, the mech' overheated in a very short time. Another design was needed. One that took into account the problems with the Grand and yet alleviated them to leave more systems than two.

A young upstart at LAW, known as Frigada, set to work on Takashi immediately. He spoke of another design, also a switch on the Dragon, but capable of even more destruction without the problems of the Grand. He was granted enough time to barely get a proto-type working. The Lord Dragon or Dragon Sama was the result.

The Dragon Sama keeps the mobility and armor the same as the Dragon. The changes come in the weapons. The AC 5 was upgraded to an AC 10 with 20 rounds of ammo and the LRM 10 was down-graded to an LRM 5 with 24 reloads. When tested, even though it was strictly a proto-type mech', it performed as expected. It had little or no problem with heat and its weapon systems easily made it the most powerful 60 ton around. Though it was capable of less sheer destructive power than the Grand, the Dragon Sama had the advantage of being able to survive an entire firefight. Frigada received a promotion in LAW at the request of Takashi, and sits hard at work trying to exceed his past achievments.

For your use, below are the Grand and the Dragon Sama.

Type: Grand Dragon			Tons
Tonnage	60 tons		60
Internal Structure:			6
Engine:	Vlar 300		19
Walking MPs: 5			
Running MPs: 8			
Jumping MPs: 0			
Heat Sinks:	12		2
Gyro:			3
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	20	27/12	
Rt./Lt. Torso:	14	16/8	
Rt./Lt. Arm:	10	14	
Rt./Lt. Lg:	14	18	
Weapons and ammo:			
Type	Loc	Critical	
LRM 10	CT	2	5
Ammo(LRM) 24	LT	2	2
PPC	RA	3	10
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1

Type: Dragon Sama or Lord Dragon | | **Tons**

		Tons
Tonnage:		60
Internal Structure:		6
Engine:	Vlar 300	19
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks	10	0
Gyro		3
Cockpit		3
Armor Factor	160	10

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	20	27/12
Rt./Lt. Torso:	14	16/8
Rt./Lt. Arm:	10	14
Rt./Lt. Leg:	14	18

Weapons and ammo

Type	Loc	Critical	
LRM 5	CT	1	2
Ammo (LRM) 24	LT	1	1
AC 10	RA	7	12
Ammo (AC) 20	RT	2	2
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1
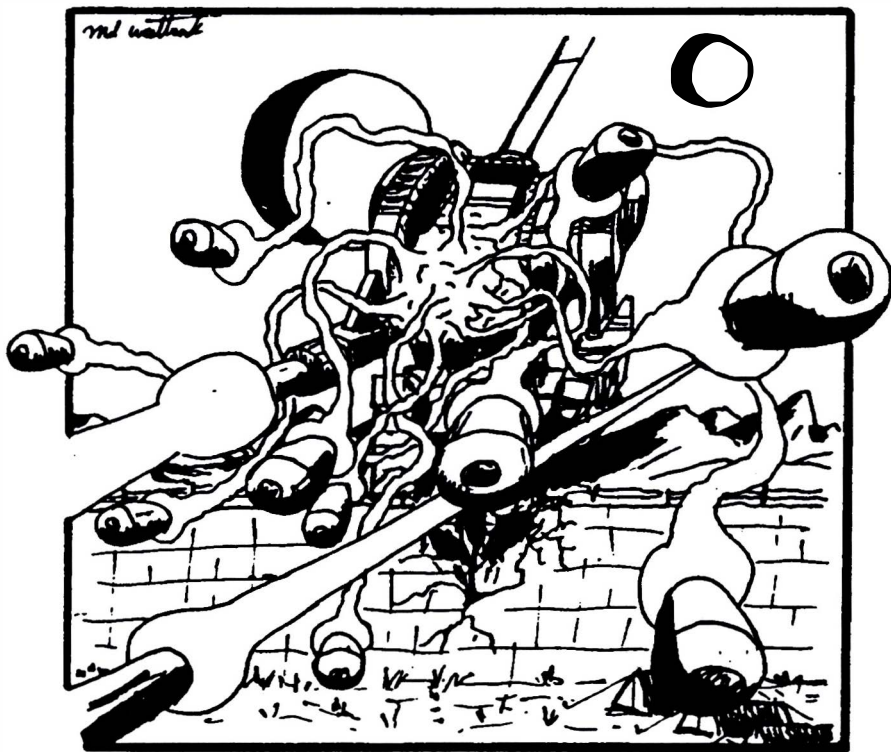
The Thief
A new room card for Dungeonquest by Barry Osser

The thief is a nasty fellow who will be there simply to destroy your day. When you encounter him in a given room, he will stealthly step out of the shadows and rob you of your hard earned riches. Roll a D12 - Agility or Luck (whichever is higher). The result is how many randomly selected treasures you will have 'lifted' from your person. If the result is greater than or equal to the number of treasures you have, you will have them all taken away and placed back in their respective decks or piles. If the result is less than your total number of treasures, the player on your left will close his or her eyes and randomly select the correct number of treasures to be taken. The thief will then dart off into the discard pile to never return again (you hope!!).
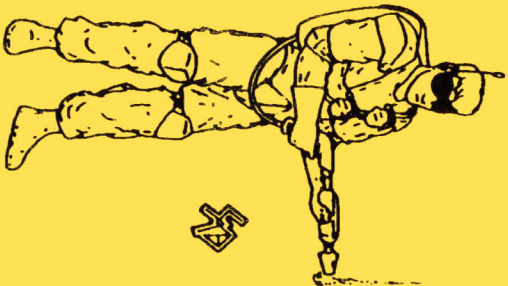
The Thief

mailing address

psig