

June
1989

Roleplayer®

\$1.95
Number 14

The GURPS® Newsletter



Before there was *Pyramid*, even before there was a *GURPS*, there was *Roleplayer*. It was originally produced as a free supplement for *Man to Man* and as promotion for the soon-to-be-released *Generic Universal Role-Playing System, GURPS*. From there it grew to a newsletter, and then a full-fledged magazine, devoted to roleplaying, *GURPS*-style. And now, through the miracle of online technology, Steve Jackson Games brings back *Roleplayer* in all its mid-'80s to early-'90s glory! All 30 issues are here on e23 . . . so whether you're a completist, a collector, a *GURPS* fan of the first order, or you just want a look at the early evolution of one of the best roleplaying systems out there, *Roleplayer* has what you need – and it's only on e23!

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\$2.00

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WIEDMAN '89

IN THIS ISSUE
Weapons and Armor
In *GURPS* Space

STEVE JACKSON GAMES

IN THIS ISSUE

Our big article this issue is Mike Hurst's in-depth look at the background of the weapons in *GURPS Space*.

We've also got a new project — the *Space Bestiary* — that all our readers are invited to participate in; news about some big changes you'll see in the next *Roleplayer*; and information about new and upcoming products.

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Coming Soon: A Bigger Roleplayer!

You probably noticed something new when you picked up this issue: a real cover, complete with a second color. That's just a hint of the changes that are coming.

Starting next issue, things will get even better. We will keep the color cover. And *Roleplayer* will double in size, becoming a true magazine (albeit still a small one) rather than just a newsletter. Yes, this will also double the price, but those who have already subscribed at the old \$1/issue rate will get all the issues they expected.

And if things go well, look for more increases in size and quality.

For at least the next few issues, I will be acting as *Roleplayer* editor, just to set the pattern for the new magazine format. So if you have comments or suggestions, please write directly to me. Likewise, if you have submissions, please send them in! With twice as many pages, we need twice as much material, and I want it to be good!

— Steve Jackson

SHORT NOTES



New Licenses — We are proud to announce two new licenses: *The Prisoner* and L. Sprague de Camp's *Krishna* world.

GURPS nominated — *GURPS* has been nominated for four Origins Awards for 1988. The *GURPS Basic Set* (Third Edition) was nominated for Best Roleplaying Rules. *Harkwood* and *Unnigh*t were both nominated for Best Adventure. *GURPS Space* was nominated for Best Supplement.

The awards will be presented at Origins '89 in Los Angeles, on July 1st at 8 p.m.

Calling All Clubs — We are building a mailing list of game clubs, so that we can ~~send you lots of advertising junk~~ keep people better informed about new releases. If you'd like your club to be on the list, send us a note: name of club, mailing address, meeting times and dates, sponsor if any, and your special interests and most-often-played games.

GURPS Q&A

If you are being grappled with one hand, is there a penalty for dodging? For two hands? It seems that if you are being held, you shouldn't be able to dodge very well, especially if someone is holding you with one hand and stabbing you with the other. — Kenneth Lin

The rules as written do not include any penalty to Dodge while being grappled. However, your point is well taken! GMs who like added detail and realism could add a -2 penalty to all active defenses for each hand, tentacle or other member that is grappling the defender. If it plays well, it could become official. — SJ

Regarding the Running skill. When using the "Realistic Way" of determining turn sequence (sidebar p. B95) does the increased move score "speed up the character" or does running only increase the distance which can be covered by the character? What about Dodge? — Rob Schultz

Running only increases the distance that the character moves; it does not affect Dodge and it does not affect who goes first. — SJ

Roleplayer®

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