

CYBERPUNK

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The Arasaka Brainworm

by Thomas M. Kane

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The Arasaka Brainworm

An Official **Cyberpunk 2020**®
Roleplaying Game Adventure
by **Thomas M. Kane**

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For more information about the CYBERPUNK 2020 science fiction role-playing game, please write to: R. Talsorian Games, Inc., P. O. Box 7356, Berkeley, CA, 94706.

The Opening

You know how these things start. An interest which wishes to remain unnamed has a problem. A fixer whose name doesn't matter hires a team willing to become the solution. Call the fixer Diamond Blue. Call the team your Player Characters. Diamond Blue wants at least a few Solos and Medtechies, plus a netrunner, but he'll take what the Street can provide. Diamond assembles the PCs in their meetingground of choice. He gives them the following briefing.

"Don't they say the scientific method depends on the free transfer of information? Something like that? Anyway, choomba, my client requests your services for...making this transfer of information a little bit freer. Specifically, they have a mole working inside Biotechnica. The mole calls himself Brinkmaan. Brinkmaan needs you to act as couriers.

"Biotechnica is developing a new type of nanosurgeon. They call it the gastrophage. It's an engineered virus that can perform microsurgery real cheap. Brinkmaan got himself a spot on the project, and he's promised his employers a sample of the bug. His only problem is this. To get at the gastrophage, he had to take a job in Biotech's Johnston Atoll facility. That puts him three hundred miles off Hawaii, and as out-of-touch as a blind monk.

"We need you to penetrate Johnston Atoll, make contact with Brinkmaan, and obtain his sample.

"The payoff? Ten thousand euro apiece in clean, cold cash."

At this point, Diamond Blue pauses for a reaction. He'll discuss ways of getting in and getting out later.

Now he wants the party to sign on the bottom line. If the team starts pushing for more, he offers to do 'em a few favors. First, he offers up to half their pay in advance. Then, with a great show of reluctance, he offers "support services," which he'll have to "call in some big favors to pull." These "services" are merely the mechanisms for getting in and out that he would have had to offer anyway. But the party doesn't know that. See the next few paragraphs for details.

Diamond Blue can even offer the party more money if it comes to that. Infocomp allows him up to 18,000 euro apiece for his team. However, the more money he saves, the more he can pocket. Diamond keeps the payment as low as he can.

Once the party agrees to the mission, Diamond Blue discusses logistics. The Referee should read or paraphrase the following information. Remember that Diamond Blue might be trying to make it sound as if he's doing the team a big favor. However, he offers the same options in any event.

"When it comes to getting in, you have options. Brinkmaan has a sweet deal with Biotechnica's pilots, and we can smuggle you in via a Biotechnica supply aircraft. My clients can also arrange an infiltration by parachute or sea. It's your choice, choomba.

"On Johnston Atoll, Brinkmaan can take care of you. He has places for you to hole up. He has a way for you to get out. He also has the gastrophage sample, which is what you get paid for, choomba. You may make contact with him either in his labs or at his home, which is Apartment 3B of the Residen-

Diamond Blue

Diamond Blue scouts talent for the lords of the urban jungle. He can get dirty work done, and his name is a legend among the punks who do it. Diamond pays well, but he hands out that euro for a reason. When a job gets rough, when a company sells out its own agents, Diamond Blue doesn't want to hear his people whine. If you can't handle a little dirt, you shouldn't be in the business. And if Diamond thinks he can take advantage of you, he will.

Blue's lean face betrays his years on the Street. His sapphire Nikkon Optiks prove that he has found his source of funds. Blue slicks back his hair in a gleaming pompadour, and dresses in a three-piece suit of blue synthetics.

Stats

INT 10 TECH 5 REF 7 CL 9 LK 6
ATT 3 MA 4 EMP 8 BODY 6

Cybernetics

Two cyberoptics with camera, Rippers, Interface plugs.

Skills

Streetdeal +7, Interrogation +5, Intimidate +5, Streetwise +5, Persuasion and Fast Talk +7, Driving +2, Handgun +3, Melee +3, Submachinegun +2, Basic Tech +1

Possessions

Armor Vest, Militech Avenger heavy pistol.

tial Facility. You may identify yourself with the password 'Grendel.'

"Brinkmaan is good. Brinkmaan is clean. We anticipate zero complications. But if, by some chance, you can't connect, it's up to your team to haul in the gastrophage yourself. According to earlier reports, they've got it in one of the laboratory complexes on the southern island.

"Your sponsors have stationed a pick-up ship twenty miles off Johnston Atoll. It resembles a robo-freighter and registers under the name *Wounded Gull*. This ship can help you out of a tight situation. For example, if the heat's on, feel free to steal an AV and burn turbo for the ship. However, maintain radio silence. And if you hose this job, don't come to us for sympathy."

The Inside Story

The party's job comes courtesy of Infocomp Inc., worldwide leaders in databasing, research and espionage. Infocomp honestly believes the story it told the PCs is true. However, there is a problem. Brinkmaan got caught.

Biotechnica employs Arasaka Corp. to protect its Johnston Atoll facility. Arasaka sent a psychologist named Amalthea Lau to evaluate the loyalty of Biotech's employees. Amalthea operated under the pretext of being a physician. This psychologist could have guessed Brinkmaan's occupation from the way he tied his tie, but to make sure, she called him in for a physical examination, winked at him, fluttered her eyelashes, and doped him up on a controlled substance known as Loose. Brinkmaan did not break down completely, but he told Amalthea everything she needed to know.

Biotechnica could not afford to destroy a researcher of Brinkmaan's caliber. That was chill. Amalthea had a solution. Early one morning, Brinkmaan "disappeared" in the time-honored way. Then Amalthea implanted an experimental bit of cyberware in Brinkmaan's head, which selectively edits the recipient's memory. Dr. Brinkmaan now suffers from partial amnesia. He does not remember his role as a spy.

Brinkmaan, of course, had no communication with Infocomp anyway. His handlers did not realize that anything was awry. Infocomp still does not know Brinkmaan's fate. The party can discover that. By then, the PCs will be on the Atoll. It'll be a little late to back out.

Problem Number Two. Although gastrophage initially looked promising for use in microsurgery, it simply cannot match the precision of existing nanotechnology. Therefore, Biotechnica turned its research in a new direction. It acquired a Central Intelligence Agency grant to explore the possibilities of using gastrophage as a biological weapon. This is the stuff the PCs get to play with. Consult the

Appendix to see what the new and improved gastrophage does.

Running The Arasaka Brainworm

A typical adventure will probably run as follows. The party smuggles itself onto Johnston Atoll. Once on the island, the party snoops around. They can try to live in the shadows or they can masquerade as Biotech employees. Arasaka security makes life interesting either way. Eventually, the PCs find Brinkmaan. Imagine their delight when he turns out not to know them. There they are, on the island, with no friends and no way off. What are they going to do?

That's their problem.

Actually, the party has at least two or three possible solutions for this adventure. A Medtech PC can try to counteract the Brainworm. A sympathetic character might talk Brinkmaan out of his amnesia (this allows some interesting role-playing). The party can forget Brinkmaan and try to steal the 'phages on its own. The PCs could also simply try to cut out while they can. The last option may be the most dangerous of all.

The climax to this adventure can come in many forms. If the party attempts to escape by force, this story culminates in a battle. If the party attempts to quietly restore Brinkmaan's memory, the tempo rises as PCs snatch him from his warders and overcome the worm. Arasaka protects this island with a nasty array of weapons and spies. No matter how the party decides to get out, it won't be easy.

As Referee, let the party roam the island on its own. The map and layout show what they meet and where. The text tells you how Arasaka plans to respond when it senses an intrusion. Role-play the NPCs to the best of your ability, paying special attention to Brinkmaan.

This text describes Johnston Atoll and its inhabitants using the following organizational system. Part One covers different ways the party might get onto the island. Part Two gets down to the business of Brinkmaan and his associates. Part Three describes the Johnston Atoll complex in general, emphasizing all the nasty things Arasaka put there to rip the party apart. Afterglow (the conclusion) wraps up the adventure. However, the real climax comes, not from a stage-set finale, but from the natural buildup of events as the party discovers its predicaments and builds up to some final solution.

Important Note

We're saying this here and we'll say more again. The party cannot defeat everything Arasaka can throw at them. Just can't do it. Therefore, the Referee must use realistic responses when sending guards after the PCs. If the party attracts only a little attention, it meets only a few troops. For more advice and examples of this sort, see area seven of the Layout section (Arasaka HQ).

Of course, if the party really should attract the entire guard force, it really does. This is 2020. You don't get a second chance. This is high-stakes espionage, and bumblers will get what they deserve.

General Pointers

Infiltrations of island laboratory fortresses are loads and loads of fun. That's why the party gets this assignment. The theme of this adventure requires combat and stealth oriented characters such as Solos, Techies, Netrunners, Nomads and possibly a Fixer. And they had better come prepared. Maximum armor and guns are a must. If you don't think the PCs can handle it, have Diamond Blue give them some good hints and good gear. And be sure to take that out of their pay.

At first glance, it may appear that super-social characters like some Rockers and Medias have no business on this mission. Solos are indeed the first choice. But if someone wants to play a Rockerboy, there's always a way. You just have to be crazy enough. Diamond Blue takes the team with the nerve for his job and doesn't mind a few oddfellows. It's up to the player to fall back on secondary skills or find new ways to use primary ones.

In the adventure itself, Rockers and Medias come in handier than one might guess. Emp and Cool based skills are going to be vital. A Media can probably find some good stories here, as long as he knows what NOT to broadcast. And just picture this rocker master rising from the sea, catching the Biotechnica wageslaves in a liberating siren song of heavy metal madness. Sure, it's a lunatic idea. But it might create just the havoc the PCs need. Sure, Arasaka will crack down with all it's got. But there'll be chaos galore, and the Rocker who slips out of that one alive deserves some serious IP (maybe a double or triple award).

If you think Infocomp has covered itself six ways to Sunday, you're on target. The party probably doesn't know who it's working for. If the PCs fail, Infocomp won't even give them a boat ride out. That's how business is done in 2020.

Setting the Mood

This adventure rips the PCs off the mean streets they call home. It forces the party to survive and prosper in an artificial utopia, a world under glass built to order by specialists in corporate security. Johnston Atoll doesn't have any nice dark alleys for the PCs to hole up in. It has spotless corridors and desk-bound scientists. It seems safe and boring — unless you don't belong.

Infocomp spies don't belong. Any one of those colorless salarymen could sound an alarm. To the party, that alert sounds like funeral bells. Once trouble starts, intruders have nowhere to hide. To make it off this island, the party has to be quiet. It has to stay at least three steps ahead of Arasaka at all times. Whether the PCs accomplish these goals by disguising themselves and impersonating employees or by lurking in the shadows is a matter of personal taste.

To beat this adventure in style, the party must master the soul of the Johnston facility. PCs can use the paranoia and boredom of this place to manipulate, bluff and corrupt its inhabitants. Like everything else in 2020, it's a matter of attitude.

The Biotech wageslaves aren't disloyal — far from it — but they cultivate a grand apathy about anything which doesn't concern them. Nobody wants to get involved with the folks Higher Up. If the players' role-playing has an aura that screams, "I know what I'm doing," the characters can glide through this facility. If PCs lose their cool, things get hairy. When intruders draw guns, offer bribes or flinch, feel free to start shooting them right there.

Word On the Street

Smart cyberpunks don't depend on their employer for information. If the party looks for rumors before tackling Johnston Atoll, this section describes the fun it can have. Diamond Blue lets the party spend up to three days in preparation. Of course, the Team must be careful that Arasaka does not get advance word of it. If the PCs have a friend who's a snitch, this might be a time for him to do his thing.

Each PC may learn minor clues by spending forty euro on a night in the bars, or by talking with friends who have an ear to the Street. A PC learns one rumor for each night spent or friend contacted. Role-play the search for gossip. Do not pick rumors randomly. The Referee should give out clues in the context of conversation, selecting information on the basis of the questions PCs ask.

While the party traipses about playing Sherlock Holmes, the Referee may throw in some vicious

random encounters. On a roll of 1-3 on D10, a PC meets something that wasn't part of the plan. The Referee should make this roll once for each night a PC spends carousing and once for each journey across the City to meet a long-lost NPC. When someone actually meets something, determine the exact encounter using the tables on pages 210-211 of *Cyberpunk® 2020*.

Interesting rumors include:

▲ **Gastrophage?** It's lethal stuff, it's bioware for the masses. Just wait till it hits the street. Cheaper skinweaves, cheaper bone lace, a whole new concept in boosterware. You ready for it, choomba?

▲ From what I hear, the gastrophage project has one little glitch. It doesn't work. The microsurgions just aren't little enough. Oh well. Couple million euro down the tube, what the frack.

▲ **Johnston Atoll?** I hear something about a dustup there. They say a spy-in-the-sky saw black spots, like they'd had some kind of a fire. [*Referee's note:* Biotechnica burned over certain parts of its Special Research Facility to destroy biowarfare mi-

crobes.]

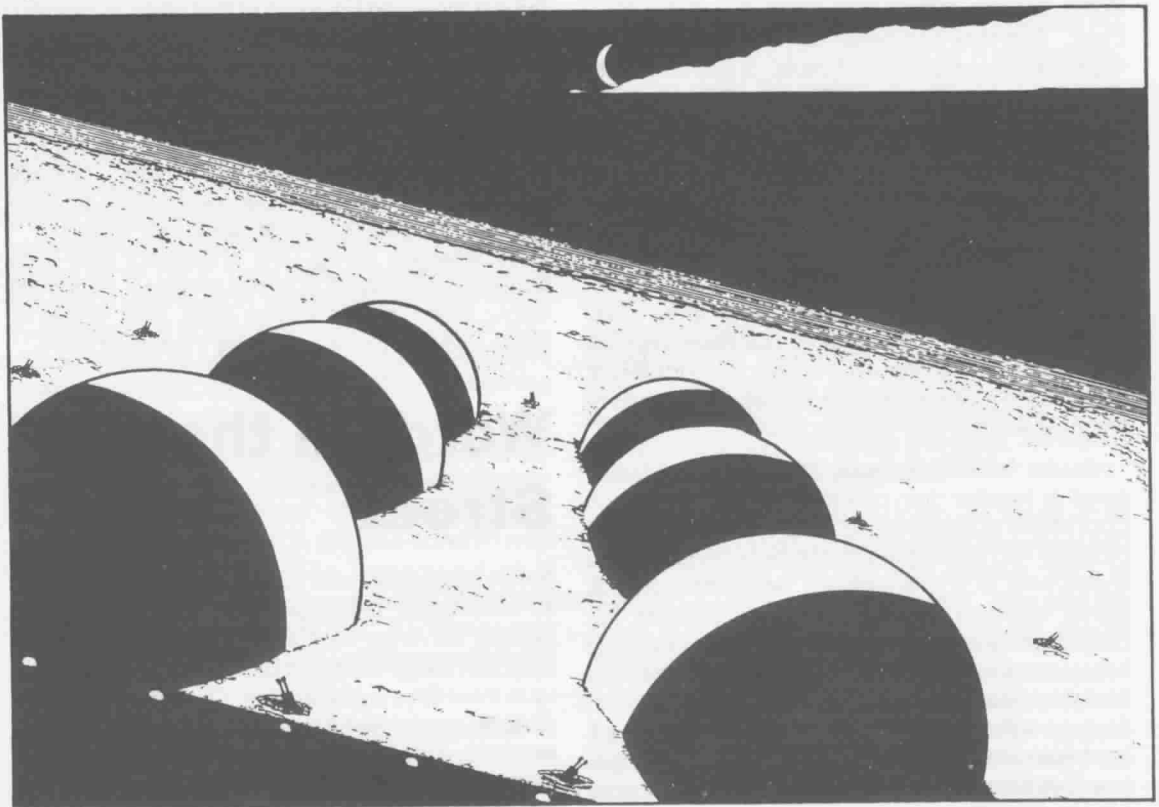
▲ I hear there are three groups who know squat about gastrophage. Biotechnica, Infocomp and the CIA. Go figure.

▲ **Fixer named Anatol** works off Johnston. He'll bring most anything in, and he's got an inside channel with the Arasaka higher up. Talk to anyone in Biotechnica transport if you want a connection.

▲ **Anatol?** He's an independent. And he's in business for the long haul. That's about all there is to know about him.

▲ I wouldn't frack with Johnston Atoll. Know who they've got running security? Arasaka. Got a top new system there, called Woman's Touch. You even *think* the wrong thing, and they're onto you. And believe me, they know how to deal with it.

▲ **Johnston?** Got some wildlife troubles there. Some kind of mutated bird or something, running rampant. That's all I heard.



Part One: Getting In

The party may enter Johnston Atoll by hiding on a Biotechnica aircraft. If PCs prefer, Diamond Blue can also arrange to slip them in by parachute or sea. This chapter covers the likely hazards of each technique. Part Three covers the defenses on and around the island.

Stowing Away

One of Brinkmaan's projects still works. The flight crews on certain Biotechnica flights have a killer case of bad eyesight. Diamond Blue recommends that the party take advantage of this and stow away on a flight bound to Johnston. Although the party could attempt an air or sea infiltration, "Quiet beats noisy." "Quiet" also saves the project money, which Blue can pocket.

Diamond Blue has a list of flights suitable for use by infiltrating agents. The next one leaves from Los Angeles International Airport at 09:30 on August 24 (two days after the party accepts the job). Biotechnica's aircraft waits in Bay 17 and flies under the handle of Flight 714.

As for getting on board the aircraft, the party must come up with a plan of its own. The pilots and crew "don't know they exist" and wish to keep it that way. Blue can get the party a pass for entering the hangar. Trouble starts once PCs actually try to hide in the airplane.

Flight 714 uses a standard Konami Business jet, modified to carry cargo. It holds an assortment of plastifoam packages marked "Carbodyne Waste Management Solution." The packages hold clear containers full of a yellow oil. The containers perspire slightly. A film of "Waste Management Solution" covers the inside of the crates.

Anyone who passes an Int + Pharmaceuticals roll with a Difficulty of 10 knows that carbodyne is a very unpleasant solvent. It causes birth defects, cancer, migraine headaches and other massive health problems. However, unless somebody decides to take a bath in the substance, it is not present in high enough concentrations to harm the PCs. The party, of course, does not know that.

PCs do not have to hide in the crates. However,

by staying out, they risk another danger. Every fifteen minutes, a blue-uniformed Argus Securities rent-a-cop strides through the bay. If he finds intruders in Biotechnica's aircraft, he has the duty of arresting them.

PCs can hear the guard before he comes by passing an Int + Awareness/Notice roll with a Difficulty of 15. He's just doing his job, trying to discourage trouble without personally encountering any of it. Roll a D10 each time the guard passes through. On a roll of four or under, the cop actually looks into the airplane, brandishing a gunmetal blue flashlight. Let him make an Int + Awareness roll with a Difficulty based on the party's concealment. He will certainly not notice anyone hidden in the crates. If the party keeps its cool, it ought to be able to keep its cover.

If the guard should somehow...disappear, thirty minutes elapse before the other guards convince themselves that he's doing more than taking a long coffee break. At that point, five guards search the bay. They automatically look into the aircraft, although they do not search crates. Two guards provide cover while the others look.

If a firefight breaks out in the airport, other guards arrive at a rate of one per round. They fire from cover, trying to pin down intruders until a tactical squad arrives to finish the punks. This happens ten rounds into the battle. A smart party won't wait around.

The pilot and copilot arrive at 09:00, half an hour before takeoff. Once they board the aircraft, the Argus personnel no longer look in. The aircraft lands five hours later on the Johnston Atoll. It taxis into a hangar (see Area 21 of the Layout) and stops. Both Pilot and Co-pilot leave. The party has five minutes to leave before a crew of ten workers arrives to unload the carbodyne. Look at the Layout and note all the guards around the hangars. Party's over, boys and girls.

Pilots of Biotechnica aircraft know Anatol. He gives them a pitiful cut of his profits. In return, they take the attitude that what they don't know might not hurt them. As advertised, the aircrew does not bother PCs who stow away. They hope very much that the party will pretend that they do not exist either. If PCs speak to them, they claim that they're

just working for Anatol, and don't know anything about anything.

Hired Security Personnel

Stats

INT 6 TECH 5 REF 10 CL 4 LK 5
ATT 3 MA 7 EMP 5 BODY 10

Cybernetics

Smartgun Link

Skills

Athletics +5, Awareness + Notice +3, Combat Sense +5, Drive +7, Melee +5, Rifle +5, Submachinegun +6.

Possessions

Med Armor Jacket, Light Helmet, Arasaka Miniemi 10 submachinegun.

Tactical Team

This team consists of twelve elite guards. Its members deal with crazies of every variety, and are smart enough not to take chances. They subdue troublemakers with large-caliber weapons. Those who survive to be captured can expect a judge to convict them on all sorts of heavy charges. The party should

make every effort to escape before the Tactical Team arrives. If the Referee suspects that PCs might fight the Tactical Team and win, he should feel free to beef it up.

Stats

INT 6 TECH 5 REF 13 CL 7 LK 5
ATT 3 MA 7 EMP 2 BODY 13

Cybernetics

One cyberoptic with IR, Targeting scope, Karate chipped to +3.

Skills

Athletics +6, Brawling +5, Combat Sense +7, Drive +7, Melee +5, Submachinegun +8.

The team member with the 20mm cannon has Heavy Weapons at +8 instead of Submachinegun.

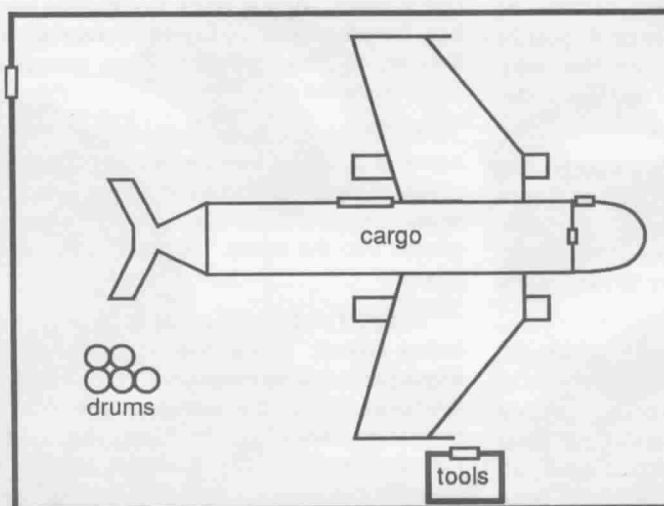
Possessions

Heavy Armor Jacket, Heavy Helmet, Arasaka Miniemi 10 submachinegun. One team member has a Barrett-Arasaka Light 20mm cannon instead of a submachinegun. All members carry one stun and one dazzle grenade each.

Aircrew

Stats

INT 9 TECH 9 REF 10 CL 4 LK 5



Konami Transport and Bay

0' 100' 200' N ↑

Cybernetics

Vehicle Link.

Skills

Drive +7, Pilot (gyro) +10, Pilot (fixed-wing) +13, Pilot (vectored-thrust) +10.

By Sea or Air

If the party decides to infiltrate by parachute, submarine or small boat, the course of events is fairly straightforward. The PCs decide where to land. Then the Referee uses the map and key in Part Three to tell the party what sensors and guards they ruffle. The following section explains special difficulties of parachuting and SCUBA diving in the Johnston Atoll environment.

If the party wishes to swim ashore, Infocomp can provide SCUBA gear. It can also get them to within 600 meters of the Atoll, using a mini-submarine based on the *Gull*. It releases the party at a depth of 100 feet. Divers may swim at a rate equal to 1/3 their MA scores, in meters, per combat round. Divers must pass a Ref + Athletics Check for every 200 meters travelled. This roll has a difficulty of +12. Any character who fails must come to surface.

A Fumble roll underwater could prove deadly. Anyone who fails a save vs. Stun drops the regulator from his mouth and suffers 1D6 points damage per minute from inhaling water until rescued. Another swimmer can grapple and lift a drowning character by passing a Ref + Athletics roll with a Difficulty of 20. Note that underwater, PCs cannot hear one another. If the party separates, an unlucky member could drown without anybody even noticing.

If the party wants to use a rubber raft, the *Gull* ejects them in a motor skiff, which, in turn, deposits their craft two miles from Johnston Atoll. Infocomp provides as many black rubber rafts as the party needs. PCs do not need to make any special skill checks just to row ashore. However, the party faces a slow trip in the open, under the Arasaka guns.

The Layout section describes other hazards of the waters around Johnston.

A parachute landing risks everything on one gambit. Jumping has flair, jumping puts them exactly where they want to go and if the jump goes wrong, everyone could end up dead. What more could cyberpunks ask for? Infocomp can provide air transport and black batwing airfoil chutes that look supachill. Then the party gets to prove it knows what it's doing.

If the party acquired some form of map through pre-mission Netrunning, they can choose any landing spot they wish. However, Arasaka air defenses do not permit aerial scouting of the Atoll. Further-

more, no matter how hot the party's Netrunner claims to be, Infocomp refuses to risk an aircraft directly over the Atoll. The best Blue can arrange is for a stealth-modified cargoliner to carry PCs to within two miles of the island at 22,000' altitude. The party must jump and glide in from there. (Those in the trade call such a jump HAHO, or high-altitude, high-opening.)

Have each jumper attempt a Ref + Athletics check with a Difficulty of 20. Add 10 to the difficulty if the PCs try to land among buildings, trees or other rough terrain. Anyone who fails a parachuting roll lands off-target. Use the Grenade table, and assume the victim goes D10 x 100 meters off-course. Then the victim must roll Reflexes + Athletics with a Difficulty of 25 to avoid suffering injury upon impact. Those who fail this roll suffer 3D6 points damage.

Even with stealth modifications, even with the HAHO drop, the Infocomp aircraft makes troubling blips on Arasaka radar screens. Some Netrunner wizardry could prevent this. If the party fails to suppress the radar, Johnston Atoll's guards go on Alert. See below for details.

The Wounded Gull

Infocomp provides a support ship to help the party sneak in and get out. This ship, the *Wounded Gull*, cruises twenty miles off the Atoll. It looks like any other of the semi-robotic cargo ships which roam the seas of 2020. It resembles a black pod, rising from the water on an absurdly tall and narrow keel. Underwater counterweights keep the ship upright. This design allows it to reach the phenomenal speed of 30 knots when necessary. A rigid plastic sail provides added propulsion when the winds allow.

The *Gull's* registration claims that it belongs to the fictitious Southern Cross Data Systems, Inc. Shipping manifests state that it carries cheap software from Sydney to Ohau. Infocomp has managed to arrange enough "legal trouble" for the ship's "imports" to explain why it might spend some time on the high seas. Biotechnica has not seen through the *Gull's* smokescreens.

The Referee should assume that the party is safe aboard the *Gull*. Referees should also remember that the *Gull* has more than enough firepower to destroy any party that tries to hijack or betray it. The ship has an array of ten Hughes M230B-2 Autocannon mounted on either side (RIF 0; N; P; 7.62 NATO; 1,200 rounds; 30 VR; Damage PB & Close, 18D6, Med & Long 9D6; Extreme 6D6). A crew of 200 works aboard the ship, including as many solos as the Referee considers necessary.

The *Gull* never risks radio broadcasts to teams on Johnston Atoll. Once it gets the party ashore, it offers no more support until the PCs return with the gastrophage. If the PCs fail, Infocomp's sailors casually allow them to expire.

Part Two: Welcome to Johnston

From a distance, Johnston Atoll appears to be a cluster of olive bubbles, floating like litter in the blue sea. Gunmetal speedboats swarm back and forth across the water. The natural island is a coral ring, surrounding a deep lagoon. Biotechnica left the island itself relatively untouched, for use as an experimental environment. The Johnston Atoll Research Facility consists of floating pods anchored to the coral below.

Part Two describes the people most likely to become major figures in this adventure. This section covers Brinkmaan, Brinkmaan's warder Amalthea and the freelance smuggler Anatol. For information on island layout and defenses, consult Part Three. Skip ahead and read the part about Patrols right now, because the party can encounter these guards without doing anything to deserve it.

A Day in the Life of Johann Brinkmaan

Johann Brinkmaan just resumed work after his case of "Strain G encephalitis." He now divides his time between work and therapy, trying to complete his recovery. The following timeline shows where the party can find him at given times. Consult the Layout in Part Three for details on each area. Brinkmaan lives in Apartment 3B, as always.

07:00 Brinkmaan gets up.

08:00 Brinkmaan goes to the Data Laboratories (Area 16). He performs minor tasks there.

12:00 Brinkmaan eats lunch in the Cafeteria.

15:00 Brinkmaan goes to the Clinic, where Dr.

Amalthea Lau examines him.

16:00 Brinkmaan goes to the Special Materials Facility, where he attempts to re-acquaint himself with his old projects. Dr. Amalthea Lau comes with him to offer "Evaluation and Occupational Counselling."

19:00 Brinkmaan eats dinner in the Cafeteria.

20:00 Brinkmaan returns to his apartment. He watches the Bio-Net entertainment system for the next few hours.

23:00 Brinkmaan goes to bed.

Meeting Brinkmaan

If the PCs believed Diamond Blue's briefing, they expect Brinkmaan to be their big sugar daddy. Naturally, the party goes apartment 3B or wherever else it hopes to find its contact. The Island Layout shows the surprises they might meet at these various locations. Eventually, of course, the party reaches Brinkmaan.

Brinkmaan has no idea who in frack the PCs are. The password "Grendel" means nothing to him. However, he's a hip gentleman and eager to seem that way. When strangers barrage Brinkmaan with dangerous nonsense, he keeps his cool, raises an eyebrow and goes with the flow. Brinkmaan seems like a man any cyberpunk can do business with.

Then, at some point, Brinkmaan's personality falls apart. Brinkmaan has subconscious memories of his old life, and when the party triggers too many of them, he breaks down. At this point, tears well up in Brinkmaan's pink, porcine eyes. His face contorts with rage. "Quit feeding me this line. You're making

methink—frack—I don't know. I frackin' don't know what I think. I don't know what any of you are talking about."

The Referee can pick the exact occasion for Brinkmaan's outburst. Any direct reference to espionage can provoke it. Demands for unusual assistance can also push Brinkmaan over the edge, as can any conversation which skirts the borders of shady deals for too long. Something about Brinkmaan's past scares him, and he cannot bear memories.

If the party persists in discussing sensitive topics, Brinkmaan starts screaming. When physically restrained or threatened, he fights back. He also calls for guards. This brings a Patrol (see below) within 1D6 minutes. To calm him down, someone must say soothing things in a way that the Referee finds convincing. In game terms, the PC should attempt an Emp + Human Perception roll with a Difficulty of 20.

When Brinkmaan rants and blubbers, he attracts attention from anybody who happens to be nearby. The results can range from comic to disastrous, depending on how adroitly the party explains the disturbance. Everyone knows that Brinkmaan suffered a brain inflammation, and the party should have little trouble convincing neighbors and co-workers that he has lost his reason. Assign a Difficulty of 15 to social skills rolls for explaining away Brinkmaan's outburst.

Brinkmaan's Plight

The Arasaka Brainworm does its job by just being there. It stimulates the horror all people feel at losing control of their own minds. When Brinkmaan thinks of spying, he cannot help but think of the brainworm too, and the terror of those thoughts nearly drives him mad. Therefore, Brinkmaan drives his memories into his unconscious.

Brinkmaan does not even admit that the brainworm exists. Biotechnica's doctors told Brinkmaan he suffered from a viral infection of the brain. "Cortex intervention" and experimental drugs saved his life. They keep him on a daily regimen of electronic brain scans and psychological counseling, to "monitor aftereffects."

Brinkmaan receives his "therapy" from Amalthea Lau, a sultry, long-legged "medical technician" of Hawaiian extraction. It did not take long for Brinkmaan to start trying to seduce Amalthea. Checkmate. Arasaka wrote the script for this romance. Amalthea is the Arasaka psychologist who supervised the brainworm project, and when Brinkmaan fell in love with her, he just gave her one more way to control him.

If the party drags Brinkmaan into a maelstrom of gunfights and adventures, Amalthea may not get to play a direct role in the adventure. However, if the party wants to keep the matter quiet and take time, Brinkmaan continues to see his therapist. He also continues to tell her his secrets. She uses him to trap and capture the party.

Amalthea does not immediately send guards to destroy the PCs. She roots out intruders in style. Amalthea lets the party continue for some time. She uses Brinkmaan to discover the PCs' hideouts, plans, precautions, defenses, numbers and weaknesses. If the party continues to talk with Brinkmaan, she coaxes him into asking questions, snooping and eventually, setting the party up for an ambush. Note that Brinkmaan's cyberware makes him an effective eavesdropper.

When Brinkmaan has gathered all the information he can, or when there is an imminent danger that the party might escape, Amalthea strikes, using the Arasaka Mobile Unit (see area 7). Amalthea tries to attack the party at its most vulnerable moment. As Referee, this is your license to hit the party hard. Amalthea's attack could well bring this story to its finale.

Amalthea may not need the entire Mobile Team for her attack. If she does not need it, she does not use it. With an initiative advantage, +5 to hit and the PCs unprepared, a handful of these crack troops can do the job. The others remain ready to deal with any other threats which spring up. No matter how much Amalthea knows about the party, she can't know everything. She'd feel pretty stupid if her ambush atomized a few decoys while a thousand-man Militech Invasion Command stormed one of the islands unopposed.

As Referee, you get to design Amalthea's ambush. All the caveats listed under area 7 of the Layout apply. Don't skimp—Amalthea has the clout to get what she needs. At the same time, don't err on the side of extravagance.

Amalthea works from a secure office/apartment compound in the Clinic (see area 8).

Brinkmaan refuses to consider any plan which involves harming Amalthea. Some PC must pass an Emp + Persuasion test with a Difficulty of 18 to even convince him that he cannot trust her. (The modifiers listed under Curing Brinkmaan do apply here.) If the party assassinates her and Brinkmaan suspects what happened, he will immediately go to Arasaka headquarters (area 7) and tell what he knows.

Curing Brinkmaan

The party's response to Brinkmaan's amnesia determines the course of this adventure. The party can

write Brinkmaan off and try to escape on its own. Good luck. PCs can also try to counteract the Brainworm. This forces them to overcome both Arasaka's blunt mind-control machinery, and the subtle influence of Brinkmaan's seductive "therapist."

Helping Brinkmaan out of his troubles requires time, during which time the party can expect its "patient" to scream, fight and try to call guards. Remember that Brinkmaan has cameras in his apartment and colleagues at work. The party may well have to kidnap him. Even this entails the risk that someone will notice him missing. When Brinkmaan misses a scheduled appointment, roll 1D6. The party has that many hours to get him back before someone notifies Arasaka, putting the facility on Alert.

Anyone who examines Brinkmaan may attempt a Diagnose + Int roll. On a roll of 10 or better, the examiner can tell that Brinkmaan recently underwent brain surgery. With another roll of CyberTech + Int, Difficulty 15, a character remembers reading about a "brainworm," which would stimulate anxiety in order to suppress specific memories.

To physically remove the brainworm, PCs would have to perform Critical brain surgery. Therefore, the party must desensitize Brinkmaan to the worm's effects. Somebody must help him face the facts that he is a spy, that the party is there to complete his mission and that denying reality does not make it any less real. The cyberpunks should have great fun playing psychotherapist.

Role-play the party's talk with Brinkmaan as much as possible. To determine its final results, the PC who had the most contact with Brinkmaan should make a roll using whatever Skill/Statistic combination best reflects the party's tactics. Persuasion applies to most cases. Seduce remains a possibility. Intimidation may also apply. The roll has a base Difficulty of 25.

Once cured, it takes Brinkmaan 4D6 hours to fully regain his memory. During this period, the PCs have to hole up. Brinkmaan can conceal them in his apartment, or they can find a place to stay on their own. Note that this period may well give Brinkmaan time to visit Amalthea Lau and spill the beans to her. Of course, he can only tell Amalthea what the party has told him.

If the first roll to cure Brinkmaan fails, the party can try again as often as it likes. However, each attempt takes an hour. Furthermore, each failure costs Brinkmaan 3D6 points of Humanity. Brinkmaan's horror at confronting his past makes every reminder a step toward madness. PCs should see the life going out of him, as he grows progressively less hysterical and more menacing. Any PC who asks may attempt an Emp + Human Perception roll with a Difficulty of 15 to confirm that indeed, Brinkmaan's sanity is slipping away. Of

course, only the Referee knows how close to the edge he is.

When Brinkmaan loses his entire Empathy score, he lapses into cyberpsychosis. Worse, he makes a smart psycho. Brinkmaan now remembers everything. He lets the PCs think they cured him. Quietly, intelligently, Brinkmaan pursues new and twisted goals. First, Brinkmaan wants Amalthea *dead*. He tries to convince the party that she threatens them. The PCs ought to believe him, since he is telling the truth. After killing his lover, Brinkmaan decides to destroy the party as well. Easy enough. He gives them a sample of gastrophage — in a broken vial. See the Appendix for details on what this stuff can do.

Fortunately, the PCs can use several techniques to make their roll for curing Brinkmaan easier. They appear below. If the players cannot think of these ideas on their own, allow them to attempt Human Perception or Med-Tech rolls. The Difficulty of guessing each ploy appears with the description of the method.

Do not give these techniques away. If the players simply roll dice and wait for help, they do not deserve any information. However, if PCs role-play an honest effort to figure out Brinkmaan's personality, let them toss Human Perception dice and provide explicit hints if the rolls succeed. (Role-play Brinkmaan's reaction even if the rolls fail.) In the same vein, Med-Techies who wrack their brains for information deserve a chance to remember an "old journal article" which talked about the worm.

▲ If the PCs seem friendly and sympathetic, they deserve a +3 to their cure roll. A Human Perception + Emp roll with a Difficulty of 10 reveals the advantages of kindness. Of course, if the party has already tried rubber hose and a cattle prod, a sudden turn to sympathy may not have much effect.

▲ A female may add her Seduction score to the roll for restoring Brinkmaan's memory. Brinkmaan falls for this sort of move. Anyone may attempt a Human Perception + Empathy roll with a Difficulty of 15 to notice Brinkmaan's vulnerability in this regard.

▲ A PC with access to standard pharmaceutical supplies can brew a tranquilizer cocktail which makes Brinkmaan *much* more relaxed, thank you. Designing the doses appropriate for this situation requires an Int + Pharmaceuticals roll with a Difficulty of 15. The drug confers a +5 on the roll to restore Brinkmaan's memory.

Treating Brinkmaan with drugs has two drawbacks. First, he resists taking the narcotic with all the fervor at his disposal. The last time somebody drugged him, he ended up with the brainworm in his head. Second, once the drug wears off, the worm regains control. Brinkmaan needs a new dose every 1D6 hours.

If the players don't think of drugs, the characters can by passing a Med Tech + Int roll with a Difficulty of 10.

Brinkmaan's Resources

Dealing with Brinkmaan has its rewards. Brinkmaan's career is hot, and he has the perks any notable researcher can expect. In his apartment, the party can enjoy all the luxuries of a gilded cage. Soil-grown vegetables, electronic luxuries, X-rated "executive channels" on video — Brinkmaan has them all. More pertinent to the mission, Brinkmaan can provide the following resources:

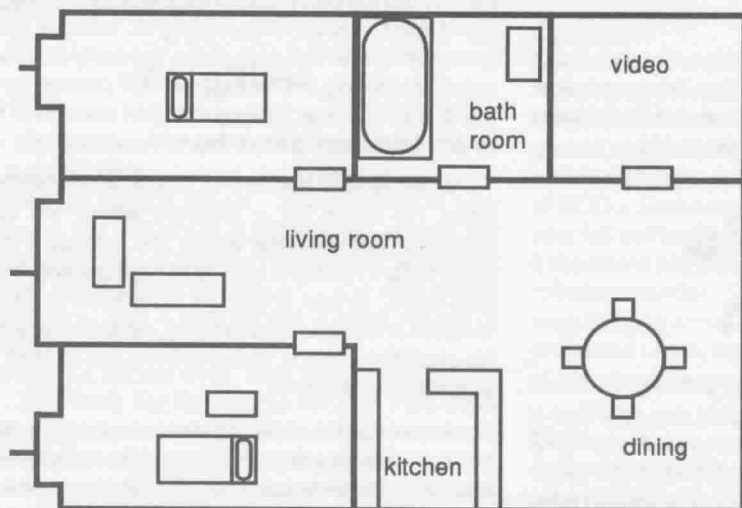
▲ Brinkmaan knows a Net Access Code which leads directly to the Special Materials files, (area 3 of

the Biotechnica Subgrid). Netrunners can steal information here, and use it as a "back door" to the rest of the Johnston data fortress.

▲ Brinkmaan knows that the current model of gastrophage is not healthful stuff. See the Appendix for details on what it can do.

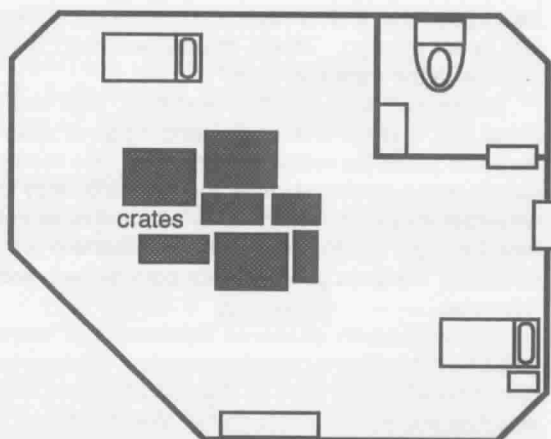
▲ Brinkmaan hid one gastrophage culture with Anatol. If the party can re-acquire this sample, it has taken a major step toward accomplishing the mission.

▲ If the party does not wish to deal with Anatol, Brinkmaan can try to steal a new gastrophage sample. The main obstacle lies in the fact that Amalthea accompanies him to the Special Materials Laboratory — and he won't even consider letting an "accident" happen to her.



Brinkmaan's Apartment

0' 5' 10' N↑



Anatol's Compound

0' 5' 10' N↑

▲ Given 1D6 days, Brinkmaan and Anatol can get passes permitting a craft to leave Johnston Atoll. In theory, this might allow the PCs to escape unmolested. Of course, the time spent in this operation gives Amalthea a chance to strike. It would be a simple matter for her to learn when the party wishes to depart, and deploy the Mobile Unit to ambush the party as it goes.

▲ Brinkmaan has security passes which can get him anywhere on the island until someone thinks to cancel them. He can take the party with him as "assistants," or whatever else seems appropriate. He can get the party rooms in a Residential Facility. Brinkmaan's passes do little good in the middle of a firefight, but they may help a party that wants to spend time under cover. However, the more the party comes to depend on Brinkmaan, the more dangerous Amalthea becomes.

▲ Brinkmaan owns a Sunshine III powerboat, which he can lend to the PCs. See Transportation, below, for its statistics. Brinkmaan normally keeps this boat outside his residence (area 10).

Brinkmaan's Connection

Brinkmaan had connections on Johnston. These connections still exist. A smuggling ring operates in this facility, supplying peon employees with euphorics and more influential people with the assorted weapons and chemicals which Biotechnica would rather not write down on its shipping manifests. The party may get help or information from these smugglers, but only if it plays them carefully indeed.

A transportation executive named Anatol supervises the smuggling ring. The party may hear of him through Brinkmaan, the Biotechnica pilots, or sources on the street. Anatol operates out of a quonset hut overlooking the hangars (see area 11).

Anatol survives because he obeys three laws of his business. First, he forwards a hefty bribe to Arasaka management, via the Osaka Yakuza. Second, he serves as a general middleman for the business which Biotechnica executives must accomplish but cannot sanction. Finally, Anatol keeps clear of anything which might seriously offend the masters of Johnston Atoll.

Brinkmaan never let Anatol guess that he was a spy. To explain his interest in receiving secret packages, Brinkmaan claimed to have a dependence on tailor-made euphorics. Anatol was just cynical enough to believe him. When Brinkmaan had his bout with "encephalitis," Anatol counted that as a natural step on the chemical-paved road to hell.

When the party encounters Anatol and his minions, the results depend entirely on the context of their meeting. If the PCs guess what makes Anatol

tick, they can come up with lies to make the smuggler help them. If the party says or does anything to make him suspect them of spying, he tries to have them eliminated. Real criminals are the biggest threat an honest lawbreaker can face. If people come to the smugglers with Arasaka in hot pursuit, Anatol helps the guards catch them — unless he decides it would be safer to kill the fugitives himself.

Play Anatol using the information he has. When he meets the PCs, he knows they're up to something, but he may not immediately nail them as spies. If the party tells some clever lies, Anatol may believe them. Otherwise, he becomes a dangerous enemy.

The brainworm suppresses all Brinkmaan's memories about Anatol. Once the party cures him, he may tell the party how to deal with the smugglers. He duped Anatol into hiding a sample of the gastrophage, which may make the party quite interested in visiting the smuggler. Of course by that point, the PCs may have gotten hot enough to keep Anatol from having anything to do with them.

When Anatol decides to move against PCs, he times his strike for a moment which will cause minimum uproar. He wants the intruders safely dead before Arasaka arrives to capture and interrogate them. Anatol considers his offices or hangars ideal for an attack. If necessary, Anatol may wait for his chance to attack, using cyberaudio to stalk PCs at a discreet distance.

Anatol has the skills to carry out an assassination himself. He employs five thugs as supplementary muscle. Biotechnica records list these men as loading-dock teamsters, but they accompany their boss at all times. In an attack, Anatol uses his gang jazzlers and optical dartgun to take down the most dangerous-looking PC. His thugs keep the others occupied as he works his way to them.

Brinkmaan

At age 30, Brinkmaan already ranks among the noted researchers in a world where tech is king. And that doesn't satisfy him. He's not only a good techie, he's a good spy, and he intends to push both careers just as far they go. Thrills, money, women...they come with the package, right?

Brinkmaan looks youthful and slick, with short blond hair, a clean-shaven jaw and a pair of spectacles to prove he really is a scientist. He meets people with a confident smile and moves directly to whatever they want from him. Brinkmaan does not hide his ego, but he does not let it interfere with business. He does good work for both Biotech and Infocomp.

The brainworm shattered Brinkmaan in ways which he himself can scarcely recognize. Brinkmaan based his whole persona on the cool efficiency with which he played his double game. When Arasaka's cyberware made him into just another honest

salaryman, it castrated his soul. As long as he has the cyberware, he cannot return to spying. He hangs between recklessness and tears, seeking a new outlet for his ambitions.

Stats

INT 9 TECH 15 REF 7 CL 8 LK 3
ATT 12 MA 5 EMP 5 BODY 5

Cybernetics

Chemical Analyser, Cyberaudio, Amplified Hearing, Brainworm, Digital Recorder, Mr. Studd.

Skills

Basic Tech +10, Cybertech +8, Handgun +6, Human Perception +5, Microbiology +15, Pharmaceuticals +10, Persuasion and Fast Talk +8, Seduction +3, Social +5, Zoology +10.

Amalthea

Born in Paradise, Amalthea has the almond eyes and long, shadowy hair of the Hawaiian girls in a shipwrecked sailor's dream. She majored in psychology at the University of Hawaii and applies her talents to a career in counterintelligence. Amalthea invented the Arasaka Brainworm. She also knows its limitations, and is well versed in other means of persuasion.

Amalthea knows what men want, and can act well. She does not hesitate to flirt with PCs if the opportunity arises. Nevertheless, Amalthea's actual personality is cold and clinical. Although she routinely charms her suspects, she seldom sleeps with them and never falls in love.

If attacked, Amalthea always has at least four Arasaka Guards (see below) within call. She also has a radio commlink for summoning the Mobile Unit.

Stats

INT 12 TECH 5 REF 11 CL 8 LK 6
ATT 14 MA 8 EMP 10 BODY 6

Cyberware

Biomonitor, Forked Tongue (+1 to Persuasion/Seduction).

Skills

CyberTech +8, Human Perception +10, Handgun +2, Seduction +9, Persuasion & Fast Talk +8, Perform +7, Psychology +12, Swimming +2.

Equipment

Stylish Kevlar-lined blouse and skirt (torso SP 10). Militech Arms Avenger. Wrist commlink.

Anatol

Anatol gets ahead because he plays by the rules — the real rules. He started as a solo, riding shotgun on Biotechnica's hot shipments. It did not take him long to learn that there were some shipments which

people expected him to overlook. Anatol soon came to orchestrate those shipments himself. With the favors he did, he bought himself a management position. He also convinced Biotechnica to give him a great deal of leeway for his own operations.

Anatol keeps everyone at a professional distance. After all, the person who hires him today may show up on his hit list tomorrow. In order to improve his career as a smuggling lord, Anatol has started to buy himself cyberware. It may not be long before he goes over the edge.

Anatol has hard, bony features and a shock of black hair.

Stats

INT 8 TECH 6 REF 15 CL 8 LK 5
ATT 5 MA 8 EMP 2 BODY 12

Cyberware

Cyberaudio (Amplified Hearing, Increased Hearing Range), Cyberoptics (Dartgun, IR), Muscle & Bone Lace, Sandevistan Speedware. Gang Jazzlers (Fingernail electrodes capable of three contact attacks before recharge. A hit forces the victim to make a roll of BOD + Endurance with a Difficulty of 20. Those who fail suffer immobilization for 1D10+1 minutes. If the attack hits the head or torso and the resistance roll scores under 15, the victim dies. Gang Jazzlers work through armor up to SP 3. If Anatol grapples an enhanced organ, his jazzlers give him a 10% chance of permanently ruining the cyberware.)

Skills

Awareness/Notice +8, Brawling +5, Combat Sense +8, Handgun +9, Melee +8, Stealth +6, Persuasion +8.

Equipment

Medium Armor Jacket, Arasaka Minami 10.

Anatol's Thugs

Treat Anatol's thugs as Advanced Goons, like the ones on page 191 of the *Cyberpunk*® rules.



Part Three: Layout and Security

The following sections cover the security precautions, Net subgrid, and general layout of the Johnston Facility.

Surveillance Systems

A variety of electronic eyes watch over Biotechnica. The map layout shows where these stations are. If strangers appear where they do not belong, a Patrol (see below) goes to investigate at once. The guards arrive as fast as an AV-4 can get them from Arasaka headquarters to the disturbance. Although the usual Patrol consists of three men, Arasaka does not hesitate to send more if the reports of their cameras warrant it.

The party may wish to sabotage cameras. Of course, Arasaka notices when a camera goes dead. Security Headquarters sends a Patrol (described below) to investigate broken systems. If the Patrol finds signs of tampering, the facility goes on Alert (see below).

Clever intruders may try to make their destruction of security systems look natural. This requires a roll of either Hide + Int or Tech + Electronics. In either case, the Difficulty equals 15. The Referee may keep this Difficulty a secret and not tell players whether or not their rolls succeed.

Fiber-optic cables connect security systems to Arasaka Security Headquarters. Therefore, although Netrunners can disrupt these systems, simple radio jammers cannot.

A radar net scans the seas and airspace out to three miles from the Island. If the PCs acquire a ship or aircraft, assume that they take fire from the Heavy Weapons Stations until out of this radius.

Patrols

Arasaka Security uses foot patrols to augment its electronic surveillance systems. Furthermore, it sends the patrols to randomly chosen locations at irregular intervals—just to keep you honest. For the Referee, this means you can determine when the party meets a patrol simply by rolling dice. Every two hours of this adventure, roll a D10. On a roll of 1 or 2, a patrol passes the party. If the party splits up, roll separately for each group.

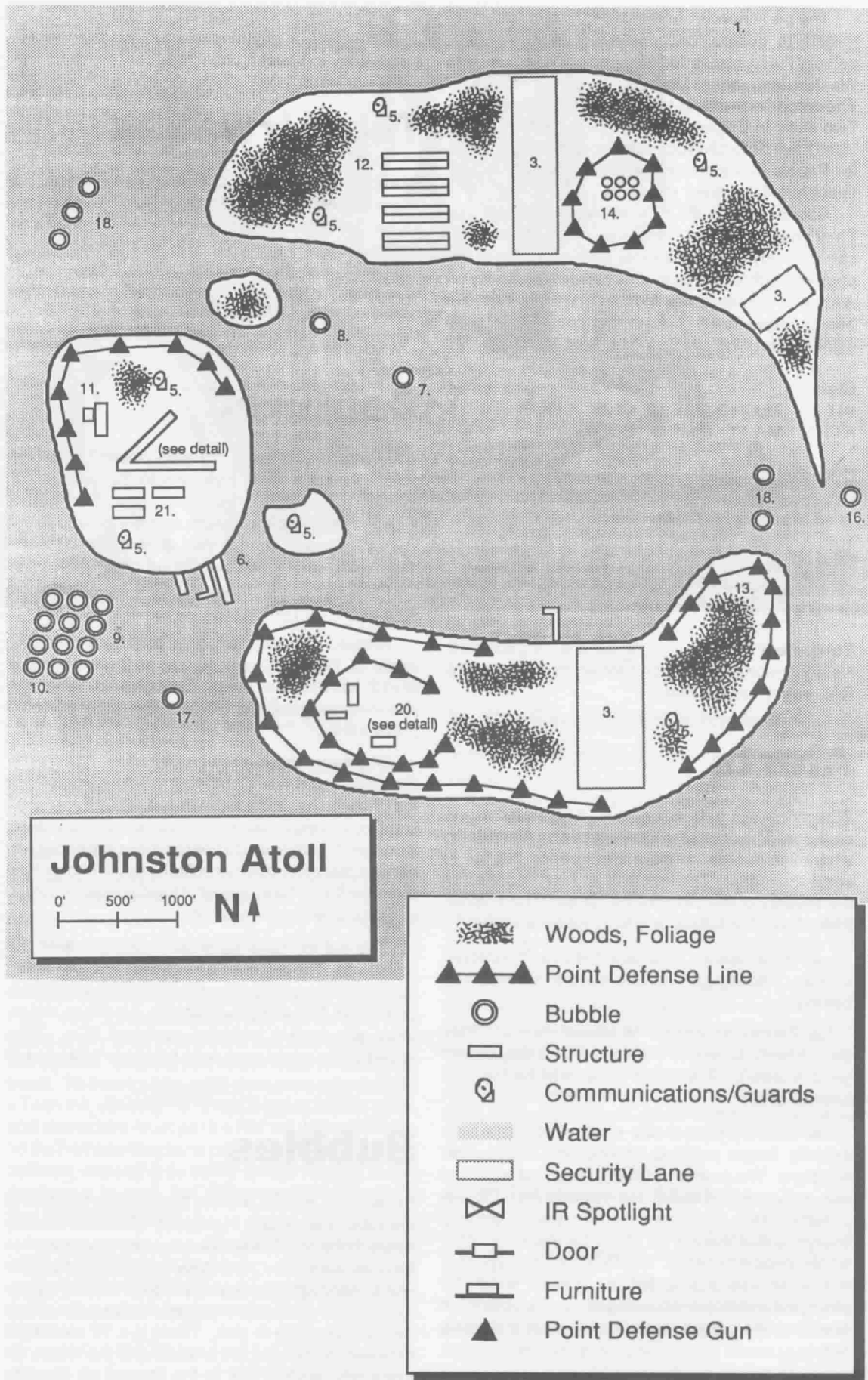
Normally, Patrols only walk the corridors. If the PCs can shut themselves behind a door, the Referee need not roll for encounters. During Alerts, however, Patrols get nosy. Once the party attracts attention, it has no place to hide.

Shouts for help, explosions and other mayhem draw a Patrol within 2D6 minutes. Keep it quiet.

The typical Patrol consists of three Arasaka Guards. No matter how innocent the party has managed to appear, Patrols leer suspiciously at the PCs. When the situation warrants it, they stop and engage their MRAM chips to pose brief, jerky questions. They also demand to see the magnetic Identity Chips which all real Biotechnica workers carry. Since these devices include names and pictures, stolen chips are not the answer. If the guards detect anything unusual, they try to bring their suspects to Arasaka Headquarters for interrogation.

Arasaka Guards

Arasaka Guards wear black uniforms with red armbands. All have beetle-brows, bulging muscles and Korean features. Until these thugs decide to intimidate you, they ignore you entirely. They converse only with each other and never seem very friendly even then.



The party needn't bother trying to offer bribes or threats to guards, because Arasaka intentionally selects these brutes for their lack of proficiency in Western languages. Most speak a dialect of Korean. The corporation issues them MRAM chips with Level Two skills in English and Japanese, but these devices have a stunted vocabulary making it impossible for Patrols to understand anything not directly pertinent to fulfilling their missions.

Sooner or later, the PCs will try to waste a guard. They may succeed. However, each guardsman carries a tiny gray transmitter on his belt. With the push of a button, these guards can put the facility on Alert and summon the Mobile Unit from Arasaka headquarters (area 7). A jammer could block these signals. But who ever brings one of them?

Stats

INT 3 TECH 3 REF 12 CL 6 LK 3
ATT 1 MA 11 EMP 3 BODY 10

Cybernetics

Cyberoptic (IR and Targeting Scope), Karate chipped to +3, Specialized MRAM, English +2.

Skills

Athletics +8, Brawling +5, Combat Sense +7, Heavy Weapons +6, Melee +8, Rifle +8

Equipment

Heavy armor jacket, nylon helmet, flack pants, FN-RAL heavy assault rifle.

Alerts

When Arasaka gets suspicious, it takes extra precautions. The Johnston Facility goes on Alert Status whenever guards notice a disturbance but fail to settle the matter. The length of an Alert depends on the severity of the disturbance, as described below. Alerts have the following effects on encounters.

▲ Patrols appear on a roll of 1-4 on a D10 instead of 1-2. This applies to Net patrols as well (see below).

▲ Patrols do appear in closed rooms. They search and interrogate everyone — and they expect good answers. A silenced bullet may be the best answer of all.

▲ Ordinary Biotechnica employees notice their security forces roaming around with high-caliber weapons. The guards put them up against walls and ask embarrassing questions at gunpoint. Bio-Net Entertainment, the corporate radio station, informs everyone that there is no cause for alarm. In other words, people get edgy. The Referee should portray this when role-playing NPCs. People watch for strangers and stop overlooking things. To accomplish anything, the party's tactics have to get that much better.

▲ Biotechnica suspends all flights leaving Johnston Atoll. If anything takes to the air, Arasaka gunners try to shoot it down.

The Airwaves

Biotechnica monitors all radio frequencies on Johnston Atoll. Unless Netrunners interfere, assume that Arasaka can detect and jam any radio communications or signals the party sends. It can also determine the location such broadcasts originate from. Foreign radio traffic certainly puts the facility on alert. A Patrol investigates the source of transmissions as quickly as possible.

Captured

What happens if the party gets hosed? Nothing good. Arasaka takes prisoners to Security Headquarters and searches them *thoroughly*. That means X-rays, shaved heads, and a hot-wax depilatory applied to every square inch of skin. Med-Techs disable any potentially dangerous cyberware using the most expedient means possible, from removing ammunition to yanking out scratchers with pliers.

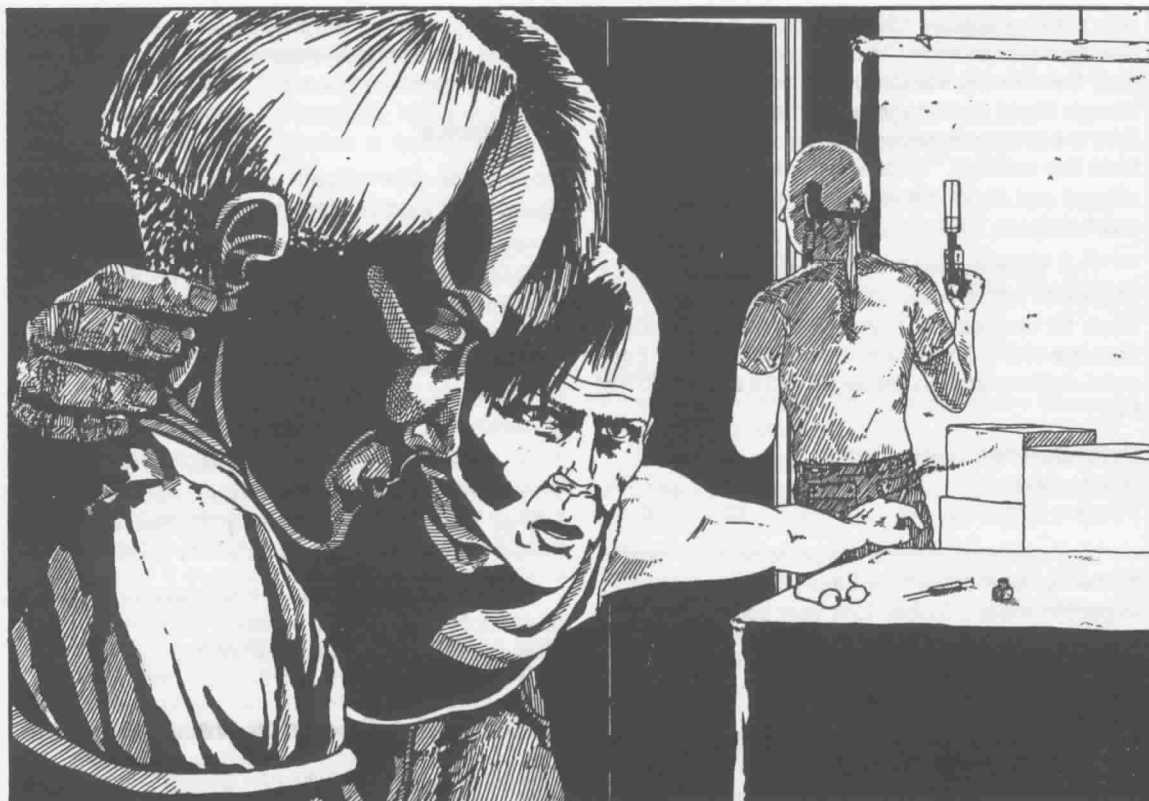
Arasaka guards interrogate prisoners about *everything*. The chief inquisitor has an Interrogate skill of +12. His work isn't pretty. Enough said. When the prisoners have nothing more to offer...that part isn't pretty either.

Of course, this is easy for us to say. You're the Referee, and if you kill off your whole party, you're the one who has to face the music. OK. If you don't want to, you don't have to flatline all the characters. You see, Arasaka needs operatives crazy enough to crash a place like Johnston Atoll. And it knows how to control them. See page 84 of the *Cyberpunk® 2020* rules for creative inspiration.

You get to make up what Arasaka wants the party to do. The first mission may well involve finding their employers from this mission and hosing them down. As Arasaka psychologist, Amalthea supervises any project involving captured PCs. Who knows? She might even put a brainworm into one of them.

Bubbles

Biotechnica houses most of its Johnston facilities in pre-fabricated Water Habitation Modules, usually called "bubbles." These circular, one-story structures have air-supported plastic roofs and hard polymer walls. Although they float on rings of inflated synth-rubber, their compartmentalized design makes them nearly impossible to sink. There is a 10' clearance between the floor of the Module and the water, for those who wish to lurk in the steamy air beneath



these buildings. The walls and floor of a "bubble" have an SP of 5. The roof has no SP at all.

Map Key

Transportation

Workers and executives on Johnston Atoll use small powerboats for transportation. PCs can find these vehicles parked at any major encounter area. However, Arasaka maintains a Patrol Skiff at area 6 to chase down boaters who veer more than 500' from the island. The typical boat has the following statistics: capacity, 5; maximum speed, 20 mph; 15 SDP; radius, 10 miles. The elite have Sunshine III speedboats with: capacity, 5; maximum speed, 40 mph; 15 SDP; radius 20 miles.

Boat thieves must contend with three obstacles. First, 1D6 Johnston employees will be near any docks at any time. Remember that they can yell and call a patrol. Second, one needs a key to start these boats. To hotwire one, a PC must pass a Basic Tech + Tech roll, difficulty 15. Third, boating itself is a skill, and characters must pass a Ref roll with a Difficulty 10 the first time they try to pilot one. Failure indicates collision, capsizing or some similar mishap — not dangerous in itself, but embarrassing and a great way to draw attention.

Whenever the party acquires a boat, the Referee should roll 1D6. On a roll of 1-2, the boat has a full supply of fuel. On a 3-6, it runs out after travelling for half its theoretical radius.

1. The Sea Around Johnston

Johnston Atoll rises sharply from the ocean floor. The ocean plunges down for hundreds of feet until one reaches the very lip of the island, 1,500' from land. Here, divers encounter a barren coral precipice. The coral forces them up to a depth of 50' and then almost to the surface.

When divers or boats come within 1,000' of the Atoll, they produce blips on the island's echolocation system. A net of gleaming hydrophones rings the Atoll, 500' out. The hydrophones can track swimmers and boats within 1,000' of the island. However, they can only detect things *outside* their 500' perimeter. Closer to the island, underwater rocks and floating trash make them useless. Therefore, one can hide from the system by heading *toward* Johnston Atoll. Each time strange objects enter the sensor area, Arasaka sends a patrol skiff from area 6 to investigate.

2. Point-Defense Stations

Note: These are represented by a map symbol, not a number. Point-Defense stations appear on many parts of the island.

Point-defense stations sprout along Arasaka's security perimeters. These bullets of gray plastic house cameras, solar panels and automated machine-guns. Arasaka erects these systems in lines,

with stations spaced 150 meters apart. When anyone approaches within 75 meters of a point-defense line, the nearest station opens fire. Note that although these guns have a 360 degree field of fire, they are programmed only to attack targets coming from the exterior. In other words, they don't turn around and shoot friendly forces moving inside the point-defense line.

The point-defense system has a percentage chance of hitting based on range, as shown below. Each hit causes 1D10 wounds, for 2D6+4 points damage each. The system holds 400 rounds. Each point-defense station has an SP of 20 and an SDP of five.

Point-Defense To-Hit Table

Range (Meters)	75	35	15
Percent Chance to Hit	20%	30%	40%

Live operators monitor the point-defense system cameras. Anybody who engages these systems can expect to meet a Mobile Unit very soon.

3. Security Lanes

Black clearings slash through the trees at these spots. A steel tower rises at the center of each path, mounting a rotating fly's eye of security cameras. Arasaka uses these lanes to facilitate movement of its response teams and to detect intruders moving through the jungle. Each Security Lane is 500' wide.

4. IR Spotlighting Systems

Note: These are represented by a map symbol, not a number. IR Spotlighting Systems appear on many parts of the map.

These little plastic boxes rest on the ground, silently scanning the area with infrared cameras. They use a system of mirrors for 360-degree viewing and contain no moving parts. The systems function day and night, to a range of 60 yards. PCs do not even notice these devices unless they ask to look for security systems and pass an Electronics + Awareness + Int roll with a Difficulty of 15.

An IR Spotlighting System alerts Arasaka HQ to the presence of intruders, just like any other camera. These devices also serve as IR floodlights, highlighting potential targets for the benefit of Arasaka gunners. Each one may pinpoint a single target each round, giving a +1 bonus to the attack rolls of gunners with IR optics. This includes all Arasaka troops. The spotlight has a range of 400'.

An IR Spotlighting system has an SP of 15 and five SDP.

5. Heavy Weapons Stations

At each of these locations, a steel tower lifts a radar dish above the foliage. Five Arasaka gunners wait in a bunker underneath, with Scorpion 16 missiles

ready for action. Treat these gunners as Arasaka Guards, with Heavy Weapons skills of +9.

6. Docks

Dozens of powerboats emblazoned with the Biotechnica logo cluster around the docks.

Arasaka uses a Patrol Skiff to police the waters. It circles near the docks at all times. This Skiff carries five Arasaka Guards. For weaponry, the boat mounts one Barret-Arasaka light 20mm cannon. The Skiff also carries ten depth grenades. These weapons function like Stun grenades underwater, with half the usual radius but double the usual damage.

If waterborne fugitives seem likely to escape the Patrol Skiff, the Arasaka troops call headquarters for two or three AV-4s (see area 7). Remember, a hovercraft can cross water as easily as land.

The Patrol Skiff carries 5, has a maximum speed of 40 mph, 30 SDP and a radius of 10 miles. This boat carries armor with an SP of 30.

7. Arasaka Security Headquarters

This black bubble rises like a fungus from the smooth blue water of Johnston lagoon. It stands three stories high. Chrome portals around its sides face in each direction of the compass. The flags on these buildings show the Arasaka trefoil, not the Biotechnica vine.

The ground-level (actually water-level) floor of Security Headquarters houses vehicles. Arasaka keeps four AV-4s on call, ready to rocket Patrols or the Mobile Unit wherever they might prove useful. The second story contains housing and ready stations for such personnel. It also has three little concrete compartments for prisoners, each slightly larger than the suite in a coffin hotel. Offices and administrative facilities occupy the upper floor.

Arasaka doesn't want security problems at Security Headquarters. Three Arasaka Guards in a rooftop cupola can spot anything approaching across the lagoon. They have six Scorpion 16 missiles to handle anything too big for their assault rifles. Their armored turret protects them with an SP of 25. Needless to say, the Arasaka Guards and Mobile Unit scramble instantly at the sounds of fighting.

Arasaka stations 50 Guards on Johnston Atoll, of which 20 can be found here at any time. In addition, Arasaka stations its Mobile Team here. These troops can zoom to whatever point they desire, since an AV-4 can cross water as easily as land. When the party actually fights Arasaka's Mobile Team, it has reached the climax of the adventure. As Referee, don't unleash the Mobile Team until you know the party deserves it — but when you do bring out this force, play for keeps.

The PCs can't defeat the entire Mobile Team. However, they shouldn't have to. If the party can

blow enough smoke to slip away alive, they have won the biggest victory they need. It is their job to make sure the Mobile Team arrives only in small bits under poor conditions. Therefore, as Referee, it is your job to give delay tactics a valid chance of working.

Be tough on the Mobile Team. Play its members intelligently — but don't let them have any knowledge or organizational ability that you aren't sure they would really have. If the party sets a trap, the guards probably don't know about it. If the Mobile Team gets separated, members have a hard time coordinating their assaults.

Furthermore, the party may not meet the entire Mobile Team in a single battle. It is bad strategy to commit all one's forces to a single mission. For all Arasaka knows, the PCs are decoys, trying to distract troops from a real attack. Therefore, the Mobile Team sends a number of troops commensurate to the threat it expects.

As Referee, decide what you would do as commander of the Johnston forces. You wouldn't send your entire squad to investigate a late patrol. However, if you had word of a pitched battle, you wouldn't hold back. This sort of decision is a challenge to your fairness as a Referee, since you must avoid making use of knowledge which your NPCs don't have, while simultaneously using their assets to the best of their ability.

Standard Mobile Team tactics begin with the Team disembarking from its AV-4 at a safe distance from the target. Then the Team hems its victims in with snipers and the AV-4's miniguns. During the initial firefight, riflemen pick off whomever they can, while one soldier employs a microwave cannon to pull the teeth of any cyborgs. The Team's use of grenades and RPG rounds paralyze those enemies who survive. At this point, a member of the Team may invite the party to surrender. However, if the PCs *want* to keep fighting, the Mobile Team is much too polite to disagree. Close-combat specialists finish the affair with shotguns and the crushing force of their hydraulic limbs.

Computer terminals in Security HQ connect to area 17 of the Biotechnica Subgrid.

Arasaka Mobile Team

This unit consists of Arasaka's elite cyber-troops, clad in gleaming black Metalgear. The Mobile Team consists of ten members. One operates the team AV-4, one operates the Microwaver, four serve as long-range gunners and four, while capable of ranged combat, specialize in close-in melee.

At all stages, the Mobile Team fights in an efficient and cautious manner, exploiting every peculiarity of terrain. These soldiers are the samurai of 2020, professional killers who have made an art of war. They make no mistakes, waste no actions and feel no emotions as they kill and die.

DRIVERS AND SNIPERS (6 members)

Stats

INT 5 TECH 5 REF 14 CL 9 LK 3
ATT 1 MA 11 EMP 2 BODY 12

Cybernetics

Adrenal Booster, Cyberoptic (IR, Teleoptics and Targeting Scope), Interface Plugs, Muscle & Bone Lace, Nasal Filters, Smartgun Link, Speedware (Sandevistan), Vehicle Link.

Skills

Athletics +8, Combat Sense +10, Heavy Weapons +8, Karate +5 Melee +4, Rifle +10.

The driver has a Driving skill of +6. The warrior with the Microwaver has a skill of +10 at using it.

Equipment

Metalgear armor, FN-RAL heavy assault rifle with smartgun adaptation and grenade launcher, one Militech Arms RPG-A, 2x Fragmentation Grenades, 2x Stun Grenades, 2x Dazzle Grenades and 2x Sleep Gas Grenades.

CLOSE-COMBAT SECTION (4 members)

Stats

INT 3 TECH 3 REF 12 CL 10 LK 2
ATT 1 MA 11 EMP 1 BODY 16

Cybernetics

Adrenal Booster, Cyberarms (EMP shielded, with Hydraulic Rams), Cyberoptic (IR and Targeting Scope, Muscle & Bone Lace, Nasal Filters, Speedware (Sandevistan).

Skills

Athletics +8, Combat Sense +8, Heavy Weapons +6, Judo +10, Rifle +8

Equipment

Arasaka Rapid Assault 12 Autoshotgun, Metalgear armor, one Militech Arms RPG-A, 2x Fragmentation Grenades, 2x Stun Grenades, 2x Dazzle Grenades and 2x Sleep Gas Grenades.

8. Clinic

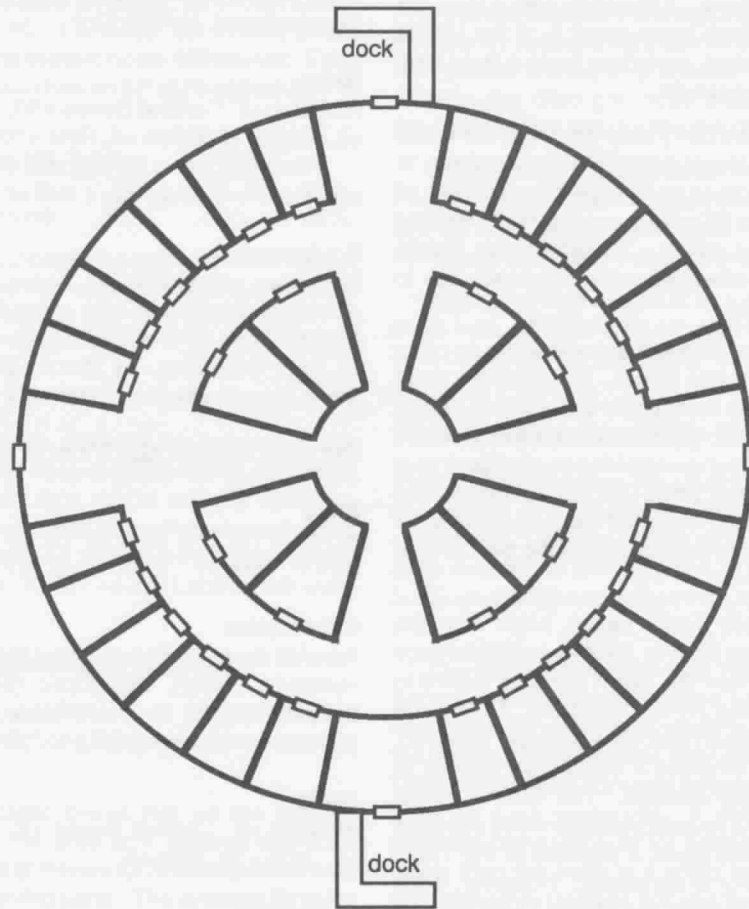
The Johnston Atoll facility has a clean, modern clinic. Pastel Temperfoam gel furniture adorns the waiting rooms. Comforting diagrams on the walls explain procedure in case of biohazard contamination. This facility has a pharmacy, diagnostic laboratory and the necessary facilities for major surgery. The party may come here for information on Brinkmaan's "illness," or to investigate Brinkmaan's therapist Amalthea.

Five Arasaka Guards patrol the lobby and corridors of the Hospital.

The party should have no difficulty discovering that Brinkmaan recently spent time in the Clinic for

Bubble Facility

0' 25' 50' N↑



Special Materials Lab

0' 10' 20' N↑



"encephalitis." PCs can learn that from Brinkmaan's co-workers, the Clinic receptionist or Brinkmaan himself. If the PCs follow this lead, they quickly discover that Dr. Amalthea Lau supervised the treatment, and that a nurse named Betty Thurston cared for Brinkmaan in his room.

Betty Thurston still works a hectic schedule in the hospital. She proves to be a hefty, red-faced young Med-Tech, with designer irises of livid orange. The party could try several tactics to get information from her. Seduction, intimidation and claims to represent the all-powerful Higher Ups all have a chance to succeed if the PCs can role-play them in a plausible way. Assign a Difficulty of 20 to the above tasks and remember that if things go wrong, Betty can scream for a Patrol. Whether the PCs succeed or fail in their rolls, Betty gives them some nervous moments. When people want something from her, she likes to see them beg.

Betty knows that Brinkmaan did not suffer any kind of encephalitis. She also knows that Shipping Executive Anatol suggested that she "lose" records of any medications in his system. Betty does not understand, since blood tests did not show any signs of medication at all. Nevertheless, Anatol has a reputation for inside connections, and Betty did not choose to cross him.

Dr. Amalthea Lau, of course, is a top psychologist for Arasaka. In keeping with her role as a "therapist," Amalthea works out of an office in this clinic. She spends most of her time here, scanning Biotechnica personality profiles for potential malcontents and developing ways to foil them. Amalthea has a well-furnished apartment in an adjoining chamber.

If the party manages to force or sneak its way to Amalthea, she defends Biotechnica security in a cool, efficient way. This may mean pretending to be an ordinary doctor and probing the PCs with artful lies. It may mean summoning the Mobile Unit from Arasaka HQ (area 7). As Referee, you decide what Amalthea would think the circumstances require. If the party did not realize what it was getting into, too bad.

Amalthea has an unmarked chamber on either side of her office. Each of these rooms holds three Arasaka Guards, ready to surround and kill anyone she wishes. In a battle, Amalthea can dive behind her desk for protection. It has armor plates built in for an SP of 25. In a really tough situation, she can lift one of the tiles on the floor and drop into the water beneath the Clinic. From there, Amalthea swims to safety. Her guards continue the fight.

Clinic computer terminals connect with area 14 of the Biotechnica subgrid.

9. Residential Bubble Facilities

These floating bubbles house Biotechnica employees. Each Bubble houses 100 people. Homes for

executives and top scientists have swimming pools, flanked by full-sized palms. Ordinary workers dwell in more modest facilities. A few boats bob at anchor by each Bubble. (See Transportation, above, for statistics.) Anyone who bothers to search for the best watercraft can find a Sunshine III speedboat, as described above.

10. Brinkmaan's Apartment

Johann Brinkmaan lives in Apartment Facility 3B. When PCs arrive, they see a gray plastic portal with Brinkmaan's name above it. Above the door, a tiny amber screen scrolls of readouts from Brinkmaan's biomonitor, including heart rate, kidney function, body temperature and other vital signs. A tag identifies this device as a Humanie Convalescent Monitor. Supposedly, the Convalescent Monitor allows Medtechies to monitor Brinkmaan's recovery from "encephalitis" without disturbing his privacy. The system also contains an ultrasonic motion detector to determine when people go into and out of the room. Because of this device, whenever the party visits this room a Patrol comes to investigate.

On the interior, Brinkmaan's apartment appears opulent, with potted plants and high-tech toys of ivory plastic. Part Two, above, describes what times of day Brinkmaan may actually be here.

11. Anatol's Compound

Anatol, the smuggler in Biotechnica's Transportation Department, lives in a corrugated-steel dwelling by the hangars. He does not decorate it much. Bare metal, a humming fan and spartan quarters satisfy his needs. The thugs who serve as his muscle live in adjacent quonset huts.

Anatol keeps a number of modular plastic shipping crates in his apartment, after the manner of furniture. Most are empty. However, anyone who goes prowling through them finds a stash of smuggled goods awaiting their destinations. The stash includes plastic baggies of SynthCoke (20,000 eb worth), an old-fashioned UZI for a recently-arrived executive who thinks his old employers might hold a grudge, and a blue sealed briefcase, holding Brinkmaan's sample of the gastrophage, encased in glass and styrafoam. If the party breaks this test tube, see the appendix for details.

12. Solar Farms

These nests of photovoltaic cells gleam black in the sun. If something happens to them, Biotechnica has CHOOH2 generators to keep the Johnston facility operating.

13. Generators

Bunkers of reinforced concrete cover the Johnston facility's CHOOH2 generators. Five Arasaka Guards

walk among these low, humming monoliths. If someone manages to destroy both these facilities and the Solar Farms (see above), all major equipment on the Atoll goes dead. However, communications devices continue to operate on internal batteries. Furthermore, an attack on the generators gives Arasaka a sure sign that something is wrong.

14. Fuel Depot

A series of steel towers support fuel drums here.

15. Hydroponic Tanks

Workers swarm among the enormous pipes and hoses which supply these hydroponic tanks. Biotechnica grows both foodstuffs and research plants here.

16. Data Laboratories

This bubble contains rooms of computer terminals, with dozens of clerical staff, scientists and Arasaka programmers jacked in. Computers here lead to area 15 of the Biotechnica Subgrid.

17. Vend-a-Mart Bubble

This company store provides a way for Biotechnica employees to spend their pay. Automated extruders

serve foodstuffs, computer-driven showrooms sell consumer electronics and holographic-boutiques allow employees to buy the latest fashions.

18. Offices

This bubble contains administrative departments and project directors. Personnel Management has a file showing Brinkmaan's schedule. Computers here lead into area 14 of the Biotechnica subgrid.

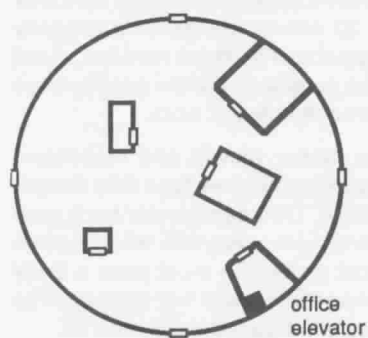
19. Laboratory Complexes

Biotechnica does routine laboratory work in this these bubbles. Despite the rooms full of glassware extravaganzas, glowing readouts and mysterious plastic machines, nothing terribly secret goes on here. These labs merely produce exotic chemicals and genetic strains for the real work in the Special Materials Environment. Brinkmaan spends part of each day here though, and the technicians all know him. Most remember when he "got sick." None guess the real nature of Brinkmaan's operations or his fate.

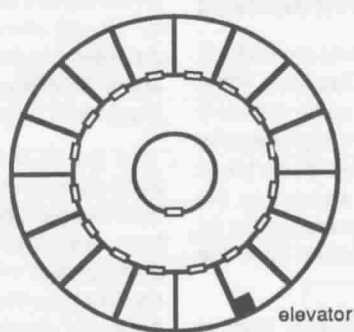
Computers here lead into area 15 of the Biotechnica Subgrid.

Technicians here know that Biotechnica identifies its gastrophage project with the code word "LONDONDERRY." But why would they tell the PCs that? A gun to the head, perhaps?

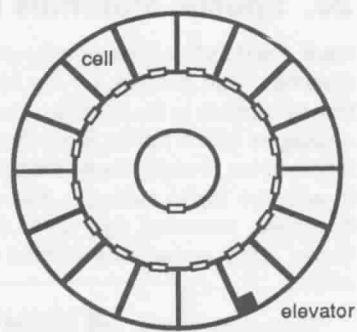




First Floor
Vehicles
Mechanical supplies



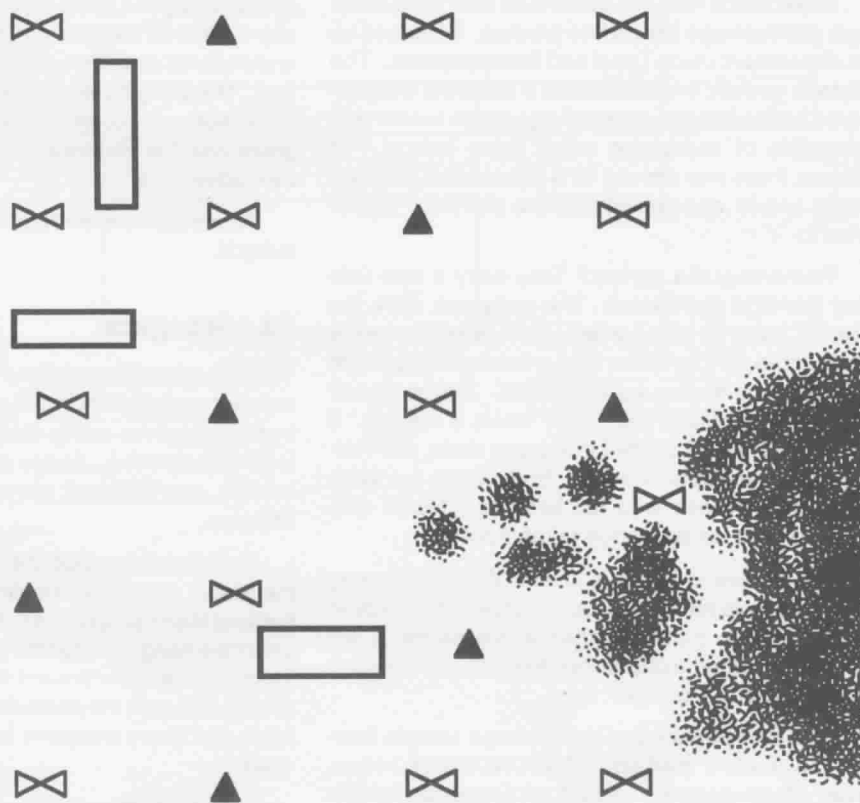
Second Floor
Housing



Third Floor
Offices

Arasaka Headquarters

0' 100' 200' N↑



Special Materials Facility

0' 200' 400' N↑

20. Special Materials Environment

Here, the PCs finally see the South Seas atoll of their dreams. Sun glistens on the blue lagoon. Palm fronds tremble in the breeze. Vines cover the ivory sausages which house Biotechnica's high-security laboratories, making these modular buildings blend in with the idyllic setting. Parrots squawk in the branches, venturing right up to the party if PCs let them. Only some wide burned patches spoil the effect.

Biotechnica uses this stretch of green, tropical heaven to test its new creations in a "natural" environment. You'll notice the security around this section. Intruders will too. In addition to the IR Spotlights and Point-Defense systems, Arasaka stations one guard in each Laboratory Module, and five at the one containing gastrophage. That makes a total of ten Guards in the area. At even the hint of trouble, they summon the Mobile Team. (See area 7).

The point-defense units here do not fire until activated from either Arasaka HQ or one of the Laboratory Modules. Their cameras, however, operate continually.

Biotechnica recently performed field tests of the new gastrophage biowarfare product. It cleaned up its experiment using Lysol and flamethrowers. The Biotech genetic engineers built a foolproof chromosome buffer into the gastrophage which rendered it incapable of multiplying within living beings. Of course, there was about a 15% chance that a mutant strain would appear without the buffers. Guess what?

Remember the parrots? They carry a cute little bug the PCs don't want. The party can drive the parrots away by killing a few. Otherwise, the pretty birds come right up to the PCs preening their brilliant feathers and hoping for a handout. Maybe one of them knows how to say, "Polly wants a cracker." If the PCs let these pretty birds touch them, the Referee should make a secret Body Save for each character. Those who fail become infected with gastrophage, as described in the Appendix.

The upside to the story is this. Anyone wearing a sealed bioisolation suit can approach the birds in safety. If the party captures a live parrot, it will contain the sample of gastrophage they need. Killing the bird kills the 'phage.

PCs can also steal a gastrophage sample from the lab module marked "LONDONDERRY." However, alarm systems protect all entrances to this building (Difficulty 25 to disarm). The ten lab technicians and five Arasaka Guards notice anyone doing anything strange. If the party breaks in to steal the gastrophage, it can expect to meet some serious trouble, very soon.

Biotechnica keeps its gastrophage in a sealed system. To get at it, some PC must attempt an Int + Pharmaceuticals roll. A roll above 15 allows the PCs

to identify the collection vessel and smash their way in. A roll above 20 allows the party to properly disassemble the apparatus in fifteen minutes. A roll above 25 allows the party to get at the gastrophage neatly with only three minutes of work.

If the PCs use rubber gloves and respirators while collecting their sample, they face little danger from the gastrophage. One can borrow such gear from any closet in the lab. Anyone who touches gastrophage without protection must pass a Body save or take the phage into his or her system. The Appendix describes what gastrophage can do.

What about the other labs? White-coated researchers labor over their projects. Cables snake into their heads and arms, allowing them to monitor assorted instruments. However, Johnston Atoll is not Santa's Workshop. This facility only works on one major project at a time. Meanwhile, other departments finish old business, do contract research for other corporations and develop proposals for future projects. You, as Referee, can make the projects in the other labs as secret and sensational as your next adventure demands. But don't let the players demand stuff you'd rather not give them.

Although most of Biotechnica's work makes no sense to anyone but a researcher, Infocomp would pay 10,000 eb extra for a selection of data readouts and material samples snatched from these laboratories. The party could probably get more money on the street — for commensurately higher risks. This gives you, the Referee, a hook for developing the next adventure.

Terminals here lead to area 16 of the Biotechnica subgrid.

21. Hangars

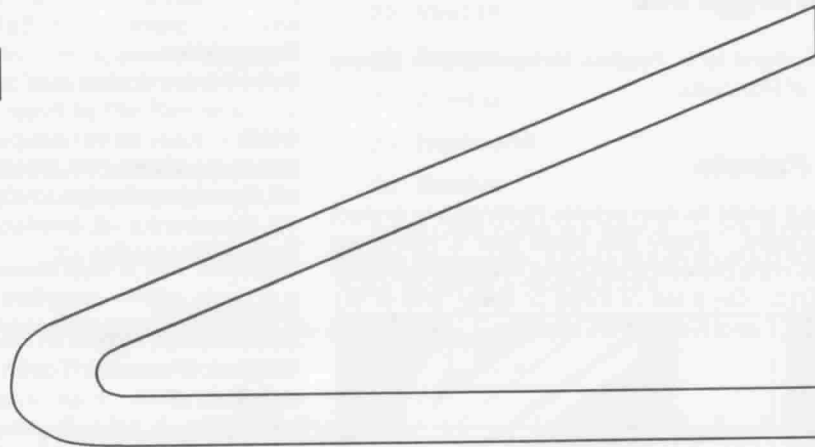
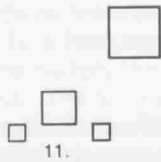
These long buildings house the aircraft Biotechnica uses for transportation to and from the mainland. A transport arrives every three days and leaves the following morning. At any given time, the Hangars contain one Konami transport aircraft and 1D6 Ospreys.

The aircraft provide the party's fastest ticket off the island. However, stealing one should involve a battle of titanic proportions. Fifteen Arasaka Guards patrol the hangars in teams of three, and 5D6 civilian mechanics wander around at all times. The Referee should also note the point-defense stations, IR spotlights and heavy weapons emplacements stationed nearby.

If the party manages to fight its way to a plane, Arasaka has one more surprise in store. These aircraft contain remote-control devices which allow Arasaka agents to fly them from Arasaka HQ. Unless the party disables these systems physically or by Netrunning, Arasaka can keep them on the island. It takes a base ten minutes of work for a Techie to remove the radio control devices. Removing the override controls also requires an Aero Tech

Hangars

0' 150' 300' N ↑

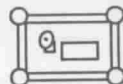


Transport

Repair



Osprey



+ Tech roll, with a Difficulty of 15.

The pilots and ground crews here know or guess about Anatol's operation. They also know that he has his own accommodation with Arasaka. Nobody cares to become much more involved than that. If the party wants information on Anatol, play the affair like any other attempt to investigate criminal activities, using Streetdeal, Intimidation and a good deal of role-playing. The general Difficulty for getting this information is 20.

The Biotechnica Subgrid

This Subgrid is in Pacifica Netspace, one square south of Honolulu.

Net Patrols

Arasaka funds its own private NetWatch to protect this system. Every five turns that a Netrunner spends in the Biotechnica subgrid, the Referee should roll 1D10. On a roll of three or lower, one of the Arasaka Patrol Netrunners appears.

Arasaka Patrol Netrunner

The Patrol Netrunners serve as Arasaka's computer security force. They operate from Japan and lurk in Arasaka-protected computers everywhere. When possible, these runners use Glue to pin a hostile runner in place and then trace the victim's signal. A solo team then captures the intruder's physical form. Within Johnston Atoll, the Mobile Units based at area 7 fill this role. Arasaka forces in other parts of the world lie outside the scope of this adventure, but you can represent them using the airport Tactical Team described above.

Stats

INT 10 TECH 8 REF 5 CL 7 LK 5
ATT 5 MA 5 EMP 5 BODY 5

Cybernetics

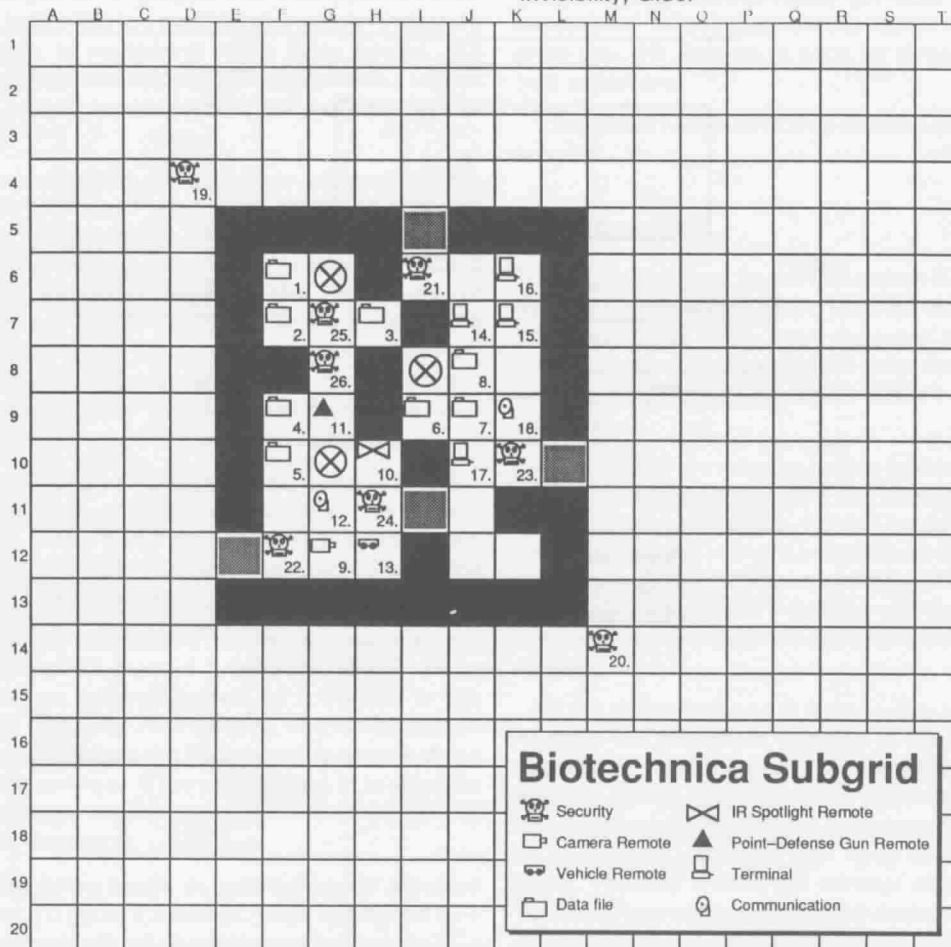
Cybermodem Link.

Skills

Awareness/Notice +6, Basic Tech +2, Composition +4, Cyberdeck Design +2, Cybertech +2, Education +2, Elelectronics +3, Interface +6, Programming +5, System Knowledge +3.

Possessions

Custom Deck, with 10 MU memory, Speed +2, Data Walls +4. Programs: Hidden Virtue, Dragon, SeeYa, Invisibility, Glue.



Subgrid Key

1. **Project Brainworm.** This file contains Amalthea's records. She writes concisely, and leaves no doubt about what she means. This section tells the party exactly what she did to Brinkmaan.

2. **Biotechnica Psychological Security Profiles.** This file contains Amalthea's records about people other than Brinkmaan. If the party should want to blackmail any particular person in the Johnston facility, the Referee should roll 1D10. The result equals the party's bonus on all Intimidate rolls with the person in question. Use your imagination to decide what Amalthea knows. It could be corporate disloyalty, drug addiction or a secret fetish for lovers with cybernetic ear implants.

3. **Special Materials File.** This section contains data on Biotechnica experiments, past, present and future. To a Netrunner, that means paydirt. Roll 1D10 and multiply the result by the Runner's Int + Med-Tech. The result equals the eb value of data a Runner extracts from this file. PCs who read this file also gain all information on gastrophage given in the appendix.

A sub-file on Biohazards reports that island animals, including lizards and avian wildlife, may carry a strain of the gastrophage biosabotage virus.

4. **Transportation File.** This lists who and what goes on and off Johnston Atoll. If the party has established a cover identity for itself, it could authorize its escape by editing this file. This file also contains a layout of Johnston Atoll.

5. **Patrol Dispatcher.** This system governs the deployment of foot patrols on Johnston Atoll. Those who penetrate this file know when and where to expect guards. If the party has this information, give PCs 1D10 extra minutes to prepare for any randomly-generated Patrol.

6. **Clinical Records.** These indicate that Brinkmaan had encephalitis. They show that Betty Thurston cared for him and that Dr. Amalthea Lau supervised treatment.

7. **Laboratory Database.** This expert system has the following skills: Microbiology, Library Search, Pharmaceuticals, Zoology.

8. **Office Files.** This system contains memos, accounting and administrative data. Runners could get Brinkmaan's daily schedule from Personnel. The office files also show that two years into the gastrophage project, Biotechnica suddenly started getting large contributions from the CIA. This information is practically valueless — but *nobody* will be happy if the PCs decide to spread it around.

9. **Remote,** controls cameras.

10. **Remote,** controls IR Spotlights.

11. **Remote,** controls Point-Defense guns.

12. **Remote,** controls hydrophones and air-defense radar.

13. **Aircraft Safeguard Remote.** This system can control Biotech aircraft with a Piloting skill of +3. Arasaka uses this system to regain control of hijacked vehicles.

14. **Terminal,** Administrative.

15. **Terminal,** Labs.

16. **Terminal,** Special Materials Lab.

17. **Terminal,** Arasaka HQ.

18. **LDL** to Los Angeles Division system.

19. **Hellhound.**

20. **Hellhound.**

21. **Viral 15.**

22. **Viral 15.**

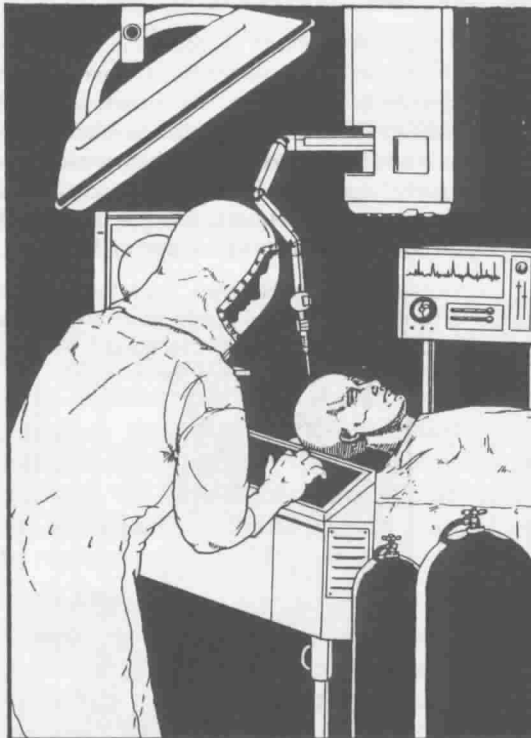
23. **Flatline.**

24. **Zombie.**

25. **Hellhound.**

26. **Zombie.**

Note: Data Walls are level 8. There is only one level to this system. It looks like an erupting volcano, in the center of a peaceful sea.



Afterglow

This adventure should not need a canned "final encounter." The players and the situation should provide one. When this adventure ends, the party should have some scheme to steal an airplane, steal a boat or simply swim underwater to reach the *Wounded Gull* and sanctuary. If the party played everything remarkably quietly, Brinkmaan can get them official permission to ride on a Biotechnica flight, making the escape maximally slick.

If the party decides to skip off this island without accomplishing its mission, it faces an escape every bit as dangerous as if it tried to take the gastrophage. Infocomp has no help for failures. In fact, Infocomp may even bankroll a solo strike against spies who waste its money and don't deliver the goods. Dead men tell no tales and all that.

For those Referees with an interest in adventure pacing, the nature of the party's departure depends on the success of the players. If the party survived by the RealSkin of its teeth, the escape leads to the mass battle and the climax. If everything worked the way the party hoped, the PCs have already forced the climax on their own terms, and the process of getting off Johnston becomes just part of the payoff.

Of course if you, as Referee, think the party is getting off Johnston way too easily, you can change that. Are the PCs' plans really *that* good? With its

spies, cyber-soldiers and heavy guns, can't Arasaka do *something*? Frackin' right!

Once the party reaches either Los Angeles or the *Wounded Gull* with gastrophage, consider this adventure over. Biotechnica does not wish to risk attacking a ship of the *Gull*'s size and armament. Diamond Blue pays off as promised. If the party did well, he may even contact them for another run.

Punks can always find extra ways to cash in on a good thing. If the party stole material other than the gastrophage, it may be time to start looking for a buyer. Of course, when secret information turns up on the Street, Biotechnica has ways of finding out and taking action. Furthermore, the buyers of contraband information aren't always the nicest people in the world. The PCs have hot material, and better dump it before it gets hotter than they can handle. The details of this adventure remain up to the Referee.

Future expeditions to Johnston Atoll? Brinkmaan still needs couriers. Lots of people would sponsor espionage or extraction missions against Biotech. New projects on the island may involve all sorts of genetically engineered delights. Of course, if someone has penetrated the island once, Arasaka does everything it can to keep such an intrusion from happening again.



Appendix:

Gastrophage

Biotechnica invented gastrophage to perform nanotech work cheaply. Gastrophages are living blobs, which can enter the body through the digestive tract and fix themselves to specific organs. Unfortunately, they can't do much more. Therefore, Biotechnica's visions of biological speedware and bargain-basement muscle lacing died in the cradle.

When life hands you lemons, you make lemonade. Biotechnica obtained funding from the CIA to develop gastrophage as a way of sabotaging the body from within. The current version of the virus works as follows. Anyone who contacts either gastrophage or an infected victim must pass a Body Save to avoid infection. Those who contract the virus develop signs 1D6 hours later. Note that the Referee should make Body Saves for PCs in secret. Why warn the party off before everyone has a chance to get infected?

The Referee should roll 1D6 on each of the following tables to determine what the gastrophage does. To escape the effects, a victim must have the affected organ amputated. Buy yourself a new one, choomba. The cost of a standard replacement organ appears by each effect. The cost and effects of Major surgery are extra.

1-2 *Pancreas, Liver and Kidneys.* Euphoric toxins build up in the victim's bloodstream, causing a -3 to REF and a cumulative -1 per week to INT. Furthermore, the victim develops a Physical Addiction to the effects, and suffers normal withdrawal symptoms when cured. See page

114 of 'Punk 2020 for details on addiction. (1,800 eb to replace damaged organs.)

3-4 *Immune System.* The victim's autoimmune system rejects all unnatural implants. Raging inflammations develop around any cyberware, causing a -2 on REF for any enhanced character. Furthermore, when victims use cyberware with moving parts, they must pass Body saves or have the implants tear free of their flesh moorings. This causes 1D6 points damage and renders the cyberware useless (1/4 its original price to repair). (1,500 eb for bone-marrow treatments to remove the effect.

5-6 *Muscles.* These gastrophage cause cramps — and the stronger their victim, the more powerful their effects. Every time victims perform a feat involving physical strength, such as athletics or hand-to-hand combat, they suffer damage equal to 1/3 their Body score. Cyberlimbs are immune from these effects. (2,000 eb to replace all major muscles).

The good news is this. An impermeable laboratory suit and gas mask can keep gastrophage out. Gastrophages that can penetrate protective gear don't begin field testing until next year. Of course, once that rubber suit takes some bullet holes, it loses its effectiveness, now doesn't it?

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STALENRIC

Design: John Nephew with Michael Lach
Cover Art: Eric Hotz
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