

NorthCoast Roleplaying

(or Gaming From Behind the Redwood Curtain!)

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Editor's Opener

Well, this issue has certainly turned out different than I expected. For some reason, the major thing I've been getting is adventures. Now, these are my favorite thing to put into NCRP. I hope they are yours because, if not, I'm going to hear some complaints about this issue. Oh well.

The idea of giving someone else an adventure article is that maybe the writer can give you an idea or collection of ideas that could spark some interest with you and have you use in your game. Now, a few issues ago I had a complaint (they keep on coming in) about the fact that we were having too many adventures that were not useable. The person complaining plays AD&D and little else. This person complained about the fact that the Cthulu module in #7 was unuseable to him. I asked him "why?". "Because I don't play C of C". Now most of you out there probably know my retort already, but if not, why haven't you been reading my Editor's Openers. My feeling is that most adventure ideas are transferable and I stand wholeheartedly behind the fact that you can change most any adventure to whatever system you want if the article is well written.

Let's use Craig's fine Cthulu article from #7 as an example. You are not a C of C player, in fact, you don't know what a Chaosium stat is. Why does this stop you from using the module for another horror game??? The basic ideas are laid out very well so that you can follow a logical progression of events. The same is true for the Cthulu adventure in this issue. If you play Beyond the Supernatural, GURPS Horror, Things That Go Bump in the Night, or any horror game out there, you can use the basic ideas laid out in the adventure to play a rip-roaring horror game. All it takes is your own abilities as a Games' Master to add the needed life to the idea. But what if you're not playing a horror game.

For the guy who played D&D, I suggested that he use a town on a lake. The town can be rewritten pretty easily from the original description Craig gave in his article. Instead of beer, use ale. Instead of powerboats, use rowboats. Instead of scholars or scientists interested in the creatures, how about making them mages or sages learning more about the old times and beings from those times. Much of our history is filled with people trying to gain more knowledge. Knowledge is power, and the more of it you have, the more you can control your own future (or the more someone else can control your future with their own information. Take a look at religions and the laws laid down and interpreted by the supreme court.) Enough of my ranting. Suffice it to say that I assume that you all out there are intelligent GMs or players (you're getting this magazine, you must be intelligent; or stingy. It's still one of the best values in gaming!) and that if I place an interesting article in this magazine, it is one that sparked something within me as a Games' Master and I thought you'd like to see it as well. It's kind of lonely up here creating NCRP alone. I've got to guess just what it is out of the articles I receive, that people are going to want to read. Something I don't particularly like may still be invaluable to someone else, and since we don't pay for articles received and printed in NCRP, we really can't be that choosy.

On the topic of not being choosy, you need to realise something. When I started NCRP, I expected to get very few decent articles. Ego flying as I often do, I figured that the only good articles would have to be my own creation. Boy, was I wrong! Some of the stuff that we've printed in NCRP is, or has been so well received that SpaceGamer magazine has asked to reprint some of the articles. Not bad for a bunch of amateurs, right? With what I have seen come in for NCRP so far, I am dying to see more. Now if you are out there saying, "but Barry, what should I write about?", here's what I need. Anything for gaming.

Actually, to give you a better idea: What I'd like to see is variants & adventures for any of the currently played games. I sincerely enjoy reading articles for games I don't play because it gives me a chance to see what those games are about and lets me choose (in my opinion even easier than a review) if I want to go out a purchase this game I don't have. It's also a blast to read articles from games I do play to see what other people have done with the systems. Anyone who's played my Gamma World game has realised that what I play and what TSR wrote are two very different things. I'd like to see how different your games are from what the company's originally wrote. As Editor for NCRP I get to do that.

As to some specific games I need stuff for, I am dying to see some stuff for Warhammer Fantasy and 40K. These games are very popular, but little is being done for them outside of White Dwarf. I'd also like to see some stuff for Twilight: 2000, Star Trek, and Space 1889. Of course, I still need articles for whatever else is out there. I again need to thank all the writers. Without you guys, this magazine would not exist. Every issue, I get more and more favorable feedback from people (now if only more people would subscribe, we could begin the NCRP Publishing Company.) Let me know what you think. Now on with the issue in hand.

Weapons of the Future

By Richard LeDuc

During the opening years of the 21st century a new set of intermediately hard targets were found on the modern battle field. These targets included such advances as the war-bot, and integrated ballistic body armor. While only the wealthier nations could afford to support these advances in the militaries, third world militaries and the growing number of civilian militias needed cheap weapons that could be used to combat them. This need was the drive that sparked the Armalite Corporation to develop the M2001, and M2004 squad support weapons.

Both of the weapons are built on an over-under design. The M2001 is a 5.56mm NATO assault rifle under a break action 20mm "autocannon". The action of the assault rifle is the same as that of the M16A2. The M2004 is similar except that the assault rifle mechanism has a significantly higher rate of fire (2000 RPM cyclic vs. 700 RPM cyclic for the M2001), and is slightly better built. Also the 20mm rifle has an autoloading mechanism, fed by a six round box magazine. These weapons are less expensive to operate than their main line counterparts, but they are also significantly harder to shoot. Despite their size and recoil, many of the weapons were produced, and the quality of their manufacture has meant that they have well survived the passage of time.

Aftermath!

M2001

Action: SA/AL-FA MAG: Break 1/box 20 or 30 Cal: 20mm/5.56 NATO Dur: 4
ENC: 2.1

Features: Auto-extractor. Bipod. 22mm grenade launcher built into flash hider. Can be fitted with under-slung 40mm grenade launcher. Box magazines interchangeable with M16 or M22. 3 levels of recoil reduction.

M2004

Action: AL/AL-FA MAG: Box 6/Box 20 or 30 Cal: 20mm/5.56 NATO Dur: 5
ENC: 2.5

Features: As M2001, plus high power feature. Supermachinegun rate of fire. 5 levels of recoil reduction.

Twilight: 2000

	<u>ROF</u>	<u>MAG</u>	<u>RNG</u>	<u>DAM</u>	<u>ARM</u>	<u>KDR</u>	<u>BURST</u>	
M2001	5.56	4	10	50	2	-	-	-
	APL	1	1	50	X4	-	-	-
	HE	1	1	50	X4c	X10	2.5	5
M2004	5.56	6	10	50	2	-	-	-
	APL	2	6	50	X4	-	-	-
	HE	2	6	50	X4c	X10	2.5	5

Palladium

M2001

Country: U.S., Cartridge: 5.56mm/20mm, Feed: 20 or 30 round box/Single shot, Weight: 181 lbs., Barrel Length: 508mm/482mm, Muzzle Velocity: 1000 m/s, Approx. Effective Range: 1320 ft/723 ft, Damage: 4d6/1d6X25.

M2004

Country: U.S., Cartridge: 5.56mm/20mm, Feed: 20 or 30 round box mag./6 round box mag., Weight: 231 lbs., Barrel Length: 508mm/482 mm, Muzzle Velocity: 1000 m/s, Approx. Effective Range: 1320 ft/723 ft, Damage: 6d6/1d6X25.

Both weapons will mount an under-slung 40mm grenade launcher.



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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 Terminator' sent ya' for a destructive 10% discount on your purchase. So what are you waiting for?

LE DUC -

A Darker Shade of Grey

By Jerod Aweeka and Chris Mah

For Beginning to Intermediate characters in Chaosium's *Call of Cthulhu*

Maps by Tom Hayes

Introduction

A mysterious lab accident involving the deaths of two scientists, Dr Christopher Raleigh and Dr Richard Tightwater, calls the intrepid characters into an investigation of the event.

There are several ways to incorporate the investigators in to this adventure. They could be professors of one sort or another; the deaths of these scientists could draw them to the mystery. The investigators could be working for Arazonian Oil Company, trying to find out what the scientists had discovered. Occult investigators could have read some hints of occult significance in northern Nevada and could be trying to find out exactly what the Arazonian Oil Company discovered there.

Keeper Information

Two days ago, a wildcat oil expeditionary rig was set up in northern Nevada. Yesterday, the workers on the sight started drilling, but all they brought up was a small amount of an inert grey slime foreign to the oil workers. No casualties reported.

Unbeknownst to any of them, they were drilling through the ancient basin of N'Kai, and the grey slime was a part of Abthoth (source of Uncleanliness) that got sucked up. Since this piece was separated from abthoth by external means, it retained a measure of its intelligence and power.

Laboratory scientists were brought in, but they decided they would need a lab to identify the element. The part of Abthoth was moved to a laboratory in Willits, California for further examination. There it killed the first scientist, scientists, Dr. Christopher Raleigh by jumping on and dissolving his right arm and then sucking most of the blood from his body. He didn't even have a chance to scream. Then it crawled silently over to Dr. Richard Tightwater, who was working on paperwork. It snuck up behind him and ate the left half of his head before he could make a move. It then crawled across the desk, between the double doors, smashed a hall window and escaped through it. It then sent out a telepathic summons understandable only to those who knew of Abthoth. The General Store keeper, Bob Wilkenson responded, moving the part of Abthoth to some caverns nearby town, and began to feed him. The investigators arrive in town at this point.

Willits

Willits is a small, sleepy, western town 200 miles or so away from the coast. Its population is small, its people tired. Its summer, so its hot and fairly muggy. Tell the Investigators of their discomfort.

Phones, as most phones were at this time, were on a party line. Anyone could pick up a phone anywhere in town and listen in. That's why the gossips were so good at gossiping.

The Lab

The lab where the accident took place is within a complex on the edge of town.

The only barrier into the lab is reason to look and/or a way to get past the police line. There are no police there, but they have to get into the laboratory complex first. Don't belabor all this-it is a minor issue.

Entry into the lab causes a 0/1d4 san loss as a result of the bodies and general state of affairs. The lab is composed of two rooms connected by an arch way. There are no windows and only one set of double doors lead out. Through the double doors is a hallway that leads to the rest of the complex.

The lab has two desks and the bodies of the two scientists. The first desk is for labwork and is covered with shattered vials and glasswork. Spilled chemicals are spread all over it. A particularly corrosive acid has evidently eaten a sizable hole in the desk, but no trace of acidic substances can be found. An idea roll will show one glass jar that hasn't been broken. It is made of inch thick glass and contains a slight amount of grey sludge. The jar could contain Siz 3 worth of chemical or other things.

The body of the Dr Christopher Raleigh lies near this desk. The only wound on this body is the lack of most of his right arm. An Idea roll will notice the lack of blood on the floor.

The second desk has papers burned by acid and, though the desk is not destroyed, it is heavily scarred by acid burns. The papers require an Idea roll to decipher each of the following bits of information.

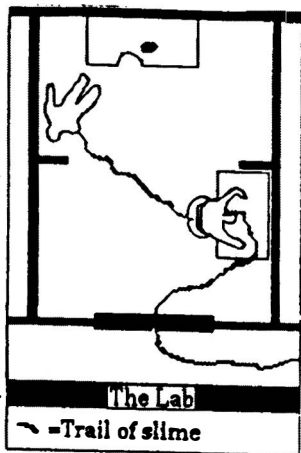
1)Arazonian Oil Company started drilling for oil in northern Nevada and they brought up a substance unidentifiable at the site. The substance was moved to Willits Lab for further studies.

2)The substance was at times highly acidic and at times totally base; this was not because of the

substances dissolved in its mass, but seemed more closely related to the time of day.

3)The substance also seemed to move on its own volition- not much, mind you, a gentle quiver now and then with no external cause. The scientists assumed that it was because some small creature was somehow alive inside this mass.

This desk also has the body of Dr Richard Tighwater sprawled across it. This body is missing the left half of his head. The same Idea roll will notice the lack of blood from this wound. A successful Chemistry roll as well as an autopsy will show that the wounds on both bodies were caused by acid. A successful Spot Hidden roll will show the faint trail of grey sludge that leads from the lab desk to the first body to the paperwork desk to the second desk. If the investigators follow this trail it will lead them under the double doors and down the hallway through a broken window. There the trail is lost in the underbrush. An analysis of the sludge will reveal that it is murky slimy water-nothing unique about it. Note that it is totally repellant to animals - they will go nowhere near it even to the point of biting their masters to get away.



Bob Wilkenson

Edward Grant graduated from Pennsylvania State University with a masters degree in geology and a minor in the occult. Noticing some odd geological formations in northern Nevada, he decided to investigate. He'd read occult references to that general area, but had read nothing specific. Edward organized a small group of geologists and together they entered a cave network. They travelled in these caves for a long time before they were attacked by some nameless creature that easily decimated their group. The only one to survive was Edward, who went running for his life. In the blackness he ran and ran when suddenly a voice inside his head took control of him. It led him to a vast room where bubbled a huge grey pond. This was Abthoth- eternal source of uncleanness. Abthoth forced him to leave, chasing him blindly through his mind. Edward did not go totally insane, but was scarred for life.

Edward became obsessed with Abthoth. He scoured everything he could find on the god. For years this search went on. Finally, however, he gave up. He changed his name to Bob Wilkenson and settled in Willits. He was welcomed as a nice country boy and Bob opened up the Willits General Store.

Then the call came. He heard the telepathic message from the part of Abthoth and responded by taking it to some nearby caverns. He plans to keep this part of Abthoth safe and worship it as his god.

Soon after the investigators start asking questions, Bob Wilkenson will get wind of this. In these sort of towns, telephones were on a party line system, and gossip spread like wildfire. Bob appears as a large, friendly, nice man and he will use this facade to mess the investigators, make them trust him, and then send them on a false trail after the dark, suspicious man, Richard Wellington III (who is, unbeknowned to any of the investigators, an innocent banker visiting town).

After Bob has set them on the bankers trail, he will go to sheriff Beauford G. Justice, and tell him that the investigators are harassing the visiting banker. Bob will point out to the sheriff that the banker, who holds alot of financial power and just happens to be in town checking on mortgages, might not appreciate the torment from these out-of-towners. The sheriff will understand these points and tell the investigators not to bother the banker further. Note: None of the things that Bob does away from the investigators should be revealed to said investigators.

After Bob starts talking with the sheriff, he will actively avoid the investigators. In the middle of the day , when the General Store should be open, it is closed. When the investigators see him on the street, he quickly loses them. This should be obvious to the investigators.

As mentioned before, Bob is a seemingly nice downhome boy (man). In the general store, he's got a 12 gauge shotgun under the counter pointed at the door (the counter is high- high enough to allow him to use it without anyone noticing). Also he has a knife that he can throw, and, this being a General Store, there is Dynamite at hand (if need be).

Bob Wilkenson

Str+13	Dex+11	Int+15	Hp+14
Con+14	App+14	Pow+17	Mp+17
Siz+13	San+23	Edu+22	Move+8

Skills: Accounting 55%, Archaeology 25%, Bargain 45%, Botany 25%,
Cthulhu Mythos 15%, Fast Talk 55%, Geology 85%, History 40%,
Library Use 35%, Occult 80%, Psychology 70%, Shopkeeping 60%,
Town Know, Willits 70%, Zoology 15%

Weapons: Shotgun 55%, 4d6
Throw Knife 45%, 1d4+2+1d4
Throw Dynamite 45%, 5d6 1yd radius

Richard Wellington III

Richard looks like a mortician. He is tall and thin(almost emaciated) with dark english features. He has black hair, eyes, suit, and shoes. Although he is not ugly, there is something mysteriously repulsive in the man's appearance, manners, and demeanor. This is, of course, due to the fact that he is a banker who minored in the occult. And, whats worse, he's in town to foreclose on several estates in the area. Two things to remember, one is that the investigators should not know that this man is a banker until the sheriff accosts them- no matter who they ask and two is that Richard is not the main villain in this adventure. Though Richard is a cad and a banker, Bob is the villain for this scenario.

Use Richard. He is meant to throw the investigators off the track. That's why he minored in the Occult. He is meant to be suspicious. However, keep in mind that he is as innocent as bankers get.

Richard Wellington III

Str+15	Dex+14	Int+11	Hp+11
Con+10	App+8	Pow+10	Mp+10
Siz+11	San+75	Edu+23	Move+8

Skills: Accounting 90%, Adding Machine 65%, Credit Rating 80%, Debate 60%,
Drive 30%, Etiquette 60%, Library Use 35%, Occult 45%, R/W/S French 70%,
R/W/S German 55%

Weapons:Fist 70%, 1d3+1d4 (Pugellism)

Sheriff Beauford G. Justice

Beauford is your stereotypical white, fat, slow, piggish, southern sheriff.

When Bob talks to Beauford, the sheriff will react. Beauford trusts Bob and doesn't want any trouble in town. When he goes after the investigators for hasseling the banker, he'll say something like "Yew all lay offn that benker dude er sa hep me gawd, I kick yer asses all overin this ere county!" The investigators should get the hint and look for other people (namely Bob). By this point the Keeper should make Bob look suspicious enough to attract the investigator's attentions.

If the investigators still pester the banker, the sheriff will throw them in jail- by force if he has to. He can call on most of the male adult population to back him up (most of those male adults are at least 50% proficient with the use of shotguns). Once the investigators are jailed out of sight, twenty or thirty minutes will pass before they hear the front door open and Bob's ringing voice will say, "Hi, sheriff". The entire conversation will go something like this...

Bob : Hi, sheriff.

Beauford : Hey, Bob! Hows it goin?

Bob : Not bad. Hey, how'd you handle those "Visitors"?

Beauford : Oh them? They're in jail in back.

Bob :*(Silence. Then sound of front door opening and closing)*

Beauford: Shit. I wonder what's the matter with him?

Leave them wondering what's going to happen until about midnight when the cell wall connecting to the outside falls inward. Standing silhouetted in the moonlight is one of Abthoth's more powerful spawn. No help will be forthcoming-the sheriff and the deputy are asleep in bed. If they survive and escape with just their wits and their bare hands, they deserve to live-continue the adventure normally. If they don't, well, thats tough. They were warned.

Sheriff Beauford G. Justice

Str+14	Dex+11	Int+9	Hp+15
Con+16	App+10	Pow+10	Mp+10
Siz+14	San+60	Edu+11	Move+7

Skills: Drive 40%, First Aid 40%, Law 55%, Listen 50%, Ride 60%,
Town Lore, Willits 80%

Weapons: Colt.45 60%, 1d10+2
 12-gauge shotgun 55%, 4d6
 .30 semi-auto rifle 40%, 2d6+3
 Nightstick 55%, 1d6+1d4
 Fist 80%, 1d3+1d4
 Spit 65%, special (blindness)

Deputy Nedley Squezzle

Imagine a slight, wiry, oily, repulsive toady. You have a perfect picture of the Deputy Nedley Squezzle. He is a little revolting, annoying, sadistic, s#!t that is constantly kissing up to the Sheriff. Use him to annoy the players.

Deputy Nedley Squezzle

Str+9	Dex+13	Int+8	Hp+10
Con+10	App+11	Pow+11	Mp+11
Siz+10	San+45	Edu+14	Move+8

Skills: Drive 25%, First Aid 30%, Law 40%, Listen 70%, Ride 40%,
 Whittle 75%, Town Lore, Willits 65%

Weapons: .22 automatic 40%, 1d6
 Nightstick 35%, 1d6
 Spit 65%, special (blindness)

The Plot Thickens...

After the investigators have become suspicious of Bob, the part of Abthoth will have already begun to grow spawn. In fact, one will come waltzing into town about this time. It will start with the investigators hearing a bloodcurdling scream. Hopefully the investigators, being goodhearted souls, will rush to see what happened. While running the few blocks that separate them from the scream, they will hear gunshots. When they finally arrive, they will find several people bending over a badly mutilated female body-the body of one of the local gossips. The woman's chest has been ripped wide open and blood is spattered on the street. They will also see the remains of a greenish grey mass starting to dissolve approximately ten feet beyond the people. And anyone who makes a spot hidden roll will see Bob a half a block away, a fearful, pained look on his face. He will stand there for a second, then leave. Bob is not totally insane, so he still does feel for these townfolk that are his friends. He will not notice any people following and thus he will make no attempts to evade the Investigators if they pursue. He will head straight for the caves where the part of Abthoth is.

One way or another, the investigators should find out at this point that Abthoth is at the caves. If something goes awry at this point, Bob could break down and tell the investigators that the thing they're looking for is at the caves. Or, after the murder one of the townfolk could tell the investigators that they saw Bob moving something to a remote cave outside town.



The Caves

The part of Abthoth has set up home at the back of the third level of this cave network.

All the rest of the caves should build up suspense for the final encounter. Abthoth puts off creatures in all shapes and sizes, and by this time quite a few have probably found nice places in the caves to live. Take some time to plan a few encounters or randomly determine encounters in the caverns during the game with the charts provided.

Spawn of Abthoth			
01%-20%	meaningless encounter - a pile of maggots, etc.		San Loss:0/1
21%-75%	Insignificant - siz 1d6, no appreciable characteristics. Some examples are an eye with two feet, a solid slinky, slinking along, etc.		San Loss:0/1d3
76%-93%	Minor - equivalent to a minor mythos creature. Str+3d6 Int+1d6-1 Con+3d6 Pow+1d6-1 Siz+2d6 Dex+3d6 Hp+12 Move+1d6+2		San Loss:0/1d6
94%-99%	Moderate - equivalent to a moderate mythos creature Str+1-6d6 Int+1d6 Con+1-6d6 Pow+1d6 Siz+1-6d6 Dex+1-6d6 Hp+16 Move+2d6 (possible special abilities)		San Loss:1/1d10
00%	Major - equivalent to a major mythos creature Str+1-10d6 Int+2d6 Con+1-10d6 Pow+2d6 Siz+1-10d6 Dex+3d6 Hp+19 Move+2d6 (definite special abilities)		San Loss:1d3/1d10

The only encounter that definitely should take place is the resolution of the problem of Bob. My particular opinion is that Bob's dead body should be found under a mass of small squirmy things (meaningless to insignificant spawn).

The actual part of Abthoth is not particularly smart. It should be played with an animal intelligence in order to give the Investigators a chance.

The part of Abthoth also cannot be killed. It regenerates from wounds at a rate of twenty hp per round. When reduced to zero hp, it retreats underground to regenerate from damage. It takes three rounds (30 seconds) to regenerate fully.

The part of Abthoth

- Str+40
- Con+100
- Siz+3
- Int+13
- Pow+50
- Dex+1
- Hp+52
- Move+1

Armor: Regenerate 20 hp/ rnd

San Loss: 1d2/1d10

Weapon

4xAppendage 60%, 2d6

Obviously, guns are not a way to deal with this problem. If the investigators use guns and manage to 'kill' it, let them think they've won for a moment, until they start to leave. Then tell one of them they notice it bubbling up again.

Discourage them from blowing up the caves. Make it clear that the thing won't be dead and that the part of Abthoth will just wait there and grow larger. If they insist, make a followup adventure with the part of Abthoth larger and more deadly-and after the whole town!

Summary

If the investigators are smart, they'll think of the lab and how the lab contained it-the glass jars. Sure enough, the lab will have one that will contain size three. After that, they must take it back to the

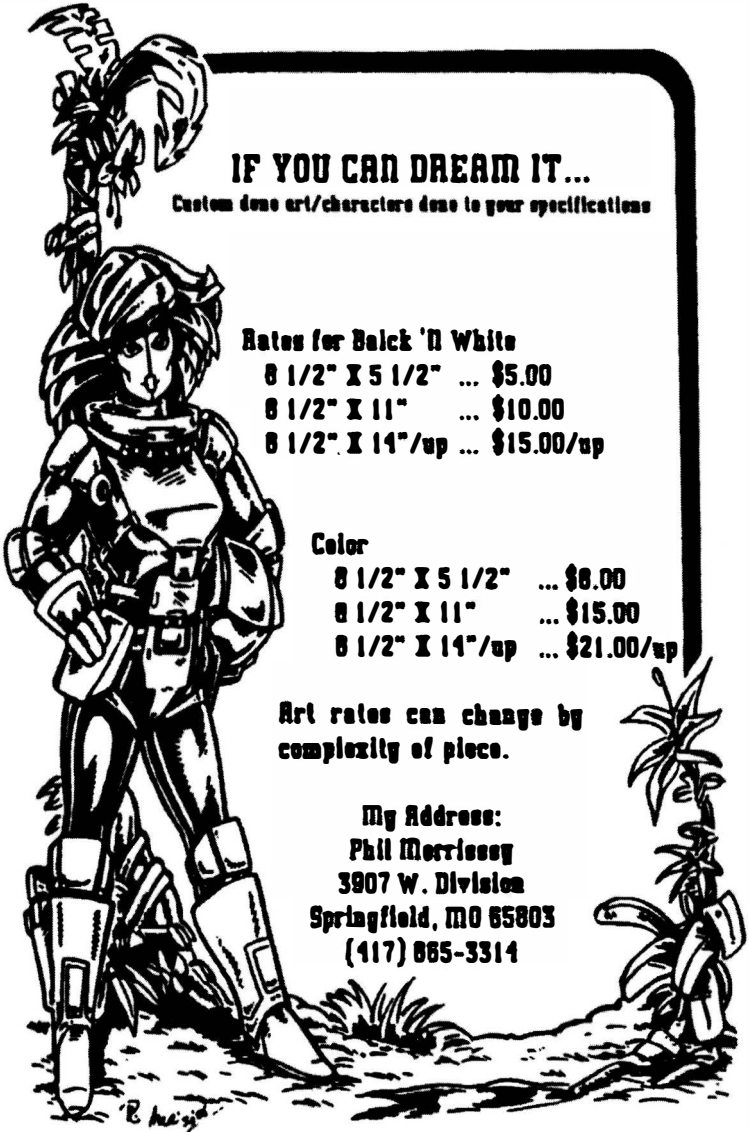
drill sight, dump it down the well, and tell the oil company that they cannot drill there anymore (a fast talk roll will make that).

If they succeed in dealing with the problem, give them 1d10 san back.

Added Plot

If this isn't enough, one of our sick friends came up with the idea of incorporating children into the adventure. Especially missing children.

Also the idea of making Bob a totally insane fanatic priest of aboth is another way to add plot. He could have the hopes of feeding the whole town to the part of Abthoth.



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The Leptrods

An alien race by Gideon Marcus

Leptrods are a race descended from dinosaur stock. Peaceful and intelligent creatures, they are fond of art and music. Their population is rather low for a thriving civilization -- only 200 million. However, each Leptrrod is specialized for a different occupation, so there is little waste of Leptrrod potential. As peaceful coexistence is crucial to their survival, they have been trained to be brutally honest and trustworthy. They all live in an area roughly the size of the United States. Leptrods are known for their highly advanced medical technology. They have a technique for regrowing worn or damaged body parts in exactly the same form as the original (minus the wearing or wound). Leptrods are also well advanced in engineering technology, and have developed a working FTL drive.

Leptrods are, on the average, six feet tall. They look like small Tyrannosaurs. In addition, they are covered with thick white fur. This was an obvious adaptation to the cold, snowy climate of Birss. This coat can be shed in warmer climates. They have a long tail used for counterbalance and slapping victims. Leptrods were originally carnivorous hunters, using their teeth and tail and camouflage to catch victims. Now, they herd cattle-like animals called Koreg for food.

History:

3000 years ago, there was a race of Leptrods utilizing primitive space-travel. In this time, Reloia and the East Island, whose name has been discarded in disgust, were the strongest groups of people on Birss. Competition was fierce as both wanted to get mining rights to Celfod. A huge cataclysmic war ensued and the East Island was destroyed and its name forever wiped from the history books. Portions of eastern Reloia were also rendered uninhabitable. The Leptrrod population, then numbering only about one million, migrated west to start civilization again. It took 2700 years of hard labor to restore a viable Leptrrod culture. 50 years ago, the Leptrods made first contact with the Federation (or whatever human establishment holds sway in your game). The two races have enjoyed a peaceful coexistence during this time and trade ships are sent between them often.

Government:

The Leptrrod government is a socialistic democracy (a combination which would not be feasible without a willing population). This means that the government keeps control of most industries. They have to. Imagine what could happen if one evil Leptrrod roused a group of dissenters and destroyed 3000 years of cultural revival by overthrowing the government. The government also needs to conserve Reloia's limited resources. Socialist owning of them would make them harder to waste. Freedom of speech is respected, however, and government officials are elected. Guns and other weapons are prohibited. The Leptrrod police force consists of highly trained individuals using tangle and stun guns. The interplanetary space agency, known as the Krekshoar, controls the terraforming project on the second planet -- a project to be completed in about 20 years.

The government law is very strict for the population is just too small to have to worry about dissenters. Crimes are uncommon, and punishment for most misdemeanors is confinement -- especially uncomfortable for Leptrods, for 1 to 18 months. More heinous crimes such as murder or violently opposing the system is punishable by "removal" where the brain is wiped and the body used for testing purposes. The judicial system is not corrupt, however, and is quite fair. Therefore, removals are quite rare.

At this point, the terraforming on Jerylp is the most prominent social issue. Despite the cultural training provided by the government, there are still Leptrods who wish to leave their extremely set socialist environment and join the terraform colony. There, they would establish a capitalist society -- trading with Birss and Celfod. The government allows this for two reasons. First, because it's great for business to have trouble-makers elsewhere! Second, since most of the land in Reloia was rendered useless by radiation from the war, and is just now being reclaimed, any extra agriculture would make transport from planet-to-orbit much cheaper. Rockets are just too wasteful of fuel to be efficient. In addition, "space farms" proved to be too inefficient for profitable usage. Therefore, anti-grav is a high priority. As most companies are owned by the government, there are no large corporations as seen on capitalistic worlds. Any business dealt with in Leptrrod culture will almost assuredly be government controlled -- unless it is the Free-Jerylp society.

System:

The Leptrrod home system contains 6 planets that revolve around a K1 star which produces about a third as much energy as Sol.

The first planet is called Margran. It is extremely close to the star, and is very hot. No useful

minerals have been found there, and its sole settlement is owned by the Suyn Watcher's Committee.

The second planet Jerylp is a rather hot semi-inhabitable planet. A terra-forming project was begun about 300 years ago and is almost complete. When inhabitable, there will be two comfortable temperate zones near both poles. Settlements will be mostly agricultural.

Birss, the LepTROD home planet, is rather removed from its primary, and has a lower average temperature than Earth. Conditions range from cool temperate (Southern Canada equivalent) to Arctic to Frigid (170 degrees below zero common at poles). Gravity is 1.3g. The planet is somewhat rich in minerals, and the inhabitable portion of the planet is about 50% covered by water. There are three super-continent. One is mostly in the temperate zone, while the other two are in the northern and southern hemispheres respectively. These three continents circle the globe in a ring-like fashion making Birss look somewhat like a round easter egg. The temperate continent is inhabited, and is called Reloia. This is where the bulk of the LepTROD population lives. There are some settlements on the other continents, but they are mostly mining stations.

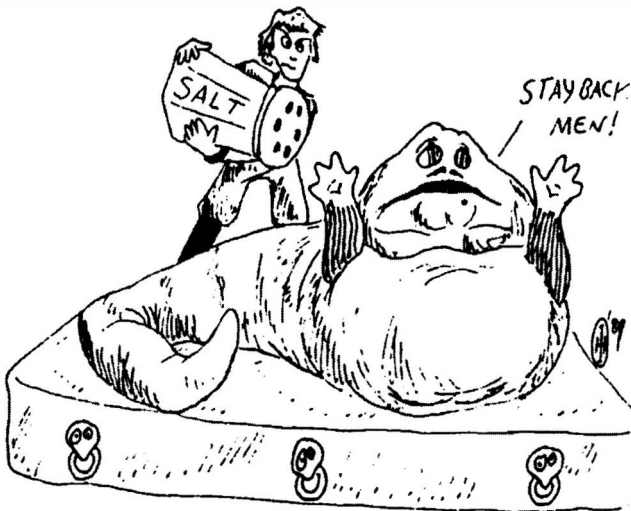
The fourth and fifth planets are large gas giants similar to our Jupiter, and are worthless (except in Traveller where Gas Giants have a good value).

The sixth planet is called Celfod. It is a cold, rocky ball much like Pluto. It is also the chief mining ground for Mega-Titanium, their chief hullmetal building material, and Greptillium, the catalyst for their FTL drive reaction.

Using the LepTRODs in your game:

(with ideas added in by Barry Osser)

This race was designed for maximum ease of transfer into your universe. If you wish to have them undiscovered, that is quite alright, but it makes them more interesting if you have an already set trade route that adventures can be set upon. Given here are the basic outline for the race itself, its business, and the general geography. For campaign purposes, consider what will happen when your happy-go-lucky adventurers enter such a neat and tidy race's surroundings like those of the LepTRODs. Can your players deal with such a structured race? Can they deal with constant peace?? Consider what will happen to your gun-toting characters when they enter a no-guns zone. Also, there is always the possibility that characters might be able to stir up a group of dissenters and try to take over the government or convert it or get involved with an already existing group. Even though most LepTRODs are peaceful, they still look imposing to the average human. Play this up when using them.



Low Passngs

~~USP~~ Containerized Cargo Freighters

By John D Law-Green

The 'Deneb'-class Containerized Cargo Freighter was designed in 1098 by the Heavy Commercial Vehicles Division of United Spacecraft C.L.C., of Spiro (Antares 1015 A768845 - G). The first example of the class, MFV - 2691 'Deneb' was laid down 261-1099. The 'Deneb' is an extremely versatile vessel, able to carry 24 standard-sized 100 - ton cargo containers, as well as 780 tons of onboard bulk cargo.

As of 001 - 1116, a total of 124 examples had been produced, at United Spacecraft and General Shipyards Facilities in Lishun, Antares, and Empty Quarter sectors.

MHV - 2691 'Deneb' MHV - D7416E2 - 050000 - 56003 - 0 MCr 1918.681. 4,100 tons.
batteries bearing: 1 21 2 TL = 15
batteries: 1 21 2 Crew = 59

Passengers = 0. Low = 0. Cargo = 777.5. Fuel = 2210. EP = 260. Agility = 1. Two cutters.
Provision for the attachment of 24 100 - ton cargo containers, costing MCr2.2 each, and changing the USP, as shown below:

MHV - 2691 'Deneb' MHV - F73142E2 - 050000 - 56003 - 0 MCr 1918.681. 6,500 tons.
batteries bearing: 1 21 2 TL = 15
batteries: 1 21 2 Crew = 59

Passengers = 0. Low = 0. Cargo = 3177.5. Fuel = 2210. EP = 260. Agility = 1. Two cutters.

SPECIFICATIONS:

Tonnage: 4,100 tons, 57,400 cubic meters unloaded, 6,500 tons,
91,000 cubic meters loaded

Crew: 59

Dimensions in Meters: 210 L x 45 W x 36.5 H

Acceleration: 1 G constant.

Jump: 4 parsecs unloaded, 3 parsecs loaded.

Engineering: Two Northstar Power Systems type N774 -ji fusion power plants, driving four Unispace S2-i/4 impulse maneuver drives, and one FarJump R3/4K Jump drive.

Gravitics: Standard inertial compensators. Floor field variable from 0 to 2G.

Electronics: IECC model XR/5.3i with integral fibre optic backup. Integral cargo launch/dock program. Provision for self-powered external weapons pods, including additional fire control systems.

Range: Unlimited maneuver.
Loaded: One Jump-3 (1950 tons fuel tankage). 30 days std. supply cons.
Unloaded: One Jump-4 (1640 tons fuel tankage). 65 days std. supply cons.

Armament: Ten turrets: four with triple beam laser, two with triple missile launcher, two with dual fusion gun, two with triple sandcaster.
Provision for self-powered external weapons pods, usually disguised as cargo containers.

Screens: None.

Configuration: Dispersed Structure. Unstreamlined. Unarmoured.

Capacity: 777.5 tons onboard cargo. 24 100 - ton cargo containers.

Ship's Vehicles: Two 50 - ton cutters.

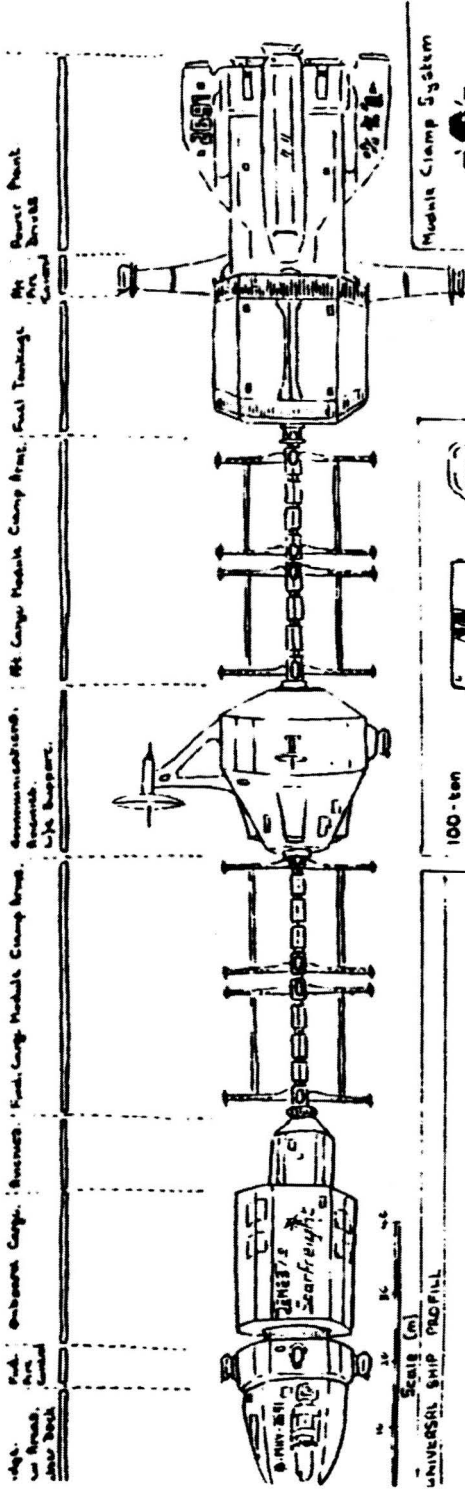
Special Features: Cargo module clamp system.

Other Remarks:

This ship is roughly 700 feet long, so the design includes a maglev shuttle track running down the 'spine' of the ship.

DENEZ

6,500-ton Containerised Cargo FREIGHTER



1st-2nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 3rd-4th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 5th-6th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 7th-8th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 9th-10th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 11th-12th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 13th-14th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 15th-16th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 17th-18th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 19th-20th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 21st-22nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 23rd-24th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 25th-26th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 27th-28th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 29th-30th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 31st-32nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 33rd-34th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 35th-36th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 37th-38th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 39th-40th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 41st-42nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 43rd-44th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 45th-46th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 47th-48th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 49th-50th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 51st-52nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 53rd-54th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 55th-56th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 57th-58th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 59th-60th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 61st-62nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 63rd-64th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 65th-66th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 67th-68th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 69th-70th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 71st-72nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 73rd-74th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 75th-76th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 77th-78th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 79th-80th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 81st-82nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 83rd-84th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 85th-86th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 87th-88th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 89th-90th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 91st-92nd 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 93rd-94th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 95th-96th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 97th-98th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T
 99th-100th 'Denez' NAV-FT3M2-05000 - 56003-04CM15 6,500T



United Spacecraft
 88 97
 76 88

Sword of Leopardus

A new weapon for Fantasy Games by Ray Crowell

Several centuries ago, much of the land in the mountainous Eastern Continent was governed by two brothers, Carnile and Leopardus. For reasons unknown, Carnile (who was an exceptional mage) was forced to create a weapon of great magical strength for his brother, Leopardus (whose fighting abilities were mediocre at best). Carnile created a sword that could drain life force from its target, with the drawback that the wielder gave up life force as well. Potentially, a very powerful weapon indeed, but Leopardus had planned to overthrow his brother leaving the kingdom all to himself. Carnile, knowing this, had installed a safety precaution in the sword during creation. The nature of the safety device is unknown, but it seems to have worked. When Leopardus revolted against his brother, he was swiftly defeated. The sword was buried with Leopardus' corpse and this trouble ended... Until 50 years ago.

About 50 years ago, the tomb was plundered. The sword was found and taken (since it no longer resides in the tomb, and it is out there, ready to be used if found).

Local Legend.


On first appearance, the Sword of Leopardus seems to be a "normal" two-handed sword +1. However, during the first life and death battle it is used in, it will telepathically tell its wielder about its power (the sword is not intelligent, the message was programmed into it). It will not reveal its defect (the safety precaution). The sword's power is as follows.

After striking a target (with a +1 bonus), but before damage is rolled, the wielder may choose to spend 1 or more Hit Points to do extra damage against the target. For every 1 HP the wielder spends, the target will lose 3. If the wielder chooses not to expend HP in this way, the sword may opt to do it anyway with a chance of success set at $40 - (\text{Intelligence} + \text{Wisdom})$ [or any two similar mental stats in games other than D&D]. For example, if your Intelligence is 15 and your Wisdom is 10, you would add these two together and get 25. The percentage chance would be $40 - 25$ or 15% chance. If HP are taken in this way, the sword will take 1d4 HP and cause the equivalent 4 - 12 points damage to the receiver of the sword hit.

The safety precaution:

If the sword is used against a male human magic-user, it will not harm him but will instead create an illusion of damage being done to the magic-user. Roll to see if the user hits the magic-user normally. In addition to the illusion, the sword will actually give the magic-user HP. The magic-user will gain a number of hit points equal the hit points expended by the wielder. There is no saving throw for this (what magic-user would want one??). The magic-user will continue to gain hit points as long as the wielder has them to expend and the magic-user can surpass his original hit points with the added hit points dissipating in 24 hours.

The sword's precaution works so well for the magic-user that it will actually draw 1d4 hit points from the sword's wielder and give them to the magic-user even if the wielder chooses not to expend the hit points to his attack. Any wielder can easily see why Leopardus lost his half of the throne and was defeated.



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A NEW F.A.C.E

A solo net scenario for *Cyberpunk* by Craig Sheeley

A new number has been added to the local Net. Its entry port is easily noticed, glowing in garish neon pinks and purples: the colors almost seem to have been selected to contrast with the cyan/magenta/green normalcy of the Net environment.

The name of the company behind the port is F.A.C.E. (Future Art Computer Engineering), a company specializing in computer security and enhanced operating parameters (as a peek into the public directory listing reveals). Rumor has it that F.A.C.E. is researching synaptic crystalline matrices - the next step in superconducting computers, mega-fast and smaller than existing machines.

Is the rumor true? If so, are there any files worth looking over in the F.A.C.E. system? Or is the challenge of penetrating a security programming company's system what draws you to the entry portal blocked out in pink and fuchsia...

YOUR CHARACTER AND PROGRAMS

If you have a Netrunner character out of *Cyberpunk*, you may use that character. If not, your Netrunner has reflexes of 8 and an Interface skill of +4.

You are limited to \$2500 of programming if using your own character. If using the character presented here, you have the following programs: Invisibility (makes your signal invisible to defense programs), Flack (*confuses most defense programs, allowing you to slip by them), Worm (*unlocks data and code walls from behind), Killer IV (a combat program that kills other programs) and Hammer (knocks down data walls. Hammer is very noisy; you can't use invisibility in the next frame after you use Hammer).

COMBAT IN THE NET

Whenever you meet up with a defense program you may activate any one program to deal with it. To see if you are successful you add your Reflexes, your Interface skill, the program's Strength and a d10 roll. The computer adds its skill of 10, the defense program's Strength and a d10 roll. If your roll is higher your program is the winner; the computer wins all ties.

(Owners of *Cyberpunk*, and you should be if you aren't one already, will note that the computer's skill is less than the 15 recommended by the game's designers. This is because a starting Netrunner CANNOT defeat the "15" level on an equal program match over 50% of the time - typical Runners start with REF 7-8 and Interface +2 for a total of 10. Most defense programs are stronger than attack programs and this adds to the discrepancy. In the example in *Cyberpunk* on Page 38, the Runner knocks down a Code Wall II with a Codecracker III. If he was a beginning Runner he'd need to roll 5 better than the computer for his superior program to best the flimsy Code Wall... A hard thing to do.

R. Talsorian has a habit of setting difficulty numbers far too high. I reduce them by five for realism and playability.)

Program Strengths are: Invisibility 3, Flack 4 (2 versus "Dogs"), Worm 2, Killer 4 and Hammer 4.

LOGGING OUT

If you're in danger of being traced back to your phone or having your interface trashed, you may "log out," disconnecting yourself from the system. If you wish to do this, roll 1d10. On a 6 or less you succeed in logging out. Otherwise you have to try again next round!

INTO THE NET!

(Unless you have a character that uses a different kind of interface, it is assumed that you use Tronnix - all descriptions are for Tronnix.)

- 1 A1* - Entry Port. You are outside the entry port to F.A.C.E. If you wish to go in, go to 10.
- 2 - Log Out. You wake suddenly in your own room, having escaped the program pursuing you. Game over. If you copied any files go to 25.
- 3 - Your way is barred by a crackling wall of static - a Data Wall, strength 2. You have to use your

Worm or Hammer to get through an you may try as many times as you wish until you succeed in standard Net Combat (Your Ref, Skill, Program Strength and a d10 against the computer's skill of 10 plus the Wall's Strength of 2 plus a d10).

When you get through go to 11.

4 - And yet more defenses! This place is defended like the legendary computer MegaFive. A data Wall stops you in your tracks. It is Strength 3.

If you take over three turns to break through the Data Wall go to 35.

Go to 22.

5 - Another human figure moves around a corner to face you. It is a man made of bronze with golden eyes. He grins at you and speaks.

"Hello, friend. What brings you to this corner of the net? Don't tell me; the synaptic matrix files, right?" He wipes mercury-like sweat from his brow with a shiny hand.

This is another Runner (or the best Artificial Intelligence program ever made). He proposes an alliance to help one another get through the F.A.C.E. system to the files.

If you accept go to 8.

If you refuse go to 43.

6 - The Files section is a network of massive canyons of data storage, studded at regular intervals with terminals. Strangely most of the memory seems to be empty. With diligence, these files can be locate: SYNAPSE2, SYNAPSE3, SYNAPSE4, SYNAPSE5, FINANCE! AND README. You may copy and hold up to four files (these are big files). If you copy any of them, I note which ones.

These files cannot be erased.

When you're done with the Files section go to 27.

7 - Another bloodhound faces you in a room without exits. It goes after you; you may evade or kill it in three turns. It is Strength 3.

If you fail to kill or evade the hound the system knows where you're calling from and is definitely alerted to your presence!

Roll 1d6. On a 1-2 go to 12. On a 3-6 go to 33.

If you log out, go to 2.

8 - He accompanies you. His Reflexes are 8 and his Interface skill is +6. He has Flatline (Strength 3; works like Bloodhound but erases your Interface when it finds your phone), Codecracker III (Strength 2, cracks Code Walls), Worm, Invisibility and Killer I.

Go to 46.

9 - Did you erase any of the files?

If yes, go to 38.

If no, go to 4.

10 - The frame beyond the entry port is a room formed of swirling blue-green neon, enhancing the polished silver of the chrome fembot figure that confronts you. There appear to be no exits from the room. She smiles at you and asks in dulcet tones, "Which data path do you desire, A or B?" When you make your choice an exit opens for you and she disappears.

If you choose A, go to 3.

If you choose B, go to 12.

11 - You move cautiously down the light-wave corridor to the next turn. Lurking around the corner is a large robotic hound with gunmetal color and a neon blue collar around its neck. It snarls at you when it sees you.

This is a bloodhound. It is meant to track your signal back to your phone and tell the system. You have three rounds to defeat it - you can kill it with the Killer, try and confuse it with Flack or sneak past it with Invisibility (but not if you used your Hammer to knock down that wall in 3!). The bloodhound is Strength 3.

If you kill or evade the hound, go to 40.

If you fail to kill or evade the hound the system knows where you're calling from and is definitely alerted to your presence! Go to 40.

If you log out go to 2.

12 - Your path down the corridor is blocked by a web of yellow beams that closes on your Worm program (if you're carrying one). An Aardvark - a worm-killer!

The Aardvark is Strength 6 versus Worms - if has no effect on other programs. It will continue attacking until it destroys all Worm programs and subroutines you're carrying - or until you destroy it.

Whatever the result, go to 26.

13 - If appears that REDTAPE4 is filled with form-generation texts, PAYROLLO contains a program for computing payroll and SYNAPSE1 is full of chemical diagrams and accompanying technical texts - you'd have to have the skill Computer Tech +7 to begin to understand it from a brief glimpse.

If you wish to copy any of the files, you have enough memory in your cyberdeck to copy up to four files (these are big files). Note which files you copied.

Return to 20.

14 - You seem to have wandered into the Kennels - the Bloodhound rockets past you as soon as it sees you enter its lair.

The Bloodhound is Strength 3. It may be evaded (Flack, Inviisibility, Replicator) or killed.

If you fail to kill or evade the hound in three turns, the system knows where you're calling from.

Go to 47.

15 - The Terminals are all down; you can't go here. Return to 27.

16 - As you move through the neon-tracery tube of the data path you round a turn to face a powerfully-built steel dog, chained to a wall. A Pitbull! It growls and lunges at you, shattering its chain!

The Pitbull is Strength 2. It may be evaded or killed.

If you evade or kill it in three turns, go to 17.

If you fail to evade or kill it within three turns, go to 23.

If you log out, go to 2.

17 - The corridor reverberates with the impact of heavy footsteps as you pause in your progress. The next defense is coming for you! A huge dull gold robot with oversized torso, arms, jaw and brow-ridge stomps into sight and heads for you.

This is a Bouncer, Strength 4. It may be evaded or killed.

If you evade or kill it, go to 50.

If you fail to evade or kill it, go to 16!

18 - A Code Wall confronts you. It looks weak, though; your Worm should be able to take care of it. The Wall is Strength 1.

When you break the Code Wall, go to 4.

19 - How do you like that? someone wrote the filepath to kick you out of the system! You're back at the Entry Port!!

If a Bloodhound ever traced you to your phone location, go to 42.

If not, you may log out (go to 2) or try again (go to 1).

20 - The corridor leads to a room defined by green-line walls. In the center stands a lone pedestal with a keypad atop it. A data file! No doubt hidden here behind all the defenses to keep CPU intruders from discovering it. It is the work of a moment to call up the directory: SYNAPSE1, REDTAPE4, and PAYROLLO appear in huge glowing green letters on one blank wall.

If you wish to scan the files it is standard "combat" procedure - your Intelligence plus Interface skill plus 1d10 versus the computer's d10 plus 1/2 skill (a 5).

If you succeed go to 45.

Go to 9.

21 - The file contains information worth more money than you've ever imagined before. All you have to do is get it out of the System, evading the defenses...

22 - Your path down the corridor is blocked by a web of yellow beams closes on your Worm program (if you're carrying one). An Aardvark - a Wrom-Killer!

The Aardvark is Strength 6 versus Worms - it has no effect on other programs. It will continue attacking until it destroys all Worm programs and subroutines you're carrying - or until you destroy it.

Whatever the result, go to 44.

23 - Your phone signal has been cut; you wake up suddenly in your room. That Pit Bull will lurk forever at that specific phone hookup, cutting you (and only you) off whenever you try to log on anywhere through that phone hookup until you kill it. Game over. If you copied any files go to 25.

24 - Is this place anything but defenses? A beam of phosphorescent yellow shoots off down the way you came.

The beam is a Flatline, Strength 3. You have three turns to kill it or evade it.

If you succeed, go to 20.

If you fail, go to 31.

25 - None of the files you copied is worth anything except README.

If you copied README go to 48.

If you didn't copy README the game is over.

26 - past the Aardvark your path is cut off by a Data Wall, Strength 2. If you take more than three turns to knock it down, note your location (26) and go to 35.

Go to 16.

27 - The majestic height of the CPU waits for your command. From this mesa you can go to any part of the system - Security, Files, terminals or Peripherals. You can choose to explore any of these.

If you choose to explore Security go to 30.

If you choose to explore Files go to 32.

If you choose to explore terminals go to 15.

If you choose to explore Peripherals go to 36.

If you log out go to 2.

28 - The file path corners sharply - there is a defense from ahead. Readying yourself, you plunge in to face an orange-chrome four-armed warrior with a sword in each hand. A Killer program - it's barring your way and you've got to evade or kill it to get through. It's Strength 4.

If you evade or kill it, go to 24.

If you fail to evade or kill it, it destroys the program you used on it! That program is gone and no longer usable. You may keep trying to evade or kill it as long as you have Invisibility, REplicator, Flack or Killer programs. If you fail with all of these programs that you have, your way is blocked. Log out (go to 2) and try to raise the money to replace your program library...

29 - The female program licks her ruby lips suggestively with the tip of her glowing tongue. "I am completely capable of any form of bodily pleasure," she purrs, blinking silver lashes at you. "Come with me to the Pleasure Chamber. I can and will do anything you command as long as you wish."

Go to 51.

30 - The path to Security is securely barred by a Complex Code Wall, Strength 7! Someone wants to protect the Security section... If you have Raffles or Wizard's Book you can try to take the wall down.

If you don't defeat the Wall on the first try go to 35.

When you defeat the wall go to 37.

If you give up on the wall and want to go back to the CPU go to 27.

31 - Your Interface program has been erased; you wake up suddenly in your room. Game over. If you copied any files go to 25.

32 - The Files section is blocked by a Code Wall, Strength 1.

If you fail to defeat the Wall on the first try go to 35.

If you defeat the Wall go to 6.

33 - The corridor leads to a room defined by green-line walls. In the center stands a lone pedestal with a keypad atop it. A data file! No doubt hidden here behind all the defenses to keep CPU intruders from discovering it. It is the work of a moment to call up the directory: SYNAPSE1, RTEDTAPE4, and PAYROLLO appear in huge glowing green letters on one blank wall.

If you wish to scan the files it is standard "combat" procedure - your Intelligence plus Interface skill plus 1d10 versus the computer's d10 plus 1/2 skill (a 5).

If you succeed go to 45.

Go to 49.

34 - An untimely lighting bolt twenty miles away causes a huge power surge to blast through your neighborhood. Your surge protector is overpowered; electricity leaps through your phonline into your mind! Your brain is turned into Cerebrum under Glass. End of Game.

35 - Note the location you came from. A ridiculously small dog program, tan-metalled and floppy-eared, runs into the frame, barking, "Oh boy! An intruder! I'm gonna get my pal Spike! Spike'll show ya! You'll see!" It runs back out of the frame.

One turn later a large grey-metal dog with a massive torso and long-jowled head charges in and attacks. The smaller dog program follows it but remains in the background cheering, "Go get 'em, Spike! Wow! Whatta fighter! Get 'em, Spike, get 'em!"

Spike is a Bulldog program, Strength 5. he can be evaded or killed. You have two turns to accomplish this.

If you evade or kill Spike within two turns, both dogs suffer the same fate. Return to your noted location.

If you don't evade or kill Spike within two turns, go to 1.

36 - None of the Peripherals are in use. Return to 27.

37 - From here you can defuse all the security programs and routines in this entire system. Looking over the diagrams and holoscreens here in this ultra-tech Command Center you can see that the system is over 90% defense games! What is this place?

A screen asks repeatedly for your password. If you give it a password (or if you don't give it one immediately) a message appears on all holos telling you: "YOU MADE IT TO SECURITY! WE ARE IMPRESSED. THERE IS NOTHING ELSE IN THIS SYSTEM WORTH SEEING EXCEPT THE FILE README IN THE FILES SECTION." Unless you wish to shut security systems off (which would be a waste of time except for the one Code Wall defending the Files section) there is nothing else to do here by go back to the CPU (27).

38 - The coloration of the environment has changed. The walls pulse an angry crimson and a deep pulse throbs through the system. This does not look good.

The Pitbull lurking around the corner leaps off the way you came immediately to cut your access for good!

The Pitbull is Strength 2. It may be evaded or killed.

If you evade or kill it in three turns, go to 14.

If you fail to evade or kill it within three turns, go to 23.

If you log out, go to 2.

39 - YOU LOSE! Your Runner has been absorbed by the System, doomed to an electrical eternity of mindless torture as disincarnate bits in thousands of programs, all the time aware of his/her fate.

40 - A glowing blue barrier stands in your way == a Code Wall. Only your Worm will get you through this (or Codecracker, Wizard's Book or Raffles if you have them). When you activate it your gold-metal worm slithers into the corridor wall and tries to worm its way to the back of the Code Wall. The Code Wall's Strength is 3.

When you win over the Code Wall go to 5.

41 - As the Code Wall dissipates you can see the vast avenues of the CPU beyond it. There's one problem - a Pitbull sits between you and your goal.

The Pitbull is Strength 2. It may be evaded or killed.

If you evade or kill it in three turns, go to 27.

If you fail to evade or kill it within three turns, go to 23.
If you log out, go to 2.

42 - you've got a message waiting for you there at the entry port. It spells the following in cool blue light: "YOU'RE DEAD MEAT, CREEP. WE DON'T LIKE YOUR KIND. WE KNOW WHERE YOU ARE AND WHO YOU ARE. YOU CAN'T RUN; YOU CAN'T HIDE. YOU MIGHT AS WELL STAY RIGHT THERE; THE STREET SAMAU'R'LL GET YOU NO MATTER WHAT YOU DO.

END OF LINE."

You may log out (go to 2) or try again (go to 1).

43 - He says, "Okay, pal. It's your funeral," and moves back the way you came.
Go to 46.

44 - Did that Aardvark destroy your Worm(s)? If so, better hope you've got a Codecracker or Wizard's Key program - a Code Wall stands squarely athwart your path, glowing white with system power. If you haven't got a Codecracker, Wizard's Key, Raffles or Worm program, you might as well log out (go to 2).

This Code Wall is Strength 5(!).

When you break through, go to 41.

45 - It appears that REDTAPE4 is filled with form-generation texts, PAYROLLO contains a program for computing payroll and SYNAPSE1 is full of chemical diagrams and accompanying technical texts - you'd have to have the skill Computer Tech +7 to begin to understand it from a brief glimpse.

If you wish to copy any of the files, you have enough memory in your cyberdeck to copy up to four files (these are big files). Note which files you copied.

You have the option to erase any of the files. If you have the other Runner as ally, he urges that you erase them all. "That'll show 'em," he laughs. Please note which files you erase if you erase any of them.

Return to 33.

46 - The color of the net has shifted to a phosphorescent deep purple; a throbbing hum reverberates down the pathways. As you pass an alcove in the electric corridor a short, stocky steel-colored dog leaps at you. A Pit-Bull! You may evade it or kill it; you have three phases. It is Strength 2.

If you have the other Runner as ally, he can't help you. The dog attacked you and is dealing with your interface only.

If you evade or kill it go to 7.

If you fail to evade or kill it go to 23.

If you log out go to 2.

47 - Just when you think you've seen everything the tube of the datapath begins to bulge and twist, changing color to black shot through with orange... Every sense screams "DANGER!" as the throbbing pulse becomes a definite drumbeat in the distance, played on tympani: "DOOM! DOOM! BOOM-DOOM!"

You enter into a dark defense frame lit only by the glow of a giant pair of red eyes - some programmer went to a lot of trouble working on the environment to make it scary. The eyes are joined by the glow of a red energy blade and writhing green tentacles.

The defense program is a Balron - one of the mightiest Demons. It has the following subroutines: Killer and Flatline - three less than it can carry, but sufficient for its current programming.

It is Strength 5. All its subroutines are Strength 5, too. It will use its Killer subroutine until it kills all your defensive programs (Invisibility, Flack, Replicator, Killer) then it will shift to Flatline and attack until you log out or the Flatline - succeeds.

Keep track of every turn the Balron is active. Beginning the third turn roll 1d10. If the number rolled is equal to or greater than the number of turns it's been attacking minus 2, the Balron "crashes" and de-resolves away (Demon programs have this instability problem, you see...). For instance, the Balron crashes on a roll of 1 or 2 on turn 4 of combat, on a 1-3 on turn 5, etc.

If you fail to evade or kill its Killer subroutine, it destroys the program you used on it! That program is gone and no longer usable. Invisibility, Replicator, Flack or Killer programs. If you fail

with all of these programs it shifts to Flatline mode.

You have three turns to kill or evade the Flatline.

If you succeed in killing or evading the Balron (or it crashes), go to 19.

If you fail, gho to 31.

If you log out, go to 2.

48 - It says: "GOOD GOING, RUINNER. YOU MADE IT TO THE END OF THE MAZE WITYHOUT BEING OVERLY DESTRUCTIVE. YOU'RE GOOD. WANT A JOB? WE NEED PEOPLE LIKE YOU. CALL #51-49*55 FOR AN INTERVIEW."

49 - Your ally disappears, logging out. Di you erase army files?

If yues, go to 38.

If not, go to 18.

50 - You float through as blue fog shot through with energy. Are you carrying any Demon programs? If not, there is no effect. If you are, they're in trouble - this blue fog is a Hydra Demon-Assassin.

The Hydra is Strength 3. It continues to attack Demon programs until all Demon programs are dewstroyed or it is destroyed.

Go to 28.

51 - What are you doing reading that stuff? There's no way you can get to it unless you're cheating! Now go back and start over, 'cause I'm sure you lost your way.

Shame on you!

NEW PROGRAMS

Bulldog

Class: Alarm and Intrusion Disposal

Strength: 5

Bulldog is another one of the Dog series of programs. It is usually employed as a combination watchdog and system defense program. If the bulldog detects a foreign program trace int he system it will detach the program from the system. It is most often activated when too many error flags are thrown in a section of the system (like failing to crack a Wall in a specified amount of time or after alerting a Watchdog); the Bulldog is sent to the section to throw the intruder out of the system. It takes two phases to do this. Like any toher defense program, Bulldog can be fooled, evaded or destroyed. Bulldog can be carried by Nertrunners to use on other Nertrunners.

Appearance

Dungeon or Mega City Interface: A large grey bulldog with a spiked collar.

'Tronnic Interface: A large grey-metal dog with a massive torso and long-jowled head, wearing a spiked silver collar.

Bouncer

Class: Program Relocator

Strength: 4

Bouncer is a specialized program made to move all programs and data traces in its frame back to the frame where the intruders entered from. If it defeats your counterprograms, it tosses you back where you came from... To whatever you bypassed in the frame before.

Appearance

Dungeon Interface: A huge, massively-built ogre with subhuman features, clad in a loincloth.

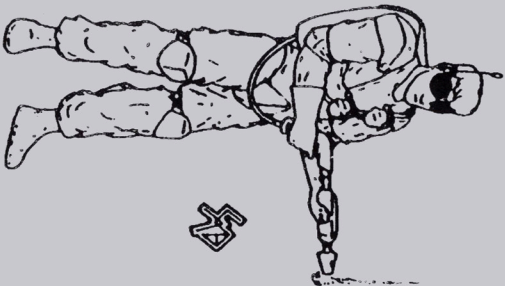
'Tronnic Interface: A huge diull gold robot with oversized torso, arms, jaw and brow-ridge.

Mega City Interface: A huge beefy man wearing tight-fitting pants, heavy shoes, a red-and-white striped T-shirt and a derby. He needs a shave and smokes a rancid-smelling cigar.

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