



PAPYRUSTM

4823 Flintridge Ct #2
Rockford, IL 61107-5010

ISSN 1070-2083

See, "Scribbles from the Scribe", for a special trade offer.

PapyrusTM #13

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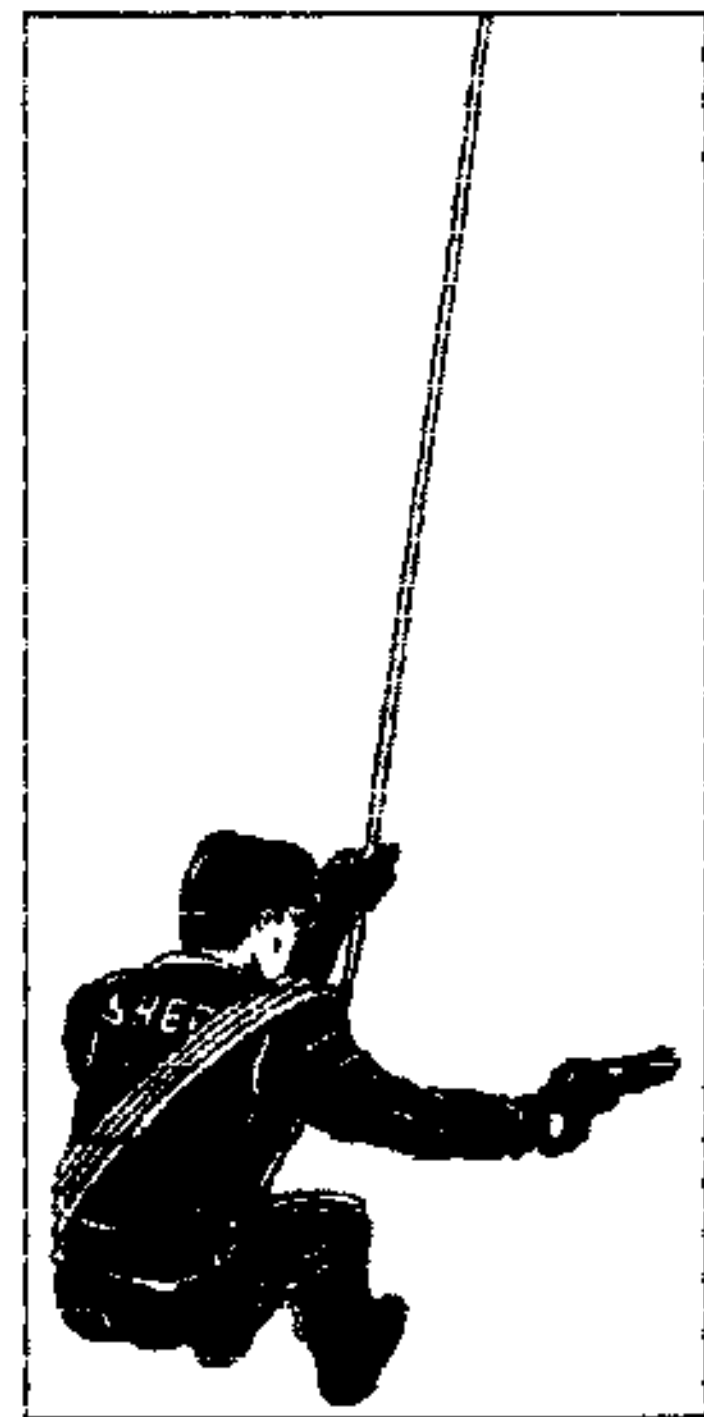
Happy Holidays and best
to all in the New Year!

FIRE POWER, by John Fraser, originally published in GAREMAG #2.

For TOP SECRET players, the weapon listing in the handbook is fine for starting up, but advanced players will find that the list has grown stale, predictable and even a little dated. Since some interest was shown, we have some information on the British Bren Gun and the OSS Flare Projector along with the stats for these two and eight other weapons, posted in TOP SECRET format.

The British Bren is a light machine gun, sturdy and dependable, used extensively by Commonwealth forces in WWII particularly in Australia and India. The fitted, top-curved magazine was one of its weak points, since it was essential that each round was fed with its rim directly behind the round in front. Failure to do this gave rise to stoppages although they were easily cleared. If the Bren ever jams in combat (roll of 00) the character can clear as normal, with a +20% on the first round, +30% on the second, etc.

The OSS Flare Projector (or "Liberator") is a cheap, one-shot, short range pistol used for combat in close quarters, especially by resistance groups, formal and informal. It was developed by the Strategic Service, precursor to the CIA. Its range and ammo limitations made it important for the user to make his first round count, usually firing at point blank. It could be reloaded and sometimes was, but it took some time to eject the cartridge by hand, twisting and pulling back the breech lock, inserting the cartridge then closing and locking the breech. This took an average of eight seconds to complete.



Weapon	PVW	PB	S	M	L	WS	RATE	AMMO	COST	HWV	CLSN	
.303 Bren (UK)		80	5	-21	-67	-250	S	4	30	300	13	SMG
5.56mm AR-18 (US)	76		5	-25	-80	-220	S	3	20	325	12	SMG
9mm Astra 400 (Sp)	46		0	-50	-140		x VF	1	8	310	4	PISTOL
.38 Webley Rev(UK)	37		0	-40	-150		x F	1	6	300	4	PISTOL
9mm M35 (FIN)	47		0	-45	-155		x VF	1	8	325	4	PISTOL
9mm M31 (FIN)	78		5	-25	-100	-285	BA	5	*20	300	12	SMG
.45 Flare Gun (US)	32		5	-75			x VF	1	1	100	3	PISTOL
9mm P-220 (GER)	39		0	-50	-150		x VF	1	9	350	4	PISTOL
9mm P-230 (GER)	36		0	-40	-155		x VF	1	7	325	4	PISTOL
7.62mm AVS-36(USSR)	77		0	-3	-30	-120	S	2	15	295	16	RIFLE

*The M31 also has 36, 40, 50 and 71 round drums.

Weapon (full name)	DECP	A	C	F	P	R	WP	WK
Bren Mark I	NC	18	0	6	4	2	22.3	10.15
Armalite AR-18	NC	12	0	6	3	2	5.8	2.6
Astra model 400	-6	6	3	5	4	6	2.5	1.15
Webley Mark IV	-4	4	4	4	4	6	2.5	1.13
Lahti, Pistooli Malli 35	-4	3	4	5	4	6	2.7	1.22
Suomi-konepistooli M31	NC	13	0	6	4	1	10.8	4.87
OSS/Liberator/.45 Flare	0	1	6	1	5	4	1.0	0.45
ProjectorSIG - Sauer P-220	-4	5	4	5	4	6	1.6	0.75
SIG - Sauer P-230	-2	4	5	5	4	6	1.2	0.54
Simonov AVS-36	NC	24	0	5	4	4	9.7	4.40

TRANSLATION FROM CHIVALRY AND SORCERY (1st ed.) to GURPS, 7-05-88, by Brett Slocum.
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Experience

PC Character points = $100 + 2.5 * (\text{level} - 1)$
NPC Character points = $20 + 5 * \min(\text{level}, 7)$
 $+ 10 * \max(0, \text{level} - 7)$

(NPC formula gives 5 points per level from 1st to 7th level, and 10 from 8th on up.)

Players should design their characters at 100 points and then spend the extra points as if they received them during play. (Double cost for increasing attributes.)