

# PUNK '21

ISSUE 1 VOL 1 FANZINE FOR THE EUROPUNK



£3.50





# TABLE OF CONTENTS

PUNK'21 Issue 1 Volume 1  
1993 © Temporal Stasis Productions

Publisher  
*Temporal Stasis Productions Ltd*

Editor  
*David J Garvin*

Marketing Director  
*Tom Humphries*

Art & Creative Director  
*Richard A Knowles*

Art Crew  
*Trevor Barber  
David Garvin  
Richard Knowles  
Spencer Lawrence  
Eddie Wong*

Writers  
*Yasmin De LaCruz  
David Garvin  
Tom Humphries  
Simon U Key  
Richard Knowles  
Juliet Marshall  
Lance Newgate  
Christiana Muller  
Sonia Groves-Porter  
Spencer Worth  
Washington Wright*

Production  
*David Garvin  
Karen McCormick  
Alex Bannell*

Special Thanks to:-  
*Alex Bannell  
Dennis Garvin  
Karen McCormick  
Pat & Bill Middleton  
Anyone we left out.*

Sales & Marketing Team  
*Tom Humphries  
David Garvin  
Johnathan Anders  
Spencer Worth*

Cover Cred

Art  
*Trevor Barber*

Layout  
*David Garvin*

All letters to :  
59 Moulton Avenue  
Hounslow West

Borged Up	
Drill Hand	2
Travel Hand	2
Quick Change Optic	3
Optical Capacitor Laser	3
Nu Tek	
Facemaker	4
Ghost Projector	4
Which Arm	5
London '21	8
Memory Lane	12
Sheikh Spear's	13
Club Scene	14
Colloquial	15
Ballistix	
Titanium Katana	16
Barretta M20-F	16
L.U.N.A.R. 7.62	17
Remington M.A.S.	17
Stinger Five Launcher	18
M41 A2	19
Freelance	
Lost Boys - Warner Maxley	20
Feature Article	
Life In The Corps	25
Campaign Aid	
Who Do You Know?	34
Sports Report	
Combat Soccer	36
21st Century Box	37
Testdrive	
Aston Martin DB50	38
Program 101	
Lock	40
Maze Series - Hampton Court	40
Prison	40
Houdini	40
Alternatives	
Busker	41
International Smuggler	41
Lawyer	41
Combat Soccer Star	41
Pineapples	42
Interpol	
Europes Most Wanted	45
Narcotize	
Sample 117	48
Wisdom	48
Zeus	48
Sex Packets	49
Euro-Style	50
News Fax	52
The Tellurian Tangency, Part 1	53
Loggin' Out	54
Uplink	55
Subscriptions	56

Cyberpunk is a registered trademark of R.Talsorian Games Inc. Temporal Stasis recognise the status of all copyrights, trademarks, product names and registered trademarks and the use of the aforementioned within this publication should not be construed as a challenge to such status.

# BORGED UP

## DRILL HAND

Designed specifically for worker 'borgs. Automation Incorporated's Drill Hand comprises of an industrial titanium, diamond tipped drill bit. This bit is available in an assortment of lengths and diameters to suit all jobs. The Drill Hand is housed in the forearm and upon thought command, the drill extends from a socket located in the centre of the palm. It rotates with variable speed for the precision work.

Dubiously legal, this cyberarm option has been developed to suit many applications. One of which is the combat model. Extensively field tested by the "Renegades" – now dubbed the "Driller Killers", the Drill Hand has become a favourite of gang members throughout London.

*Game Notes* : Drill Hand, if used as a weapon, will inflict 3D6 damage and halves all hard armour and quarters soft armour. This form of attack will only be effective if the drill is thrust towards an opponent.

Like other hands, this is actually an arm option and takes 1 space.                    **HC=3.**                    **COST 700eb**

## TRAVEL HAND–EuroTech. 500eb

The new Travel hand from European Technologies brings mobile grooming to a new dimension.

No time to stop? Then take your cosmetics with you. Sharpen your image before walking into that meeting room.

The Travel hand.....for the corp' who's always on the move. Incorporating several unisex options:

1. Razor
2. Mirror.
3. Comb/Brush.
4. Perfume /Cologne
5. Toothbrush.
6. Lipstick.
7. Pill popper

4 options only  
Options are activated by a touch pad  
on the thumb  
(Just touch the finger you want).  
**HC=1D6.**

See your local stockist or call 0880 - 77839



# BORGED UP

## PERCEPTIX

*Imagine The Future.....*

***Why be restricted to four options with your optic mount?  
Who needs Micro optics in a firefight?***

Quick change mount from Perceptix allows you to have that extremely versatile and well tested limb option for your EYES !

Breakthrough optic technology has enabled Perceptix to employ the use of micronetics to push optic enhancements in to new boundaries. Upon a thought command, the optic mount will detach the current optic which may then be removed and sealed in a sterile recepticle.

The new optic can then be inserted with minimum discomfort. (Game notes : The cost for quick change optics is x2 the normal cost.)

Don't get caught out.  
HC = 3.

## OPTICAL ONE SHOT CAPACITOR LASER

The newest optical enhancement to hit the streets of Europe. This one shot, capacitor laser from Perceptix brings fresh hope for the ill prepared 'Punk.

Powered by an 8k lithium battery located in the neural processor and operated in connection with the latest bio-processing, visual imagery technology. This is located behind the retina and tied in to the optic nerve rope.

This option allows you to stare even the hardest oponent in the eye.

*"Never fear a facedown again."*

(Game notes : Due to the complexity of the system, the capacitor laser takes 3 option spaces.

The single laser shot will inflict 2D6 damage, with a maximum range of 0.5m.) HC=3.

*Explore the advantages of Perceptix, see your dealer NOW !*

# NU TEK

## ID Scanner and Processing Unit

Originally designed by Worldware for convenient use within larger corporations, the "Face maker" eventually found it's way onto London's streets. It is arguably the ultimate forgery device, allowing the user to overcome the most common security identification procedures today.

The black briefcase sized container holds the following:

Video camera/recorder for visual I.D.

Thumb print unit.

Full optical duplicator for retina recognition tests,  
3rd dimension holo-graph reproduction.

Full printing/repro facilities.

Now widely known throughout the Smoke as the "Face in a case" this device is highly illegal (for obvious reasons) and probably carries a five year jail stretch if you're burnt using it. Game notes : Forgery checks made at +3. COST : 1200eb

## Ghost Projector

~~~~~

The Ghost Projector is wired directly to your processor and Times Square optic. When activated, a person will flicker into life in your immediate field of vision. Not visible to anyone else, this holographic generation is fully interactive with the user. In order to use this piece of Nu-tech, the owner must possess twin optics. The reason for this is that the Ghost has to see where it is. The images received from the second optic are processed and relayed to the Ghost itself. This allows the image to be projected in perspective to your surroundings (it also stops the Ghost from walking through chairs and buildings).

It walks talks and very often has it's own limited personality, answering any question that its memory allows. The basic projector unit takes three chip positions in the neural processor and is activated by a remote, hand held sensor (around the size of a computer mouse). The sensor itself houses delicate micro-circuitry and controller chips necessary to run the complex routines. without the controller, the whole system is rendered inoperative. The Control unit also has a recording facility of 1hour, allowing you to replay information retrieved from the Ghost's memory.. The Ghost projector has many applications, one of the favourites is the Guide Ghost. They do however range from useless recreational Ghosts such as the "Porno-graphic" to the more useful "Command Ghost". *It can possess any INT skill upto a ceiling of +4. COST varies from 950eb to 1850eb for Guide Ghost.* Guide Ghost.

This is probably the most widely used option. A Thirteen year old boy, dressed in traditional garments for the area. Source chips are available for most major cities in the world, once the owner possesses the driver chips and accompanying controller unit. It will identify most historical buildings and their past as well as having a detailed knowlege of maps and terrain.

Game Notes : The Guide Ghost has +4 City Knowlege.



# WHICH ARM

***If you're gonna pay thousands of bucks for a metal arm you wanna know what you're getting.....right?***

***Well heres a guide to what's in the doc's closet , 2021 style.***

## **LD520-501 EUROPEAN TECHNOLOGIES.**

The most innovative cyberware designers over the last decade can justly claim to have created the State-of-the-art arm. While maintaining the standard strengthening tungsten, Euro-tech have incorporated fault tolerance, E.C.C. and micronetics into their flagship product.

## **IMS100C50 (HERCULES) INTERFACE MODULAR SYSTEMS.**

The standard cyber replacement for the marine corps. Designed for heavy duty action and lifting requirements. SDPx2 / LIFTx2.

## **KZQSA (model 4).....NUMBER FIVE HARWARE.**

Light, tactile...cheap & nasty.

## **LEGACY ..... NEW ERA.**

Revolutionary carbon fibre contruction make this the lightest body replacement available today. Numerous functions but susceptible to long term circuit failure.

## **M26226A DATRONTECH.™**

Weighing in at 6,700EB you won,t find a more expensive limb outside of Milan. While incorporating "Clip & Slip" ejection mounting, Phoenix personal alarmsystem and revolutionary lifting assistance, it also comes complete with Steel Wire Armoring and the newly patented SCSI-4 interface for an exceptionally fast Neural Command Transfer Rate (N.C.T.R).

\*Datrontech guarantee an 8 hour response to any maintenance call.

## **VIPER-ATMX10. EMULATE(U.K)**

Well construted and introducing a Neural regenerاتور. Personal tazer alarm ensures peace of mind buying.

|                     |                     |                             |                        |                    |                           |                    |
|---------------------|---------------------|-----------------------------|------------------------|--------------------|---------------------------|--------------------|
| <b>PRODUCT</b>      | LD520-501           | IMS100C50                   | KZQSA(IV)              | LEGACY             | M2622SA                   | VE-ATMX10          |
| <b>SUPPLIER</b>     | EURO-TECH           | I.M.S.                      | NUMBER 5               | NEW ERA            | DA TRONTECH               | EMULATE(U.K)       |
| <b>PRICE</b>        | 4,700 E.B.          | 5,200 E.B.                  | 2,450 E.B.             | 2,960 E.B.         | 6,700 E.B.                | 3,400 E.B.         |
| <b>INCLUDES</b>     | MICRONETICS         | LOAD BALANCING              | LIGHTWEIGHT CONSTRUCT. | CARBON FIBRE UNIT. | "CLIP & SLIP" EJECT MOUNT | NEURAL REGENERATOR |
|                     | E.C.C.              | SILICON INJECTED PNEUMATICS | MICRONETICS            | E.C.C.             | PHOENIX TASER ALARM.      |                    |
|                     | TUNGSTEN FILAMENTS. | REINFORCED JOINTS.          |                        | FAULT TOLERANCE    | S.W.A. WIRING             |                    |
|                     | FAULT TOLERANCE.    | E.C.C.                      |                        | STORAGE SPACE      | LOAD. BALANCING           |                    |
|                     |                     |                             |                        |                    | E.C.C                     |                    |
|                     |                     |                             |                        |                    | SCSI-4 INT.               |                    |
| <b>BUILD QLTY</b>   | *****               | *****                       | ***                    | ***                | *****                     | ***                |
| <b>PERFORM</b>      | *****               | **                          | **                     | **                 | *****                     | **                 |
| <b>FUNCTIONS</b>    | *****               | *****                       | **                     | **                 | *****                     | **                 |
| <b>WEIGHT</b>       | 3.2kilos            | 4.4kilos                    | 2.6kilos               | 1.9kilos           | 3.0kilos                  | 3.2kilos           |
| <b>MTBF(HRS)</b>    | 110,000             | 62,000                      | 25,000                 | 37,000             | 190,000                   | 126,000            |
| <b>WARRANTY</b>     | 12 on site          | 3 RTV                       | 3 RTV                  | 12 on site         | 24 special                | 12 RTV             |
| <b>Value for EB</b> | *****               | **                          | **                     | **                 | *****                     | **                 |



# WHICH ARM

## TABLE CONTENTS.

### **Build Quality.**

Things such as sharp edges, loose or missing screws, flimsy fastenings and/or untidy or unsecured cable runs are all considered in the evaluation.

### **Performance.**

We looked at the crispness of the servo response and any signs of the unit labouring over gruelling or intricate operations.

### **Functions.**

What do you get?

Will it all kick in when it all kicks off?

**MTBF (Mean time between failures)**

How often does the mother break down(Expressed in hours).

\*Think about it ....the test lab's different from the streets.

### **Warranty.**

These vary from basic Return to Vender through to on- site maintenance with guaranteed response times.

### **Value for money.**

This rates the technical and commercial merits of the unit.

## FUNCTIONS.

### **Fault tolerance.**

System resilience to fault or breakdown. Acheived through the use of redundant wiring and duplicate processors.

SDP + 10.

### **E.C.C.(Error Correcting Command)**

"Don't make the same mistake twice!"

Hold that life threatening error in the imbs co-processor and it won't happen again.

\*No repeat fumble within 10 rounds.

### **Micronetics.**

Advanced manufacturing techniques have reduced the size of the tactile sensors.

"FEELS LIKE MEAT!"

Tactile checks +2

### **S.W.A.(Steel Wire Armouring.)**

Impact resistant strapping to form a protective shroud encasing the cable lines.

SDP +10.

### **Scsi-4 Interface/N.C.T.R.**

Neural Command Transfer Rate.

The speed at which information is conveyed from the processor to the functions. The Scsi- 4 contains low resistance bridges to acheive reduced reaction time.

REF+1 to actions with this limb.

### **Silicon Injected Pneumatics.**

Mercury- Silicon forced and compacted into the limbs pistons to increase and maintain pressure under excersion.

### **Tungsten Filaments**

Thin tungsten strands running internally across the vital functions of the arm.Increased shock resistance.SDP+5

### **Load Balancing**

This function allows the in-house co-processor to detect levels of stress on selected sections of the limb.Then simply dictate pressure in the hydraulics accordingly. LIFT+20(with this limb)

### **Neural Regenerator**

Located in the upper arm this device collects the fading signal from the neural processor and maintains the integrity of the commands.Thus creating exceptionally respponsive and accurate functions. Fastdraw+1(and things like that.)

N.B. G.M's descreption on all these.....ahhhhhh.0

# LONDON '21

It would be fruitless of us to attempt to describe all facets of life in London, 2021. What we hope to achieve though is to give you a taste of the world that the people here live in. The object of this feature is to give you a background from which you may develop, hopefully, your own London.

In this issue, we will splash you with the Euro scene as we know it, so that you can get your own feet wet.

All of the production team connected with **'PUNK '21** are hardened gamers. We are ourselves enthusiasts and are merely trying to offer you an alternative arena for your gaming in the dark future.

We intend to give you the hard truth behind the myths, with no bullshit. We've tried to do it in style, but the substance most definitely exists.

You need not incorporate any of our ideas into your campaign, your choice, you know best! If you think that you can do better, send your ideas to us, let's see them.

In each issue we will try to broaden the horizons of your near future world.

Europe is the place to be in 2021. A cool but sinister environment, corrupted to the extreme and ripe for the best to exploit. This is where you come in.

Whether you are a street level Edger, or a fast moving, high profile corporate, with a Lear waiting at Docklands.

Prepare to be entered into the realms of Europe in the '20's.

Utopia, or the 9th plane of Hell?

Draw your own conclusions.

*Came to London as a boy,  
stranded and hopeless in the Void.  
Now i'm high and fast on the edge of  
the 'Burn.  
Waiting for the Reaper to come.*

*But i'm ready.*

*C'mon Muvva fucker, you want some  
static?  
Kiss my ass or eat my semi-automatic.*

Unknown London Rapper

As land prices increased, so did the building height. The skyline over central London is now the most sinister and looming in the Euro-theatre. The most recent

addition to the steel and glass jungle is the Century Tower, a colossal monolith, a tribute to the British construction industry. A full 100 floors that rakes the cloud ceiling at 1200 feet.

London has developed into a society that matches it's building techniques.

You think you got it bad in the nineties, like fuck!

Class chasms developed as the second industrial revolution siezed the nation. The "Automation revolution" as it became known in the history books, evolved with the development of microtechnology on an enormous scale.

Britain, without any real industry



# LONDON '21

left, left to the razors edge of cybernetics and computer wizardry. It was rumoured that the Government played a leading role in this accomplishment. So the story on the street goes, covert black operations "persuaded" leading research scientists to remain in the U.K.

Effectively, this removed the threat of "defection" to other major corporations or countries also in the automation race.

Thus, as the years passed, the U.K. emerged as one of the leaders in the market, breaking new ground on a massive scale.

With this new breath of life, the U.K. began to solidify it's position in the Euro and World economies, making it one of the richest nations in Europe.

Rich, did I say rich? Well it depends on how you look at it. The rich get richer and the class chasm widens.

***"Get yourself a decent shooter, watch your back. Dont take any shit and you might live to see your UB40"***

Life on the streets is tough and life's a game. If you don't play to win, you'll end up with your arse kicked and die in the gutter. Too bad!

Get yourself a decent shooter, go down to Memory Lane and get borged up, and watch your back. Don't take any shit and you might live to see your UB40.

There are three rules in low life London, the 3 S's. Slum, Sleaze and Slags.

What's it like?

Well in biological terms, it's like living in the litter layer of a corporate forest. Foraging for a living and looking for a break. Keep your eyes open for the predatory corporations and don't let them fuck you over. Be the fastest, coolest and luckiest.....you might succeed.

There's no doubting that London is a mean and nasty place. Inhabited by the true 'Punk. Are you up to it? Of course you are. Get garmed up, grab your outfit, load your tool and auto-roll a fat reefer. Get ready for a journey into the Smoke.

London has a definatè seedy atmosphere. This is a fundamental ingredient to a successful London



campaign. The streets are narrow, the concrete towers above you and the bands slam the clubs, torturing their Electro-Fenders and ripping into the corporations.

# LONDON '21



A perpetual smog has befallen the City. Although not dangerous, it is sometimes irritating and definitely intimidating (Thanks 20th century –

ed.) Does it always rain in London? No not always. Only about 50% of the time. When it isn't raining, it's gloomy and overcast.

The Thames has risen due to Global Warming and as a result, the river districts are constantly under six inches of good 'ole dirty English sea water. (I love this town–ed.)

Don't know where they are? Well buy yourself an A–Z and use your imagination.

Still, it is cosmopolitan. The Smoke is a multicultural beast. Punk's from

the west coast of America often migrate to London so that they can lead a darker existence. *Que pasa, hombre? Night City not bad enough for ya?*

The important thing to remember about running a London campaign – or even if you include London in your present campaign at random, is it's character.

Cutting edge contemporary designers have merged their glass and steel constructions with the traditional framework of brick and mortar. Thus creating a sprawling metropolis that heaves and pulsates around a skeleton of infrastructural, irregular capillary back streets and arterial by-passes. This itself is a testimony to man's incapability to recognize vulgarity in architecture.

London lives and breaths. Nowhere will you find a more alive city. Gone are the days when London closed when the underground stopped



running. (Which incedentally now runs 24hrs.)

Many areas are under corporate control and are policed accordingly. This does not mean that there is

# LONDON '21

never any friction there, just that when there is, it usually makes more noise!

## Examples Of Corporate Sectors.

### *Covent Garden.*

"The Garden", as it is known, holds an impressive mix of the corporate mover, Eurosolo, Stimstar, Rocker, and Technocrat. Although not surrounded by a physical barrier, the security is high, creating an overwhelming presence, should you chose to mix it. The Garden is at the very least a picturesque place. Complete with fountains, statues and pre-nineteenth century architecture which captures an elegant but contemporary cordiality. The Garden occupies the area from Charing Cross road to Kingsbuy, and The Strand to Shaftsbury Avenue / High Holborn.

At all roads entering The Garden area are checkpoints, manned by 3 security personnel. Only people with the

required "Garden Pass" may enter. (Available from Covent Garden PLC., 1 Covent Garden, London. 5000eb p/a, 100eb per day.)

Anyone wishing to enter without a pass must be signed in. A member may sign for upto three guests .

### *Mayfair*

The goal of every corporate mover is to occupy an apartment in Mayfair. Regularly patrolled by security personnel, Mayfair is a beautiful part of London, and safe too! Only the rich live here. The Hotels in Mayfair offer the finest accomodation available in Europe, if not the World. It's old world flavour is a great temptation to the high flyer with a few million euro to burn.

Although we have only highlighted two corporate controlled zones, inner London is patrolled by State Police (who happen to be armed).

At the end of the day, it is really upto you to decide how to interpret our description of London.

We have afterall only given you an outline.

*"So, after she smashed me over the head with a bottle of Black Label, I introduced her to my Electro-Knux.*

*Full on in the face !*

*Funny, I saw her again a few days later and guess what. No hair!*

*Yeah you wont catch me out wiv out 'em.*

*Shame though waste of a good whiskey"*

*"Mental" Maria*

## ELECTRO-KNUX

R.W.S RENEGADE WEAPON SYSTEMS

MEL 0 P C 1D6+2/STUN 1M

R.W.S bring you the very latest in "close-in" combat technology, with Electro-Knux, powered knuckle dusters that pack the same punch as a taser.



The beauty of these babies is that as well as delivering your opponent a nasty shock, they inflict normal brass-knuckle damage (1D6+2) which can be combined with any martial-art and strength modifier. This potent package consists of electro-resistant mesh gloves with a ridge of hardened chromium protecting the knuckles and doing the damage. The taser will take effect upon contact with your opponent.

Re-charge is advised daily.

Cost is 100EB.



# LONDON '21

*Now that you've lined your gillet jacket with someone else's hard earned, where do you go fo that new Sony deck, ice-breaker or Datrontech modular arm. Answer?*

## MEMORY LANE.

This is actually an aquired handle for Wardour Street, W1. How it got the name, no-one is quite sure (Who gives a fuck. - ed)

The street is lined with small stores, all offering the latest tech to the street. Although "Memory Lane" is strictly legit, it is widely known that it is a supplier of more than 30% of all black market cyberware and tech. Usually the cops turn a proverbial blind eye to this, probably because half the force buys there. This service is not immediately available to all customers, just the good ones.

All of the buildings here are original. Well, as original as can be expected in 2021 anyway. The brickwork is dirty but the buisness is pretty much on the clean side. The people here are not necessarily out to rip you off. They aren't corporations, man.

Examples.....

### *The Electric Brain*

This is where the serious 'runner comes for all his/her Matrix needs. If you want any kind of deck, dynamo or program, you should find it here. The shelves are piled high with Kiroshi, Sony, Kirama, infact all makes of deck. The software catalog is vast and the

floor is cluttered with displays of new hardware. This is the kind of place where the dust doesn't even have time to settle.

The founder of The Electric Brain is A.T. "Eighty" Mitchell. She herself earned a rep as one of the hottest jockeys around and could have invented the term "Deck Diva". She was single handedly responsible for the Pearsongate scandle which eventually led to the downfall of the Tory Government in 2015.

She is no longer capable of effective 'running due to what was rumored to be an attempted assasination by a Tory black ops Ninja.

However, she manages to keep up to date through her incredible prog. skill and her understudy and partner Steve "Silk-Cut" Fabrice.

## *The Eye Works*

Looking for an optical specialist? Here it is. The Eye Works was first opened in Los Angeles in 2017 and has recently opened it's sister branch here in London. It deals mainly with genetic design, customisation and development of optical replacements. The shop front is dedicated to street sales, while the rear is sealed from the public. This is where the work is carried out in sub-zero temperatures.

On the two floors above the shop, nine surgeries are located. The next two floors house the recovery wards.

These are only two examples. Create your own, use your imagination and keep your optics open in future issues of

*PUNK '21*

# LONDON '21

## SHEIKH SPEAR'S

A favourite among corporate high flyers. Technocrats and other classy 'Punks. Situated in the heart of Covent Garden, this restaurant provides five star food as well as five star entertainment.

The Sheikh himself, purchased the building just before the Government stepped in and secured The Garden in the interests of enterprise. The cunning Sheikh is also a Director of Covent Garden PLC., and a multi millionaire.

The Spears is a multi-level entertainment complex. It comprises of two restaurants, a bar, cinema, casino and nightclub.

### "The Merchant Of Venice"

Twenty tables in an open plan arrangement set against a tasteful backdrop of 17th century art. The service is exceptional, as is the food.

Well, with the prices as high 200 euro, it wants to be!

An interesting touch is found against the far wall. A floor to ceiling, wall to wall aquarium that is home to over 600 real tropical fish. Approximate value 2.3 million.

### "Twelfth Night"

This could well be the most exclusive restaurant in The Garden. Only twelve tables, all of which are secured in their own rooms with private silver service, for that personal touch. There is a menu but clients are invited to ask for anything they desire, they will be catered for, at a price. Bookings for a table at the Twelfth Night are usually taken four weeks in advance.

If you secure a table here, you know that you've made it.

### "Measure For Measure"

This is the in house bar. Cocktails, shorts, litres or bottles, you will find them all here. If they don't have a drink you like, they will get it for you. Traditional decor and a warm atmosphere.

### "A Winters Tale"

So, you've just finished your meal and you don't really feel like hitting a club yet. Well how about taking in a flick in the one hundred seat cinema. (Yeah, they still make movies!)

Cinema going may be an outdated concept now that we have the Net, virtual realities and stim units, but it is sometimes relaxing to chill out to a film.

They screen all kinds of movies from 20th century classics to modern productions.

### "Othello"

The casino is found on the second floor. It hosts games such as Roulette, Black Jack and Banco. However, any game can be arranged should the client desire. Clients are reminded that they may not associate or fraternise with any member of staff.

### "The Tempest"

The Tempest occupies the entire top floor and has a terrace with an outside bar (for those sticky evenings). A convenient arena for the cream to shake their thing. The decor is modern art deco. Plenty of neon, and artwork by contemporary designers that have demonstrated the abstract talents that made them famous.

## VISIT SHEIKH SPEAR'S

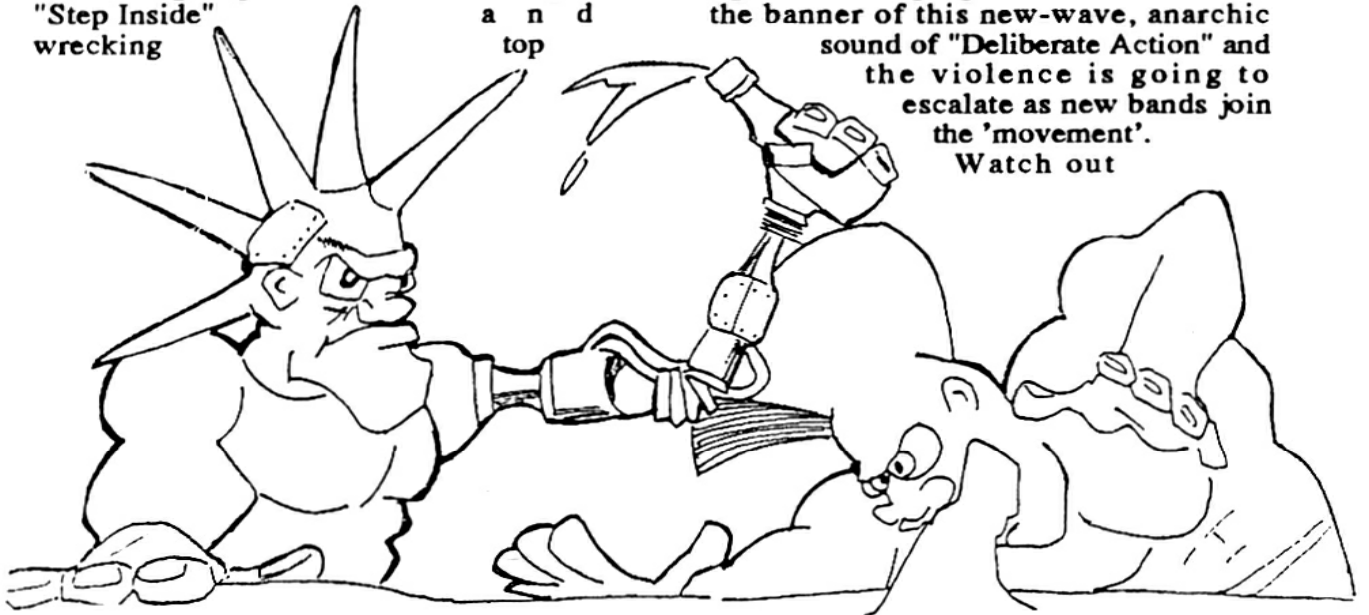
NOW OPEN TWENTY FOUR  
HOURS  
FOR YOUR CONVENIENCE

# LONDON '21

The Marquee is still throbbing following the explosion of new band on the scene "Deliberate Action". Abandoning the convention of neural-electro hardware, this 'roots' band have reincarnated 20th century funk and fusion, and do it extremely well. Saturday, 21.4.21 opened the floodgates for the acoustic rebirth and managed to do this with only 3rd billing. Kids and Punks threatened to get the Marquee closed (again) permanently by attacking top billing act "Step Inside" and top wrecking

It was thought that the invention of the vio-guitar and the development of the neural-composer would end the use of conventional instruments permanently. However, the dodgy, sound and the odd bum note of "D.A's" is bringing every Punk with a semi-automatic + kid, smashed on synth coke as well as squeaky clean suits back to the Marquee. Even top Eurosolos are back, going about their business around the notorious area.

Drug barons and gangs seem to thrive under the banner of this new-wave, anarchic sound of "Deliberate Action" and the violence is going to escalate as new bands join the 'movement'. Watch out



sampling equipment and vio-guitars.

The Punks demanded the return of "Deliberate Action" to play through the night and some twenty minutes later, order was restored as the band came back with a montage of late 1990's 'garage and brought the house down again.

"Deliberate Action manage themselves but claim that they "Don't give a fuck which direction they are going in and certainly don't give a fuck if anyone likes them or not." Thats as maybe but they are making BIG euro and using it to pay off record bar tabs wherever they go.

'Logo' explains that, "It helps us to be crude". It's hard to believe that they need anything to help them be crude.

They look straight from the street and the message of their music is "Take what you want, take what you don't want."

London, the Marquee is most definately back.

marquee club



# COLLOQUIAL

So, you're new in town, huh. Well there's one quick way to blend in and not draw too much attention to yourself. Speak like a native! This is not always as easy as it sounds, right? Right. Well this is where you can pick up the lingo and jargon and avoid sounding like a stupid tourist. Fortunately for those of you that are new to Europe in the '20's, most of the "flash tounge" in common exchange is broadly understood throughout the Eurotheatre. So when you need to communicate, just pull out your universal guide to talking slang - compliments of the team at 'PUNK '21.

## This Issue we interpret PEOPLE slang

- Badge Maker
- Briefcase
- Candy Man
- Crystal Jock
- Deck Deva
- Deck Demon.
- Drifter (Original - ed.)
- Face Maker
- Frisker
- Gladiator (Real scary - ed.)
- Happy Man
- Infojunkie
- Jacket Tailor (Tailor)
- Lamper.
- Lost Boy
- Medicine Man.
- Net Cowboy
- Net Vet
- Pie Man.
- Punter
- Rolling Stone.
- Rozzer
- Scavenger (Derogatory).
- Smokey Joe
- Son
- Scanner Man (Modern).
- Spanner Man
- Squeeze
- Steel Face (Derogatory).
- Walker
- Wareman (From Software Man)
- Whiplasher
- Volt Vixen

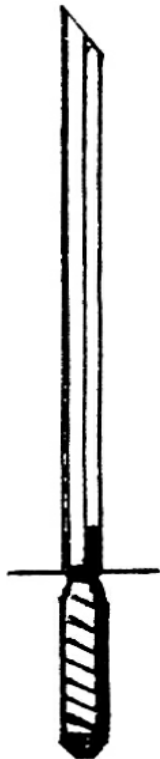
- Forger / Counterfeiter
- Corporate
- Drug Dealer
- Netrunner
- Netrunner Superior Female
- Netrunner Superior Male
- Nomad
- Forger / Counterfeiter
- Police
- Solo
- Fixer
- Netrunner with a habit
- Forger / Counterfeiter
- Fixer
- Urban Nomad
- Drug Dealer
- Netrunner
- Experienced Netrunner
- Corporate
- No one
- Nomad
- Police
- Lost Boy
- No one
- Police
- Techie
- Techie
- Input / Output
- Solo
- Nomad
- Program Dealer
- Prostitute
- Female Techie

# BALLISTIX

## TITANIUM KATANA

From Kiroshagi Forge

M +1 L 3D6+2 VR 2850eb



Keep getting busted for carrying an illegal lethal mono weapon? No more. This katana has been forged from the finest titanium, to obtain the greatest advancement in bladed weapon technology since the emergence of mono blades. This is the perfect replacement for that too hot to handle mono katana. It may not cut so finely but it sure delivers a razor finish. Its strength and durability make this weapon almost unbreakable (a drawback with monoblades) and it's smart rigged, counterbalanced hilt

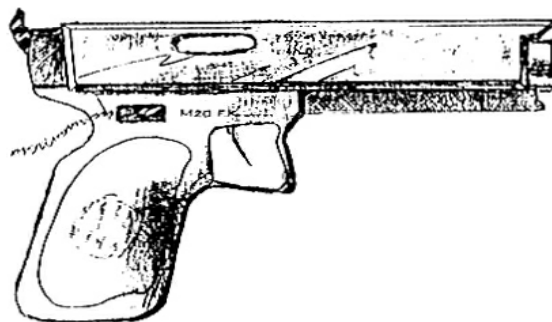
allows excellent controllability. The blade will remain locked in it's sheath until the owners palm print has been registered (approx 11 nanoseconds). The sheath is also smart linked and will activate it's lightning strike upon command via a thought code. The thought code can be programmed so that it it only known to the bearer. Upon command, the Blitzkrieg sheath activates refined pistons and lubricators, giving the wielder +2 to initiative rolls. The security of this sheath device renders it virtually useless when out of its owners reach.

However, the owner must possess a neural processor with a machine link in order to utilize the scabbard. The increased strength obtained through using this incredibly durable metal means that on an attack roll of 1 (a fumble), the user must make an additional roll. Only on a 1 being repeated will the blade shatter. This is opposed to the weaker monoblades which will break on a fumble roll.

## BARETTA M20-F

P +1 J 3D6+3 15 3 VR 750eb

A modified version of the M91, with integral smart link and laser targeting system. This weapon is seeing excellent sales and worldwide useage. A favourite



among security personel, not only in the Eurotheatre but globally. In true Baretta fashion it can, not suprisingly, deliver a punch to stop most at fifty meters. With a magazine capacity of 15, the M20-F is capable of staying the distance in those long firefights without reloading. Also, it's advanced semi-automatic, double action allows you to let rip with three slugs in one round. This coupled with the wide ejection port and enhanced load mechanism

# BALLISTIX

results in no feed jams, making this one of the most refined pistols available in todays market.

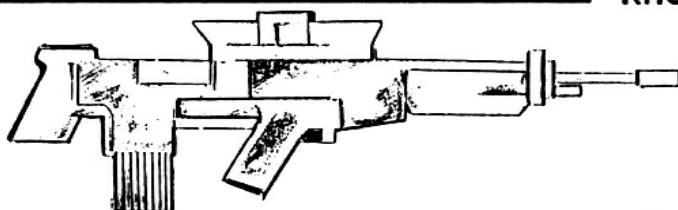
**Game Notes :** The advanced feed jam counteraction means that when a fumble has been rolled and a weapon jam results, this may be ignored.

## L.U.N.A.R. 7.62

Lightwight Underwater Naval Assault Rifle.

|       |    |   |   |       |    |    |    |
|-------|----|---|---|-------|----|----|----|
| R     | +1 | N | R | 6D6+2 | 30 | 30 | VR |
| 400m  |    |   |   |       |    |    |    |
| Darts |    |   |   | 6D6   | 20 | 10 | VR |
| 200m  |    |   |   |       |    |    |    |

Note : Explosive dart damage is half real, half stun.



Recently adopted for use by the covert Navy SEALs, this new weapon is the next step in weapon technology.

Using regular 7.62 NATO rifle rounds, it also has an under chamber which consists of a pressurised liquid gas compression system that is capable of firing explosive flachette darts over 200m. This compression system must be refilled after 20 uses.

With the use of darts as well as regular rounds, it gives this weapon the added advantage of unrestricted use uderwater. However, the range is reduced to 100m.

The rifle has been designed with an integral saftey encoded smartlink, making it impossible to use by anyone without the required

system operating thought code. With the gas propelled darts, this weapon is perfect for that silent but deadly touch. COST : 1450 eb

## REMINGTON M.A.S.

Multipurpose Assault Shotgun

Remington have a long and respected history in shotgun production and development. This latest addition to the house of Remington was developed with police requirements firmly in mind. In answer to the security forces need for a mulipurpose house to house weapon, Remington have produced the M.A.S., affectionately known as the MAster. "Ter" from latin, meaning three. This weapon houses three barrels The 5.56mm barrel, which in its own right is a destructive force. The second barrel is the main shotgun, a twelve guage, fully automatic system.

Both the 5.56 round and the 12 guage cartridge are loaded using the two box magazines. These are inserted into the underside of the rifle.

The grenade launcher fires 10mm rifle grenades, specifications in Chromebook 1. The launcher uses a tubular magazine located just under the shotgun barrel. The load mechanism is a simple pump action. COST : 1800 eb

### Stats for 12 guage

0 N P 4D6 20 10 VR 50

### Stats for 5.56mm

1 5D6 20 20 VR 400

### Stats for launcher

1 varies 10 2 VR 150



# BALLISTIX

## Stinger V Missile launcher G.E.C. Marconi

The Stinger series has been one of the most successful mobile launchers of the last 50 years. Stinger V is the latest addition to the G.E.C. range of combat weapons. Marking their successful aquisition of manufacturing and trading rights.

It is capable of recognising heat patterns, laser designation, guidance emitters or may be fired "dumb" through the smart link.

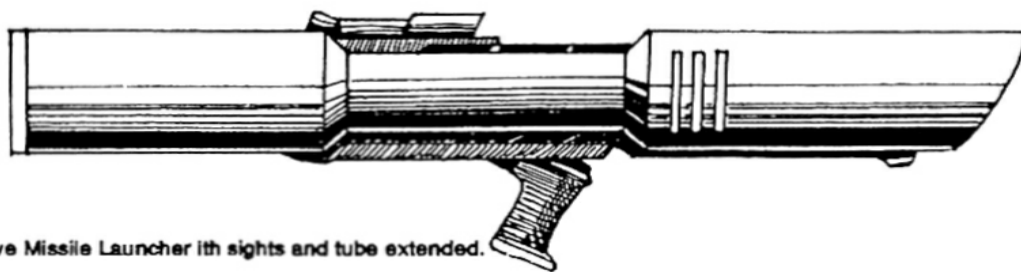
The variation control missiles, which are unique to the Stinger V, are available in incendiary, high explosive and chemical. They act as standard "heat seekers" as well as laser designation by an independent source. For example, the recon could be in an advance position, pinpoint the target with his rifle's targeting laser and the missile will home in on the target.

The guidance emitters are matchbox sized, magnetic units that emit a signal on a specific, microwave frequency. The missile picks up the signal and guides itself to the target area within 10cm. This is providing that the launcher is trained on the target.

Game Notes : This does not mean that the missile will hit automatically if targeted in the above way, the user just gets a bonus on his "to hit" roll. The launcher holds two missiles of any combination. It is not disposable.

### Stinger V Launcher.

HVY   Varies   L   R   Varies   2   1   VR   1000m



Stinger Five Missile Launcher ith sights and tube extended.

### DAMAGE

Incendiary 6 D10 (1st rnd) 3 D10 (2nd rnd) 1 D10 (3rd rnd)

High Ex 12 D10

Chemical 8 D10

All blast areas have a radius of 10metres.

### WEAPON ACCURACY

Heat Seeker 0

Laser Designation +1

Guidance Emitters +2

Dumb (Firing through smart link only) -2

# BALLISTIX

In answer to the elite United Nations Colonial Marine Corps desire for a high power, multipurpose, heavy assault battle rifle, the M41-A2.

Using a revolutionary pulse action firing mechanism, linked with an onboard fault detection and prevention, semi-intelligent computer, the M41 A2 is faultless.

Without a doubt, the most awesome and destructive assault rifle in today's market. Only available to elite military organisations or very rarely through the black market grape vine.

The M41 A2 is coated in an energised, high tensile plastic. This effectively gives the weapon an extraordinary strength. This coupled with its rigid design and excellent construction, makes it an outstanding performer in the field due to the magnificent durability.

*In game terms, the amazing quality of the weapon makes it virtually impossible to experience feed jams. So, upon a fumble, if the fumble roll results in a weapon jam, this may be ignored and the user can continue regardless.*

The first barrel supplies the rifle's primary "Infantry mincer." Dispensing specially designed 7.6mm caseless rounds.

The pulse action allows the rifle to unload a 90 round clip in under four and a half seconds! The electronic pulse mechanism is completely sealed and impenetrable, as is the feed device. You could effectively fire this weapon in any circumstance.

The rifle comes complete with a "Chapter 7" laser targeting system and standard smart link.

Should the firefight get a little too hot, just employ the use of the pump action chamber.

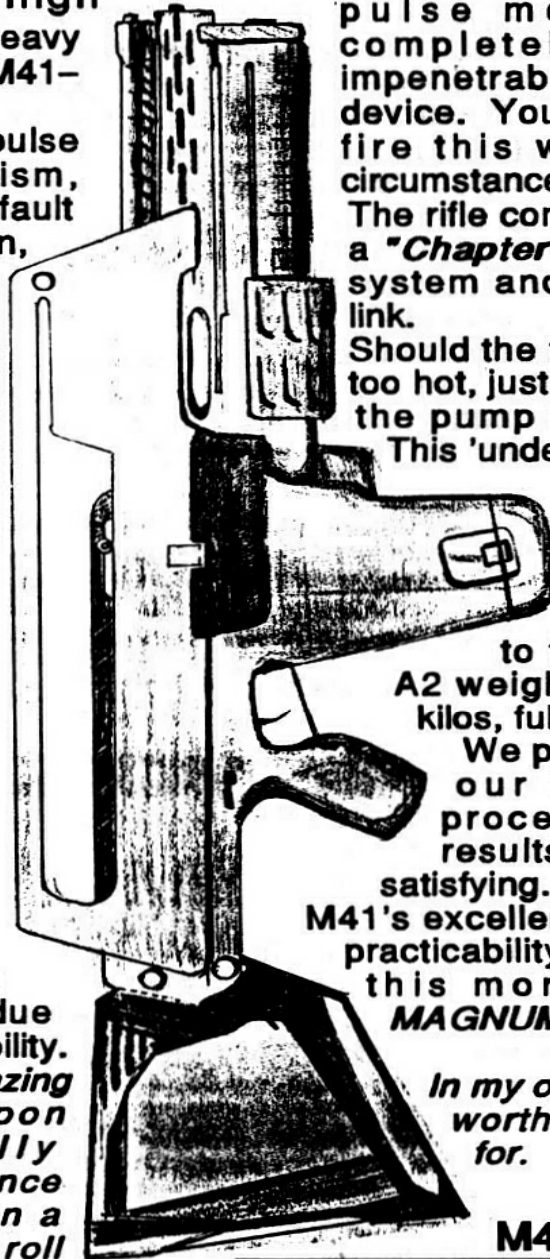
This 'under' barrel holds five 15 mm rifle grenades.

In our field test of this weapon, I was surprised

to find that the M41 A2 weighed in at under 7 kilos, fully loaded!

We put the rifle through our standard test procedures and the results were more than satisfying. It is a result of the M41's excellence in design and practicability, that we award it this month's coveted **MAGNUM TROPHY.**

*In my opinion, this baby is worth joining the corps for.*



**M41 A2**

|                           |     |       |    |    |    |
|---------------------------|-----|-------|----|----|----|
| R +1                      | N R | 6D6+1 | 90 | 45 | ER |
| (Extremely Reliable) 400m |     |       |    |    |    |
| <b>LAUNCHER</b>           |     |       |    |    |    |
| 0                         |     | 3D6+2 | 5  | 1  | VR |
| 150m                      |     |       |    |    |    |

**COST : 1999 eb**

# **Urban Nomad By W."Mad Max"Maxley**

*London 2021....*

One of the greatest legacys remaining from the late twentieth, early twenty first centuries is undoubtedly the homeless crisis. Since the Tory domination of the 1980's, the crisis confronting the country as a whole, not only London, was ignored with blind ignorance. The one thing that was not anticipated by the get fat quick politicians was the sheer determination and guts of the homeless. The critical accomodation problem created by the ineptitude of the presiding governments forced many home- owners into financial paralysis. Consequently hundreds of thousands of people were forced onto the street to fend for themselves. By 2010 these people, their very existance threatened, began to fight back. The rising crime rate meant that if these people were to survive, they needed to co-ordinate their efforts. This led to the emergence of many small nomadic "packs". They roamed the cities and suburbs in numbers for saftey as they searched for essential life providers. In effect, small tribes were created within cities. They came complete with their own laws and customs.

With the law enforcement profession being drowned under a tidal wave of violent crime, the urban nomads went largely unnoticed, or at least unrecognised. Thus, they grew. Small packs merged under mutual agreements, contracts of honour. In the same way, they fought. Fought for turf, food, rights. This system of contract and conflict developed not unlike the ancient feudal system seen in Africa for centuries. The packs of today are mainly territorial and consist of people from all

walks of life and are largely self sufficient. Lawyers, doctors, soldiers and teachers are all familiar sights in todays homeless packs.

How they arrive under the wing of the pack, well, every one of them has a story.

Heres mine.

I looked at my skinwatch, 2345.  
Thursday, September 25, 2021.

"Just leaving Telecom Tower, Jenny." I conversed with the minicell.

"How'd the meet go Warn."

I smiled at the comforting soft east 'Don accent. "Shweet." I mimiked in reply.

"Are ya comin straight 'ome ?" She chuckled.

"No honey, I gotta drop by the office and pick up a chip rec. Mine just burned out with all that shit the P.R. woman was shovelin down at B.T.'s affairs office." I was pissed at the way those corporate bastards operated.

"I'll be home as soon as I can. I'll see ya."

I pushed cancel on my Voda-Cell and the line faded, along with the green, glowing digits.

B.T. were becoming increasingly difficult to pin down. They were throwing up all kinds of red tape bullshit regarding their new research installation in downtown Reading. Christ, I was only running a low key tech report.

Ever since the monopolies and mergers commitee closed down their exclusive domination over the communication networks (along with the Matrix !), they had become very touchy.





Oxford Street....

Down the steps and into the lobby. After fumbling through my trouser pockets, I retrieved my season ticket and passed it through the sensor swipe and passed the gate. Onto the escalator, down.

The tube was busy, but after gaining a seat, I removed my trilby, being careful to avoid the emergency touch sensor. The man opposite, blonde hair, some falling onto his high forehead, a dark grey trilby resting on his lap. He ran his long fingers back across his head, combing the neat hair into place. His palm brushing the well used, titanium plated socket implanted into the back of his neck. I can remember thinking as I considered myself in the reflection, that it must be time for a replacement plug.

Before there was time to jump out of my seat, Bond Street had arrived. Well, there may have been time but I wasn't about to leap from my seat like there was fire in my pants. I had seen it many times in corporate weasels. So uncool. The office wasn't too far from the next station anyway.

The Marble Arch intersection was a sea of vehicles. The air was thick with the warm odour of steam, rising from the network of heat pipes and conduits beneath me, feeding the vast buildings. The city was breathing, the steam rising in regular expulsions due to pressure changes created by passing subway levls.

Across from me was Hyde. The lights stretched into the darkness, casting random light patterns. Somehow it drew me, I was caught in a tractor beam of curiosity. The steam swirled around my legs as I left the station and crossed,

making a bee line for Speakers Corner. Park Lane, home of the super rich. Two roads, one north, one south. Anything left of the northbound road was Lost Boy turf. Anything right of southbound was corporate Son territory.

I suddenly became aware of the temperature, my bio-readout was registering five degrees below. I slung my hat on and turned up my collars.

Past Speakers and off the beaten track, stepping onto the wet grass. The unusual silence was deafening after the noise that I had left behind.

Not aware of how far I had walked, or how long.

Footsteps.

An animal, no.

Unfastening my Combat Mac, I didn't even have time to kick in my adrenal booster.

A familiar sight. A pencil thin ruby laser, the targeting type, flashed across my face in an arc from the blackness and centered between my eyes. I was staring down an intense, advanced laser system. This was no booster weapon, the red diameter was too large. I had seen this kind of device in the corps, the laser diameter was registered by an advanced co-processor in the weapon, recognising range and adjusting muzzle velocity at time of firing.

I have no recollection of how long I was standing there, but it was long enough to absorb this information. One thought command and my brains would have been decorating the fresh grassy floor, with an interesting but abstract mess of grey matter.

"Hey, Joeboy. Move and you're fucked!" The darkness spoke.



What to do? Where was my marine training?

Got to get this on film, was my first instinct. The whir of my video optic gently vibrated my mastoid.

"Bring your hands where I can see 'em." The voice, female with a slight Scottish accent.

I drew my hand from the butt of the Armalite .44, being careful not to upset my invisible opponent and consciously keeping the laser between my eyes.

There was an explosion of light, intense enough to throw me into physical convulsions. The cool ground came up to hit me with a soothing thud. If it did this to me, it MUST have blinded her. I landed with the Flash Buckle against my right hand.

HOT. Had to move.

White circles, spirals of burning light coupled with a yellow haze. My vision was shot. I fumbled frantically around the short grass, where was my hat, had to find my hat.

There. Had it. It was now on my head, forced there and pulled down hard. I activated the emergency sensor and the visor came down like an anvil, grazing my nose heavily.

The HUD activated, I touched the outside of the visor, selecting Infra-red mode on the menu. My blur was replaced with blue, green and red, small patterns of red. Only in one eye, my optic. Fortunately I had invested in anti-dazzle. The other was just a bright blur.

The orange/red pattern was visible at a range of about 15m. It was prone but floundering. I pulled the Armalite from its speed holster, deactivated the safety and trained the laser sight on my target

as I ran towards her.

"Freeze right there, sister!" The words came automatically.

There was no reply and she had stopped moving.

She had obviously been unaware of the latest in street Nu-tech. I had only the day before bought the Flash Buckle.

She groaned as I approached her. It was clear from where I was standing, that she was a Ronin. Strapped around her torso was a black, kevlar flack vest. She was also wearing what appeared to be a form of light armour battle pants in urban cammo. Heavy combat boots with worn soles, completed the picture from the rear.

She groaned louder and appeared to be in great pain. If she'd wanted to kill me, she could have done.

I engaged the safety and holstered the pistol as I leant over to help.

The next thing I knew, a British Army issue, size seven had connected (with great force) with my testicles.

I can remember seeing her jump from the prone position into an acrobatic spin, her left boot pounding me in the temple. Whilst still on the recoil, I was smashed in the chest with what felt like an industrial sledgehammer.

As I cascaded to the floor, generally going about the messy business of bleeding to death, I thought I saw her smiling.....

"Ssshjill oweeknmmmg...."

"Ssshhtpt."

"Waaaastsh nmmmer!"

"Waysssh neeam."

What's your name.....Can you hear me? My name is Doctor Tyne." The voice was soothing, kind and confident.

I answered, or tried to in my



incapacitated condition.

"Where am I?" I asked.

"You are safe, you're with the Lost Boys now. You might find that you are feeling a little light-headed. I've

hundred euro with that fuckin' flash trick. I had to get my optical relay circuits totally rebuilt. You complete prick! Oh, by the way, the monkey in your pocket only partly covered it. You owe me." She was obviously not impressed with my new toy. At one



applied some derms to help the pain. You have a fracture to your fourth rib and your seventh and eighth vertebrae have been dislocated.....Oh, and you have a hairline fracture to the right side of your skull. You need to rest, I'm going to send you to never land now w w w."

When I eventually came around, I was greeted by a not completely unfamiliar face.

"You asshole! You cost me fifteen

point I thought she might batter me into oblivion.

She left before I could answer.

Apparently, I was comatose for fifteen days, so the medic told me. Some kind of complication with nerve damage to the spinal chord, or something. Anyhow, the doctor had to perform major surgery on my back, hence the coma.

It took a while for me to adjust to my new surroundings, but when I think about what I left behind. The cars, the





A.V's, architectural obscenities and the whole religion of the rat race, I consider myself lucky.

I can feel the grass between my toes in the summer and the rain on my face in the winter. There are no pretences here. If someone hates you, you know about it without any backstabbing. Greed is rare, we take only what we

Park "The Hyde". They are largely self sufficient and have pack members from professions as diverse as lawyers and Solos. The pack is constructed from people from all class bands and nations. Although not known for violence they are a ruthless enemy if you cross them. They will defend the Hyde from anyone.



The corporations and the State however, leave the Lost Boys to their own devices. This is mainly because a full scale war with the pack is not advisable, besides that, they maintain the park to a very high standard and are proud of their work. Visitors are welcome to Hyde Park still, just don't interfere with them, and they'll leave you alone.

need and the people are strong. The pack comes first and there is mutual respect.

Yeah, I left Jenny behind but what can I say, life goes on.

## **"LOST BOYS" URBAN NOMAD PACK**

The Lost Boys are one of the earliest collective packs in the country. They emerged from the ruined economy of 2012 after hundreds of homeless gathered to debate their direction. This was an essential need, if they were going to survive, and survive they did. The Lost Boys now dominate Hyde

Of course, like any nomad pack, they are wild and free. They enjoy a good time, a good drink, good drugs and a decent scrap.

They spend a great deal of their time in "The Hyde", but do venture into the city, mainly to scavenge. If they do enter the Smoke, it is usually at night. If they decide to party, lock up your wives, husbands and children when you hear them roar.

There have been attempts to approximate their numbers, but no one can be sure. The figures range from 550 to 2984. Make your own assumptions, who really knows.

I certainly can't tell you and I'm one of them.

# LIFE IN THE CORPS

**By Yasmin De LaCruz.**

**Q1.** Who casts a watchful eye over the various archipelagos in Low Earth Orbit (L.E.O) ?

**Q2.** Who rescues us from the bastard creations that our scientific minds never cease to create ?

**Q3.** Who looks after our interests in space ?

**ANSWERS ?**

**U.N.C.M.C.**

*United Nations Colonial Marine Corps.*

Ever been In L.E.O. and wondered who those extremely well armed, highly motivated and incredibly ruthless looking soldiers were? Well may all your questions be answered as we take an in depth look at the most ruthless and fearless platoon within the Marine Corps.

The U.N.C.M.C. was formed in answer to the need for a World security watchdog for L.E.O. interests. Although still a relatively new military concern, they have established themselves as a platoon to be reckoned with, not only in the Euro-theatre, but globally.

Anyone who remained up to date with the second Southern American conflict will be aware of thier valour and recognition of it.

## Advertisement

### FLASH BUCKLE

#### Street Lethal

"Never get caught in the dark", with Streetlethals newest design. When used, Flash Buckle will deliver a powerful 25,000 candlepower light bomb. The area of effect can reach upto 5m radius.

Anyone caught in this range will suffer convulsions and temporary blindness (-3 REF for 1D6 turns), unless a succesful "difficult" REF roll is made. A surprise attack will increase the roll to "very difficult".

The buckle is available in many designs and can be linked to your neurals, installing thought-trigger activation ensuring you have the edge. The buckle is supplied with enough power for 3 uses, re-charge cells cost 25EB. Anti-dazzle will protect against this form of attack/defence.

R.R.P 500EB (belt not included)

*Yeah, that muvva sure  
got a shock when I blinded  
him at five metres.  
Stupid burnbrain shoulda  
read the latest tech column  
in the 'Fax'.*

*So, while his optics fried,  
I rolled him for his own  
Euro  
and his Heckler and Koch.*

*Maybe he's learned, don't  
try and rob the innocent  
and unarmed."*

Come to Street Lethal's main outlets in London(The Garden), Manchester or Glasgow.

# LIFE IN THE CORPS

U.N.C.M.C. is divided into ten squads of ten men each. Primarily they are search and destroy, assassination squads. They are stealthy, hard hitting and hard fighting.

Surrender is not an article of their faith!

Since they demonstrated their excellence in L.E.O., they were commissioned to defend government installations involved with space research worldwide. As genetic engineering progressed, it was conceived that the only military arm trained to deal with mutations was the C.M.C. They have proved themselves to be especially efficient in executing cyborg teams and mutated squads. In fact it is highly possible that the MaxTac team in your area are either ex Colonials or at the very least, their training is their product.

Having unearthed this information about the most secretive organization in the Marines, I was rewarded with an exclusive interview with the most highly decorated, most ruthless and undoubtedly the most brutal squad within the platoon, **UNCMC 609 "Bad Karma"**, under Lieutenant D. Hyx.

609 have suffered many casualties in their brief history, this has made for an



interesting combination of old, hardened veterans (some of whom are not even 22 years old) and the new, fresh faced wannabe heroes. However, to these young men it is in no way a case of playing marine. These few men are the cream, the elite. They know their responsibilities to the country, and the people in it. They would die for it and often do. It must be understood that these are fighting men and women.

They live for the danger. As a consequence of this belief, they are naturally a wild bunch and are often involved with minor incidents concerning M.P's.

These men are trained to blaze a path through the enemy for others to follow and pick up the pieces. "Mess with the best, die like the rest". Not an idle threat. They are a ruthless and ferocious fighting cadre group. Should you ever need help, pray that they are on your side.

609 consists of the following men and women.

Lt. Hyx, Dan, J. (C.O.)  
Colour Sgt. Mercer, Douglas.  
Sgt. Reeves, James. (Hvy gunner)  
Cpl. Shwarzkopv, Andreas.(Pilot)  
Cpl. Kroe, Helana.(Netrunner)  
1st Cl. Kaed, Micheal, L.(Comms)  
1st Cl. McKoy, Rex.  
1st Cl. Christian,Dr. Joshua.(Med)  
1st Cl. Scott, Maxine.(Recon)  
1st Cl. Gomez, Ralph.(Techie)

I managed to catch a few members of 609 whilst on R and R.

Read about it in the next issue.





**ADVERTISE HERE**

**CALL TOM HUMPHRIES**

**ON**

**0784 242776**

## How to become a Colonial Marine.

The Colonial Marine Corps are only a suggested elite force for use in your campaign. However, they do provide a convenient force of fighting men to be used for those off- world scenarios. Alternatively, they may be used to combat the flow of cloned warriors that are more frequently arising. They are trained to deal with mutations and genetic infantry as well as combat in zero G.

## What are the perks?

Well, in addition to the free accommodation, uniform, training and

food, you also receive free medical insurance (including cybernetic surgery), ammunition, pension plan and a free funeral service.

## Entry requirements

The primary entry requirement is that you must have at least 62 character points and be at least 18 years old.

## Life Path

Due to the nature of their work, an alternative lifepath has been included for use with the C.M.C. You may like to use this in conjunction with the standard lifepath in the *Cyberpunk 2020* rulebook. Or, you may like to use the C.M.C. lifepath only. If you

choose to run the two concurrently, then we suggest that when you arrive at the lifepath stage of your character, instead of using 1-3. Big problems, big wins and 9-10. Nothing happened that year, You should refer to the military lifepath and roll accordingly.

## U N C M C Lifepath

Once you have rolled either 1-3 or 9-10 in your lifepath you should :-

Roll one D10, If the number is odd then refer to the Disaster table. If even refer to the Fortune table. You will note that some of the numbers cross reference with the rulebook lifepaths. These are denoted with an asterisk.

### DISASTER (Roll D10 + D20)

2. **Financial loss.** (D10x100 Euro)

3. **Imprisonment in brig.** 1 D 10 Months (See table.)

4. **Betrayal.** You have been backstabbed in some manner. Roll another D10.  
1-3, you are being blackmailed. 4-7, a secret was exposed.  
8-10, You were betrayed by a close friend in either romance or career.\*

5. **Phobia:** Due to a personal disaster, you have developed a phobia (See chart).

6. **Financial Loss:** Bank account broken into by rogue Netrunner. 3D10 x 100 Euro.

7. **Accident:** Terribly disfigured. Subtract 5 points from ATTR.\*

8. **Fined:** 5D10 Euro, payable monthly. Don't disobey orders in future!

9. **Illness:** Contract nanoplague. Subtract 1 point from REF or pay for complete neural regeneration.

10. **Lover, friend or relative killed:** You lost someone you really cared about.

1-5, they died accidentally.

6-8, they were murdered by unknown parties.

9-10, they were murdered and you know who did it, you just need the proof.\*

11. **Illness:** Contract Bioplague as a result of chemical warfare. life expectancy 1D6 years, what a bitch!.

12. **False accusation:** You were set up. 1-3, it's theft. 4-5 it's cowardice. 6-8 it's murder. 9, it's rape. 10, it's lying or betrayal.\*

13. **Burned by napalm:** Your ATTR is reduced to 2.

14. **Casualty:** Injured in the line of duty, Hospitalized for 1D10 months.

15. **Hunted by corporation:** You have angered some corporate honcho.  
1-3, it's a small local firm.  
4-6, it's a larger corp. with offices statewide.  
7-8, it's a big, national corp with agents in major cities nationwide.  
9-10, it's a huge multinational with armies, ninja and spies everywhere.

16. **Nervous disorder:** You have an involuntary twitch as a result of a bioplague. Subtract 1 from COOL.

17. **Gambling loss:** You gambled and lost, maybe you'll win next time. D10 x 100 Euro.

# LIFE IN THE CORPS

18. **Disease:** You have contracted a genital disease. "Man you just can't get a hard on!". Subtract 1 point from COOL.

19. **Tortured:** You were captured and tortured. Genitalia removed., subtract 1 point from COOL.

20. **Busted:** See chart.

21. **Mental disorder:** Anxiety attacks and phobias have developed. See chart.

22. **Busted:** You have been court-martialled. See chart.

23. **Habit:** You have developed a drug dependency. See chart.

24. **Hated by M.P's.** You crossed the military police again. They hate Colonial Marines as it is. Rep 1D6 in situations involving M.P's.

25. **Raped by 1D10 male boosters.** Loose 5 humanity points. If male, roll D10. A roll of 1 indicates latent homosexuality.

26. **Accident:** You were involved in a training accident. 1D10 months in hospital.

27. **Casualty:** You lost a limb in battle. 1-4, it's an arm.  
5-8, it's a leg.  
9-10 it's your head - your dead ! (joke!). It's actually both legs.  
9-10 it's an arm and a leg.

28. **Blinded:** You were blinded by shrapnel. You have field replacements with no option spaces. Treat as normal humanity loss for two optics.

29. **BAD YEAR:** Roll again TWICE. "Big prob's man."

30. **Psychosis:** Its all been just too much, you hear voices, are irrational, depressive and destructive. Lose 1 point of COOL and 1 point of REF. 5000eb for cure by therapy.

## TABLES

**IMPRISONMENT TABLE** Roll 1D6.

1. ASSAULT. GBH, Brawling, etc.
2. PETTY THEFT.
3. DISOBEYING ORDERS.
4. DRUNK AND DISORDERLY.
5. UN-ACCEPTABLE CONDUCT.
6. INSUBORDINATION.

**DRUG DEPENDANCY TABLE.** Roll 1D10.

1. WHITE LACE.
2. HYPE.
3. JAZZ.
4. FOOLKILLER.
5. RAMBO 7.
6. BLACK LACE
7. DORPH.
8. STIM.
9. SYNTHCOKE.
10. SMASH.

Get straightened out man !  
5000 Euro for cold turkey clinic.  
It's not all bad though.





# LIFE IN THE CORPS

## PHOBIA TABLE

1. Spiders, creepy crawlies.
2. You have suspicions that your friends are plotting to kill you.
3. Enclosed spaces.
4. Heights.
5. Women.
6. Men.
7. Fire.
8. People in uniforms.
9. Darkness.
10. Open spaces.

Psychological cure – 2000 Euro.

## FORTUNE

2. **Make powerful contact in cyber administration department.** You may purchase cyberwear at cost price (30% off list price).
3. **Course :** You have taken a Gyro piloting course. Add 2 to Gyro skill.
4. **Financial windfall :** Gambling win, D10 x 100 Euro.
5. **Decorated :** You have been decorated for bravery above and beyond the call of duty. Gain 1 rank point.
6. **Course :** You have taken a Fixed wing pilot course. Add 2 to this skill.
7. **Training :** You have advanced one belt in your chosen martial art. Add 1 to this skill (or begin at 2).
8. **Course :** You have taken a HALO course. Add 3 to this skill.
9. **Course :** You have taken an AV piloting course. Add 2 to this skill.
10. **Decorated :** You have been decorated for **OUTSTANDING** bravery. Gain one whole rank.
11. **Course :** Take a heavy weapons course. Add 1 to this skill or begin it at plus 2.
12. **Course :** Take a rifle efficiency course. Add 1 to this skill or begin at 2.
13. **Course :** Take a perception course. Add 1 to awareness or begin at 2.
14. **Experience :** You have experienced warfare in the jungle. Add 1 to Wilderness survival.
15. **Course :** Take a technical training course. Add 2 to any one vehicle tech skill.
16. **Decorated :** Injured in the line of duty. Decorated, gain one rank point. (Hero/en!)
17. **Course :** Take a handgun improvement course. Add 1 to this skill or begin at 2.

MESS WI' THE BEST  
DIE LIKE THE REST

UNITED NATIONS COLONIAL MARINE CORPS

# LIFE IN THE CORPS

**18. Decorated :** For conspicuous gallantry and intrepidity of the risk of life, above and beyond the call of duty, in action involving actual conflict with an opposing armed force. Awarded Congressional Medal of Honour. Gain whole rank.

**19. Contact :** You have made a contact in Cyber-Admin. 50% off all list price for chipware only.

**20. Course :** Take a covert tactical course. Add 1 to Stealth and 1 to Hide / Evade.

**21. Financial windfall :** Tax rebate. Gain 1D10 x 100 Euro.

**22. Course :** Take a S.M.G. course. Add 1 to this skill.

**23. Course :** Take a weaponsmith course. Add 1 to this skill.

**24. Course :** Take an academic course. Add 2 to any intelligence based skill -

except Awareness / Notice.

**25. Course :** Take an advanced driving course. Add 2 to this skill.

**26. Contact :** You have made a contact outside the Marine corps. See "Who Do You Know", page 36.

**27. Friend :** You made a friend high in the chain of command. You may call on him for one favour per month.

**28. Decorated :** Valour in the face of the enemy. Gain 1 rank point.

**29. FULLY EXCELLENT YEAR ! ROLL AGAIN TWICE.**

**30 Course :** Take a psychology course. Add 1 to Human perception, Interview and Interrogation.

## RANKS, RANK POINTS + PAY

| RANK             | RANK PTS | PAY         |
|------------------|----------|-------------|
| COLONEL          | 20       | 22000.00 EB |
| Lt COLONEL       | 18       | 18000.00 EB |
| MAJOR            | 16       | 15000.00 EB |
| CAPTAIN          | 12       | 12000.00 EB |
| LIEUTENANT       | 10       | 11000.00 EB |
| COLOUR SERGEANT  | 7        | 9500.00 EB  |
| SERGEANT         | 6        | 9000.00 EB  |
| CORPORAL         | 4        | 8000.00 EB  |
| MARINE 1st CLASS | 2        | 7000.00 EB  |
| MARINE 2nd CLASS | 0        | 6500.00 EB  |

Don't miss SPACE COWBOYS Tonight 0145, Channel 4

# LIFE IN THE CORPS

## RANKING SYSTEM

The ranking system is only a suggestion for progression of the players. As most things are acquired relatively easily in cyberpunk terms, gear, weapons, etc., it helps to have a target for the players to aim for. You may decide in your own campaign to delegate ranks and positions.

It is based on a "rank point" system. These points may be awarded by

You will find in the 'Lifepath' section that rank points can be gained or lost on the roll of a dice.

It will sometimes be the case that a field promotion will be required to maintain the chain of command thus bypassing the need for the rank point structure. Shit happens.

## EQUIPMENT ISSUED

Metal Gear (SP25)  
Combat Boots (SP16)

Combat helmet (SP20)  
with:- VjdCam  
LowLite™  
Infrared  
Micro Gun.

**Backpack:-**  
5 x Glowstick  
Rope 25ft.  
Breathing mask  
Logcompass  
Sleeping bag  
First aid kit  
Pocket communication unit  
Flashlight  
Shower in a can  
One week high energy rations  
Movement sensor

### Med Tech backpack additions (MED ONLY)

:-  
Dermal stapler  
2 x Spray skin  
Med kit  
2 x Dorph slap patch  
2 x Blacklace slap patch  
Airhypo "Bones McCoy"  
Med scanner  
Drug analyser





# LIFE IN THE CORPS

## Drugs and Doses :-

5 x Stim  
5 x Syncomp 15  
5 x Dorph  
5 x Black Lace

## Tech backpack additions (TECH ONLY) :-

Tech scanner (+2 Repair)  
Cutting torch  
Tech tool kit  
Goggles  
Video camera (2hrs)

**ONE MARINE IN EACH TEAM MUST CARRY THE COMMS. EQUIPMENT PACK(CEP). THIS CONSISTS OF CENTRAL COMMS PROCESSING AND POWER UNIT. WITHOUT THIS, THE TEAMS HEAD GEAR COMMS IS RENDERED USELESS AND NO LONG RANGE TRANSMISSIONS ARE POSSIBLE.**

## SKILL PACKAGE

In addition to the skills already possessed by the characters, the following should be added as part of their basic training.

ENDURANCE +2  
RESIST TORTURE/ DRUGS +2  
WILDERNESS SURVIVAL +2  
SPACE SURVIVAL +2  
MELEE +1  
WEAPONSMITH +1  
CADRE (Interface 2) +2  
ZERO G COMBAT +2 (Interface 4)  
ZERO G MANOUVER +2( " " " )

## WEAPON ISSUE

The C.M.C by virtue of what they are and who they represent, are naturally permitted access to all forms of advanced weaponry. In general, the C.M.C. receive new technology far in advance of regular troops. Due to the extremely hazardous nature of their duties, an 'edge' must be maintained. The listed items below are on the standard issue list and available to all of the C.M.C., each Marine is responsible for his/ her issues.

|                                               |             |
|-----------------------------------------------|-------------|
| BERRETTA M20-F -                              | See p16     |
| or                                            |             |
| ARMALITE 44 -                                 | CP2020      |
| H & K MPK 11-                                 | CP2020      |
| MILITECH M41A2 -                              | See p19     |
| STINGER V LAUNCHER -                          | See p18     |
| MONOBLADE -                                   | Corp Book 1 |
| May be attached to M41A2 barrel as a bayonet. |             |

Any further weapons may be issued with authorisation of the officer in charge (at the G.M.'s discession).

*Dont forget to catch the interview with U.N.C.M.C. 609 on R+R, next issue.*

# WHO DO YOU KNOW?

**BY SIMON KEXY**

We all know what it's like, you're a Fixer, streetdeal 10 with all the boys screaming for the latest heavy assault rifle from Militech. Well here's how you get the goods. (Without the guessing).

## **GAME NOTES:**

To establish how many contacts a fixer has acquired take his/her special ability Streetdeal figure. Add this to the current streetwise, & roll D10. (This total may be modified due to character age. Ask the Ref.)

## **EXAMPLE:**

Mr Fixit has a streetdeal 7. In addition to this he also has a streetwise score of 3. He rolls a D10 and gets a 6. This makes Mr Fixit a moderately well connected fixer with 16 contacts. You may consider to include this option in your campaign for all character classes (definitely medias).

If so take only the streetwise figure as number of contacts (+ D10 for Medias).

## **TABLES.**

A d10 on the main table gets your type of contact. On each sub-table roll a percentile. There's the level of contact you have acquired.

If you're a good fixer with some good rolls this should give you a set of avenues for getting pretty much anything. (And with some imagination a complete portfolio of connections).

## **OPTIONS.**

1) You may like to add a further percentage to establish strength or knowledge of connection. (On a 100 you probably take tea with Subaru himself!)

2) Don't stick to these, use them as a guide and work them around your campaign.

- 1. CORPORATE**
- 2. POLICE**
- 3. CYBERNETIC**
- 4. ARMS**
- 5. GOVERNMENT**
- 6. MEDIA**
- 7. MILITARY**
- 8. BOOSTER**
- 9. ORG/CRIME**
- 0. SPECIAL**



# WHO DO YOU KNOW?

## CORPORATE

- 01-30. White collar suit.
- 31-50. Departmental head.
- 51-70. Divisional head.
- 71-95. High level decision maker.
- 96-99. Director/Board member.
- 00. President/Chairman.

N.b Roll additional D6 for corp size.

## CYBERNETIC

- 01-30. Slab hand.
- 31-55. Back street doc.
- 56-75. NHS Surgeon.
- 76-95. Corporate physician.
- 96-99. Leading edge designer.
- 00. CRC member.\*

## GOVERNMENT

- 01-30. Clerk in Mayor's office.
- 31-55. Security official.
- 56-75. Government aide.
- 76-95. Judge.
- 96-99. M.P.
- 00. Cabinet Minister.

## MILITARY

- 01-30. Private/Marine.
- 31-50. Staff Corporal/Cdr Sergeant.
- 51-75. Lieutenant..
- 76-95. Major.
- 96-99. Colonel.
- 00. Field marshal/General.

## ORGANISED CRIME

- 01-30. Basic hood.
- 31-50. Organisation heavy.
- 51-75. Professional Hitman.
- 76-95. Corrupt lawyer.
- 96-99. District boss.
- 00. Crime lord.

## POLICE

- 01-30. Patrol Officer.
- 31-50. Sergeant.
- 51-75. Lieutenant.
- 76-95. Captain.
- 96-99. Dept. Chief.
- 00. Chief.

Nb. Since 2013, ranks have been standardized throughout the EEC.

## ARMS

- 01-30. Street gun runner.
- 31-50. Underground City distributor.
- 51-75. Custom's officer.
- 76-95. Black market wholesaler.
- 96-99. International smuggler.
- 00. I.T.O. senior supplier.\*\*

## MEDIA

- 01-30. Stringer.
- 31-50. Local reporter.
- 51-75. National correspondent.
- 76-95. Freelance.
- 96-99. News anchorman.
- 00. Press Baron.

## BOOSTER

- 01-30. Wannabee ganger..
- 31-50. Low life streetpunk.
- 51-75. Professional member.
- 76-95. Gang lieutenant.
- 96-99. Gang leader.
- 00. Turf warlord.

## SPECIAL

- 01-30. Private Detective.
- 31-50. Fire Chief.
- 51-70. Stock Exchange dealer.
- 71-95. Licensed Bounty hunter.
- 96-99. Counterfeit cartel boss.
- 00. U.N. Ambassador.

\* Cybernetic Research Council. \*\* International Terrorist Organization.



# SPORTS FOCUS

They say sport reflects society, well they're right. With the gradual collapse of public order in certain sectors, a sport emerged as violent and destructive as 2021 society itself. "Combat's" roots developed in the streets of Brazil in 2005, by 2015 it was played globally and a recognised olympic sport.

It currently has an estimated 35 million participants worldwide.

The sport consists of twenty players per side, ten on the surface at any time. It's played in a 80mx30m area with a guarded goal at each end. Any form of physical contact is allowed. This is where the top boys get their respect, even ya best solo wouldn't fancy a fist fight against most professional players.

It's not a job for life. The career expectancy of a premier league player is five seasons. But for the guys that last, the rewards are high. (Craig Thorn of New York Hailstorm is currently the highest paid International player - 40 million Euro a season).

But the games not only played for bucks. Any day in the void you can see face-offs going on. Gangs still face each other in makeshift arena's to resolve turf disputes and avoid heavy losses.

The organised leagues throughout most cities are full of hopefuls trying to get a "break" into one of 64 worldwide clubs. It's not easy, the competition is incredible and there's always someone faster & harder.

Only the best get there.

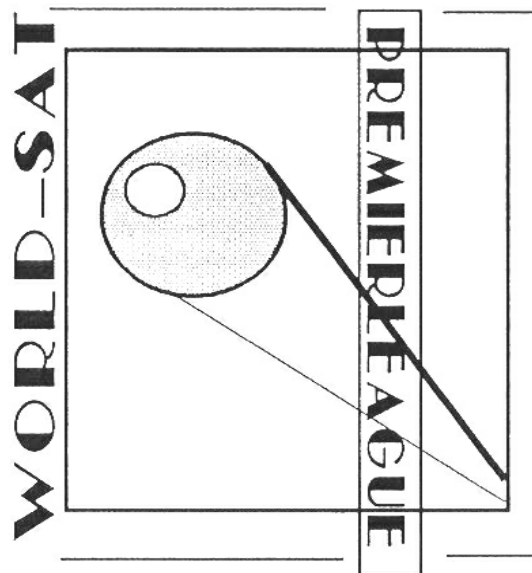
Most top clubs hold trials every few months apparently to check out new talent, but for many it's more of a PR exercise to maintain relations with the surrounding area.

The World league consists of six divisions each with 16 teams. The

current premier league champions Dresden Dreadnoughts lead the division at present despite suffering seven fatalities already this season.

## THE WORLD-SAT LEAGUE. PREMIER DIVISION.

|                         | PTS |
|-------------------------|-----|
| DRESDEN DREADNOUGHTS..  | 45  |
| NEW YORK HAILSTORM..... | 43  |
| LONDON MACHINE.....     | 43  |
| BERLIN BLIZZARD.....    | 39  |
| MOSCOW RED BLOOD.....   | 37  |
| PARIS PHYSIQUE.....     | 32  |
| TORONTO TENSION.....    | 32  |
| MILAN MAIM.....         | 30  |
| N.C DEATHDEALERS.....   | 24  |
| NAIROBI ZULUS.....      | 20  |
| L.A. ENERGY.....        | 19  |
| WASHINGTON WASTE.....   | 17  |
| AUCKLAND IRON.....      | 17  |
| GOTHENBURG GRIP.....    | 12  |
| SEATTLE STRESS.....     | 9   |
| MADRID MAULERS.....     | 6   |



NEXT ISSUE:  
 TEAM REPORT: Moscow.  
 STAR PROFILE: Boris "skull" Vetsky.  
 (Central block - Moscow red blood).

# 21st Century Box

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

0145 Channel 4  
*COWBOYS IN SPACE*

The cult TV comedy soap opera continues in the same vein with masses of sado-masochistic, slapstick humour to tide you over the twilight hours.

In this weeks episode, Jim "Big" Horn gets a shock when flatback Fanny announces her intentions to marry superstar cyber jock, Hank "Smasher" Toledo. Hank, a veteran Combat Soccer player, packs a mean right hand. Watch out Big!



1 3 3 0 E . S . P . N .  
Euro-Cable Network.

*INTERNATIONAL COMBAT  
SOCCER, LIVE FROM WEMBLEY.*

Our very own Machine takes on bottom of the table Madrid. Is there a chance that the Maulers can claw themselves off the bottom of the premier league with a win at Wembley. I don't think so!

The machine will trounce Madrid and take prime position on top of the World-Sat Premier League. However, manager-Billy Blackmore has a tremendous amount on his managerial plate at present. Fatalities, injuries and suspensions mean that the entire defence will have to be restructured. On top of this, billy has recently been accused of a conspiracy to murder referee Johan Erikson.

A cunning tactical move by Madrid could throw a spanner in the London Machines stride. We'll see.

2030 Channel 13  
The Movie Box

*SLAUGHTERHOUSE BLUES*

Tonights star watch is Slaughterhouse Blues.

Hammerhead (aka actor, Mike Shine.) ventures into the realms of an underground gang. His attempts to infiltrate them comes unstuck (as do many of his body parts), when he is revealed as an undercover detective.

A high body count, gratuitous violence and massacre on a vast scale.

No, it's not a documentary about the lower east side.

2315 Carlton channel 15  
*SANDY SLAG STRIKES IT  
LARGE.*

Sandy Slag's (aka actress, Veronica Noble.) adventures continue as we plot her exploits via the "you decide" phone in. Will she open her legs to Jock Stringvest, or keep her dignity (for once). You decide.

1930 BBC 2  
*EQUINOX - SOLO FOR HIRE.*

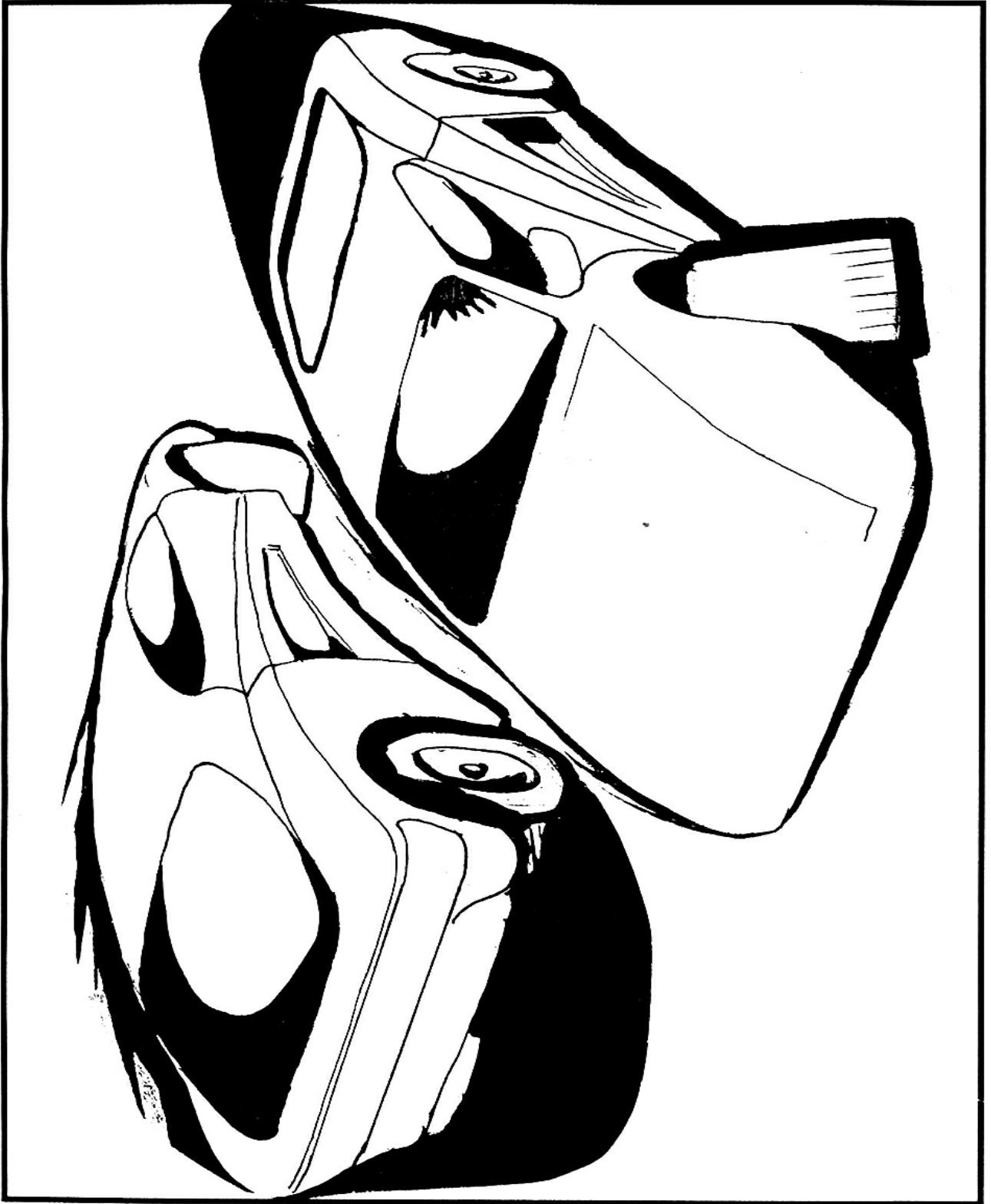
An in-depth look at the sometimes lonely life of todays paid mercenary. This one off episode will give new depth to the world of the Ronin. It's not all glamour and fast cars. It takes a dedicated individual, with a cold heart and a head for business to make it in todays Euro-circuit.

1600 BBC 1  
*YESTERDAY'S TOMORROW'S  
WORLD.*

A humourous look at Tomorrows World's episodes from the 20th century. This week, apple tree strippers and car radars. Don't laugh, what did they know!

# Testdrive

The Aston Martin-Lagonda DB50





# Testdrive

## The Aston Martin-Lagonda DB50

When we took delivery of the new creation from Aston-Martin, it immediately struck us as yet another small super car. Never were we more mistaken. Having flown 2000 miles to the Nordschleife circuit, the least that could be done was to test drive the beast.

Upon first inspection, the Aston-Martin DB50 is a two seater roadster. Pressure cast alloy wheels with ultra-low profile tyres, a ground clearance of approximately 18cm, a plastic hood and the familiar flat nose design.

The hood is the first example of the pioneering design team. The use of Memory plastics means that just at the flip of a switch, the current is removed and the hood's rigidity collapses upon its steel struts. This removes the need for mammoth roof storage space. It is not until you open the boot that you see why this is important. The straight six, 2.8 litre, four valve per cylinder, quad turbo, tri cam semi-intelligent monster. The 380 horsepower is aided by the quad ceramic turbos. The use of ceramics gives them a far greater heat resistance than conventional steel turbo rotors

It is contained within the entire rear section of the car (excluding axle, suspension, diff etc.). Even then, the associated electronics are housed under the bonnet.

Although the colour (green) did not do the car justice, it could be seen that its sleek lines and smooth body sculpting truly gave a false impression of this wolf in sheeps clothing. The underlying fact was, as we find out, is that it's an awesome piece of engineering.

Far more important than whats under the boot is whats under the floorplan. The drivetrain is a rear-drive-biased setup that can deliver anything between zero and fifty percent of the torque to the front wheels. When the DB50 starts to oversteer, or breaks traction in some other way at the tail, power is fed to the front.

This kind of traction, coupled with the extraordinary power supplied from the drive unit, sets the pace and standards for other manufacturers to follow. The DB50 has a 5 speed manual gearshift in a racing configuration, placing second where first usually is.

Hopefully, this will also inspire a revival in the roadster market. (I am one of those few motor journalists that can remember the sensational Spiders of years past.) Maybe we will even see the the return of M.G. to this market, spurred on by Aston-Martin's inevitable success.

Besides all the technical bullshit, the DB50 comes complete with the following options :

Solid tyres SP 15 SDP 25  
Full quad stereo with CHIP, CD, DAT, FM etc.  
Full cybematic control.  
HUD (For night driving)  
Full electrics (Inc. windows, air con, seats, cruise, radar detector and roof.)

|                      |               |
|----------------------|---------------|
| Maneuver speed       | 60            |
| Accel / Deccel       | 15mph/phase   |
| Top Speed            | 215mph        |
| Fuel Efficiency      | 45mpg @ 58mph |
| Fuel Capacity        | 35 gal CHOO2  |
| Passengers           | 2             |
| Maneuverability      | +3            |
| SDP                  | 45            |
| SP (inc, hood)       | 15            |
| COST (inc. options.) | 75000 eb.     |

# PROGRAM 101

## LOCK

CLASS :Intrusion  
STRENGTH : 4  
MU : 3  
COST : 450eb



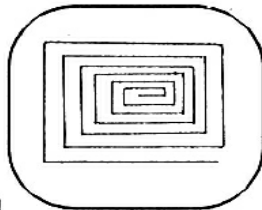
A standard intrusion program, with a twist. Acting in a similar way to Raffles, it will decode a code gate or file lock. Once the decoding has been successful, the console cowboy is given the opportunity to recode the gate under a new code. This program is only effective on code gates and file locks.

In order for another 'runner or system to decode the Lock, a decryption program must be used. The program then becomes a gate or lock at a strength of 5.

**ICON:** A tall slender wizard, dressed in flowing, deep purple robes, covered in stars and moons. On his head sits a tall, conical hat. The wizard walks over to the gate or file and decodes it.

## MAZE SERIES

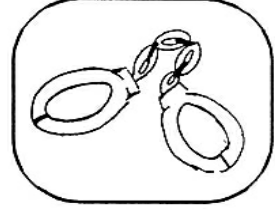
NAME : Hampton Court  
CLASS: Anti-personnel  
STRENGTH : 3  
MU : 3  
COST : 6250



A very amusing anti-personnel program. It is in effect a delay routine that stops the defending Netrunner in a loop. If Hampton Court is successful, the defender will be surrounded in a green leafy maze structure with no apparent exit. The maze surrounds the prisoner in all dimensions and he/she is 'locked' for a period of 1D10 turns.

## HOUDINI

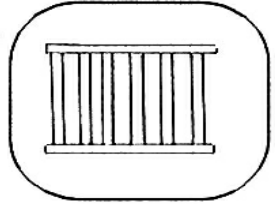
CLASS : Anti-IC  
STRENGTH : 5  
MU : 4  
COST : 1080eb



Ever been prevented from jacking out by that Jack Attack routine. Well no more. This ingenious program attacks the Jack Attack, disassembling it, consequently freeing the immobilized crystal jock. **ICON:** A superealistic man, dressed in early 20th century clothing. He approaches the captured 'runner and appears to pick the lock of the Jack Attack cuffs. When he has finished, he tips his Bowler hat and vanishes.

## PRISON

CLASS : Anti-personnel  
STRENGTH : 7  
MU : 6  
COST : 9250eb



If this program is successfully ran, the defending 'runner is captured inside a superealistic prison cell, complete with stone walls, ceiling and floor. Some straw lies strewn on the ground. From the outside, the fully running Prison program looks like a glowing blue cube, the size of a T.V.

The imprisoned deck jockey is unable to run any programs, utilities or controllers, neither can he/she jack out. Thus imprisoned for eternity. Well, until his body can no longer sustain life.

Prison can be de-rezzed by a simple program like Worm which must be ran from the exterior of the cell by another 'runner or system.

# ◆ I T E B N ◆ I X E S

## **STREET SINGER.**

- 1.Perform.
- 2.Streetwise.
- 3.Persuasion & Fast talk.
- 4.Handgun.
- 5.Awareness notice.
- 6.Play instrument.
- 7.Urban survival\*
- 8.Dodge & escape.
- 9.Pick pocket.
- 10.Brawling.

Being a busker under Londons streets ain't what it used to be. Making money in a good corporate zone's the easy part. Then you gotta fight every bum to keep it. It's a living(for a while).

\* New skill.

Urban Survival.

How to stay alive on the streets in 2021. Things like gang rank and turf, spotting crime hotspots and spitting out streetlang when you need to fit in.

## **SMUGGLER.**

- 1.Streetdeal.
- 2.streetwise.
- 3.Intimidate.
- 4.Expert:Customs procedure.
- 5.Handgun.
- 6.SMG.
- 7.Hide/evade.
- 8.Disguise.
- 9.Forgery.
- 10.Awareness notice.

Here's the basic package for the International smuggler.The pays good, you get to see the world and there's always a corporation who wants stuff on the quiet.

Don't get caught.

## **LAWYER / ATTORNEY.**

- 1.Credibility.
- 2.Oratory.
- 3.Interview.
- 4.Human perception.
- 5.Awareness notice.
- 6.Expert: law.
- 7.Wardrobe & style.
- 8.Persuasion & fast talk..
- 9.Education & gen.knowledge.
- 10.Library search.

If you've got the brains here's how you get that Bmw9018s. Being a lawyer in 2021 offers a very lucrative existence(especially if your corporate or state employed). One downfall.... punks tend to dislike people who get them put in a box for 5 years. Get a solo on the payroll.

## **COMBAT SOCCER STAR.**

- 1.Combat soccer.\*
- 2.Combat sense.
- 3.Strenth feat.
- 4.Endurance.
- 5.Intimidate.
- 6.Brawling.
- 7.Athletics.
- 8.Martial art.
- 9.Awareness notice.
- 10.Dodge & escape.

The skills of the professional soccer player.These guys earn upto 80, 000 dollars a game, get superstar status and are idolized for most of their adult lives (if they're any good).

\*New skill.

COMBAT SOCCER

The ability to play THE sport of the 21st century. It's played on the streets by juves and in arenas throughout the world. It's always violent and invariably lethal.

COMBAT SOCCER REPORT P 38



# PINEAPPLES

## A BOUNTY HUNTERS TALE

A feint hum was audible over the relentless sheet rain rebounding from the light yet sturdy covering of the glowstik umbrella. "Another day in paradise" snarled Kliber to the invisible mother nature.

Oxford street had its usual cold and harrasing atmosphere. The neon hue of various street stores splashing itself over the glazed sidewalk.

Hans turned his colar up, the chrome of his hand reflecting the chilling blue glow. He crossed the street disturbing the irregular images captured by the silvery road. He made the pavement just in time to avoid the familiar sight of an AV4 in persuit of a perp. The glow of his umbrella shaft emmiting a dim, strangely comforting pink light source. Hans shook the extension to his arm , his flesh arm, not the cold collection of pistons and rams, microchip technology and circuitry which seemed to take a more "acceptable" place in todays society. The light intensity grew. A warm glow cast its welcome being onto the face of hans, optic whirring, adjusting to every change in light activity. He continued to stride along Oxford, not even attempting to avoid other people.

They had to avoid him. He was a Eurosolo. A perfect killing machine.

Hans employed the help of his black market police M.O. chip, requesting more information through his times square.

The message scrolled...

Leo DaSilva.....No 11 Most wanted criminal-Interpol.....49 Kills.....33 Serious injuries.....Cybernetic situation...Unknown.....Present location.....Unknown.....

Hans Kliber Knew.

\* \* \* \* \*

"Take a hint meat-trash, dissapear, the squeeze is with me now"

"You dissapear nukebrain" was the reply.

The kids voice wasn't convincing. The girl pressed her back into the synthi-leather, sensing a facedown.

The kid rose sharply, never removing his eyes from his challenger.

Leo wasn't surprised. His right optic fixed on the kids. His left eyeing from head to toe, checking for possible weapon options.

The independant eye movement was un-nerving, and Leo Knew it. The kid was confused but he was a black belt, he could look after himself against a booster like this....couldn't he ?

Leo clenched his right fist. Four long thin triangular blades telescoped into place from the back of his hand, locking, a full foot of razor sharp metal on each. In a lightning strike Leo swiped in an arc of knives in a backhand motion across the chest of the kid. The scream was not heard above the heavy chromer band who were thrashing their electro-fenders.

Whatever armour was between the kid and the wolvers was not enough. The four blades cut with the grain across him. His chest ripped out along with his heart and soul. He was dead before he hit the floor - shock probably.

Da Silva was poised for a second attack - It wasn't needed, he had made his kill, slammin it on was in his nature. The input fled and was consumed by a sea of convulsing bodies on the dance floor.

# **PINEAPPLES**

## **A BOUNTY HUNTERS TALE**

Leo smiled and relaxed his hand, the blades retracted. He donned his mirror shades and proceeded to the bar, pleased with his work.

He rested his six foot five bulk on a stool and studied himself in the mirror behind the bar. He combed his long curly hair with his flesh hand, being careful not to clench his fist.

An attractive but hard face stared back, hard lines and a square jaw were predominant features. He zoomed in on his twin and examined his apparel. High fashion, two tone blue and black long coat concealing a kevlar vest and a chrome arm.

"What can i get you?" came a voice

Leo was detached, enthralled with himself.

"Sir ?" Leos right eye strayed and fixed on the Bartender, the bartender was oblivious to the fact that leo had a compu-lock scope fixed on his forehead. "FIRE" flashing in the bottom right hand corner.

"Ice water" came the calm reply. He reached for his inside pocket. As he drew the long coat back the bartender could clearly see the holster, holding what appeared to be a heavy pistol - Automatic. A laser sight was mounted along with some unusual other circuitry.

The tender poured the drink. The customer payed the debt.

Leo looked ahead, a mass of bottles with varying names and colours. He didn't need alcohol, he was already on the edge, reflexes boosted to the limit, half man, half machine. His neural processor bursting with electronics and of course, a pain editor.

He was 26. On the surface, the milage did not show. underneath he was a cold and ruthless killer - A veteran.

\* \* \* \* \*

"Two dollars." Asked the doorwoman from the security of her bullet-proof booth.

Hans fumbled through his pockets and retrieved a five euro note,

"Keep the change." He mumbled and slotted it beneath the window.

Hans took the opportunity to shake his drenched umbrella, the water fell off with almost the ease that it had arrived. He flicked a small l.e.d. switch on the shaft. The comforting glow faded into the sinister blackness.

Hans followed it.

A short hallway led to a pair of metallic double doors guarded by two large men. Hans recognised the look, they were identical. They were the Arnold brothers, sporting the exact features and traits of an old movie star. Even down to the antique cyclops shades. "Stamp" They demanded similtaneously.

Kliber flashed the back of his palm.

One of the twins drew his laser scanner along the large and well worn hand. The device sang a "bleep" and the other man opened the door. Kliber's nasal filters were welcomed by the familiar traces of hashish and danger. The enhanced audio equipment within his ears could do nothing to silence the persistent screams of the psychotic chromer guitarists and the heavy dance vibes. This was not his can of Smash.

His presence went unnoticed by the gathering of young and aimless. This was the way he preferred it.

Hans unbuttoned his coat, reassured by the presence of his Armalite 44 automag

# PINEAPPLES

## A BOUNTY HUNTERS TALE

smartgun. Eight rounds of pure destructive killing power and a weapon of awesome magnitude - in the right hands. A smile forced its way on to the face of Kliber, he obliged.

Hans had done his homework, knowing exactly where DaSilva was to be found. Fortunately the Cops did not have access to his connections. He made his way to the bar, the little people moved aside as he waded through them. He emitted an aura. A sense of death. The crowd thinned as he neared the bar, it was late in the evening and the bar till had done its best work. Leo's face registered instantly, a perfect match to the police record. Kliber activated his booster implant, a wave of total ecstasy and a feeling of strength and immortality entered his soul. The adrenalin surged into his bloodstream. Sound and light merged in a kaleidoscope of dreams and fears, and then swam through his mind in a split second. His head cleared.

He was boosted to the limit.

It was showtime.

DaSilva took a swig of his water, he relished the cool feeling of ice on his tongue as if it were his last taste of life.

It probably was.

Kliber approached and leaned menacingly on the bar next to Leo. Leo wasted no time, he swept his arm along the bar launching his glass into the bar mirror which shattered into a million splintering pieces.

"Can I help you." Grumbled DaSilva.

Their eyes fixed in a gaze of pure hatred, the independent optic movement seemingly having no apparent effect on the cold features of Kliber.

"It's your move DaSilweed." Kliber's voice was gravelly and harassing.

Leo needed no encouragement. He clenched his fist, blades flying into position and thrust his hand towards his opponents face.

Kliber hardly moved, but it was enough. Enough to avoid the deadly swords shimmering with the reflections of the strobe light.

Now it was Kliber's move.

Leo span round and found himself looking down the wrong end of a 12mm barrel loaded with armour piercing rounds, a laser sight was focused on his brain.

There was a pause. Enough for Kliber to enjoy the fear of DaSilva. Enough for DaSilva to see his life flash by in a whirl of pulsating images.

"Bang" said Kliber.

The bullet entered DaSilva's forehead the size of a 12mm round, it left the size of a small plate, accompanied by his brain and various circuitry. There was a scream, but it was from the bartender, warm blood splashed over his face.

The body fell to the ground, still jerking violently.

The job was done.

Back in the early twentieth century, his grandfather was known as a bounty hunter. But this was 2021 and Hans Kliber was just making an honest living, trying to pay the bills.

"Scratch public enemy number eleven." whispered Kliber.



# INTERPOL

We all accept that America in the year 2021 is a dark, dangerous place, a breeding ground for crime and corruption, spawning many of the world's most unpleasant and meanest solos.

But what of Europe?

Well, as most U.S based solos will refuse to admit, their European counterparts come just as bad, if not badder! Why? Well, Europe isn't the safe haven many believe it to be. On the surface it shares many of America's social problems, paired with a sinister underground web of corporate crime and corruption. This spells "danger" for those brave, and arguably reckless enough to get involved.

***"New students are like wet clay on a potters wheel—you shape them to your design, It's an art."***

Although when asked for his views on Europe, Sgt Matt "The Bogeyman" Decker (leader of popular U.S. hit-squad "A kiss before dying") said :- *"Hey It's like a holiday man, the pay's better and the work's easier. Next time I'm over there I'll take the wife and kids!!"*

So why aren't there more American solos operating in Europe? The reason is quite clear - It's because they just aren't needed, or wanted.

There exists a chasm in style between America's mercs and street samurai and Europe's highly trained assassins. This is attributed to the respective social backdrop and differing requirements of both the U.S. and European market.

Many American solos learn their trade "hands on" - drawing their experience from the street. Europe is distinct in

that 70% of it's hired guns are products of solo schools. Many exist throughout Europe funded largely by corporate wealth, offering youths with potential training programmes which often last for periods of up to ten years. Some of today's finest solos are products of such schools.

The beauty of rearing solos from an early age is that they can be socialised into accepting different, maybe "Immoral" values. Ingredients enough to create the perfect killing devices.

One combat teacher said of his work :- *"New students are like wet clay on a potters wheel—you shape them to your design, It's an art."*

The responsibility of hunting down and capturing rogue solos in Europe falls to those at Interpol. In collaboration with them, we can bring you exclusive information on the dirtiest, nastiest, most wanted ronin at large in the Eurotheatre, starting with the tenth.

>INTERPOL.FILE  
>CONNECTION COMPRESSED.  
>POLICE 10 LIST  
>ACCESS .....

## INTERPOL CRIMINAL LISTING.

PRIORITY 1-10.

*Authorised personel only.*

1. Morgan Bailey aka "The Judge"
2. Fredrich Muller aka "The Wolf"
3. Greta VanCleaf aka "Toker"
4. Justin Chandler aka "Braindance kid"
5. Johnny Lawson aka "Boba fett"
6. Benito Cappelli aka "Eye spy"
7. Molly Olugboja aka "Mad Molly"
8. Jack Reilly aka "Bombjack"
9. Arnold Rose aka "M.I.A"
10. Unknown aka "Inferno"

>CLOSE : OPEN FILE 10  
>OPENING FILE 10.

# INTERPOL PROFILE

"INFERNO"(name unknown).

## Statistics.

INT.10 REF.10 TECH.5 COOL.  
10/11 ATTR. 10 LUCK. 4 MA.7  
BODY. 8 EMP. 9/4

## Physical profile

Height : 6'1"  
Weight : 80 kilos  
Hair : Flame red/long.  
Eyes : Blue  
Distinguishing marks :Tattoo(right arm)  
Born : Glasgow  
Background : Unknown.

## Skill profile:

### SPECIAL ABILITY

Combat sense 10

### ATTR

Wardrobe & style 6\*

### COOL / WILL

Intimidate 5, Stretwise 5

### INT

Awareness 8, Education 6, Expert :  
Pyrotechnics 4, Shadow/track 5,  
Urban survival 4.

### REF

Athletics 5, Dance 5, Driving 4,  
Fencing 5, Handgun 7.  
Martial art : Aikido 6, Wrestling 3\*,  
Tae kwon do 7.  
Melee 6, Rifle 8, Stealth 5, Smg 7.

### TECH

Demolitions 5, First Aid 3,  
Weaponsmith 4.

## Cyberware report.

FASHIONWARE : BIO, LT,

NEURALWEAR : SW, WLNK, PLG,  
Chipware socket.

IMPLANTS : ADB, NF.

OPTICS : RIGHT- IE, TA, TE, AD.  
LEFT - LL, IR, TH, TS.

CYBERARM (Right) : REAL, HRAM,  
Flashbulb, Mod (1 Metre Garotte,  
Drug-Injector, 1"mono-blade, 2x2  
Storage Space.)

CYBERLEG (Right) : ARM, SPKF,  
HOL.

CHIPS : Education +3  
Daytimer  
Endorphine / Adrenaline  
Stress  
Ambidexterity  
Deathtrance  
Wardrobe / Style +3  
Tae Kwon Do +3  
Wrestling +3



Interpol Records Dept.....P.E. No. 10..."INFERNO"

# INTERPOL

## M.O.

"Inferno" has recently hit public enemy number ten following a gruesome body count of 15 in a McDonalds in Paris. What she was actually doing there, we don't quite know. Her murder method is probably one of the most merciless in the top ten.

She is a notorious sadist, relishing in the her victims pain and suffering. She has a fondness for fire and consequently burns most of her victims alive. It is rumored that she actually has a degree in chemistry. This would account for her ability to manipulate pyrotechnics to suit her mood. This ability, coupled with her skills aquired from her years in the Colonial Marine Corps, makes her a particulary nasty criminal. She is tipped to reach the number one spot by 2022. It is therefore imperative that she is caught.

## Psyche Profile

*I have studied "Inferno" ever since she emerged into the top 100 most wanted. From her methods, it was clear to me then that she would develop into a seriously demented and evil person.*

*From what I can tell, after interviewing those unfortunate enough to survive one of her attacks, she is a ruthless and cold blooded killing machine. She reached the pinnacle of her career with the U.N.C.M.C in 2018, reaching the rank of Colour Sergeant. After a confrontation with her superior officer however, she was dismissed.*

*In my opinion, the harshness of command at C.M.C.H.Q. is partly to blame for her present condition. When you train a person to be the best they can possibly be, ignore pain, ignore human emotion and enjoy death and destruction, you can not just remove the discipline, because when that happens, the result is "Inferno".*

Report : Dr. Julian Hansen.

In this section we will provide you with the necessary sadistic, violent, arrogant, power crazy, nasty's that are required to run an adventure hook around. These N.P.C's will come in especially useful for those Bounty Hunters, Cops or Medias looking for a good story.

Don't incorporate them into your campaign if you don't think your players can handle 'em. They are afterall, extremely 'ARD. Know what I mean?

Next issue, Arnold Rose aka "M.I.A", Cyber maniac from Lambeth (so we heard!). Number 9 most wanted - Interpol. Also, details of Interpol agents.

"She is a notorious Sadist, relishing in her victims pain and suffering"

"She is tipped to reach the number one spot by 2022."

"When you train a person...to enjoy death, you can not just remove the discipline, because when that happens, the result is "Inferno"."

# WELL 'ARD

# NARCOTIZE

## **MOTHER WIT (SAMPLE 117)**

Type : INT Booster

Duration : 1D10+2 minutes

Cost : 1200 EB

Use : Nerve injection

Benefits : +2 INT, +1 Awareness, +1 Initiative.

Sample 117 was one of the most closely guarded secrets in military intelligence. Since the Third Corporate War which was fought exclusively in the Net, military black ops were convinced that as a matter of national security, it was essential to gain an edge. This led to the development of Sample 117.

It became affectionately known as "Mother Wit". There is no apparent history to this pseudonym but it does have a certain paternal appeal.

Warning : This is a seriously hard core, drug induced trasfiguration. It increases the users intuition incredibly, allowing him access to the very soul of human intuition.

### *Side Effects.*

Psychological addiction.

Tremors which result in -2 to REF for a period of 1D6 hours.

Irrational fear and short term memory loss are mild adverse effects of this powerful drug.

## **WISDOM**

Type : INT Booster

Duration : 1D6+1 hours

Cost : 500 EB

Use : Nerve injection

Benefits : +1 INT

Wisdom or "Wise" was developed as a

cheaper alternative to Boost. Although it's benefits are the same, due to the drug's composition, it does possess minor drawbacks.

It is widely used by Netrunners, some consider it to be a little easier on the 'burn.

### *Side Effects.*

10% chance of sterility per dose.

Psychological addiction.

Mild hallucinations.

## **ZEUS**

Type : INT Booster

Duration : 24 hours

Cost : 8000 EB

Use : Simultaneous nerve and arterial injections

Benefits : +4 INT, +4 Awareness, +2 Endurance, delayed side effects.

Warning : Do not read on unless you are a profesional. Zeus is the prodigal son of all seriously hardcore intellect enhancements. It is not to be dealt with lightly. It is only to be used by the experienced console jockey.

But if you're a serious 'Punk, you don't really give a shit what the warning says.

Zeus is the most recent development in a long line of INT boosters. It has no equal. It is rumored that a specialised pharmaceutical scientific reseach team worked continuously for three years developing the drug. Many guinea pig runners were reportedly killed as a rersult of testing.

The simultaneous injection is essential to the success of the inducement. Without this, the drug is rendered useless and could even result in death for the Netrunner.



Obviously, the run must be pretty important for deck cowboy to take such risks. Before administering this potentially fatal substance, most experienced jockeys prepare for the experience and the consequent "Afterburn" of the delayed side effects.

Thinking about using?

Get a life support machine first. This incredibly powerful drug completely overrides the brains awareness of it's responsibilities to the rest of the body.

A Netrunner will quite simply die if not wired to a life support, as the heart forgets to function.

No for the down side.

### *Side Effects.*

20% chance of permanent sterility per dose.

5% chance of instant death upon first use (this chance will reduce by one percent every successive dose taken until zero).

Extreme exhaustion.\*

Nightmarish hallucination causing insomnia.\*

Acute paranoia.\*

Blood must be filtered and cleansed the instant the Netrunner jacks out. This is due to the lingering toxic properties of Zeus.

\* Delayed side effects : This advantage delays the onset of the side effects until the drug has worn off. The side effects will last as long as the drug did.

For a detailed account of Zeus and it's users, see the next issue of 'PUNK '21.

## **SEX PACKETS**

Type : Euphoric

Duration : 1D6+2 hours

Cost : 500 EB

Use : Powder

Benefits : Induces sleep

Sex Packets or PFC5 as it is known

scientifically, was a fluke of medical research. Consequently, many research scientists experienced months of euphoria before releasing their decovary onto the of the market. Infact, due to the effects of Sex Packets, it is rumored that one or two of the lab assistants developed acute dependency to the drug.

Consumption of this euphoric results in a heavy sleep being induced. Once in this dormant state, the user will be enveloped by a sordid fantasy that engulfs his/her subconsciousness and his imagination will be plunged into a sleazy, dream state.

while in this condition, the user will experience all of the sensations and visual illusions needed to give him the feeling of real live sexual intercourse.

Obviously, a drug of this nature has serious psychological addiction possibilities.

Although dreaming the fantasy, it will appear to the user to be reality. An advantage of this stimulant is that when awoken, the user has almost full recall, allowing him/her to remember their exploits.

Unfortunately, due to the nature of the drug, there is a possibility of flashbacks. A delayed side effects, there is a 1 in 10 chance that the user will suffer total recall and orgasm where they stand. (could be interesting - ed.)

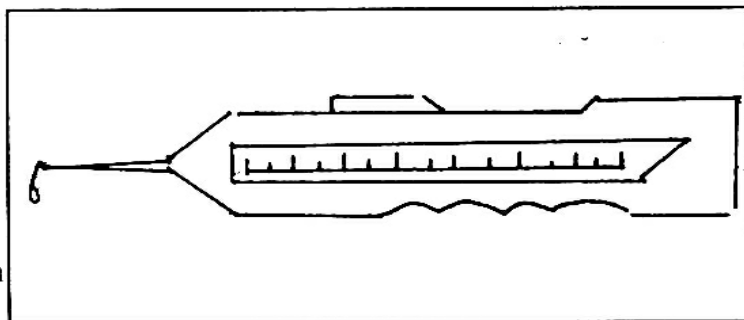
This roll must be made when the drug has worn off and the character has awoken.

The flashback, if it occurs, will happen 1D6 hours later.

### *Side Effects.*

Psychological addiction.

Delayed side effects.



# EURO-STYLE

London's fashion industry is one of the world's finest and serves as another ingredient in making London what it is today, an altogether strange brew. It's designs are considered to rival those of Japan and Italy's. Top fashion houses and are respected equally at an international level as they are on the domestic front. An industry which is seen as a frontrunner, exploring new avenues in design which has attracted such interest from overseas companies that amalgamations now exist, the most famous of these being the well established Lorraine "Smith-Mojo", winner of last years much coveted Lauren-Westwood design award. Combining fresh ideas from London with Japan's powers of production.

There is no ignoring the impact of London's fashion industry upon the world wide fashion scene. It is respected for what it is, a breeding ground. Bizzare and radical ideas are developed, released and ultimately hailed by the experts as essential. The latest of these being the introduction of cyber-dredds, a spark in London which has proceeded to ignite the fashion world.

Life on London's streets can be dangerous so there is a need to produce garms which combine style

with a degree of practicality. The frontrunner in satisfying this market is ex street-gladiator Marcus Grazer, creator of "Streetlethal".

The people at streetlethal not only have their fingers on the pulse of fashion, they create it. There's an underlying, unspoken law in London - if you're any kind of punk you wear streetlethal, and if you aint got none you do everything you can to get some.

Although based in London, Streetlethal are an International concern with outlets in most of Europe's major cities and people all over the world wearing the colours, their success can partly be attributed to the air of exclusiveness they still maintain, being subject to limited availability. For instance,

Streetlethal can only be obtained at a sole outlet in London (a sore point with many of London's punks who used to get their favourite street-gear from the Farm, but due to Streetlethal's London shop being moved to the Garden, can't get in to buy it.) The release of their now essential "Combat-Mac" confirmed streetlethal as a frontrunner. Combat-Mac combines the latest in style with the best in personal armour. They are custom fitted, available in any colour and can be modified to suit whatever "needs" you may have. Options include hidden holster/sheath, secret pockets, ammo belts, Wear-vision



# EURO-STYLE

and light effects. They can be armoured to any SP, however the maximum is SP20 where the encumbrance value is -2. (I know metal gear also has an EV of -2 and offers more protection but remember metal gear is practical, it sure aint stylish.) A basic mac SP15 costs 1600eb, additional armour is available at 75eb per 1 SP. Option costs vary depending on what is required, a good guide is 200eb an option, a hidden speed holster will cost 250eb.

Keep an eye out for streetlethal's forthcoming "Enforcer" range. Streetlethal have risen from being street level punk fashion and is now considered to be high-class because of it's relatively high cost.



Other street-wear manufacturers exist, catering for those whose funds cannot perhaps stretch to shelling out 1500eb for a coat. Popular names are Ninja-wear, dealing with night-time fashions and specialising in covert black ops gear, Concious Clothing catering for all street punks, and S.O.A (Spirit of Aggression) a company which many of London's population can relate to and thus choose to wear. Massive amongst many punks-"Stuff" offer custom leatherware, spikes and pack motifs a speciality.

So where do you go about getting "garned-up"?

Well if you are a street punk there is only one place to go, the Camden Design Farm, formely a tube station "The Farm" is a massive underground (literally) market, offering everything from shooters to hair-cuts. Well worth a visit.

The flip-side of this street wear is London's massive high-class market, which has spawned many of the world's most succesful designers.

Obviously not all of London's finer clothes makers have made it at an international level, Francis Lane, Project Saville Row, Christine Englund and Smith-Mojo are just some that have.

The place to aquire high-class fashions in London is the Garden, whose boutiques are known and loved worldwide and regularly visited by the cream of Europe's high society . A word of warning, these clothes don't come cheap with prices ranging from expensive to ridiculously expensive-if you aint rich forget it.

It is common knowledge that no technocrat's wardrobe could possibly be complete without at least a few London designs,

## Can your's?

# NEWSFAX

March 12, 2021

Volume CCXVI, Issue 12.

>government  
>police  
>opening read only

## HARRIGAN ANNOUNCES CRACKDOWN ON MEMORY LANE.

The newly instated chief of police Jack Harrigan announced earlier today his desire to stop the illegal cyberware market operating out of the now famous Memory Lane district.



Jack Harrigan – Police Chief

"My main objective is to reduce violent crime in our city."

"To achieve that we must stop the weapons reaching the streets."

In a press conference this afternoon he described memory lane as a "significant link in the chain of supply" when referring to lethal body enhancements.

He wouldn't be drawn on the subject of specific premises, but did issue a message to the parties involved.

"They know who they are and so do I..... Well I'm coming for ya guys".

>end  
>close file

>corporate  
>european technologies  
>opening read only

## EUROTECH SUPPORT POLICE PRECEDENT.

A spokesman for the Eindhoven based cyberware manufacturer conveyed the companies pleasure upon hearing the recent police statement.

"In protest to what we believe to be ongoing illegal activity within the memory lane area Euro- Tech fully support this recent announcement".

"Never in the twelve years we have distributed within the British market, have we allowed our products to be purchased in this, or any immediately surrounding area".

This may be so, but according to the Memory lane protection committee, Euro-Tech have tried several times to sell their equipment in the district, and had their offers constantly refused due to an alleged hostile takeover attempt.

>end  
>close file  
>log.....

**PERCEPTIX**  
*Imagine the future*

Dial 0880 64937

Today's Weather from the Met Center

London 13° Celcius, Cloudy and overcast.  
Humidity @ 6pm - 55 percent.  
Bar, mean sea level @ 6pm, 1,022.4 millibars,  
rising.



# The Tellurian Tangency.....

## HISTORY

Over a decade ago the highly potential but fledgling corporation European Technologies attempted to force it's way into the British marketplace.

Focusing predominantly on the capital city and it's prosperous Memory lane district, Euro- Tech deployed numerous security divisions to "persuade" many of the small retailers to accept distribution contracts for their products. After the loss of seven lives the close knit community came together to form the M.L.P.C (Memory Lane Protection Committee), a union of the owners to finance appropriate resistance.

Twelve years on, European Technologies is a powerful worldwide corporation in it's own right, with offices in most major Euro- cities and a vast multiplex headquarters in Eindhoven.

M.L.P.C, with the massive success of the district is now run with the efficiency of a national government, with accountants, mercenaries and P.R consultants on the payroll. It completely oversees the various supply chains in the area and arranges all necessary security controls.

Last month representatives of the two parties met for the final time. It's true that Euro- Tech have persistently tried to peacefully negotiate access of their equipment into the Memlane market.

With the growth of the districts economy, the corporation have seen their influence in the London area substantially fall.

The predictable refusal of the committee to comply sparked a heated exchange with Euro- Tech declaring it's ambition to now destroy the M.L.P.C and eventually the district itself.

Here's where you lot come in.....

## SCENARIO.

At the head of the table four weeks ago was A.T. Mitchell, owner of The Electric Brain in the heart of Memlane region and boss of M.L.P.C.

"Eighty" has in her possession a chip containing valuable information, linking Eurotech with bribes to Chief of Police, Harrigan.

1. The characters are approached by Silk cut, partner and close friend of Mitchell. A meeting should be arranged in a private conference room in the area.

2. They are asked to help "Silk Cut" to take a chip to a secret location in London (enter the G.M.) where they will trade the chip with a well known Media.

3. Whilst at the meeting, "Silk Cut" will negotiate with the Media. The meeting will continue as planned for a while, until he has the chip in his hands (enter three or four Eurotech heavies).

4. The Media was actually an imposter and in the scrap has fled the building. Unluckily for the players, any transport that they had has been put out of commission by the Eurotech bad guys.

3. "Silk Cut" assures the players that he has incorporated an effective homing device into the chip and it can therefore be traced.

4. Bogus Media (Eurotech Agent - Alain VanDerElst) is departing London City Airport at Docklands at 0130. Approximately 60 minutes from now. Cross city chase and locate scene.

5. The players, if they survive any obstacles that the G.M. puts in their way, will arrive at Docklands just in time to see our friend Alain flying into the sunset on a chartered Lear jet.

Shame.

This is the first part in a series of six in the intriguing story "The Tellurian Tangency". This has been an introduction into a deep and sinister tale that will entwine the players in a web of mystery and misery. A race against time where the prize is life itself. Pick up the continuing hook in the next issue. Later.

# LOGGIN' OUT

Right, first of all to anyone who's receiving this a few days late, sorry, but a couple of printer's bummed out on us and set the lot back a week.

We hope it's worth the wait.

This is Punk'21. It's taken three years playing and endless sleepless nights of hard work to get it out there to you, the fans of the Cyberpunk world. It's been written and produced by players of a large and aged campaign..... and we'd like to think we're in touch.

That's the plug.

Seriously, can I just thank everyone who gambled on buying the first issue and tell everybody what we're doing here in the games market.

It's not the fame, and it certainly ain't the money. We just love the game (as you do) and want to spread the word with ideas that we've got together after playing in the Euro-theatre for some time. You'll find it's got a lot more scope and variation than Night City. Principally in this issue there's an overview of some of some interesting and notorious parts of London, a guide to creating a U.N marine corps campaign (something we've had many successful, all night sessions with and paid the price the next day!) and a long overdue guide to establishing contacts for your characters.

We've consciously tried not to fill the thing with new tech and guns. Everyone likes a new toy but the opinion held here is that the game is fast becoming saturated with unneeded and pretty much useless equipment, just for sake of it.

A solid creative campaign shouldn't need it.

In issue 2 we're running "Sly & Stance", a feature article on one of the more shrewd, seasoned small private detective agencies operating in London (another good campaign idea), as well as terrorism and piracy in Europe, Freeside concepts, new gangs, all the usual stuff, loads of bold new articles and a city feature on ??????

How about some contributions from you lot, let's hear 'em. In our experience, every campaign is a little, often vastly different to the next. There is always going to be something that you have created that's unique to your world. Why not share it with us and our readers? Our readers, did I say OUR readers? All of you out there are responsible for the development of this deep and dirty reality, our readers are your readers. Over here you will find a questionnaire. Fill it out and send it to us (along with your order for the next 5 issues) it will help us to establish what the Europunkers need.

Don't let it fade.....Loggin Out.....

Just a note from the Editor. (Alright Genghis!)

Yeah, well done for getting your hands on the first issue of 'Punk '21. So now that you've got it, you want to know if there's going to be a second, a third etc. Well, we are all dedicated to producing this campaign companion, all you have to do is be dedicated to buying it, right!

Do I hear some whining about the price? Well, unfortunately we do not publish in tens of thousands so our costs remain quite high. However, convince your friends to chip in and buy, we should be able to bring the price down.

At the end of the day, this publication is for you, we aren't going to sit here and try to tell you how to run your campaign, but you will probably find most of the information at least useful. 'Punk '21 is, with a bit of imagination, full of game hooks for the enterprising referee to exploit. That is not a coincidence, we planned it that way. From a combined 200 years of gaming experience we can see that any successful adventure needs some solid background on which to build.

One of the things you might be considering is that Cyberpunk is culturally specific to the U.S. Not true. After all, where did the word "Punk" and the entire sub-culture originate. Anyone with doubts on the escalation of violence to the acquisition of status quo should not forget that as early as the 1960's we had exactly the kind of corruption, exploitation and SMG wielding bad guys that any good campaign consists of. Still worried? Well I suggest that you do some in-depth reading on the Kray twins. Anyway, why are you wasting time reading this when you could be reading the contents.

See ya next issue. 'Nuff said. Loggin Out.....

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

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

2. What other games do you play?

Where did you hear about us?

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

\_\_\_\_\_

\_\_\_\_\_

How many people in your Cyberpunk campaign?

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

 EACH 

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

\_\_\_\_\_

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

\_\_\_\_\_

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

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

\_\_\_\_\_

6. Which would you like to see trashed?

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

\_\_\_\_\_

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

\_\_\_\_\_

8. Topics you would like to see covered \_\_\_\_\_

\_\_\_\_\_

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

# 'PUNK '21

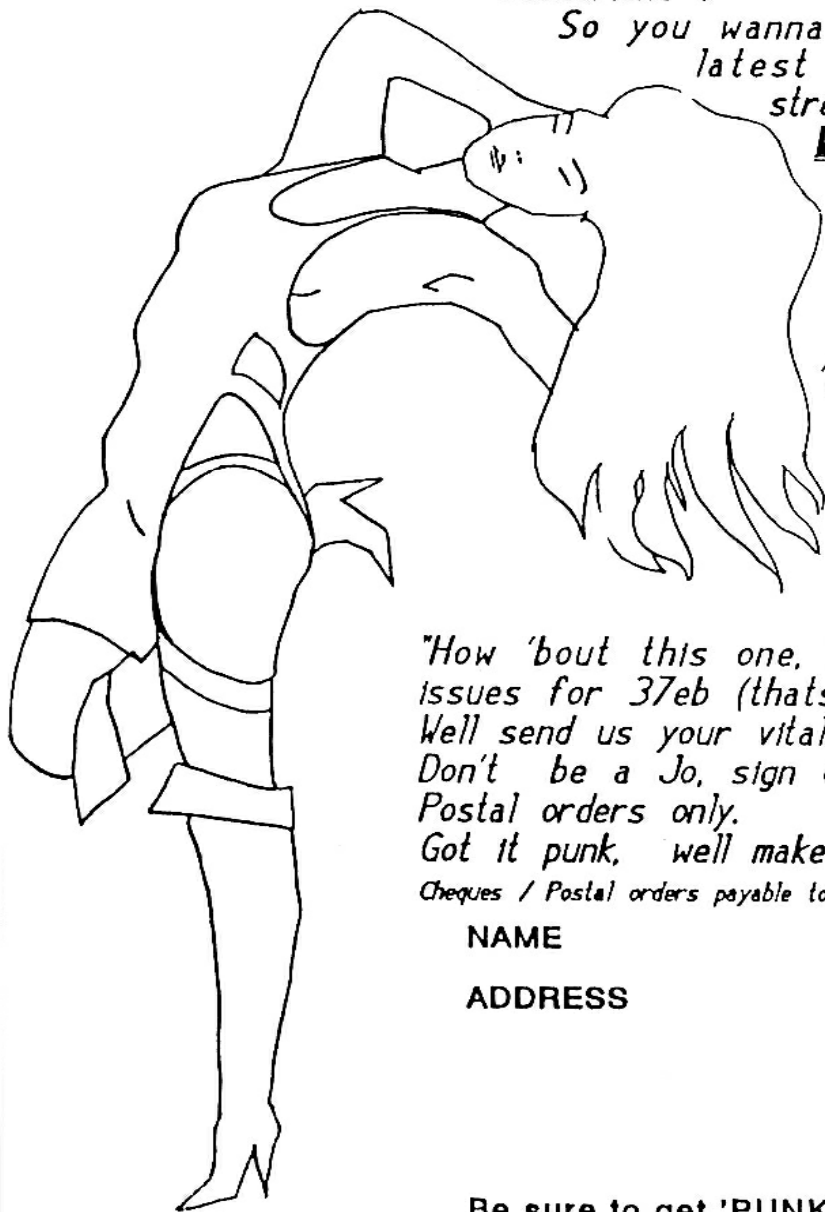
"Hey kid-trash, Peace ! Whats up in readerland ?

So you wanna get the word on the latest in home shoppin' and streetlife. Look no further.

We got a direct line to the future. Stick with us and we'll take you to your limit. Forget the rest, jack into the BEST.

'PUNK '21 will give you the edge in a world without frontiers.

Stay sharp, get a subscription, don't loose touch."



"How 'bout this one, get the next 5 issues issues for 37eb (thats £16.00). Interested ? Well send us your vitals on the data slip below. Don't be a Jo, sign on the line. Cheques or Postal orders only.

Got it punk, well make sure you do !

Cheques / Postal orders payable to TEMPORAL STASIS Ltd.

NAME

ADDRESS

Be sure to get 'PUNK'21. Next five Issues, only £16.00inc. P&P. So don't forget your postcode.

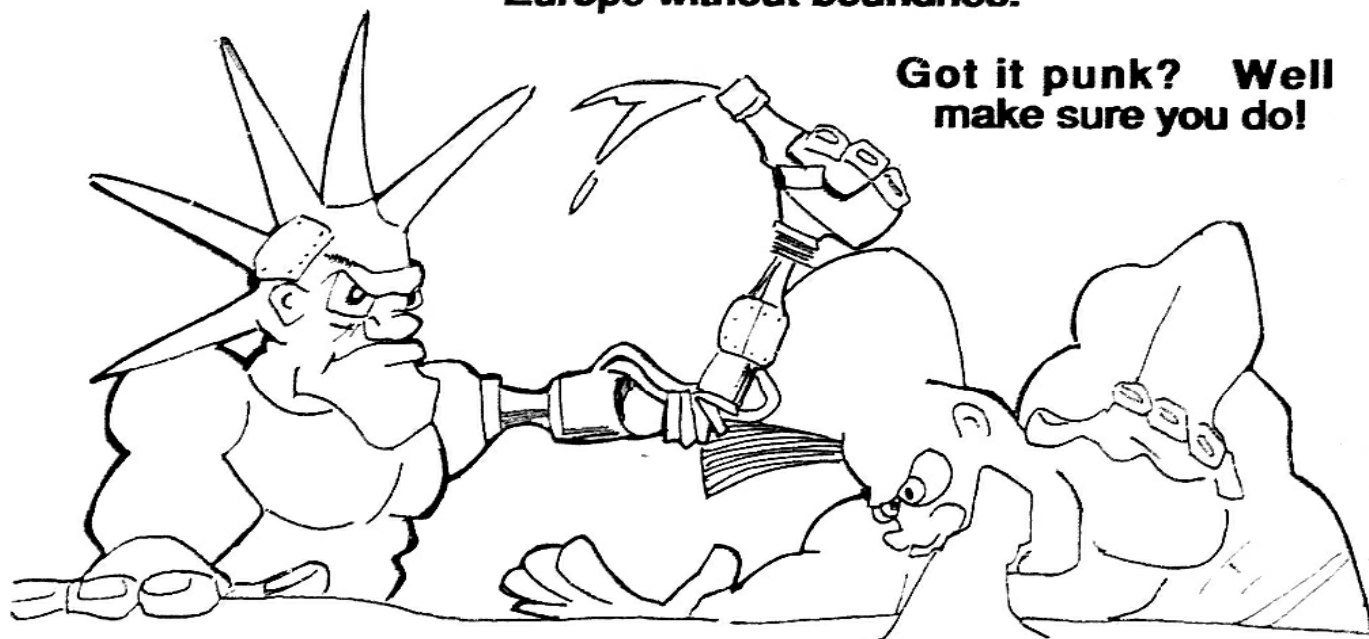




**This ain't Night city,  
This is London, and this is Europe.**

**The place where the dark future becomes darker and killings  
an art not a hobby. Get your gear together and get over here  
'cause this is where Cyberpunks going.**

**Stay sharp, stick with us and we'll take you to your limit in a  
Europe without boundries.**



**Got it punk? Well  
make sure you do!**

**Also in this issue:**

- \* WHO DO YOU KNOW?—A GUIDE TO GETTING CONTACTS IN 2021.**
- \* INTERPOL—EUROPE'S MOST WANTED.**
- \* LIFE IN THE CORPS—HOW TO PLAY AND BECOME EURO—MARINES.**
- \* ALTERNATIVE CHARACTER CLASSES.**
- \* TEST DRIVE**

**PLUS: BORGED UP, NU TEK, BALLISTIX, PROGRAMS, AND NARCOTIZE  
(FOR THOSE INCLINED).**

**TEMPORAL STASIS Ltd  
BRINGING PUNK HOME**