

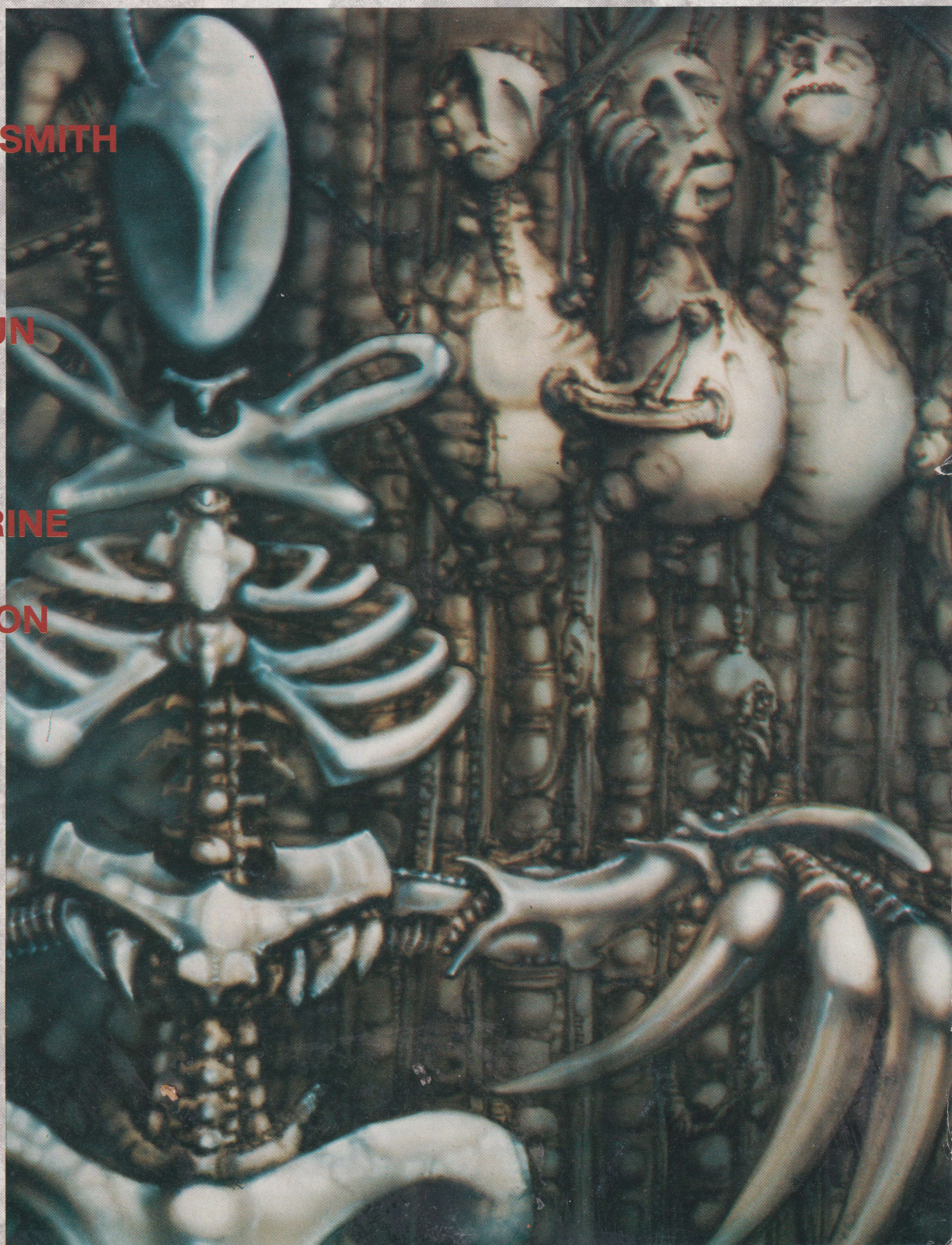
ISSUE
15

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PRICE
\$4.95

REALMS

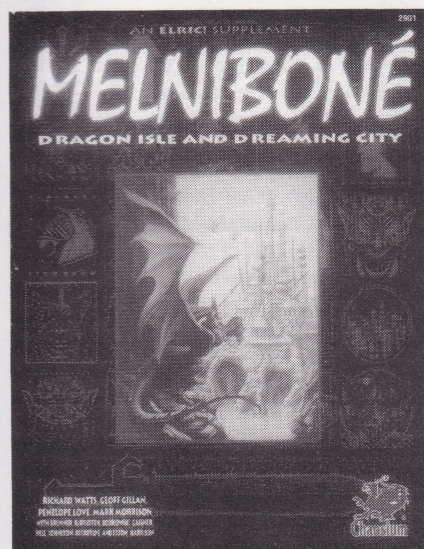
- MIKE POND SMITH
- MAGE
- SHADOWRUN
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- SPACE MARINE
- COMPETITION
- UNAE



MELNIBONE

Elric! Supplement
by Chaosium

Reviewed by Andrew Daniels



Hot on the heels of Chaosium's metamorphosis of *Stormbringer* into the new, revised *Elric!* roleplaying game comes the first of a doubtless plethora of supporting supplements, **Melnibone, Dragon Isle and Dreaming City**. Melnibone! Shadowy home of the doomed Dragon Prince Elric. Bristling with dark magics and decaying splendour, the perfect place to set any adventurous heart tingling. But can you adventure in it? I mean, what can you achieve in a place where everyone's either a wiz at magic or in a drug induced coma? This book shows you.

Melnibone, based on Michael Moorcock's novels, expands on the master's scanty material covering the island home of his tragic hero. Written by an Australian, Richard Watts, the supplement follows Chaosium's usual clear layout supported by some fine illustrations (although the drawing of Imrryr looks a little too much like Munchkin Land from the *Wizard of Oz* for my liking). The book covers the Dragon Isle, its inhabitants, their customs and beliefs. Watts has done a great job of integrating Moorcock's published material with his own ideas to create a thoroughly authentic atmosphere.

Moorcock's Melniboneans are an aloof, distant people living in a world teetering on the brink. The players are placed in this world with sufficient inducement to get out and about to take one last look. Avenues for non-

Melnibonean characters are provided by the inclusion of the Foreign Quarter in Imrryr.

Along with the background material comes suggestions for encounters and a digest giving description and stats for npcs - not a lot on each but enough to set you on your way. Completing the book is a series of three scenarios. These are interesting and original. They take players on a tour of the island before plunging them into some meaty roleplaying which includes time travel, dragon flying and an opportunity to change the very history of the multiverse itself!

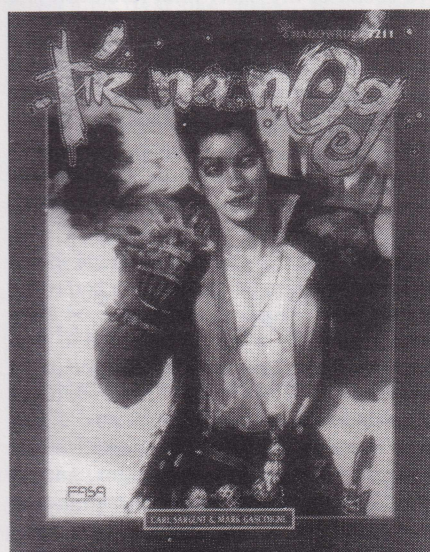
Each adventure adds to the unique feel of **Melnibone**; players interact with some real (read very strange) characters. Lunch during the Ceremony of the Sufferers is a hoot! The locations too are imaginative; Castle Crow especially caught my eye. The adventures play just like the novels - rollercoaster action along an edge of wierd unreality.

I must admit though, I do have one complaint with Chaosium and an industry increasingly run by marketers; this material could and should have been included in the game book. For mine it's not good enough to present a set of rules without a specific world then expect the consumer to buy endless background supplements to flesh out the game. That gripe aside the quality of **Melnibone** has gone some way to winning me over. Good.

TIR NA NÓG

Shadowrun Sourcebook
by FASA

Reviewed by Colin Taber



Something big is happening in **Shadowrun**, the world is moving apace and someone is up to something (notably the elves). With the recent release of **Tir Tairngire** (the elven nation in the north west of North America) and now **Tir na nÓg** (formerly Ireland) we are beginning to see snippets of elven plans and conspiracies. If you have followed **Shadowrun's** history you'll know the Awakening was big time stuff, but I think what's up ahead is perhaps even more worrying (look to FASA's excellent **Earthdawn** game for a taste). Such hints are dropped within the latest offering for the **Shadowrun** game from FASA.

Another work by Carl Sargent, pretty well a 'master' of RPG material, **Tir na nÓg** comes in at over 160+ pages, including some very good colour artwork. The book tells of Ireland's history and its current situation in 2054. It gives a full account of how Ireland was 'taken over' by the elven minority, including details on how Northern Ireland was finally reunited with the Irish republic.

The book also has information covering the major cities of Dublin and Belfast. Brief data is also given on the provinces and counties that make up **Tir na nÓg**.

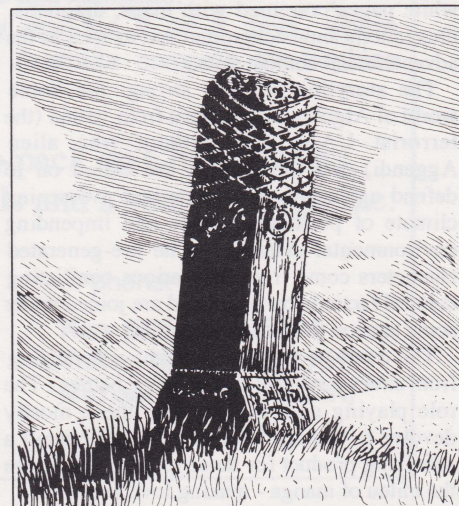
With full details on the elven belief system of 'Path' magic, and details on why elves believe that they are 'better' **Tir na nÓg** has more uses than for a European campaign.

It could be said that the product nearly doubles as an elven sourcebook for those who

want more information on the meta-race.

This is a well written book that is well presented with beautiful Rick Berry colour work and quality black and white throughout. If you are more into the 'story' and the fantasy elements of **Shadowrun** than corp dirt and new cyberware, consider making this your **Shadowrun** purchase for the year.

Combined with the **London Sourcebook**, **Paranormals of Europe** and the **German Sourcebook** (reviewed next issue) a indepth euro-campaign can now be established with all the colour it was previously lacking. But, as said above, it also stands as an elven source book in its own right. The *Land of Youth* awaits.



STRANGLEHOLD

A Scenario Set in the Official Australian Setting for SHADOWRUN

By Colin Taber

Realms detailed an Australian background for Shadowrun over issues 6,7,8,9 & 11. This material has since been accepted by FASA as the basis for the official Australian setting and will see release as a sourcebook in the future. Based on the manuscript being prepared by Colin Taber, we present the following scenario set in the isolated and vulnerable Perth City-State. Over the coming issues more will follow.

THE SITUATION

The Perth City-State in 2055 is a fragile place. Should any of Australia's fortress cities be about to fall, this is surely the one. It's second perimeter fence is breached regularly by Dreamtime vermin, the first was over run late last year. The sprawl is a hive of corruption, crime and urban decay. The city's spirit and people are broken. It is the shame of the Australian Republic.

Corps know they can take advantage of the desperate situation in Australia, and all do to varying degrees. In the interest of political and social (thus market) stability none pushes too hard. What this translates into is that while they are unafraid to *bend* the law no corp is yet to trigger any major incident or crisis. **Stranglehold** is a scenario which illustrates the crossing of this threshold.

The diversified (and only) Australian based mega-corporation of **Austside** has just collapsed (in suspicious, possibly criminal circumstances), the nation's economic confidence collapses and financial panic begins. A hundred thousand are made jobless overnight and more are expected to join them. The corp's subsidiaries are being sold to rivals as creditors join the crazed fear sweeping local financial centres. It is a fire sale the size of which Australia has never seen. Now the Australian market *dupology* is a chilling reality. Amidst the continuing struggle over Austside's corpse for personnel, research, stock and assets the two rival Corporate Blocks of the dupology are fighting hard in *any* way they can...

>>PRIORITY MESSAGE OVERRIDE!

>>ENCRYPTED MESSAGE FROM CENTRAL!

>>BEGIN DECRYPTION CODE 10R7

::ATTENTION!

::EMBARGO NOW ACTIVE!

::PERTH IS NOW FORBIDDEN!

::ALL LINES ARE NOW CLOSED!

>>END MESSAGE

>>>>[Am I dreaming? Did that really happen?]<<<<<

-Technoir(10:14:03/11-JAN-55)

>>>>[No & Yes.]<<<<<

-Skippy(10:14:11/11-JAN-55)

>>>>[Can a corp do that? They just dumped on Perth!]<<<<<

-Li(10:14:20/11-JAN-55)

>>>>[I've got family in Perth. I know the sprawls already on the brink. How tight can an embargo be?]<<<<<

-Skippy(10:14:33/11-JAN-55)

>>>>[With a dupology like we've got, very. Perth is so vulnerable another breakdown at a water pumping station like it had last month and they'll be getting very thirsty, very quickly.]<<<<<

-Hy Brazil(10:14:47/11-JAN-55)

>>>>[This is incredible. Its like a war.]<<<<<

-Payback(10:14:50/11-JAN-55)

>>>>[Bingo.]<<<<<

-Technoir(10:14:53/11-JAN-55)

>>PRIORITY SYSTEM MESSAGE!

::THIS BOARD IS NOW CLOSED FOR MAINTENANCE

Word is out. They try and smother it, but it still gets to the streets. Perth is now 'limited access' to Fuchi corp, related Australian subsidiaries and Block partners. Half of Australia's dupology just put its WA operations on *base line*. Knowing they can't lose market share to the other half of the dupology (Fuchi controls many facets of the Perth sprawl, notably airport fuel supply, dock side loading facilities and some media networks) as their competitors can't import what Fuchi and its allies are withholding.

The alarm bells are ringing in the halls of power, but nothing is being said or done.

The entire city-state is being held to ransom, why?

But this is not how it begins, there is more to the crisis of isolation than the embargo will bring. There is greed, power plays and one fragile minded man's struggle for survival.

THE BACKGROUND

The Mega-corp **Austside** had a small but very fast growing subsidiary based in the Perth sprawl by the name of **Westside Entertainments**. This company was a chip maker, specialising in local documentaries and subculture shows for niche markets - *officially*. In reality, as the Austside parent corporation started to stumble, and the demand went out for increased profits and dividends from subsidiaries the directors of Westside started to look down other avenues. They feared being sold off and losing the autonomy they had under Austside, to any new owner. So, under careful direction from the Austside Perth State Manager (Regan Landis) the young Scott Sabatino (General Manager of Westside) had a new promising producer/director (Malcolm Pekovich) start work on the **Streetwise** label, a planned line of illegal BTL's sold through a shell company (Braindance Productions) to a network of dealers. The first chip was called **Firedance** and was successful enough to see Streetwise have more resources funnelled into it (via Austside, via Westside and finally via Braindance) for what was to be their *big* BTL release, **Skin Raker-Fire Taker**. A portion of these profits was to be paid to Austside, hopefully making Westside more secure and less likely to be sold off than other fellow, but less *profitable* corporate subsidiaries.

Austside had misled everyone over how desperate it's situation truly was. Hiding behind his corporate bureaucracy, Liam Davies, the man at the top fled Australia (heading some say to Azania) leaving his fellow board less-members a problem that was immensely larger than they had thought. Alarm bells started ringing when the panicked directors started selling off their personal stocks, within hours they were joined by every major stock holder around the globe, all trying to dump their shares. The stock price plummeted. The corp collapsed, its death took less than six hours. Due to the nature of the collapse several individuals are under investigation for crimes ranging from insider trading, to forgery, embezzlement, grand theft and official corruption. While the police prepare to investigate the corpse of Austside creditors continue to sell off whatever facets they can in an attempt to secure the mega-corps outstanding debts.

This was merely days before **Skin Raker-Fire Taker's** release, the chips were in mid-production. So it was to never see the streets...

The BTL industry is riddled with 'spies'. Every BTL studio in Australia, and many others around the world had been impressed by the intensity of **Firedance** and were awaiting the sequel. Some got hold of sections of the master. It was breath taking. The pure energy in the chip, its rapid scene and sensation changes charged the nervous system of the viewer in ways that no BTL had done before. In short it was

new, consequently it was hot, and too many people knew that it was sitting in Perth and so was its producer, waiting to be *acquired*. Malcolm Pekovich was as good as dead.

THE PLOT SYNOPSIS

Competition is tough in a tight market the small size of Australia's, very tough.

Stranglehold is about a new kind of competition, a battle. It is summarised below, but boils down to a seek and destroy operation, of course there are complications and distractions.

THE ADVENTURE

1. (Monday) The players are contacted by **Sang Lee**, a parabiologist. He tells them he needs an escort to Rottnest island. He will arrange for a boat (and will captain it himself) but needs the players to come along as an escort. He will pay a total of 1000¥ for the afternoon's work, due to happen the following day.

Sang Lee is only involved in the first steps of the story. He is an independent parabiologist (but sponsored by GMC). His work on Rottnest Island (Rotto) requires an escort due to the Ghost Tribes (see issue 7 page 18 & Shadowrun II p224) that stalk the island.

2. (Tuesday) While travelling to Rottnest (a 20 minute trip) with Sang Lee the party stumbles across some heavy duty corp security (2 choppers and 4 boats) raiding an anchored luxury ocean cruiser. They will be warned away by some security captains in a power dingy. Sang, recognising the GMC corp colours will quickly abide and continue on his way to nearby Rotto. Once there Sang Lee will get the specimens he came for when a suitable landing sight is located (he needs to catch six quokkas -the native marsupial of the island- so that he can check them for a theorised change in their structure related to the Awakening). The escort will involve watching over him while he coaxes the tame quokkas and bags them. The whole operation takes only ten minutes, and (if you're feeling kind) should be completed without the complexities involved if Ghost Tribes arrive. As he prepares to leave the island **Malcolm Pekovich** crawls ashore, the sole survivor from the burning wreck that was the cruiser.

Malcolm is in an exhausted state and offers the players 5000¥ if they take him to Garden Island (for a reasonable share Sang Lee will accept the diversion). In his current state of mind he will tell them nothing about himself or who was after him, he will merely say his name is Malcolm and pay them 5000¥ upon his delivery to Garden Island (see map) observant runners will note that he has a slight BTL chipper's twitch.

Malcolm Pekovich has been in hiding since the collapse of Austside (previous Friday). He knew (being from the shadows, and a BTL user himself) that people would be trying to take him out of the picture to protect themselves, and that other BTL studios might want him dead rather than working for their competition.

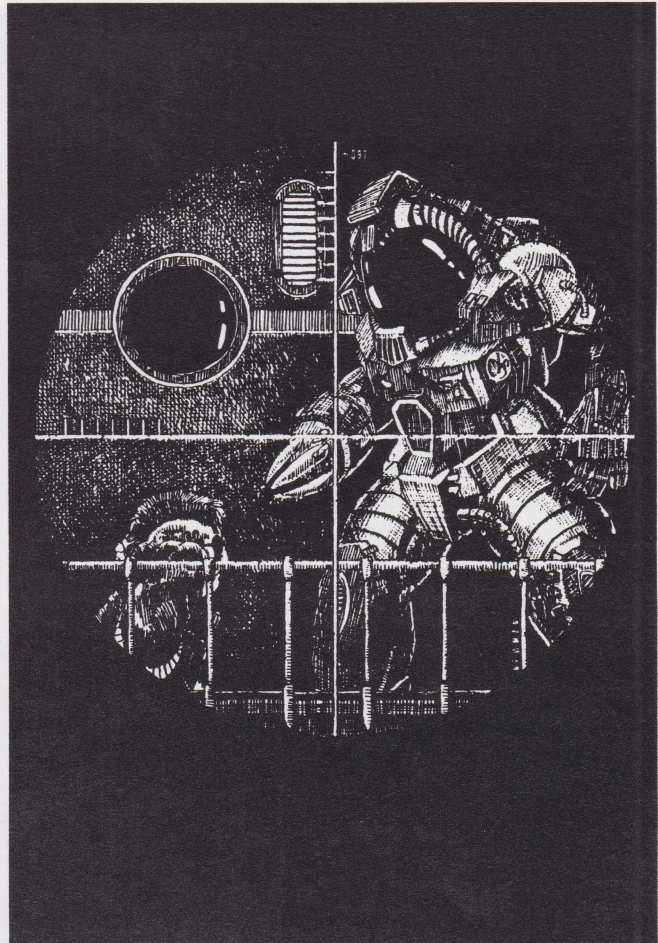
His first haven was the Westside cruiser, a fast ship that the subsidiary used to impress clients with. During the chaos of the Austside collapse, he broke into the locked Westside offices with four BTL user friends and grabbed the BTL masters, some warehouse chip stock and the cruisers keys. From there it was to the port, and then out to sea (previous Saturday). Malcolm was just going to wait and see what was happening in the sprawl before he decided where to head.

Soon as he saw the incoming GMC corp boats he jumped ship, leaving his fellows to their fate (Tuesday). When the cruiser sinks the security force will head back to the mainland, meanwhile Malcolm Pekovich will be swimming for his life towards Rottnest. It is during this time that he will lose the masters of the new BTL to the sea, all of the stock he had also will have been destroyed. As the players get to Rotto, complete their brief with Sang Lee and turn to go they will encounter the bedraggled BTL producer as he stumbles on to the beach.

When he gets to Garden Island he will leave the runners, telling them he will be okay. If they ask any other questions he will give them a local telecomm number and tell them he can be reached at it (it's a bogus number). From there he disappears into the squatter town.

On the evening of the following day (Wednesday) Malcolm will go to the locked offices of Westside Entertainments in Fremantle where the stock is kept (he has a key). He will make sure he is not being followed. Once there he will get some more stock of the new BTL to sell at Garden Island, and earn him badly needed ¥. He will spend most of that night at a club called **the Bull's Horn** (see Sprawl Sites p29) in Northbridge before returning early on Thursday morning to Garden Island via Fremantle to take 'the ferry' run by the Mafia.

3. The day following the players initial meeting with Malcolm (Wednesday) they are contacted by their Mr Johnson for information on the fire fight they witnessed. He also offers them an associated job, for more information on a former researcher from **Austside**. The target: Malcolm Pekovich.



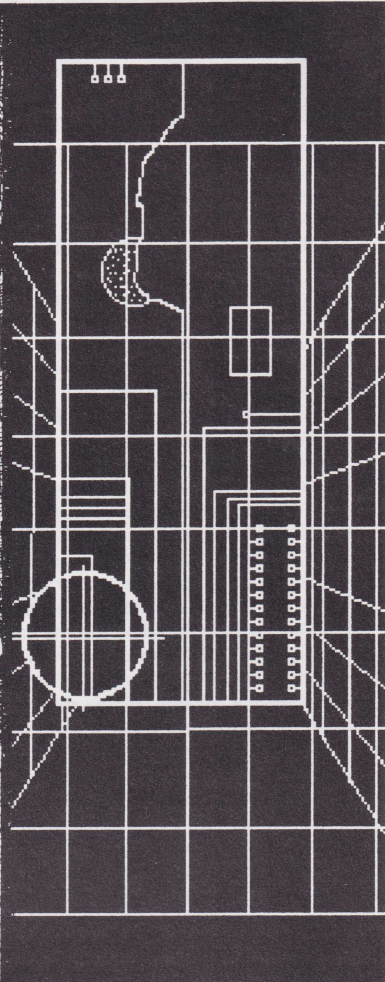
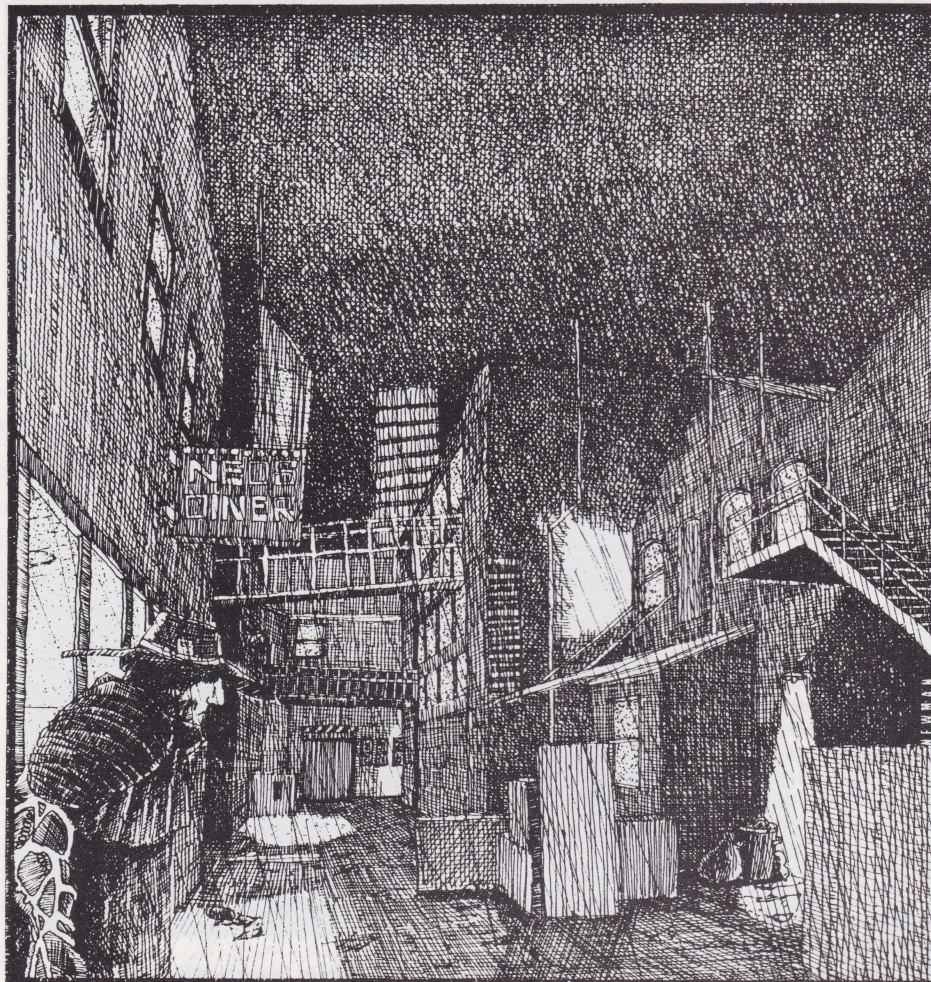
One of the head hunter catches from the Austside collapse was **Scott Sabatino**, formerly the General Manager at **Westside** but now a quality ranking corp exec at GMC's Perth arcology. He needs to have his tracks covered in regard to his involvement in the BTL line of chips at Westside. Such an illegal smear would harm his new, promising career. Finding that his new position comes with real power he has taken advantage of the general confusion caused by Austside's collapse, and has arranged for a Mr Johnson to hire a group of runners (the players) to take out Pekovich after a failed attempt by a cadre of corporate security (the Tuesday raid upon the cruiser off Rottnest, the security forces reported no Mr Pekovich aboard the cruiser when they boarded it).

Scott Sabatino is trying to hide his past from his new corporate bosses. He also requires that the BTL masters and any other evidence linking the BTL's to Westside, including the new BTL chip's stock be destroyed (only Pekovich knows where the masters are stored, the other linking evidence can be destroyed by trashing the Westside offices in Fremantle). Unfortunately Scott is meeting unexpected opposition from an ex-Austside director, who has been poached by **Fuchi Enter Regan Landis**.

Regan Landis is in a similar situation to Scott Sabatino, the difference is that she wants the BTL masters and Pekovich saved so she can move them out of Perth and have the operation re-established in Melbourne (her new homebase) with her pulling in the profits. The scenario is geared for players to be in the employ of Sabatino, but if they won't do wetwork, you can detour them to this employer. In either case another party of shadowrunners is going to be after the same target in the other employers pay.

4. It becomes a race to get to Malcolm first as another team is working on the same goal. Locating Malcolm is not going to be hard, it will just involve asking a lot of questions and following a lot of leads, in the worst case lost runners can follow the trail of BTL users that Malcolm supplies after his return on Garden Island.

5. With a carefully manufactured facade in place Regan Landis of the Fuchi Block places the corporate **embargo** upon Perth (Wednesday). Stopping the spread of the BTL chips to other city-states, and trapping Pekovich in Perth when her people advise her that the new Skin Raker-Fire Taker BTL is available. This is the night that the agreement is reached between the players and their Mr Johnson for the job of tracking down Pekovich. Two hours prior to the start of the **embargo** the word on the streets is that something 'big' is happening. Then it does...



THE PIECES

Timing of events in Stranglehold is fairly important. The above plot line information gives details for which day what event occurs upon. Once the embargo is placed (from Wednesday night, lasting until Saturday noon) the players will have no other time restrictions.

The **Embargo** is carefully disguised. It is described in the Fuchi Block controlled media as 'mass action' by union groups protesting over the implementation of a 'Dreamtime Levy' to cover the costs of maintaining the Perimeter Fence by the state government. The truth is more sinister, Fuchi (Regan Landis) has paid off over a dozen top union leaders to call for and mount a general strike. The selected industries involved all relate to transport. The goal of the strike is to isolate Perth, airport refuellers, port workers, customs officials and more are striking. Perth's travel links with the globe are cut. The media reports it for what it appears to be (mass action by renegade unions) but something closer to the truth does hit the shadows, so if the players have any contacts that should know what's going down, they will. The embargo will end when either party of runners get to Pekovich, at this point the adventure will also be at its end.

No one at Fuchi is aware of its involvement with the strike apart from Regan Landis. It is something she has arranged with several union leaders who owe her favours, or by paying cash to others. The 'mass action' banner is swallowed by the media and general public as the 'Dreamtime Levy' is a new tax that has caused grumblings and the talk of 'action' by various sections of the community. The purpose of the levy is to finance special forces to re-establish the first perimeter fence that was overrun late last year.

The **Dupology** is now very strong after Austside's demise. It is best described in terms of two rival blocks, with competing corps forming loose (but completely unofficial) alliances. The block members occasionally ask for favours from their fellows. The two blocks that make up the dupology carry immense power and are increasingly less afraid to use it.

The **Other Runners** will be a especially tough opposition for your players as I suggest you set them up against an identically skilled and equipped group, more or less mirroring your players. This will give them a tough fight when the two groups do meet (which would be appropriate for an exciting climax). Do make sure that the players are aware via

contacts or street gossip that there is another group of runners involved with their operation, giving them reason to hurry, and worry.

Malcolm and his haunts are scattered about the sprawl. He has succumbed to a chip addiction since Austside went down, and is already losing his marbles. He can't be located easily, but his movements are summarised in the below guide;

Monday-Tuesday afternoon - cruiser.

Tuesday night-Wednesday afternoon - Garden Island.

Wednesday afternoon-night - Fremantle, Westside office.

Wednesday night-Midnight - The Bull's Horn.

Thursday Morning-Saturday - Garden Island.

When Pekovich is on Garden Island he can be traced by following the trail of BTL chippers doing the latest chip; Skin Raker-Fire Taker. If the players go to *The Dreamscape*, formerly one of the two still standing casinos on the island they will meet Fido, an elven girl, who will ask them if they have any chips. She is after another copy of the latest and will say so if the players give her the chance. She will tell them that she got her first copy from Sally. If they find Sally she will say she got it from Karl, who got it from Sqawker, following this lead they will find Karl dead and be forced to locate Sqawker. He is a troll who deals in chips, if the players make it worth his while he will tell them that Malcolm is on the Penthouse level (20th floor) of the squatter filled Eden Hotel across the street.

The **Objectives** are to destroy Malcolm, the outstanding stock and masters, and any material evidence of Sabatino's knowledge of the BTL activities. The master is destroyed when Malcolm has to swim for Rotto, and the stock and evidence can be destroyed by eliminating the now closed Westside offices in Fremantle. The only goal that will be hard to achieve will be the removal of Malcolm as it will be a race to get to him, and the players may get distracted by the events of the embargo, the lines of names given out by chippers at Dreamscape or various other wrong turns players may feel inclined to take. I suggest giving them a good run-around, as constant travel between Northbridge, Fremantle and Garden Island takes time, with hints of being followed, possibly by the other runner team your players should get suitably concerned at the quickening passing of time. On the following page **Perth at a Glance**.

- Coming soon *Shadowrun Singapore: The Fortress State*.

PERTH AT A GLANCE

For further details on Perth and the other Australian City-States see issues 8 & 9 of Australian Realms. The details that follow give a brief overview of the Perth sprawl areas touched upon by the scenario, further information will see print in FASA corporations "Australian Sourcebook".

Population: 5,000,000

Human: 73%

Elf: 10%

Dwarf: 4%

Ork: 11%

Troll: 1%

Other: 1%

Per Capita Income: 23,000Y

Population Below Poverty Level: 34%

On Fortune's Active Traders List: <1%

Megacorporate Affiliation: 39%

Regional Telecom Grid Access: AS/AU/WA

GEOGRAPHY AND DEMOGRAPHICS

The Perth sprawl stretches for over two hundred kilometres along the flat west coastal plain and into 'secure' areas of the Darling Range. Along the plain is a mix of urban densities and 'water reserves' while fortified estates make up the bulk of the inhabited areas of the Darling Range. Many parts of the 'Hills' area are also protected water reserves, due to the districts water catchment potential, while on the coastal plain such-named 'water reserves' are defined by ground water 'mounds'. Such reserves serve to keep Perth's rarest resource, drinking water as pure as is possible. To this end, coupled with several 'deep' pumping stations (bringing water from several large underground fresh water lakes discovered in the 1980's) the Western Australian Water Authority has been able to meet the demands of a thirsty population.

The Perth Sprawl is largely a flat place, but there are six main distinguishing features of the sprawl, Rottnest and Garden Islands, the Swan River, Murray River/Peel Inlet, the Leschenault Inlet and the Darling Range. The waterways mark the densest and oldest areas of population, these zones are also the most secure from Dreamtime vermin with many paranormals and other manifestations seeming to shy away from such *blighted* built up areas. It is also in these water side zones that the citizens with money live. The wealthiest areas are the canals of Mandurah & Dawesville and the riverside suburbs of Perth-Metro on the shores of the Swan River. More general detail follows on the regions involved in the Stranglehold scenario:

Rottnest Island is directly west of the city, only twenty minutes by boat. This one time holiday isle was abandoned when the dawn of the sixth world opened the islands' infamous mass graves (Rottnest island was used as a colonial prison for Aborigines). These sad places of misery and despair brought forth ghost tribes in the midst of 'Tentland', the island's camping ground. The island now is inhabited only by native wild life such as quokkas (small marsupials), devil rats and more. The island is stalked by several hostile Ghost Tribes.

Garden Island to the south of Perth-Metro is an island that was originally used as the Stirling naval base until a large chemical spill in 2023. The resulting poisons sickened tens of thousands of nearby mainland residents and caused several deaths; the public outcry was immense. The base was evacuated during the accident, and because of the hazardous nature of the chemicals involved was left abandoned for a full year due to residual toxins. During the navy's absence vandals entered the base and stripped it of anything valuable. By the time the island was declared safe the base was a charred shell.

>>>>[What's more worrying from what I heard, was that they never found the rest of the cargo involved in the original accident.]<<<<

-Payback(12:12:12/11-JAN-55)

With the naval base needing a complete refurbishment and a dollar strapped Federal government looking to make cuts, some one floated the idea that the small western navy be temporarily disbanded. Amid little protest from an apathetic public the move was agreed to.

After the military had formerly washed its hands of the whole sad affair it sold the land back to the State government. The government of the day passed it straight on in typical Perth style to an entrepreneur who planned to cover the island in high rise beach resorts. Within five years Garden Island became a bizarre tourist mecca. A global advertising campaign trumpeted the resort as "...an Eden, a garden, the heavenly Garden Island." It was a success. The luxury resort was the place to go and the place to be seen. With two casinos, shopping mall, parks, a golf course and three first class international hotels. It feasted on tourist nuyen, doing well until in 2034 when the island resort's first customer came down with a viral

infection. Within two days she was dead. The toll continued to climb until two weeks after the first death when the State government quarantined the resort, fifty people were dead. The strange illness received publicity internationally; it also soon became obvious that Sylvia Walker had not been the first victim. By the end of the month the island was declared off limits indefinitely, the resort owners compensated and a tally of two hundred and fifty one reported dead. Months later the mystery illness was named a mutated form of VITAS and was thought to be contracted via the water supply of the island. The city-state government just wanted to forget the entire episode and did so with the brashness that has marked Australian politics since the Awakening. Now Garden Island is zoned as a 'natural reserve'.

>>>>[There's squatters in those towers. A great black market, need something that's bad, real bad, come to the market town.]<<<<

-Leper(12:13:59/11-JAN-55)

>>>>[Didn't they blow the causeway to stop squatters? And what about the mutant VITAS strain?]<<<<

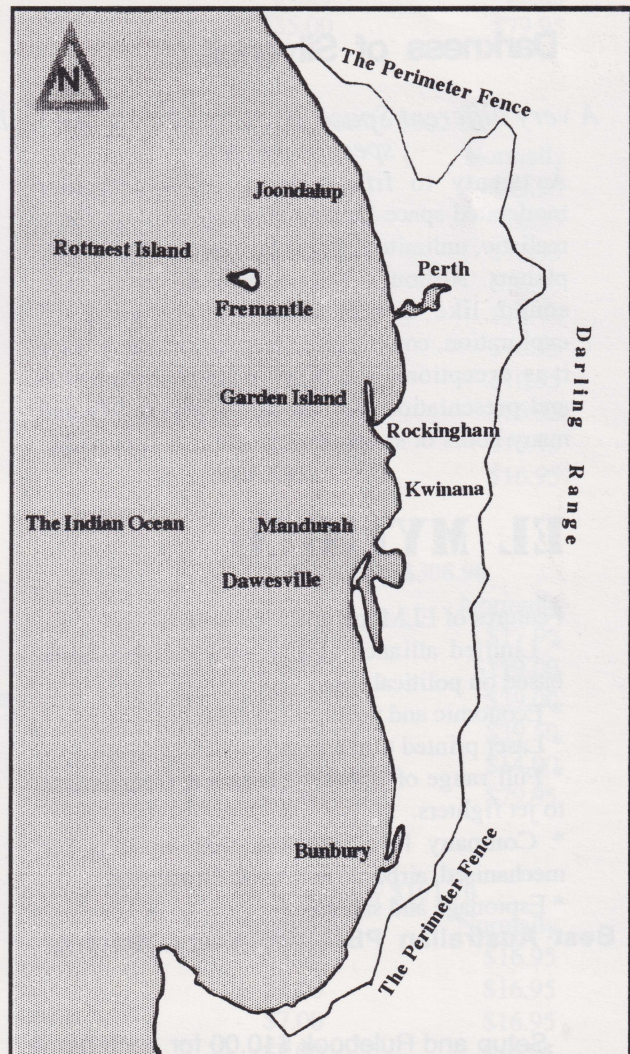
-Nguyen(12:14:29/11-JAN-55)

>>>>[Yeah, they blew the causeway, But there's a number of people who provide a 'ferry' service, and if you can't afford that its a short swim between the missing section of the causeway. Someone checked into the water supply, as in a Mafia somebody, and now all liquids consumed on the island are brought in, and most of it doubles for being medicinal. It's certainly worth the trip.]<<<<

-Li(12:21:01/11-JAN-55)

The Metro region is defined as the 'Perth-Metropolitan', or simply the Metro. This equates to the older (circa 1990) 'metropolitan area' of Perth. This region is now all medium and high density housing, and has large areas of commercial and light industrial properties. The Metro region also houses a GMC arcology in the Perth Central Business District and the Technology Park facility in Bentley in which many corps are represented.

If looking at the Metro, all regions west of the Kwinana-Mitchell Freeway, and all river side suburbs are secure, kept orderly and thus wealthy or at least comfortable. Other areas are of a more dubious nature, particularly Kwinana, Westfield, Balga and Belmont.



NEWS

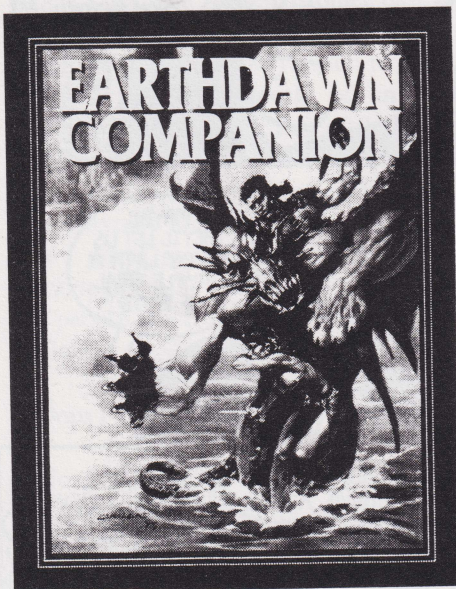
Games Workshop Australia

Congratulations and welcome to **Games Workshop** who've opened a retail outlet at: 4th Flr Westfield Shopping Town, Chatswood, Sydney, (02) 415 3968. Get along and say hi to Andy the store manager.

Fantasy Forge

This Scotland based company produced a line of miniatures to support their games, **Fantasy Warriors** and **Kryomek**. Well now they have ceased business, but their product lines have been bought up by **Grendel Productions Ltd**. This company already has a history of producing quality figures including innovative 25mm *resin* miniatures. We will keep you posted on new releases as information becomes available.

New Releases



FASA Corporation

The new fantasy rpg from the creators of **Shadowrun** and **Battletech** has a number of releases scheduled for the new year which means exciting times ahead for those fantasy gamers looking for a change of scenery. After the *Barsaive Campaign Set* comes the *Earthdawn Companion* beginning where the *Earthdawn* rulebook left off. This book presents players and referees with guidelines for advancing characters well beyond the limits set in the basic rules. Also included are 50 new talents, 40 new spells, and a system for creating character Disciplines, but most importantly there's expansion of the magic system and rules for playing questors (priests). Other planned sourcebooks are *Denizens of Earthdawn Vols 1 & 2*.

To be previewed in next issue of *Realms* is the *Lone Star* sourcebook for **Shadowrun** which details the inner workings of Seattle's security force. **Battletech** players will be catered for with the *Battletech Tactical Handbook* and later next year the *Mechwarrior Companion*.

R.Talsorian Games

One rpg which deserves more attention is **Dream Park**. A great generic system for players who want to have fun. In an effort to widen its appeal RTG are about to produce *Meta-System* a sourcebook which takes the **Dream Park** system out of the Park. It includes new world creation rules for one-shot and cross-genre games or campaigns in worlds found only in the personal imagination of the GM.

Meanwhile, for **Cyberpunk** comes *The Unexpurgated Cyberpunk Ref's Guide* which draws on the experiences and opinions of the system's authors and qualified referees to tell you how best to run a good campaign. This book should be available in January and will be very welcome as running a 'near future' campaign comes hard to a lot of refs bred on medieval fantasy.

The other big news from **R. Talsorian Games** is the impending arrival of Mike and Lisa Pondsmith's baby. Congratulations! When they told us how busy they were with **Cybergeneration** and **Castle Falkenstein** they hardly had time to eat dinner together, obviously other appetites were accommodated.

Chaosium Inc

The unspeakable continues to rear its evil head in print with more **Call of Cthulhu** supplements out in the new year. Foremost of these is *King of Chicago* - a gaming guide to the Chicago of the roaring 20s. Also soon to be available is *The Investigator's Companion Volume 2* and a new piece of Mythos fiction *Cthulhu's Heirs* which contains original stories focusing on the monsters, denizens, worshippers and victims of the Cthulhu Mythos.

No doubt the **Elric!** rpg will receive some more attention in 1994 with the prolific Australian connection - Messrs Morrison and Watts and Penelope Love contributing. Already in production is the *Elric! Gamemaster Screen*.

Palladium Books

This company has a long pedigree of quality products. Its latest success, **Rifts**, is gaining momentum in Australia and is being well supported by regular releases.

The New Year will see *Rifts Dimensions Book One: Wormwood* and *World Book Five: Triax & the NGR* available with the official miniatures for these backgrounds to follow in February along with the first boxed

set of **Rifts** miniatures. This latter product should feature the *Coalition UAR-1* (a three and a half inch giant robot) plus four new skelebots and four new coalition soldiers. Planned for a March release is the *Rifts Conversion Book Two: Pantheons of the Megaverse* designed so that the characters can be used in **Rifts**, **The Palladium** (fantasy) **RPG**, and **Heroes Unlimited**.

TSR

The **AD&D 2nd Edition** game is going places in 1994 where it has never been before. The basic **Dungeons and Dragons** world of *Mystara* (if you haven't heard of it, you only began roleplaying yesterday) is going to be promoted to the position of being a campaign world for the *Advanced* game. What's more interesting is that the first product in the range will be on Audio CD, whatever that entails - *Karamaikos: Kingdom of Adventure*. The bad news is we'll have to wait 'til July before we see, ... hear it?

The other big development for **AD&D** is the *Planescape* campaign setting which promises to transport your favourite characters across the multiverse - plane hopping to all new adventures.

Other developments as well as many items for their established campaigns are more releases in **AdventureVision** as per the *Dragonstrike* boxed game. Next in the series is the *Wildspace* game, drawing on the *Spelljammer* background.

White Wolf

Realms is pleased to announce and congratulate Richard Watts (Melbournite) who is contracted by **White Wolf** to write the **Werewolf** sourcebook - *Rage Across Australia*. Look for this mid-year.

Phenomenon!

GenCon 93 was swept by a new gaming craze - described by one US distributor as the biggest thing since *Trivial Pursuit*. The new game, produced by **Wizards of the Coast** features addictive rules and attractive trading cards and is called **Magic: The Gathering**. Its first production run has already sold out, with Sydney stores empty within two weeks. Already expansion sets are being produced with several other game companies showing interest in having their game done in this format - *Vampire: The Masquerade* is one possibility. Look out for this game!

Earthdawn Competition

The winners to our issue 13 *Earthdawn* Competition with correct answers being *Geeble the Windling Beastmaster* have all received their limited run collector's edition of *Earthdawn*. The lucky winners were:

Arnd Hurlbrink of Perth, WA
David Lucardie of Box hill, VIC
Simon Bryant of Sale, VIC

Thanks to all of you who entered. If you'd like to win some other neat prizes, checkout the **Castle Falkenstein** competition on page 20 this issue.

...See ya 'round like a d100!