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In this Issue

GURPS Holocaust

3

by Richard LeDuc

A new GURPS campaign setting

Blackbeard

11

by Derek Quintanar

A Review of Avalon Hill's
new game

Building the Perfect Beast

14

by David Ackerman

A *Cyberpunk*™ adventure for three
to six players

Upper Class Wrestling Presents...

24

by Michael J. Bengsten

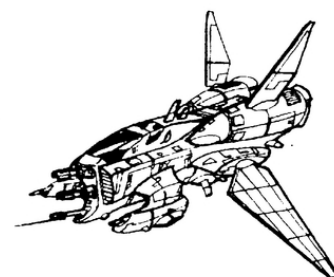
A new skill for any GURPS
campaign

Asteroids

27

by Chris Williams

Optional rules for asteroids and scenario
for Iron Crown's *Silent Death*™



Departments

A Message from the Guidance Ro – Man	2
Convention Info & News	23
Stellar Babe	31

On the Cover:

Sorcerers come in all shapes
and kinds. This Cybermage
looks at us from an age
undreamed of. Original
artwork by Len Cane.

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A Message from the Guidance Ro – Man

Hello, glad to see you back for our second issue. Last time I prattled on about what it was like to start up my own magazine – all the questions and headaches that can arise. This time I'd like to tell you about one of those headaches. But first, a couple of announcements.

For those of you who didn't know, we are holding a drawing. The first 100 subscribers will be entered in a drawing to win a scale model of the Narcissus escape craft from the movie "Alien." The winner will be announced in issue number three. Second, I'm pleased to announce that this issue is printed on 100% recycled paper (WOW!). I know, I know – I'm sure you're all thrilled, but at least I'm doing my part for the earth, OK?

In our first issue, and again in this one, we ran a comic strip entitled "Stellar Babe." I was pretty pleased with the strip and called the artist who created it, Phil Morrissey, and told him that I wanted more. He told me, no problem. "First Contact," the episode we ran in the first issue, had been drawn over three years ago, and aside from a few cosmetic changes to the title logo, more comic strips would be forthcoming.

Well, about two weeks after the magazine came out I received a letter from Stellar Games. They told me that, "Due to the fact that your publication is marketed in the same arena as our company's products, the title of this comic strip represents an infringement on the trademark of Stellar Games. In fact, many of the distributors and retailers in the gaming field refer to our company simply as Stellar. You can understand how we wish to protect our trademark. For these reasons, you must either change the name of the comic strip or discontinue it. We shall not pursue any other remedy for the infringement in the premier issue if we have your assurance that the name Stellar will not be used in such a manner again."

Hmmm, says I to myself. Are they serious? I thought that this was all rather silly; stellar is, after all, a commonly used word and you can't trademark a word. True, they do show a trademark designation for the name "Stellar Games", but I didn't run a comic strip entitled "Stellar Games Babe." So, I wrote back to them and explained that, in light of this, I would neither discontinue nor change the name of my comic strip.

Well, after about a week, or so, they got my letter and they called me up. Apparently I had misunderstood their first letter. So, I asked them to send me a new letter stating their new position in writing. As of this writing that was almost a month ago, and Stellar Games, despite one or two phone calls asking again for this second letter, has maintained a rather embarrassed silence. Oh, well.

Enough prattle! On with the issue. See you next time.

Chris Williams

GURPS Holocaust

*by Richard LeDuc
with additional
work by B.Osser &
T. Morgan*

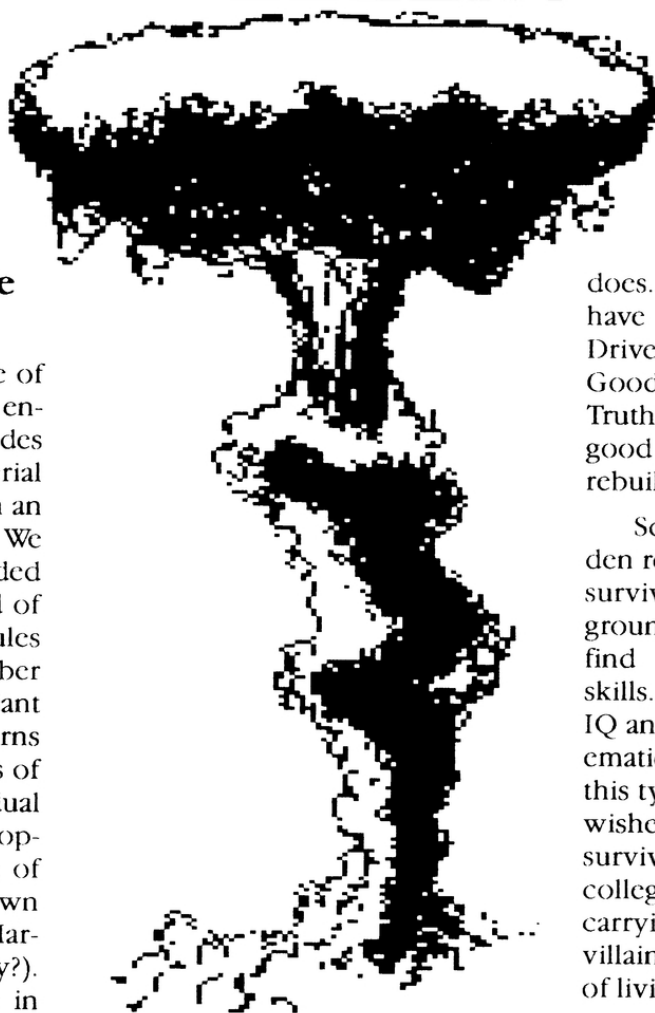
And then one day the world ended!

GURPS Holocaust is a game of role playing in a post-holocaust environment. This article provides referees with the basic material needed to run a GURPS game in an end-of-the-world scenario. We assume that the world has ended in the near future in some kind of limited nuclear war, but these rules should work well for any number of colorful ends, such as giant comets, alien invasions, or returns of the Elder Gods. The specifics of the fall are left up to the individual referee. Referees using these options will have to devise some of the unique material on their own (How much damage does a Martian Tripod Heatray do, anyway?). The rules presented below are in sections. Feel free to use only those sections you need, and to change things to fit your own campaign idea.

Character Generation

There are many possible types of people living in the ruins. Below are some guidelines to help players come up with character ideas.

Ex-Soldiers: A favorite of hairy chest books everywhere. These characters need lots of combat skills, like Guns, Tactics, and maybe even Driver. Good advantages for these characters include Combat Reflexes and Danger Sense. Appropriate disadvantages might be Impulsive or Berserk.



Because you usually have to be at least 16 to join the military, most ex-soldiers will be at least in their late 20's but they can be much older.

Survivalists: These people were ready. They had food and guns when the end came and they carefully protected what was theirs. Survivalists tend to have a more diverse set of skills, a few weapons, Survival, and job skills from before the fall. A good disadvantage for survivalists is some kind of Fanaticism or a Delusion of some sort (e.g., there are commies behind every bush).

Ex-Law Enforcer: These people used to have legal law enforcement powers, but now no one

does. Ex-law enforcers should have Pistol and Shotgun skills, Drive Auto, and maybe Streetwise. Good disadvantages might be Truthful or Honest. These are good characteristics for trying to rebuild civilization.

Scientist: Whether from a hidden research facility or just a lucky survivor, a character with a background in science will be able to find many applications for his skills. These characters need a high IQ and several Science skills. Mathematical Ability is often helpful for this type of character. If the referee wishes, the scientist may be from a surviving institution: either a small college that has survived and is carrying the torch of truth, or a villainous CIA base that is in need of living humans.

Bandits/Gangs: Characters who come from a group of people who make a living off the misfortunes they inflict on others. Often these gangs are poorly trained and equipped. Such characters should have several Hand-to-Hand weapon skills and a few Firearms skills. Bandits may often have a reputation from belonging to a specific gang. Gang conflicts can easily be the center element in an on-going campaign.

Psychos: An old favorite in many campaigns is the person who lost touch with reality during the war. This character will often have several wild delusions and maybe even an Odious Personal Habit or two. Always remember,

Fall 1991

though, that the psycho has lived this long, so he must have something going for him.

Mutants: Only the very young children during the wars, or those born afterwards, will suffer much mutation. Most will die. Those who survived will be reaching maturity just about now. Rules for mutants are given in Mutations (see below). Referees should decide what the general population's outlook on mutants with "good" powers will be in his campaign. Mutants having only disadvantages should probably be pitied or put out of their misery. See Unusual Background below for more.

ADVANTAGES, DISADVANTAGES, AND SKILLS

Immunity to Disease: At the referee's wish, this advantage may have no effect on biological weapons (germ warfare). It does not help against the effects of radiation.

Literacy: Anyone who was 10 years old during the war is literate at 0 point cost. They could take Illiteracy as a disadvantage, though. Anyone under 10 years old during the war is considered illiterate at 0 points, but they can buy Literacy for 10 points.

Half Literacy: The character knows a little bit about reading. He can make out the basics of short, "easy to read", materials. Whenever something simple (only a few words) is to be read, an IQ roll must be made. If the roll is successful, the character got the basic meaning; otherwise, the character understood none of it. Players may wish to keep records of words their character knows. This is a 5 point advantage for the illiterate and a 5 point disadvantage for the literate.

Magical Aptitude: This is left up to the individual referee to decide.

Unusual Background: A "common" unusual background is to be a mutant. This costs 10 points plus the value of any mutations they have. As a balancing factor, because they are not automatically literate like older characters are, characters who were less than 10 years old during the war may purchase this background at 0 points. However, they must still pay for any mutant abilities. The referee may allow older characters to buy a mutant background, and thus be able to buy mutant powers, but this should be rare.

Mutants: People with Dwarfism, Albinism, Epilepsy, or Gigantism, even if they had it before the war, will probably be considered mutants just the same. They don't need any unusual background though.

Status: Although the referee may decide otherwise, a maximum of four levels of status is recommended. People who meet the requirements for a given level of status (see below) must buy the highest level that they qualify for. A character may not buy a level of status unless he meets the requirements for the level he wants in at least one category.

Status Chart	Level	Provide For	Rare Abilities	Leader/people
	0	self	—	self
	+1	10 people	good skill levels or uncommon skills	10
	+2	20 people	very rare skills	100
	+3	30 people	N/A	500
	+4	40 people	N/A	1000+

Social Stigmas: Below are some examples of social stigmas. Referees should come up with stigmas appropriate to their game.

Second Class Citizen (-5): Most mutants, people without any useful skills, or even people who just aren't tough enough to intimidate anyone.

Valuable Property (-10): Maybe someone with medical skills, or even a useful mutant of some kind.

Outsider (-15): Bandits or gang members. People from another area.

Expendable Property (-20): Slaves, mutants of some kind, and rubble rats (feral children living on their own).

There are three ways to gain a positive status: by possessing extraordinary abilities (Doctors or Mercenaries of good qualities); by being able to support a large number of people (a hydroponics engineer, farmer, or hunter); or, lastly, by being the leader of a group (tribal chieftain, gang leader, military commander).

Players should be allowed to make really crazy people if they want. In the years after the war, it will have been very easy to lose touch with reality. In addition, a referee has to determine what groups are around and how they count towards Reputations or Patrons.

NEW SKILLS

All the skills published in GURPS Autoduel are available. Specialties in skills, like driving or guns, should be taken from Autoduel. The following should be used in place of Scrounging on page 52:

Scrounging (Mental/Easy): Each "use" of scrounging takes one hour, and, if successful, allows the character to locate (but not gain possession of) some needed item; provided the item exists in the area of the search. (Yep, Fred's got a limpet mine.) The referee may apply modifiers for unusually easy or difficult items to find. Alternatively, a character may try to search through unsearched rubble to find useful items. In this case the referee should randomly determine what is found using either his own imagination or the table provided (see Random Finds Table).

Mutations

Mutations are to be considered as advantages or disadvantages. In order to buy any mutations, though, a character must first invest 10 character points in an unusual background: mutant. All individuals who were less than 10 years old during the war must buy this background.

Bonus stats may be bought. The worst disadvantage a lowered stat can have is -1, and the best advantage a raised stat can have is +2. The cost is as follows: -1 = -10 points, +1 = 10 points, and +2 = 20 points. Remember that bonuses are added after you buy the stat up or down (i.e. A non-mutant with a strength of 14 would have to spend 45 CPs. A mutant with a +2 strength would only have to spend a total of 40 CPs, 20 CPs for the +2 bonus and 20 CPs for a strength of

12. $12 + 2 = 14$, so the mutant would have a strength of 14).

A character that is a mutant can buy psionics, as per GURPS Horror, but a maximum psi power of 10 should be enforced.

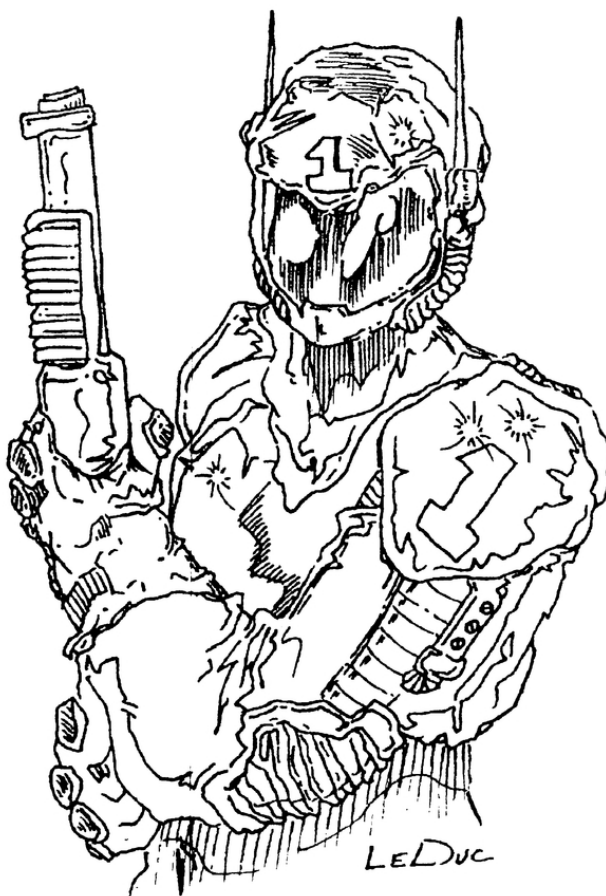
There are many colorful perversions of the human body that are possible. Some of these involve a combination (or package) of recognized GURPS advantages and/or disadvantages. A package should be given a 5% discount in cost to balance the fact that a player may not want everything that he is forced to buy. Some examples of packages are as follows:

Hardened Skin: Toughness 3 (DR -3) [35 CPs], High Pain Threshold (reduced pain fiber function) [10 CPs], Ugly [-20 CPs]. Total = $(35 + 10 - 20) * .95 = 24$ CPs.

Super-Sensitive Eyes: Night Vision [10 CPs], Peripheral Vision [15 CPs], +3 Acute Vision [6 CPs]. Total = $(10 + 15 + 6) * .95 = 29$ CPs.

Overactive Immune Response: Immunity to Diseases [10 CPs], Rapid Healing [10 CPs]. Note: because of mutant status, a PC need not have a HLH of 12 for this package. Total = $(10 + 10) * .95 = 19$ CPs.

The referee and players should feel free to make up more packages. Remember, though, that you only get a package bonus when one change made to the organism gives rise to several advantages (or



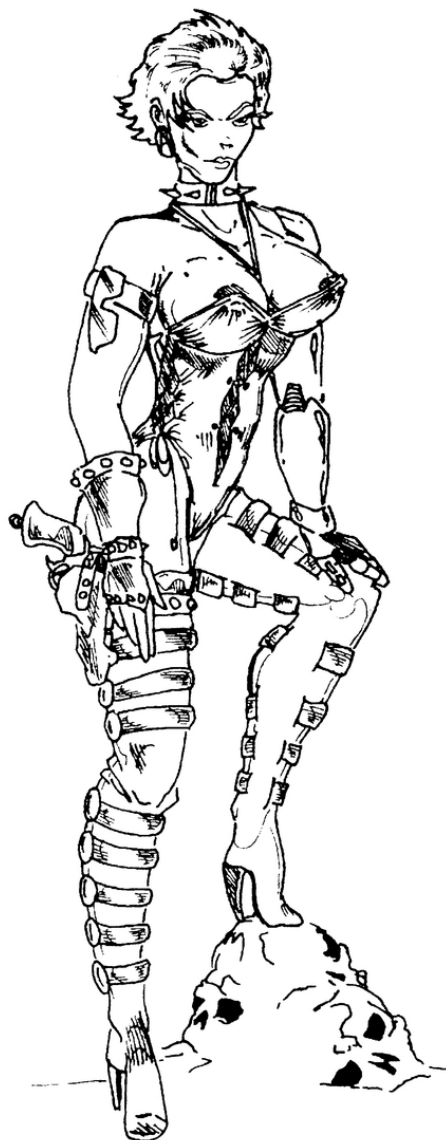
disadvantages). For example, you could not take Toughness and +3 Acute Vision and call it a package since there is no single overall change.

There are still other things that can be done to a mutant to give it powers that might logically happen but that have no comparable GURPS advantage or disadvantage. Determining the point value on such new mutations is largely left to the discretion of the referee. Some examples are:

Ultra-Acute Touch: This mutant possesses extremely sensitive touch receptors on his skin. Accordingly, he finds that wearing anything that binds his skin - tight clothes, belts, slung weapons - to be extremely annoying. All modifiers for encumbrance are doubled for this mutant (i.e. light

encumbrance gives -2 to Dodge, etc.). Early in life, though, this mutant will learn that there are certain advantages gained from this mutant ability.

For example, when barefoot on solid ground (rock, building floors, etc.) the mutant will be able to feel the vibrations made by people moving around him (stationary targets cannot be felt). Targets will be noticed on an IQ roll and the mutant can identify people known to him on a similar roll at -3. People can be detected at a range out



to the mutant's IQ in yards. This distance should be halved on packed earth or similarly "loose" material. Large objects (or objects that make heavy vibrations) can be felt much farther away. A car driving down a road that the mutant is walking along might be felt at 10xIQ in yards, and a tank might be felt at 250xIQ in yards. The referee should also apply modifiers for many targets; feeling your friend Yosher sneaking up to slit your throat while you're on guard is one thing, but realizing that Uncle Boss is sneaking up behind the slaver group that has kidnapped you is another thing entirely. The first situation would require an IQ roll to sense and another roll at -3 to know Yosher. The second situation might have each of the rolls at -2 for your being in a large group. Note: On sense rolls, Alertness is added to the IQ if the mutant has it. Also, if the mutant has more than just his feet touching the ground, he will get positive modifiers; on hands and knees, +2; lying prone and naked on the ground, +5. This power costs the mutant 15 CPs.

Sex Pheromones: This mutant produces an undetectable gas (actually a very trace amount of an odorless "scent"). When members of the opposite sex smell this gas, (gas masks will prevent this), they must make an IQ roll (plus Strong Will, minus Weak Will). Failing this roll, the victim(s) will be instilled with a mild case of lust. The victim(s) will have to make the same Will roll as per Lecherous (GURPS, pg 26), but with a +2 modifier. The victim(s) will have no knowledge of who is exciting them and will in no way be drawn towards the character with the pheromone. Members of the same sex as the mutant will react at -4 to mutants who use this power around their mates. In addition, this power will

not work in well ventilated areas. This mutation costs 10 CPs.

The last class of mutations are those that are a disadvantage to the mutant. Many are minor and several possible mutations are already listed in the GURPS rule book, but are still a possibility for many more, somewhat weirder, disadvantages. Some examples follow.

Defective UV Repair: Everyone is constantly being bombarded by ultraviolet radiation whenever they are in the light. Because of this, every person is equipped with a UV repair mechanism to fix damage that the UV light causes. This mutant's UV repair mechanism is damaged and is unable to fix damage caused by normal light exposure. For each 15 hours the character spends with his skin exposed to light, he gets one character point towards Bad Appearance. If he has normal looks, after 75 hours in the light, he will have an Unattractive Appearance; after 150 hours, he will have an Ugly Appearance, and so on. This is caused by warts and open sores forming on the skin that can only be removed; they don't heal.

Once the character reaches Hideous Appearance, each 15 hours of light removes 1 CP of Health. So, after 150 hours of light a 10 HLH will drop to a 9 and so on until the mutant is dead. A good physician can remove the warts and treat the sores, thus removing the negative reaction modifier. This treatment does not restore the lost character points worth of looks; i.e. it does not give the character another 15 hours before he starts losing HLH again. One Physician roll will negate 1 lost CP and takes about 2 hours to perform. There are ways around this affliction; heavy clothes properly worn (5 to 10 lbs) will allow the mutant to travel in the daylight;

a good sunscreen will allow him to move about at dusk or inside an artificially lighted building. Of course, travelling by night is always safe. This disadvantage is worth -15 CPs.

Black and White Blindness: This mutant is missing all of the rodcells in his eyes. If a mutant has both this disadvantage and Color Blindness, he is completely blind. During the day, or any other time there is a lot of light, the character has no real problems. Black and white colors are just perceived as dark blues or light yellows. Anytime that the lighting is poor (late dusk, a full moonlight night, a dimly lit room) the mutant is completely blind and should be considered a blind character (GURPS, pg 20). A small flashlight will provide enough light for the mutant to see in the two hexes in front of him, a torch will let him see a circle with a radius of 1 yard. This disadvantage is worth -15 CPs.

Lastly, there are several disadvantages out of the GURPS rule book that are likely to be found on mutants. They are Albinism, Bad Sight, Blindness, Color Blindness, Deafness, Dwarfism, Gigantism, Hard of Hearing, Hemophilia, Lame, Mute, and Anormia. Some of these can come about by environmental factors ("I lost my arm in the war"), but they can also be due to mutations ("I was born without my left arm"). The mutant PC with a "normal" disadvantage should decide whether or not it is a mutation.

Mutations can never be bought off with CPs. As always, referees and players should feel free to invent more mutations as they are needed.

Economics

Although there is no centralized currency, this article will keep to the GURPS convention of using the dollar (\$) value for costs. A starting character will be given \$1000 to buy starting gear, although he must spend all of it, as having \$30 has no meaning.

A list of common items and their costs is given below. The referee must consider that, when fixing the price of a new item, in a scavenger economy, an item's value is determined more by its

utility and rarity than by the cost to make the object in the first place. In other words, even though a cigarette machine is rather complex, it is common, and has little value (mostly just for parts). So a cigarette machine should have less value than a cheap .22 pistol which has lots of use. Considering that there exists no form of money, all exchanges must take the form of barter. When buying or selling, reaction rolls should be made to determine the price. Groups of

PURCHASE LIST

A Day of	
Natural Food (keeps 3 days)	\$3
Preserved Food (keeps 2 months)	\$6
Canned Food (keeps many years)	\$12
Freezed Dried Foods (keeps years, is light)	\$18
Hand Can Opener	\$25
Glasses (specific prescriptions, can be bought with starting money)	\$700
Hearing Aid	\$500
Sleeping Roll	\$3
Sleeping Bag (prewar, 1 in 3 will be smurf type bag)	\$25
Penlight (3 meter range)	\$10
Small Flashlight (20 meter range)	\$100
Large Flashlight (a real long range)	\$300
Gas Mask	\$300
Flak Jacket (PD 2, DR 2, 15 lbs)	\$300
Kevlar Vest (PD 2/1, DR 4/2: crushing/impaling)	\$550
Electrician's Tool Kit (10 lbs in a box)	\$100
Lockpicks	\$50
Small Caliber Pistol (ammo costs \$.50 per round)	\$100
Large Caliber Pistol (ammo costs \$1 per round)	\$200
Shot Gun (ammo costs \$1 per round)	\$500
Assault Rifle (ammo costs \$1 per round)	\$1000
Knife	\$5
Working Car	\$250
Liter of Gas	\$10
Fishing Gear	\$75
Walkie-Talkie (just one!)	\$100
Batteries	\$25
First Aid Kit (+1 skill)	\$75

HTH Weapons:

Weapon	Type	Amount	Weight	Min STR	Notes
Big Stick	Crushing	Swing +2	4	6	Needs 2 hands
	Crushing	Thrust +2	4	6	"
Chainsaw	Cutting	Swing +1d	10	12	1 turn to ready
Board w/nail	Impale	Swing -3	5	10	Needs 2 hands
Bat w/spikes	Impale	Swing -2	5	10	Needs 2 hands
Boat Hooks	Cutting	Swing -1	3	7	Needs 2 hands
Chair	Crushing	Swing +2	7	10	Needs 2 hands and 1 turn to ready
Garden Weasel	Impale	(Swing -3) per wheel	3	7	d3 wheels hit per swing
Hedge Clippers	Impale	Thrust	3	10	-
	Cutting	Swing -2	3	11	Limb cutting
Screwdriver	Impale	Thrust -2	-	-	Close range
Strait Razor	Cutting	Swing -2	-	-	Close range

Guns: For details on modern fire arms see either GURPS High Tech or GURPS Special OPS



adventurers will find that having a merchant of high reaction person is essential if they don't want to be losing money at each transaction.

In certain situations, the referee may find that he wants to increase some price due to a given event; for example, each winter, the price of food might double. Also, if the PCs are operating in a small monetary base, for example, if there are only a few hundred people living in the area, the characters' actions may cause a price change. An example is if the players found a warehouse full of pocket flashlights. In this case, if the players don't play their cards right, the bottom of the flashlight market could fall out from under them.

PCs must spend a certain amount of money on their upkeep. It is recommended that the referee and players keep track of all the little things as they come up ("that acid ate your shoe, you'll have to buy a new one."), but some people

find that this involves too much book work. The following table should help the players determine how much "money" they should spend. A day's food is worth \$3, so \$90 is the minimum per month. Add to this amount an amount derived from status. This money goes for the upkeep of a residence, maintenance of clothes and gear, and the costs of keeping oneself in power, etc. If a character fails to pay his upkeep costs for too long, he will drop in status, with a corresponding drop in privilege.

Radiation

Whether the players are scrounging for food in the rubble of San Francisco or nobly trying to restart the abandoned nuclear power station in Eureka, every now and then they will be exposed to hazardous radiation. The intensity of radiation for an area should be rated in REMs per hour. The contaminated wastelands might be 5 REM/hour and the coolant bay in a power plant 500

STATUS	COST
0	\$50
1	\$100
2	\$150
3	\$200
4	\$250

REM/hour. The amount is arbitrary, and should be set by the referee when designing the scenario. Remember, the higher the REM, the less time the PCs can spend in the contaminated area before injury.

The following table is constructed from information from "Environmental Radioactivity" by M. Eisenbud (1963).

DO NOT TRY THIS AT HOME

The values given in the table above are not the latest compiled values. However, they work better for game purposes. Currently, the accepted value for death to all living matter is 600 REM.



Radiation Exposure Chart

EXPOSURE IN REM	VOMITING	DELAY	SYMPTOMS	DEATH THROW	CONVALESCENCE
100	16+	3 hours	N/A	N/A	1 day
200	11+	3 hours	N/A	N/A	1d6+1 weeks
300	5+	2 hours	(1)	16	2d6+2 weeks
600	yes	1 hour	(1)	13	3d6 months
1000	yes	30 min.	(2)	5	1d3 years
5000+	yes	30 min.	(3)	auto	N/A



Exposure in REM: This value is found by taking the REM per hour and multiplying it by the length of time that the PC was exposed (in hours). With this chart, always round to the next higher number. Example: Eliot finds a neat metal can and carries it home to ask Morgan what the words "CAUTION: RADIOACTIVE" mean. The can is giving off 200 REM/hour. If it takes Eliot one and a half hours to get home, he will have absorbed 300 REM. $1.5 \text{ hours} \times 200 \text{ REM/hour} = 300 \text{ REM}$. (Bet you thought you'd never have to do word problems outside of your algebra class, did you?) When Morgan sees the can, he immediately throws it away. Unfortunately, this takes him six minutes, which is one tenth of an hour, so Morgan is exposed to 20 REM.

Now here's the neat thing about radiation exposure: it's cumulative. This means that if Morgan takes 20 REM now (see above), and 80 REM have been taken in the past, he now has 100 REM and will experience radiation sickness. There are some drugs that will lower the total exposure, but slowly. For each day that you take a dose of this drug, your total REMs are lowered by 1. If an excess of the drug is taken, it will not have a greater effect; the character will take one point of fatigue. Vomiting: 3d6 must be rolled. If the given number, or greater comes up, the PC will start vomiting several minutes after reaching the given level of exposure; $2 \times \text{HLH}$ in minutes. Every 30 seconds after he starts, the PC can make an HLH roll to stop. Until the roll is made, treat the character as stunned.

Delay: This is the length of time from the start of exposure to when the first signs of sickness begin to show. Even if there are no other symptoms given, an irradiated PC still loses 1d6 fatigue after this time.

Symptoms: The physical signs of illness:

- (1) Purpura – excessive bruising. Just a touch will cause a bruise. Until convalescence time is over, treat as Hemophilia.
- (2) As above plus diarrhea and fever.
- (3) As above plus convulsions, tremors, ataxia (a lack of controlled movement), and lethargy.

Death Throw: An irradiated PC must roll 3d6. If the number rolled is equal to or less than the given number, he lives. Otherwise the character is dead.

Convalescence: This is the length of time that the symptoms of the exposure, including fatigue loss, will persist.

Random Finds Table

The following table should be used when characters are searching in or scrounging through ruins. Roll a d3 to see which column to use. Then roll a d6 twice. The first roll is the tens, the second is the ones. Example: A 3 is rolled on a d3, so go to the third column. Then a 4 is rolled for the tens and a 2 is rolled for the ones. This corresponds to item 42 in column 3: A manual typewriter.

ROLL	COLUMN 1	COLUMN 2	COLUMN 3
11	Deck of cards (1 missing)	Metal garbage can	Gas mask
12	Ball point pen	Wall painting	Sun glasses
13	Short length of pipe	2 cans pre-war beer	Class Ring
14	Empty 1 gallon milk jug	Hammer & d6 nails	Watch, broken
15	Bottle of Head & Shoulders!	Pair of leather boots	Plastic fork
16	Reading glasses	Smiley Face button!	Silk scarf
21	Small set woodworking tools	3 gallons of gas	Bic lighter
22	Styrofoam cups (d6*8)	Car battery (no charge)	Pellet rifle
23	3d6 Compact discs	A white rayon teddy	3 ring binder
24	d6 Romance novels	Fishing line (d6*100 ft)	1 Nike air sole
25	1963 VW owner's manual	400 sq ft shag rug	Glass cutter
26	2d6 comic books (fair cond)	Calculator/w dead batteries	Garden weasel
31	6 pack of Coca-Cola	6 pack of Pepsi (all cans empty)	Day pack
32	d6 pack of Twinkies	2d3 cans of lime green paint	Pocket knife
33	Big tube of sun screen	Folding lawn chair	Pen light
34	Driver's license	3d6 75 watt light bulbs	Pocket mirror
35	Portable generator (1000 watts)	Big monkey wrench	Small knife
36	50 lb bag of concrete	Battery (C size, still good)	Wool blanket
41	5 gal jug of catsup	Mint condition Gung-Ho Mag	Riding whip
42	Small pistol, d3 rnds	Box of Hefty bags	Manual typewriter
43	Nylon/Gortex jacket	Some valuable car parts	Safety Razors
44	Case of dog food	d6 gross of disposable gloves	IR goggles
45	Small chain saw	12 Ga. shotgun (fair cond)	4d6 tapes
46	4d6 days canned food	5d6 issues of Playboy	Geiger counter
51	4d6 rolls duct tape	Stack of fresh food (2d6 days)	Flak vest
52	Walkman w/batteries	Rolling Stones tape	Smoke grenade
53	Pack of incense	3d6 high powered rifle rounds	Straight razor
54	Nylon wallet	5 lbs rock salt	Cutting torch
55	Camper's tent	Cold weather sleeping bag	Car, functional
56	M-16	d3 technical manuals	Set of lock picks
61	2d6 StarWars action figures	Litter of puppies	Computer disc drive
62	2man days of fresh food	Small jar of instant coffee	3d6 sticks of gum
63	Briefcase	Hard Hat (PD-2 DR-3 2d6)	Dog whistle
64	Baseball cap	d6 bottles of fine wine	1 Bottle of whisky
65	50 doses of antirad drug	1 Bottle fluorescent paint	Wire cage
66	2d6 car seat covers	Used copy of Vortex	1 Boxing glove

Blackbeard

A review of Avalon Hill's new Pirate board game

by Derek Quintanar

Number of Players: 1-4
Playing Time: 2-4 hours
Price: \$35

It was pretty hard to find anything bad to say about the Blackbeard game. If you liked Sid Meier's Pirates! game, published by Microprose, for the Macintosh and other home computers, you'll like this: the second great age of piracy, whence some notable names come: Captain Kidd, Bartholomew Roberts, and Teach himself. For the number of times my friends and I have played this game, and the enjoyment we've gotten out of it, it was well worth the price.

Components

Enclosed in the box are two colorful mapboards of the Western Atlantic, Caribbean, Gulf of Guinea, and Western Indian Ocean. Everything is clearly marked and color-coded: pirate havens, famous ports, coastal waters, and so on.

Pirates themselves are represented by nicely drawn ship counters with the novel idea of putting an anchor on the other side to show ships in port! The counters for merchantmen and warships are clearly marked for strength, nationality, and type, with the exception that cargo flutes and brigantines are not distinguished very well (which is important because you can capture a brig, but not a flute).

It is a little hard to figure out what all the information on the action cards is, but a careful reading of the rules is all that's required to learn. Lastly, each pirate captain (there are 24 different ones included in the set) is represented by a stats card which has the necessary game statistics on the front and a brief historical background on the back. Putting a historical overview of each pirate's career on his stat card is an excellent idea, placing the player squarely in the role, and enhancing his feel for the period.

Rules

The rules are very simple and take only about an hour's worth of reading to get through. The action cards are the heart of the game, determining how often you move, attack, revel, and do other piratical things. The designers' notes say this is to simulate the pirates' life of "weeks of boredom followed by hours of frantic/desperate action."

It's the truth. If there is a run of the cards against you, you may drift for (seemingly) weeks in mid-ocean or rot in harbor. Meanwhile, the other players are getting richer, or sending King's Commissioners after you, or both! This can drive a player crazy if he's



Edward Teach

Ability: 4
Cruelty: 4
Leadership: 3
Cunning: 3
Duel: 4/5
Endurance: 7



Edward Teach

QUEEN ANNE'S REVENGE

"Blackbeard" wasn't the most successful pirate of his day but he was the very embodiment of the public's perception of a pirate as he haunted the American coast—taking dozens of prizes and even defeating a 30-gun frigate of the Royal Navy in an 18-month reign of terror that stretched from the Honduras to Virginia. A heavy drinker, great swordsman, and naturally violent man, Teach heightened his opponent's sense of dread by plaiting his enormous beard with colored ribbon and lighted matches. Fourteen "wives" attested to his errant ways. Aided by Governor Eden of North Carolina, who welcomed his stolen goods, Teach amassed a fleet of over 400 men by 1718, when he actually blockaded Charleston. Two Virginia sloops under Robert Maynard hunted him down on Nov. 22nd in the Carolina Sounds. Teach, aboard the small sloop *Adventure* with but 18 hands, was drunk as usual. Nonetheless, he gave the warships all they could handle—killing or wounding 34 before falling from 25 wounds. His head adorning the bowsprit of *HMS Pearl* marked the end of his grisly reign.

used to the common sequential movement of normal wargames. However, it can also add a great deal of excitement to the game as you watch the KCs close in for the kill over consecutive turns and then, with the luck of the cards, you can make good your escape and sail off in search of new plunder.

As the controller of one or two pirates, you have a plethora of options available: sail the seas searching for victims, attack merchants along known sea lanes, dodge the

con't pg 30

Minas Tirith

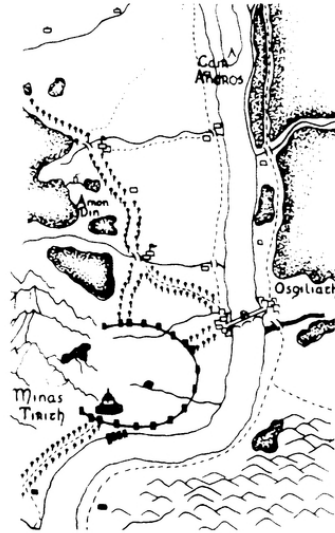
City of the Kings

Minas Tirith, originally named Minas Anor, was built upon the flank of Mount Mindolluin, the westernmost spur of the Ered Nimrais. It served like Minas Ithil, its counterpart across the Ithilien valley, as a protection for Osgiliath, the capital city of the realm of Gondor. Built in the days of their strength by the exiles of drowned Numenor, Minas Anor was the seat of Anarion, son of Elendil, as Minas Ithil was that of his brother Isildur.

The Dark power of Sauron, however, soon threatened from the East, and the balance of Ithilien was destroyed. In the War of the Last Alliance Minas Ithil was taken by the Dark-lord and although eventually regained by Gondor, it never more enjoyed its former position as the seat of kings. The line of Isildur was removed to the Northern Kingdom, and the tower of the Moon became an eastern outpost against the Black land. In contrast, the fortunes of Minas Anor flourished. Although Osgiliath was still accounted the capital of Gondor, the city on Mindolluin offered a much more secure haven to the people of Ithilien. It was much favoured by the kings, and was strengthened and re-built by King Ostohor in T. A. 420. As the Strength of the realms in exile declined over the long years, so the centre of power inevitably shifted from the beautiful but vulnerable Osgiliath, in Ithilien, to the fortified city of Minas Anor, and its hinterland.

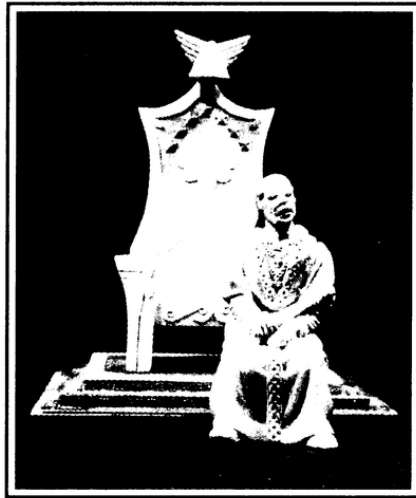
The city's naturally strong position, being delved into the living rock of the mountainside, became increasingly important as the might of Gondor shrank and faltered. The City itself was ringed about with seven concentric walls of

white stone, rising to the high point of the Citadel Rock, where King Calimehtar was to build the White Tower. At last in 1640 T. A. after plague had ravaged Osgiliath, Tarondor the King, removed the Royal court permanently to Minas Anor, which henceforth was to remain the chief city of Gondor. Both Minas Ithil and Osgiliath survived, but the centre of power now rested firmly in the western city.



In the centuries that followed, great wars were fought in the South with the Corsairs, and in the East with the Wainriders; the power of Gondor was sorely taxed and the watch was removed from Mordor. Finally in 2002 T. A. the terrible Nazgul issued from the black land and took Minas Ithil. Thereafter it was known as Minas Morgul, the tower of Sorcery, while the men of Minas Anor renamed their own city Minas Tirith, the Tower of Guard. Shortly after this in 2050 T. A., the line of kings failed in Gondor, and from that time for almost a thousand years, the city had no King but was ruled instead by the line of the stewards.

As the third age continued, Minas Tirith, as if by default, became the most important city in north west Middle-earth. Fornost Erain, capital of Arnor, had fallen to the Witch-king shortly before the demise of Minas Ithil, and Osgiliath had gradually been abandoned. As Sauron's power grew once more in Mordor, Minas Tirith's importance as a check to his growth, and as a barrier to the Northward expansion of his Southron allies, became pivotal. Sauron himself recognised this, and put much effort into reducing the City, by battle and siege, during the War of the Ring.



M195. Denethor, Steward of Gondor

Denethor, Son of Ecthelion, was the last ruling steward of Gondor. Since the line of Kings failed, many centuries before, the Stewards ruled the Kingdom, but never assumed the title or regalia of Kings. In the Royal chamber itself, the throne of Gondor remains vacant, and the Steward sits before it on a low chair. The throne supports a canopy on which is carved the likeness of the Crown of Gondor, a winged helmet.

Minas Tirith is a great and wealthy city, and her steward wears full robes of the finest material. The long outer robe is a favoured garment in the Southern Kingdom, its length being generally commensurate with the wearers position in society, and those fully reaching the ground denoting patrician status.

The Steward wears two chains of office, the upper being the "Chain of Hurin", first of the hereditary Stewards in the time of the Kings. The second, lower one is the "Chain of Mardil Voronwe", first of the ruling Stewards. He also carries the rod of authority.



M196. Pippin and Bergil

Pippin, the Halfling offered his sword to the service of Gondor, during his first audience with Denethor, the Steward, who accepted the Hobbit into the Citadel Guard. Decked as he was in the fine livery of the Guard, Pippin was called "Prince of Halflings" by the townsfolk. The armouries of the City produced his small sized armour especially, but he wears a man-sized dagger to serve as a Hobbit sword. His companion is Bergil the young son of Beregond, who became Pippin's guide through the large and complex city. Bergil has the short tunic worn by youths, and his tight fitting hose is also characteristic of the Southern Kingdom.

M197. Gondorian officer

The Gondorian helmet is but a distant relative to the High-coned "Karma" helm of the Numenoreans. The only vague echo of this is the small back slanting crest on the crown. (For an Arnorian derivative of the "Karma" see M14, M35, M56) That this figure is a Gondorian officer is attested by the black breast plate with seven stars but no tree. "Wing-plumes" on the helmet, denote that the regiment he commands is from Minas Tirith itself. Officers from other provinces wear no plumes, but often have decorated metal helmet crests.

His Gondorian sword is of good quality but is a little shorter than, and not as fine in temper as its Northman equivalent.

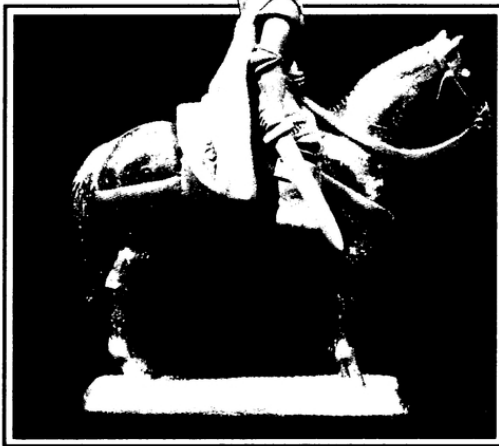




M203. Townsfolk (2 figs)

In the southland of Gondor, it is most common to wear freer flowing clothes than in more northerly climes. There is probably some cultural influence here from the hot desert land of Harad to the south. It is common in the City to wear a long undertunic (length depending on social status.) with a somewhat shorter and more ornate sleeveless outer tunic. One of the figures depicted here is a clerk or librarian from one of the great libraries of Minas Tirith. Scholars, including Gandalf, have journeyed far to consult the ancient tomes in the city libraries. The other figure is a pedlar, the small square patches on his coat indicating that he is a tradesman and a purveyor of wares. He would travel the length of the Kingdom, from Langstrand to western Ithilien plying his trade and selling his goods.

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M201. Gondorian Mounted officer

This figure has the "Ithilien crest" upon his helmet (see M200) and wears a combination of mail and plate armour. His rank is shown by the plate mail on his limbs, a fashion derived from the King's knightly retainers in the days when the Royal power rested in Osgiliath. The cavalry troopers would wear

predominantly chain mail, with a surcoat, which was unadorned black in the case of Minas Tirith, and various colours with different liveries in provincial troops. The cavalry sword is longer than that of the infantry, but retains the narrow handguard. Officers, both infantry and cavalry always wear cloaks.

M200. Faramir at Osgiliath

Depicted at the defence of the outer walls of Minas Tirith before Sauron's final assault, Faramir wears the armour of a Gondorian Knight or cavalry officer. His

helmet is the standard Gondorian design, but with a single wing as its crest. As a member of the House of the Steward, Faramir also wears the livery of the Citadel on his surcoat.



M204. Gondorian Nobleman

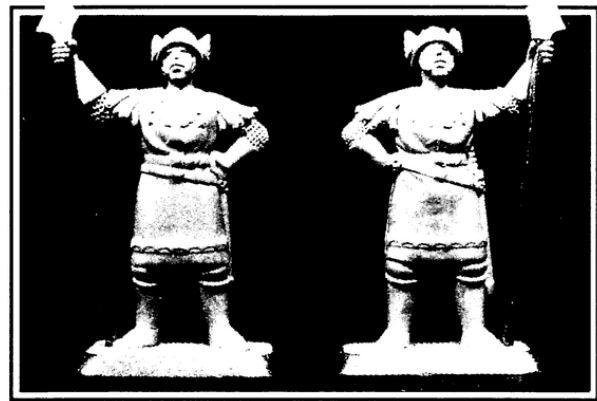
A large number of noble families, possessing varying fortunes, inhabit the great city. Like most nobles, this figure is clean-shaven and wears a rich and decorated over-tunic.



White Tree symbol. Infantry from other Gondorian provinces, Lebennin, Morthond, Anfalas, and those further west, would wear a variety of differing costumes, with only the distinctive helmet as the common factor.

M202. Ioreth the healer

Originally from Lossarnach, Ioreth was a matron of Minas Tirith skilled in the arts of healing and in the herblore of her home region. Like most women in Gondor, she wears a veil over her hair as a sign of her married or widowed status. At her side is a small pouch for the various herbs and healing plants that she collects.



M199. Gondorian Royal Guards (2 figs)

The Guards of the citadel (The tower of Calimehtar) wear the most splendid uniforms in the Kingdom. They have full coats of finest black mail over which are black surcoats emblazoned with the White-tree and seven stars. No other troops, save the those of the steward's own family, wear this insignia. Their Mithril helmets have a higher crown than ordinary Gondorian models, but apart from this are similar in design. The front of the helmet carries a crown pattern denoting their status as Royal retainers. The helmets are also set with two stylised seabird's wings, the symbol of Royalty in both the Kingdoms in exile and ancient Numenor. The guards wear gauntlets and plate armour on their legs. They carry a halberd and wear a more finely decorated version of the regular Gondorian sword.



M198. Gondorian infantrymen (2 figs)

Infantry from the city itself wear a costume similar to that of the officer, except that the armour is one of soft studded leather, with reinforced shoulder pieces. The helmets are mass produced and are somewhat less shapely than the officer's; the cheek guards are not metal but leather and tie under the chin. Both are armed with sword and spear, and carry bucklers with the

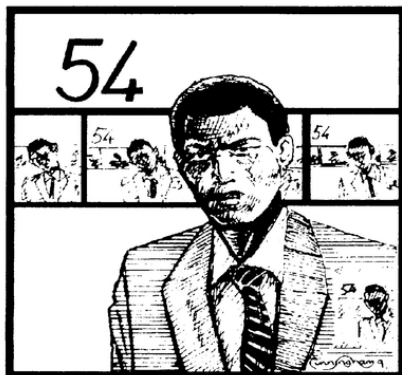
This page details Information about every figure in this month's Mithril release. A complete MITHRIL HANDBOOK, containing pictures and descriptions of our complete range, together with Middle-earth background will be available in May.

Building the Perfect Beast

A Cyberpunk™ adventure
for three to six players

by David Ackerman

NEWS SCAN 54 UPDATE:



A hunter is loose in the city. And, of course, the 'scans are making it front screen news. The killings started about 4 weeks ago with the slaying of Nathan Nigochi, a high ranking Arasaka executive, in his fortified apartments in Charter Hill. There followed a seemingly random series of murders, one about every 4 days. Two of the victims were corporates (although none of Nigochi's standing) and the other three were "merely" street people, their mangled bodies found in alleys in the Combat Zone. All the murders have occurred without a clear idea of how the killer got to its victims or how it got away.

Only once did anybody see the killer directly. The next corporate killed was Harold Poindexter of EBM. His mistress came home to find him sprawled across his bed, his throat and stomach torn out. While throwing up, she briefly glimpsed a lean, animalistic figure, full of teeth and hair, which sprang past her out of the shadows and into the hallway. Building security arrived seconds later but

Another body was found today in the Richmond District. Preliminary police reports indicate it may be another one of the "Werewolf Murders." This time the victim was Willard Achen, executive assistant at Sintech Ent. His body was discovered next to his car in the security parking garage of his 15th St. con-apl. The condition of the corpse indicated vicious wounds to the neck, abdomen, and thighs and a 52% loss of blood. Night City Police are continuing their search for the individual who chooses to use these sadistic techniques in his murders.

Although the circumstances of this killing are as bizarre as the others, the City Attorney's Office wishes to make it clear that they feel this is only another psycho-killer, not some rampaging supernatural creature come to haunt the city as some sources claim. Well, this reporter smells a cover-up. The police don't want to admit that something is slipping past their best screens and EATING people. I'm buying some silver-tipped, 10mm rounds, myself. This is Ronald Black, reporting from the Richmond. Good Night.

couldn't find anyone leaving via any regular exits, although a robo-butler access tube was breached. And the killer was long gone.

This imagery, along with the constant competition for ratings, has led the screamsheets to coin the term "Werewolf Murders" when reporting this series of crimes. And each tries to make the killings seem more and more horrific.

THE SET UP

Naturally, the team is the one to run across the seventh victim. One quiet evening, while walking through an area of the South City District near the Zone, they hear a series of grunts and heavy breathing coming from down an alley way. If they bother to look (and they'd better; throw in a small scream if you have to), they will see a dark, hairy form bent over the supine form of an elderly street woman. The instant they round the corner, it sees them, and springs out of view. Only if they have their guns ready will they

even get a chance to fire (with a Target Number of 30. This thing is FAST!). The racing silhouette just seems to absorb any hits and it disappears down a connecting alley. An infrared trace shows that it went up the alley wall and onto a rooftop. Unless you can fly, pursuit is pretty pointless.

The woman's body remains on the litter strewn asphalt. Assuming they check her, they find her throat bitten open and a great deal of blood pooling out. She is very dead. A search turns up a standard Social Security card and various collected trash objects piled in a shopping cart that she obviously considered valuable, even if no one else did. The card lists her name as Margaret Dobbles, and indicates that she has been unemployed for 4 years. That's all they know. The cops split the body bounty of 50eb with the party after the autopsy. Not much of a legacy. Sleep well, Margaret...

As they leave the scene, the group probably does not notice the quick figure that follows them along the rooftops.

WHAT'S REALLY GOING ON

Biotechnica wanted to get into the assassination business. They figured it was better to build an assassin from scratch rather than to patch one together with training and cyberware. So they started with genetically engineered embryos and surgically altered them through the course of their accelerated maturation. They then instituted rigorous conditioning on the surviving specimens. Several international laws were trashed in the process, but Biotechnica came up with some interesting products.

LYCANTHE

Among them is a beautiful woman with some terrifying talents. Her codename is Lycanthe. She was designed to hunt and terminate specific individuals without any cybernetic enhancement; sort of an organic guided missile.

They gave her lots of toys to help her. Her metabolism has been hyped up to the point where she's faster than most jacked-up solos, with a wiry and tough musculature to match. Her vision can range into the infrared (with some loss of clarity) and her hearing is as acute as a dog's. Normally she appears as an extremely attractive young woman, but when she is about to kill, her body undergoes several "unique" changes.

First, upper and lower canines slip out of hidden sheaths in her jaw and lock into place. The jaw then readjusts into a second socket to allow the lower set of teeth better penetration. (My, Grandma, what big teeth you have.) Talons on the first two fingers and thumb of either hand bear from recesses in the phalanges. Her hair plays out in an intense, wiry mass which blurs her silhouette and entangles



close opponents. (Grandma, what big claws you have...)

For years, Biotechnica had designed biohounds that could trace specific pheromone trails, but they had never applied this to a human-based genotype. Lycanthe was the first. Thus, once keyed to the target's pheromone track, she can follow and eliminate with programmed ferocity and cunning.

But that wasn't enough for Biotechnica. No, they wanted a "motivation" to insure Lycanthe's pursuit of her prey. The drive to track and kill is therefore reinforced by a psychological inability to eat anything but the flesh of the target, again programmed into her instincts with conditioning. This gives her that additional impetus to single-mindedly seek the victim, employing her many talents to the fullest.

Another little bonus the techs gave her: her female pheromone glands can kick into overdrive at will, exuding a scent designed to make males forget little things like caution (Make a COOL roll at -2, or else you want this woman NOW! Women can be affected, but only with a -1 to the roll). That's how she gets her various targets to take her in. Biotechnica will probably be bottling the stuff any day

now. (Grandma, what big... oh, never mind.)

She was used only once: the target was Mr. Nigochi of Arasaka. It was intended as both a test run and a demonstration to prove her capabilities to those who matter in this all-too-competitive market. She was given some technological tricks to fool the Arasaka scanners, but the killing itself was done the old-fashioned way: with teeth and claws. Then something went wrong. Lycanthe's conditioning short-circuited, she disconnected her homing beacon, and then slipped her reins. She ignored her recall programming and headed off into Night City, to parts unknown.

SHE'S NOT BAD. SHE'S JUST BUILT THAT WAY...

In fact, Lycanthe isn't the vicious she-demon you might expect. Even though she was grown and conditioned for instinctive assassination, something in her has found what she does horrifying. Now this remnant of conscience has caused her to go into multiple personalities. As a subconscious defense mechanism, she has developed a sort of dual persona; one fairly normal, the "Human" and quite afraid of the situation she is



Lycanthe
(Unique
Construct
Assassin)

INT: 10 REF: 13
TECH: 5 CL: 10
ATTR: 9 EM: 8/1
LUCK: 6 MA: 15
BODY: 9

Cyberware

None, however her talons do 1d6 each in Martial Arts combat (plus any skill and strength bonuses) and her bite does 1d6 damage as well. Her eyes have naturally built-in IR (at -1), LI, and her hearing allows +1 on auditory Awareness rolls. She also has the Pheromone Tracking and Lust Gland (see text).

Skills

Combat Sense +9, Shadow/Track (victim) +12, Strength Feat +5, Streetwise +4, Seduction +7, Fast Talk +5, Awareness/Notice +10, Hide/Evade +7, Athletics +10, Martial Arts (Tiger style Kung Fu) +9, Bite +6, Handgun +5, Melee (claws) +9

Possessions

Light armor jacket, Surprising Stranger™ 10mm polymer pistol, 8 Musk vial (-8 to Shadow/Track to follow by scent).

Notes: She needs to consume at least 4 pounds of selected flesh every 4 days or so. She automatically goes into Feeder mode (EM 1) at this time. If denied an opportunity to eat, her REF goes down by 1 (minimum 1) for every 24 hours until fed. Her mood does not improve during this period. If denied food for 8 days, she goes into a coma and will die 7 days later.

Due to her extremely rugged body structure, her BTM is -5.

in, and the other, something which she calls the "Feeder", which is her subconscious programming for hunting.

The Feeder becomes dominant every 4 days or so as her hunger grows uncontrollable. Because of the dynamics of a split personality, Lycanthe has no specific knowledge of the Feeder's activities in her "Human" state; they only reveal themselves in vague feelings of guilt and stark nightmares that scar her sleep. Like a person who knows she carries the curse of the werewolf, but cannot recall what she did in the light of the full moon, so Lycanthe lives in two separate worlds. She also has a pathological fear of Biotechnica (they weren't exactly gentle in their training), and knows too much about her past to turn herself in. You see, as a construct, she has no legal rights (Gen-Eng vs. Lowell, 2017) and can be disposed of without a trial.

Now, don't get the impression that Lycanthe is simply a scared little girl: she has a cunning that runs through her no matter which person she is. In Feeder mode, she is anything but bestial. She often approaches her male victims as an attractive and sophisticated prostitute, uses whatever line she needs to get them into a secluded area, and then pops the claws and fangs to feed. She also carries a polymer pistol similar to the X-22, although she has yet to use it.

When "Human", she is a skilled and adept scavenger. In fact, she has found a place for herself with a travelling show, the Cirque del Unique, as a junior acrobat and animal handler for the trained constructs. Here, the Feeder can "scent" future targets, catalog them subconsciously, and move on them later. She has adopted the name Monica Annis and attached

herself to Tobias, the head ringmaster. She's hoping that when they move north, out of Night City, things will get better, but she isn't quite sure how.

She is, quite frankly, going insane. If she doesn't get help soon, she will completely lose touch with her conscience and become a total dual being: one a ruthless killer, the other a quiet recluse. She is not yet beyond hope, and a conditioning specialist could break her training and reconcile her twin selves. But that would take time, and she doesn't have it.

THE HOUNDS

Because she isn't the only hunter out there, Biotechnica isn't exactly thrilled at the idea of its premier construct wandering around the Combat Zone, so they've sent out a "retrieval" unit. This squad of heavily armed security people have orders to capture Lycanthe if possible, destroy her if necessary, and "clean up" any witnesses. So far, they haven't been able to get a clear trail, but they have scanned each of the crime scenes and are now using tracking hounds to get trails on both Lycanthe and possible victims with the right pheromone scent.

Arasaka wasn't amused by the "demonstration" which used one of their own as a target. Now they want the assassin and whoever sent it to pay, and pay BIG! They've mobilized an elite hit team to scour the city and bring the killer in, preferably alive so they can find out how the deed was done. They have the nominal cooperation of the police and have pursued their investigations with "enthusiasm", usually over several Combat Zoner corpses. If the team reports their street encounter with the killer, they can expect one of these people to drop by for a "fol-

low-up" interview. And they don't recognize Miranda.

WELCOME TO THE SHOW

Given the notoriety by the story of the seventh victim, the team will probably find themselves a little too popular for their own good. After giving their statements to the police, they will find themselves confronting a mass of reporters yapping at them like rabid dogs, each asking for a story. That same evening, their faces will be on every news channel, wedged in between reports on the Nicaraguan invasion and the Smog Register ("The reading was .085 parts per million today with light acid rains. Clearing somewhat tomorrow. Air filters and umbrellas recommended. And keep those expensive leathers covered...") Their 15 minutes of fame seem to flash by pretty quickly, or so they hope.

JUST A FEW QUESTIONS...

Within an hour of leaving the copshop, the team will be approached by two very efficient looking men in bulky (read: armored) business suits who identify themselves as Arasaka investigators and wish to ask some questions. They'll want to find a quiet place to talk and then will cross-examine the players as to the events in the alley. These guys are cold, professional, intense, and thorough, like samurai in shades. If the team refuses to cooperate, they quietly threaten "strong measures of encouragement" which Arasaka can and will bring down, and then offer 50cb each for the player's time. Any attack on these men will draw the other two Arasaka people out and lead to a very messy firefight. Not a good choice. The Arasaka team will put a loose tail on the team after this.

TAKE CARE OF THIS FOR US, WILL YOU?

The next visitor is Vladimir Bostock, an owner of a neighborhood market in the Zone. He represents a group of Zoner merchants who want to hire the team to hunt down the "Werewolf Killer" and put an end to the bad business these deaths have brought. They are willing to pay 100cb per day per person, but the team will have to cover most of their own expenses. This really is about all the merchants can afford (you don't get rich in the Zone) and they really are pretty desperate. Play them like the villagers in the Magnificent Seven and you can't lose.

YOU'RE MY ONLY HOPE...

Whether they take the job or not, a second guest should come a'callin'. Since the team has interrupted Lycanthe's dinnertime, she's still in Feeder mode. Fortunately for her, she has scented another target. Unfortunately for the team, it's one of them (how unexpected!).

Sometime in the next 8 hours, the chosen victim (preferably male) will be approached by a beautiful young woman, exhausted and harried, claiming that she is being tracked by something...evil. It's Lycanthe, of course, and she's still hungry. She says that she's Doris Estes and that she thinks that a weird animal has been following her with the intention of killing her, that sort of thing. She has good instincts and will tailor her story to elicit the best reaction from the mark... er, target. She will naturally avoid going to the police, saying that she has already and been rebuked. The player is her only hope.

She will try to get the victim alone and vulnerable, using her

Biotechnica Team (number equal to team).

These are basically well trained thugs given carte blanche to do whatever is necessary to end this problem quickly and quietly. Well, one out of two ain't bad...



Biohounds (3)
Biotechnica constructs used as living tracking devices. They will obey any command from the Biotechnica team.

Team Members

INT: 6 REF: 10 CL: 5 MA: 6 BODY: 8

Cyberware

One cyberoptic w/IR, Targeting, Plugs and smart links, Radio Splice. One cyberarm w/ kevlar armor and Buzz-Hand™, Olfactory Boost, Reflex Boost (Kerenzikov +2).

Skills

Combat Sense +7, Handgun +6, Auto-weapons +7, Martial Arts +5, Athletics +6, Shadow/Track +7

Possessions

Medium armor jackets, Ingram Smart MAC-14s, ArmaLite 44s, One has a Barrett Light 20 w/ Heavy Weapon skill +6

Notes: These guys are incognito and bear no corporate colors. Add as many team members as is appropriate for the final shoot out.

Biohounds

INT: 1 REF: 9 CL: 10 MA: 10 BODY: 7

Cyberware

Optic w/ video link.

Skills

Shadow/Track +15, Bite +6 (Teeth do 1d6), Athletics +7

considerable charms (and a good burst of lust pheromone) to win his trust, then do the slash and knash routine. Any good 'punker will put up a fight, and may even start to win given the general firepower capabilities of the average player. Even if she can't get the target alone, things are still going to start smokin'. Just when it's about to be decided one way or the other, the door (wall, window, etc...) blows open and a biohound pounces through at Lycanthe, jaws slaverling! The Biotechnica team comes charging in directly after, ready to do violence to any and all. Lycanthe will escape in the confusion after killing the biohound and leaving a musk splash that masks her trail. The Biotechnica team will lay a vicious fire pattern about the area but move to follow her at the soonest opportunity, leaving the players behind in a smoking ruin, and probably truly pissed off.

THE GAME'S AFOOT!

Well, the players should realize that they're knee-deep in it by now. They've been hired, seduced, gnawed on and shot at. Hopefully, they'll take Bostok's offer and try and track down the killer, which they've now had a good look at. If they want to just walk away, throw the Biotechnica team or the Arasaka team after them. After all, they have seen the killer and know a lot more than they should, or at least everyone thinks that they do. The team can end this manhunt themselves or let Biotechnica or Arasaka bury them as "loose ends". Time to hit the streets.

CALL THE COPS

There are a number of leads the team can follow to run Lycanthe down. One is to have the team

Netrunner pounce into the Night City Police data fortress and find out what they know about the murders. There are a few facts that have not been released to the public.

1. Security cameras show Nigochi entering the building with an attractive young woman and taking her to his apartments. The woman was scanned for cyberware when she entered the building and was found completely clean, not even a Wareman™. Security also shows her leaving 30 minutes later, which falls into the time Nigochi may have been killed, so the police have an APB out for this unidentified woman.

2. Nigochi's biomonitor link was faked so no alarms sounded when his vital signs ended. All in all, it seemed a professional hit with unorthodox techniques except for one thing: Nigochi was missing 5 pounds of flesh which was apparently removed (rather viciously) from his upper torso. Forensics found female hair strands on Nigochi, but no DNA match has been made.

3. The file will include the note that Arasaka has its own people on the case as well, and that they asked that the above information not be released.

4. The other corporate killings are a lot leaner on evidence. In the Achen killing, the garage cameras caught what may have been another occupant in Willard's car, but no details were visible. Police don't have much more on the Poindexter case than what the press reported, except that Poindexter's mistress reported that Harold had been having a lot of "guests" lately, usually young, attractive, and female. (Sound familiar?)

5. There are only cursory re-

ports on the Combat Zone killings. Each took place in an isolated area; victims were of both sexes; each were killed by lacerations to the upper torso, head and neck. They each then had 5-10 pounds of flesh taken, usually in the form of organs such as the heart and liver. One victim was found to have strands under one nail that matched those of the Nigochi killing, but still no ID had been made. There is no discernable pattern to the IDs, but a detailed examination of the victim's effects will show that 2 had ticket stubs for the Cirque del Unique.

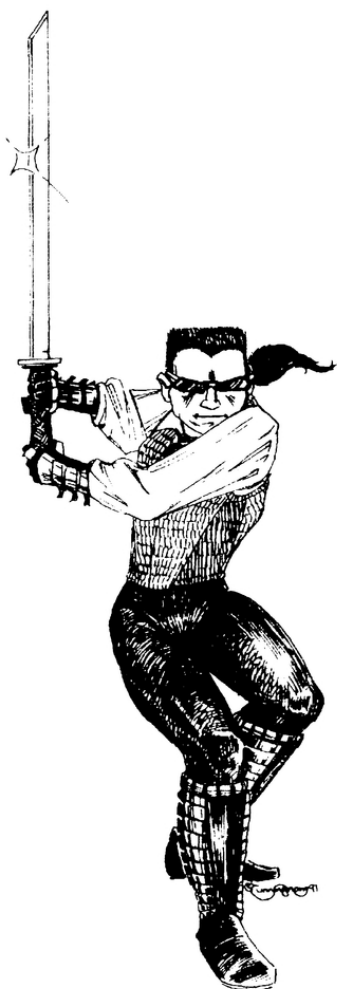
6. The police are looking for a caucasian female, brunette, 160 cm tall, 20-30 in appearance, brown eyes, 57 kg. The official line is for questioning only, but the officers are being told to take no chances: shoot to kill if she resists. But then, at least one of the players has already looked into those brown eyes...

HIT THE PAVEMENT

Trying to investigate the corporate murders will meet with cold stares from the various building security people ("What authority do you have to be asking these questions? Please remove yourselves from our premises...now!") Going to Arasaka has the same results, only with more guns. The next step should be the Zone.

Normally a few more killings here and there are a drop in the bucket in the Combat Zone. But the way these killings happen, along with the terminology of the press, has created some real superstitious panic. Devoid of police protection and filled with people of varied religions, the Zone seems to be slipping back into the Middle Ages. Here, Santaria witches are saying secret prayers to dark spirits of protection, chicken blood is





Arasaka Team (4)

An elite, investigative team designed to find and bring in Nigochi's killer. Dead or alive, of course. These are truly tough nuts to crack.

INT: 9 REF: 10 CL: 8 MA: 7 BODY: 8

Cyberware

2 cyberoptics w/IR, LI, Targeting, and Image Mag, Reflex Boost (Sandistvan), Chipware for up to +3 for any 4 skills necessary.

Skills

Combat Sense +8, Interrogate +6, Shadow/Track +5, Handgun +7, Auto-weapons +7, Melee +6, Martial Arts +6, Athletics +6

Possessions
Medium armor jackets, Minami 10 SMGs, Kendaci® Monokatanas. They'll carry MPK - 11s in the final assault.

spread across doorways, and Gypsy nomads lay out tarot cards with frightening seriousness. Dark, male strangers are driven from neighborhoods with rocks and occasionally gunfire. Needless to say, the market for silver jacketed bullets has skyrocketed. All in all, things down there have become even less inviting than usual. You might expect the torches and pitchforks to be broken out at any minute...

So the Zone's pretty tense, and reaction rolls should be adjusted accordingly. Questioning can eventually lead the team to the Cirque, but don't be afraid to toss in all sorts of random rumors as red herrings. Like a strange woman who has just moved in down the block (she's a hit-person taking a leave), or something about a drug war starting between Arasaka and the local pushers (true, but it has nothing to do with the case). Some of the more suspicious residents think that some mutant animal from the sewers may be performing the crimes (and who knows what may actually be lurking down there.) The Shards Booster-gang may make a play for the team: watch for black-crested street-fighters stepping out from derelict alleys. They've noticed the team snoopin' around and want to see if there's a buck in it for them. After the initial showdown with guns, guns, guns pointed at everyone, they'll be happy to sit and talk, for the right price. The Shards can serve as a useful source of information, and if the team manages to impress them enough they may even help the team out in the final firefight. They know all about the drug war, the hit-gal, and the fact that every victim in the Zone has been hit between 26th Street and 31st, west of Effinger (the Cirque is on 27th). Two of those victims were true paranoid crazies

who avoided people, but loved stray animals like dogs and such... After a while small references like this along with the ticket stubs should send the team on a trip to the circus.

AND IN THIS RING...

The Cirque del Unique is sort of a circus-cum-freak show which travels the small towns of the West Coast, playing to hick audiences and generally scrambling to get by. It's almost like a small nomad pack of its own, consisting of a caravan of 7 vans, 5 motorcycles and 1 semi-trailer rig. The pack of 40-odd performers, techies, and guards have been able to keep themselves alive and together for 3 years now. They stopped in the Night City for a couple of weeks, and found an audience in the Zone, but recent events have encouraged them to move north up the coast within a few days. They are only moderately armed (a few assault rifles and pistols, no really heavy weapons) but are more than willing to defend themselves, and will band together to help each other.

Along the way, they've acquired an assortment of genetic "cast-offs": reject constructs from various labs which they promote as a sort of "specialty" zoo (they avoid the word "freaks"). These include a mutant wolf which stands 5 feet high at the shoulder (but is dying of cancerous tumors), an extraordinarily smart cheetah with three legs, a swarm of fruit flies that respond to simple verbal commands (they were supposed to carry poisons), and a chimpanzee with rudimentary vocal cords but which can only mimic speech, not really talk (still, there's a reward out in L.A. for this critter).

Lycanthe has taken up with these animals, feeling a natural at-

traction to them, especially Maria, the wolf, whose death pangs pain her deeply. She cares for them and keeps them calm during the performances, which are lead by Tobias. Despite her instincts, Lycanthe has become quite attached to Tobias and the feeling is mutual, although he has no idea of her dual nature. Still, he will defend her with his life if necessary (Yup, people still do that sort of thing for LOVE).

What happens here largely depends on the team. If they come in tossing around accusations and waving guns, they're liable to trigger a serious firefight, with the whole Combat Zone joining in for fun (see THE GANG'S ALL HERE! below). If they do some quiet scouting around, they may get a chance to spot Lycanthe before she sees them, and then the ball's in their court. Any ambush may be

met with 20 circus nomads pointing weapons at the team and demanding to know where they are taking their newest member.

Cirque Nomads

These folk are basically gypsies who perform for a living. They have a tight family structure and will work together to ensure their safety.

INT: 6 REF: 8 CL: 5 EM: 7 MA: 6 BODY: 7
Cyberware

Varies. Not everyone has it and then usually not more than one or two mods per person, only a few are combat oriented.

Skills

Family +6, Perform +6, Handgun +5, Rifle +5, Brawling +5, Melee +5, Athletics +7

Possessions

Some light and medium armor jackets, an assortment of medium pistols, shotguns, and light rifles including a Ronin and an AKR-20.

Tobias has basically the same profile, but INT: 8, REF: 8, and EM: 10.

Encourage their curiosity. Lycanthe seems like an intelligent, sensitive woman, and she is. Ideally they may get a chance to talk to her in her Human mode and even get to like her (and she is pretty likeable in this persona). She's fed since their last encounter with her and is finally making the connections between her subconscious Feeder dreams and all the killings. This has put her right at the breaking point. She may go totally feral or turn herself in for disposal. If you can make things complicated by getting them to empathize with her, go for it. If they actually take the time to win her trust, a long shot at best, she will tell them what she knows about her past (keeping in mind that she has blanked the murders themselves).

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They may even come to the quite accurate conclusion that she isn't evil, just conditioned. If they really pursue it, they could discover that she can be helped. There are ways to deprogram her conditioning and modify her diet, at least to accept cloned tissue. The decision about her own responsibility for the murders is a tricky one. While it may be argued that she has diminished capacity because of her programming, modern justice will probably just dispose of her as a construct and be done with it. And she's pretty racked by guilt herself. How deep are they willing to bite?

THE GANG'S ALL HERE!

Well, pretty soon (come on, you knew it was going to happen), both the Biotechnica and the Arasaka teams will show up to start things moving and give us the cli-

matic firefight. They've both been tracking the team and are now determined to wipe out the circus, the team, the other company's team, and capture or kill Lycanthe. Talk about a full agenda. The fight will be furious, too, with the circus people tenaciously defending themselves and the assault teams methodically taking them down.

What side the players join is up to them, but the wholesale destruction of the circus will be hard to watch. During the firefight, you may have Lycanthe realize that this is all her fault and try to sacrifice herself to end the bloodshed (these people are her family). Indulge in grand and noble gestures as you wish. If things begin to look grim for our heros, have the Shards show up to cover their retreat, and the retreat of whoever wants to go with them. After 20 rounds of combat, the firefight will have become large enough to

require police reaction and 2 AV-4s will come in, declaring a Free-Fire Zone, spraying tear gas, and depositing a strike team on site. The mayhem will diminish quickly after the police arrive, with both corporate teams withdrawing rather than greasing the cops.

The resolution is up to the players... assuming they survive. If Lycanthe's still alive, they can turn her over, kill her themselves for a bounty, or befriend her and help her and Tobias get out of the city and rendezvous with the circus later. No matter what they do, they will probably be on the hit list of one or both of the corporations involved and a whole set of scenarios can revolve around clearing themselves with either. The police may have to be dealt with too, and they aren't quite as flexible as the corps. The choices are theirs; so are the consequences.



Convention News

FANTASY FEST, September 28 - 29 in Shamokin Dam, Pa. (58 miles north of Harrisburg on Rt's 11/15, 35 miles south of Williamsport on Rt 15, 30 miles south of Berwick on Rt 11).

Events include **AD&D, ASL, Axis and Allies, Battletech, Paranoia, Shadowrun, Star Trek Star Wars, Warhammer FRP and 40k** and more. Plus miniature painting, costume contests, and an auction. Game Masters needed. Registration fees for registered GM's will be refunded. Registration is \$20 for one day or \$25 for both. Special convention rates are available at area lodgings. For registration package send fees and SASE to A&B Entertainment, Rt's 11/15, Box 645 Shamokin Dam, Pa. 17876. For more info call (717)743-4146 between 10am and 6pm EST.

NOVACON: October 4, 5, & 6 at the Memorial Student Center, Texas A&M University, College Station, TX. This convention is a general gaming convention with a wide range of roleplaying, boardgaming, and miniatures. Specifically, **AD&D, Axis & Allies, Car Wars,**

Champions, Civilization, Cyberpunk, Diplomacy, GURPS, MicroArmor, naval miniatures, Star Fleet Battles, Talisman, Titan, Traveller, Twilight 2000, and 2nd Fleet. There will also be twenty - four hour Japanese animation and open gaming rooms. The price is \$8.00 for all three days. For more info contact: MSC NOVA, Box J 1, College Station, Tx 77844 - 9081; or call (409) 845 - 1515.

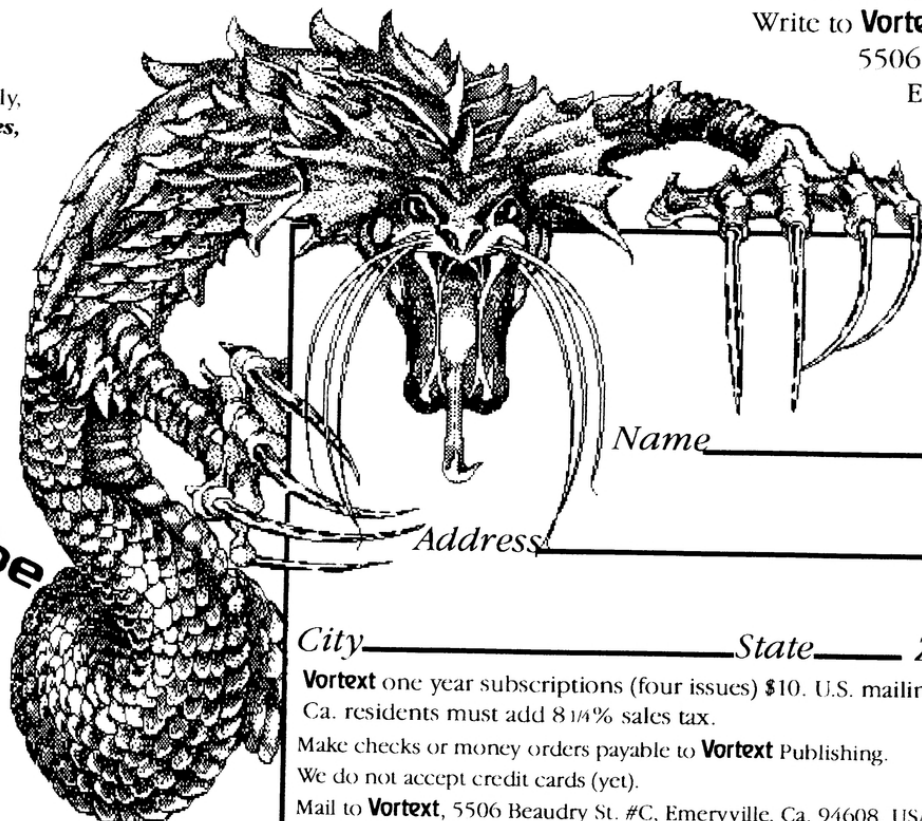
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Upper Class Wrestling

Presents...

A new skill for any
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by Michael J. Bengston

Professional Wrestling (Physical/Average)

Defaults to STR - 5, or
DEX - 7, or Brawling - 3

Wrestling is the skill needed to do combat in the squared circle. You can use almost any combat move with this skill and make it look painful. With this skill, you can do bone-breaking suplexes, earthshaking body slams, and dangerous submission holds. The skill is normally used with little force, but with loud slaps and stomps. To use it, roll against the skill number. On a normal success, roll for damage and divide by 5. On a critical success, roll for damage and divide by 4, then roll 1d6 and add it (for heroes) or subtract it (for villains) from the crowd's reaction roll. Failing the roll leaves you open to counter attack, but critical failure leaves you at a disadvantage with the crowd laughing (at the villain) or praying (for the hero). When defending against this skill, you may use any combat defense or use 2/3 of your Pro Wrestling skill to take the blow, rolling with it for half damage. Fans everywhere go wild as the match begins, so go ahead and have some fun.

Wrestling Manuevers

Several needed wrestling moves are covered in the GURPS basic set, including: grapple, take-down, slam into, punching, fford, choking, flying tackles, and pinning. To find these moves, refer to the basic book on pages 111-113.

Below are several more moves to make wrestling more fun.

Body Slams: Lift the opponent up and return him to the mat (where he belongs). First, you must make a successful grapple attack, then you must check to make sure you can lift the opponent, and finally a contest of STRs. If you win the contest, your opponent is lifted up and slammed into the mat for your swing damage plus 1 for every 50 pounds the opponent weighs. If you lose the contest, your opponent breaks your hold, smiles at you, and can then attack you. If the contest is tied, you and your opponent struggle for the advantage.

Suplexes: This move is performed exactly like a body slam, but the opponent is lifted vertically over your head and then dropped backwards onto the mat. This move causes the same damage as a body slam but moves your opponent a greater distance.

Drive an Opponent's Head into the Mat: This popular move can be done several ways, including the Piledriver, the Bulldog, and the DDT (to name a few). First, you must grapple your opponent, then use your STR or wrestling skill vs. his STR or DEX. If you win the contest, your opponent's head is slammed into the mat, causing your swing damage times 1.5 plus 1 for every 50 pounds you weigh. After taking this damage, your opponent must roll against his HT or be stunned. If your opponent wins or ties the contest, he has escaped your move and thanks a greater power that he escaped without major brain damage.

Atomic Drop: Start this move by getting behind your opponent, then lifting him up and bringing him down into your well-placed knee. If you are behind your opponent and make a successful grapple attack, you can complete the move by making a successful STR roll. This move will cause thrust damage plus 1 point per 100 pounds that your opponent weighs. As an added bonus, your opponent will not want to sit down soon.

Locks and Holds: These moves consist of pulling and twisting different body parts to cause pain and wear your opponent down. First, you make a grapple attack, then choose a body part and use your STR vs. your opponent's STR each round. If you win the contest, you have the hold and can start doing thrust damage to the chosen body part. Your hold also causes your opponent to use that limb or body part at a -1 for all actions. The -1 penalty is cumulative in the following rounds. After the hold is released, the penalty wears off point by point starting in 2d6 seconds. If your opponent wins or ties the contest, the hold is avoided.

Dropping on an opponent: This move is called by several names and can be performed in several ways, including the Avalanche, Leg Drop, Crossbody, Elbow Drop, and the dread Butt Drop. To use this move, your opponent must be down in most cases (an exception is the Crossbody, which is more like a flying tackle). Then you roll your wrestling skill. Your oppo-



nent may try to dodge. If you win the contest, you have dropped on your opponent, causing thrust damage plus 1 point for every 25 pounds you weigh. If your opponent wins the contest, you cause yourself 1 point of damage for every 50 pounds you weigh. The damage can be increased by climbing onto the ropes before dropping onto your victim. Dropping from the top rope causes 2 points per weight increment, either to yourself or your opponent. It's no fun to cause yourself damage.

Submission Holds: These moves are used to finish opponents. They vary greatly, but some are called the Figure Four and Scorpion leg locks, the Back Breaker, and the Boston Crab. Submission Holds are performed the same way as

locks and holds, but if they are on and causing damage, the poor person in the hold must roll IQ plus Strong Will or give up the match. Good luck and don't get caught in one.

Conclusion

These are just a few examples of the different moves used in professional wrestling. Wrestling tends to change often and the moves presented here are just the basics. As a GM, you will have to rule on the new moves and styles your players come up with.

Remember, wrestling play follows TV's wrestling rules: the damage is always divided. Wrestlers may choose not to divide their damage, but those who don't tend not to get matches. Wrestling like this should last a while and be entertaining. If it is not fun, then change it and have fun.

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Asteroids

by Chris Williams

On page fifteen of the *Silent Death™* rulebook it states that, "Battles within the depths of an asteroid field can be a challenging and exciting affair." True, but not with the existing rules. As it stands now, asteroids drift in a regular easily determined fashion – one hex forward every turn. Their relative positions never change, and worse yet, any asteroid's final position at the end of the turn is always known at a glance. Only a very unobservant player would allow an asteroid to drift into his ship, let alone fly into one. Where is the challenge and excitement? Presently, asteroids are little more than large chunks of rock, floating in space, which can be used as a convenient form of cover from enemy fire. Asteroids can add a great deal of excitement to a *Silent Death™* game by using just a few simple options. The guidelines presented here are entirely optional. Feel free to use only those options which appeal to you, and to modify them to suit your taste.

Random Drift

Asteroids drift immediately after the missile resolution phase. During this "asteroid drift phase", 1d4 should be rolled for each asteroid in the field of play. The result is the number of hexes forward that the asteroid in question should drift. The direction of asteroidal drift should remain constant as determined by the roll of 1d6 at the start of the game.

Collisions with Ships

If an asteroid drifts through a hex containing a ship, the ship will suffer 5d12 points of damage. Such a collision will not stop the flight of the asteroid; it will continue its drift movement. This means that it is possible for more than one ship to be hit by a single asteroid, with each ship suffering damage. If an asteroid drifts into a ship head-on, the ship is considered to have flown into the asteroid and suffers 10d12 points of damage.

If an asteroid ends its drift in the same hex as a ship, and that ship survives the damage roll, reposition the ship directly in front of the asteroid. If that hex is occupied by another ship both ships suffer 5d12 points of damage (the original ship suffers this damage in addition to any damage suffered when hit by the asteroid.) If the hex is occupied by another asteroid the ship is destroyed – crushed between two huge chunks of iron ore.

When Asteroids Collide

Asteroids may drift through each other freely; however, it is quite likely that after the drift phase more than one asteroid will occupy the same hex. Since it is impossible for two separate bodies to occupy the same space at the same time all asteroids in the same hex, after drifting, destroy each other. Rather explosively. To simulate the debris which will result from asteroid collisions, all ships in the six adjacent hexes must make a dodge attempt as if they had been attacked by a number of torpedoes equal to the number of

asteroids minus one. Ships which fail to dodge this debris will suffer damage as if attacked by Mk10 torpedoes. Point defense systems may be used to defend against asteroid debris if they have not been used previously during the turn. If an asteroid collision occurs in a hex occupied by a ship, the ship is destroyed.

Asteroids in 3-D, or Death from Above (and Below)

The second *Silent Death* supplement Blackguard saw the addition of rules for playing in 3-D. Asteroids are addressed, slightly. The initial positioning of asteroids should remain as stated on page 13 of Blackguard. This will generate an asteroid field with obstacles at various, constant altitude levels and will also reduce the number of asteroid collisions during the game. However, if an even more challenging asteroid field is desired, players may have the asteroids drift up or down as well. At the start of the game, when rolling for the direction of asteroid drift, the same die roll can indicate whether the asteroids drift up (on an odd result) or down (even result). For every hex forward that an asteroid moves, it should change its altitude level by one.

Using this option it is possible for asteroids to pass through a hex occupied by a ship, and not collide with that ship, by drifting over or under it. An asteroid may even end the drift phase in the same hex as a ship if it does not occupy the same altitude level as the ship. If you are playing with Grox-Blox™ or similar method of physi-

cal altitude representation, the asteroid should be replaced by an asteroid counter and the asteroid's altitude should temporarily be represented by a numbered counter so that both ship and asteroid will fit on the board (assuming you make your own asteroid models instead of just using the counters provided with the game).

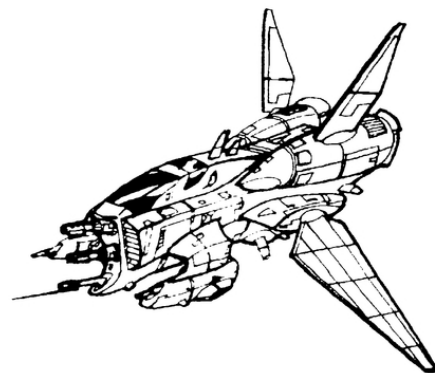
If an asteroid passes through a hex occupied by a ship at the same altitude as the ship, roll for damage in the same manner as described above. If an asteroid ends its drift in the same hex at the same altitude as a ship, the ship will be displaced one hex and altitude level in the direction of the asteroid's movement. Determine subsequent damage for the space being occupied as previously described.

Collisions between asteroids will shower debris in a spherical manner. Therefore, any ship adja-

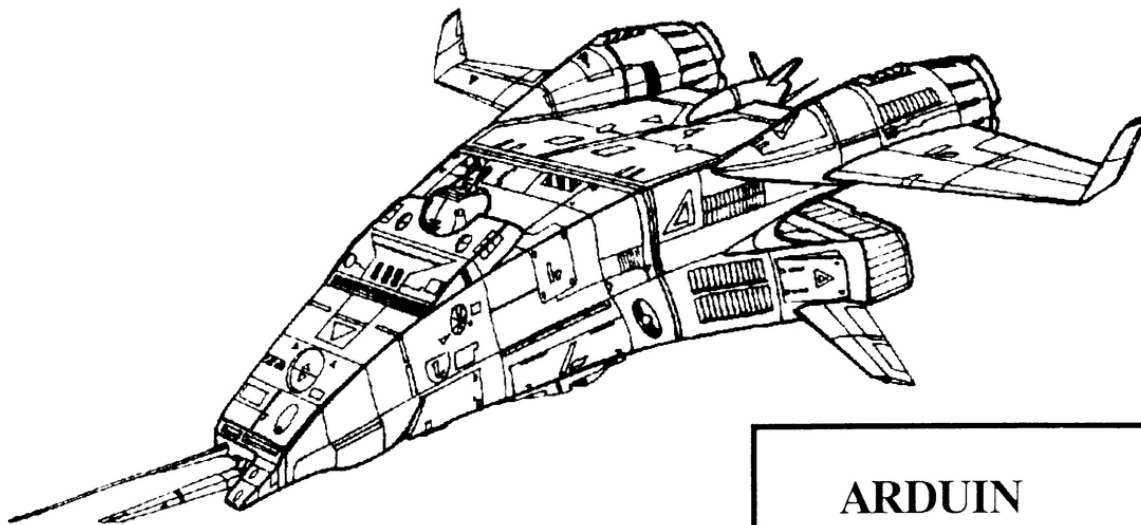
cent to and within one altitude level of such a collision must dodge asteroid debris as described above. Ships which are in the same hex and one altitude above or below the collision must also dodge. Ships that are more than one altitude level above or below an asteroid collision, are safe from the debris shower, no matter what hex they are in. For example, two asteroids, at altitude 3, collide. Boom! The collision occurs in a hex adjacent to a ship at altitude 2, a ship at altitude 1, and containing a ship at altitude 4. The ships at altitudes 2 and 4 must dodge debris while the ship at altitude 1 is safe. Asteroid collisions in the same hex and at the same altitude as a ship will destroy the ship.

A line of sight which is traced through any hexes containing asteroids, at any altitude levels, is blocked unless both the firing and target ships are above or below the altitude levels of all intervening as-

teroids. For example, a Spirit Rider at altitude level 1 is targeting a Blizzard at altitude level 3. There are 2 asteroids along the line of sight, one at altitude 0, the other at altitude 4. Since both ships are either above or below the altitudes of both asteroids, the line of sight is



not blocked, and the Spirit Rider may fire. If one or both of the asteroids had been at any altitude between 1 and 3, the line of sight would have been blocked and no shot would have been possible.



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Hide & Seek

The Backnet is just about as far from the reach of the Imperium as one can get. Life there is full of uncertainty and violence. Renegade Houses clash with one another for control of strategic planetary systems, while small independent worlds struggle just to survive on their own. One such world is Fornus.

For the last few decades, rival factions have waged war on the surface of and in space around this small world. Only recently has order been established with the advent of one planetary ruler. Now

that order is threatened. Small bands of insurgents intent on toppling the present government have been receiving shipments of smuggled arms to aid their cause. In an effort to halt the flow of arms to the rebels the government of Fornus has established patrols to capture or destroy any such smuggling craft.

This engagement took place when a lone smuggler encountered one such patrol. Faced with superior numbers and fire power the smuggler tried to evade his pursuers by flying into an asteroid field.

Special Rules

1) Because the patrol originally encountered the smuggler craft at extreme sensor range and had to catch up to engage in combat, they may not deploy their torpedoes on the first turn of the game.

2) Use the optional rules for the sideslip maneuver, as described on page 15 of *Silent Death™* during this battle.

3) All optional rules for asteroids detailed in the main body of the article are in effect. Players should decide before play begins whether or not they will be flying in 3-D.

4) If any ship flies beyond edge 2 of the leading map, then the trailing map should be picked up and moved to the front of the battle zone (i.e., abut it to "edge 2", and it becomes the new leading map). Asteroids which have been destroyed, or which were on the trailing map, should be randomly placed as during game set-up. Any ships on the trailing map when this occurs are considered to have fallen out of combat range and are out of the game. If the smuggler's craft is in the trailing map when this happens he is considered to have successfully eluded the patrol and wins the game.

Victory Conditions

The game ends when all the ships from one side are either destroyed or have been lost due to the removal of the trailing map. The smuggler wins if he escapes from the patrol. The patrol wins if the smuggler is either destroyed or crippled to the point of non-mobility.

Fly 'til you die.

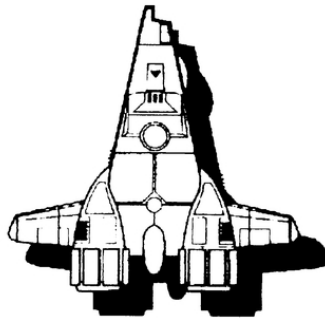


Forces

Asteroids should be placed on the field as per *Silent Death™*, pg. 15, covering the entire playing surface except for the area between edge 1 and area A.

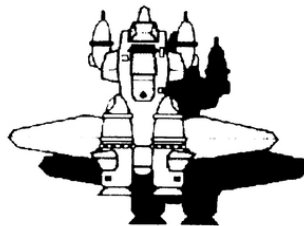
Smuggler. Set up second anywhere in area A, no closer than 3 hexes to any asteroid. If playing in 3-D, the smuggler may choose his starting altitude level.

Shryak Shuttle – Pilot (Plt 9, Gnr 8)
Gunner (Gnr 9)



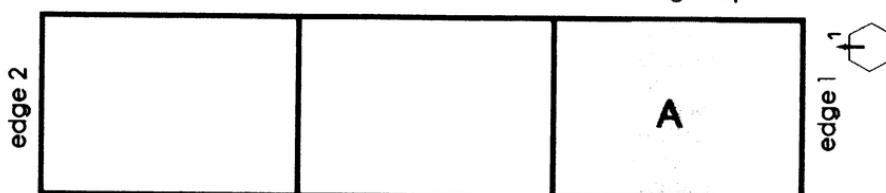
Patrol. Set up first anywhere along edge 1. If playing in 3-D, the player may choose any starting altitude level for each of his ships.

Spirit Rider A – Pilot (Plt 8, Gnr 7)
Spirit Rider B – Pilot (Plt 4, Gnr 5)
Spirit Rider C – Pilot (Plt 3, Gnr 5)



leading map

trailing map



Blackbeard con't from pg 11

warships out patrolling against you, or enter a port to sell your booty or to sack the town – burning it to the ground. Like something out of Disney's Pirates of the Caribbean ride, you can carouse in town or aboard ship engaging in "debauchery & revelry"(!); fight duels with your fellow captains, boost your crew's shaky morale, torture or ransom hostages, and other fun pastimes.

As in real life, bad luck can strand you on a hostile coast with a leaky ship, or wound you in battle (giving reason to place an appropriate hook or peg leg counter on your character card!). But this can be balanced by use of King's Commissioners, famous historical pirate hunters commanding a squadron of warships. Each player can raise KCs to hunt down the other players' pirates, thereby putting some malice behind the otherwise random opposition.

Final Observations

There are only a few minor things which should be changed or added. I feel there should be more KCs, possibly from Spain, France or Portugal (all the ones provided are English), as they were major sea-going powers along with England at the time. While there are capture rules, allowing a pirate to upgrade the size and power of his ship, you cannot accumulate a flotilla of your own, which would be helpful in attacking the larger ports. And, finally, to more fully integrate the feel of "movie" and "historical" piracy, there should be more reasons for duels between captains.

Last but not least, some of the greatest pirate/privateer hauls ever made, equal to the fabulous Moorish ships, were taken in the Pacific by pirates that braved the stormy passage around Cape Horn. The incredible Manila Galleon, richest regular shipping route of all time, came once a year like clockwork for over two centuries! This doesn't even count the western ports of Peru, Central America, and Mexico. Eventually, there should be a new mapboard added, showing the west coast of the Americas from Cape Horn to Drake's Bay in California. Appropriate action cards could be included with the map in an expansion kit format that has proven viable for Avalon Hill in the past.



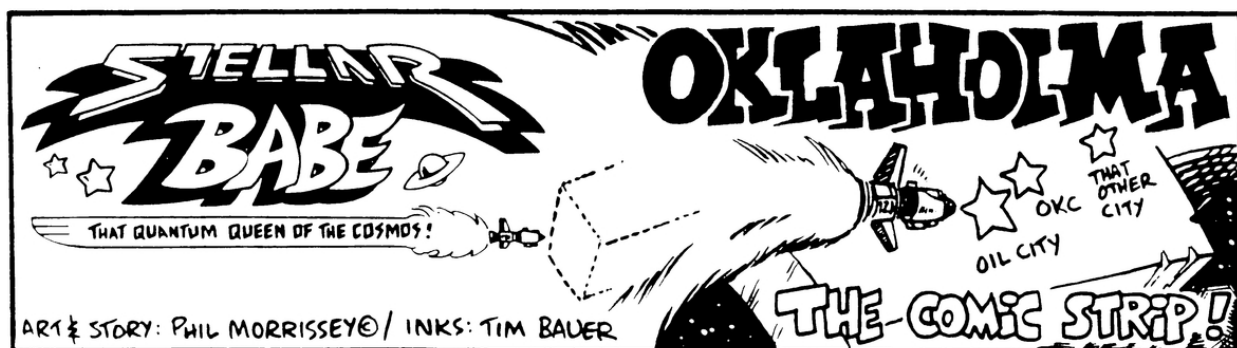
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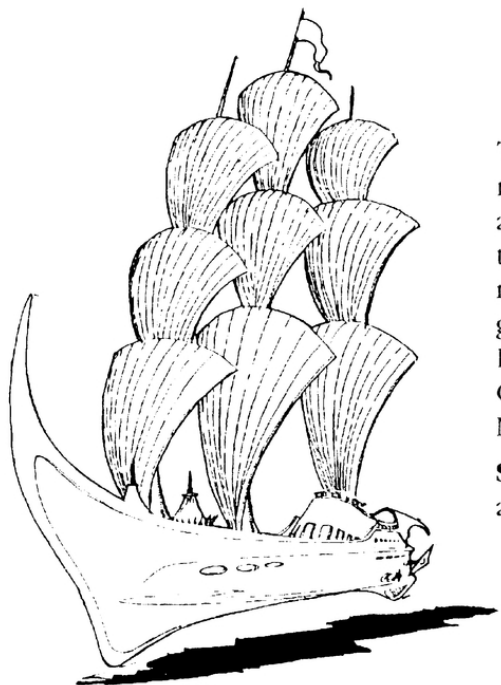


WHY STELLAR BABE OF COURSE!

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Next Issue



The planet Velsa is located at the edge of the Empire. In a recent revolution the ruling aristocratic families were ousted and took refuge on Velsa's moon, Jordan. From there, aboard their sail barge Overseer, the Barons control the flow of minerals to Velsa. The Rebel Alliance has dispatched a small group to Velsa to act as objective mediators between the Barons and the newly formed Revolutionary Government. Of course, the Empire has interests in this matter too. Negotiations will be held aboard the Overseer.

Ship of Fools, for the *Star Wars* RPG, will be our featured adventure.

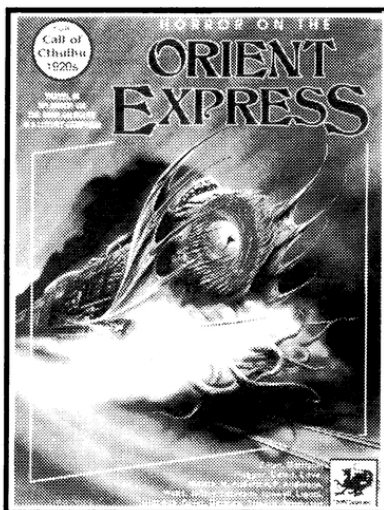
Trolls. In the world of *Shadowrun*, the word Troll brings forth visions of big, dumb brutes, smoking cigars, and toting a club. Trolls always seem to be on the short end. But no more! For those of you who ever wanted to play a Troll character who does more than smoke, eat a lot, belch, and clobber things real good -- look out! 'Cause Here Come the Trolls!



("You might have listed ME first.
Hrmph!" - SB)

High above the plains of Jorune drift the losht pods. A group of travellers trek across the land the land below. Suddenly, the air is filled with a high pitched screeching. The travellers pause; some are dazed or feel mildly ill, others watch as a small form swoops down upon its prey -- an unfortunate beetle. The sleggi are one of the lesser know creatures which populates the world of Jorune. Next time we'll take a closer look at The Amazing Pod Bats of Jorune, on Mutual of Ardoth's Wild Kingdom.

Last, but not least, keep an eye out because I'll be announcing the winner to our subscription contest next issue (There's still time to enter -- first 100 subscribers will be entered in a drawing to win a model of the Narcissus escape craft from the movie "Alien"). And, of course, I'll be bringing you more Stellar Babe!



WHAT'S NEW AT CHAOSIUM?

We have a great lineup for the remainder of 1991. All of our game lines are now receiving adequate support, and amazing things are coming for 1992 (Mr. Shiny says so).

SAVAGE MOUNTAINS

[JULY] A **PENDRAGON** SUPPLEMENT — 128 pages filled with adventures! King Arthur's valiant knights brave mountainous wilds, filled with giants and fearsome beasts. *Savage Mountains* also expands the background information about lands not included in the basic *Pendragon* rules. #2710 — \$18.95

HORROR ON THE ORIENT EXPRESS

[AUGUST] A **CALL OF CTHULHU** SUPPLEMENT — *Orient Express* is a singularly involved campaign for the *Call of Cthulhu* roleplaying game, situated on the famed train route stretching from Paris to Constantinople. Along the way there are murders on the train, and explorations of London, Paris, Milan, Venice, Trieste, Belgrade, Sophia, and Constantinople. There are many off-train adventures in these various locations as the investigators search for parts of the Sedefkar Simulacrum, an occult device of inestimable antiquity. #2331 — \$39.95

KINGSPORT

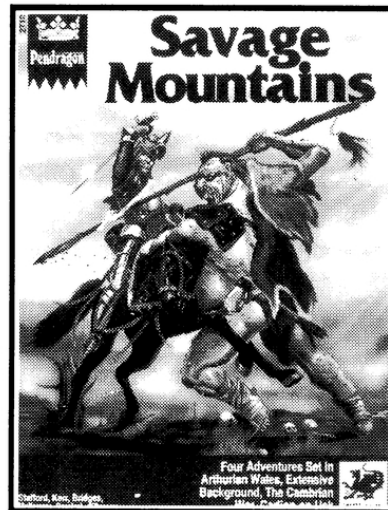
[MID SEPTEMBER] A **CALL OF CTHULHU** SUPPLEMENT — King-sport is the sleepy fishing village described by H.P. Lovecraft in his tales of horror and suspense. A favorite with tourists and artists, most find its dreamy atmosphere a place of relaxation and inspiration. A few find themselves plunged into a nightmare world of unspeakably ancient cults and blasphemous gods. #2333 — \$18.95

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[MID OCTOBER] A **STORMBRINGER** SUPPLEMENT — the first of a series of *Stormbringer* supplements that will systematically explore the world of the Young Kingdoms. *Sorcerers of Pan Tang* details the isle of Pan Tang, providing the gamemaster with extensive information so that these "bad guys" have as much detail and depth as the players' adventurers. Included here is background on the island, character-generation details, maps of the area, and ready-to-play adventures. #2112 — \$18.95



KINGSPORT: CITY IN THE MISTS

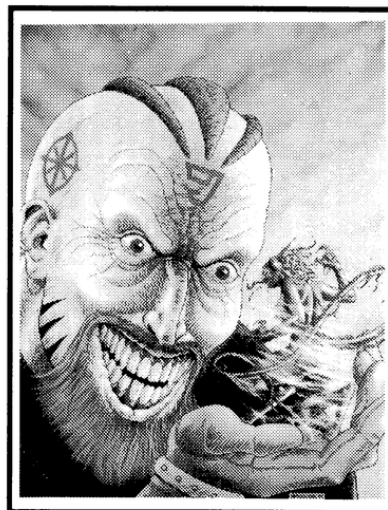


PERILS OF THE YOUNG KINGDOMS

[EARLY NOVEMBER] A **STORMBRINGER** SUPPLEMENT — The known and mapped portion of the Young Kingdoms as described in Michael Moorcock's *ELRIC* novels covers an area greater than that of Europe. The power of Melniboné wanes, that of Pan Tang grows. The armies of many nations are restless. *TALES OF THE YOUNG KINGDOMS* contains several discrete adventures set among this turmoil, during the time prior to the fall of the Dreaming City, Imrryr. Each adventure is constructed to be played independently, and each is set in a different location in the world. #2113 — \$18.95

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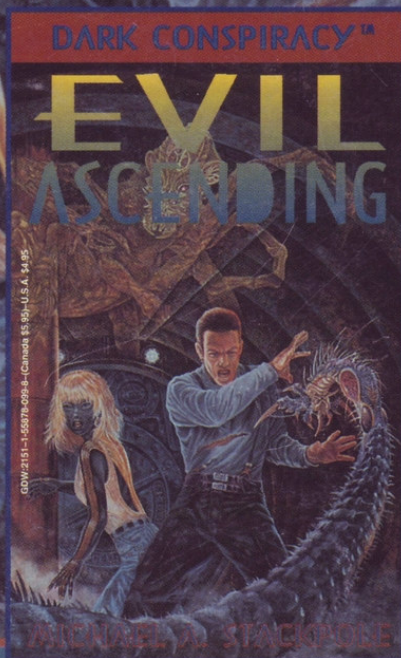




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