

CYBER
SPACE™



#5107

CyberSkelter™



Cyberventure™ Mission File #3

CYBERSKELTERtm

CYBERVENTURE MISSION FILE #3

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CYBERSKELTERtm

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INTRODUCTION

Welcome to Cyberskelter, a Cyberventure for *Cyberspace*[™], ICE's gritty role playing game of earth's dark near future. Herein you will find all that is necessary to quickly set up and play four ready-to-run adventures. A copy of the game, *Cyberspace*, is required, and if your players have not had an opportunity to design their characters yet, have them each pick one from those provided in this section.

THE CYBERSPACE GENRE

The setting for *Cyberspace* is a cruel, cynical rendition of our tortured earth a mere hundred years from today. The year is 2090. It is a time of governmental collapse, rampant drug abuse, corporate repression, and technological marvels. The streets are home to hopeless vagrants, petty criminals, hired assassins, and down-on-their-luck rockers. Lives are bought and sold for the price of a micky of whole grain alcohol. It is man's twilight age: the last few desperate years before an abyssal plunge into total oblivion and anarchy.

As GM, it is your job to set the stage for dark and brutal role playing at its very best. Reading the source material in the *Cyberspace* rules will provide some flavorful background and give you an idea of the things that are going on in your day-to-day world. However, this is only a start. In order to enshroud your game with the dark mystique of the genre, we suggest that a

little investment in time spent studying various cyber punk films and books will reap great rewards when running the game. Of the myriad works on the subject, a few predominant examples include the films *Blade Runner*, *Aliens*, *Warriors*, *Mad Max*, and *Robocop*, along with the books: *Neuromancer*, *Mirrorshades* (anthology), *Hardwired*, and *Street Lethal*.

The adventures provided in this product represent snapshots of the *Cyberspace* world. They are dangerous scenarios, requiring that your players engage in prudent actions. It should be hard for characters to gauge those encountered as friends or foes; and this uncertainty should produce a healthy dose of paranoia and cynicism.

Keep the action fast and furious, with your players constantly making life or death decisions. This is the essence of life in the lethal world of *Cyberspace*.

THE WORLD OF CYBERSPACE

As detailed in the *Cyberspace* game, earth at the end of the 21st century is a study in contrasts and extremes. More violent and decadent than our world today, the society is mercenary, with the trade measured in terms of money and lives.

Profit is king, media is queen, and the pawns include everything (and everyone) else.

Below is a summary of major events from the turn of the century to the year 2090.

As can be gleaned from the timeline below, man has been living with Cyber System implants for over 60 years, which has allowed him ample time to develop a wide range of artificial "enhancements", and the medical technology to implant them quickly and inexpensively. On the other hand, the realm of Cyberspace, wherein the consciousness of man may travel and interact with others, is in its infancy; less than 10 years old at this time. Remote regions of the Net remain largely unexplored, and Cyberspace is recognized as the last earthly frontier to be fully mastered by man.

TIMELINE

2000 — Capitalism runs rampant. China remains as last bastion of communism.
2002 — Interactive video in widespread use.
2004 — USA, Russia & Japan sign the "Three Powers" treaty.
2007 — Psychoactives and surgery used to control criminal behavior.
2010 — Trade in human organs reaches global proportions.
2012 — First true Artificial Intelligence developed.
2014 — Artificial wombs created.
2015 — European Economic Community becomes the fourth superpower.
2017 — Widespread robot development.
2020 — Global satellite/ground communications network (a.k.a. the Net) fully integrated.
2024 — All superpowers are engaged in space industry.
2027 — First versions of Direct Neural Interface developed, allowing mental control of mechanical systems. Bionic prosthetics, known as cyber implants, or "wetware", developed.
2028 — First documented case of CIRS.

2031 — Organ/tissue cloning developed. Global currency, the "World Dollar", instituted.
2032 — Megacorporations begin loaning money to hard-pressed governments.
2035 — First cloning of a human performed.
2039 — First cryogenic deep space colony vessel launched.
2040 — Megacorporations begin buying countries.
2047 — Tensions rise between Japan and the USA.
2048 — Apparent Sensory Perception (ASP) record/playback techniques developed.
2049 — RAM chip implantation techniques in humans developed. Two person neural interface perfected.
2051 — Laser/Hydrogen Triggering rockets developed.
2054 — Practical vehicular laser weaponry developed.
2061 — Japanese troops begin operations on American soil. USA secedes from superpower alliance.
2065 — The Crystal Palace space habitat is operational.

2069 — Japanese mercenary gangs terrorize American residential districts.
2071 — Effects of global climate shift cause catastrophic ecological destruction.
2075 — Synaptic reformatting intelligence drugs marketed.
2076 — The Great California Earthquake; San Francisco and areas northward escape destruction.
2078 — Inception of the Death Valley Free Prison.
2081 — CyberDecks produced. The realm of Cyberspace is born.
2082 — Japanese/American low-intensity war ends.
2085 — Indian Ocean Comet Disaster; world climate degraded further.
2086 — Recombinant DNA techniques performed on humans. Alterant Replicants produced.
2088 — Intercorporate wars become prevalent.
2089 — The Martian Conflict begins; belligerents include megacorps New Edison and Okira.
2090 — The Present.



SYSTEM ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

CHARACTER STATS

Ag	Agility
Co	Constitution
Em	Empathy
In	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength
Ap	Appearance

SKILL LIST

Acrobatics	Acr
Administration	Adm
Advanced Math	AdM
Ambush	Amb
Appraisal	App
Armored Body Suit	ABS
Armored Exoskeleton	AEx
Astrogation	Astg
Astronomy	Astr
Biological Technics	BioT
Biology	Biol
Body Development	BD
Chemistry	Chem
Combat	Com
Contortions	Cont
Culture	Cul
Cyber Attunement	CybA
CyberDeck Operation	CDOp
Cybernetics	Cyb
Cybernetics Technics	CybT
Drive	Drv
Drug Tolerance	DrT
Electronic Bypass	EBy
Electronics Technics	ElecT
Enviros	Env
Equipment	Eq
Exploit	Exp
Falsification	Fis
Fire	Fir
Foraging, Rural	FoR
Foraging, Urban	FoU
Frenzy	Frz
Gambling	Gam
History	His
Intrusion	Int
Light Body Armor	LBA
Linguistics	Lng
Mechanical Bypass	MBY

Mechanical Technics	MecT
Media	Mda
Medical Practice	MeP
Melee	Mel
Missile	Mis
Mounted	Mtd
Music	Mus
No Armor	NoA
Perception	Per
Physics	Phy
Pilot	Plt
Planetology	PI
Quick-Draw	QuD
Software Technics	SofT
Sport	Sp
Stalk & Hide	S&H
Streetwise	StW
Subduing	Sub
Trickery	Trk
Utility	Util

GAME TERMS

AT	Armor Type (four possible ATs are used in this game)
AT(DB)	Armor Type with Defensive Bonus given
Bon	Bonus

CF	Critical Failure (usually an unmodified roll of 05 or lower)
CIRS	Cybernetic Implant Rejection Syndrome (measured by CIRS Stat)
CN	Construction Project
CS	Critical Success (usually an unmodified roll of 96 or higher)
D	Die/Dice (ie; "1D10" = a ten-sided die roll)
DB	Defensive Bonus
DL	Difficulty Level
EP	Experience Points
GM	Gamemaster (Game Referee)
Lvl	Level (Experience Level)
MM	Moving Maneuver
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
Rd, Rnd	Round (a ten-second period)
RP	Repair Project
RR	Resistance Roll
RS	Research Project
SM	Static Maneuver
SRB	Standard Rank Bonus (progression of Mods gained by Rank/Rtg# progression; Ranks 1-10 add +5 each, Ranks 11-20 add +2 each, Ranks 21-30 add +1 each, and Ranks 30+ add +1/2 each)
Stat	Statistic or Characteristic

TASK ABBREVIATIONS

A "Task" is any game situation which requires some sort of die roll to determine the degree of success or maneuver result (either Static or Moving). There are five "Task Types", and each is associated with a specific maneuver table or process, as noted below:

CN =	Construction Project (<i>Construction/Research Chart, Cyberspace p.47</i>)
MM=	Moving Maneuver (<i>Personal Maneuver Chart, Cyberspace p.44</i>)
RP =	Repair Project (<i>Malfunction/Repair Chart, Cyberspace p.48</i>)
RS =	Research Project (<i>Construction/Research Chart, Cyberspace p.41</i>)
SM =	Static Maneuver (<i>Static Maneuver Chart, Cyberspace p.43</i>)

Tasks presented in this text are recorded in the following abbreviated fashion, consisting of three parts:

- 1) The first two letters represent the Task Type, as shown above. This is followed by a slash (/).
- 2) The second abbreviation indicates the skill or stat(s) used to modify the dice roll. This is followed by a colon (:).
- 3) The last letter indicates the Difficulty Level of the Task, as explained above. It is always the initial letter of the DL "name" except that "X" is used for "Extremely Hard" ("E" means "Easy").

Some examples:

MM/Acrb:V = A *Very Hard* Moving Maneuver modified by Acrobatics skill.

CN/CybT:H = A *Hard* Construction Project modified by Cybernetics Technics skill

MM/St:S = A *Sheer Folly* Moving Maneuver modified by Strength.

DIFFICULTY LEVELS TABLE

Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100

ADVENTURE STRUCTURE

Each adventure has a standard structure designed to aid you in setting up the run and handling your players. A brief paragraph at the very beginning of the adventure is a teaser, hinting at what the adventure is about.

Players should not be allowed to read any part of the adventure. However, you may wish to show selected graphics to the players, such as illustrations of characters or important schematics.

WORLDCOMP HEADLINES

**News Blackout on Mars
sign of Alien Invasion!**

**Anderson to serve on
Supreme Court despite
recent Sex Change**

"Teflon is Bad," says Doc

Touch ❶ for more headlines
Touch ❷ for complete stories.

A service of WorldComp Fax Interplanetary News

General Briefing: This briefing is designed as much for the players as for you. It can actually be deceptive, as it only includes the briefing for what the characters' client wants them to know.

Though you might read this section to your players for flavor, role playing the action may be more rewarding.

Running The Mission: A more detailed breakdown of what will (or could) actually happen in the adventure, including the various factors which can help or hinder the PCs.

Requirements: What you will need in order to run the adventure; what type of PCs are ideal; what locales, vehicles, etc. will be involved.

Aids: Things and persons which may be available to help the PCs through their mission. Many of these things will be available, but not necessarily obvious. Some may need to be ferreted out to be used.

Obstacles: Conversely, situations and persons who might interfere with the PCs successful completion of their mission.

Compensation: Any rewards the PCs are likely to acquire for successfully completing the mission.

The Run: The information you require for running the adventure.

Denouement: A summary of the adventure's conclusion.



Character/Organization Dossier: This is a file of background data regarding NPCs and organizations which are likely to be involved in the adventure. It is a reference source for the GM to aid in fleshing out NPC personalities, and by providing important *Cyberspace* system data.

Schematics: Another resource file, this one including maps and layouts of locations and vehicles relevant to the adventure.

The following chart provides the GM with six characters — one representative of each professional category — for his players to choose from if they do not wish to develop their own. Their stats, mods and skills have all been calculated and developed. Now all they need is a little personalization. Each is given a social class from which players may generate Character Backgrounds as detailed in the *Cyberspace* rules, Section S 9.0 (page 26).

The GM may assign players PCs from this list, or simply allow them to pick their own. In any event, each has a selection of equipment and resources personally keyed at the bottom of the chart. Any characters from this list not used by players in the following adventures may be used by the GM as NPCs when necessary.

PRE-DESIGNED CHARACTER CHART						
	#1	#2	#3	#4	#5	#6
Name	August J. Kingsley	Arkus	Chaz Dool	Ulex Eldrick	Boston Aegusi	Bikura Mas Yuhi
Profession	Sleaze	Sneak	Killer	Net Junkie	Jockey	Tech Rat
Social Class	Corp Middle Class	Urban Homeless	Urban Homeless	Space Colony	Arcology	Upper Class Sprawl
Level	2nd	4th	3rd	5th	1st	6th
Maneuvering	NoA 10	LBA 0	LBA 5	NoA 5	NoA 20	NoA 10
WMR	22 m/rnd	20 m/rnd	21 m/rnd	21 m/rnd	24 m/rnd	22 m/rnd
Constitution	06/-10	75/+5	66/0	73/0	32/0	68/0
Agility	57/0	93/+10	89/+5	61/0	93/+10	71/0
Self Discipline	15/-5	88/+5	32/0	85/+5	76/+5	55/0
Memory	03/-15	66/0	12/-5	96/+15	83/+5	78/+5
Reasoning	29/0	30/0	62/0	88/+5	66/0	96/+15
Strength	71/0	80/+5	92/+10	06/-10	43/0	06/-10
Quickness	07/-10	92/+25§	91/+10	50/0	99/+20	22/-5
Presence	93/+10	86/+5	05/-10	02/-20	03/-15	77/+5
Intuition	80/+5	17/-5	24/-5	87/+5	20/-5	90/+10
Empathy	79/+5	64/0	26/0	49/0	59/0	55/0
Appearance	65	39	05	36	93	58
CIRS	1	1	8	3	2	25
Fire	Mirage 5X Pistol 5	Beretta 95R MP 54	H&K G21 SMG 59(68*)	—	Smart GRU Max 60Δ	Miage XR 12 Laser 40
Melee	Brawl 5	Knife 34	Claws 54	Brawl 0(25*)	Brawl 11	Brawl -5(25*)
Missile	—	—	Thrown Knife 24(39*)	—	Thrown Knife 16	—
Hits	9	39	42	32	20	64
AT(DB)	NoA(-10)	LBA(25)	LBA(10)	NoA(0)	NoA(20)	NoA(-5)
Primary Skills	Exploit 46 Culture 46 Administration 36 Drive 17 Perception 16(21*) Equipment 2	Streetwise 50 Mech Bypass 47 Stalk & Hide 42 Ambush 42/+6 Perception 24 Enviorns 20(40*)	Streetwise 20 Stalk & Hide 20 Enviorns 18 Ambush 15/+3 Perception 10 Mechanical Tech 10	Electrical Tech 64 Software Tech 60 CDeck Operation 55 Equipment 35 Enviorns 20 Pilot 15	Enviorns 38 Pilot 28 Equipment 23 Biological Tech 16 Cyber Tech 11 Perception 0	Software Tech 87(99†) Cyber Tech 87(99†) Electrical Tech 68(89†) Mechanical Tech 63(81†) Equipment 69 Elec Bypass 50
Secondary Skills	Media 20 Gambling 15 Appraisal 10 Trickery 0 History -5	Subduing 40 Urban Forage 30 Drug Tolerance 10 Appraisal 5 Falsification 5	Subduing 25 Quick Draw 25 Urban Forage 20 Acrobatics 15(30*) Appraisal 5	Astrogation 35 Advanced Math 25 Media 25 Appraisal 15 Cybernetics 15	Biology 15 Rural Forage 15 Cybernetics 5 Music 5 Chemistry 5	Appraisal 60(75†) Falsification 45(69†) Cybernetics 40(67†) Urban Forage 35 Drug Tolerance 30
Languages	English D5 German D5 Spanish D4 Gutterspeak D4 Japanese D1	Gutterspeak D5 English D4 Japanese D2 — —	Gutterspeak D5 English D4 Spanish D2 — —	English D5 French D5 Mandarin D5 Japanese D4 Gutterspeak D4	English D5 Japanese D4 Gutterspeak D1 — —	Gutterspeak D5 Japanese D4 Korean D3 English D1 —
Equipment Packages						
#1) Cyber Systems: Visual Low Light Rtg1. Vocal Amplifier Mk2 with Somatic Trigger. Items: Ford Interceptor Sports Coupe. Mirage 5X Light Pistol. 2 (10 round) magazines 5mm GP ammo. Cash: \$430.				#5) Cyber Systems: DNI to Brain with Nerverlink to Targeting Rtg2. Items: GRU Max Heavy Pistol Smartgun with Rank 20 Weapon Program (Fire +50). 3 (10 round) magazines 12mm GP ammo. Knife. Medikit. Cash: \$20.		
#2) Cyber Systems: 2 AgileLegs Rtg4. Nerve Booster Rtg3. Items: Reinforced Kevlar Jacket and Pants (Light Body Armor). Beretta 95R Medium Machine Pistol. 4 (60 round) magazines 10mm GP ammo. Knife. Cash: \$360.				#6) Cyber Systems: Mk10 Neurological Activity Controller with Magnebubble Core, and Mk10 Storage Expander. NAC Programs (bonuses): Data Acquisition, Antivirus Rtg4 (+20), Multitasking, Concentration Rtg6 (see †), Input Blocking Rtg5 (+25), Biostatus Scanning, Rank 10 CDeck Operations Neurosoft (+30), Rank 10 Cyberspace Utility Neurosoft (+30), Rank 10 Helicopter Pilot Neurosoft (+30), Rank 8 Perception Neurosoft (+40). DNI to NAC. DNI to Brain. ASP Player. Datacard Player linked to NAC. StrongHand Rtg6 with Mk1 10° Light Generator activated by a Thought Trigger. Items: Mirage XR 12 Laser Pistol. 4 Weapon Cells. Electrical Toolkit. Mechanical Toolkit. Medikit. Cash: \$360.		
#3) Cyber Systems: Retractable Claws with Somatic Trigger. DNI to Brain. Eye/Hand Coordinator Rtg3. Kinetic Painblocker. Items: Flak Jacket (Light Body Armor). H&K G21 Submachine Gun. 4 (20 burst) magazines 10mm GP ammo. Knife. Cash: \$25.				Notes: All Empathy stats reflect CIRS reductions. * Total bonus in brackets includes Cyber System rating add when applicable. Consult appropriate Cyber System description. § Enhanced by Nerve Booster. Δ Includes Smartgun bonus of 50 and Targeting bonus of 10. † Total bonus in brackets only applicable if Concentration Program running in NAC's CPU.		
#4) Cyber Systems: DNI to Brain. Internal Readout linked to a DNI jack. Biostatus Monitor Nerverlinked to an Internal Readout. Megaknuckles. Items: Mk15 CyberDeck with Magnebubble Core, Mk50 Storage Expander, Card Drive, and 6 DNI Cables. CyberDeck Programs (skill adds): Matrix, Self Definition, Multiuser, Random Number Generator Rtg10 (Intrude +84), Invisibility (Intrude +65), File Searcher Rtg10 (Utility +84), Data Copy, Data Cruncher, Data Acquisition, Multitasking, Multitasking, Multitasking, Netmapper, Progswitch, Armor Rtg2 (Combat +75), Disengage Rtg4 (Combat +82). <i>Note that Character has 7 Skill Ranks in Cyberspace Combat, Intrusion and Utility.</i> Cash: \$480.						

COOKING WITH FATS



Arnold Futzmann, the Pacific Sprawl's most prolific slave broker has hit one time too many, and now Gang Green wants him dead. There's only one problem: Futzmann is holed up in one of the hairiest neighborhoods of the Sprawl: Hunters Point. If the characters can get close enough they could end Futzmann's thriving career, but one wrong move and they'll end their own.



GENERAL BRIEFING

Note: You may read the following section to your players, or you can role play the action.

Here's SoMa, your home, if you could call it that. You always hated rich suits inside the money curtain, but there are some things that they will never get to see, not alive anyway.

Tonight's the main event, you and your buds are going to see the Kick Cut Cage Boxing Title Fight. It's gonna be a hot one with Clyde Baxter from the East and Apollo Logic from the West. Arriving at the abandoned China Basin warehouse, you recognize some operators from other gangs and you hope they'll keep the truce tonight; at least until the fight's over.

The rank odor of humans assaults your nostrils as you enter the warehouse and shove your way to a seat. Sitting for just a few seconds, you reflexively leap to your feet as you hear the first few guitar riffs of the Sprawl Anthem. Shaking your fist you start screaming with a rabid intensity. You catch a whiff of burning crystal meth, as you think to yourself that Michael Ness is the closest person you'd ever identify as a founding father. Your eyes squint and water as Ness and the rest of Social Distortion bang out their 100 year old anthem "Another State of Mind".

During the mid Anthem guitar solo the two fighters enter the arena; your throat is clawed with pain as your screaming increases. Finally the cage is locked and the Anthem stops.

Your eyes peer with unnatural intensity as the two fighters start to circle each other. Bladed jack boots, flak jackets and the cutters adorn the two in the five meter cube cyclone fence cage. Kicking and slashing at each other with speed born of mega-hardwiring and L-Dopa-IV/Bolster speedballs, the two fighters blur into a hyper-speed death dance; everyone is screaming, waiting for the tell tale blood. It comes forty-seven seconds later. What a fight! A gash the size of your hand flaps over on Baxter's neck, his jugular jets wildly; Apollo won! Good thing too, you laid your ass on the line for this one, now you can take care of some of your debts. You stop screaming when you loose your voice; five to one odds too, what a night!

Just before leaving the arena, you and your buds go to take a leak in the "bathroom", and as you're about to zip up and leave, two huge Cyberpunks crowd your space and stare at you through their implanted mirror shades. They're the biggest you've ever seen, no doubt raised on a diet of HGH and hardwiring; you have a hard time concealing your surprise and fear.

"My boss wants ta talk to you, bud," says the one with "Electric Boyz" tattooed in a circle around his neck.

"Ah, who's your boss?" you manage, your voice hoarse.

"Logic, Apollo Logic, ever heard a him before?" grins the monster on your right.

"Yea, I think so." By this time the only people left in the "bathroom" are you, your buds, and the monsters. Why did you have to call that dude on the vid-phone? A metallic click click click signals the arrival of another, and the two freaks part like curtains to reveal Apollo Logic in his boosted, sweat covered glory, still sporting his cutters.

"You wanted a job?" His eyes must have cost a fortune.

"Yea, we do." It worked, we finally got a job.

"Gabby Toxshok wants Fats greased...Do ya still want the job? Well?" Fats, Gabby, Apollo, all big league players; your head spins, what do you say?

"Ya, we do!"

GP grenades for \$300 or Mk5 smoke grenades for \$100. All the sale items are cash or credit chip only.

The two Electric Boyz from the General Briefing, above, will grin and give the characters a business card as they leave the characters in the bathroom. It reads Special Hardware, Electric Boyz, VP 235-9276.

RUNNING THE MISSION

This is the real meat of the mission. Three Non-Player Characters given in this adventure have been introduced in a previous *Cyberspace* products. Arnold Futzmann first appeared in *Sprawlgangs and Megacorps* on page 50, while Gabby Toxshok was mentioned on page 12. Gunner Ratman appeared in *CyberRouges*, page 28.

2.1 REQUIREMENTS

The characters must have at least one Sneak with excellent electronic bypass skills, one Sleaze and one Net Junkie. The levels should range from third to seventh. At this point you might want to have one of the characters' connections seriously warn the group about their impending doom.

2.2 AIDS

The characters can rent the following equipment from the Electric Boyz (a rogue cyberpunk gang that works solely for Apollo Logic): 10mm smart submachine guns loaded with the following Neurosofts: Fire SMG Rtg30, Ambush Rtg30, Quickdraw Rtg30 for \$500 a day, infrared goggles for \$10 a day and LBA for \$10 a day. The Boyz also have secure pocket communicators with a 10 km range available for \$30 a day.

All rentals are cash in advance, and they can be rented at their China Basin warehouse. The following items can be bought outright, but not rented: 10mm HEAP clip for \$3000, or APDUC clip for \$1,800, Mk5

2.3 OBSTACLES

There are numerous obstacles in this adventure, but the most notable are the "Sons of X", who have cut a deal with Arnold Futzmann. They will guard his Blockhouse and allow him to operate freely as long as the Sons receive a percentage of the action, and nobody from the local neighborhood is snatched by Futzmann's body mongers.

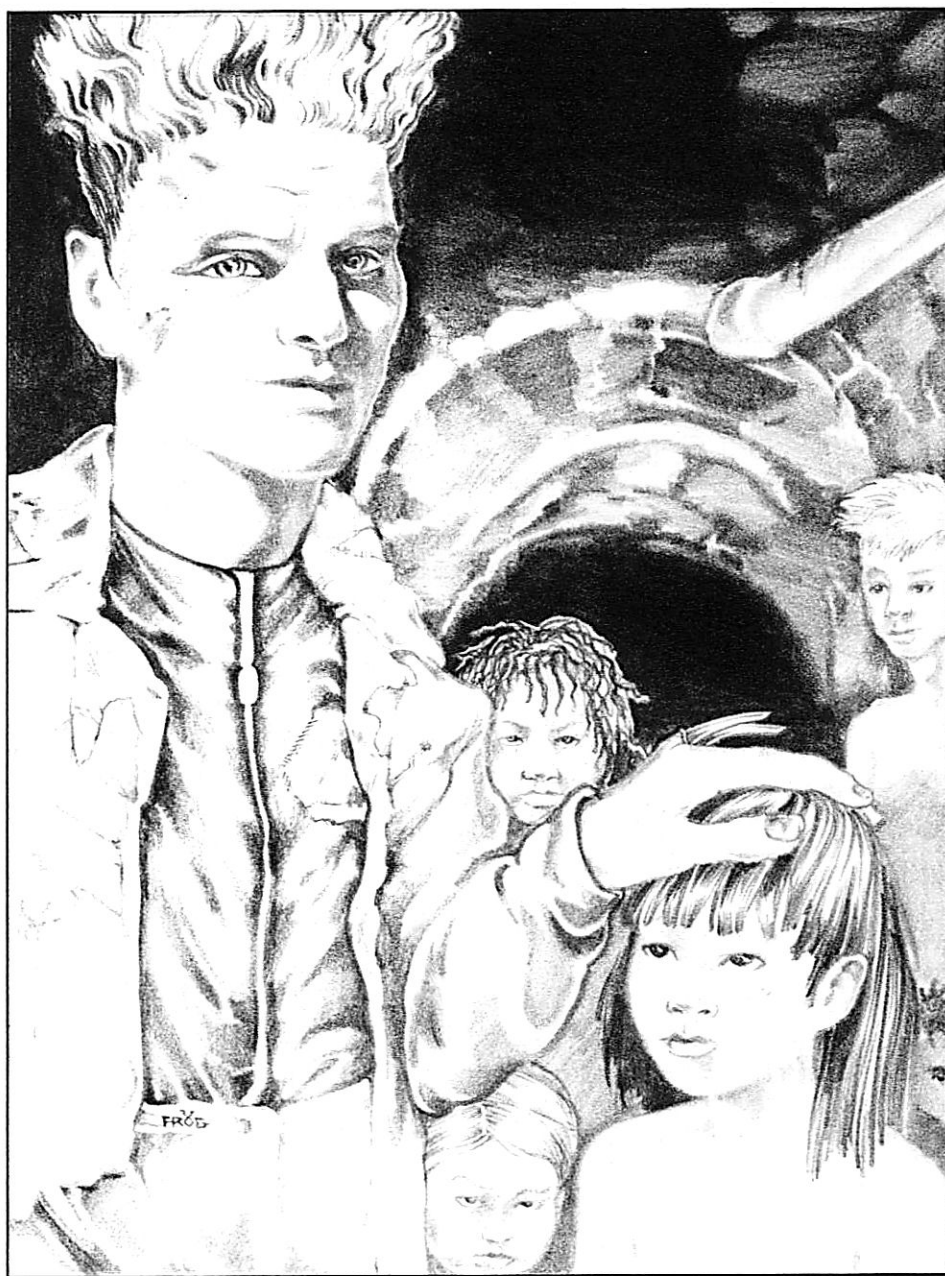
Other obstacles include Futzmann's Net ICE, which is truly virulent, Futzmann's friend, Doc, and his personal bodyguard, Slim.

2.4 COMPENSATIONS

Gabby Toxshok, the leader of San Francisco's Gang Green will meet the characters at Spike's Cafe at 8th and Minna at four in the morning.

Gabby offers each character four thousand dollars for the job, and knowing this is low, will offer Gang Green's world-





wide intelligence network services, free of charge, anytime, anywhere.

Gang Green mostly does intelligence gathering activities and some drug running, but not much in the way of deadly violence. If the characters accept the job she will give them an old street map of the Hunters Point area which shows the location of Futzmann's Blockhouse.

2.5 THE RUN

There are many different ways that the run can go down, but unless the characters pull some major trick out of their sleeves,

they will probably be forced into using the sewers and Gunner Ratman's services.

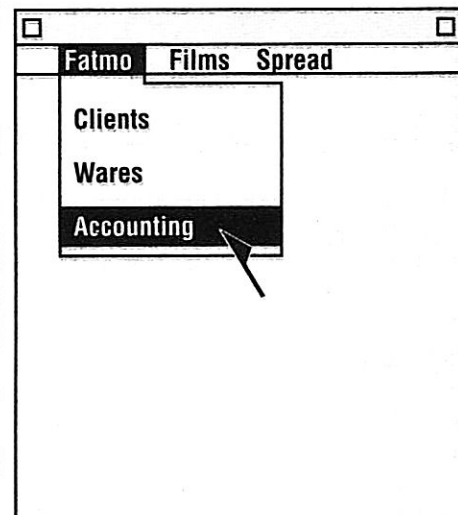
FUTZMANN'S BLOCKHOUSE FROM THE NET

Almost all Net Junkies on the West Coast know that "Fats" is eyeball deep in Black ICE, and everyone smart leaves well enough alone. The ones that didn't have become vegetables.

A SM/StW:R will give the characters the knowledge that Fat's ICE is deadly. If the characters decide to go ahead with a recon mission in the Net anyway, the task will be CN/CDop:M to complete, as it will only show a few protected databases. If the

characters have chosen to disregard all the advice given to them, and still decide to burn Fats via the Net, then let them try. It is possible but not likely. Kill them if that is what the results say, because Fats isn't supposed to be a push over. He is supposed to be more dangerous than a Megacorp branch office.

If the characters actually manage to get into Fats' CPU, the following menu will appear:



The *Clients* file will list all 1,642 of Futzmann's clients; the list also includes a decent biosketch and a description of all persons sent to said client. Each dossier is about 10 to 12 pages long. All of this information takes up about 18 units of CPU space. It is stored in a superchip storage expander designed specifically for Futzmann's clients.

The *Wares* file contains information on the 5,766 people that Futzmann has snatched over his ten years of operating. Each individual has approximately five minutes of high-res video on file along with four pages of physical and mental information. Additionally, each person has their new owner listed on their file (insurance for Fats should anyone try to lean on him). This file takes up 994 units and has literally filled Futzmann's Mk. 100 storage expander to its maximum limit.

The file marked *Accounting* contains a program that allows Futzmann to download his credit to a local bank when he needs it. The file also lists accurate up-to-date information on the amount of credit that Futzmann has in his Swiss Orbital Bank account at any given time.

Normally, if the characters were to access Futzmann's CPU from his blockhouse terminal, they would have to defeat a palm lock SM/EBY:SF, in order to use any of the menu's programs at all. Futzmann also has a hidden file on the menu that doesn't print up on the screen. It's named: Black ICE Babies, and requires a SM/CDUtil:A to find. If by some chance the characters figure out that this hidden file exists, they could then shut down the ICE protecting the system.

Futzmann's Swiss Orbital Bank accounts hold only \$487,657 World Dollars. Nearly all of Fat's fortune is tied up in various corporate investment schemes. It is very possible for the characters to download this money into one of their own accounts; that is if they actually have been able to get this far.

FUTZMANN'S BLOCKHOUSE FROM THE REAL WORLD

Futzmann picked one of the most hostile areas in the world to place his blockhouse, and it's for a very good reason. Nobody, but nobody can touch him.

With copious amounts of graft, Futzmann has managed to keep the local 67th Enforcers Precinct entirely out of his stretch of Hunter's Point. Not that the absence of the Enforcers would ever make either side unhappy. In the place of the Enforcers, Futzmann has utilized the Sons of X.

The Sons of X

The Sons serve several different purposes. First, the Sons control the physical perimeter around the Hunter's Point area and allow no one in that they aren't familiar with. They will allow the people Futzmann desires to deal with, and they never harass them.

The Sons have each street in the area guarded by a group of ten, but only two are visible at any given time. The other eight stay out of sight and sober, and will help if trouble comes along. The buildings making up the Son's turf that are difficult to guard, are loaded with sensory transmitters. The entire perimeter corridor is laden with overlapping visual, tactile, heat, audio, and radar sensors. All of these sensors send their signals in via tightbeam microwave to Futzmann's Blockhouse. There, a Mk10 silicon language processor loaded with an

MII program collates the signals and turns them into very meaningful data via a holoprojector. It is said that if a fly took a dump in Hunter's Point, the Sons could tell you how much it weighed. On the streets, the Sons have derelict cars anchored to street manholes to block the roads.

The Sons second ring of defense is located about one block away from Futzmann's Blockhouse and it consists of four two man teams armed with Autofed PMLs. Each missile is guided and has a Mk5 GP warhead. These missile launchers are always manned twenty-four hours a day, and are located on the rooves of four story buildings. These teams are also responsible for destroying any VTOL vehicles that stray onto the Son's turf. So far, no one has.

The Blockhouse itself is detailed in the schematics section. At any given time, there are four Sons of X "bodyguards" here, two sensor operators, Arnold Futzmann, Slim, and Doc. Depending on what time of day it is, each of them will be doing something different.

Usually, the bodyguards have one person armed with a submachine gun and a gas gun patrolling in each gun gallery. The other two bodyguards will either be napping, praying or lounging around. Each man stands a four hour watch in the gun gallery, and during this time they are never asleep. The bodyguards' shift is changed once every eight hours.

All body guards who aren't working at the Blockhouse carry beepers that will go off if they are needed in an emergency, or late for a shift (very rarely). The Sons of X take their job with Futzmann very, very seriously and the bodyguards will kill intruders on sight. The gas guns are reserved for Futzmann's slaves.

The two sensor operators work in a twelve hour shift with a six hour stint at the sensor console. While the one operator watches the controls, the second can be as far away as the lounge, the nerve center, the living room, or the temple. There are two sensor operators so that one may operate the computer system without leaving the sensor system unattended. The one operator manning the console never sleeps on his shift. These men are armed at all times with 5mm machine pistols.

Slim

Slim is Arnold Futzmann's personal bodyguard. Slim has taken on a diet of Human Growth Hormone, Yuthix, and plastic surgery. Currently, Slim is about 8 1/2 feet (259cm) tall, and partially resembles a grotesque caricature of a shark crossed with a tiger.

Slim's head is pointed into a fin shaped appendage, as is his chin. His human teeth have been removed, and the teeth of a small tiger shark have been grafted into their place. Slim's eyes are literally tiger eyes and they can see extremely well in low light. Unfortunately, Slim now sees only in black and white, but he doesn't seem to mind. In addition, Slim also has a grafted prehensile Howler monkey tail and vocal pouch giving him the fifth limb and vocal capabilities of a Howler monkey. Slim's grafted tiger claws finish off his animal ensemble. Lately, Slim has taken to hanging out in the overhead I-beams that support the Blockhouse roof, and howling as loud as he can. Slim has also begun giving himself a jet black body tint accented with chrome colored tiger stripes. Regardless of CIRS problems, Slim is as crazy as hell. Yet he serves Fats faithfully because Fat's once saved his life. Slim is a modern medical nightmare to behold, albeit a useful one.

Doc

Doc is Futzmann's medic. She is middle aged, but looks like a pouting seventeen year old girl. Melissa Arbuckle Winston, Doc's real name, is an aficionado of both medicine and sexually inspired pain

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(inspiring for her that is). Cast out of her own community for her Marquis de Sade-like appetite, Doc's partnering with Futzmann (Arnie as she calls him) seems only natural.

At her new job she can enjoy delivering pain in a surprising number of ways, to a surprising number of people. Doc is truly in sexual fetish wonderland. As a side hobby, Doc does ASP recordings of herself and her subjects. She has the Sons of X sell these tapes on the Sprawl's Black Market. Not surprisingly, they fetch an incredibly high price considering the rarity of Doc's ability to inflict so much pain so freely. Doc

occupies her room about eighty percent of her time; the other twenty percent she's either talking or working with Arnold, or viewing the slave gallery.

Arnold Futzmann

Arnold Futzmann (also known as Fats) spends equal amounts of time playing, searching for prospects, corrupting local officials and culling new slave talent. Futzmann rarely leaves the Blockhouse, and then it's usually only to bribe officials.

What are the characters going to do?

HARD DECISIONS

There are three ways that the characters can go about wasting Fats. One, is to do it through the Net, although it is not at all likely to happen; Fats' ICE is just too black and too bad to mess with. Two, is to attempt to get in to personally meet Futzmann to make a "selection and a deal". Granted in this scenario a character could probably get close enough to kill Arnold, but without stealth on the characters side, an exit through the gauntlet of Auto PML and submachine gun wielding bodyguards is undoubtedly suicidal. Third, is the underground route through the sewers.

Since the characters will probably first just try to walk into the area that is protected by the Sons, they will be rudely threatened and "escorted" out of the area by a group of the Street Watchers. If the characters attempt to sneak into the surface area of Hunter's Point, they will be shot the first time they are seen. Short of simultaneous radar jamming, flare firing and noise making along the whole perimeter, it is impossible to move into the perimeter undetected. If the characters desire a more detailed map, have one of the characters referred to Marko Vonn (see *Cyberspace*, page 92), who, by hating Fats' kind, will rent the characters a CivNet prog, for \$200 a day, of the Hunter's Point area that is less than five years old. Once the characters utilize this program they will be able to figure out that a sewer line runs right next to Fat's Blockhouse and that they should be able to bypass the normal perimeter. By having their Net Junkie guide them, or by printing out a map the characters will be able to descend into the sewers to outsmart Futzmann's Sons of X guardians.

ENTER GUNNER

Once the characters descend into the sewers they will start seeing glimpses of small feral children sneaking about, watching them. These are Gunner's children. When about one half of the trip is finished, the characters will suddenly come to a new section of unmapped pipe that utterly confuses them. While they are discussing the next plan of action, a small filthy naked girl will come up to the party timidly. If the characters kill this innocent child, Gunner, who's watching from the shadows with a remote control mine detonator, will trigger the mine resulting in a Mk10 blast that inflicts both Impact and Shrapnel criticals. The mine is directly below the characters feet. Good-bye party.

If the characters don't shoot the harmless child, she will tell them that her "Dad" would like to speak to them. If the characters agree, she will lead them to a large underground sewer warren that serves as a home for Gunner and his fifty-seven "children".

Describe the scene to the characters as combining Paris sewers, and naked orphans from the movie *Oliver Twist*.

Among all these children is Gunner Ratman who starts off his conversation with: "So you wanna kill Fats do ya? Then talk to me." Gunner will sell the following information for \$1,000 cash: Fats has a secret sewer escape route that's palm locked.

Gunner will then lead the characters to the entrance of the route but will go no further as his children depend almost entirely on him. Once the characters arrive at this point they are ready to assault Fat's Blockhouse from the inside. They are at a sewer entrance just underneath the Blockhouse. See the above-ground description of this location in Section 4.1, Room 3.

The palm lock is SM/EBY:H to deactivate and a full failure (<75) will set off a Mk5 general purpose grenade that's hidden behind the palm lock itself.

Once the palm lock is defeated, the characters can sneak right into the heart of Fat's operation. All further play in this area should be referred to the Blockhouse's schematic.

2.6 THE DENOUEMENT

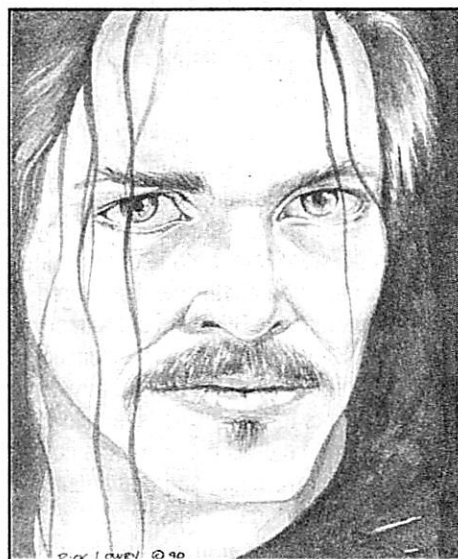
If the characters manage to kill Fats, then his entire operation will crumble within a week and the local Enforcers, after not having received their weekly graft, will move into the Hunter's Point area and siege the place like it's the Battle of Stalingrad.

The Sons will fanatically defend their turf, but they will be defeated in the end

and retreat to the Los Angeles Sprawl. All local news stations will cover the action. Soon the news of the characters actions will leak around the Sprawl. Great for a reputation, whether they want it or not.

Here are several of the major NPCs that will appear in the adventure, some will appear later in the other three adventures, and others will, hopefully, die.

CHARACTER/ ORGANIZATION DOSSIERS



EBA

Eisenhower, Brinkley, Alexander

COLLECTIONS DEPARTMENT

Name Logic, Apollo

Age 29

Eyes Powder Blue

Height 197 cm

Weight 98 kg

Nationality Mixed

Sex Male

This identification card is not transferrable.

3.1 APOLLO LOGIC

Apollo was born into a corporate middle class family that worked for Eisenhower, Brinkley and Alexander (EBA). At a very young age it became painfully obvious that Apollo wasn't cut out to be any kind of a corporate suit. After numerous school fights with other students, Apollo spent some time in the Juvenile Correctional Facility in Paso Robles. It was at this time that he became associated with the Electric Boyz Sprawl-gangers.

Soon Apollo was released from the JCF and sent to a military academy back East. The Academy pushed Apollo towards a future in martial arts and marksmanship.

At the age of eighteen Apollo returned to his corporate suburb of Walnut Creek California. Almost immediately Apollo started working, doing collection for EBA. With his first finders paycheck, Apollo set off to the nearest Doc Shop for some cyber implants.

Soon EBA started to use Apollo for more than collections, they started using him for permanently collecting on long term debtors and bankrupts. Excelling in these assassinations, Apollo was usually paid one percent of the entire debt he had ratified. With this tremendous new found wealth, Apollo moved out of his parents house, and into the SoMa. In the SoMa Apollo reconnected with the Electric Boyz

and started brokering out some of his smaller contracts to the gang. Soon their liaison grew strong.

About this time, 2081, a new Sprawl sport was born: it was named Kick Cut Cage Boxing. Although illegal, the revenues this death sport produced through bets was astonishing. Apollo, with a steady background of brawling and martial arts fought his first match at the age of twenty-two. In the past seven years, Apollo has defeated fourteen opponents, all local champions. Apollo has also sought to keep his boxing edge by constantly upgrading his wetware. It is estimated that he is currently composed of a million dollars worth of cyberware.

Today Apollo fights once a year, and brokers for EBA the rest of the time. Every once in a while he will perform a "favor" for a close Sprawl friend. Apollo's assets include: a large military-quality jet helicopter, a Ford Interceptor (highly modified) and a legal computer based AI named Virgil.

Virgil usually ghosts for Apollo when he is doing one of his personal "favors". Apollo also has connections with Marko Vonn an 18th level Net Junkie; Highway, a 21st level Tech Rat, and Peanut Butter Moonbeam, a 15th level Net Junkie.

It was in his broker role that the characters are most apt to first have met Apollo Logic.

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S F E

San Francisco Enforcers

GANG RECORDS

Gang: Gang Green

Leader: Toxshock, Gabby

Age: 17 22

Eyes: Pale Blue

Hair: Black and Short

Height: 165 cm

Weight: 58 kg

Nationality: E. European

Sex: Female

3.2 GABBY TOXSHOK

Gabby was born into a lower sprawl family. Her father was a mystery man, and mom did a lot of dreen. Taking to the streets at an extremely young age, Gabby soon learned to fend for herself. At age fourteen, Gabby fell in with Gang Green and since that time she has risen through the ranks to become the Pacific Sprawl leader of that Sprawl.

Under her loose direction, Gang Green has fallen into discord, and when Fats had began his attacks on Gabby's and other gangs, open threats were made to challenge Gabby's position. In a desperate attempt to keep the Gang from breaking up, Gabby sexually exploited her connection with Apollo Logic, and had him promise her some help.

If the characters are able to kill Fats, then Gabby's position within Gang Green will be solidified, and all challengers to her position will melt away in fear. Gabby has started to brag about the inevitable downfall of Fats, and says that it's because of her connections that Fats will die.

Now, most Gang members doubt her, but later, if the characters are successful, they will not. Additionally, if the characters seem to vacillate around the idea of killing Fats, Gabby will attempt to sexually exploit the group's leader; confusing him or her, and then get them to agree to the job. Gabby's whole future depends on her accomplishing this one goal.

3.3 ARNOLD FUTZMANN

Originally serving as a talent scout with the prestigious Megaorporation Time-Warner, Arnold, a.k.a. "Fats," became obsessed with his job, and the incredibly attractive people he would meet in totally awful parts of the Sprawl. Arnold watched a few of his new found stars rise to a decent level of fame, and Arnold soon became the rising star of Time-Warner's Personnel department.

All was fine until one day a politician from the Mid-West visited Arnold and asked him for a special favor — he wanted a sex slave. This sick request somehow appealed to the more perverse side of Futzmann, so he did it.

For his trouble the politician paid Arnold the sum of \$30,000. Wholly one third of his yearly salary was collected in one day's work. Sickly delighted with his new found ability, Arnold asked the politician to spread the word of his "services" to his other suit buddies. Arnold was at this time thirty three.

Ten years later, Arnold has gone completely underground and his operation has become one of the tightest knit vicious organizations to ever parasite on the vast host found in the San Francisco Sprawl.

Arnold has let his appearance drag and now he is obese and slovenly. But as

before, Arnold is sharp, shrewd and very, very deadly. Everyone in the Sprawl knows of Fats, and absolutely everyone despises him and would kill him if they could. Fats uses his old connections with Time-Warner to keep the local enforcers happy, for once a year a schmoozy article on the "local enforcer hero" is made possible only by Futzmann. In addition to this Arnold pays them about \$50,000 a month in graft.

3.4 SLIM

Slim is a total anomaly, even in the darkly disturbing society of the Sprawl. Slim's true heartfelt desire is to become the most able killing machine ever built by man. To this horrid end, Slim has taken to a diet of Human Growth Hormone, Yuthix, and cyber wetware. Currently, Slim is 66 years old, but nobody could ever tell.

When Slim was sixty-two, he was a down-and-out assassin working off and on for the Katos of Okira. Caught in the act of murdering a McDonald's corporate employee, Slim was sentenced to die by acid immersion. Fats, on one of his snatch missions through death row discovered the already monstrous Slim and cut a deal with the jailer. Slim's deal for being released seemed to be okay at first, but that was before he was told that Doc (see below) had implanted a dead man's switch cortex bomb into Slim's head, and that Futzmann had the switch rigged to his heart.

This information at first didn't seem to bug Slim, but soon it did. His hair-trigger existence started to wear on his nerves, and it ended with his becoming psychotic and highly paranoid about plots against Arnold. To satisfy this paranoia, Arnold has had Doc implant a Sensory Data Transmitter into himself and a Sensory Data Receiver into Slim. This implant allows Slim to keep especially close watch on his boss, and more than once it has allowed him to foil assassination attempts. In addition to watching Arnold for safety, Slim has begun a voyeuristic habit of experiencing Arnold as he toys with the Wares.

Additionally, Slim is beginning to suffer from the CIRS, making him incredibly bold at all times.

3.5 DOC

Born Melissa Arbuckle Winston, Doc has become a total outcast from the society that originally spawned her. Born into the Corporate High Class of Bioptics Global, Doc was destined to become a talented doctor. After graduating from Boston College Medical School, Ms. Winston started working with Bioptic's research teams. At this time, when Doc was becoming truly sexually active (a mind lock had been placed on her earlier), she showed a truly twisted interest in Sado-Masochism. Also at this time Doc started to rent many S&M ASP tapes. Some of the faculty at the Bioptics research center thought this was just a phase, but with Doc it didn't seem to pass or go under cover.

As soon as her second annual physical came up, news of her very strange habits went to the top brass. They decided to wait one year to see what was going to happen. After all, they had just paid for all her schooling, and if this was just some kind of ploy to get out of a work contract, they weren't going to fall for it. They should have.

Eight months into the next year, a young male drifter was found tortured to death in Doc's apartment, and she was nowhere to be found. Doc's disappearance took her to the streets of the Sprawl where she started trading her medical skills for money. Doc's dreamland was found in the Sprawl. With her new money, Doc decided that she should do some ASPs of her own and had a local Cut Shop install her with an ASP recorder.

Doc's ASPs were an instant winner, as work that rare demanded a high price. But with her fortune came fame, and the local enforcers started to move in on her.

Doc, having become knowledgeable of Arnold's set up, called him and offered him a deal; free work for free room and board. It was a deal Arnold could hardly refuse, especially since he was acquainted with her work.

Today Doc handles all the cyber implants done on the slaves and the Sons of X. She has also done radical experiments with Slim and some safer procedures with Arnold. Doc absolutely loves her job and has no desire to leave Arnold's services. If the characters are shooting up

the Blockhouse, Doc will hide in her room. If she is discovered, she will pretend to be a slave and ask to be "rescued." If the party seems to be a brutal and powerful one, Doc will attempt to permanently stay with the group, essentially switching sides. After all, Doc knows which side her bread is buttered on.

3.6 SONS OF X

Raised in the horrid Sprawl ghettos of Hunter's Point, the Sons have been created under the direction of a man by the name of Kwame X. A brilliant and forever ruthless individual, Kwame kicked out, or liquidated every other gang in the area and proclaimed himself the Imam of the Imamate of Hunter's Point.

Furthermore, Kwame stated that a Jihad would be declared on all who oppose him in his Imamate. Most people ignored Kwame in the beginning, but after he used his gun-running profits to build a mosque, people stopped laughing. In the mold of the Inquisition, Kwame started about his Imamate, purging all infidels from it. Most people there submitted to the will of Islam, and those who didn't either fled or were shot. Kwame was serious.

One day a fat white man showed up on the edge of the Imamate and asked to speak to Kwame. He said he had a good

deal to offer him, and lots of money. Ten years later Kwame is still the Imam of his community and strangely enough each month it becomes \$50,000 dollars richer.

With his cyberware-toting holy soldiers, the Sons of X (which number about two hundred all told), Kwame has a firm grip on the Imamate of Hunter's Point, and keeps the rest of the "Christian riff-raff" out. Below are the stats on the Sons of X.

3.7 ELECTRIC BOYZ

Although the Electric Boyz most closely resemble the Cyberpunk Sprawl gang in appearance, there's one difference that sets them apart: the Boyz are mercenary and strive to be the best through the installation of extensive wetware.

Operating out of the China Basin SoMa area, the Electric Boyz are famous for their high tech military type of operations, (e.g., extractions, assassinations, bombings and hijackings). In an underground warehouse, the Electric Boys store a large arsenal of rental and sale items. This is their working sideline and it does make them a pretty penny.

Although the Electric Boyz have no official leader, two people that interact with them on a daily basis seem to be their de facto leader figures. The first person is Donald Kowalski from Kowalski's Cut and

Street Watcher

Profession: Killer (LSpl)
Level: 3rd
AT(DB): LBA(10)
Fire: Smart *Beretta PM-15* 107
Melee: *Karatand* 59

Body Guard

Profession: Killer (LSpl)
Level: 7th
Hits: 86
AT(DB): LBA(10)
Fire: Smart *Beretta PM-15* 121
Melee: *Karatand* 91

PML Team Member

Profession: Killer (LSpl)
Level: 5th
AT(DB): LBA(10)
Fire: *Auto PML* 105
Melee: *Karatand* 75

Sensor Operator

Profession: Jockey (LSpl)
Level: 5th
Hits: 42
AT(DB): LBA(10)
Fire: Smart *Skorpion II* 65
Melee: *Karatand* 50

Paste shop in S.F. The Electric Boyz often trade untraceable body parts with Kowalski for new and improved cyber implants. Kowalski also gives the Boyz some tips on CIRS control and drugs to help remedy that particularly vicious reoccurring problem among the Boyz. The second person is Apollo Logic.

The first connections with Apollo were made more than ten years ago when the gang's founder, Harry "Hardwired" Burton, and Apollo were doing some time together in the Paso Robles J.C.F. "Hardwired" was able to exploit Apollo later, and had him broker some missions to Harry and his Boyz. Later Harry was killed as the Boyz were successfully hijacking a weapon shipment bound for Okira. After all this time Apollo, even though a corporate type, has been the Boyz de facto leader.

Note: *The Boyz founded and now control the Sprawl sport of Kick Cut Cage Boxing.*

3.8 GUNNER RATMAN

Gunner's first memory was being kicked repeatedly in the stomach by a CIRSed Cyberpunk. Gunner's second memory was that of fleeing in to a small open sewer grate. His third memory was stealing the shoes off of a stiff corporate suit he found in an alleyway. He got twenty-two dollars for those shoes. Memories like these have shaped the bizarre yet benevolent life of Gunner Ratman.

Wheeling and dealing his way into a set of sophisticated black market cyber implants, Gunner took to the sewers once and for all in his late teens. The life in the sewers pleased Gunner, as his ultra metabolism insured that he was never hungry.

Soon after he went underground, Gunner met a small girl whose mother and father had just been vanished by the local enforcers. Feeling truly sorry for this small six year old, Gunner took her under his wing and started what would become his lifelong job: caring for orphaned sprawl children. Now, sixteen years later, that first girl is gone. In her place are fifty-seven other children that Gunner has managed to rescue or find.

Spanning ages from four to sixteen, Gunner's children are all that he lives for. With as many as fifteen ex-Gunner children "topside", Gunner is well informed of the

goings on upstairs. To raise money for his ever hungry group, Gunner is still resorting to robbing corporate suits when they stray too far while slumming. The local enforcers know that people live in the sewers, but they have no idea how many do. Usually Gunner is able to fence his stolen items through his connection, Marko Vonn.

Overall, Gunner is a kind and caring man.

The following schematics and their explanations are provided: Fat's Blockhouse, Fat's secure database, Net area map around Hunters Point, and the real world around Hunters Point.

4.0 SCHEMATICS

4.1 FAT'S BLOCKHOUSE

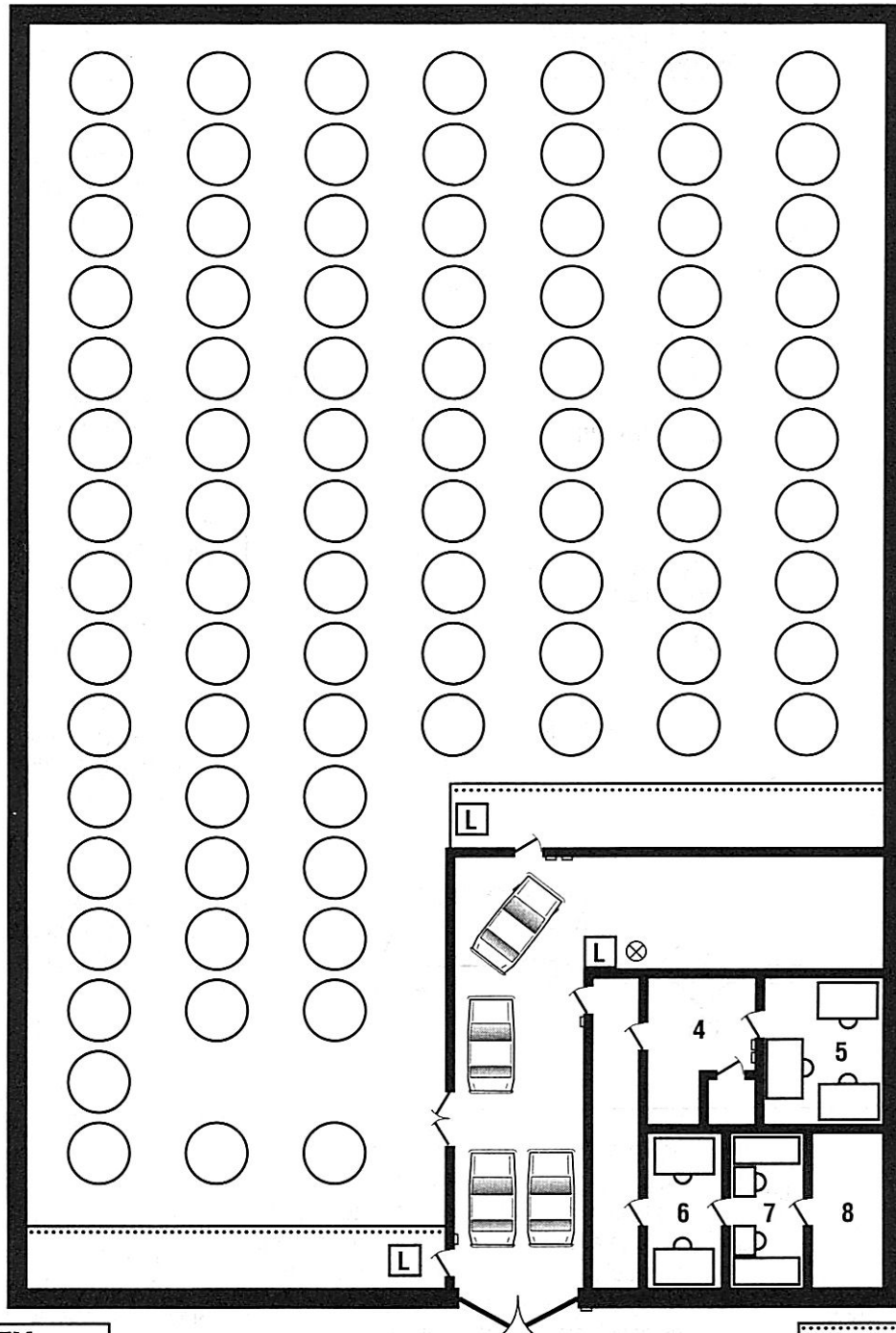
1. Detention Area. This is Fat's detention area. Each cylinder is made of shatterproof lexan, and has two levels to it. Additionally each cylinder has a gas jet hooked into it and an airtight door. When Doc wants to move a slave, a gas is injected into the slave's cylinder, after which time a very docile slave is moved. There are a total of one hundred and seventy-two cells in this section of Fat's Blockhouse. At any given time there will be 21 to 120 captives in this area. Since the cylinders are free standing, a specialized mobile lift is required to gain access to the second level cells. Each cell is 10' in outer diameter and twenty feet tall. The cell roof is sealed with a sheet of 1/8 inch thick steel. Remember that even if the characters kill Fats, all of the slaves will still be captive in this place. Too bad, eh?

2. Gun Galleries. Each gun gallery is made of an enclosed bottom level and an opened but barred top level. Access to the gun galleries is controlled by palm locks (SM/EBY:SF to override) that are located next to armored entry doors. Each gallery has a small one-person vertical lift, and the lift is controlled with a keypad lock (SM/EBY:M to override) from the upper level of the gallery. When the lift is not in use, it seals off the upper gallery from the lower gallery. Additionally, the control key pad that governs the armored doors that lead into Room 1, are on the second level of each gallery. This assures that a person is on guard at all times when a person is in Room 1. The gun galleries also serve a secondary purpose. The western gallery's first floor is an arsenal for 10mm

submachine guns, gas guns, 5mm machine pistols and Autofed Portable Missile Launchers. There are approximately two hundred fifty 10mm smart submachine guns, four gas guns, sixteen 5mm smart machine pistols, and seven Autofed PMLs. All of the gear is properly stored to prevent rust, but facilitate ease of retrieval. The eastern gallery contains the ammunition that the guns in the western gallery use. There are approximately 450 10mm submachine gun clips of APDUC, 200 canisters of Polypheranol-80, 200 5mm machine pistol clips, and 100 rounds of Mk5 general purpose Auto PML ammunition. All of this ammunition is covered with a kevlar flak blanket in an attempt to guarantee that stray bullets won't set anything off. If a HEAP round punctures the kevlar (treat as ABS) and produces a critical, or an explosive device of Mk3 or more is set off in this gun gallery, it will explode the ammunition, leveling the Blockhouse and killing all occupants within. This is not a place to get into a fire fight. As an additional security measure, a Retinal Scanner (SM/EBY:A to override) has been added to this gallery's door as extra protection against break-ins.

3. Parking Garage. This area contains the cars that the Sons of X utilize to respond to attempted intrusions. Currently there are four Hyundai Astras parked here. Each car has unlocked doors, but a palm lock (SM/EBY:SF to override) turns them on. Each car has heavily tinted windows and their license plates read "Fats #1", "Fats #2", etc. Additionally, the sewer escape hatch is here, and on this side, it has both a key pad (SM/EBY:M) and a Palm Lock (SM/EBY:S). A small lift to the second floor of the living quarters is right next to the escape hatch.

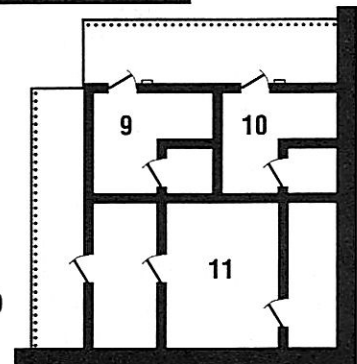
FATS' BLOCKHOUSE

FIRST
FLOOR

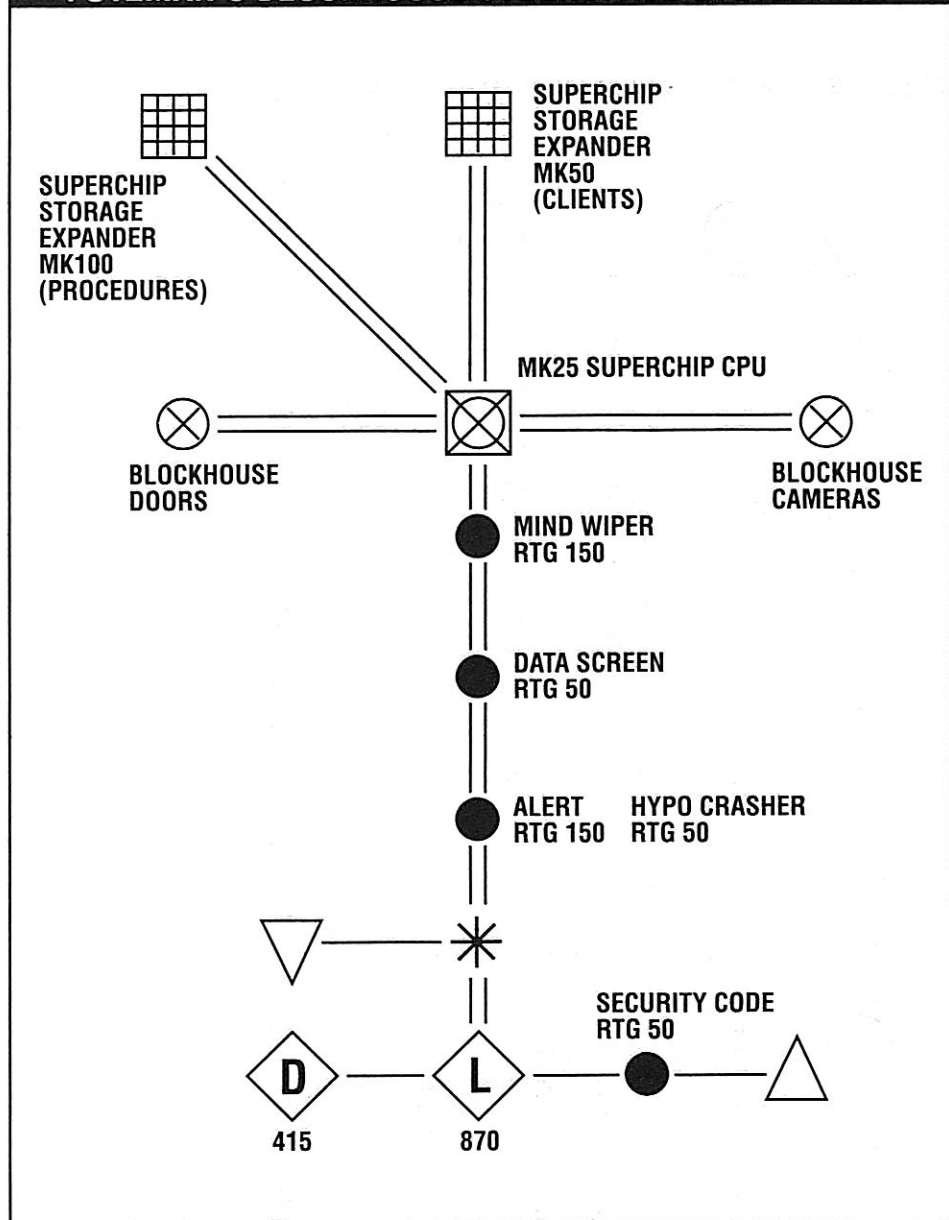
MAP KEY

	door		security device
	bars		Hyundai Astra
	manhole		holding tank
	lift		

0 2 4 10 meters

SECOND
FLOOR

FUTZMAN'S BLOCKHOUSE CYBERSPACE SYSTEM MAP



4 - 11. Living Quarters.

4. Son's Lounge. This small lounge area is utilized by the off-shift body guards. It consists of a table, four chairs, some food and drinks in a refrigerator, and several copies of the Koran as interpreted by Kwame X. In the south-east part of the room is a full bathroom where the Sons can shower and shave their faces and heads. Although there is a palm lock (SM/EBY:H to override) closing the outside hallway; there is no lock to get into the lounge.

5. Blockhouse Main Nerve Center. This section of the Blockhouse has the highest security, as it contains the most sensitive

equipment and data. The only people that have access to this room are: the eight Sons of X who are sensor operators (they work in a twelve-on and thirty six-off work schedule), Doc, Fats, and Kwame X (who rarely ever visits the Blockhouse because he considers it a dirty, but necessary business arrangement). In order to gain entry to the nerve center the person must deal with the following locks: Keypad (SM/EBY:M), Palm Lock (SM/EBY:SF) and a Retinal Scanner (SM/EBY:A). Once inside, characters will see three consoles, one on the north wall (it controls the gas injectors and is a SM/Eq:M to operate, and it has no lock on it). One on the south-east wall (this is the control console for the database that

was discussed in Section 2.5). And there is one on the south-west wall (this is the satellite communication gear and it's locked with a keypad (SM/EBY:M) and is SM/Eq:H to operate). Usually there is a sensor operator here practicing with the Comm Sat gear.

6. Sensor Control Center. In this crowded 10' by 20' room the sensor gear is set up. Two identical consoles are in place here. One is always on, and the other is on operating standby. These consoles contain Mk10 silicon language processors, loaded with both MII and Alert programs. A peripheral holoprojector gives the operator a 3D image of the intruded area. If the operator doesn't silence the alert within one minute, the computer will automatically trigger all of the Son's beepers, and they will contact the operator via short wave comm gear and ask him for instructions. The sensor operator is in communication at all times with all of the Street Watchers and the PML teams. Operating the MII computer is SM/Eq:M, and once done, very specific information is known about the intruders. Each console is accessed via a Key Pad (SM/EBY:M to override), but if the characters enter while the sensor operator is working (always) the computers will already have been accessed.

7. Bunkhouse. This ten by twenty room contains two bunk beds, two desks (both empty except for a copy of Kwame's Koran) and two chairs.

8. The Mosque. Due to the long hours required by Fats, a Mosque was prepared here so that the Sons may pray to Allah four times a day. Unless the characters are interested in frescos, there is nothing much here.

9. Slim's Room. If you could call it that, for Slim has ravaged the room into a pile of stuffing, rotting food and broken glass. Since Slim usually sleeps in Room 1 on top of a cylinder, this room is largely unused and is definitely trashed. The door is open.

10. Doc's Room. An interesting collection of kink artifacts line the walls of Doc's room along with six ASP recorder implants, an operating table, various medical devices (e.g., dermal closer, instasplint, etc.), a vast collection of drugs (equal to ten doses of everything in the book, including Yuthix, which is labeled as "Slim's Goodies"), ASP

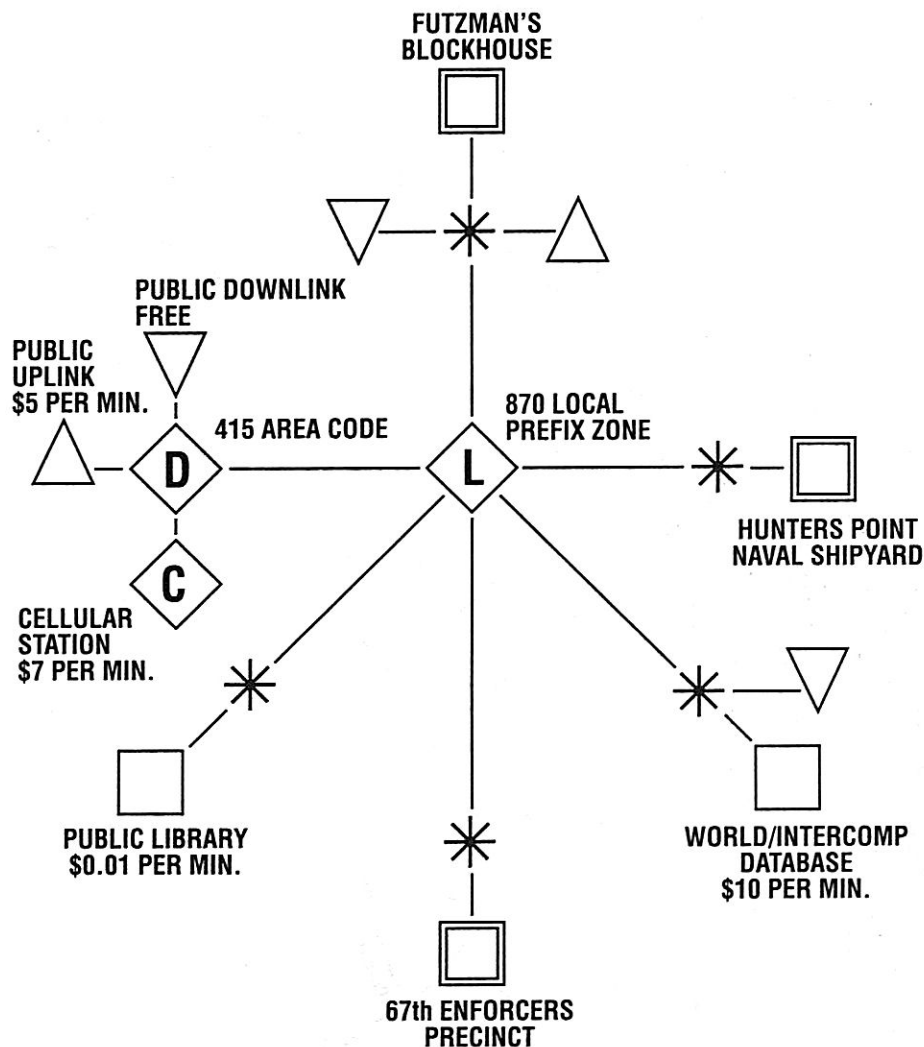
players of all makes, a vast collection of ASP tapes, and finally an old fashioned doctor's bag. Access to Doc's room is controlled by a palm lock (SM/EBY:SF to override) and only Arnold, Doc, and Slim are allowed into this room. If the characters have ever experienced one of Doc's tapes they will be very familiar with the room and its contents, for this is the room that Doc records her tapes in. Usually the room is very dark with a single surgical lamp illuminating the center of the room. When, and if, the characters enter here, they will smell death and stale blood, two long time buddies.

11. Arnold's Room. An overpowering odor will attack the characters nostrils as they enter Arnold's boudoir. Decorated as if Liberace was coming to dinner, Arnold's room is a horrid and disgusting place. If the characters catch Arnold here he will be experiencing the Wares (75%) or sleeping (25%). Mirrors and chandeliers adorn the foyer along with red crushed velvet love seats (heavily stained). The bedroom, with its wall to wall mirrors, contains a circular revolving water bed (also heavily stained and reeking), some video equipment and two sofas. The bathroom, which is green with soap scum and mold, houses Arnold's wardrobe and his collection of "marital aids". Any decent character will have his stomach turned by the sight of Arnold's room.

4.2 FAT'S DATABASE

Futzmann's Database is a fairly standard one with the exception of the mind-blowing ICE. A Mk25 superchip central processor unit with a language processor core runs the cameras, ICE, door overrides, and keeps track of Fat's investments, clients, and inventory. It is accessed through the Blockhouse terminal which is located in the Blockhouse nerve center. If the alert is sounded a Hypo (rigged with a Crasher virus) and a tracer will be activated along with twenty of the Sons' beepers. These Sons will scramble into the Astras armed with submachine guns and one Auto PML and drive to the scene of the trace. If the trace is far out of town (50+ km), the Sons will not respond and they will hope that the crasher has done its work. Futzmann's System is located in the 415 area code and in the 870 prefix zone.

HUNTERS POINT CYBERSPACE AREA MAP

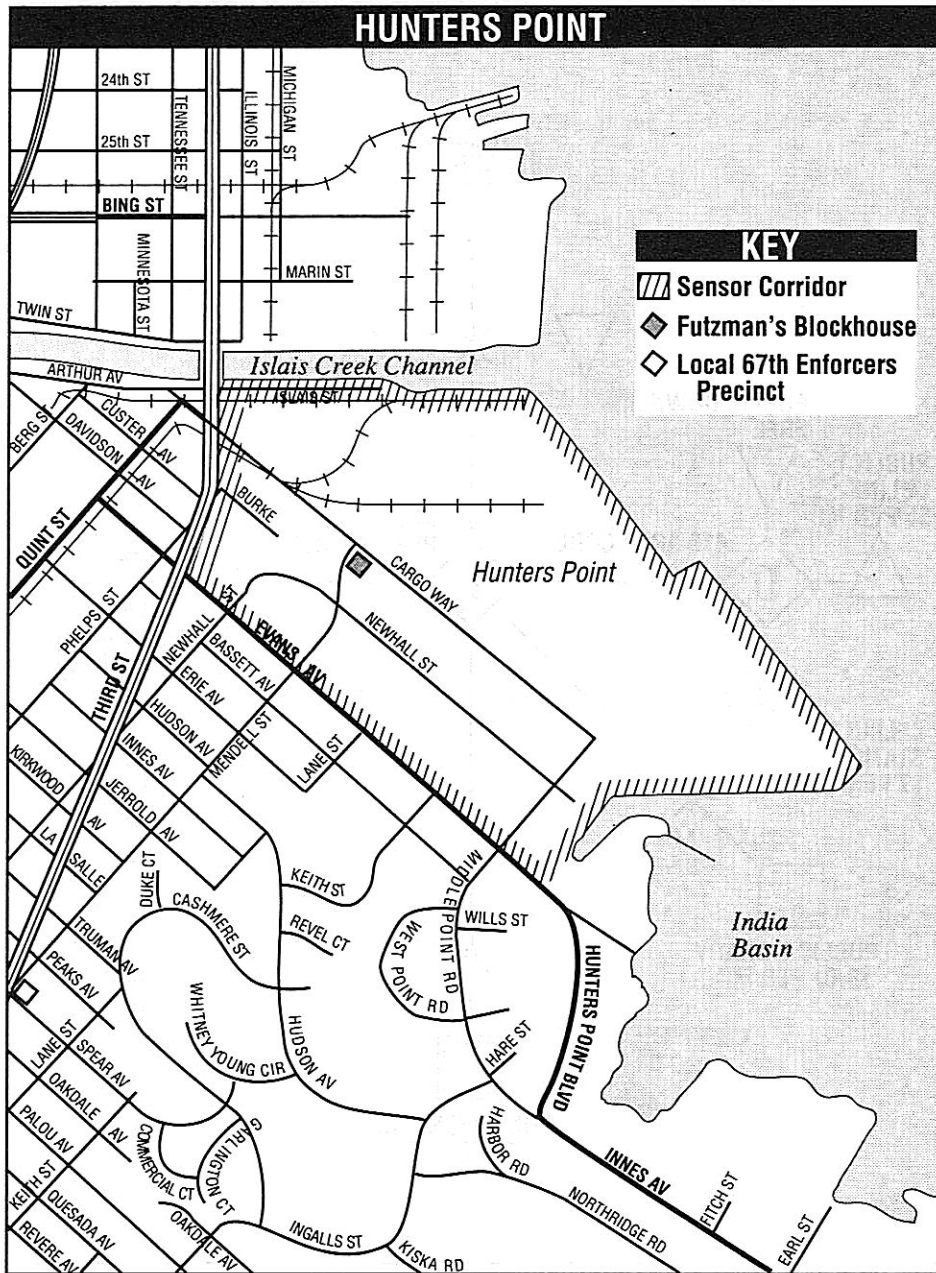


4.3 AREA NET MAP

This section of the Net is fairly simple and reconnaissance of the whole area is a CN/CDOps:M. The other databases included in the 870 local prefix are: Hunters Point Naval Ship Yard, World/Intercomp Database, 67th Enforcers Precinct, the library, and Fats Blockhouse. Other features of the 870 LPZ are a long distance switch box (415 area code of course), a public downlink (free), a public uplink (utilization costs \$5 per minute), a cellular station (\$7 per minute), and the World/Intercomp downlink (useless). Calling in through the long distant switch box (i.e., calling in from

CYBERSPACE MAP KEY

Phone Line/Cable Optic/Optic Fiber	—
Radio/Microwave Transmisson ("Beam")	- - -
Satellite	○
Satellite Uplink	△
Satellite Downlink	▽
Modem/Phone	*
Intersystem Connection Cable	≡
Outgoing (to Net)	→
Local Switch Box	◇
Long Distance Switch Box	◇
Cellular Station	◇
Computer-Controlled Device	⊗
ICE	⊗
CPU	⊗
Memory/Reserve Storage	⊗
Workstation/Terminal	⊗
Free Database	⊗
Protected Computer System	⊗
Cyberspace Combatants	★



a different area code city), costs the characters \$0.50 a minute. Calling in on a local switch box (i.e. calling from within the area code) costs the characters \$0.10 per minute. Several days of continuous reconnaissance should leave the Net Junkie with a huge PacBell bill.

Note: *Splicing into someone else's phone line (useful for avoiding the PacBell bill and tracers) is a SM/ElecT:M for old fashioned lines or ElecT:V for standard fiber optic lines (the characters must also have an electronic tool kit). Tapping into a PacBell switch box requires the character to be at the box's location (i.e., underground) and perform a SM/ElecT:H. If the character's roll is less than 75, then an "A" electricity critical was received, as the switch boxes are booby trapped. If the booby trap is tripped, then PacBell security troops will be sent out to investigate.*

4.4 HUNTERS POINT

Now partially rebuilt, the Hunters Point area that Kwame has designated as his Imamate is looking the best it has in 120 years. The sensor corridor goes from Islais Creek Channel to Third Street, down Third to Evans, and from Evans it turns back towards India Basin. Additionally, the entire channel and bay side also have a sensor corridor. Futzmann's blockhouse is located at the eastern corner of Cargo Way and Mendell. The local Enforcers 67th is located at the corner of Spear Ave. and Mendell St.

Where can you reload, press your shirt, get a 10" nightcrawler and dance the night away?



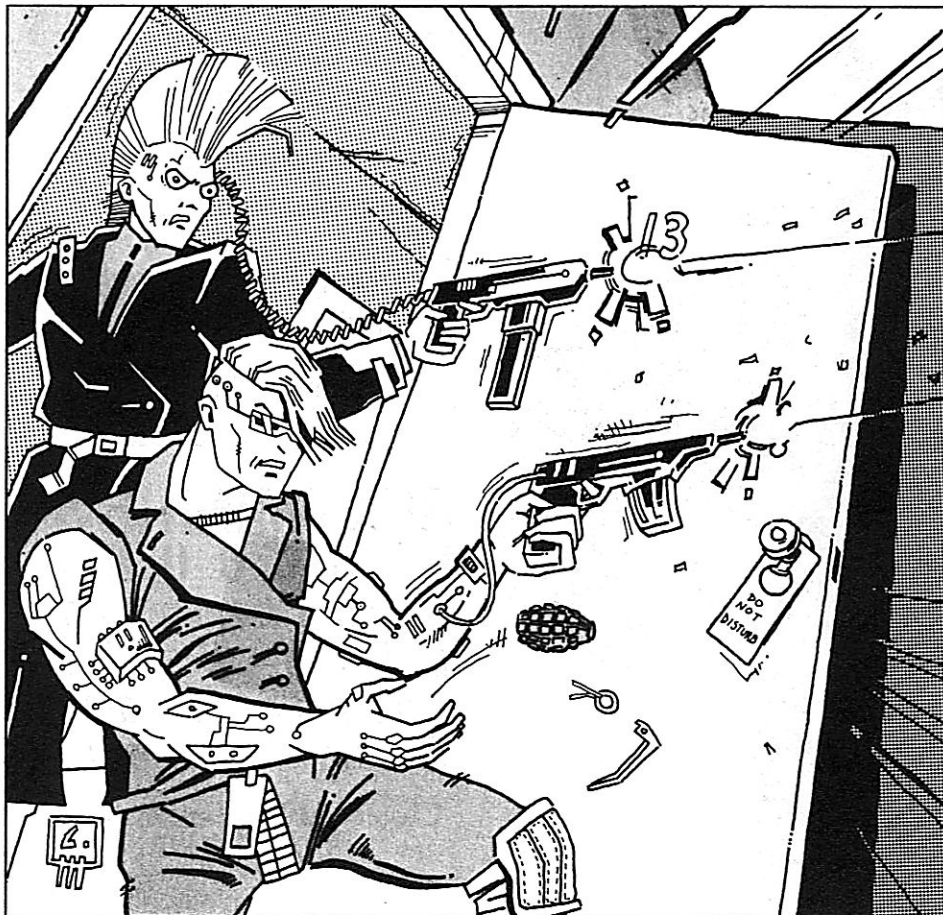
- ⊕ Grenade Launchers,
Infrared Scopes, and
HEAP Ammo!
- ⊕ Hot Dance Floor,
Live Bands on Saturday!
- ⊕ Nightcrawlers, Crickets,
and Mealworms!
- ⊕ Diving Pro *Dr. Regulator*
on duty 24 hours!
- ⊕ No Cover Change on
Tuesdays or for Bait!

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*Slug Throwers,
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BERLIN

TEAR DOWN



Apollo Logic wants you to pick up a package in Berlin. Is it that easy?

Well, there will be dealings with Gang Green, the Casablanca Underground, Lufthansa, the Transnet Regulatory Artificial Intelligence League, and...

I doubt it will be that easy.

GENERAL BRIEFING

Note: You may read the following section to your players, or you can role play the action.

It was here. Seven-to-one odds. The choice for no DNI link had shot your odds up four points. Your five K would be worth a lot. That was, if you made it without becoming krill paste of a different flavor.

While sucking your fuzzy teeth, Monk fiddled with Bess, your antique Ferrari. Bess, your baby, with an intercooled thirty-two valve ceraluminum NASCAR engine linked with a Mercedes-Royce six speed autotrans. Old man Ferrari would be rolling over in his grave if he could see what Monk had done to the black Testarossa. It was 400 pounds lighter than its original curb weight. No roll cage kept it light, and turned it into a real dead sled.

As the engine revs scream in your ears, you see the corporate suits lining up on the Maglev platform. Even from this distance you could make out the sarcasm on their perfectly shaped faces. Your teeth grit and your mouth forms into a sneer as you force your wrap-around mirror shades onto your face.

"Let's do it, man!" you say to Monk; David Monk, skinny, blonde, malnourished, a typical sprawl punk, and your best friend since doing time in the JCF.

"Okay man, you're on." Monk says as his blue eyes look deep into your featureless mirror-shaded eyes, "remember, don't hit the Nitric Oxide boost until seven minutes and fifteen seconds exactly, got it?" Monk put both of his hands on your shoulders. "And dude, above all, don't get

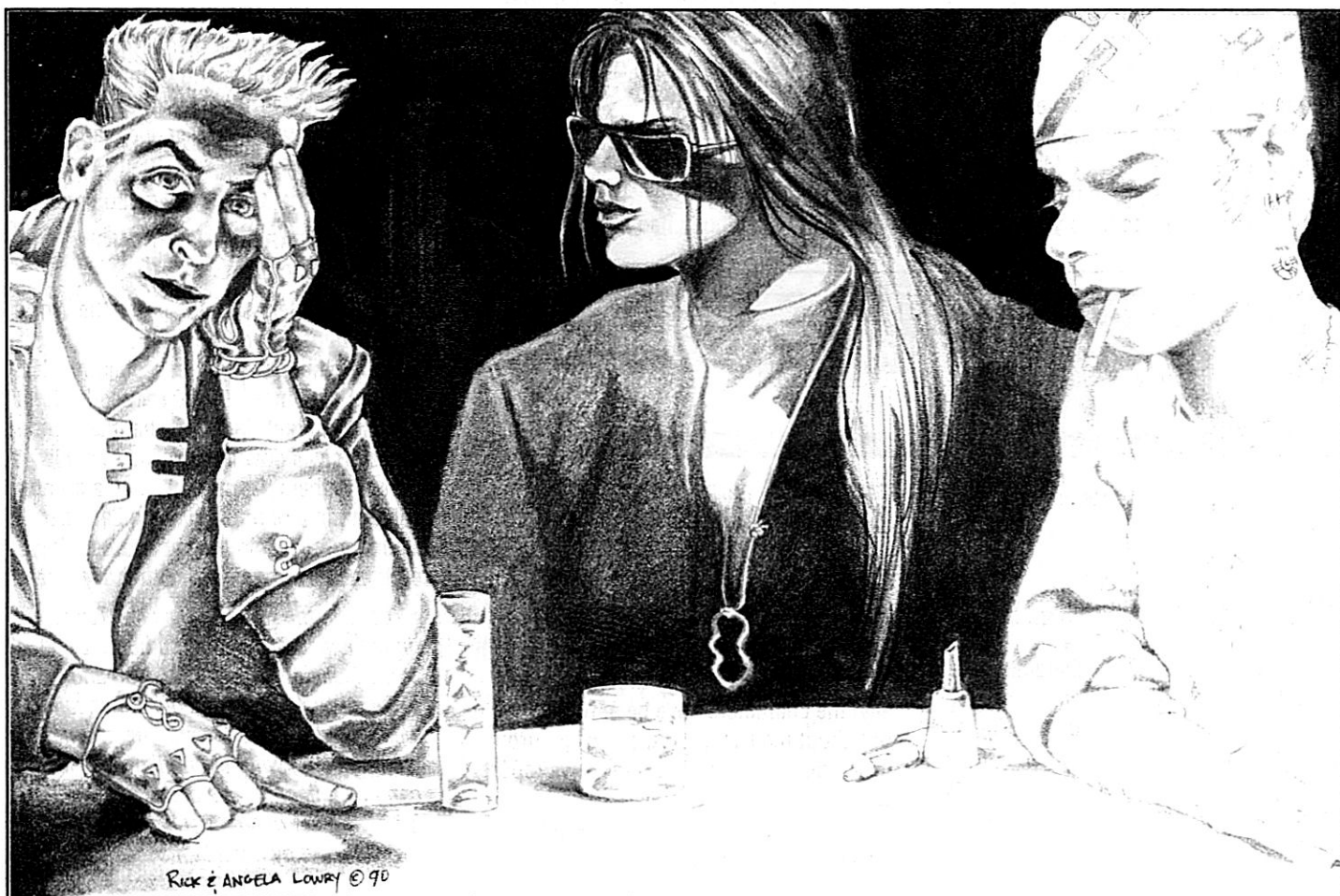
yourself glitched, it ain't worth it, just ain't worth it, okay?"

"Yea, no problem Monk, you know me, I ain't gonna die for the amusement of no corporate bums, I'm just gonna kick their butt!"

"Right on man!" said Monk as he shook his curled fist at eye level.

You reach into your pocket as the Maglev arrives at the station. Withdrawing a Torp inhaler, one good blast sets off an internal mushroom cloud. Every nerve catches fire with sensitivity. In a sudden burst of rage you spike the inhaler with all your might and end your movement with a double freeway salute to the Maglev driver. "It's you against the world, don't foul up," is what you repeatedly tell yourself as you strap into Bess. You can see the Maglev driver leaning out the window, shaking his head and drawing his finger across his throat.

The next eight minutes would make or break your life. A race past the Stick at 180 miles per hour, with an over 210 finish. Lots of Sprawl punks had tried to race the



Maglev, few had succeeded. Most had cars that were far too slow, and the ones with the really fast cars usually ended up dead. Just twenty four miles; eight minutes; you can do it.

The Maglev's horn sounded, announcing its departure from the station. The last words you hear before the shriek of tires and engine are Monks, "Seven fifteen, and may Elvis be with you."

Your head squishes back into the headrest as Bess lunges forward with her 750 foot pounds of torque. The acceleration to 180 miles an hour takes less than twenty seconds. You've already jammed the autotrans through its six steps, and now it was in 100% overdrive. The Maglev is in your rear view mirror. The fear of imminent death releases a rush of adrenaline into your veins, further heightening the effects of the Torp blast.

101 had been abandoned years ago, but the last layer of neo-asphalt was still as good as new. You'd never ripped by the corporate suburbs so fast in your life. Redwood City, Foster City, San Mateo, Burlingame, Belmont, South San Francisco and the edge of the Sprawl at Brisbane. The final straight away stretches from Oyster Point to the Stick.

Your stopwatch, glued to the dash, reads seven minutes and one second, two seconds, three seconds. The Maglev starts its passing 200 mile per hour run. Fear wells up as you fight to keep your thumb

off of the Nitric Oxide button. Monk better be right! Seven oh nine, ten, eleven. You can see the whole of the Maglev pulling away from you. Thumb don't fail me now; fourteen, fifteen. Blast Off...

A FEW MOMENTS LATER

At the finish line you crawl from your Bess, weak kneed and vomiting. The Torp come-down mixed with the after effects of your adrenaline rush has left you a mess. Gasoline and burnt rubber fill your nose; a familiar figure strides up as you wipe at the spit lacing down off your lips and chin. It's Apollo Logic.

"I need you and your boys to go to Eindolf Plaza in Berlin to pick up a package for me on the 17th at 3:30 pm, Berlin time. The password exchange is *jocker* and *kid*, and wear an ANC scarf. 20K on delivery, can you do it?"

"Yea...we can..." a second wave of shakes and convulsions sweep through your body, momentarily blacking out your vision.

"By the way, the last group I sent got torn down in Zanzibar on the 13th; look up the facts and cover your ass, it's mega-high risk kid."

"Yea, no problem, we'll do that." Your vision returns.

"By the way, kid," Apollo starts, "I knew you'd kick ass on the Maglev, had faith all along." He turns and walked away.

At least somebody had faith...

2.3 OBSTACLES

The obstacles in this adventure include: the characters' own short sightedness, and the two three man TRAIL cells that are out to stop the exchange of this adventure's illegal AI. That's right, the "package" is a computer storage matrix which contains one super-intelligent, super-illegal Artificial Intelligence. Do not tell the characters this fact, and make the box SM/Eby:A to break into. Trying to utilize the AI will only get the characters in a heap of trouble with both TRAIL and EBA, Apollo's employers.

2.4 COMPENSATION

Zero up front; \$20,000 each if the characters can return the box to Apollo.

2.5 THE RUN

The run should follow a pattern similar to the one below. If the characters seem to be overly gung-ho, and about to destroy themselves, have Apollo call them once (and once only) to ask them if they have found the pertinent World Comp report regarding the Zanzibar tear down. If the characters blow off this second warning, let them proceed as they want to, it's their funeral.

RESEARCHING THROUGH WORLD COMP

The characters should access the World Comp Database through the Net and download the thirteenth for a dollar (or ICE break a Data Screen Rtg20 for access to the base for free). Most of what the characters will download will not be of interest to them, but an article on a bomb exploding in a remote village in Zanzibar will undoubtedly pique their interest. The article reads something like this:

- *Today in the remote village of Tzintome on the island of Zanzibar, a bomb exploded leaving twenty-two dead and seventy-one wounded. Four Americans were killed in the blast and their names are still being withheld until next of kin can be contacted. The bomb seemed to be a random act of terrorist violence, most probably set by a militant secessionist*

RUNNING 2.0 THE MISSION

Again, the mission parts are here, broken into easy steps.

2.1 REQUIREMENTS

A small group of 2 to 4 characters are needed, with at least one Sleaze, one Net Junkie and a mix of anything else. The only real requirement is that the characters need a person skilled in Streetwise so that they may exploit the resources available to them.

2.2 AIDS

The aids that are available to the characters were gained in the last adventure; primarily the contact established with Gabby Toxshok of Gang Green. Additionally, the characters have been told to find out about the killing of Apollo's last group in Zanzibar. The World Comp news report will give the characters all of the information they need to approach the affair with a healthy amount of respect.

group that desires Zanzibar's independence from Tanganika. TRAIL representative Istvan Bodnar was called in from the capital to investigate the incident. He alluded to the fact that the four Americans "had a shady past and were probably just killed in an arms deal gone sour."

There it is, four dead Sprawl punks and one Istvan Bodnar snooping around the scene. Was he looking for the package? No more pertinent information can be gathered out of the thirteenth's download.

If the characters return to World Comp and ask it to download all stories about Istvan Bodnar, four more reports will be found. All the reports have Istvan snooping around after recent bomb attacks. Even though the attacks have occurred all over the globe, Istvan always credits the attack as a random act of terrorism etc, etc, etc.

It should become obvious to the characters that Istvan Bodnar of TRAIL is somehow connected with the bomb attacks. If the characters locate Istvan they could be able to stop the bomb attack that will be meant for them. It's the most likely plan of action the characters have at the time.

So now what? The characters know that Istvan Bodnar is probably their future hit man, but what are they going to do? They should be able to reason that they have two choices in order to complete the mission and come out alive. Kill or distract Istvan Bodnar in a counter-hit or a diversion before he can kill the characters in his standard bomb attack.

FINDING ISTVAN BODNAR

Now the characters need to find Istvan. The World Comp reports contain no details on the time of his arrival into the Tzintome/Zanzibar area. Is he in Berlin right now waiting for the characters to arrive? (Actually, yes he is.) The characters should be able to come up with these questions themselves, for just looking up the Zanzibar tear down won't give them enough to both avoid Istvan and complete their mission. If the characters seem to be headed in the right direction, but can't decide how to find out if Istvan is in Berlin, have each of them roll a SM/StW:H. If any of the characters succeed send them the following note written on a piece of paper. "Gang Green." That's it, you don't want to make the mission too easy.



Once pointed in the proper direction, the characters should be trying to get into a face to face with Gabby Toxshok as soon as possible.

GABBY AGAIN

The characters will finally locate Gabby at the Bust-a-Nut Club. Bust-a-Nut is a bisexual club located on the sleazy part of Polk street in San Francisco. When the characters find Gabby, it will be between late afternoon and early evening of the fourteenth. Gabby will approach the characters wearing some leather strapped get-up complete with studs and rings. Standing directly in front of the characters, Gabby grabs the lead character by the

crotch and asks if they're "looking for something special?"

The characters, although mildly flabbergasted, now need to exert some Sprawl etiquette leverage to get Gabby to do what they want her to do. Gabby, in her typically "me first, me only" attitude will attempt to renege on her deal by saying "No way! We can't do that!" to anything the characters ask for. The characters should find it hard to believe that Gabby is really in charge of an entire Sprawl gang.

After five frustrating minutes of back and forth in a cool biz fashion, Gabby will suddenly play her trump by turning and walking away, saying "I ain't got time for

losers like you!" This is the second make or break point for the characters. Even though Gabby is too unprofessional to honor her deal of everlasting cooperation with the characters, the characters could get her to hold up her end of the deal if they threaten her with grave bodily harm. "Look, honor your deal or die!" This will get Gabby's attention, anything less rude and abrupt, she will blow off. Begging Gabby to help will make her sneer and laugh at the characters, calling them "limp dicks".

Once the characters have coerced Gabby into holding up her part of the "Cooking With Fats" bargain, she will contact her Berlin counterpart Sabina Scheis and tell her in German, "Good friends of mine need you to do them a favor, they're okay, they helped me out." Sabina will then talk to the characters in German. Somebody will need to speak the language. Once in contact with Sabina, the characters can ask her for the favor.

The dialogue should be something along the lines of: "We're going to be in Berlin on the 17th, and we'd like to know everything you have on the whereabouts, and activities of one Istvan Bodnar from the 14th to the 17th at 9:00 am which is our ETA, Berlin Time."

Sabina will reply with "No problem, you'll know his jock strap size. Meet me in front of the Bengal Tiger cage at the Berlin Zoo at 10:00 am, and wear a chrome chain around your left boot."

With the characters completing their deal with Sabina, and thus, part of their mission, they may now plan what they are

going to do in Berlin. Two options are still available : a preemptive counter-hit, or a diversion. The second method is probably a nicer way of dealing with TRAIL, but it will give TRAIL leads for tracking down the characters later, which, rest assured, they will do. A lethal preemptive counter-hit will kill the involved TRAIL agents and utterly confuse the larger part of TRAIL, thus buying the characters more time (TRAIL would never imagine that someone would be so bold as to perform a counter-hit). But the counter-hit is much more dangerous and will classify the characters as "shoot on sight" criminals.

BERLIN

From the contact phase with Sabina, the characters can leave for Berlin at any time. They should travel via a Lufthansa Hyper-sonic Transport (LHT: the lowest bomb attack record world-wide) and arrive in Berlin about four hours later.

Once in Berlin the characters can contact Sabina at 10:00 am at Berlin Zoo on the 17th. Sabina will suggest that they retire to the Toten Kauf Klub (a leather bar) where she will give the characters a complete rundown, and then ask if they need any more help. By this time they might because, as Sabina tells the characters, there are two three-man TRAIL cells in the Ambassador Hotel in Berlin, not just Istvan alone.

From that point on she details where all of the TRAIL agents are, and what their routine has been. This is detailed in the following sections. Hopefully the characters will arrive in Berlin in the morning. If they do, they will be able to do the preemptive hit. If the characters arrive in Berlin after 2 pm for any reason, then they will miss the chance at a preemptive strike, and must try to contact Sabina and use a diversion of some type instead. This is because the TRAIL killers will be out of the hotel room and in position for their hit.

TRAIL

TRAIL stands for the Transnet Regulatory Artificial Intelligence League, and is described in the *Cyberspace* book on pages 33 and 34.

The two TRAIL cells are made up of three Killers and three Net Junkies. Istvan Bodnar is the leader of the whole group of six and is a Killer.

THE KILLER CELL

The Killer Cell will have arrived in Berlin on the morning of the fourteenth. They checked into a fourth story suit at the Ambassador, near the Eindolf Plaza. On the fifteenth, Istvan Bodnar, Anaya Xavier and Alka Shah scouted the pick up spot, and then planted 0.1 kilograms of plastique in a garbage can approximately seven feet from the sight of the exchange. The charge is on a timer, and at 3:28 pm it will activate its radio receiver, and wait for its detonation signal. Two of the killers will be positioned approximately four blocks away in a fourth story hotel room that has a clear view of the sight.

The TRAIL agents have set up, behind a reflective mylar sunshade, wide field twenty power field glasses, and a shot gun mike receiver that is aimed at the exchange area. The third killer is on the fifth floor and has set up a gauss rifle on a tripod. The rifle is a stand by in case the bomb fails, and is loaded with HEAP rounds.

All three agents are wearing encrypting earphone communicators, and are in constant contact with one another and Nathan in the Ambassador. The Killers will take their positions in the hotel at exactly 2:00 pm.

If the characters surprise the three Killers in their room after 8 am they will be fully armed and armored, and going over the final parts of the briefing with each other.

Both the Killers and the Net Junkies have used their bureaucratic weight to vacate, leave empty, and secured the four rooms adjacent to their own. Each of the rooms has a motion detector, plus a remote control detonating device for a Mk5 general purpose grenade. To verify who's in the room once the motion detector has been triggered, the Killers also rigged up a camera into an inverted mirrored dome that is attached to the ceiling. An identical setup is also installed around the Net Junkies' hotel room, and their angel (Nathan) is doing the monitoring of the sensors.

The Killers plan is very simple. They will lay in wait for the characters to attend the exchange, and when they do, the Killers will remotely detonate the bomb. If by some chance the bomb system fails (it will on an unmodified 01-04) the Killer in the fifth floor room will be given the green light to shoot the characters. Since it is an am

•WORLDCOMP HEADLINES•

**12 Fatalities reported on the ice after
Flames-Kings Shoot-out
(Flames won game 10-6)**

**Trio of Scottish Bungee Jumpers
miscalculate; bottom out
in dry stream bed:
"Gruesome" says stunned onlooker**

Touch 1 for more headlines
Touch 2 for complete stories.

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bush, the characters will only be able to apply their normal defensive bonus. The character who receives the box will be the target for the first two gauss rifle shots. The positions of the Killer team inside the Ambassador Hotel between the hours of 3 am to 1:45 pm on the 17th, will be covered in Section 4.0, below.

THE NET JUNKIE CELL

The three agents on the Net Junkie cell serve an entirely different purpose. Edmund Larenas, Nathan Ohm, and Jan Marie Williams' task is to cover the tracks of the Killer cell, and ensure that a Cyberspace exchange of information doesn't take place.

The first job of the Net Junkies is to cover the tracks of the Killer cell. After all, there is nothing in the world that will keep the German authorities from arresting and trying the Killer cell for terrorism if they are caught. Nothing, except the Net Junkie cell.

Patched illegally into the local Politzi and emergency satellite channels, the Net Junkies' plan is to give a series of false orders to the Politzi that will allow the release of the Killer cell if they are arrested. Since they have been jacked into the Net for almost twenty-four hours each, monitoring the activities of the local Politzi, the Net Junkies would be able to do a pretty good job of imitating superior officers transmitting to the patrol men. False and confusing orders will be given to the patrol men, allowing the Killer cell enough time to be warned and escape arrest. For example, if a patrol was closing in on the sniper's room, the Net Junkie would give an order to cancel the investigation of the room, and then turn around and warn the sniper to flee the room.

If the Politzi actually arrest and detain anyone from the Killer cell, the Net Junkies will use a tailored virus to destroy all of the precinct's out-going messages announcing the capture of the cell. Then one Net Junkie would crack the detaining Politzi precinct's CPU and install a phony message from the precincts "superiors" requesting the release of the cell members. In the few confusing minutes following, the cell members should be able to escape and disappear.

The second job the Net Junkies have, is to watch the exchange sight in Cyberspace that corresponds to the exchange spot in the real world. There is a chance that the

exchange will take place in C-Space and not in the real world (TRAIL really isn't one hundred percent sure). To cover their bases, the one Net Junkie will be watching that area (the other one will be monitoring the local communicators spoken of above), and if the transaction does take place on the Net, then the TRAIL Net Junkie will engage the character in C-Space combat. Once in combat the TRAIL agent will use a Delve program Rtg20 to locate the largest file on the characters computer, and then the agent will destroy it using a Wipe program Rtg20. Although most of this is extra explanation, it is possible that the characters somehow manage such an exchange, therefore the reaction of the TRAIL in the Net must also be covered.

By now you're probably wondering what the third Net Junkie is doing in the hotel room. Put simply, he is guarding the other two Net Junkies while they are jacked into Cyberspace (i.e., pulling angel duty). In addition to watching for burning flesh and flatlines, the third Junkie is also monitoring the surrounding rooms' motion sensors. The Junkie guarding the room is armed with two Mk5 general purpose grenades and an auto shotgun firing standard shot ammo. All firing into and out of the room will be at point blank or short range.

FURTHER CONSIDERATIONS

Traveling to Germany via a public airline will pose some problems for the characters. The first problem is that they won't be able to bring any weapons or explosives with them since all luggage is searched carefully in customs.

If a character is found to be in possession of a weapon in Germany, he will be arrested, tried and convicted in Germany, then sentenced to five years in prison. Additionally, if a CyberDeck is found in Germany, the owning character will be detained while it is being checked for intrusion programs (possession of which are illegal). If found in the deck, the owning character will be tried, convicted, and sentenced to ten years in prison (computer piracy is very serious). If no intrusion programs are found, the characters will be released twelve hours later, or three hours later if another character is successful with a SM/Admin:X roll.

If a character sets off the metal detector at the airport, he or she will then be hand searched using a hand held detector. At

that point the character may try a SM/Exp:H to fool the guard into thinking that any cyberware is harmless. If the character immediately admits to having cyberweapons, or they fail their Exploit roll, the guard will summon his superior who will take two ultra sound photos that will detail the inner systems the character has. If the character has any weapon systems they will be asked to display them. At that point four security troopers, armed with Rocket Rifles and armored with AEX, will appear while the supervisor installs an FAA approved cyberweapon airline safety device. These devices render the weapon system inoperable during the flight and are removed once the characters have off-loaded. If the character has his weapon loaded while they are being inspected, then they will be arrested, tried and convicted for attempting to smuggle lethal devices on board an airplane. The character will be sentenced to two years in prison.

If the characters think of no way to illegally transport their weapons then they may rent the following weapons from Sabina: 10mm submachine gun \$300/day or 12mm pistols for \$100 a day. Ammo costs will be \$3000 for a 10mm HEAP magazine, or \$800 for APDUC ammunition. 12mm HEAP ammo will cost the characters \$400, or \$240 for APDUC ammunition. No neurosofts can be provided, nor can any explosives or communication gear. Remember Gang Green is a Thrasher gang, not a Merc gang.

•WORLDCOMP HEADLINES•

Peruvian Hang Gliders cruise into "green cloud" and don't come out

Disenfranchised Pygmy Mercenaries sign-on with French Foreign Legion

New Kids on the Block awakened from Cryogenic Sleep; to play at Farm Aid CIV in July

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A service of WorldComp Fax Interplanetary News

2.6 DENOUEMENT

Once the characters return to the Pacific Sprawl, they should give the box to Apollo. Apollo in turn will view the datacard on a portable datacard viewer, and then trade the proper card for the promised money. As an added bonus, Apollo will throw in a gift: an unknown datacard.

Written on the card is some Spanish. Apollo professes no knowledge of what it

contains. "I think it's a cracker prog wormtech by what's left of the Medillian Cartel down in Columbia. Go ask Marko. Thanks and good luck, I owe you one," says Apollo as he gets into his Ford Interceptor and tears away.

If the TRAIL agents got a clear look at the undisguised characters, then they will be wanted by all of the local enforcement agencies and classified as "shoot on sight criminals". If TRAIL didn't get a good clear look at the characters, they are home free.

when its leader was killed in a prog deal gone sour. Eventually the local authorities became too dangerous to deal with, and Boomer left Cairo for Casablanca. There he met Prometheus, who he reveres as semi-sacred, and became part of the CABU family. Boomer works as CABU's enforcer, and has been highly successful (Boomer is a 18th level Killer).

Under the direction of these four very different individuals, CABU has been able to survive. All recruits voluntarily have cortex bombs implanted into them, and they may trigger them somatically. In addition to the cortex bomb, a small neuroprocessor has been installed into each member. The NAC is programmed to have the CABU agent trigger the cortex bombs with a programmed response prog if the agent is ever on the verge of divulging the location of CABU. Interestingly enough the Government of Morocco aids and supports CABU and in return CABU has built up one of the few highly secure Net bases in all of Africa, and has given it to the government for its use. TRAIL definitely suspects that Morocco has made a deal with somebody, but they don't know it has been CABU.

CHARACTER/ ORGANIZATION DOSSIERS

Here is a summary of CABU (the wormtech organization who is delivering the AI prog), Sabina Schies, Istvan Bodnar, Edmund Larenas (the leader of the Net Junkie cell) and a general overview of the other four TRAIL agents.

3.1 CABU

CABU stands for Casablanca Underground. Operating in a secret headquarters (based in the sewer and unused Metro lines) CABU is one of the leading producers of illegal wormtech programs. With a camaraderie level that borders family lines, CABU has been able to operate for seven years without being discovered. Strangely enough their leader is an escaped Russian military intelligence recombinant gorilla who goes by the name of Prometheus.

Prometheus

Prometheus, who has had his brain, voice box, hands and mouth structure reorganized genetically, escaped from USSR military duty in 2081 during the Libyan invasion of Chad. Fleeing to Morocco, he soon became a regular in the Black Market there. But alone by himself, Prometheus, as he now called himself, was not happy. A remote and nagging voice in his head kept telling him to create a family group, and he has done just that. Currently the following people are part of Prometheus' "family group".

Tony Flores

Tony Flores (aka Rat) who is the only ex-Serendipity employee known to have escaped their clutches. Currently Tony is the Chief Tech Rat (he's 27th level) and it is his expertise that allows CABU to create the wormtech monoliths they are famous for.

Buddy Rebar

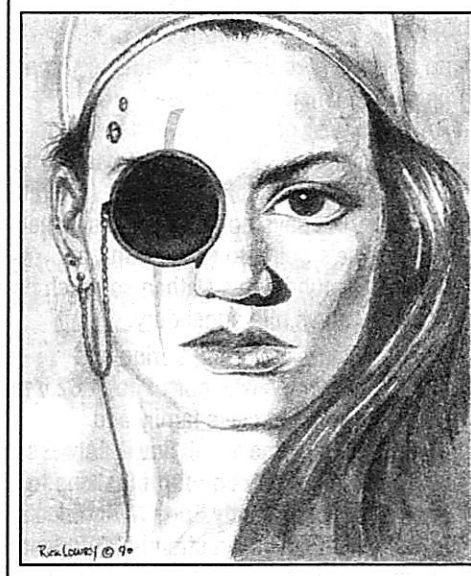
Buddy Rebar (aka Moose) handles most of the Net protection for CABU. Buddy's criminal activities include at least fifteen separate charges of computer piracy and other various electronic espionage. Originally, Buddy hailed from New Orleans, now he lives in Casablanca. He brings in a lot of money to CABU by performing electronic data theft, and then selling the information to the highest bidder (Buddy is a 20th level Net Junkie).

Boomer

Boomer is a Massai tribesman who left his traditional family at the age of eight when most of them had died from a combination of virus and famine. Rescued from the famine by Red Cross workers, and deposited in a orphanage in Cairo, Boomer was schooled there until the age of sixteen. After his release from the orphanage, he fell in with the local gangs who dealt in smuggled cracker progs in the Nile area. It was at this time that Boomer fell in love with grenades and other explosives, and thus gained his name. During this time he gained his full height of 206 cm, and became his gangs main enforcer. After two years, Boomer took control of the gang

3.2 SABINA SCHIES

Sabina is as professional as Gabby is unprofessional, and through her leadership Gang Green in the Berlin area has become a powerful organization. Because she focuses most of the gang's activities into intelligence gathering, Sabina is able to pride herself on knowing what's going on everywhere in "her city." Sabina is now actually approaching her fifties, but her plastic surgeon has kept her looking nineteen forever. In her thirty years with the gang, there is little that Sabina hasn't done or seen before. Sabina has been the leader of Berlin's Gang Green for about ten years now and under her supervision it has prospered. Although the Politzi suspect that she is responsible for many crimes, she has always been able to insulate herself. If the characters ever meet Sabina when they don't have Gabby's approval, she will charge them \$4,000 per subject for information. 95% of her information is accurate if it is about anything in Berlin. 75% of her information is accurate if it's about anything in Europe. 50% of her



B e r l i n B u n d e s p o l i t z e i

Gruppen Rekords

Gruppen: Gruppen Grün

Führer: Sabina Schies

Alte: 48 (19)

Augen: Blau

Haar: Schwarz

Lange: 151 cm

Gewicht: 114 kg

Volk: Gemischt European

Sex: Weiblich

information is accurate if it's anything about the US. All information will only be of hub-bub quality if it concerns anything outside of Berlin.

3.3 ISTVAN BODNAR

Born in Kiev, Ukraine, Istvan attended Kiev University and graduated in 2056 with a degree in military technology. Immediately after college, Istvan became a commissioned officer in the New Red Army and saw some action as a platoon commander in the 2058 border clashes between China and Russia. After distinguishing himself in combat, Istvan then joined the Special Forces and began operating with the GRU. In 2070 the UN invited Istvan to join them in their prestigious endeavor: TRAIL. Istvan couldn't refuse.

Today Istvan has worked his way through the ranks of TRAIL to become a Senior Field Operative. To date he is responsible for the destruction of three illegal ROM constructs and two (he hopes three) illegal AIs. Istvan is a totally cold blooded killer and thinks nothing of "eradicating" anyone dealing with an illegal AI, along with any innocent bystanders.

Istvan is professional enough that he can handle the constant petty annoyance that Edmund Larenas causes. Istvan realizes that Edmund is a top-of-the-line Net Junkie even though he is a pain. Istvan is also a demolitions expert and his remote

controlled explosives fail only on a roll of 01-04.

Istvan's, Alka's and Anya's Cybersystems allow them to perform normally if stunned or bleeding. Additionally, their arms and legs are cyberlimbs, and the remaining areas on their bodies have both Neomuscle implants, and Subdermal Padding that can reduce total hits by 15 points per area.

3.4 EDMUND LARENAS

Edmund is a pain. He is a neat-nick, a perfectionist, a goody two shoe, a snob, snide, self-centered and forever arrogant jerk. His awful personality has driven him to be the absolute best he can be in his calling. Born into a Middle Corp family that worked for Cray computers, Edmund was sent from his home country of Venezuela to attend MIT. It was while Edmund was at MIT studying for his PhD in Computer Technologies, that the first CyberDeck was invented. It was as if Edmund was born to benefit from this new technology.

Like a fish in water, Edmund volunteered to run as a guinea pig in the first series of studies done on the CyberDecks. For the first time, Edmund finally felt at ease, because everything was perfect and explainable. For the next two years Edmund completed run after run after run, and soon despised the world of flesh. During those years Edmund earned his PhD, and came into contact with a strange but interesting

group of men who were recruiting the new Cyberspace pioneers. They introduced themselves as TRAIL, and asked Edmund if he'd like a job where he could spend almost all of his time in the Net, and get well paid for it too. He couldn't resist the offer and today he's also a Senior Field Operative, but still junior to Istvan.

He has actually saved Istvan's life once when he was arrested in London, England for his first bombing. Unfortunately, Edmund is a person who will never let Istvan forget that fact.

From a young age Edmund has owned a Mk25 superchip Neurological Activity Controller, and in the NAC he has been constantly running twelve (count 'em, twelve) assimilation programs, thus vastly increasing the amount of information he has been able to learn.

Edmund will be the Net Junkie that performs the C-Space exchange guard duty and any Politzi Precinct data base cracking.

Sabina Schies

Profession: Sleaze (LSpl)

Level: 6th

Hits: 43

AT(DB): LBA(5)

Fire: *Skorpion II* with APDUC 105

Melee: *Karatand 25*

Istvan Bodnar

Profession: Killer (RRWrk)

Level: 7th

Hits: 98

AT(DB): LBA(80)

Fire: Smart Custom *Gauss Pistol* with HEAP ammo 184

Melee: *Karatand 177*

Edmund Larenas

Profession: Net Junkie (LSpl)

Level: 7th

Hits: 44

AT(DB): LBA(0)

Fire: *Smart Styer NY-5 130**

* Weapon fires darts laced with 20th lvl nerve toxin.

Surprisingly, Edmund has a secret side of his personality that has led him to crack several small banks, fence the money through C-Space, and then finally into one of his own secret Swiss Orbital Bank accounts. If the characters ever found out about it they could easily blackmail Edmund.

3.5 TWO KILLERS

Although these two women, Anaya Xavier and Alka Shah, are both equal in level to Istvan, TRAIL is still a very chauvinistic organization and women are given lower ranking jobs.

Anaya Xavier was born in Nicaragua in 2046 and at age sixteen she joined the Sandinista Army. At age twenty-five she was promoted to officer's rank and transferred into the Sandinista's military intelligence branch. There Anaya became a trained assassin; an expert markswoman with any kind of gun. At age thirty-seven, Anaya retired, but that was before a recruiter for TRAIL arrived on her doorstep. Today she is the fifth floor gauss rifle sniper.

Alka Shah was born in Iran in 2058. At age seventeen she joined a group of fundamentalist Moslem terrorists. At age twenty-nine Alka was a well known mercenary, having graduated from

religiously based terrorism in her mid twenties. At age thirty-one TRAIL made her an offer she couldn't refuse, and so she started working for them. Today Alka Shah does the non-specialist Killer activities off the cell, although she is an expert in hand-to-hand combat.

3.6 TWO NET JUNKIES

Both Nathan Ohm and Jan Marie Williams are an odd couple, truly making the Net Junkie trio all separate in their ways.

Nathan Ohm, simply put, is a slob. He drives Edmund crazy. Born into a Low Corporation class family in 2064, Nathan was only sixteen years old when he received his first Tandy Infofinder III CyberDeck (a gift from his uncle). By Nathan's twentieth birthday he had become a data piracy millionaire. Nathan then proceeded to "go to college" by cracking their databases and inserting entire sets of falsified documents. At age twenty-four Nathan "graduated" at the "top of his class" in computer technology and was immediately recruited by TRAIL.

Today at age twenty-six, Nathan is almost as good as Edmund in C-Deck operations, but is in TRAIL for an entirely different reason. While Edmund was out one day, Nathan inserted an hidden Net

map program into Edmund's C-Deck, and every week or so he empties its memories into an encrypted datacard. Nathan is doing this so that when he disappears from TRAIL in a year or two, he will have a vast library of detailed databases to intrude into. Nathan also knows about Edmund's secret bank trick, but says nothing, because when he leaves he's going to rip Edmund off. Because Edmund hates Nathan so much he constantly gives him angel duty.

Jan Williams is boring; boring and unimaginative. She was born into 2062 into a High Corporation class family and immediately became a wall flower. Always shy, Jan found much comfort in talking to her computerized nanny Edna. With Edna's guidance, Jan became a straight A student in high school and college. As a science project in college, Jan reformatted Edna's programming into C-Deck capable language and for the first time Jan met Edna in a world where the two of them were equal. After word of Jan's project got around, TRAIL recruited her to do research work. Jan's research didn't ever work out, so she was transferred to operations. Today Jan usually does Comm Sat message recording and interception. Strangely enough Edna is still with Jan, in the form of a "smart program". Although not as smart as an AI, Edna still performs many of the mundane duties Jan's job requires her to perform. A multi-tasking and switch-out program allows Jan to stay in the real world and chat with Nathan, (who's company she enjoys) while Edna and Edmund are busy in the Net.

Edna's programming takes up about 10 units of Jan's CPU.

Alka, TRAIL Agent

Profession: Killer (RRWrk)

Level: 7th **Hits:** 62

AT(DB): LBA(70)

Fire: Charter Arms Bulldog with APDUC 169

Melee: Retractable Razor Nails 179

Jan Marie Williams TRAIL Agent

Profession: Net Junkie (UCorp)

Level: 7th **Hits:** 31

AT(DB): LBA(10)

Fire: Smart Colt 5mm Auto Pistol with APDUC 84

Nathan Ohm, TRAIL Agent

Profession: Net Junkie (USpl)

Level: 7th **Hits:** 49

AT(DB): LBA(50)

Fire: Smart American Arms Autoshotgun 140

Melee: Karatand 25

Anaya, TRAIL Agent

Profession: Killer (RRWrk)

Level: 7th **Hits:** 57

AT(DB): LBA(50)

Fire: Smart Gauss Pistol 159

Melee: Karatand 94

3.7 NOTE ON TRAIL

Each cell leader is hardwired with a Sensory Data Transmitter Mark 10, and in each room under the round table and in the sniper's hotel room is a transponder that is sending the Sensory Data transmissions to the United Nations Station orbital facility. There the SD tape is stored and reviewed. These constant transmissions allow the UN to get a positive ID on people who kill TRAIL agents face to face. All people who have been identified killing TRAIL agents are then given the elite status of "shoot on sight criminal" or SOSC.

4.0

SCHEMATICS

Here three schematics are covered, one of the meeting sight, and the two TRAIL agents' Ambassador hotel rooms.

4.1 THE PICKUP SITE

Eindolf Plaza (see map) is located at the intersection of Albrecht St. and Kaiser Wilhelm St. The TRAIL stakeout is approximately 500 meters southwest, at the intersection of Lamkwitz St. and Marianfelder St. The Plaza itself is crowded, but fairly nondescript, and a bomb exploding here at 3:30 pm will kill at least 100 people. The CABU agent will merely walk up to any person standing on the street corner wearing an ANC scarf, and say "jocker?" The correct reply "kid" will then have the CABU agent quickly handing over the package and hurriedly fading into the crowd. The "loaded" garbage can is right on the corner of Albrecht and Kaiser Wilhelm.

4.2 KILLERS' ROOM

1. Hallway. About five feet wide and ten feet long, the hallway is a boring place but well lighted.

2. Living Room. A round table with four chairs, a wet bar, two square tables and a sofa furnish this room. If characters enter this room before 6 am, Edmund will be sleeping in one bed, Anaya in another, and Alka will be on the sofa in the living room. Between 6 am and 8 am the cell will be getting dressed and bathed. The two women will be in the bathroom together from 6 to 7, and Edmund will be in it from 7 to 7:30. From 7:30 to 8 all of the Killers will be getting dressed. From 8 to 1:45, they will be in the following positions. Edmund will be in the bedroom running last minute tests on his remote detonator. Next to him lying on the bed hooked into his DNI is his Voering smart gauss pistol that's loaded with HEAP rounds. Edmund will be wearing LBA.

Anaya will be doing the last minute checks on her Voering 30-M smart gauss rifle. The rifle is plugged into her DNI and it's loaded with HEAP rounds. The two suitcases in front of Anaya are for the gauss rifle's tripod, which is standing to Anaya's right, and the gauss rifle, which breaks down into several pieces. Anaya, too, is wearing LBA.

Alka is sitting in the living room at the round table watching the four room monitors. Her Smart 12mm Charter Arms

Bulldog Maximum is currently loaded with APDUC and plugged into her DNI. Alka is also wearing LBA. The two suitcases on the round table usually carry the monitoring equipment.

3. The Bedroom. Two King sized beds are in place here along with two night stands. Each of the three suitcases belong to a killer. Also Anaya's purse is on the bed.

4. The Bathroom. Just like it says.

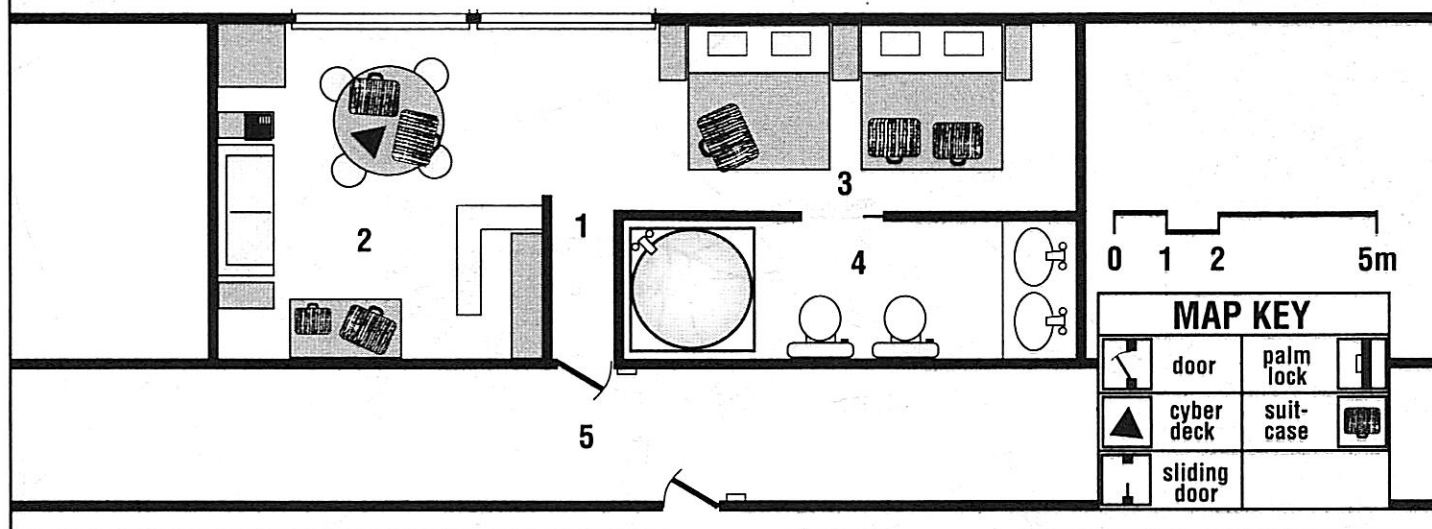
5. Entrance and Hallway. To the right of the door is a palm lock (SM/Eby:XH to override) that the Killers logged into when they checked into the Ambassador Hotel for the week. Only their hands and the floor maid's hand will open the door. The door isn't totally silent as it makes a hum and a click when it opens.

4.3 NET JUNKIES' ROOM

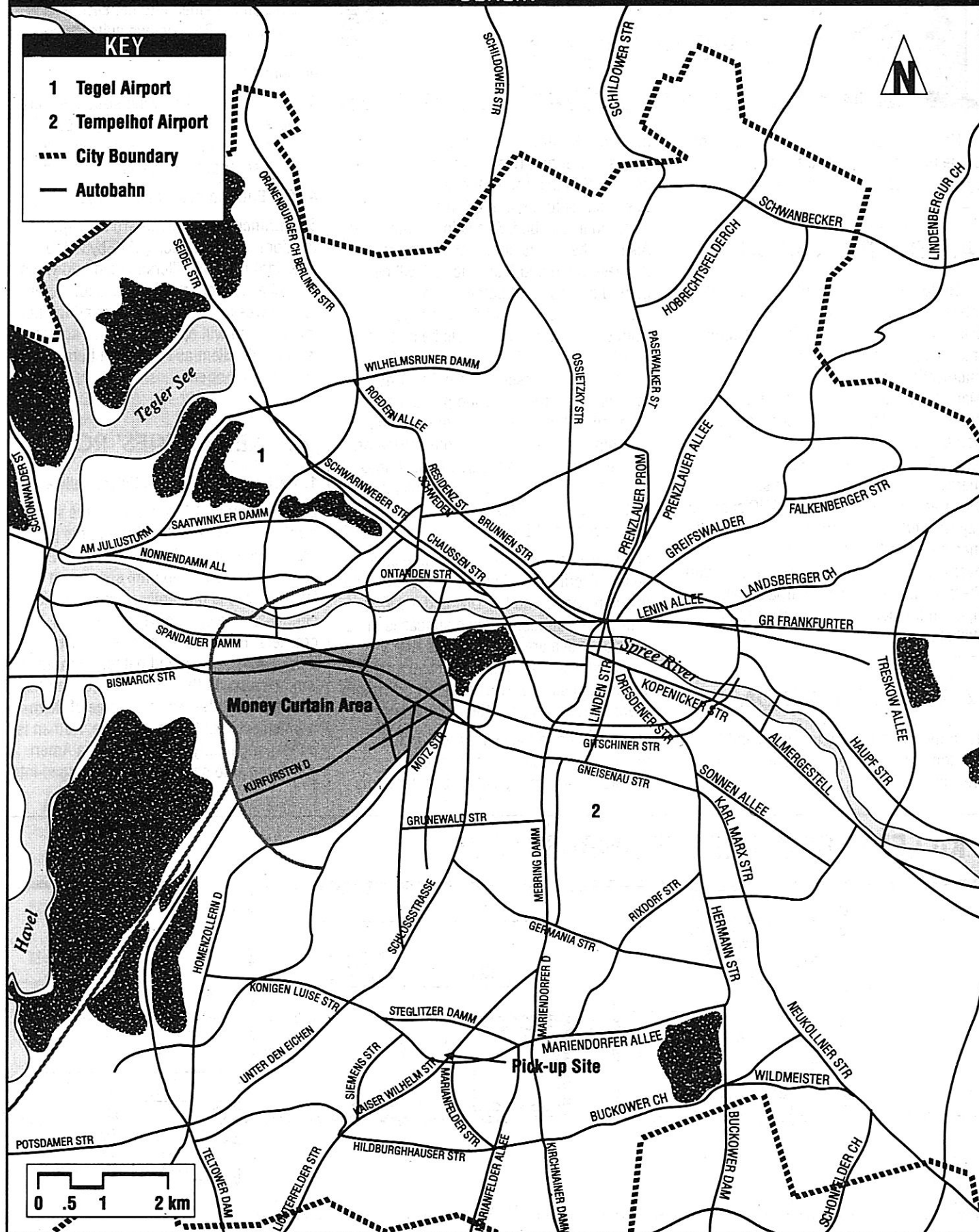
1. Hallway. Same as the Killers hallway.

2. Living room. Although it has the same furnishings as the Killers' room, the people are arranged in it differently. All the Net Junkies will be asleep until six, except Nathan, who is presently sleeping in his clothes on the sofa, covered with krill crackers. He will sleep until eight. At six Edmund will get up and bathe, followed by Jan at seven. Nathan will not bathe on the seventeenth. After eight all three of them will be seated at the round table. Nathan is pulling angel duty. He is holding a American Arms auto shotgun that is plugged into

KILLERS' ROOM AT THE AMBASSADOR



BERLIN



his DNI, and watching both the Net Junkies and the room monitors. Nathan is wearing LBA and his shotgun is loaded with standard shot ammo.

Jan is sitting in a chair on Nathan's right. Fifty percent of the time she will be jacked into the Net, the rest of the time she will be letting Edna do her work, and talking to Nathan. Jan isn't wearing LBA and she has no weapon on her. She does however have a Colt 5mm Smart Auto Pistol loaded with APDUC laying on the table next to her, but she would need to plug it into her DNI before using it.

Edmund will be jacked into the Net after eight am. If the characters attack, it will take Nathan one round to unplug Edmund and one round for him to recover his wits. After that time Edmund will use his smart Styer NY-5 needler pistol. The needler's darts are coated with at 20th level Nerve toxin (death in 1-5 rounds if save is failed with bad (-100 to activities) convulsions if saved). A critical must be obtained to deliver the toxin. Edmund is wearing LBA.

3. Bedroom.

4. Bathroom.

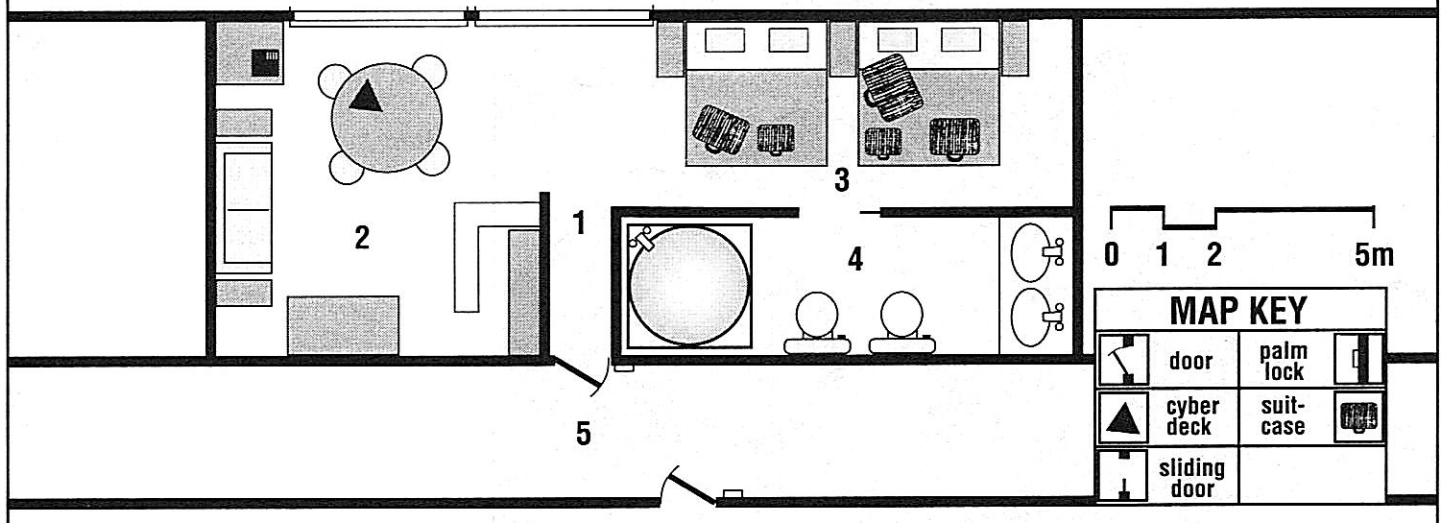
5. Entryway. Only the Net Junkies and the floor's maid can enter here.

4.4 BERLIN

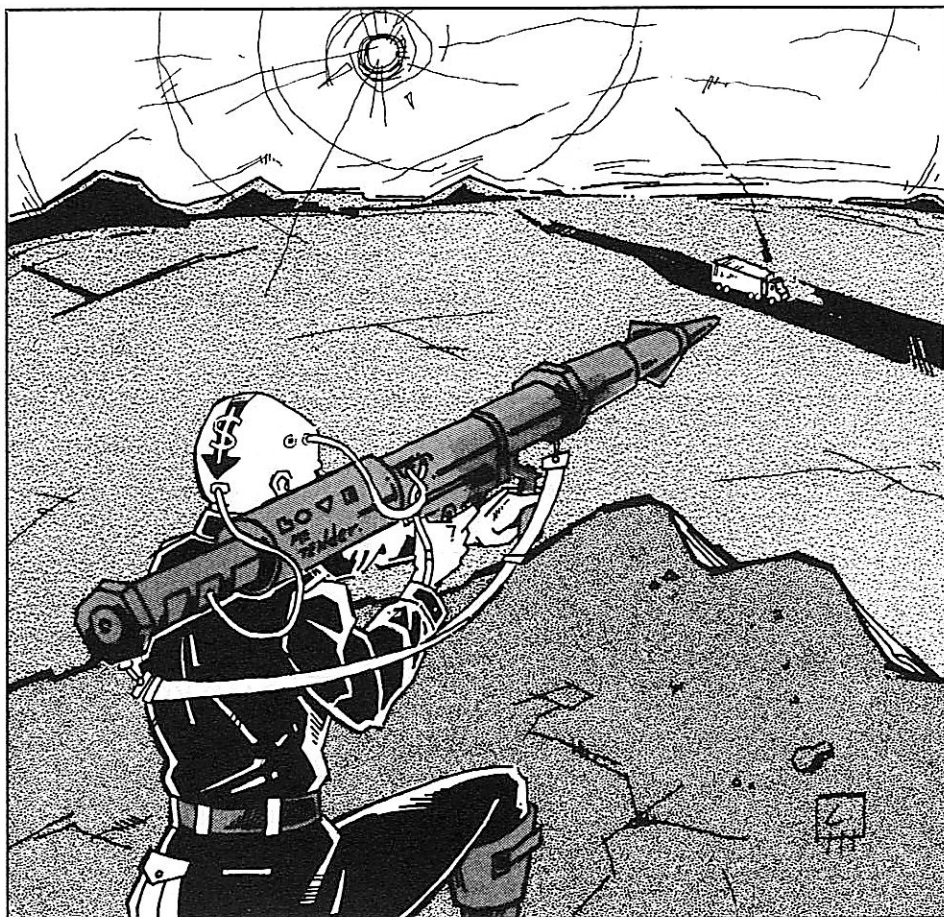
After the Berlin wall was removed in the early 1990s and Germany reunified, Berlin, once again, became a great City. Although much of Berlin is Sprawl now, its money curtain area is significant. Kurfurster Boulevard is immaculate and the buildings are spectacular. In addition to the money curtain area, a thriving sex industry and Black Market software industry can be found here.

The Black Market softs are heavy into viruses and lethal feedback programs. Over all, most of the city is somewhat run down except for the money curtain.

NET JUNKIES' ROOM AT THE AMBASSADOR



THE TWITCH



Marko Vonn is in dire trouble. The Yakuza wants him dead for some reason. But rather than outright killing him, they are doing it according to their set of strict rules. Rules that the characters might be able to bend to get their friend out of the clutches of the mighty Yak.

GENERAL BRIEFING

Note: You may read the following section to your players, or you can role play the action.

Enforcers, TRAIL; you had stepped across their lines, and they knew it. The only thing left for them to do was kill you. Borrowed time and ninety-six hours of Alerlene had worn your nerves to the raw wire. For the thousandth time you figured how you could cut a deal with TRAIL, but it always came up SOSC. Shoot On Sight Criminal.

"They're lookin' for you guys, man." Dennis, the night manager at Spike's at 8th and Minna, tells you. "You can crash in the back, it's like totally uncomfortable, but no one'll scam on you."

"Thanks, Dennis, I owe you one." The Sprawl dwellers had their heroes, and you and your friends were some of them. It might be pale protection, but it was something the corporates would never have.

At 2 am, your friends from the Berlin run join you at Spike's for a cup of coffee. You're fully strapped, ready to rock but nowhere to roll. Your twenty K was enough for some wetware at Kowalski's Cut and Paste, but not enough to buy a permanent ticket out of the Sprawl. Your contact, MC, was due any minute, he wanted your group to go to Marko's joint in the morning, and get a good line on a heist C-Deck style.

"I gotta bomb waitin' to blow!" MC shouts, just come back from the appraiser after leaving the Medillian prog there for two days.

"Well, what is it? A bomb, a dud, what?" That prog, given to you by Apollo Logic at the end of the Berlin Tear Down, is your ticket out. All of the people at the table have more than a vested interest; realistically, their lives depend on that one piece of silicon, plastic and metal.

"It's a bad bomb, baby, triple threat mil-grade soft wedge mimetic linked with a crashing stinger, all in MB machine."

Grins circle around the table. Mil grade, maybe tomorrow wasn't going to be so bad after all...

Marko was a pain and he always had been, but he did know where all of the best databases were, especially for his friends. In the morning you'd all go and beg for a base. It wouldn't be free but begging would get the price down...

"Hey dude, it's eight, you gotta go, man, my boss might freak," Dennis' coast-speak is a gentle alarm clock the next morning.

"OK, no sweat Dennis, thanks again." Out the door you roll, rubbing sleep from your eyes. A walk to Marko's and another transdermal patch of Alerline would be good for the morning wake-up.

Half a block away from Marko's you see a pair of Japanese men leaving Marko's front door. Cheap black suits and ugly lookin' cotton black ties; no class. But what were two eastern suits doing at Marko's? They pass, cocked sunglasses shield their eyes. You buzz Marko's intercom.

"Marko, let us in, it's MC and the gang we need a base to crash."

"Whaa...ah, yea MC, you guys, uh come on up, okay?... Yah, come on up."

It wasn't like Marko to do ludes. Everyone in the group looks at one another. Safeties click off, DNI plugs slot in, something is definitely up.

Wading your way to the back of Marko's with guns drawn, you finally find him in his "kitchen". His implants are fixed on a freshly killed chicken; that's right, a real chicken.

"Hey Marko, what's up? We need a base to break." Nothing. "Marko, dude, you home?" You wave your hand in front of his face.

His head jerks toward you. "Yea, I'm home," a sigh escapes him, "but I'm dead." He pointed at the chicken. "You guys gotta help me." Marko's mouth tweeks in anguish, and a single tear rolls out from behind his black implants.

Maybe today wasn't going to be so good after all.



•WORLDCOMP HEADLINES•

Stonehenge Druggies rally around newly discovered corn field circles

Century-old Media Phenomenon 'Twin Peaks', remade for Sixth Time. Will Lucy be Bob This Time?

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RUNNING THE MISSION 2.0

Here are mission bits broken-up in the standard form.

2.1 REQUIREMENTS

A small to medium group of characters with levels ranging from third to seventh. One character must be a Net Junkie, one a Sleaze, and one a Tech Rat. The party needs lots of reliable connections and some good thinkers, for an inside job would work the best here. The characters should also have a Mk10 or better Linguistic Processor to use as their database and encryption analyzer.

2.2 AIDS

The biggest aid is Marko, and since his butt is on the line he will lend the characters all the equipment he has. If the characters don't have an LP computer, then have Marko loan them one. Additionally, a Neurospeed program and a Pattern Cognition for the LP would be of great help for de-encrypting data.

The other aid the characters would have gained if they dealt successfully with Apollo on the last adventure is a special ICE breaker program made by the remnants of the Medillian Drug Cartel. The program is "one-use-only" because it has a small thermite charge set at the core of its ROM chip. It will blow after its first use. The program combines Mimetic Rtg30, Soft Wedge Rtg30, and a Rtg50 Crasher virus. The program works by allowing the intruder to enter the database, giving him two minutes to obtain information, and then it injects the Crasher directly into the CPU.

Usually, these programs were created by the drug cartel to acquire information on double agents from the DEA's central CPU. Hitting the CPU with the Crasher gave the cartel the few hours edge it needed to track down and kill double agents. The program requires that the user speak Spanish (D5)

to utilize correctly. The program is worth about \$483,000.

2.3 THE OBSTACLES

There are three main obstacles that become known as Marko unfolds his hijacking plan, detailed below. First is the UP Net ICE, which has just been upgraded. Second, after all details about the shipment have been learned, the group must find a way to eliminate the shipment's guardians. Third, and probably most difficult, will be covering the party's tracks. With an observation satellite tracking the characters' prey, they must take extreme care in what they do, and how they do it.

2.4 COMPENSATION

Marko offers \$20,000 to each character up front if the party wants to pull off the heist he proposes, and 2% of his net return each. In addition Marko will give the characters some great connections.

2.5 THE RUN

After reading the above material it's pretty obvious that something big is in the works.

Marko Vonn borrowed 1.2 million World Dollars from the Yakuza to finance one of his Black Market business schemes (actually a wetware manufacturing lab). There was only one problem, the Yak didn't want any competition in this area (they too manufacture Black Market wetware). So after Marko had turned his cash into the material assets for the lab, the Yak blew it up. Now Marko needs to come up with \$2.4 million dollars in a month (the Yak charges 100% interest) or he's a body bank deposit.

Who does he turn to?

Nothing was insured and everything was a total loss. How will Marko make 2.4 million in a month?

By hijacking a Universal Products truck loaded with NACs bound for the United States Marine Corp Air Base in El Toro, California, of course. That's right, a contact of his traded him a big score of Rush for the information that during the last week of May, 2090, UP was shipping down a big load of NACs. Marko claims they're just waiting to be hijacked.

If the characters turn their noses up at Marko, first have him try to guilt-trip the characters into aiding him. Have him say something like, "You little punks, I protected your kind when you were still dumpin' in your diapers. I made sure the Megacorps didn't swallow every last one of us up, you owe me!"

If that tack doesn't work, then Marko will grovel, cry, and beg. Yes, it's degrading, but at least it's among friends. Once the characters agree, the mission realistically has three stages. One is the information gathering stage, second is the heist, and third is the fencing of the goods.

GATHERING INFORMATION

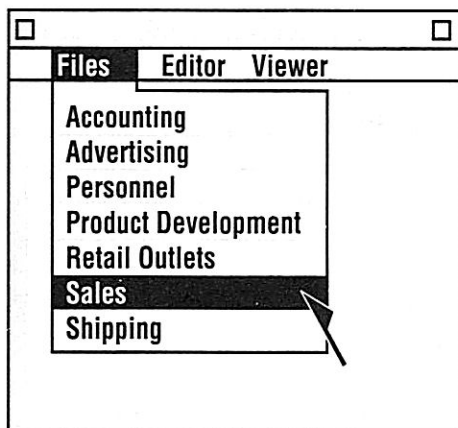
With the goods traveling from San Francisco to El Toro via Commercial Interstate C15, but at an unknown time, the characters have to crack the Universal Products' branch office in San Francisco and retrieve the shipping data they need. For this job the characters need the skills of their Net Junkie.

UP AREA MAP

With UP's LPZ only one zone away from the "ICE Block," it too has earned a nick name: The "Rock Block" (for Cartiers Jewelers of SF, who share the LPZ with UP). Since there are six plus different protected databases on this particular LPZ, the roll required to research it all is a RS/CDOp:C to complete. Once completed and recorded, the characters will be able to utilize a Directional Control Program to bring the Net Junkie right back to UP's front door. Additionally, this area map has an intrusive value of \$5,000 on the Black Market.

UP'S PROTECTED DATABASE

Hidden behind wall after wall of glimmering ICE is the data stack that the characters need. If and when the characters crack into the CPU, they will be able to bring up the file names on the following page:



It's fairly obvious what the characters need here; it's Shipping information. Here comes the hard part. Shipping is stored on the Highest Security Database and a newly purchased Flatline Rtg50 program has been placed on the line leading there on a secondary defense processor. Even though the ICE is controlled by a hidden file named "Elevator Going UP", and can be turned off once the characters enter the CPU and complete a SM/CDUtil:H, the Flatline cannot be shut down unless the characters break through it first. Once in the Highest

Security Database, the characters will be able to access the data stack from shipping.

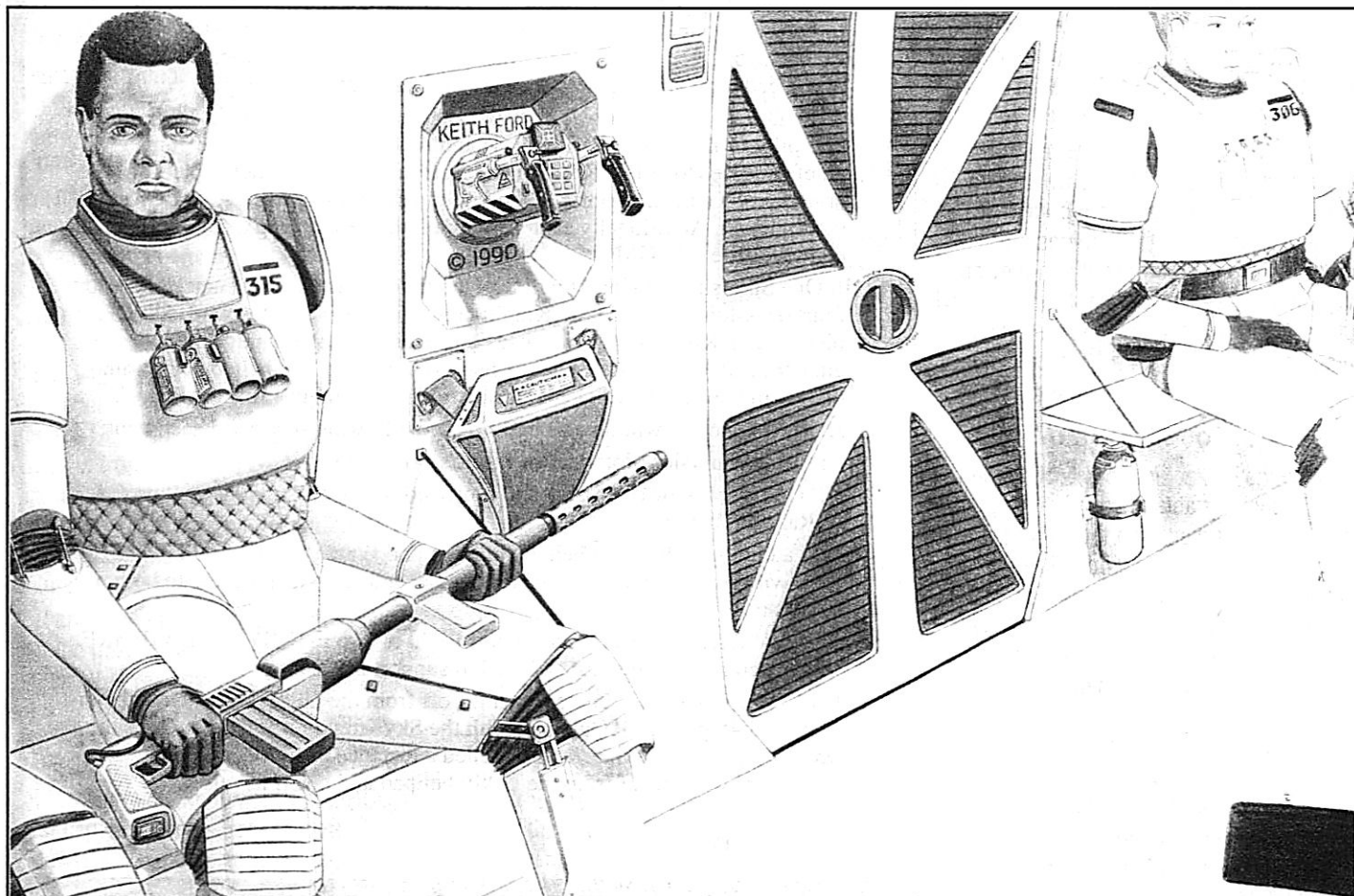
At this time the characters will run into another problem: all of the information except the dates is encrypted. Where do the characters start copying? The entire month of April's shipping data stack is 40 units in size. Although standard data acquisition can be done lightning fast, each round the characters can only acquire a number of data units equal to the number of free CPU units they have on their CyberDeck. It takes them one round to transfer the data into storage (and much longer to bring it back up). If the characters have used the Medillian Cartel's intrusion program acquired from Apollo Logic, to break into the database, then they have only two minutes (two cyberspace minutes) to do the data download. That's twelve rounds to download 40 units of data. Explain the CPU download mechanics to the Net Junkie, but don't tell him what to do. It should be interesting to watch him try to dump all of their progs into storage so that they are able to copy all of the

information in the twelve round time limit.

If the Net Junkie is asleep at the switch and doesn't copy all forty encrypted units, give him 2.5% of the information unencrypted later for each unit copied. A real dunderhead could foul-up the entire operation by gathering no information and letting the Medillian program's Crasher take effect. If this happens, then Marko will have a nervous breakdown and move to Mars.

Once the data has been copied, the character may pull out of UP's data base and head home. If the CPU crashes before the character reaches the Area Map, it will automatically bounce the character out onto the Area Map and a strange empty void will be in the place of the UP Net Icon.

Note that if the characters choose to, they may save research time by purchasing the Area Map of UP, and the System Map of UP (without the new addition of the Flatline). Locating the Area Map is a SM/StW:L, and its Black Market value is \$5,000. The System Map is also available, and it can be located with a SM/StW:M. The System Map has a Black Market value of \$10,000. If these maps are used during



the attempted intrusion, all CyberDeck maneuvers will gain a +30 bonus (except when dealing with the Flatline, which is a new item).

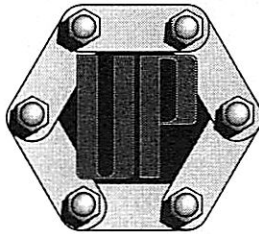
CODE BREAKERS

Once the characters have gotten the data, the next job they have is to crack the encryption code. The best chance they have for doing the job is through the use of a computer. Cracking the code is a RS/In:VH. Needless to say that without a computer (or a NAC), cracking the code within twenty-one days is impossible. The following are aids that they can get from Marko, (who will immediately suggest using a computer to crack the code): one Tandy Smart Guy III Language Processor (a Mk15 Silicon Language Processor, with four card ports, an I mike, and a Vox box), a LP machine language Neurospeed Rtg15 (reduces research time by 90%), an LP machine language Pattern Cognition Rtg30 (adds +110 to the LP code cracking research roll) and a Multitasking program (which allows the LP to keep the characters informed of its progress). Remember that the LP can work twenty-four hours a day (vs the humans twelve to sixteen hours a day), and that the days on the research and construction table should be halved even before applying the Neurospeed time reduction.

If the characters have retrieved the information, but can't decide what to do with it, have Marko call them on the vid-phone and ask them "how things are going?" If the characters tell him they are stuck, then have Marko offer the help listed above. If the characters fail to complete this simple task in three weeks, then they deserve to fail in the entire mission.

CODE BROKEN

Once the characters have broken the UP code, they will be able to search through the data and find a memo on the shipment to El Toro. Again the LP could be utilized here to save the characters the hassle of paper shuffling and wasted hours. If the characters decide that they want to do the research themselves, let them, it's no big deal, it's just tedious. After the characters, or the LP, have completed the required research, give them a photo copy of the following memo, or read it to them (they have a hard copy, so allow them to refer back to it, or show it to other people). The memo reads:



Universal Products San Francisco
555 Sansome St. • San Francisco, CA 9403
1(415) 311-1758(VP) 311-1600(FAX) 311-1751(M)

April 26, 2090

Attn: Yuchigi Matsumoto, Security Chief, UPSF

Re: USMC NAC shipment scheduled for 5/30/2090

Dear Yuchigi,

I regret to inform you that UPHQ found your extensive measures, planned for the USMC NAC shipment entirely unjustified and extravagant. Instead Tokyo suggested that you re-implement the original shipment security plans. If by some chance, Yuchigi, you were over zealous and destroyed the original plans, I have taken the liberty to send them to you again in this memo's appendices. I expect your full cooperation on this extremely important shipment, do not cause me to lose face, Yuchigi, as I shall never forgive you.

Kinjitsu Takuchi

Vice President, UPSF

Memo Appendices: Original NAC Shipment Security

- I. The USMC's NACs will be loaded onto a UP Mac I-H50 Driverless Magstrip Transport. It will leave UP Oakland at precisely 8:55 pm, and will travel via Commerce Interstate 80 to Commerce Interstate 580 to Commerce Interstate 5. Once on CI5, the DMT will accelerate to 120 kph, and maintain that speed until arriving at El Toro USMCAB 7.25 hours later.
- II. The DMT will be shadowed by two Bell JetStar helicopters in NOE mode. The pilots will be William R. Chase and Alfonse G. Gianni. The gunner chiefs will be Robert C. Konklin and Barry S. Jones. The helicopters will be armed with General Electric 20mm gatling cannons, firing a APDUC, HE combination. Additionally each helicopter will be carrying a complement of eight Hellfire IV LGMs.
- III. One Sikorsky SkyKnight will trail the two shadows at a distance of fourteen kilometers. The SkyKnight crew will consist of Joseph J. Sikora as pilot, Gulab Khan as copilot, Rose C. Koo as crew chief and front door gunner, and Michael D. Butler as rear door gunner. The helicopter's armament will consist of two General Electric 5mm miniguns firing APDUC.
 - A. The helicopter will also be carrying the following security detachment:
 1. Three Chrysler Motors Hover APCs (M-88Cs)
 2. One platoon of UP Airborne Troops led by the prestigious Captain Rakesh Sharad.
- IV. In addition to the three helicopters, Ground Watch Satellite IC 1(914)767-5523 will visually track the MDT's course, and relay its progress to both UPSF and UPHQ.
- V. Any trouble, and a standard support flight of two F-124D Voodoo II MRF will be scrambled from UP Oakland to support the convoy.
- VI. The two shadow helicopters will lift off from the UPSF helipad, and be in place at 8:45 pm at UP Oakland, with the SkyKnight on stand-by. Once the DMT has left UP Oakland and travelled a distance of fourteen kilometers, the SkyKnight will lift off from the UPSF helipad and begin its mission.

cc/UPHQ, UPO

MISSION EXPLANATION FOR GM

Although the memo is fairly clear some background information is still needed. Commerce Interstates are highways that are only utilized by commercial vehicles. All other vehicles or people are not allowed within one kilometer of CI pavement, and are told so with signs that clearly delineate the forbidden areas (all for security reasons). Any unauthorized entry into this area will register on motion sensors, and draw out a Highway Patrol light helicopter that will attempt to shoo away intruders with its 5mm APDUC firing minigun, Mk2 autofed grenade launcher, and rocket pods.

The UP JetStar helicopter statistics correspond to the light military jet helicopters listed in the *Cyberspace* rule book. The armament they carry translates as a Mark 10 HE or APDUC burst capable cannon, with a one kilometer range. The Hellfire missiles are equal to a Mark 25 HEAP round with a three kilometer range. If the pilots see anything fishy they will immediately hide from the threat, move laterally, and then execute two pop-up maneuvers. During their first pop-up the helicopter crew will be surveying the threat, and during the second pop-up (executed from a different position) they will attack.

Enemy ground troops will be shot at with the 20mm gatling cannon, and any enemy vehicles will be shot at with the Hellfire IV missiles. During this time the UP SkyKnight reserve helicopter will land and deploy its troops from a distance of five kilometers. If an enemy force is stationary at the moment of the SkyKnights landing, then the APCs will move in to attack with one at the point and two in reserve, that will be waiting to exploit the enemy's gaps. If the enemy force is moving with the DMT, then the SkyKnight will deploy its APCs and troops in front of DMT's course and ambush the attackers. The APCs are armed with the same system as the JetStars, with the exception that they carry only four Hellfire IV missiles.

If any of the helicopters are destroyed, then the mission will become "troubled" as per part V of the appendices of VP Takuchi's memo to Matsumoto. Two minutes after such time, two McDonald Douglas F-124D Multi-Role Stealth Fighters, armed with a Mark 10 APDUC burst capable cannon, four remotely guided AGM Mark 30 (eight kilometer range)

missiles, and four heat seeking AAM Mark 20 (ten kilometer range) missiles, will be scrambled. Invisible to radar sensors, these fighters will scream in and paste everything but the UP DMT. If these monsters get scrambled and make it into the heist area before the characters are gone, then the characters are probably as good as dead, for the Voodoo IIs will demobilize the group by destroying their vehicles. For the characters, the F-124s are a worst case scenario, and should be avoided at all costs.

If this isn't bad enough, UP also has a Spy Satellite visually blanketing the convoy route. It can track any enemy vehicles anywhere in the western hemisphere, and act as a forward observer, as long as it remains functioning. The satellite can be accessed via Cyberspace through many satellite uplinks, and can be found by utilizing the satellite number, listed in the appendices of the security memo. In order to ensure the characters an untraced escape, the satellite must be made useless, or inoperable by the group's Net Junkie.

Guarding the satellite in cyberspace is UP Net Assassin Ngoc Duc Ng (Ducky), and aside from dealing with the satellites formidable ICE, the Character must also deal with Ducky before they can enter the satellite's CPU. Refer to Section 3.2 for more information on Ducky.

PLANNING THE HEIST

Now that the mission and its various traps and consequences are clear, it's time for the characters to pull off the job. There are many different combinations of actions that can be completed in the heist. Three of the most obvious will be discussed below. Once the characters start their planning phase, you might want to give one tip to help them. But since most of the adventure is the planning and execution of the heist, restrict the tip to having Marko suggest that they contact certain individuals, or groups (e.g., the Electric Boyz, or Vanessa — see below). If the characters have devised a plan, or been advised on a plan, but still need some help that can't be provided through their contacts, again have Marko give them a tip.

THE INSIDE JOB

If the characters decide that they want to kill the helicopter pilots, suggest that some kind of time-released lethal implant

would do the job. Have Marko give the tip that Vanessa, the Rubber Maid (Marko's original contact in the heist), will probably do the lethal implant injecting for a price.

After Marko's tip a SM/StW:M will give the characters the information that Vanessa hangs out at a club that caters to fly-boys called the Black Bird Club.

The Black Bird Club is located about one kilometer south of Oakland International Airport, and is filled with fly-boys of all types. Vanessa will be easy to find once a character is in the club; she's the only woman wearing a rubber mini-dress and blasting tons of Rush. But in order to talk to her, the characters must flash at least \$500 in her face to get her attention. Even though she's tweeked on Rush, cash like that will make her sit down and listen.

After the characters give her the cash and tell her about the action, she will recommend that the group retire to her "love nest" to discuss "biz".

Living in a 52nd floor studio apartment, Vanessa's place is dark and cramped. With rubber clothes and various drug inhalers decorating her furniture, it's fairly obvious where Vanessa's money goes. If the characters then tell her the plan, she will agree to help, but only if the characters provide the materials and \$5000 per pilot to be injected.

Vanessa will tell the characters that executing the injections will be no problem, but that the timing will be difficult and that

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easy and specific instructions will be needed for the job to be performed smoothly. Cooking up a time-released micro neurotoxin or similar lethal concoction will be difficult and the characters will need to get it. Once she has the micro neurotoxin, Vanessa will want the injection bottled in a shot of Neoheroine (a popular drug among her crowd).

The characters should have enough sense to remain anonymous while they are dealing with Vanessa. If they slip up and tell her their true names, she will blackmail them at a later date. If the time-release lethal poisons are used to kill the four pilots at any time during the mission, then the helicopters will crash within seconds after the poison takes its effect because the pilots will have all three helicopters flying at 170 kph in Nap-Of-The-Earth mode; a mere ten meters off the ground. If the two JetStars and the SkyKnight crash, one to four people will survive, including Rakesh Sharad, but they will be unconscious, effectively removing all immediate resistance.

Exactly two minutes after the crashes, the two Voodoo IIs will become airborne and travel towards the MDT at a rate of 90 km per minute. If the satellite has not been disabled by this time then the satellites operator will act as a forward observer for the two fighters, allowing them to attack from a distance of eight kilometers in a low level attack run. If the satellite has been disabled and the pilots are forced into entering the combat area without a forward observer, they will make one low pass to evaluate the situation.

At this vulnerable time, the pilots will be running their full ECM capabilities, which will effectively modify all guided and unguided missile shots at them by -100. Once the evaluative pass has been completed, the two fighters will then accelerate back out to maximum missile range and fire a full complement of warheads at all non-UP vehicles they identified during their first run. In this case its obvious that the characters must quickly unload the MDT's cargo and split before the two Voodoos show up.

MONKEY WRENCH SPECIAL

Another way of taking out the helicopters is to have the characters enter UP's secure hanger facility in the Oakland

international Airport, and plant timed explosives in the helicopters.

The UP facility is just a large rectangular building. Its entrance is controlled by a palm lock that is SM/EBY:SF to override. Once inside, the characters will need a ghosting Net Junkie to silence the motion detectors and remote video cameras that protect the interior of the hanger. Inside the hanger the intrusion team will find six JetStar and three SkyKnight Helicopters. None have their armament installed yet, and they are all painted a numberless black. The only possible way to tell which pilots will fly which helicopter is to look inside the cockpit of each. There a small, thin piece of cloth tape with the pilot's name adorns each custom contoured body seat.

The Net map of the hanger's database can be found in Section 4.5, and as an additional note, the palm lock is not connected to the Net. It requires someone to physically bypass it on location.

If the charges are set in an inconspicuous, but accessible locations, (e.g., behind the pilot's instrument panel) the pilots will discover them on a SM/Per:S (each pilot has a +30 perception bonus). If the explosives are set in an inconspicuous and inaccessible location (i.e. behind or under a normally bolted down piece of equipment, like the pilots seat), then the pilots will need a SM/Per:H to discover it. Once the explosives detonate during the MDT's trip, the reaction of the Voodoo IIs will be the same as in The Inside Job, above.

AFGHAN REBEL ROUTINE

This job will probably be thought up by the rugged individual types of your group. The plan is simply to shoot it out with the MDT's defenders.

While this idea might seem ludicrous, it could be possible to perform a decent well timed attack if the groups' Net Junkie can gain control of the satellite a minute or two before the attack, and act as a forward observer for the ground group. There is one main drawback to this plan. If the characters don't destroy, or at least ground, the helicopters with their first several surprise shots, then the helicopters will return fire on their attackers with a vengeance. If a character is targeted by Mark ten cannon, figure personal physical damage by rolling on the "Vehicular/

Mounted Weapon Attack Table" in the CAT 21 column. Then take that damage result and multiply it by the cannon's Mark number. (Vehicular damage number x 10 = number of hits character receives)

Additionally, each vehicular critical letter of severity will translate as one E Impact Critical, and one E Shrapnel Critical. Therefore, if a character receives a D Vehicular Critical, it will translate as four E Impact Criticals, and four E Shrapnel criticals.

In addition to the helicopters devastating firepower, their ECM is also a very formidable obstacle as it modifies all guided and unguided missile shots aimed at the helicopters by -100.

Needless to say, the first two surprise shots characters take, will undoubtedly be the two most important shots they will ever take in their life.

UNLOADING

Now that the characters have hopefully destroyed all of the MDT's defenders, they will be able to catch up with it and unload its precious cargo. The job can be done in two different fashions: by unloading it, once it has been stopped, into another ground cargo vehicle, or unloading it, while it's still moving, with a helicopter (or any combination in between).

Unfortunately, the MDT is a dumb, automated vehicle, so if the group decides to stop it they will need to catch up with it, board it, break into it, and then shut it off. Boarding the MDT from any other moving vehicle is a Hard maneuver, with a fumble indicating that the character has taken a 120 kph spill. Breaking into the MDT's cab to shut it down is a SM/Mby:H, and it requires some kind of tool (like a crowbar or a cutting torch).

Once inside the cab of the MDT, stopping it is a SM/Eq:M. The NACs have been placed in the very center of the MDT's cargo cabin, and if the characters unload the vehicle normally, it will take them 20 man-minutes to remove the tires that surround the NACs, plus another eight man minutes to unload the NACs from the MDT and load them onto another standard cargo vehicle (this assumes that the characters have equipment to move a two ton shipping crate). If the characters have a mobile crane, and cut through the roof, that will take them four man minutes, plus five

man minutes to load the crate onto another flat-bed vehicle.

Unloading the cargo with a helicopter is far more dangerous proposition, but its speed and efficiency is unparalleled. Piloting a helicopter over the speeding MDT to make a personnel drop onto it is a VM/Pit:H, and lowering oneself via a repelling rig onto the top of the MDT is difficult at best, with a fumble indicating that the character has taken a 120 kph spill.

ESCAPING

If the characters knock out the tracking satellite, unload the cargo, and travel more than ten miles away from the MDT by the time the Voodoo IIs arrive, then they will be home free.

If they are still within the ten mile radius of the MDT, then the Voodoos will attack as described above. If the characters are travelling by ground vehicle, and the satellite has been dealt with, then UP will be unable to track them, and the group will be free to rendezvous with their fence at what ever time they desire. If the group is in a helicopter, then the airport they are heading towards will ask them to land on some off beat landing pad at the airport

ASAP. At the helipad a three platoon detachment of UP security troops will "greet" them and thoroughly search the helicopter. If any equipment, tools or large sums of money are in the helicopter, then the group will be arrested on the suspicion of hijacking, hauled off by the corporate troops, and once they figure out that the group did do it, they will slowly kill them. Again, to avoid this fate, the group should arrange one or two rendezvous points were they can unload all of the incriminating evidence from the helicopter, and escape back into the Sprawl via a more conventional mode of transportation. If all UP finds is an empty helicopter and one pilot, they will immediately rush of to try and find another likely suspect.

THE FENCE

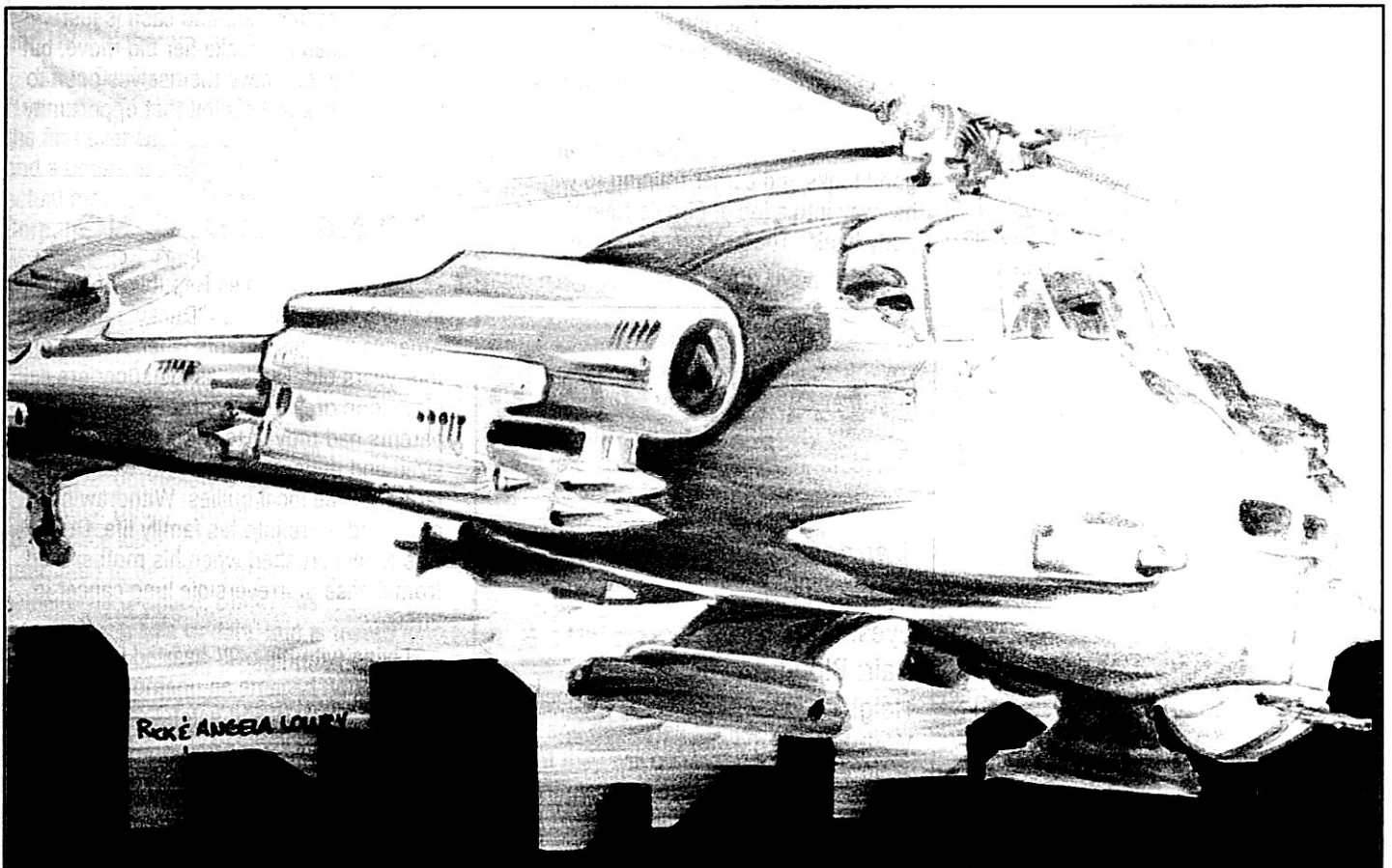
Even if the heist goes down like clockwork, selling twenty million dollars worth of stolen Neural Activity Controllers won't be easy. Since the total value of the haul is \$20,000,000, finding a buyer will be really tough (only a skilled Sleaze need attempt this maneuver). Once the roll is successful, the Sleaze will have found an intelligence agent from the New Black Republic of

South Africa, who will offer the Sleaze a haggling price of \$4,000,000. If the characters make this connection, then the agent from NBRSA will meet the group at a remote predesignated landing site where he and several helpers will load the goods into a commercial light helicopter, and pay the characters their agreed amount of money. The agent will never personally identify himself, but he will deliver the money.

HELICOPTER HELP

It's fairly obvious that a helicopter of a large size would be of great assistance to the group. If they start asking around about a helicopter for hire, a SM/StW:XH will give the characters information that Apollo Logic, or the Electric Boyz should have access to such an item.

This time, the information from the streets was reliable, as both Apollo and the Boyz have connections to one large military quality helicopter (in fact, it too is a Sikorsky SkyKnight). Convincing the Boyz or Apollo that they/he should rent the group the helicopter is a SM/Exp:H. Once convinced, the helicopter will be rented out at a cost of \$36,000 cash per day (in advance, of course).



HIJACKING HELP

If the group would like some advice on the finer points of hijacking, Marko will suggest that the group contact the Electric Boyz.

Once contacted, each question or problem will be answered within two days, but at a cost of \$3,000 per question/problem. Additionally, if the characters need any assistance in the hijacking itself, the Boyz will hire themselves out at \$10,000 per day (with 1/2 paid before the mission and 1/2 paid after its completion).

Because the Boyz are a very professional, though criminal outfit they will not rat or double on the group, but they will

expect the group to still pay for a member that is killed while performing the job.

2.6 DENOUEMENT

After the characters split the loot with Marko and return to the Sprawl, news of a masterful hijacking will splash all over the news networks. The characters could be famous. Right about this time Marko pays off the Yak, and they suspect a connection between his new found wealth and the hijacking.

They may sell this information to UP, so now would be a good time for the characters to go on a long vacation.

CHARACTER/ ORGANIZATION DOSSIERS

Here is a summary of Vanessa (the Rubber Maid), Ducky (UP's Net Patrolman), Rakesh Sharad, UP's security troops, and the UP Megacorp.

3.1 VANESSA

"My body loves rubber, and rubber loves my body," is Vanessa's favorite saying.

Born into a Middle Corp family that worked for Boeing, Vanessa (born Patricia Coopersmith) was never cut out to be a

"yes sir, no sir" employee. Although she held it together long enough to graduate with mediocre grades from Boeing's corporate high school, as soon as she graduated, she hit the Sprawl. Even though Vanessa grew up loving flying, her early aptitude test scores disallowed her that career. Instead she got stuck with career training in the field of biology.

Once on the streets she used her natural good looks and career training to wiggle her way into a job at Elroy's New You (a body bank). There, Vanessa began her new

job as a corpse butcher. With a latex body suit and gloves, Vanessa seemed to be at home with her new grizzly task of dismembering corpses for parts.

With her new found pay, Vanessa set out to satisfy her desire to fly, and went to meet some pilots at the Black Bird Club.

Unfortunately, none of the pilots took this beauty seriously, especially since she had the strangely provocative habit of wearing skin-tight rubber clothes. Then the club life and her job started to take its toll on Vanessa. As an escape she began using the euphoric drug Rush.

Today, at the young age of twenty four, Vanessa is totally at the end of her rope, and she desires a second start in life, having become thoroughly disillusioned with her present one. Her fetish for rubber clothes, and her promiscuity have made her a local celebrity. Angered by her own self image, Vanessa desires to give her once loved pilots some sort of payback, and leave the USA once and for all.

Once she has some money, Vanessa plans to go to an addiction clinic in England, and after her short stay, open up shop there as a Black Market cancer virus creator (nice girl, ain't she?).

The characters' job and cash is just what she needs to make her big move, but if the characters leave themselves open to blackmail, she will exploit that opportunity too.

3.2 NGOC DUC NG

Born in the Peoples Republic of Vietnam in 2059, Ngoc Duc Ng ("Ducky") moved to America with his parents when he was only four years old. Ducky, as his superiors call him, soon grew to resent the country his parents had moved to. Hopelessly undersized and underweight, Ducky was always a target for the local bullies. Withdrawing more and more into his family life, Ducky was totally crushed when his mother died from a case of irreversible lung cancer in 2069.

Living with his cold-hearted father, Ducky soon became an unemotional shell, robotic in action, and hateful of his environment.

At age fifteen, Ducky applied to UP as an apprentice software technician and was accepted, beating out a field of 100 other



BLACK BIRD C L U B

Vanessa "The Rubber Maid"

Age: 34 (16)

Eyes: Blue

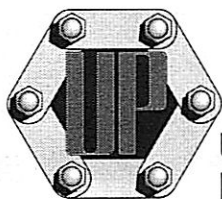
Hair: Blond

Height: 170 cm

Weight: 53kg

Sex: Female

Entitles the bearer to all privileges entitled to a member of the Blackbird Club.



**UNIVERSAL
PRODUCTS**

NEUROSOFT DIVISION

Name: Ngoc Duc Ng

Age: 31

Eyes: Brown

Hair: Black

Height: 170 cm

Weight: 67 kg

Sex: Male

See back for thumbprint and retina scan.

applicants. It was the first time Ducky had felt remotely happy in five years. But life as a software apprentice soon became boring, and life with his father, who had become an alcoholic, was unbearable. As a result, Ducky located an unused terminal at the vast UP training facility, and began to spend most of his time there. After writing and selling his low level programs to supplement his income, the extra practice had made Ducky a top-flight programmer, and UP's higher ups took notice.

Soon Ducky was transferred to the new Neurosoft division of UP where he created the first ever UP Neurosoft. With a raise and a house provided by UP, Ducky was actual moved into the realm of Middle Corp. In 2080, when the first CyberDecks were invented, Ducky was the first UP employee to try one.

Today Ducky has moved from heavy programming into the realm of Cyberspace fighter. He is UP's top combatant in the Pacific Sprawl area and as a result, they have bought for him a couple of ruinously expensive, but deadly C-Space combat programs. Ducky logged his first C-Space to C-Space kill in 2083, as an intruder attempted to destroy a ground watch satellite via C-Space. Ducky has racked up thirteen such kills to date, and is feared in cowboy circles. Even though he is infamous and very well paid, Ducky prefers to wear very traditional and plain Vietnamese clothes, and represent himself as such in C-Space.

To prove that he has killed (he gets a \$50,000 bounty for each intruder), Ducky

has an A/V processor rigged to the incoming C-Deck simstim, thereby recording what he sees and hears in C-Space. Anytime Ducky feels down, he replays these victories in his mind. Ducky is definitely a Net Junkie to be contended with.

3.3 RAKESH SHARAD

Born in the Punjab region of India, Rakesh Sharad become a member of UP Security when he grew tired of the confines of his UP arcology. Several times, Sharad has distinguished himself in combat operations, and his services are now in high demand. Sharad has secretly decided to leave UP and hire on with New Edison, which has been after him for the past few years. If Rakesh ever finds out who performed the hijacking and ruined his career, he will attempt to track them down and kill them during his next vacation. Due to the amount of damage stopping wetware Sharad is carrying, he will survive most grievous injuries and will recuperate after several months of receiving collagen slab vat treatment.

3.4 UP TROOPS

These men and women are highly trained and dedicated professionals. In a fire fight they will only retreat if 3/4 of their numbers have been decimated, and will usually hold their ground to the last person. Most are east Asian men or women

Vanessa

Profession: Sleaze (LCorp)

Level: 3rd **Hits:** 27

AT(DB): NoA (5)

Fire: Smart *Walther PPK* with
HEAP 68

Ngoc Doc Ng (Ducky)

Profession: Net Junky (LCorp)

Level: 8th **Hits:** 33

AT(DB): NoA (0)

CDeck Cbt: 146 (Stun:172) (Slay:160)

Rakesh Sharad

Profession: Killer (Arcol)

Level: 7th **Hits:** 94

AT(DB): AEX(50)

Fire: 10mm Assault Rifle w/APDUC 125

Melee: *Megaknuckles* 114

UP Private

Profession: Killer (Arcol)

Level: 3rd **Hits:** 47

AT(DB): AEX(10)

Fire: Smart 10mm Assault Rifle
with APDUC 93

Melee: *Karatand* 64

UP Squad Leader

Profession: Killer (Arcol)

Level: 5th **Hits:** 65

AT(DB): AEX(50)

Fire: Smart 10mm Assault Rifle
with APDUC 105

Melee: *Karatand* 90

Helo Pilot

Profession: Jockey (Arcol)

Level: 5th **Hits:** 41

AT(DB): AEX(10)

Fire: 12mm Pistol with APDUC 55

Melee: *Knife* 65

Helo Gunner

Profession: Killer (Arcol)

Level: 5th **Hits:** 62

AT(DB): AEX(10)

Fire: *Helicopter Support Weap* 151

Melee: *Megaknuckles* 100

raised in UP's corporate arcologies, and will be flown in specially for this mission.

3.5 UNIVERSAL PRODUCTS

Universal Products was first introduced in the product, *Sprawlgangs and Megacorps*, page 42.

Although it is the largest Megacorporation around, its profits have been steadily dropping as other Megacorps more specialized in their specific field have been steadily gaining ground. To combat this problem, the usually faceless staff at the Tokyo HQ has started to hire truly vicious Vice Presidents to run their branch offices. One of these men is Kinjitsu Takuchi, who has recently taken over the San Francisco branch office. Takuchi was alarmed when he realized that the San Francisco UP computer system was compromised about once a month. In an effort to stop the intrusions and regain the long lost corporate edge, Takuchi purchased a Black Market Flatline program at a cost of twenty-six million dollars, and transferred the feared Ngoc Duc Ng to the west coast.

Since the hiring and the upgrade, six would-be hackers have met their demise, and three that were caught by the Flatline have been put to work against UP competition. With this new resurgence noticed by other various business and government bodies, Takuchi has been able to secure a new contract with the United States Government (or what's left of it).

The new contract has led to over 100 million in new corporate revenues, and as a result, Takuchi's prestige within UP's Upper Corp circles has risen considerably. If the characters pull off the heist they will earn the ever lasting hatred of Takuchi, and a New Hitler Youth death contract.

•WORLDCOMP HEADLINES•

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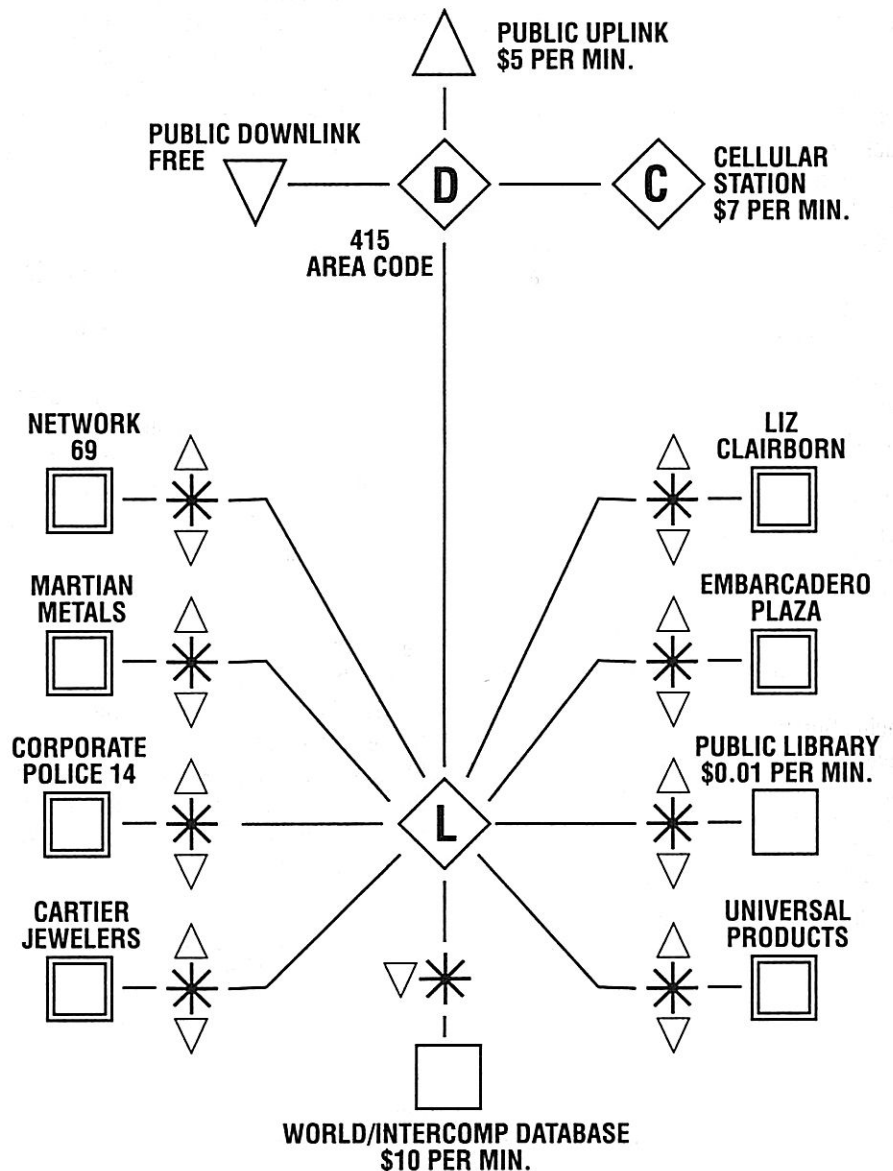
SCHEMATICS

The following schematics are provided:
UP San Francisco Area Map, UP's System Map for GMs, UP System Map for players, System Map of the UP Ground Watch Satellite IC(914)767-5523, UP Hanger Area Map, and the UP Hanger System Map.

4.1 UP AREA MAP

Although somewhat detailed in Section 2.5, there are some important points that should be known about the "Rock Block." The first point is that the Rock Block is fairly well known in Net Junkie circles, and picking up information on it when speaking to a group of Net Junkies is SM/StW:E.

ROCKBLOCK CYBERSPACE AREA MAP



Information that can be gathered is: how many bases exist, and where they are generally found. Most of the other bases on the Rock Block are fairly well protected, all having highly rated Alert and Data Screen programs running at all times. Reconnaissance of the "Rock Block" is RS/CDOp:C. Refer to the adventure Cooking With Fats, Section 4.3, to gain more understanding on how Area Maps work, and remember that the characters can purchase this Area Map if they have the contacts and the money.

4.2 UP SYSTEM MAP

The UP data system is a fairly unusual one. Instead of relying on high rated Alert and Data Screen programs, it relies on Black ICE to protect its system. A Mark 45 Magnebubble Central Processing Unit with a Language Processing core is at the heart of the system. Once inside the CPU, regular function can be completed (e.g., E-Mail or FAXing). If special functions are desired (e.g., controlling security cameras of doors) then the Net Junkie must access that specific area and face the ICE protecting it.

Recently Kinjitsu Takuchi has purchased and installed a Flatline Black ICE program on a secondary defense processor. Normally, UP personnel access the system through their terminals that are secured with a palm lock (SM/EBY:SF to override). If the characters find themselves inside the CPU, they may shut down the systems ICE if they are able to complete a SM/CDUt:SF. The ICE programs are in a hidden file named "Elevator Going UP." A system search of the UPSF base is RS/CDUt:H, but a system search trips off all ICE encountered, and the Net Junkie must deal with each one on an individual basis. A system map of this base has a Black Market value of \$10,000.

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Spotted Momentarily
off Bermudan Coast**

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4.3 UP PLAYERS' MAP

This map represents the most up-to-date information contained on the UP system. Sadly, for the characters, it doesn't show the new Flatline program that Kinjitsu Takuchi has installed (what a pity, heh, heh).

4.4 SATELLITE SYSTEM

The sat's call number is IC(914)767-5523

This System Map represents the internal operating system of UP's spy satellite. Run

•WORLDCOMP HEADLINES•

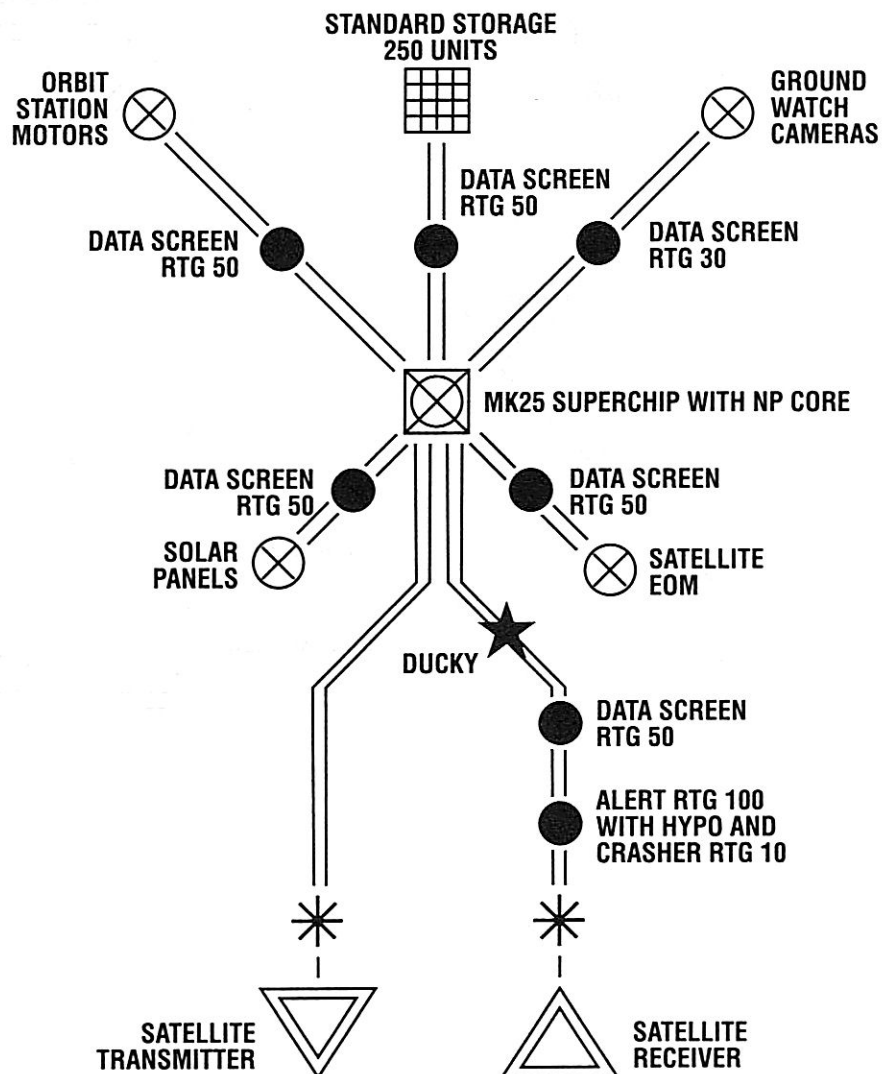
**National Mapplethorpe Endowment
for the Arts provides Grant for
McDonaldLand Theme Park**

**6 Kilo Yellow Perch fished out of
Heathrow Water Closet—
Later served as Cafeteria Special**

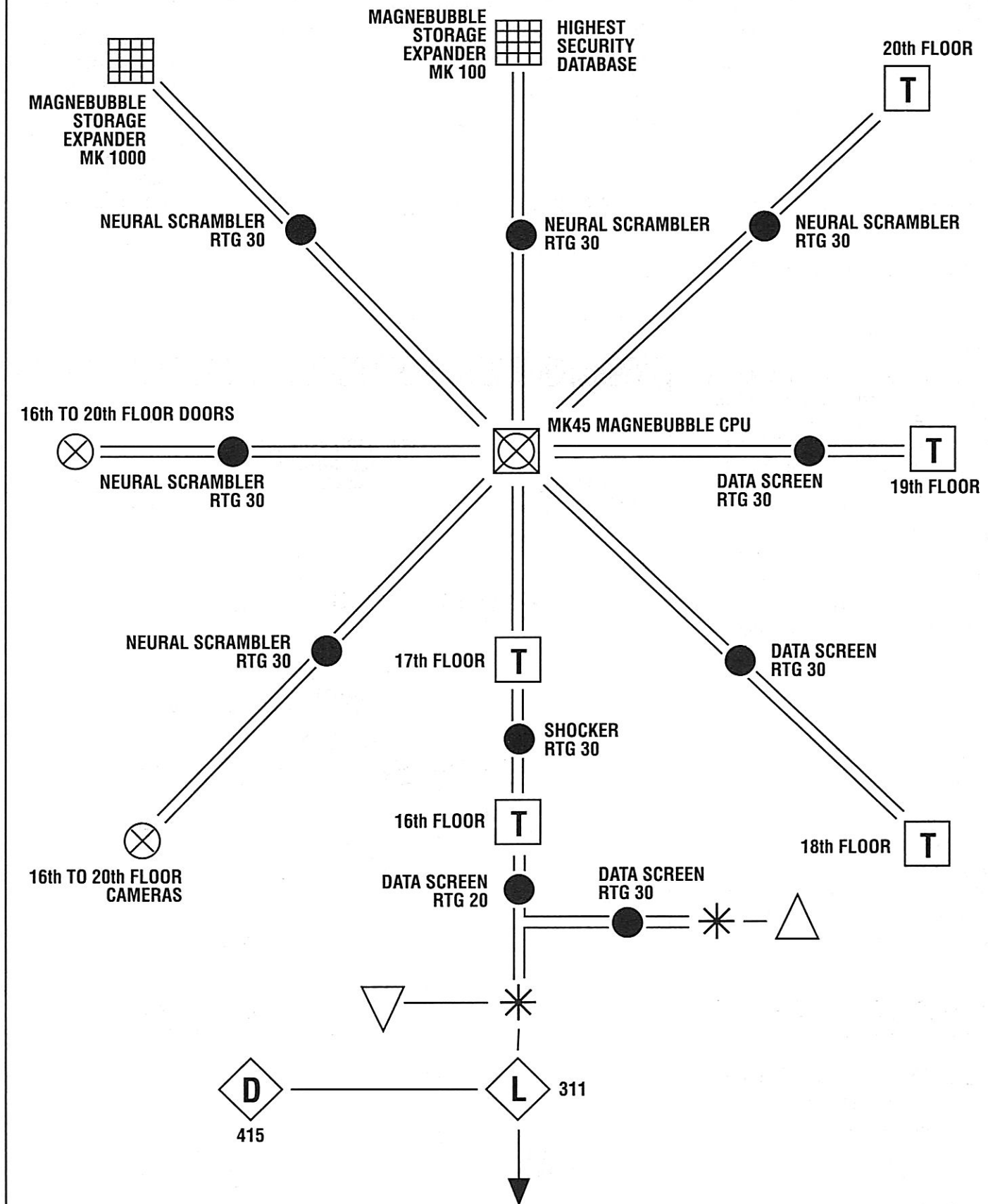
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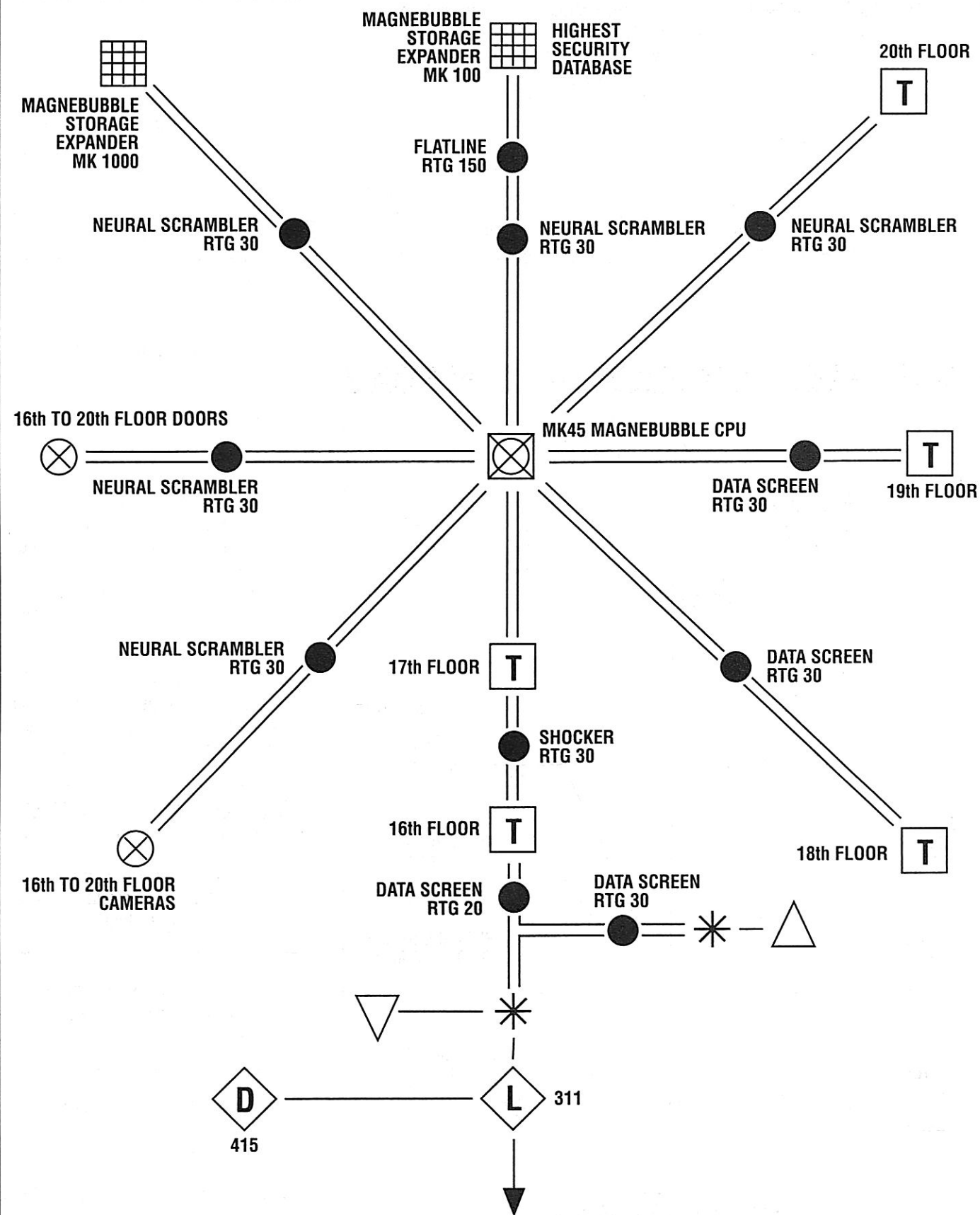
U.P. GROUNDWATCH SATELLITE CYBERSPACE SYSTEM MAP



U.P. PLAYERS' CYBERSPACE SYSTEM MAP



U.P. CYBERSPACE SYSTEM MAP



by a Mark 25 Superchip Central Processing Unit with a Language Processor Core, this satellite contains highly sophisticated visual imaging equipment, and can literally read a FAX paper from orbit. Some of its peripheral systems will probably be new to players. The satellite ECM system protects the satellite from hostile killer satellites. If the ECM was shut off, an opponent could EMP the satellite within minutes, thereby destroying all of the satellites circuitry. The orbit station motors control the satellites orbital positioning. If an unauthorized person took control of these devices, this could cause the satellite to plummet into the earth's atmosphere, thereby burning up the satellite. The solar panels merely exist

to recharge the satellites batteries. Controlling this system yields nothing.

If the characters enter the satellite via the Net during the target MDT's trip, they will find a rude shock behind the powerful Data Screen: Ducky. If the characters have gotten this far, Ducky will attack without warning, first attempting to stun the intruder. Once the intruder is stunned, Ducky will then spend one round switching to the Slay program and attempt to kill the stunned intruder. If a character eludes Ducky and enters the CPU, Ducky will follow as soon as possible, and enter combat again. Ducky is a very persevering individual and he will hunt the character until jacked out.

4.5 UP HANGER AREA

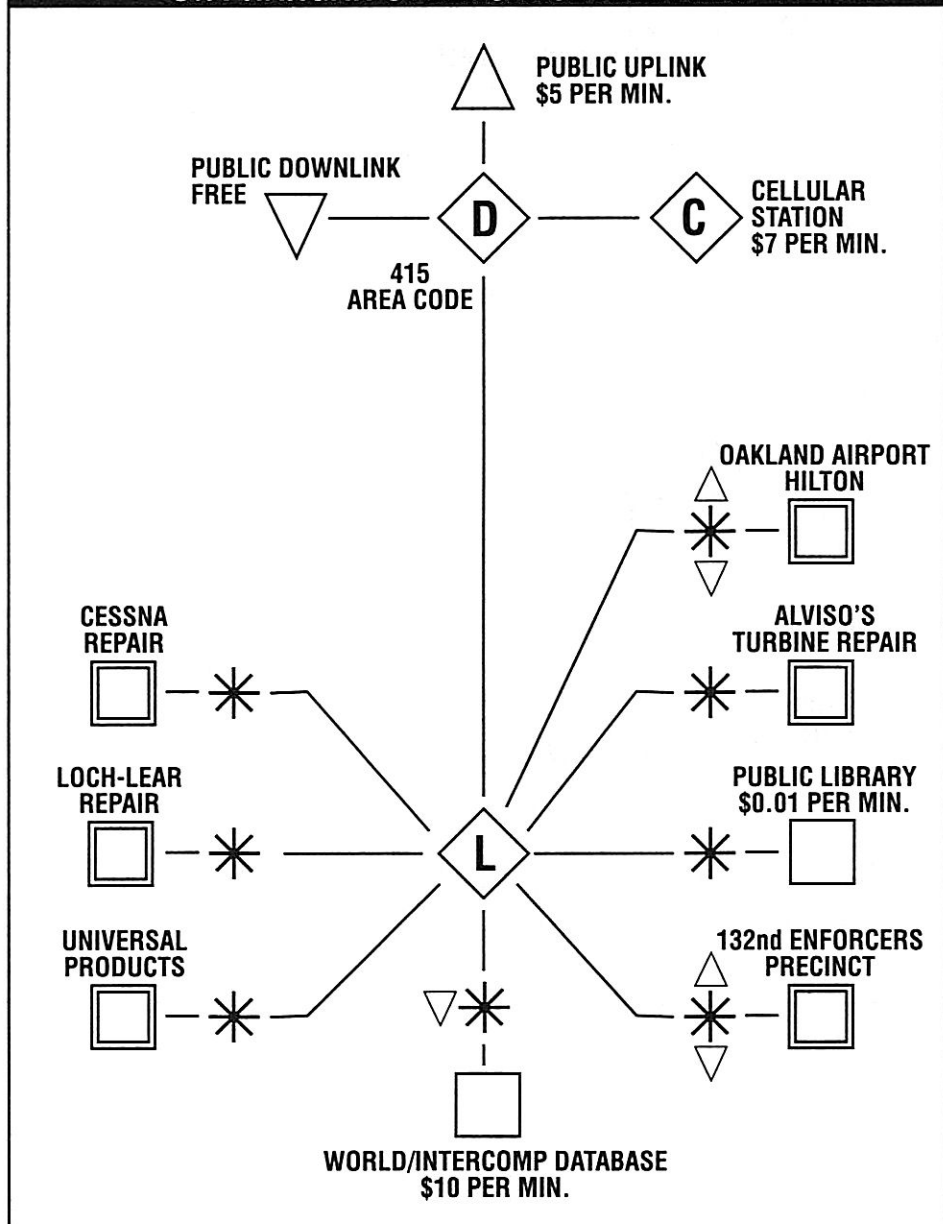
Just in case the characters decide to take the Monkey Wrench Special approach to the mission, an Area Map of the UP hanger has been provided. Reconnaissance of this area is RS/CDOp:C to complete.

Located in Oakland, this Area Map has an LPZ of 635, and of course it's in the 415 Area Code. The only other system worth beans on this map is the 132nd Enforcers Precinct Data Base. Refer to Cooking with Fats, Section 4.3, for more information on Net running.

4.6 UP HANGER SYSTEM

Running off of a Tandy Smart Guy III (Mark 15 Silicon Central Processing Unit with a Language Processor Core), the computer at the UP hanger is a fairly simple and cheap one. Since no vital information is on this computer, the ICE has been kept to a minimum. The only peripherals are the motion detectors, the cameras, and the work station terminal (usually utilized for ordering parts and ammo). If the Alert is triggered, then the CPU automatically calls UPSF's security forces and shuts off the system. The security dispatch will arrive in three minutes, and will consist of a Ford Hunter Armored Transport that has been converted into a troop carrying roll. The Hunter

U.P. HANGAR CYBERSPACE AREA MAP



•WORLDCOMP HEADLINES•

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New French President called "Prickly European Weed" by Left-wing Radicals

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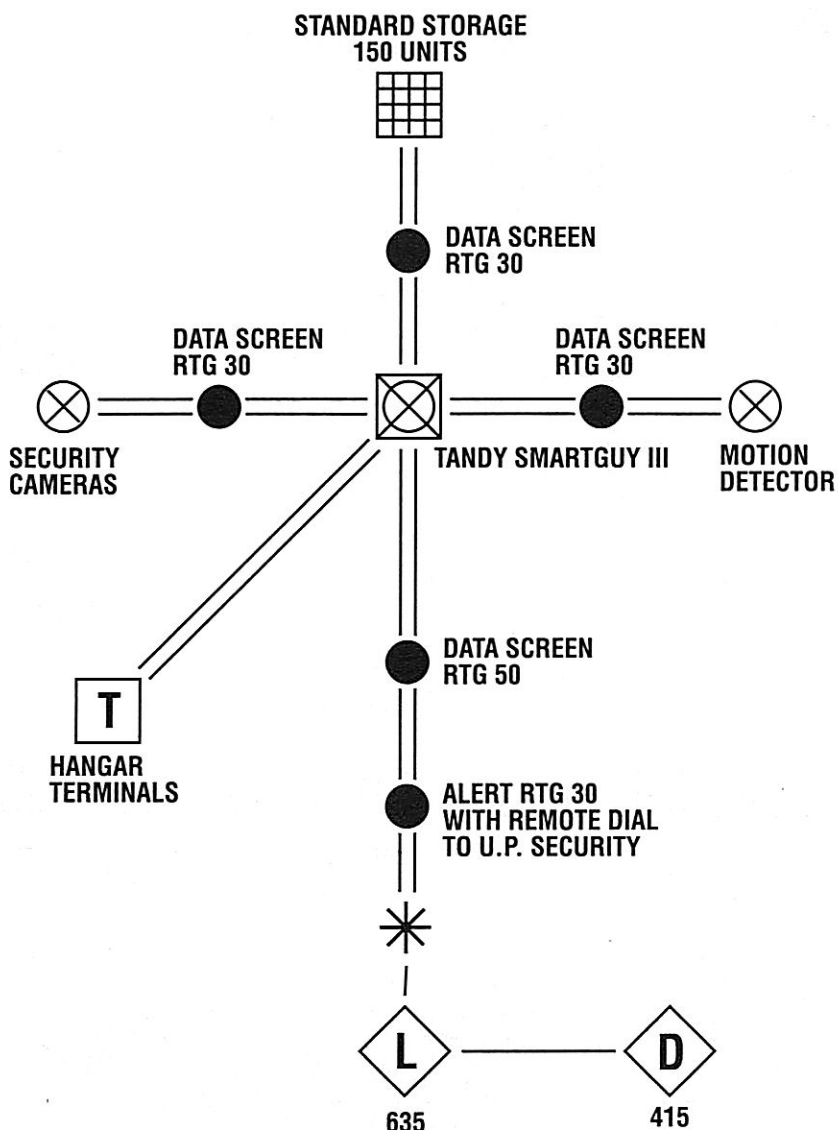
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carries two platoons of UP security flunkies, who are mostly standard first level NPCs. They will be armed with 10mm submachine guns and wearing LBA. Their squad leaders are third level, and the two platoon leaders are fifth level. Both squad and platoon leaders carry only a 12mm auto pistol. All of the security troops' weapons are loaded with HEAP rounds.

4.7 MDT'S ROUTE

The MDT will drive from C180 to C1580 to C15. Once on C15, the MDT will make a beeline for El Toro USMCAB. Note that MDTs stop for nothing but other MDTs, so don't get in their way. Additionally, UP paid the State of California extra money in order to have this NAC-carrying MDT ten kilometers away from the next nearest commercial vehicle.

U.P. HANGAR CYBERSPACE SYSTEM MAP



IZABELLA



Mysterious figures stalk the characters. Was their last job a little too dangerous? Did they leave a trail. A trip abroad would do wonders, but the airports are closely watched.

Apollo Logic needs a woman found in the human sea of Bombay, and he wants the characters to do the job. It's not a vacation, but at least the characters will be out of the San Francisco Sprawl.

GENERAL BRIEFING

You stand out in the rain and the steam, waiting to get into the I-Beam at Haight and Cole. It had been raining for the last three weeks, in the middle of August too. Mindlessly you wait, reflecting on your hazy week of nervous waiting, edginess, and contemplated suicides. Suddenly three Honda Annihilators scream out of the darkness down the street, their riders sport chic silver and black leathers; one rider looks directly at you. It reminds you of when you were chased just two days ago. An unknown rider attempted to run you off the road for twenty minutes. You ended up losing him in the back streets of China Town. You had no idea what he wanted, but his shoulder holster was clearly visible under his leathers. He wore silver and black too...

Alarmed, you push your way to the front of the line and pay your cover charge to Dawn the transvestite doorkeeper. Hurriedly hammering your way up the stairs, and into the blare of a wall of ska-punk sound, you wonder if those bikers are UP assassins. You know that corporate pay-backs are a pain in the Sprawl, and that someone usually ends up dead. You push yourself to a far corner of the club, your friends are supposed to be there waiting for you.

The heat and stench of bodies is supremely rank, compounded by the rain. Water's been cut off in the Sprawl for nearly two weeks. At least there was enough electricity. Your friends are in the back, looking pretty wide-eyed, like yourself.

"Whasup?" you holler point blank at one of them.

"Gotta tail, looks hairy," he hollers back as the whole ska sax section goes into high gear.

"Silver 'n black?" you ask.

"That's 'em, whatta we gonna do?"

Unexpectedly your internal beeper goes off, and a vid-phone number imprints onto your field of vision; it looks like Apollo's number.

"Wait a minute, I think Apollo's just beeped me."

Your friend nods and replies, "Thank Elvis, man, I hope he can get us outta here."

With the number still imprinted in your eye you start your way towards the vid-

phone installed next to the club's coat check.

As you shuffle your way through the undulating crowd, you look around for the silver and black boys; they're no where to be seen.

The vid-phone booths are empty. You clean one of the grungy plugs with your already filthy cotton shirt, and place it in your ear. You punch in the luminous number which appears in your mind's eye and tongue the micro circuit switch in the side of your second left molar; the number disappears. A fuzzy picture of Apollo pops



onto the screen as you bend the mike around to your mouth. He seems haggard and tense.

"Evening Apollo, you beeped me?" You stick your pinky into your empty ear and thumb up the volume.

"Yeah, kid, am I glad to see you. Universal Products has got the New Hitler Youth on your ass and they're everywhere. But I gotta job for you, one that will get you outta the Sprawl for a while." He's worried about you, you're flattered.

"So whatusup?" you ask.

"Izabel's outta touch, she shoulda called yesterday. She's in Bombay, snoopin' on Drexel, Burnham and Limpet for my cash cow, EBA."

"You think DBL grabbed her?" Two brokerage houses fighting, wonderful, you think.

"Yea I do. Can you get Gabby to call her counterpart in Bombay to get the info, and then go pick Izabella up?"

"Maybe, but Gabby's a weird one, she probably won't cooperate."

"Well, do your best to find her, and then meet me at my place around six am. I'll

give you a lift to Oakland International. From there you'll leave for Bombay on an EBA Hypersonic Transport, okay?"

"Money," one word you never forget to mention.

"I almost forgot, four K, plus the trip, plus a free stay at Kowalski's cousin's lab in Bangkok. You guys need a new ID."

"We'll do the job. See you at six." You give him a thumbs up, he returns the gesture and the screen goes black. Better news could not be had.

You yank the ear mike off your head as you pivot back towards your compatriots. The song that has raged for so long finally ends and the club is suddenly much quieter. Dramatic fate; for with the final note of the song you see the three silver and black Hitler Youth bikers turning towards you. They stop when they finally recognize your face. Iron Crosses adorn their necks. Fear, in all its glory, colors your body as you reflexively reach for your smart gun and trigger your targeting implant.

Bombay would have been nice...

rescued. If the mission is botched and Izabella dies, the free stay will not be given.

2.5 THE RUN

This mission, in contrast to the previous three, is a fast and furious seat-of-the-pants thing.

Now back to the shoot out with the New Hitler Youth at the I-Beam

THE I-BEAM

Apollo was right, the New Hitler Youth has been paid by one of UP's brokers to have the characters eliminated for their past transgressions (from The Twitch). To this end the NHY has been following the characters for the past several days. Finally, just as the characters have arrived at their rendezvous point at the I-Beam, the NHY torpedoes have caught up with and will try to kill the characters.

Note: *It would be wise to have a Killer character be the one who responds to Apollo's V-Phone call. That way he will have some chance against the three NHY thugs. Realistically, a Net Junkie character would be dead meat in such a set up.*

As the adventure starts, one character faces three NHY thugs at a distance of three meters. They will immediately start hosing down the character's vid-phone booth. The rest of the characters can provide support as soon as they realize what's happening. Refer to Section 3.7 for the NHY thug statistics, and to Section 4.1 for the layout of the I-Beam.

After the shooting starts, there will be mass panic in the club as everyone including the band, tries to get the hell out of Dodge.

To correctly identify an enemy in the middle of all this mayhem, a SM/Per:M must be rolled. A failure roll of 06 to 50 will have the characters, or thugs, identifying some poor innocent bystander as a real target. If the characters or the thugs roll 05 or less, they will mistakenly target one of their own as an enemy.

Since there is a powerful element of the unknown in all of this chaos, if a character mis-identifies a friendly person as an enemy, make sure that you assure them that it is "positively an enemy". After all, shoot-outs like this are probably the most dangerous, especially when target identi-

RUNNING THE MISSION

The steps to completing the mission are listed here.

2.1 REQUIREMENTS

A small group of three to five characters that include at least one Net Junkie and one Sleaze. A CyberDeck with an intrusion program will be needed on this mission as well as one or two characters with weapon skills near or above 100 (and lots of ammo).

2.2 AIDS

The characters' connection with Gabby Toxshok, Apollo's free gifts and transportation are the only aids. If the characters didn't play or complete the first adventure, then give Gabby Toxshok as a connection.

She will also owe the character a very big favor. Without Gabby as a connection this adventure won't run at all.

2.3 OBSTACLES

The main obstacle of the adventure is rescuing Izabella from the clutches of DBL's field operatives. She has already been missing for thirty-six hours, so the characters should move as quickly as possible.

2.4 COMPENSATION

As promised, Apollo will pay each character \$4000 in advance, a trip out of the Sprawl, and a free stay at Kowalski's Black Lab in Bangkok. The last compensation comes only if Izabella is safely

cation is unclear. If the characters don't immediately flee the I-Beam after the shoot-out with the NHY thugs, have the local enforcers arrive with sirens wailing, and make them storm the place. If that doesn't give the characters a strong enough hint to leave, have the enforcers arrest them and detain them for questioning at the 99th Enforcer Precinct. Unless the group has a Net Junkie connection that they can call on to crack the enforcers' data base, and send in a bogus "bond paid" message, then the characters will be stuck there for several days, thereby fouling-up the entire mission.

DODGING BROWN SHIRTS

After the brew-up at the I-Beam, the characters will probably need some medical attention. Have a cab driver or a passer-by suggest that they go to Kowalski's Cut & Paste at the corner of Polk and Post street. After a quick patch up, the characters must then find Gabby Toxshok. Since the mission started at ten o'clock, the group has only until six am, or eight hours, to find Gabby and convince her to help the group.

While the characters are looking for Gabby, a few more three man teams of the NHY will be searching for the characters. With the many connections that the NHY have, there is a good chance that they will catch up with the characters. Once the NHY enter the general area that the characters are in, have everyone in the party make a SM/Per:M roll. Also roll secretly for the black and silver boys (who all have a Smart Neurosoft Perception Rtg10/+50 plugged into their DNIs). The highest overall roll will give the element of surprise to the high roller's team, and they will have one free round to react (by hiding, firing, or fleeing).

THE REVERSE THRUST CLUB

After the characters have searched around for several hours, they will be given a tip by Rag (a street denizen/rumor monger first introduced in *The Body Bank*, page 16). He saw Gabby go into the Reverse Thrust Club about four hours ago. With that tip the characters should hopefully proceed directly to the club to find Gabby.

Located in the heart of the tenderloin district, the Reverse Thrust Club is a combination bi-sexual bath house and a drug shooting gallery. When the characters

arrive at the club and attempt go in past the front lobby, they will be stopped and asked to remove both their clothes and their weapons, and pay fifty dollars before proceeding any further (tell a hostile group that a wide array of remote weapons hang from the ceiling). In exchange for their fifty dollars, the characters receive a skimpy, thread bare towel.

The club is a fifteen story affair with a myriad of small semi-private rooms. Finding Gabby in one of the rooms is a SM/Per:V, because of the amount of confusing sexual action that is going on in all of the rooms. Finally, after the characters have peeped into nearly every room in the place, they will find Gabby on the fourteenth floor, sitting on a chipboard bed. Her body and black leather bustier, as well as the egg carton foam pad she's sitting on, are well worn. When she sees the characters she will peer at them and then ask what they're doing here.

After the characters tell her that they want information on her Bombay contact and Bombay's Gang Green cooperation, Gabby will say, "Oh yea, for free huh. There ain't nothin' for free, you gotta earn it!" From here on in it's pretty obvious that Gabby wants to trade information for some intense physical action. What they do next is up to the characters, but Gabby will be pretty demanding.

VID-PHONE APOLLO AND CHINA BASIN TRIP

Once the characters have been able to finesse the identity of Gabby's Bombay contact (whose name is Rushni Sinha), they can leave the club's inner sanctum, and call Apollo on the lobby's vid-phone (after they collect their clothes and weapons, of course). Apollo will answer after several rings, looking fairly groggy. After the characters inform him that they have the information they needed from Gabby, and that the NHY are still hot on their tails, he will offer to have some of his Boyz come to pick up the characters and assure them a safe trip to his China Basin warehouse. If the characters agree to the free trip, they will be picked up fifteen minutes later by a pair of the Electric Boyz in a GEM van.

Apollo's place is a big, dark warehouse, and his office/living quarters is in a room near the building's roof. Apollo will be

waiting to greet the group in his secure mission control room, along with his AI Virgil who will converse with the group via his hologram form. Virgil looks like the shade from Dante's *Inferno*, which is mildly unnerving. Apollo and Virgil will sit the group down and fill them in on the following facts.

One, where and why Izabella has disappeared is yet unknown, but her original mission in Bombay was to steal some very important information from DBL. Two, the characters are going to fly over to Oakland International Airport, where they will immediately be flown out to Bombay on an EBA Executive Hypersonic Transport (HST for short). Three, food, safe water, and a briefcase with some essential items is already on board the plane, waiting for the characters, along with their money.

Strangely, Apollo seems very perturbed that Izabella is missing. It's not what you'd expect from a man who's a champion in the world's most brutal death sport. Characters should get a pretty good indication that Apollo is in love with Izabella, and is genuinely worried about her. If the characters ask Apollo why he isn't going, he will tell them that "DBL could pick me out in a full stadium. No, I need a group DBL won't recognize."

NEXT STOP BOMBAY

After the briefing with Apollo, the characters are flown into OIA on a sleek helicopter. It sets down just as the sun is rising in front of the EBA HST, and the characters are escorted on board. The pilot of the HST will introduce himself as John Smith and punctuate his return to the cockpit with a smirk. Additionally, as soon as the characters board the HST, they should phone Gabby's counterpart in Bombay via the HST's secure vid-phone. If the characters seem to be forgetting that small detail, have John Smith remind them.

The e.t.a. at Bombay is 12 am, August 15th Pacific Standard Time, or 11 pm, August 14th Bombay time. The characters will gain back the last seven hours they spent looking for Gabby because the are passing over the International Date Line.

Inside the HST's cabin are twelve seats, a full bathroom, a fresh change of expensive trendy clothes, a video card player, a briefcase and a video card (the briefcase is unlocked). The video contains an A/V

dossier of Izabella. The card is about one half hour in length and is pretty dry. The best information listed in it is Izabella's physical statistics, which also includes a picture of her whole body, and digitized information on her palm and retinal prints.

The briefcase contains the following items. A CivNet program of Bombay (less than four weeks old), five Smart Neurosofts of Hindi D5, three Mk3 concussion grenades, and the address of one Prabhā Chandra, an expert at locating cyber implants and facilitating their removal. If the characters call Rushni Sinha, Gabby's counterpart in Bombay, she will be able to meet the characters at the EBA hanger at Bombay International upon their arrival.

Once the plane lands at the airport, Rushni Sinha will meet the group at EBA's hanger, as promised. Nini, as she likes to be called, says that on such short notice, she had to dole out a lot of graft, and that she desires repayment in the amount of \$1000 before she tells the characters information about Izabella. If the characters balk at this, she will say that she wants the thousand or the deal's off. Once the characters pay Nini the thousand, she will tell the group the following information.

Izabella Anjanie was kidnapped at 10 am on August 13, by two Drexel Burnham and Limpet operatives by the name of Walter Kowchester and Peter Arvington. Izabella was then taken to a busy Black Lab located at the corner of Hospital Avenue and Naigum Road, where she has recently been spotted. It is believed that she still remains

at the lab under the watch of Kowchester and Arvington. Nini will also tell the characters that the lab is protected by a front operation computer store that sells Sanrio computers, and that during store hours a guard is always on watch.

Armed with this information and the CivNet program, the characters should have the edge they need. Nini will offer the characters a quiet base of operations (an abandoned warehouse half a kilometer from the lab), and the use of a van for one day for \$250. If the characters agree (they should), she will immediately take them there, and if they don't she will leave them to fend for themselves.

THE RUN

Whether the characters are at Nini's warehouse, or they have checked into a local hotel, they will now be ready to start the run.

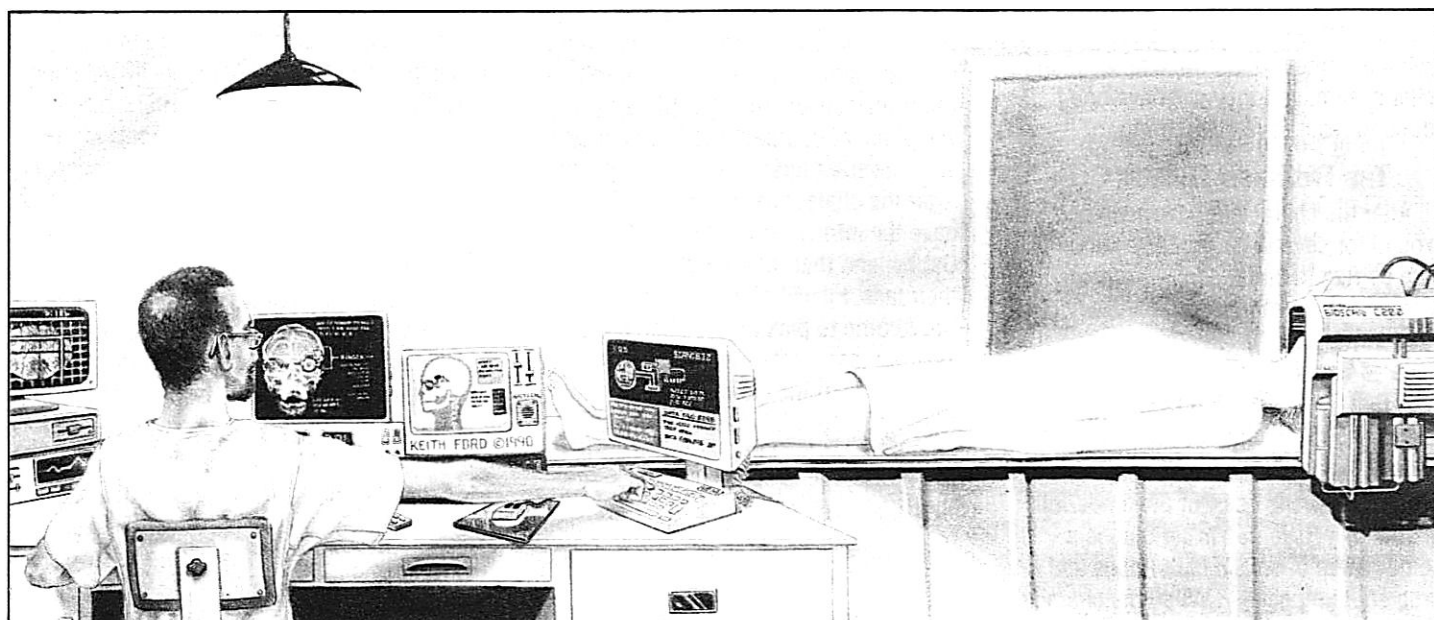
The Sanrio computer store is listed on the CivNet program, as is its Data Base. Scouting out the store is a RS/CDOps:M, and once the Net Junkie has finished, you should give the CivNet map of the store to the group. Once they have the map and have made the proper preparations, they should proceed directly to the store to rescue Izabella, and allow the Net Junkie to ghost for the intrusion team. If the group seems to be confused, drop one the hint that they should call Apollo for advice, and then tell them the above information.

If the Net Junkie can make it through the multiple layers of ICE, then they may foul

up the functions of the motion detectors and the cameras if they are able to complete a CN/SoftT:M for each of the two systems. After that, the Net Junkie can then open the doors for the physical intrusion team. If the group attempts an intrusion immediately after Nini gives the information and the Net Junkie does his reconnaissance, it should be in the middle of the night, thus the Guard will not be in, and the store will be closed. If the characters are able to sneak through the entire "store" and surprise Walter and Peter while they are watching the monitors, the group might talk them into laying down their arms without a fight. Refer to Section 4.4 for Peter's and Walter's location, and reaction during an intrusion.

Z-SCAN

Once the DBL lab has been penetrated and Izabella is rescued the characters can have her checked for enemy implants at Dr. Prabhā Chandra's office. Located in a nice part of town, Dr. Chandra's office will have a light on in the porch area, and a note taped to the front door reading, "Apollo's number and enter. Thank You." The note is written in English and it refers to imputing Apollo's phone number into the Numeric Keypad Lock that is next to the porch door. At this time Izabel will start coming out from under the influence of the archaic general anaesthetic given to her by the lab tech. After the characters have entered the office, and gotten Izabel stabilized, Chandra will suggest that Izabel receive her Z-Scan as soon as possible. Izabella will agree.



During the half hour Z-Scan the characters can confer with Apollo via Dr. Chandra's v-phone, on the overall situation.

TROUBLE

The half hour Z-Scan turns into a three hour Z-Scan, and if the characters have a Tech Rat character, or someone else trained in cybernetics, Dr. Chandra will, after two hours, request their help. The situation is somewhat hazy at this moment in time and Dr. Chandra will need to complete a RS/Cyb:H to resolve it. After the resolution of the research, Dr. Chandra will tell the party the bad news.

During the thirty-six hour stay at DBL's lab, Izabella has undergone one surgery, and it included the following: one Orgmolec Secondary Defense Processor Mk2, some nerverlink cable, and point one kilogram of high tech tamper-proof plastique. As near as Dr. Chandra can figure, Izabella has stolen a list of DBL's field operatives, and stored it in an archive file on her NAC. As a lesson to EBA's operatives, Peter and Walter have had that archive file wired to a charge of plastique. So that if Izabella ever wanted to access the information she so handily stole, the secondary Defense Processor would send a signal to the plastique charge ordering it to explode.

Needless to say, Izabella wants the implant rendered inoperable. Also at this time, have Izabella rejoin the group, and have everyone discuss the alternatives to destroying the implant. Dr. Chandra states that there are only two alternatives. First, is to disarm the high-tech tamper proof plastique charge imbedded in Izabella's neck. Disarming the charge is a SM/MeP:X roll followed immediately by a SM/Elec:I roll. Any roll of seventy-five or less will result in the detonation of the charge, and the death of Izabella, Dr. Chandra, and any others in the vicinity. Second, is to patch a modem into Izabella's NACJack, then plug the Modem into a wall, and have a Net Junkie intrude into the Secondary Defense Processor, and chew up the detonation program with a tailored virus.

Both Izabella and Dr. Chandra prefer the second idea (especially Dr. Chandra). Have the characters decide amongst themselves which choice they prefer, and then have Izabella demand that they do it, gently of course.



THE REAL RUN

If the first choice is selected, then the procedure will take place in Dr. Chandra's office. Dr. Chandra will help by doing the necessary surgery efficiently, deftly but reluctantly. Let the character doing the SM/Elec:I have all the time they need for second thoughts, but once they've rolled, they've rolled. Anything under seventy-five is instant death for all three, and anyone stupid enough to be observing the procedure.

If the second choice is picked, then Dr. Chandra will request that Izabella be taken to the Taj Mahal Intercontinental, a

luxurious hotel that caters to foreigners.

There she can jack into the Net, waiting for the Net Junkie's call, and talk to Apollo via a Vid Phone at the same time. The intrusion into the detonation program would best be handled with a Soft Wedge because of its ability to allow the characters a near screw-up and a second chance. A SM/CDInt:M will allow the Net Junkie to figure out that a Soft Wedge is their best bet.

Once the character is running in the Net and headed towards Izabella, make sure that you as the GM explain what's going on before hand. Once the character clears the modem, the DNI plug and enters the CPU,

they will be able to see the ICE that is protecting Izabella's standard storage. It's some of the thickest they've ever seen, as the GM, make sure you make this a dramatic life and death situation, and not just some dorky dice rolling convention.

Heighten the effect by having a v-phone set up next to the Junkie that's linked to Izabella's in her room, and have her request that when the intruding character reaches the NAC CPU that they switch out, and tell her via the v-phone that they're coming. Having the character do this before the final run into the ICE should really get them on edge. The ICE is a Rating 100 Alert program, and it subtracts 115 from the Net Junkie's intrusion roll (Megaceph anyone?). The Alert ICE is rigged to trigger the charge. If the Net Junkie can break the ICE he may create a tailored virus to destroy the detonation programming with a SM/SoftT:H. If that maneuver fails (<75), or is the ICE breaking fails, Izabella will die; and all of the characters, and Apollo will get to watch her death on the v-phone.

If the character succeeds, then Izabella will be elated, as will Apollo. After a few joyous minutes of back patting, Apollo tells the group that a SST piloted by Kevin Chu (first introduced in *The Body Bank*, page 4) will land in one hour to whisk the characters away to an all expense paid visit to Dr. Kowalski's Black Lab in Bangkok, Thailand. There they will receive all new identities, including documents, in a two month procedure. This is to be followed by a first class return ticket to San Francisco. Congratulations!

If the characters fail, then Apollo will immediately call back on the v-phone looking very stone faced, and simply tell the group that an EBA HST will be there in four hours to return the group to the Sprawl. After that he stares mutely for about fifteen seconds, and then switches off the v-phone.

2.6 DENOUEMENT

If the characters were successful in their endeavors in Bombay, they will learn upon their return from Bangkok that Apollo and Izabella have married and moved to the L-5 "Squatters" Orbital Taurus, where they intend to retire from the "active life". For the characters, EBA will contact each of them via Apollo (who will still serve as an advisor) and offer them a \$5000 per month retainer contract, plus other various perks provided for "security specialists". A \$5000/month retainer qualifies as the big time in any Sprawlboy's book.

If the characters fail, Apollo will refuse to help or even speak to them any further, and the group still has to take care of several NHY thugs who still have a contract out for them. A month or so later, one of the characters will overhear a loaded Cyberpunk in a bar saying, "I couldn't believe it, man. There they were, really mixing it up good for about seventy-seven seconds, and suddenly he just stood there in the cage, man, still as cement, like he was waitin' for the other guy to kill'em. Lopped his head off with the cutter. It sucked big time. I'm gonna miss Apollo..."

a ruse to get to earth, he told his wife that he was going to take his daughter to earth for her fourteenth birthday. Unfortunately, Izabella's mother couldn't accompany them, so only Izabel and her father went.

Once in Massachusetts, the father left his daughter at the hotel one night as he attempted to pilfer the new CyberDecks. He never returned. Izabella contacted her mother the next day, but she and the rest of the "Squatters" were unable to fund the expensive trip that the child needed to return to the Taurus. Stranded, but kept hopeful by her distant mother, Izabella took to the streets to hustle up the cash she needed to get home. It was something no fourteen year old girl was meant to do.

Izabella still hasn't returned home, even though she has enough money. In a stroke of luck five years ago, Izabella befriended a young man by the name of Apollo Logic. Today the pair live, and work for the same goals; marriage and their departure to the L-5 "Squatters" Orbital Taurus. Passage has already been paid for. Just the one mission to Bombay was needed to assure the financial security for the rest of their lives. How ever long or short they may be.

3.2 RUSHNI SINHA

Being born homeless in 2055 into a sea of other homeless people has made Rishni (Nini) aware of how insignificant most human's lives are. Ever since she could remember, Nini has desired to make something of herself, and forever leave the streets behind. At an early age Nini figured out how to manipulate men into doing what she wanted. At first she started out small, with just the men that could assure her food and shelter, but as she got older, Nini began to manipulate men that could make a real difference in her life. At age twenty-three, Nini had pulled herself so far out of the gutter, that she was living a life that only Upper Corporate Class people could turn their nose up at. Travelling abroad to have plastic surgery performed on her, and to have a few cybersystems installed, Nini returned to Bombay at the age of twenty-six to set up her own clandestine empire, this time without the help of men.

Today Nini is leader of Gang Green's Bombay chapter. Although she is well known in Bombay's underground circles as

CHARACTER/ ORGANIZATION DOSSIERS

Here are the NPCs and the organizations that make up the mission, including Izabella, Dr. Chandra, Peter and Walter, Nini, the store guard, the DBL Black Lab tech, and the NHY.

3.1 IZABELLA ANJANIE

Born in 2067 in one of the United States Orbital Taurus', Izabella's family immi-

grated to the Squatters' Taurus when she was five. Although life was fairly harsh on the Squatters' Taurus, the conditions fostered a sense of camaraderie that was to influence Izabella for the rest of her life. At the age of thirteen, her father, an expert thief, was contacted by one of his "friends" and asked to do him a special favor; steal plans of the first CyberDecks being built at MIT in the United States. Izabella's father couldn't refuse his "friend's" request, so as

an information broker, she often performs personal services for Gang Green's outside contacts. The personal services are done in an attempt to expand her circle of power through face to face contact with outsiders that could end up being powerful allies in the future.

3.3 DR. CHANDRA

Although much of India is still twenty to fifty years behind in its overall technology, Dr. Chandra is a glaring exception to this generalization. Educated at UC Berkeley and at the UCSF Medical Center, Dr. Chandra has always been at the forefront of technological medical advances. Born in 2035 into a family of wealthy merchants, Prabhha has always had an affinity for a deal and money. That is why he couldn't resist an offer from EBA to set up an undercover medical operation in Bombay.

Living on his retainer of \$20,000 per month, Dr. Chandra takes all patients that EBA sends his way. Today, five years after his deal with EBA, Dr. Chandra spends most of his time growing Neomuscle and skin grafts in his own collagen slab tanks. This incident with Izabella is the most harrowing ordeal he's had to deal with in the past five years.

Izabella Anjanie

Profession: Sleaze (SColny)
Level: 7th **Hits:** 42
AT(DB): NoA(50)
Fire: Beretta M25C with APDUC 83
Melee: Karatand 25

Rushni Sinha (Nini)

Profession: Sleaze (UHmls)
Level: 7th **Hits:** 45
AT(DB): LBA(25)
Fire: Llama Conquistador with 10th lvl PO rds 80
Melee: Knife 65

Dr. Prabhha Chandra

Profession: Tech Rat (USpl)
Level: 15th **Hits:** 83
AT(DB): NoA(10)
Fire: 12mm Automatic Pistol 65

3.4 PETER AND WALTER

Both Peter Arvington and Walter Kowlchester were born in 2038 in Kenosha Wisconsin, and grew up together as best friends. Both were all-pro in college, but decided to return to Kenosha after college and become police officers (like their fathers) instead of famous athletic stars. After five years on the Kenosha police force, both men got married in a double wedding ceremony. Everybody was happy with the success that these two men were having. Everyone, except Walter and Peter, who were suffering endlessly in the lifelong lie that the two lived. Walter and Peter had a secret that only they knew about, they were gay lovers. Their secret was kept in the closet until they were forty three years old, when Peter's wife caught the two men in the act.

Having suspected her husband of having an affair, but at least a straight one, Peter's wife was aghast when she discovered them, and threatened to tell all of Kenosha. That was the last threat she ever made, because Peter shot her square between the eyes, much to Walter's dismay. At that point they both decided to runaway together to San Francisco, and start a new life.

Peter Arvington

Profession: Sneak (LCorp)
Level: 12th
Hits: 106
AT(DB): LBA(80)
Fire: Smart 10mm Assault Rifle with APDUC 174
Melee: Knife 91
Missile: Grenade 128

Walter Kowlchester

Profession: Sneak (LCorp)
Level: 10th
Hits: 88
AT(DB): LBA(80)
Fire: Smart Mini Uzi IV with APDUC 126
Melee: Karatand 115
Missile: Grenade 50

Today, with their extensive police background, Walter and Peter operate as Sneaks for the Megacorp Drexel, Burnham and Limpet. In their capacity, they were ordered to capture whoever had robbed the DBL branch office in Bombay, and make an example of them. Walter and Peter are trying their best to do just that.

Walter's and Peter's Cybersystems allow them to perform normally if stunned or bleeding. Additionally, their arms and legs are cyberlimbs, and the remaining areas on their bodies have both Neomuscle implants and Subdermal Padding that reduce the total hit point damage to a location by 15.

3.6 FLUNKIES

The store guard and the lab tech are Local flunkies of no great worth. Their most effective weapon would be calling their bosses at DBL and screaming for help.

3.7 NEW HITLER YOUTH

In this scenario, these not too bright, but organized neo-nazis have had twelve of their elite silver and black assassins hired by Universal Products (for \$120,000) to kill

Store Guard

Profession: Sneak (UHmls)
Level: 2nd **Hits:** 36
AT(DB): NoA(10)
Fire: 12mm Automatic Pistol HEAP 42
Melee: Karatand 39

Lab Tech

Profession: Tech Rat (LCorp)
Level: 5th **Hits:** 42
AT(DB): NoA(5)
Fire: 5mm Auto Pistol APDUC 45
Melee: Knife 15

NHY Assassin

Profession: Killer (LSpl)
Level: 5th
Hits: 77
AT(DB): LBA(50)
Fire: Uzi III with APDUC 115
Melee: Custom Dagger 125

the characters. The silver and black boys are better equipped than the regular NHY, and are much more dangerous. By relying on the vast network of contacts that the NHY has developed, the silver and black boys are usually able to talk to just a few

key contacts, and then go in for the kill. Strangely enough, the silver and black boys prefer a direct face to face shootout over a sneaky bomb or sniper attack. Therefore this group of assassins has a search and destroy methodology to get their job done.

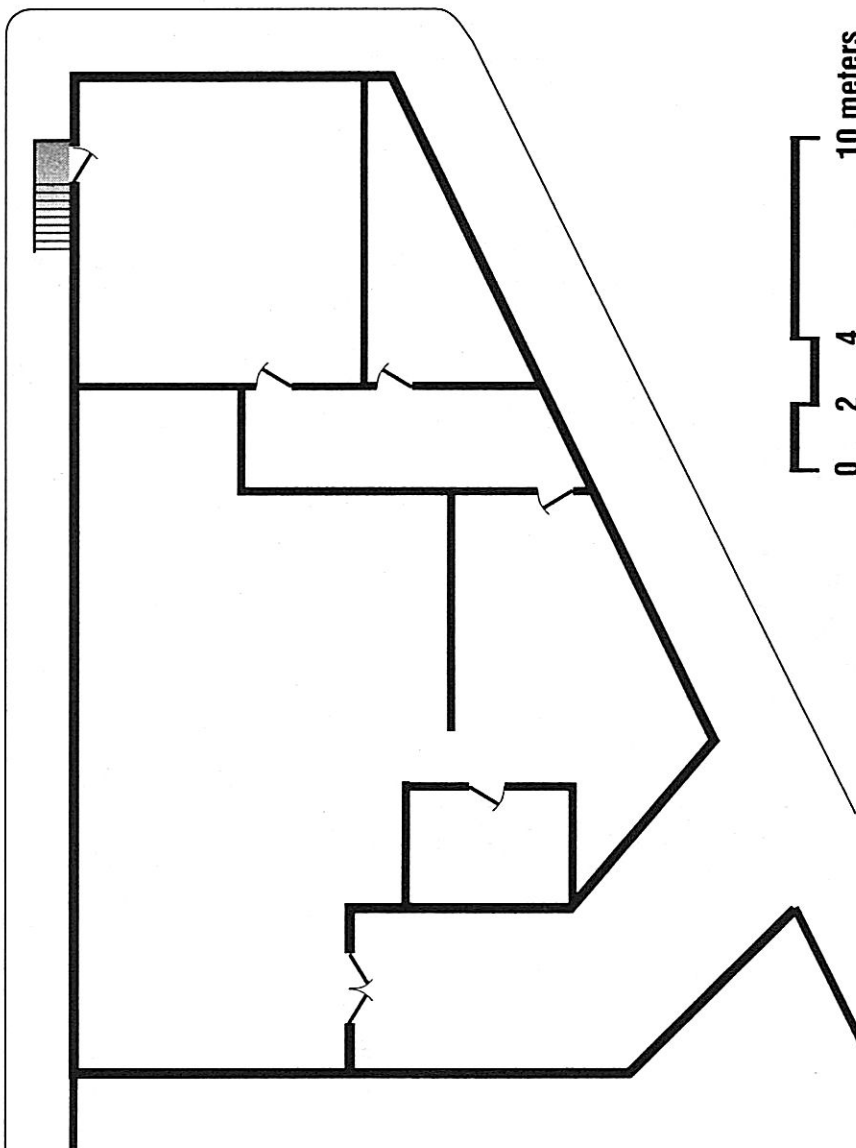
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SCHEMATICS

Here are the schematics for the adventure in the following order: the I-Beam, Bombay, the System Map of DBL's Black

Lab, the Black Lab, and Izabella's NAC System Map.

CIVNET MAP OF DBL'S BLACK LAB



4.1 THE I-BEAM

Now over one hundred years old, the I-Beam is run by its original owner's great granddaughter. Forever famous for good shows, good dancing and shorting their creditors, the I-Beam continues to be an icon to the Haight-Ashbury underground movement. Usually every night of the week the I-Beam will have a live band, though they play canned music on the weekends.

1. Entrance. The entrance to the I-Beam is up a short shallow flight of stairs. IDs are checked at the door and cover charges are paid to Dawn, a transvestite, who operates out of a Dutch Door at the top of the stairs

2. The Mens' Bathroom. This room is always a little filthy and covered with graffiti. Right outside the bathrooms is one of the three public v-phone booths that are available at the I-Beam.

3. The Womens' Bathroom. Like the mens' but a bit cleaner. Transvestites are often found in here adjusting things.

4. The Coat Check. Run by Bobbi, another transvestite.

5. Main Entryway. The other two v-phone booths are found here.

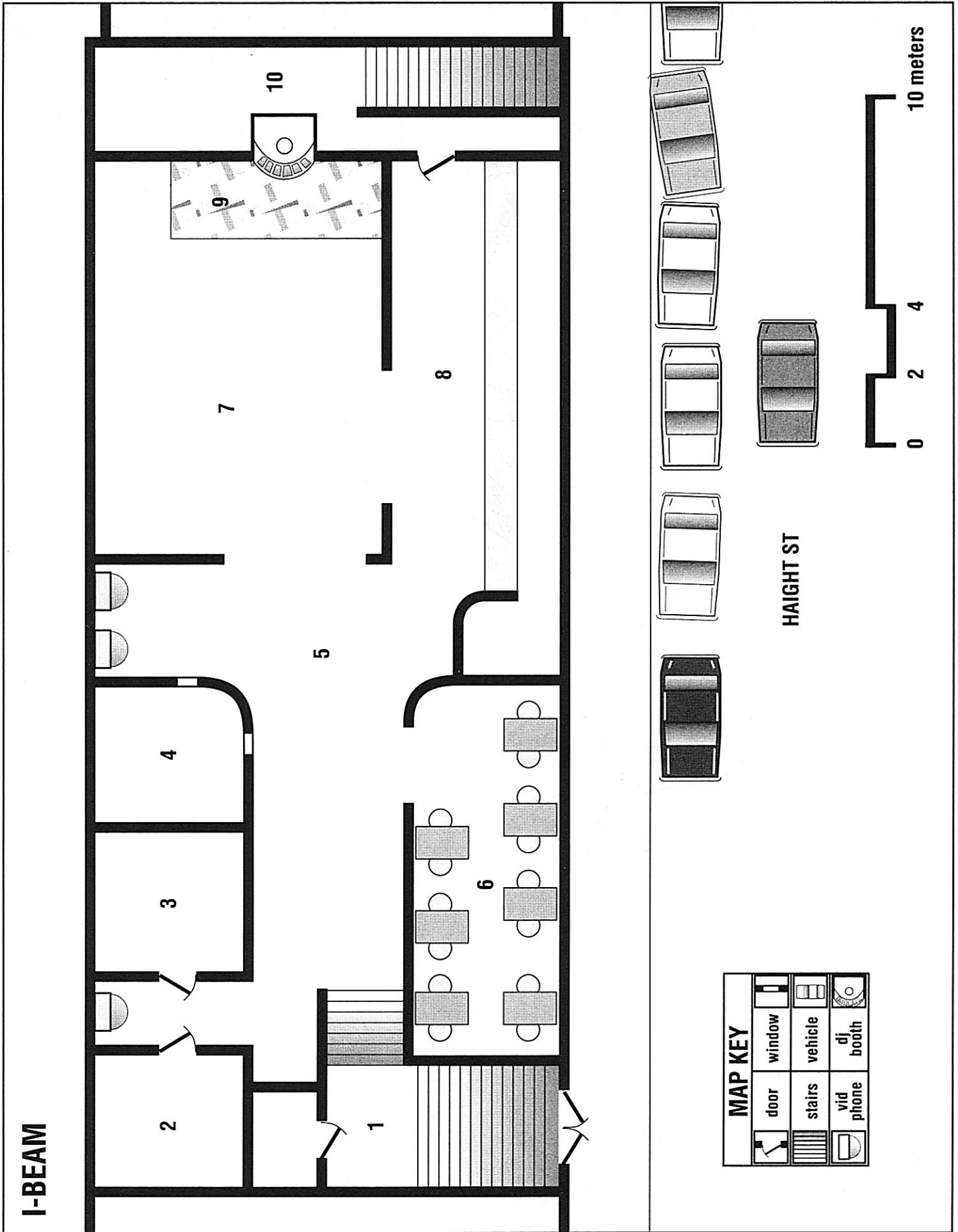
6. The Game Room. The pool tables of yesteryear have been replaced with the Simstim mind games of the 21st century. Many DNI controlled games here allow competition between the two players or more. Usually this area is a little less crowded than the rest of the club.

7. Dance area. Always crowded past ten o'clock, this area is literally a press of hot sweaty undulating bodies. If a band isn't playing then dancers will be in the area too.

8. Bar. Run by Karl (a gossip hound) and Louis (a leather boy, but big and mean).

9. Stage Area. Only two feet high. The ska-punk band that is playing is named "Ras Ded Jah," at about 200 beats per minute (whew!)

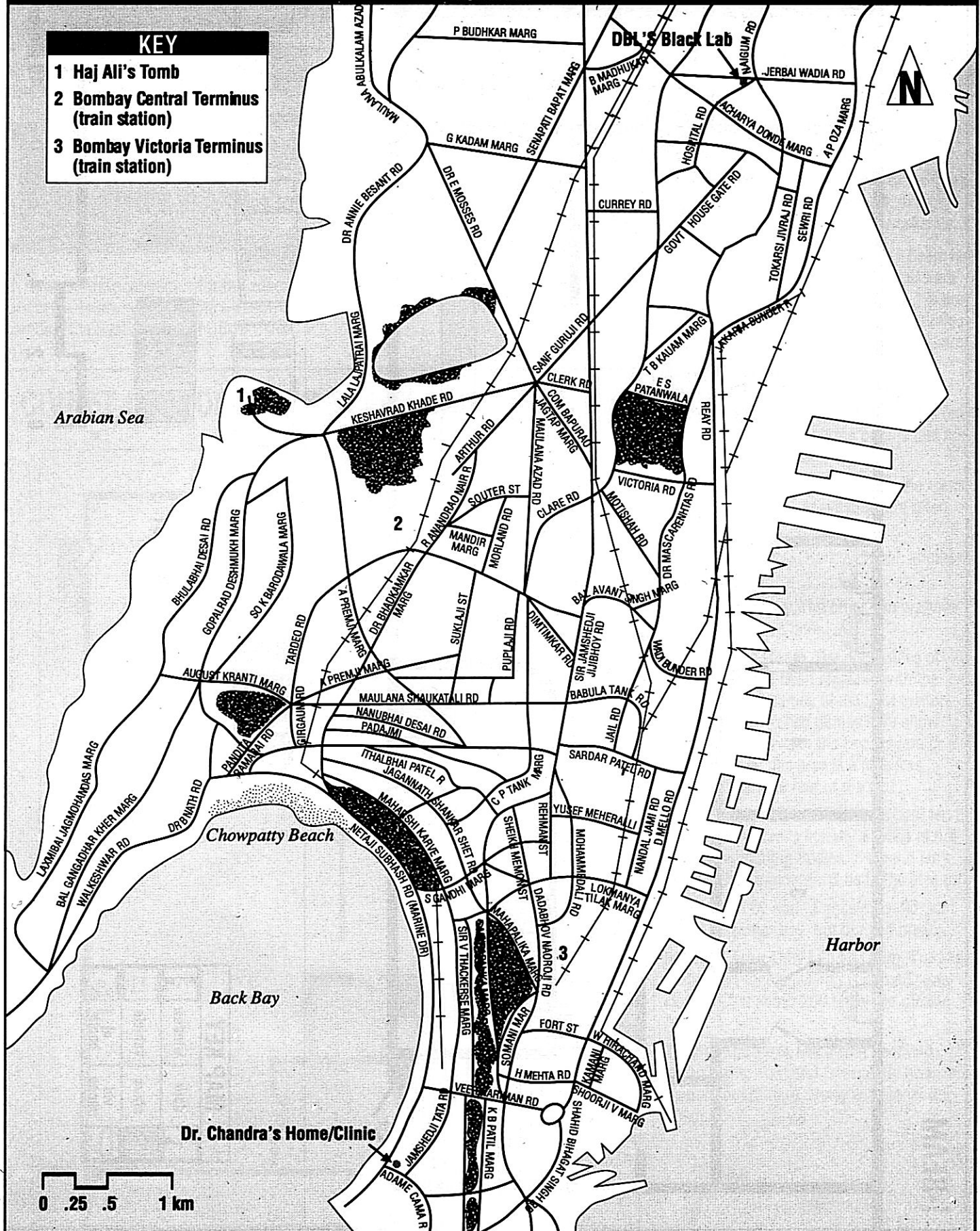
10. Storage Area. Filled with beer and audio cards. Tom and George the bouncers operate out of here, along with Janet the busgirl.



BOMBAY

KEY

- 1 Haj Ali's Tomb
- 2 Bombay Central Terminus (train station)
- 3 Bombay Victoria Terminus (train station)



4.2 BOMBAY

Still years behind the rest of the world, India struggles every day to retain its dignity, and prevent its bankrupt nation from collapsing. Internal strife between Hindus, Moslems and Sikhs is still rampant, and troops are frequently dispatched to quell civil disturbances. On the edge of all this turmoil is its most cosmopolitan and wealthy city, Bombay. Because of its location close to the sea, Bombay has become a main conduit for the Black Market and foreign Influence. The DBL Black Lab is located in a fairly industrialized and grimy section of Bombay. On the other hand Dr. Chandra's home/work place is located at the corner of Marine Drive and Madame Cama Road, a very elegant and newly rebuilt part of Bombay.

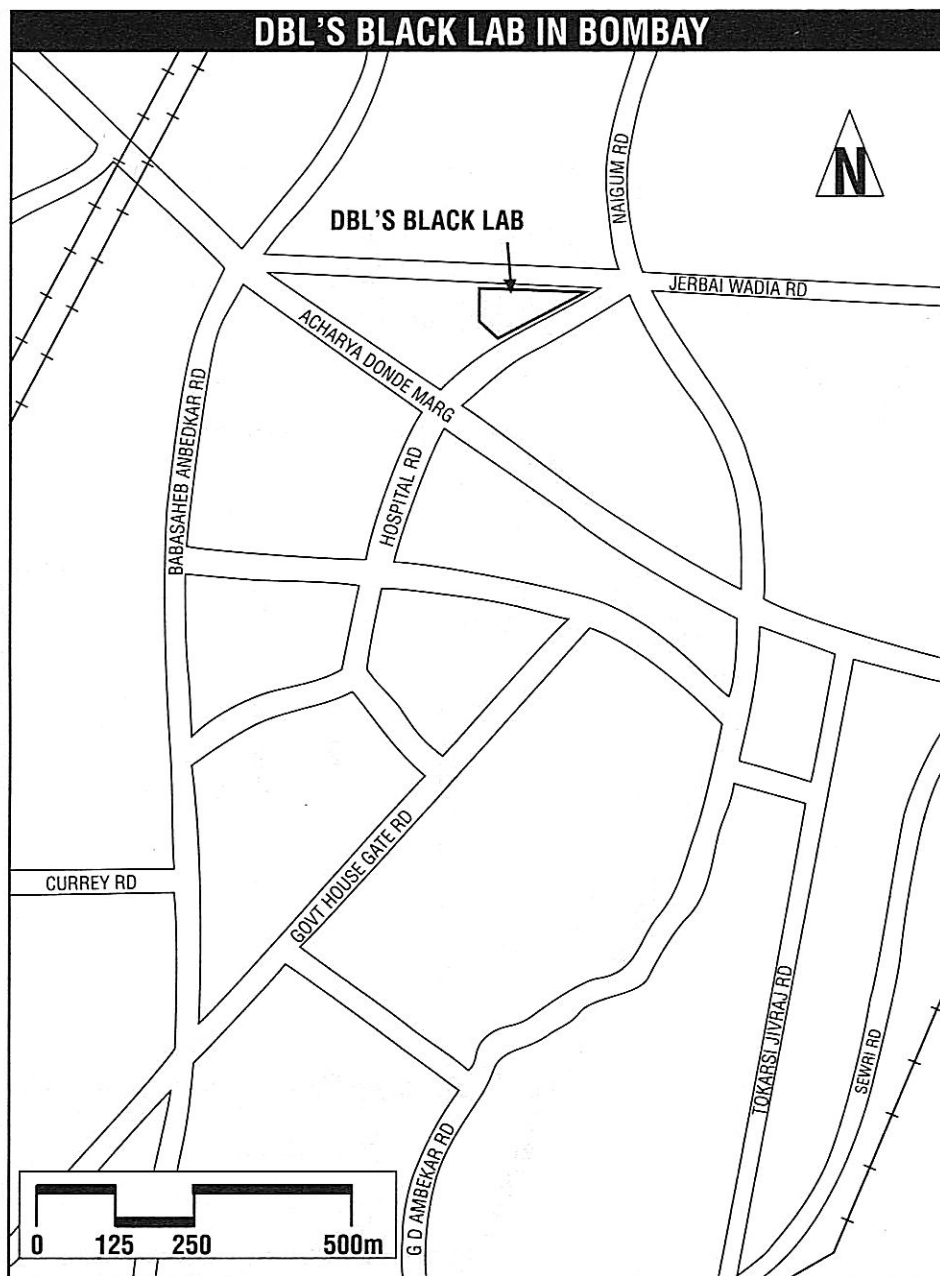
4.3 BLACK LAB SYSTEM

Because the characters will be encountering the lab's protected data base via a CivNet program, no LPZ or AC is given. Once the characters find the street address via the CivNet they can start their intrusion. All rooms have motion detectors and cameras in them that are controlled by the CPU. All palm locks are controlled via the CPU, and if the characters have a digitized record of their palm print, they may input that data into the CPU (SM/CDUtil:H) and then be cleared to enter freely. The ICE and several Multitasking programs utilized with it are listed under the hidden file "Backdoor in Bombay" and is SM/CDUtil:XH to find. If found in the CPU, the systems ICE can be shut down.

4.4 DBL'S BLACK LAB

Located in a basement, DBL's Black Lab is only eight years old now, and usually has one or two "patients" in it at any given time.

1. The Store. This is the Lab's front operation, and its glass cases contain 1D10 of the following Sanrio computers: Mk5 Silicon LP, CD, NAC, NP; Mk10 Silicon LP, NAC, CD; and Mk15 Silicon LP, CD. All of the gear is made in Singapore, and are of poor quality, with a 5% crash chance. Also



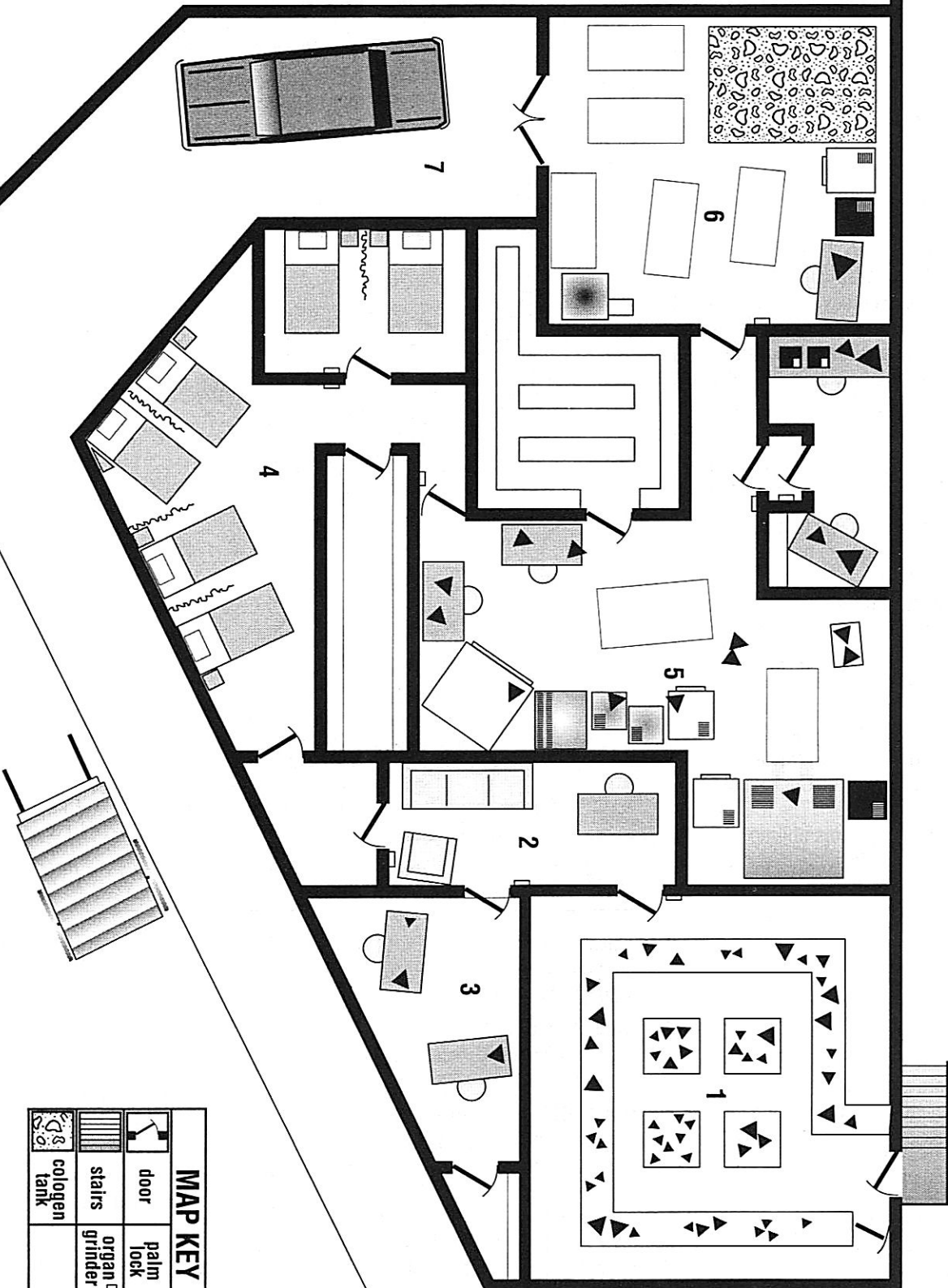
many inexpensive programs are for sale too, but none are above Rtg5. During store hours the guard is located here.

2. Waiting Room. Just as the name denotes, nothing more. Access to this room is gained via a palm lock.

3. Doctor's Office. This area has two desks, chairs, and terminals, and a coat closet. Walter and Peter can be found here through the entire operation (they're taking Alerline). Both are watching for intrusion attempts, and are at the ready at all times. If they hear or see someone poking around they will hide their computers, booby trap

the door with a trip wire rigged grenade, and hide in the coat closet (the walls of which have been reinforced). Once the grenade goes off they will try to throw two more grenades through the door that leads to Room 2 and then hold off any attackers with automatic fire. If things look real bad, Walter will set a shape charge on the wall that is shared with Room 1 and set it off after sandbagging it. The small charge will create a mouse hole into Room 1 through which Walter will throw a Mk5 CL Gas grenade, and a Mk4 smoke grenade. After both grenades explode, both men will dash across Room 4 and escape via the store's

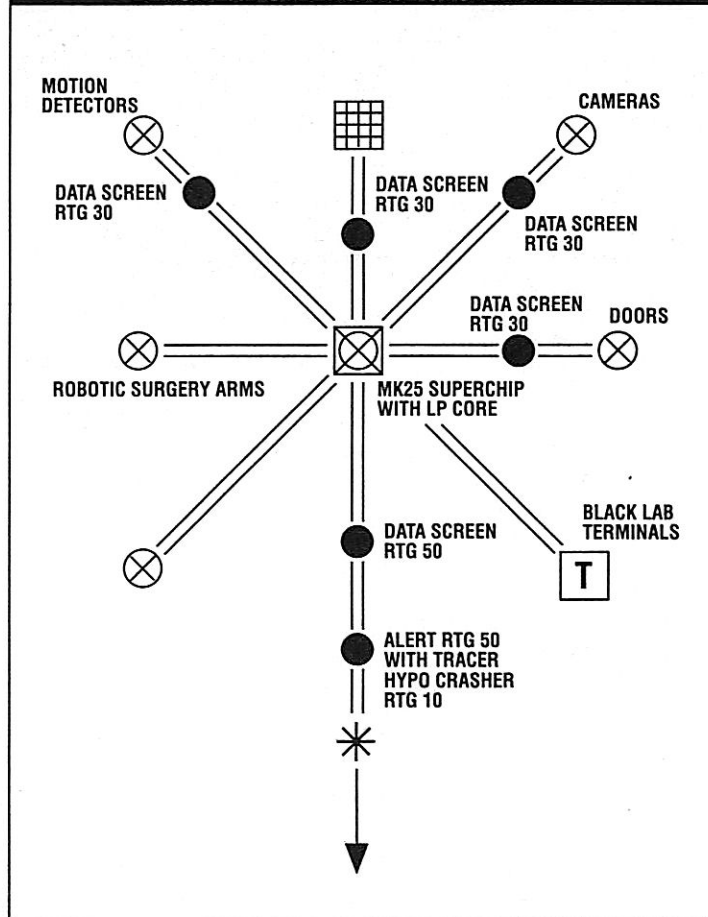
DBL'S BLACK LAB



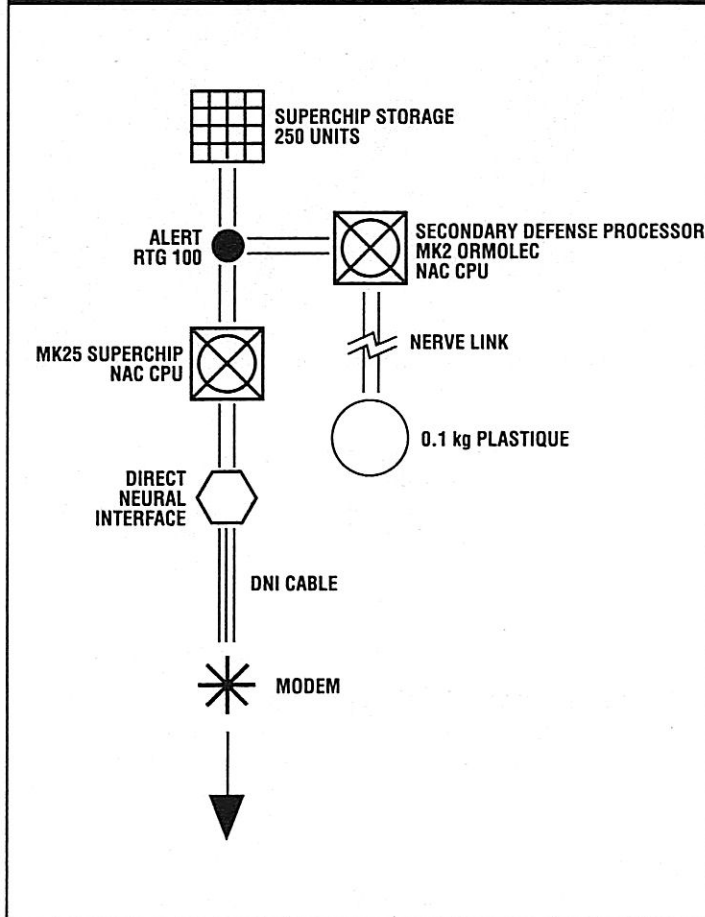
MAP KEY			
	door		palm lock
	stairs		organ grinder
	cologen tank		

0 2 4 10 meters

BLACK LAB CYBERSPACE SYSTEM MAP



IZABELLA'S NAC MAP



front door (which is locked only from the outside).

If any sensors are tripped in Rooms 1 through 7, Walter and Peter will immediately proceed to the room, shoot open the door, and toss in two Mk5 GP grenades. After the grenades explode, Peter will enter the room spraying it with burst fire. If he is shot, he will retreat out of the room directly, and Walter will throw in another grenade, and then repeat Peter's room spraying tactic. If Walter gets shot too, then both will retreat to Room 3 and prepare for departure as detailed above.

4. Recovery Ward. As the name describes. One sub-area is a long closet that contains shelves full of medical supplies, and the other sub-area is a secure room for "enemy" patients. Entry into and out of this area is controlled by a palm lock. Izabella is being held prisoner in this room and will still be sedated from surgery and physically restrained while she heals.

5. The Lab. This area contains the CPU, a Z-Scan machine, a robotic surgery table, a cryo freezing facility, a cybernetic parts

storage sub-area (filled with many pieces of wetware) and an environmentally secure microtoxin R&D lab sub-area. The Black Lab tech will be found in this area 45% of the time.

6. Parts Storage. Body parts are cut from corpses here and stored in a collagen slab storage tank where they will keep for about two weeks. This room also contains two mobile body tanks, for transporting body parts to the surgery table, two gurneys, vivisection tools, and an organ grinder for unusable body parts. The Black Lab Tech will be found here 25% of the time.

7. Underground Garage. This garage contains Walter's and Peter's Mercedes-Royce 4000. It leads to street level.

4.5 IZABELLA'S SYSTEM

Refer to *The Real Run* for details on Net Running in this System.

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