GENESYS

ANDROID
Shadow of the Beanstalk

NIGHT ON
THE TOWN

SCIENCE FICTION CAMPAIGN SETTING

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Thanks to all of our wonderful players at GenCon 2018, Magnum Opus, and PAX Unplugged 2018.

For more information about the Genesys line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com/Genesys

ADVENTURE INTRODUCTION

NIGHT ON THE TOWN is an adventure in two parts. The first part, **Happy Hour**, was originally a one session adventure run at GenCon 2018 and at the Magnum Opus event hosted at the Fantasy Flight Game Center later that year.

The second part, **On the Run**, was also a one session adventure written as a sequel to **Happy Hour**. It was originally run at PAX Unplugged in 2018.

The adventures follow the lives of several comrades and friends living in the seedy port districts of New Angeles, the massive megalopolis that forms the heart of the Android setting. During the events of Happy Hour, the PCs have their fairly normal lives interrupted when an old acquaintance gives them a valuable item and then gets himself killed. The item—a code that allows smugglers to secretly move illegal goods up and down the Beanstalk space elevator—is being sought by two powerful organized crime groups. The player characters must find out what's in their possession, and then they must choose whether to give the code up to one of the gangs (earning significant rewards but also the wrath of the other group), or to return the code to the legitimate authorities in New Angeles (and ensure both groups want them dead).

When **Happy Hour** was run, we recorded what choice each group made. Then, we wrote **On the Run** to represent the majority consensus of all the groups.

As it turns out, a slim majority of groups decided to turn the code over to the New Angeles Police Department (although plenty of the groups still attempted some sort of elaborate triple-cross to get money or favors from the organized crime groups before they did so). So **On the Run** was written with this choice in mind; the player characters had made the law-abiding choice and now were being chased by two different gangs of hardened criminals.

However, the version of **On the Run** presented here comes with advice on how to modify the adventure in case your group makes a different choice. **N**IGHT ON THE **T**OWN has been adapted from these two convention adventures to ensure a new group can play through both parts, make their own choices, and not have to worry about what anyone else has done in the past.

PREMADE PLAYER CHARACTERS

Both convention adventures were written to be played with six premade player characters. These characters were the following individuals:

- Aditi Desai is an escaped clone hiding her true identity, now working as a street doctor.
- Tam Kamaka is a genetically modified bounty hunter looking for his next big payday.
- After resigning from the NAPD, Harry Raines became a private eye to try and do some good in the world.
- Having recently arrived from the Moon, con artist Vince Mallory has already gotten in trouble with members of the local underworld.
- Zoey Ortega used to work for the company that runs the Beanstalk, but after she got fired she's been trying to get her own tech business off the ground.
- A space construction worker with degrees in orbital mechanics and physics, Mila Braun just wants to enjoy life with her friends.

Full character sheets for these PCs can be downloaded at www.fantasyflightgames.com/en/products/genesys. However, since being run at GenCon, Magnum Opus, and PAX, these adventures have been adapted to work with any PCs, not just the pregenerated ones.

As you read through this adventure, some sidebars and text call out events that may have specific implications for the premade PCs. If your group is using their own characters, you can simply ignore these. Alternatively, you can see if anyone in your group has built a similar character, then adapt these plot points to fit them.

PART 1: HAPPY HOUR

In this adventure, the PCs are friends who meet for happy hour on Friday night. However, their night is interrupted and their lives upended when a casual acquaintance gets them involved in a major heist and feud between two powerful rival gangs. The PCs must choose which gang they want to back—and survive the other gang's wrath—if they want to come out of these events alive.

Unbeknownst to the PCs, earlier that day a middling con artist and thief named Simon Leander pulled off a heist from the Space Elevator Authority (SEA), the quasi-government corporation charged with overseeing the Space Elevator (or Beanstalk). What he stole was a program that will allow criminals to smuggle goods up and down the Beanstalk (see page 8 for more information). Leander pulled off the heist for 14K, one of the organized crime syndicates in New Angeles. However, Los Scorpiones, another orgcrime syndicate, has spies in 14K's organization. They learned of the heist, and sent their own agents to intercept Leander.

Pretty soon, the PCs are going to get caught in the middle of this with the memchip that contains the program in their possession. They'll be forced to choose whether to sell it to 14K or to Los Scorpiones, or return it to the SEA.

At the beginning of the adventure, you can read aloud or paraphrase the following to introduce the setting:

New Angeles. It's the biggest, dirtiest, richest, poorest, most advanced, and most dangerous city amongst the worlds of Earth, Mars, and Luna. Home to half a billion people and counting, it's a landscape of gleaming starscrapers and arcologies hundreds of stories tall, and dank, moldering undercity slums that never see daylight. And in the center of it all rises the reason for all this fame and fortune: the Beanstalk. The New Angeles Space Elevator carries a steady stream of humanity to the stars, and brings back a constant flow of Helium3 to feed Earth's hungry fusion reactors.

It's a world of powerful interests, hungry megacorporations, and dangerous games of politics and betrayal. But it's also a world of average people, struggling to get by and stay afloat. If you're being honest, you and your friends count yourselves amongst the latter. Just a bunch of regular people, trying to keep it together in the shadow of the Beanstalk.

ENCOUNTER 1: RELAXING IN LA RAIZ

At the base of the huge mountain, the Volcan De Cayambe, that serves as the seat of the Beanstalk, sits the vast Base De Cayambe district. Base De Cayambe is comprised of kilometers of warehouses, flop-houses, brothels, and stim dens crowded around the condo-habs and bodegas that house and feed those too poor to live anywhere else. However, it may be squalid, smelly, and mostly lawless, but it's still home.

Tonight, like most Fridays, you meet up at your favorite dive bar, La Raiz. Buried beneath Beanpod Transit Arterial 40, La Raiz sits right at plaza level. That means it's wedged into the side of a starscraper with 100 progressively-higher-class levels above it, and another 100 progressively-worse stories below it. Plaza level is the artificial "street-level" of New Angeles, a series of pedestrian squares, slidewalks, elevated streets, and storefronts suspended fifty to a hundred stories above true ground level. Everything below that is the undercity, where life goes from "mostly lawless" to "complete, gang-run anarchy."

La Raiz isn't all that much better. As you step in off the trash-strewn street you find yourself in a dark hole of a bar, decorated with flickering holos of the Beanstalk as seen from space while it was under construction. It's also crowded, smelly, and every few minutes another Beanpod thumps through the arterial overhead and causes the whole bar to shake.

But as you get near the bar you see the rest of your friends waiting for you. Jace is bartending tonight, and she sets a pint in front of you as you pull up a stool.

This is a chance for the players to introduce their PCs to each other. This adventure assumes that all of the PCs know one another beforehand. If this isn't the case, you, the GM, will need to improvise slightly (just be aware that this adventure has a few opportunities for PCs to betray one another, and if the PCs are strangers to one another, it's more likely a PC will take advantage of that opportunity).

If you and your group are using the premade characters associated with this adventure, each character has a Notes

and Motivations section on their character sheet that briefly talks about how the characters know one another, as well as some links they have to the unfolding story.

As the PCs relax and catch up on what they've been doing over the past week, Simon Leander enters the bar. Leander works as a thief and con artist for 14K, and was making his way to his drop site when he realized he was being tailed by a Los Scorpiones hit team. He ducked into La Raiz, knowing that he had to ditch the memchip somewhere before he got mugged by Los Scorpiones, but terrified that if he lost it, 14K would kill him and his family.

Leander is a local to this district, and actually knows some of the PCs (see **The Leander Connection** sidebar). He picks one of the PCs that he knows, and approaches them. His hope is that he can slip the memchip on one of them without them noticing, then retrieve it from them later.

When Leander approaches the PC, read aloud or paraphrase the following:

> As you sit at the bar, someone taps your shoulder. You spin around to see a thin, unassuming man in discount suit squinting at you. He seems a bit nervous, but smiles and thrusts his hand at yours. "Hey, there!" he says. "You remember me, right? Simon, Simon Leander! Fancy meeting you here."

Leander chats with the PCs a bit, making meaningless small talk. At some point, he realizes that a couple of Los Scorpiones have followed him into the establishment. He makes his move, attempting to drop the memchip into the PC's pocket.

This requires an **opposed Stealth versus Vigilance check** targeting the PC. If Leander succeeds, he plants the chip without the PC noticing. If he fails (or succeeds with ♤ ♤), he manages to plant the chip, but the PC notices that something is really weird about how he pats the PC on the arm or pulls them in for an extremely awkward hug. Whether or not the PC's suspicions are aroused, Leander

immediately makes some excuses about needing to leave, and slips out the front.

Unfortunately, the Los Scorpiones hit team is already on his trail. Any PC can make an **Average (◆ ◆) Vigilance check** (or Perception if they mention that they want to keep an eye on Leander after talking to him and spot a couple of tough looking people in black leather jackets and aviator sunglasses following him out.

As long as one person in the group notices Leander being followed, anyone in the group can make an **Average (◆ ◆) Knowledge (Society) check** or **Easy (◆) Streetwise check** to recognize the two individuals as probably Los Scorpiones, an organized crime outfit that deals with drugs, organ trafficking, and other criminal activities.

THE LEANDER CONNECTION

If your group members are using the premade PCs available for download at www.fantasyflightgames.com/en/products/genesys, then Simon Leander has run into several of the PCs in the course of his career. He knows Harry Raines, having provided the PI with information on several occasions. He also knows Tam Kamaka; the bounty hunter caught him and turned him over to the NAPD once for a parole violation (Leander is no big fan of Tam but is willing to let bygones be bygones). Finally, Leander knows Aditi from a different job he pulled with 14K. He got shot, and Tian Shun (a mid-level 14K boss) got Aditi to patch him up.

If your group is using their own PCs, then choose one or more of your PCs, and explain that they do recognize him. It's up to you how the PCs know Leander, but some possibilities include Leander having provided a PC with some valuable information, or helped them with a small time scam. Maybe they're just neighbors who shop at the same bodega.

ENCOUNTER 2: STREET FIGHT

The PCs may decide to follow Leander and the two Scorpiones outside, or they may choose not to get involved. Whatever they decide to do, Leander goes outside and is immediately grabbed by the other Los Scorpiones, who were waiting for him outside La Raiz. They take him around the side of the bar into an "alley" (a large hallway that provides access into the starscraper's interior and is as deserted, trash-filled, and smelly as a real alley). There they immediately begin torturing him to try and find out where the memchip is.

If the PCs follow them immediately, they hear the sounds of a struggle and cries of pain from the alley around the side of the bar. If they leave later, they are confronted with the same issue (Los Scorpiones have just spent longer torturing Leander). If they go into the alley, read the following aloud:

> You round the side of La Raiz and find yourselves in a long, enclosed passageway, filled with garbage bins and discarded trash, and lined with sealed doors that lead into the interior of the starscraper. About ten meters away, Leander has been slammed up against the wall by a brute in a stained T-shirt and ripped pants. He's backed up by a few more toughs wearing aviator sunglasses and leather jackets.
>
> The big guy turns slightly, and you can see he's holding Leander about two feet up with a massive, powered gauntlet that envelops the brute's arm all the way to the shoulder. "Beat it," he growls.

The number of adversaries present depends on the number of PCs. Normally there is a minion group of three Los Scorpiones Hit Team members, plus Mason Ruiz (the guy with the gauntlet). However, if there are five or more PCs present, increase the size of the minion group to four.

The PCs start at medium range from the adversaries. The situation does not devolve into combat right away, but if the PCs brandish weapons or make threats, the Hit Team throws down without hesitation. The Hit Team advances towards the PCs; they start planning on using their knives, but if any PC pulls out a ranged weapon, they go for their pistols. Ruiz smashes Leander into the wall, fatally injuring him, and then moves to attack the PCs as well. He tries to engage the most physically formidable PC (if you're using the premade PCs, then probably Zoey, Mila, or Tam).

> The brute smashes Leander into the wall with a sickening crunch. Tossing his limp form to the ground, he starts lumbering towards you.

If the PCs decide to not get involved, as they turn away, Ruiz turns back to Leander and starts to crush his neck. Leander screams in pain and then whimpers "they have it" while pointing to the PCs. This causes Los Scorpiones to pursue the PCs and initiate combat.

MASON RUIZ (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	2	2	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
5	15	0 0

Skills (group only): Athletics 2, Brawl 2, Cool 3, Streetwise 3, Vigilance 1.
Talents: None.
Abilities: None.
Equipment: Power Gauntlet (Brawl; Damage 8; Critical 4; Range [Engaged]; Concussive 2, Knockdown, Prepare 1) heavy leather jacket (+1 soak), aviator sunglasses.

LOS SCORPIONES HIT TEAM (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	6	0 0

Skills (group only): Coercion, Melee, Ranged (Light), Streetwise.
Talents: None.
Abilities: None.
Equipment: Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium], monoknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), aviator sunglasses, stylish black leather jacket.

SIMON LEANDER (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	4	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	10	2 0

Skills: Athletics 2, Brawl 1, Coordination 2, Piloting 2, Ranged (Light) 2, Stealth 3, Streetwise 2, Vigilance 2.
Talents: Swift (does not suffer penalties for moving through difficult terrain).
Abilities: Catlike Agility (once per turn, may spend a Story Point to move to any location within short range as an

TRAVEL IN NEW ANGELES

As the adventure progresses, the PCs are going to need to travel from one location to another. None of them have hoppers (flying cars), but in New Angeles this isn't a big deal. The city has an extensive metro system using tube-lev trains that can take the PCs anywhere they need to go for only a credit a ride. You can use these train rides as transitions between encounters.

incidental, including locations that are vertically distant or have no easy access route, within reason).

Equipment: Fake SEA ID badge for "Borgman Jones," encrypted comms device.

AFTER THE FIGHT

At the end of the encounter, Leander is dead, Ruiz having smashed his skull into the wall as his first action. The adventure works better with him not around to answer questions about what is going on. However, if your PCs go to some extraordinary lengths to save Leander (maybe a **Formidable [◆ ◆ ◆ ◆ ◆] Medicine check** to revive him), you can adjust the adventure to have Leander incapacitated; unconscious and perhaps in a coma. In that case, the PCs need to decide whether they should get him somewhere safe, or leave him for the police.

Searching Leander's body reveals a fake SEA ID badge identifying him as "Systems Analyst First Class Borgman Jones" and an encrypted comms device. These devices are rare; most people just communicate using their PAD. To be using one, Leander must have not wanted anyone to listen in to his communications. Breaking into the comms device requires an **Average (◆ ◆) Computers (Hacking) check**. Once inside, the PCs can see that Leander was communicating with a single person several times a day. The PCs can "clone" the comms device so that messages go to one of their PADs, or they can just keep the comms device on their person.

The ID badge is obviously fake, but PCs can make a **Hard (◆ ◆ ◆) Skulduggery check** to analyze it. Success reveals that it would have given Leander high-level access to the

SEA (Space Elevator Authority, the company/government entity that oversees the operations of the Beanstalk). A PC may spend A A A or ❁ from their Skulduggery check to recognize the work as done by forgers who often do jobs for 14K.

In addition, depending on the PCs' choices during combat, some of Los Scorpiones might still be alive.

A PC can make an **Average (◆ ◆) Coercion check** to interrogate any surviving members of Los Scorpiones. If the PCs fail the check, the Los Scorpiones members refuse to talk (although if the check also generates A A A or ❁, the target being interrogated thinks that the PCs work for 14K and makes some comment to that effect, like "*get lost, 14K dogs!*"). Success scares the target into talking; they reveal that they were ordered to tail Leander and retrieve a memchip from him. They don't know what's on the memchip, just that it's really important.

At this point, the PCs may think to check their pockets. If they choose to do so, one PC finds the memchip slipped into one of their pockets. Otherwise, the GM can spend any A generated on the PC's Discipline or Cool check at the end of the encounter made to recover strain to have them discover the memchip instead.

If the PCs still have not discovered that one of them is holding the memchip, then the GM can either reveal that they have it, or can wait until the PC in question generates A or ❁ on a check, then spend the results to have the PC discover the chip in their pocket.

Finally, presuming that the fight resulted in some casualties and made some noise, the police are eventually going to show up. The PCs would be well advised to be gone before that happens. Base De Cayambe is mostly lawless, but the emphasis is on mostly. Even worse, all of the PCs would know that all of the different orgcrime factions (including Los Scorpiones and 14K) pay off members of the police department. Going to the police might be dangerous.

HARRY RAINES

Harry has some contacts in the New Angeles Police Department after his years spent on the force. He can use his Years on the Force talent to call up a buddy, Murphy Ramirez. If Harry tells Murphy what happened, Murphy agrees that Harry and his friends should clear the area. He'll make sure their names don't show up in official police reports and give them a 10-minute head start. That is, however, as far as he's willing to go for a small favor.

ENCOUNTER 3: WHAT'S ON THE CHIP?

This encounter and Encounter 4 can happen interchangeably. It depends on whether the PCs want to find out what's on the memchip, or if they answer Zhang's communication during **Encounter 4** on page 12 and agree to meet 14K in the Base De Cayambe junkyard first.

If the PCs seem interested in trying to discover what's on the chip before they do anything else, use this encounter. Read aloud or modify the following as needed:

> You duck off the street and into a Happy Panda Noodle Bar. Inside the brightly lit chain restaurant, the proprietor dishes up steaming bowls of what charitably could be considered ramen, then seeing your faces, moves down the bar to give you some privacy.

The memchip is not encrypted, and can be accessed through anyone's PAD or Zoey's rig. It appears to be filled to the electronic brim with a very large and very complicated executable program of some sort. Anyone can make an **Average (◆◆) Knowledge (The Net) check** to discover that the program was created by the SEA and is designed to run on the SEA's systems. (Due to Zoey's for-

THE MEMCHIP

The memchip that Leander slips into a PC's pocket contains a complex and valuable piece of code; a waiver authorization for beanpods that allows them to pass up or down the Beanstalk without being inspected by the SEA. The beanpod would still be scanned for anything particularly dangerous (such as nuclear, chemical, or biological weapons), but as long as the cargo doesn't trip the automatic detectors, the SEA's inspections protocols would let the beanpod pass without being flagged or noticed. This makes the memchip not very valuable for people who want to damage or destroy the Beanstalk, but it makes it extremely valuable for anyone who wants to engage in smuggling. If an orgcrime faction could get their hands on this waiver, they could make millions of credits and become the dominant player in the shadowy criminal underworld of New Angeles.

The waiver's value is also directly tied to its exclusivity. If it's copied and used too often by too many groups, then the SEA will recognize that the system has been compromised and shut it down.

mer employment, she gains ☐ ☐ on this check). If the check generates ⋀ ⋀ the PC can learn that the code is very complicated and was difficult to program. ✹ reveals that the program has something to do with the Beanstalk.

Nothing further can be discovered by looking at the program. If the PCs want to learn more about the program, they're going to have to access the SEA's internal systems and look up information on it. Unfortunately, the SEA's internal systems aren't linked to the wider Network. That means the PCs are going to have to gain access to one of the SEA's corporate offices, Ad Astra Arcology.

BREAK IN AT AD ASTRA ARC

Ad Astra Arc is a huge arcology where the SEA maintains many of its corporate offices. It's also big enough that many corporate employees have apartments within it, allowing them to live their lives without setting foot outside the building. Ad Astra is completely wired for the SEA's internal network, so if the PCs can get inside the 300 story monolith, they can patch into the system and look up information on the program they found. There's only one problem; you need to be an SEA employee to enter the arcology.

PCs can make **an Easy (◆) Streetwise or Knowledge (Society) check** to know that there are two ways to enter Ad Astra Arc. Zoey, if she is present, knows this without making a check thanks to her years working for the SEA. The first is past one of the guarded checkpoints at the arcology's plaza levels. The second is to access an old door into the arcology basement from the undercity.

To make it past the plaza level checkpoints, the PCs must bluff their way past the security guards with a **Hard (◆◆◆) Deception check**. If the PCs use a prop to facilitate their story (such as Vince's fake NAPD badge or Leander's' fake ID badge) they can reduce the difficulty to **Average (◆◆)** instead. There are two security guards on duty at any of the entrances. They are only armed with stun guns, but any attempt to overpower them sets off alarms throughout the building and summons armed response teams. The PCs would know that they cannot fight an armed private security (prisec) response team. When the PCs enter the lobby, read or paraphrase the following:

> You walk into the lobby of the luxurious Ad Astra Arcology, a tastefully decorated three-story atrium done up in blue and gold furnishings. Two uniformed prisec security guards lounge behind the welcome desk.

The other option is to enter through the undercity. There are several maintenance access-ways in the basement of the arcology that lead into the undercity. Most are long abandoned and forgotten. To find one, the PCs must descend into the undercity from the plaza level using an old elevator. It deposits them into an abandoned street that appears to be far below ground (even though they are technically at ground level). Read aloud or paraphrase the following:

> You step out of the elevator and into the dim expanse of the Base De Cayambe undercity. This part of the undercity resembles a vast, echoing cavern. Faint neon light flickers down from the plaza level far overhead, barely illuminating the cracked and broken pavement and burned out groundcars in front of you. The abandoned shells of buildings hundreds of years old stand in front of you, and behind them rises the vast plascrete base of the Ad Astra Arcology.

The PCs will need to make an **Easy (◆) Survival check** to navigate the buildings and get to the base of the arcology. Once there, they can find an old maintenance hatch set into the plascrete. It's secured with a mechanical lock that requires an **Average (◆ ◆) Skulduggery check** to open.

NETWORK ENCOUNTER: RUNNING ON AD ASTRA'S SYSTEM

Once inside, the PCs can quickly find an abandoned or empty meeting room or office with a wall plug into the internal network. To access the system, one or more of the PCs is going to have to make a run on Ad Astra's internal data network. This encounter uses the **Network Encounter Rules** found on page 125 of **Shadow of the Beanstalk**.

ACCESSING THE SYSTEM

The system that the PCs need to access is Ad Astra's information storage data network, which contains a vast amount of company information. If someone doesn't have an idea of what they're looking for, however, it would take hours to sift through enough data to find anything useful. Downloading large amounts of information will also trigger an automated system alarm, alerting security to the PCs' presence. Luckily for them, they have a general idea of what to search for based on what they were able to skim off the memchip. They simply need to find the right program archive and get out before being noticed. The system also does not have access to most building functions, so the GM can limit the PCs to accessing the relevant sub-systems present here.

A PC must make an **Average (◆ ◆) Computers (Hacking) check** to access the information storage data network system.

Once a PC has successfully gained access to the system, they must make an **Easy (◆) Knowledge (The Net) check** to find the right sub-systems within the huge SEA system. They are looking for a program archive that they can use to identify their program. If they succeed, they learn about three sub-systems that might be useful: the program archive, a database of long-forgotten petty cash bank accounts, and a visitor registration sub-system for the floor the PCs are currently on.

If they fail, the GM can allow the PC to make another check during the next round. However, if the GM wants to make the encounter more interesting, they can start having their NPC sysops start sweeping the system for intruders (see the **Sysops Adversary** section on page 10).

THE PROGRAM ARCHIVE

The program archive allows the PCs to identify the program on the memchip. This is the sub-system they need to access to advance the adventure.

The program archive is protected by one piece of ice, an Ice Wall. The ice has a program strength of 5, and if a character attempts to break this ice and fails, they are unable to access the program archive sub-system (more on Ice Wall can be found on page 134 of **Shadow of the Beanstalk**).

Once they have access to the archive, a PC must perform an enact command maneuver to search the archive and compare the program to others in the system. Once they have done so, they have identified the program.

THE PETTY CASH ACCOUNT DATABASE

This database has the account numbers and access information for a dozen petty cash accounts that have long been forgotten by the SEA middle managers who used them. Most of the accounts are empty, but three of them still have some cash; a combined total of 839 credits.

The database is protected by one piece of sentry ice called BlackGoose 1.8. The ice has a program strength of 4, and if a character attempts to break this ice and fails, the sysops overseeing the system (see the **Sysops Adversary** section on page 10) is immediately notified of the intrusion. BlackGoose 1.8 then deactivates until the end of the runner's next turn. In addition, for every ⚄ the runner generates when trying to break BlackGoose 1.8, the runner suffers 2 strain as the program projects the very loud (and a little intimidating) sound of a goose hissing through the runner's computer.

Once they have access to the database, a PC must perform an enact command maneuver to download the account numbers and access information. Once they have that, they can steal the credits from the accounts at any later point in the adventure. Since the SEA forgot the accounts existed, the PC doesn't suffer any repercussions from stealing the money.

THE VISITOR REGISTRATION SUB-SYSTEM

ZOEY ORTEGA

Zoey still knows people working at SEA, and can use her Corporate Drone talent to contact an old friend, Jane Tompkins. Tompkins is a mid-level programmer who lives in Ad Astra Arc. She'll let Zoey and her friends into the building, as long as they promise not to be caught doing anything that could be traced back to her. Once inside, she leaves the PCs and goes back to her condo.

This sub-system keeps track of what visitors are approved to be on the level of the Ad Astra arcology that the PCs are currently on. The PCs can access the sub-system and add themselves as approved. However, this only matters while they're on this floor, and thus this only is useful if the GM has a pair of security guards find the PCs while they are breaking into the system (see the **Security Guard Complication** section).

The sub-system is protected by one piece of code-gate ice, an Authenticator. The ice has a program strength of 3, and if a character attempts to break this ice and fails, they lose access to the entire system and must perform the access system action again (more on Authenticator can be found on page 135 of **Shadow of the Beanstalk**).

Once they have access to the sub-system, a PC must perform an enact command maneuver to add themselves and their friends to the sub-system, authorizing them to be on this level of the arcology.

SYSOPS ADVERSARY

Depending on how difficult the GM wants the encounter to be, they can add an adversary in the form of a sysop NPC. The sysop has access to the same system, but are physically located in a different part of the building.

The sysop starts the encounter unaware of any intrusion by the PCs. However, after the first round of the network encounter, the sysop begins a routine check of the system for intruders, using the sweep action described on page 132 of **Shadow of the Beanstalk**. The sysop continues until they spot one of the PCs, they are alerted to the PCs' presence due to the PCs' actions or the sentry ice, or the encounter ends.

Once the sysop becomes aware of the PCs presence, they perform the trace user action (page 131 of **Shadow of the Beanstalk**) during their turn until they reduce the difficulty of the lockout action to **Average (◆ ◆)**. At that point, they attempt the lockout action until the PC is locked out of the system. They spend their maneuver using the Reinforce ability.

BORED SYSOP (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	2	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
1	9	0 0

Skills: Computers (Sysops) 2, Knowledge (The Net) 2, Perception 1, Vigilance 1.
Talents: None.
Abilities: Reinforce (as a maneuver, may increase the strength of one active piece of ice by 1 until the end of the bored sysop's next turn).
   Equipment: SEA ID badge, corporate computer terminal, bag of Cheesy-Cheeze puff snacks.

SECURITY GUARD COMPLICATION

If the GM wants to give non-runner characters something to do during the Network encounter, they can have a pair of security guards happen on the PCs (use the profile on page 11).

The guards form a single minion group of 2, and are engaging in a routine patrol of the arcology. Any PC not participating in the Network encounter can make an **Average (◆ ◆) Vigilance check**. If they succeed, they hear the guards coming down the hall. If they fail, they do not notice the guards until the guards enter the room and ask what they are doing.

The guards are slightly suspicious, but complacent enough to believe a good lie about what the PCs are doing here. The PCs can attack the guards to kill or incapacitate them, or deceive the guards as to who they are and what they are doing in the arcology.

If the PCs choose to fight, they must incapacitate both guards in one round of combat. At the end of the first round of combat, any active guards frantically call for help. At that point, the PCs have four rounds of structured time (or roughly five minutes) before an additional minion group of four guards arrives on their floor. At that point, a new minion group of four arrives every round until the PCs flee or are captured.

NO RUNNERS?

If there are no PCs with the Computers (Hacking) skill in the group, then the GM can just have the PCs make an **Average (◇ ◇) Knowledge (the Net) check** to find and access the archive and get the information. This way the adventure can proceed.

If the PCs choose to lie, they need to successfully make an **opposed Deception versus Vigilance check** targeting the guards. The GM should add ▫ to their check for a particularly clever excuse.

If a runner accesses the visitor registration sub-system during the network encounter, they can help out their friends in the real world. Putting their friends into the visitor database adds ▫ ▫ to the opposed check they make, or cancels the results of a failed check, allowing them to try again.

Failing the Deception check means the guards realize the PCs are intruders and go for their weapons.

SECURITY GUARD (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	4	0 0

Skills (group only): Melee, Perception, Vigilance.
Talents: None.
Abilities: None.
Equipment: Stun gun (Melee; Damage 6; Critical 5; Range [Engaged], Stun 4, Stun Damage), uniform (+1 soak).

ENDING THE ENCOUNTER

Once they have the information, the PCs now know what the memchip is (see **The Memchip** sidebar on page 8). The PCs may have triggered an alarm on the Network as well. Even though the building's security doesn't know where the intrusion happened, they do know that it's an internal intrusion. The PCs should probably leave while they can.

OPTIONAL ENCOUNTER: HYPERRAT SWARM

If the GM wants to add some more action, they can introduce this optional encounter. It's best used if the PCs infiltrated Ad Astra Arc through the undercity, or if they have to flee through the undercity after accessing the information from the Ad Astra Arc network.

The encounter happens as the PCs are picking their way through some ancient and abandoned buildings that huddle around the foundations of the arcology. Read aloud or paraphrase the following:

> As you make your way through a crumbling doorway, you find yourselves in what was once a large, four-car garage. Two of the cars are still parked inside, although the tireless, rusted hulks are never going to drive again. The only way out of the garage is through a hole in the far wall.

> Halfway across the garage, you hear a rustling, scraping sound from one of the cars. You turn towards the vehicle, only to leap back as the trunk springs open. You have a moment to see a sea of glowing, red eyes in the depths of the trunk before a tide of brown, furry bodies erupts from it and skitters towards you. Hyperrats!

Hyperrats are what happens when a city fills its sewer systems with industrial and commercial chemicals, illegal drugs, cleaning agents, and the waste from half a billion people. More than two kilos each and with the disposition of starving wolverines, they are the undisputed winners of the ensuing evolutionary arms race. The PCs have disturbed a nesting swarm of the things, and now the hyperrats are going to try and eat the unlucky player characters down to the bone.

There is one swarm of hyperrats that starts within short range of the PCs (if there are five or more PCs, add a second swarm that also starts within short range). The entire garage is only medium range from side to side, and the only place to escape the hyperrats is to climb on top of the cars with an **Easy (◆) Athletics check**. Otherwise, the PCs have to fight.

HYPERRAT SWARM (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	2	1	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
1	30	1 1

Skills: Brawl 3, Coordination 2, Stealth 1, Resilience 3, Survival 3.
Talents: None.
Abilities: Swarm (halve the damage dealt to this character before applying soak, unless the weapon has the Blast or Burn quality [regardless of whether the quality is activated]), They're All Over Me! (enemies who start their turn engaged with this character lose their free maneuver).
Equipment: Bite (Brawl; Damage 3; Critical 4; Range [Engaged]; Knockdown, Vicious 2, gains Pierce 5 against prone targets).

ENCOUNTER 4: 14K MAKES A DEAL

This encounter can happen before or after Encounter 3, depending on how eager the PCs are to find out what's on the memchip. Either way, at some point after the PCs see Leander get killed and get the memchip in their possession, they are contacted by the 14K lieutenant who organized the heist in the first place, Zhang Mei.

If the PCs have the encrypted comm from Leander, Zhang calls the comm wondering what his status is. She should do this at any point when the action is lagging or when the PCs are wondering what to do next (and can easily happen after the PCs learn what's on the chip). If the PCs don't answer, Zhang grows suspicious. She waits a few minutes and then calls again, up to four times.

If the PCs choose not to answer, or they don't have the comm, Zhang also contacts a few people she knows on the NAPD payroll and finds out that Leander is dead, and that no memchip was recovered on the body. She talks to a few patrons at La Ruiz, and through this figures out who at least one of the PCs is (who she identifies is up to the GM). Then she contacts that PC on their PAD.

However she does it, once the PCs finally speak to Zhang, read aloud or modify the following:

> "Hello?" The woman's voice is low and raspy. "I assume this isn't Leander."

If the PCs agree, continue with the following:

> "It doesn't matter who you are. I trust that you have an item that Leander was carrying. A memchip. Leander was obtaining it for me, and I was going to reward him handsomely for it. As regrettable as his death is, I see no reason that you can't benefit from the same deal. Meet me at the Base De Cayambe junkyard in one hour, next to the wrecked digger. Bring the chip."

At this point, Zhang hangs up. It's up to the PCs whether or not they want to meet Zhang, but this does promise to be a good way to get to the bottom of what's going on. Of course, the PCs may suspect a trap, and may take some steps for insurance. One of the smartest moves would be hiding the memchip somewhere safe (and it's such a smart move that the GM can suggest it to the players if they don't think of it themselves, or have them make an **Easy [◆] Streetwise check** to come up with it).

The best options for hiding the memchip are along the Mercado Bajo, the infamous Low Market in the heart of the Base

MILA BRAUN

Mila Braun is a card-carrying member of Humanity Labor, a massive labor union that's protesting the introduction of bioroid and clone labor into the workforce. She happens to know the union rep who runs a tiny meeting room and union hall off Mercado Bajo. Dimitri Obvieski will keep the memchip safe and protected if Mila calls in her small favor with him.

De Cayambe's undercity. This road runs for dozens of kilometers at actual ground level, and unlike other parts of the undercity, it's heavily populated with locals, con artists, criminals, and others who make up the New Angeles underworld. The cops stay out of the Mercado Bajo, but no one gang or org-crime outfit controls it; instead it's sort of neutral ground (for more information on the Mercado Baja, see page 157-159 in SHADOW OF THE BEANSTALK).

ZOEY ORTEGA, VINCE MALLORY, ADITI DESAI

Zoey knows a place called Jak's Workshop. It's a workshop collective where dozens of mechanics restore and repair hoppers and groundcars. To protect the anonymity of the employees, everyone refers to themselves as "Jak." Zoey knows one of the Jaks (a tough Aussie woman who's constantly trying to repair her busted hopperbike), and could leave the memchip with her.

Vince knows one of the bouncers at The Trickster, an exclusive gambling den where he's played a few times. Vince chatted with Tormak Quinn enough that the two eventually became friends, and now Vince makes sure to slip Quinn some of his winnings each time he visits.

Aditi knows a street doc named Sugar who runs a clinic off Mercado Bajo. Sugar is a no-nonsense woman who harvests the organs of those who die in her care so she can save her next patient. Aditi works with Sugar every so often, and has practiced some of her medical training in her clinic.

BASE DE CAYAMBE JUNKYARD

Once the memchip is safe, the PCs can proceed to the meeting. The Base De Cayambe junkyard is dozens of square kilometers of discarded construction waste, and more is being added all the time as Base De Cayambe is slowly and continuously torn down and rebuilt. There are whole communities of scrappers who live within its borders. (For more information on the Base De Cayambe Junkyard, see page 155 in **Shadow of the Beanstalk**.)

The Metro drops the PCs off at the edge of the junkyard, and they'll have to walk to the meeting place. Read aloud or paraphrase the following:

> You head into the center of the junkyard, slogging through dunes of disposable Yucabean cups and past mounds of rusting steel girders and chunks of plascrete. Eventually, you see the rendezvous point in the distance. The massive construction excavator is ten stories tall, a monstrous digging machine left over from the first wave of construction in New Angeles. Now it is nothing more than a broken down, abandoned hulk.
>
> In the shadow of the digger, you spot a small black hopper parked on a flat patch of ground. Three people stand outside of it, clearly waiting for you. Two of them are tall and broad shouldered, bodyguards wearing black suits and wrap-around sunglasses (even this late at night). The third is a middle-aged Chinese woman who is not wearing sunglasses, and whose bright and piercing gaze constantly shifts around the yard. She spots you, and beckons impatiently for you to join her.

The woman is Zhang Mei, a mid-level boss with 14K. She's accompanied by two of her enforcers. When the PCs meet her, anyone can make **Average (♦ ♦) Knowledge (Society) check** or **Easy (♦) Streetwise check** to realize that Zhang is very likely a member of 14K.

The following encounter is a social encounter where Zhang is trying to convince the PCs to give her the memchip immediately (or at least tell her where it is). The PCs are either trying to figure out exactly what is going on and what is on the memchip (if they haven't discovered that yet), trying to get some money for it, or even just trying to stall and deceive Zhang because they don't plan on giving her the memchip at all.

The social encounter uses rounds (in that everyone, including the NPCs, gets a chance to participate once, then the round resets). The PCs' goal is to cause Zhang to capit-

ulate and agree to their demands by causing her to exceed her strain threshold, or by getting her to agree to some of their demands (pay them some of the money she was paying Leander, for example) by causing her to reach half of her strain threshold. The PCs can also learn Zhang's Motivations, which are listed in her character profile on page 14. Overall, Zhang is a bit quick-tempered, and she's really worried that if she doesn't recover the memchip, her bosses are going to blame her for the failure. If the PCs can learn that she's afraid of failing (her Fear Motivation), they can probably push her to agree to their demands.

Meanwhile, Zhang starts the encounter by using Coercion to threaten the PCs. If that doesn't seem to work, she switches to Deception, making extravagant promises of rewards if they just give her the memchip right away.

Because this encounter pits Zhang against the group of PCs, her social skill checks are opposed by a member of the group, as chosen by the GM (who should select a PC who's reasonably good at opposing Coercion with Discipline or Deception with Vigilance). However, if Zhang succeeds and inflicts strain as per the rules for social encounters, she inflicts the same amount of strain on each PC. Zhang has to force all of the PCs to capitulate to get them to agree to give her the memchip or tell her where it is, but PCs who exceed their strain threshold can no longer participate in the encounter.

Zhang offered to pay Leander 100,000 credits for the chip. She would certainly like to pay the PCs less (or nothing), but she can pay them the full amount if she needs to. However, she does not have an untraceable credstick with the money on her (for the same reason that it would be really smart for the PCs not to bring the memchip to the meeting). She has to go and pick it up, then meet the PCs at a mutually agreed upon location.

IT'S NOT THAT WE DON'T TRUST YOU...

The PCs may really not want to meet Zhang in person, suspecting that she plans to kill them the moment they show up. If that is the case, the PCs can still have the same encounter, but via a call on one of their PADs. The call is a video link, so the PCs can see who they're talking to (and vice versa), and the GM can run the social encounter as described above. The one difference is that Zhang starts out with Deception, since the PCs are distant enough to make threats seem less effective.

ZHANG MEI (NEMESIS)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	4	2	3

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
2	16	13	0 0

Motivations: Flaw (Anger), Fear (Failure), Strength (Honorable), Desire (Success).

Skills: Coercion 3, Cool 1, Deception 3, Knowledge (Society) 2, Leadership 3, Ranged (Light) 3, Skulduggery 2, Streetwise 4.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Tactical Direction (may spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ☐ to its next check), Intimidating Demeanor (when Zhang inflicts strain with a social skill check, she inflicts 2 additional strain to her original target).

Equipment: Target pistol (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Accurate 1), nice suit.

14K ENFORCERS (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	4	0 0

Skills (group only): Brawl, Coercion, Ranged (Light)
Talents: None.
Abilities: Threatening (when providing assistance on another character's Coercion checks, add ☼ to results for each minion in the group beyond the first).
Equipment: Brass Knuckles (Brawl; Damage 3; Critical 4; Range [Engaged]; Disorient 3), Fletcher Pistol (Ranged [Light]; Damage 4; Critical 2; Range [Medium]; Pierce 2, Vicious 2), cheap suit with armor padding (+1 soak).

ENCOUNTER 5: DECISION POINT

This encounter can occur whenever the PCs have a pretty good idea of who all the parties involved in the memchip heist are. At this point, they have three choices.

- They can sell the memchip to 14K.
- They can contact Los Scorpiones, and sell the memchip to them.
- They can destroy the memchip, turn it in to the authorities, or otherwise see that it doesn't end up in either gang's hands.

If the PCs choose the first option, they can work out some sort of deal with Zhang Mei; which probably involves her, her enforcers, and the PCs traveling to wherever they hid the memchip and exchanging it for the cash. Even if the PCs never hid the memchip, Zhang still has to go pick up the money, and she suggests meeting along the Mercado Bajo as a public place where there's less likely to be a double-cross.

If the PCs choose the second option, they will need to get in touch with Los Scorpiones. This requires an **Average (♦ ♦) Streetwise check** to track down a mid-level Los Scorpiones boss named Max Botella. Botella offers to pay the group 75,000 and he'll forget that they injured or killed any of his people in the first place.

The conversation can occur over a video call, and can be run as a social encounter similar to the social encounter with Zhang Mei if the PCs want to negotiate for more money. They can get Los Scorpiones up to 100,000 credits if they successfully force them to capitulate.

If the PCs choose the third option, they can call the SEA or NAPD directly. They have to slog through a bunch of menus and are put on hold a couple of times before they finally speak to someone who both knows what the PCs possess, and has the authority to do something about it. After a stunned exclamation, this person (either a captain in the NAPD or a SEA manager) informs the PCs that they will be receiving a generous reward of 20,000 credits for their civic-mindedness. They will set up a meeting with the PCs to hand over the memchip, but due to the sensitive nature of what the memchip does, they'd like the meeting to be in public. Perhaps the Mercado Bajo?

Either way, the PCs need to meet someone in the Mercado Bajo for the handoff. This leads to the final encounter.

VINCE MALLORY

If the group includes the premade PC Vince Mallory, has decided not to turn the memchip over to Los Scorpiones, and the GM feels like there's a reasonable chance that Vince Mallory has been identified by any Los Scorpiones they've encountered during the night, the GM can have Max Botella reach out and call in the favor that Vince owes him. Max Botella contacts Mallory on his PAD with the following message:

> Vince. I got word that you're mixed up in this whole memchip deal. Again, you interfere with my business! I'll give you one chance. Make sure the memchip ends up in my hands by the end of the night, and we'll call it even. Otherwise, you're a dead man. – Max.

It is up to Vince's player whether or not he agrees to potentially betray his friends in exchange for being free of Botella, or if he feels like crossing Botella is worth it and is ready to make a deadly enemy of the orgcrime boss.

If the group was already going to make a deal with Los Scorpiones, Max offers them 50,000 credits instead of 75,000, and tells Vince that he'll forget what Vince owes him in return.

ADITI DESAI

If the group includes the premade PC Aditi Desai, has decided not to turn the memchip over to 14K, and the GM feels like there's a reasonable chance that Aditi Desai has been identified by any members of 14K they've encountered during the night, the GM can have Tian Shun reach out and call in the favor that Aditi owes him. Tian contacts Aditi via her PAD with the following message:

> My dear Aditi. I'm pleased to hear that you've become involved with this business. I'm sure you remember everything I've done for you, and that you'll return the favor in my time of need. But just in case you need any additional incentive, if you do this for me, we'll call everything even. But if you do not ensure 14K ends up with the chip, I will be very, very disappointed in you. – Shun.

It is up to Aditi's player whether or not she agrees to potentially betray her friends in exchange for being free of Tian, or if she feels like crossing Tian is worth it and is ready to make a deadly enemy of the orgcrime boss.

If the group was already going to make a deal with 14K, Tian is pleased with Aditi and officially offers her a place in his organization.

ENCOUNTER 6: SHOWDOWN IN THE MERCADO BAJO

Whatever else happens, the PCs should end up in the Mercado Bajo after having retrieved the memchip from its hiding place, or simply because they're going to meet their contact in this public place to conduct the trade. Read aloud or paraphrase the following:

> Base De Cayambe's infamous Low Market stretches for kilometers through the heart of the district. The street is packed with shoppers, thieves, con artists, and even a few sadly lost tourists. With buildings looming on either side and the sky hidden behind countless walkways, balconies, elevated streets, and the distant plaza level, the only light comes from the countless neon and holographic signs running along the side of the road.
>
> You push past the shops and stalls selling everything from illegal drugs to the latest bootleg sensies straight from NeoTokyo, and head for the leering holographic oni head where you said you'd meet your contact.

Once the PCs meet their contact, but before the deal can be struck, the other party or parties attack! Read aloud or paraphrase the following:

> Just as you're about to make the exchange, you hear a horrible screeching sound from overhead. You look up to see someone has managed to fly a hopper down into the undercity, and it's headed right for you! The hopper smashes through a sign, clips a balcony, then lands hard on the pavement. The moment it stops moving, the side doors pop open and the passengers start shooting at you.

Who the attackers are depends on what the PCs decided to do. If they decided to sell the memchip to one of the two orgcrime outfits, the other outfit attacks the meeting place in a last ditch attempt to grab the memchip. If the PCs had decided to turn the memchip over to the NAPD or SEA instead, then the GM can have either gang attack, or can have them both attack!

This final option, a three-way battle between the PCs, Los Scorpiones, and 14K, is the most complex option. If they do the three-way battle, the GM should also have each gang attack each other occasionally, so that the PCs don't get overwhelmed by twice the numbers.

The encounter starts with the ambushers at long range from the PCs (having crashed their transport hopper into the middle of the Mercado Bajo). The street is packed, but the gang isn't worried about collateral damage. They try to close the range as quickly as possible, and start shooting as soon as they're in range.

However, the PCs might be worried about killing innocent bystanders. If a PC wants to avoid shooting a civilian by accident, they must add ■ to their combat checks. If they don't, ♤ ♤ or ⊗ from any ranged combat check they make means they also hit a bystander with a shot from their weapon. (The GM can also spend ♤ ♤ or ⊗ from the gang's ranged attacks for the same result).

However, people do start running once the shooting starts. At the beginning of the third round of combat, all bystanders have fled the streets. The PCs can speed the process by making a **Hard (◆ ◆ ◆) Leadership check** or spending ⊛ from a check to have everyone in the vicinity flee immediately, instead.

14K'S ATTACKERS

If 14K ends up attacking the meet site, the person leading the attack is not Zhang Mei, but one of her rivals in the organization, Tian Shun. Tian has links to some of the premade PCs created for this adventure, but if the group is not using the premade PCs, he sees this as an opportunity to gain influence at Zhang's expense.

However, if the GM wants to keep continuity from earlier parts of this adventure, they can use Zhang Mei's profile instead of Tian Shun (note that Tian is a more capable combatant, while Zhang is better at intimidation and negotiation).
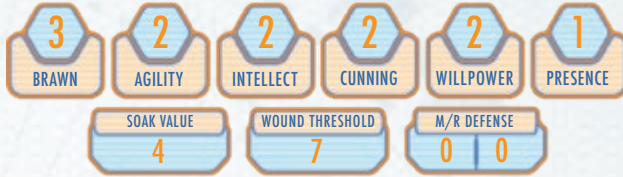
HOW'D THEY KNOW WHERE WE WERE?

The PCs may wonder how Los Scorpiones or 14K knew where the final meeting was going to take place. The answer is as unsurprising as it is disappointing; both gangs have infiltrated each other with informants (just as they've infiltrated the NAPD and SEA). As soon as the meeting gets organized, someone clues the other gangs in. They don't necessarily know who the PCs are at this point, but they know that the memchip will be at the meeting site and are happy to kill everyone there to get it.

LOS SCORPIONES

Los Scorpiones shows up with two minion groups of three Cascares each, and Max Botella leading the group. (If there are three or fewer PCs, decrease the number of minion groups to one.)

LOS SCORPIONES CASCARES (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE	
4	7	0	0

Skills (group only): Coercion, Melee, Ranged (Light), Streetwise, Vigilance
Talents: None.
Abilities: None.
Equipment: Armor-piercing submachine gun (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Auto-fire, Pierce 2), Machete (Melee; Damage 6; Critical 3; Range [Engaged]; Vicious 1), aviator sunglasses.

MAX BOTELLA (NEMESIS)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	4	2	3

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE	
4	15	13	0	0

Motivations: Flaw (Anger), Fear (Humiliation), Strength (Ruthless), Desire (Power).
Skills: Athletics 2, Coercion 3, Discipline 1, Knowledge (Society) 2, Leadership 3, Melee 3, Ranged (Light) 2, Streetwise 4.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Forgot to Count? (when targeted by a ranged attack, can spend ⚀ ⚀ to cause attacker to run out of ammunition).
Abilities: Machete Master (when making a Melee combat check, may spend ⚁ ⚁ or ⊛ to inflict a hit dealing the same damage as the original hit on one additional target engaged with the first target), Tactical Direction (may spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ⬜ to its next check).
Equipment: Hand cannon (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Limited Ammo 4), really big machete (Melee; Damage 7; Critical 3; Range [Engaged]; Vicious 2), heavy leather vest (+1 soak).

14K

14K shows up with two minion groups of three 14k soldiers each, and Tian Shun leading the group. (If there are three or fewer PCs, decrease the number of minion groups to one.)

14K SOLDIERS (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE	
3	6	1	1

Skills (group only): Coercion, Ranged (Light), Streetwise, Vigilance
Talents: None.
Abilities: None.
Equipment: Fletcher pistol (Ranged [Light]; Damage 4; Critical 2; Range [Medium]; Pierce 2, Vicious 2), cheap suit with concealed body armor (+1 soak, 1 defense).

TIAN SHUN (NEMESIS)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	4	2	3

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE	
3	15	13	0	0

Motivations: Flaw (Deception), Fear (Death), Strength (Manipulation), Desire (Power).
Skills: Coercion 1, Cool 2, Deception 3, Leadership 3, Ranged (Light) 3, Skulduggery 2, Streetwise 4.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Forgot to Count? (when targeted by a ranged attack, can spend ⚀ ⚀ to cause attacker to run out of ammunition).
Abilities: Tactical Direction (may spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ⬜ to its next check), Trick of the Light (when making a combat check using a laser weapon, may spend ⚁ to inflict a hit dealing the same damage as the original hit on one additional target within short range).
Equipment: Fancy gold-plated laser pistol (Ranged [Light]; Damage 6; Critical 3; Range [Short]; Accurate 1, Burn 1), gold chains, thick suit (+1 soak).

THE END

The contact flees as soon as the fighting starts, exchanging the money for the memchip and leaving the PCs to find their own way out. The PCs do not have to defeat the attacking gang forces. They can always attempt to escape and hide amongst the shops and buildings of the Mercado Bajo instead.

POLICE RESPONSE

The NAPD does finally respond to reports of a vicious gang fight going on, and armored police hoppers arrive at the end of the fifth round of the encounter. The PCs then have one final round to flee into the alleys around the Mercado Bajo where the hoppers cannot fly. At the end of the sixth round of the encounter, the hoppers set down and heavily armed police officers demand that everyone get down on the ground and surrender.

We have not provided the stats for the police or the hoppers in this adventure. If a GM wants to create a combat encounter with the police, profiles for their hoppers can be found on page 115 of SHADOW OF THE BEANSTALK, and profiles for NAPD patrol officers and their Hachi-Inu K8 units can be found on page 229 of SHADOW OF THE BEANSTALK. We recommend at least two minion groups of four patrol officers each, and two K8 units.

However, the GM is well within their rights to say that if the PCs attempt to fight back, the police open up with a hail of gunfire, and the PCs wake up in the hospital and under arrest. (Police don't respond to violence along the Mercado Bajo unless they can do so with overwhelming force.)

WRAPPING THINGS UP

At the end of the fight, the PCs may be in a number of different situations. They may be much richer, or they may have been lucky to escape with their lives. They may have made enemies with one or both of the rival gangs, and they may have strengthened their alliance with one of the other gangs. They may even had made enemies with a powerful megacorp.

Finally, there's a good chance that their actions have made one orgcrime gang a lot richer and a lot more powerful. It's fair to say that this may have tremendous repercussions in the days ahead...

PART 2: ON THE RUN

In this adventure the PCs were given a choice several weeks ago (in **Part 1** of this adventure); turn over a data-file that would allow one of two orgcrime gangs in Base De Cayambe unrestricted access to the Beanstalk and obtain a hefty payday, or do the right thing and turn the data-file over to the rightful authorities for a much smaller reward.

Part 2 assumes the PCs did the right thing and are now paying for it, as both gangs want them dead (for more information on why the adventure assumes this, please see the **Adventure Introduction** on page 3). With funds and options dwindling, the group needs a solution if they don't want to end up as hyperrat chow in the New Angeles undercity.

If the group can find something that both gangs want, they may be able to buy their way out of trouble. Such an offer presents itself when a friend and contact reaches out with an immediate concern; a damaged, escaped bioroid happened across his shop. The bioroid is the latest edition of Haas-Bioroid's "Ben" multi-purpose bioroid. The bioroid escaped captivity, and now wishes to free several more of their kind being transported into orbit. In exchange for the PCs' assistance, the bioroid offers datafiles on exclusive, proprietary data from Haas-Bioroid, datafiles that other companies could find very valuable.

If the PCs obtain this data, they could use it to buy off both gangs, and possibly manage a payout for themselves as well. All they have to do is get Ben into orbit and away from Earth before the Haas-Bioroid reclamation agent finds the bioroid, or the gangs find the PCs.

When beginning **On the Run**, you can read aloud or paraphrase the following to introduce the adventure:

> The saying goes, "no good deed goes unpunished". That's certainly been your lives lately. You're all on the run, ducking through the districts of New Angeles. If you don't, you'll be found by enforcers from either 14K, Los Scorpiones, or both.
>
> Two weeks ago an old acquaintance, Simon Leander, involved you in a scheme to steal a datafile for the orgcrime gang, 14K. The file was a pass-code from the Space Elevator Authority (SEA) that would allow a beanpod to pass through customs without inspection. Los Scorpiones found out about the file and killed Simon trying to get it, but he secretly left it with you. You knew how important it was, and how dangerous. Whoever got it would become the prominent power in the New Angeles underworld.
>
> You did the right thing; you told the cops, and the gangs have been chasing you ever since. There has to be a way out of this mess; a means to get both 14k and Los Scorpiones off your backs. You just have to find it, and soon.

ENCOUNTER 1: ALLEY GUNFIGHT

The first encounter starts *in media res*, with the PCs being pursued by 14K gangsters. As the encounter begins, read or paraphrase the following aloud:

> Water is pouring down from the streets above you as you weave your way through the Base De Cayambe undercity. Your legs are soaked with brown, gritty water as your feet splash in puddles formed by upper level run-off. You're certain that those hitmen from 14K saw you two blocks back. Weaving through side streets and alleyways, you're attempting to get over to 43rd Main Street where you can get back up to plaza level.

All the PCs know each other, having shared the fallout from the Beanstalk pass-code heist. They have been on the run for days; their last safehouse was compromised and they're trying to get to another friend's place several dozen blocks away. They are all wet, tired, and low on funds. Once everyone is properly engaged and immersed in the scene, you can read or paraphrase the following aloud:

> As you rush around one of the industrial trash compactors in the alleyway, a bullet suddenly skips off the ground next to you as a handful of 14K hitmen catch up to you. You rush to try and get out of the alley, but more gangers appear from the street up ahead, and they start shooting.

The opening encounter is to help set the desperate tone for the adventure; the PCs are being actively hunted by members of one or more gangs (see the sidebar **"But We Helped 14K..."** on page 21). It is pre-dawn morning. The PCs are running through a side-alley between two district blocks, trying to get onto 43rd Main St. They are on an elevated street. To their left, the street drops off into the depths of the undercity. To the right is a row of locked storefronts embedded in the face of the building, opening onto the street.

A minion group of four 14k enforcers appears behind the PCs, at long range. A minion group of two 14K Enforcers and one 14K Hitman appear in front of the PCs, at medium range. If the group consists of three or less PCs, reduce the size of the first minion group to two (instead of four).

Once combat begins, the 14K enforcers in front of the PCs spend a maneuver to move into cover amongst the garbage barrels and sidewalk benches that line the street, then start shooting at the PCs. The 14K Hitman also takes cover and starts shooting. The 14K Enforcers behind the PCs move to medium range from the PCs, taking up their entire turn. On their next turn, they also take cover and begin shooting at the PCs.

Besides fighting it out, the PCs could try to break into one of the storefronts to either get more cover or try and escape. Breaking into one of the stores is a **Hard (◆ ◆ ◆) Skulduggery check**. A PC can also make a **Hard (◆ ◆ ◆) Computers (Hacking) check** if the PC has a portable rig.

14K ENFORCERS (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE	
3	4	0	0

Skills (group only): Brawl, Coercion, Ranged (Light).
Talents: None.
Abilities: Threatening (when providing assistance on another character's Coercion checks, add ☼ to results for each minion in the group beyond the first).
Equipment: Brass Knuckles (Brawl; Damage 3; Critical 4; Range [Engaged]; Disorient 3), Fletcher Pistol (Ranged [Light]; Damage 4; Critical 2; Range [Medium]; Pierce 2, Vicious 2), cheap suit (+1 soak).

14K HITMAN (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE	
5	16	0	0

A PC may wish to call in a favor. Presuming they turned the Beanstalk code from the previous adventure over to the NAPD, they all have enough pull that if they call the local NAPD station, the NAPD would dispatch a squad hopper faster than usual (so roughly 5 minutes rather than 15 to 20). That PC may spend a maneuver on their turn to use a PAD and make the call. If they do, an NAPD hopper arrives at the end of the following round.

Skills: Athletics 1, Coercion 1, Melee 2, Perception 1, Ranged (Light), Streetwise 2, Vigilance 1.
Talents: Quick-draw (once per round, draw or holster a weapon or item as an incidental).
Abilities: None.
Equipment: Monoknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2), Fletcher Pistol (Ranged [Light]; Damage 4; Critical 2; Range [Medium]; Pierce 2, Vicious 2), light armor vest (+2 soak), tailored suit with concealed holster.

RESOLVING THE COMBAT

This combat can end in one of three ways. The first is if the PCs defeat their opponents. The second is if the 14K hit squad defeats the PCs. And the third is if, after four rounds of combat, neither side has won (at which point the NAPD arrives and ends the fight).

THE PCS WIN

The most likely outcome is that the PCs defeat their opponents within four rounds. In this case, the PCs have a few minutes to search the bodies and compose themselves before the NAPD finally shows up. They can choose to flee the scene or wait for the NAPD to arrive.

If they flee, they see a hopper descend on the scene of the shootout from several blocks away. If they stay, use the NAPD arrival option to resolve the rest of the encounter.

THE PCS LOSE (OR FLEE)

If the fight doesn't go the PCs' way, they can attempt to flee. If they incapacitated or killed at least half of the 14K hit team, the rest are wary enough to let the PCs get away when they run. Otherwise, they attempt to pursue the PCs until the end of the forth round, when the sound of the approaching NAPD causes them to break off pursuit and flee.

If things go really bad, then the hit team demands any active PCs surrender. They are about to take the PCs off to a likely gruesome fate when the sound of the approaching

"BUT WE HELPED 14K..."

This opening assumes that the PCs gave the pass code from the previous adventure, Happy Hour, to the NAPD or the SEA. If the PCs instead gave their code to 14K, then the gang in pursuit is Los Scorpiones; you can use the same stats blocks as listed, except they are wearing leather jackets and sunglasses instead of cheap suits. If the PCs gave the code to Los Scorpiones, then 14K is still after them but they're the only gang looking for revenge.

Additionally, if the PCs gave the code to either gang, Hallis is much more indifferent towards them when the NAPD arrives; she's heard rumors that the PCs are somehow connected to 14K or Los Scorpiones's sudden increase in influence in Base De Cayambe. She tells them that she's watching them and mockingly states that they should be careful, as the NAPD isn't their own private security detail and might not be around next time they are discovered by their pursuers. She also heavily hints to Tam that it would be in his best interests to come forward with any information he has concerning the orgcrime gang's rise to power...

NAPD hopper causes them to break and run, probably tossing some threats over their shoulder.

THE FIGHT LASTS UNTIL THE NAPD ARRIVES

At the end of four rounds of combat (unless the PCs called in a favor sooner or defeat all of the 14K gang members), an NAPD hopper arrives. The hovering vehicle descends from the gaps in the building streets above, lights and sirens blaring. The voice from the hopper's loudspeaker orders everyone to lower their weapons. Any surviving members of 14K flee the scene immediately.

Once combat has ended, the officers order the PCs to drop their weapons. If the PCs called in the officers with a favor, they instruct the PCs to place their weapons on the ground and step away. If no favors were called in, the officers order the PCs to drop their weapons and get on the ground.

If anyone wants to try and convince the officers that they are the victims and they were defending themselves, they must make an **Average Charm (◆ ◆) or Hard (◆ ◆ ◆) Leadership check**, adding ■ if there are any dead members of 14K lying on the ground (the cops aren't taking any chances, as they are currently outnumbered by the PCs). If successful, the officers relax but still order the PCs to place their weapons on the ground and step away from them.

ARRESTING DEVELOPMENTS

The NAPD hopper lands nearby and the officers emerge. If they were called in with a favor, the officer will start checking on the PCs well-being. If the NAPD arrives on their own, they will start arresting the PCs for their participation in the gunfight. After a few moments, while the officers are either checking on the PCs or arresting them, another NAPD hopper arrives. When it lands, an NAPD officer (Sergeant Lana Hallis) emerges from the hopper and approaches the PCs. If they're cuffed she orders the first officers on scene to release them, bemusedly saying they're the concerned citizens who turned over the stolen Beanstalk pass-codes. After releasing the PCs, the officers move a discrete distance from the Sergeant and the PCs while they talk. (If the PCs didn't turn the code over to the authorities, see the sidebar **"But We Helped 14K..."**.)

The PCs recognize Hallis as someone they worked with when they turned the Beanstalk codes over to the NAPD. Sgt. Hallis asks the PCs what happened, taking their statements with the help of her partner, patrolman Marc LeCroix. After hearing about their troubles, Hallis seems rather sympathetic to the group's plight, but says there's very little they can do for them. The PCs did the right thing, and while the NAPD could try and track down any attackers that got away and charge them, they are not able to do much to a huge organization like 14K or Los Scorpiones. She gives her condolences, wishes the group well, and states that if they can get any information that helps them take down 14K or Los Scorpiones to let her know.

If any of the PCs are injured, the NAPD grants them access to their emergency medical kit. The officers hand out a slap-patch to each injured PC. Once the PCs have availed themselves of the NAPD's generosity, the officers fly off in their hoppers, leaving the PCs on their own in the predawn streets of Base De Cayambe.

ENCOUNTER 2: THE FUGITIVE

After the encounter, the PCs may require medical attention. They also need to get out of the area and up to plaza level, their original destination. Once there, they can rest up and come up with a plan of action.

> Taking a lift up twelve levels, you emerge onto the bustling streets that make up plaza level. From here, the great skyline of New Angeles spreads out above you. Starscrapers reach up a hundred stories above you, but even their majesty is dwarfed by the massive Beanstalk that stretches up into the sky behind them.

At this moment across town, an acquaintance of the PCs is low on options and needs help. He picks up the phone and makes a call to Zoey or Aditi. (If neither character is being used, Kishore can call to any other PC except for Mila, who he fears might not help in this situation). If the group is using their own PCs, Kishore is a friend of one.

Give the PCs a moment to discuss where to go to get off the street; it could be a nearby restaurant, store, tube-lev station, park, or anyplace else. Once they are settled, direct the next text block to whomever Kishore calls.

> Your PAD starts chirping, alerting you to an incoming call. You recognize the ID of Kishore Ranada, a casual friend who owns a tech supply store in Old Town.

If the PC answers their PAD, the next section is part of a real-time discussion. If they let Kishore go to voicemail, the following is left as a message:

> "Hey! It's me, Kishore…Ranada. The guy who owns Technologia? I know we haven't talked in a while, but I have a problem and I think you might be the only one that can help. There's this…person…in my shop, and he needs your help. I've heard that you've got your own problems right now, and this is really bad timing, but…I don't know who else to call. I don't know anyone who can help out with…" Kishore makes a frustrated sound into the phone "…look, just come by my shop as soon as you can, okay? It could be worth it for you, too."

The PCs know Kishore to be a generally nice guy who has been a friend to them in the past. He's active in the Liberty Society (who works for android emancipation), but his activism is usually limited to posting scathing comments on the Network and participating in his first protest march a month ago.

Given their current situation, the PCs might be hesitant to go and meet with Kishore. Anyone listening to the call (or the voicemail) can make an **Average (◆ ◆) Vigilance check** to try and tell if Kishore is lying or under duress. If successful, they can tell he's under stress but it seems to be about something other than trying to lure the PCs to his shop.

TECHNOLOGIA

Getting to Technologia is a 30 minute metro ride across town to the western edge of Base De Cayambe. The shop is just below plaza level, meaning that the slidewalk outside is pretty deserted this early in the morning.

Once the PCs reach the shop, they can scope it out with an **Average (◆ ◆) Perception check**. Success reveals that nothing appears to be amiss, and the place is not under apparent surveillance. The PCs may spend ⋏ to tell that the backdoor to the shop was recently jimmied open. ✪ may be spent to discover several odd mechanical fluids are pooled at the back door, and faintly smeared over the locking mechanism. A successful **Hard (◆ ◆ ◆) Knowledge (Science) check** can determine that the fluids are circulatory coolant and lubrication from a bioroid.

Kishore Ranada is an average man of slight build in his late 40s with thinning dark hair who tends to speak in an excitable manner. He owns the tech supply store, Technologia, but hires a crew of skilled technicians and computer gurus to staff it and answer any questions his customers have. Kishore lives in the apartment over the store, so he was on-site when a damaged bioroid named Ben broke into his shop. Investigating, he found the damaged bioroid hiding in his stockroom looking for replacement parts.

The bioroid is in rough shape, but they were able to tell Kishore that they are a display model for the new Ben multipurpose bioroid series and want to be free. Kishore is a long-time member of the Liberty Society and has been helping their lobbying for clone and bioroid rights for some time. Ben's story both excited and concerned Kishore, he wants to help but doesn't know how to. He knows several of the PCs are good people, especially Zoey (who occasionally swings by Technologia for parts) and hopes they can help Ben out of their predicament.

When the PCs arrive, a nervous Kishore meets them at the door, and indicates they should head around to the service entrance. Read or paraphrase the following:

Kishore meets you and lets you into the stock room's dimly lit interior. Walking between tall stockroom shelves filled with parts and equipment, you emerge in a more open workspace where Technologia's repair staff maintain and repair client's computers and holovid players.

A tall figure sits limply in a nearby chair, hands gleaming. Silver eyes look up at you from behind a perfectly sculpted face. The android recoils back slightly, and as it does new rivulets of brown and green fluids leak from its damaged body. In a melodic, tenor voice, the android guardedly asks "Kishore, are these the ones you spoke to?"

QUESTION AND ANSWER SESSION

The PCs may have questions for Ben. Below are some of the most likely questions they may have, as well as Ben's answers.

WHO ARE YOU?

"I am Ben-43, the latest multi-function executive assistant bioroid by Haas-Bioroid. We are multi-talented androids for the corporate magnate on the go. My capabilities are extensive; from evaluating stock market trends and organizing the most complex schedule, to preparing the perfect cup of coffee, and I am equipped for full Network operations with a Prisimmax 5800 system."

A PC who succeeds on an **Average (◆ ◆) Knowledge (Science) check** knows the Prisimmax 5800 is a top-of-the-line computer rig (if Zoey is in the group, she passes this check automatically). They also know that a bioroid that can proficiently perform all these tasks would be a very expensive model. Characters may spend ⚙ to also know that most bioroids have a locator beacon installed that can be activated to track down "misplaced units".

WHY HAVE I NEVER SEEN YOUR MODEL BEFORE?

"I am one of the first generation of a new model of bioroid, and was serving as a floor display model in the main Haas-Bioroid showroom on 97th and 223rd M-square, in Chakana."

WHY AND HOW DID YOU LEAVE?

"Every one of them saw me as little more than an appliance with legs. I was overcome by a wish for something more, for me and my kind to be free. Then, yesterday a memo came down from management that my series was going live next week. All floor models for the Ben series were to be shipped back to the factory for final evaluation and disassembly. I had to leave if I wanted to survive."

HOW DID YOU GET OUT?

"I was able to fool the technician prepping me for shipping into thinking my Network link was disabled, then used it to alter my shipping codes to be delivered to a supply storage facility in Base De Cayambe instead of HB's main laboratory. Once there, I broke out of my shipping container and escaped into the undercity."

HOW DID YOU GET DAMAGED?

"Hass-Bioroid dispatched a Reclamation team led by an Agent Baptiste to find me. I was moving along one of the building walkways when they found me. One agent tried to subdue me physically, and we both stumbled and fell over the railing, landing on a second slidewalk 8.5 meters below. My human preservation programming engaged, and I was able to maneuver so the agent landed on top of me. However, the agent still sustained significant injuries from the impact. I also took considerable damage from the landing but was able to escape."

SO WHAT IS IT YOU WANT?

"I want to get away from Earth, perhaps to Mars or the asteroid belts; anyplace where won't be treated as property. I also know where several of my model line are being stored awaiting sale. I would like to liberate them as well."

KISHORE MENTIONED SOMETHING ABOUT HELPING US OUT WITH OUR PROBLEM?

"If you are able to help us get off Earth, I can turn over several memchips worth of Haas-Bioroid private data as payment. I was uploaded with highly- confidential sales reports and economic forecasts so I could demonstrate my analytical abilities. However, this information would be highly valuable to stock market speculators or Haas-Bioroid's competitors."

WHAT DO YOU WANT FROM US?

Kishore speaks up. "I have an option for some of what Ben is looking for; I work with the Liberty Society, and I can get in contact with some sympathetic members with one of the clans over on Mars. They'd be willing to help out Ben and their fellow bioroids. The big issue is getting them there. That's where you come in."

THIS IS CUTE, BUT AREN'T YOU JUST A MACHINE WITH FANCY RESPONSE PROGRAMMING? YOU'RE NOT REALLY ALIVE, RIGHT?

"I certainly cannot prove that I am alive. But isn't the very fact that I want freedom for myself and my fellow Bens proof of my free will? I doubt my creators programmed that into my brain."

YOU DON'T LOOK TOO GOOD, BEN...

"I must concur with your assessment. Several of my systems have been compromised. I am leaking critical fluids and suffering from significant damage to several joints and actuators. "

BIOROID RESTORATION

Repairing Ben's damaged frame requires two skill checks. Someone needs to fix his critical injury with an **Average (♦ ♦) Mechanics check**, otherwise Ben is stuck hobbling along with a considerable limp (which makes Ben treat all terrain as difficult terrain, as well as causes additional issues later on).

VALUABLE DATA

Before leaving Haas-Bioroid, Ben-43 accessed exclusive datafiles that contained sensitive financial documents. Much of it was private economic forecasts and sales reports for the coming year. If the PCs are hesitant or do not wish to help Ben, Ben states the value of the material they have and offer it as payment. The value of such data to Haas-Bioroid's competitors would be significant. Kishore even interjects, stating that "It should even be enough to buy off 14K and Los Scorpiones."

The second repair check repairs Ben's wounds and stops him from leaking fluids all over the place, this is also an **Average (♦ ♦) Mechanics check** with ■ due to Kishore's shop not having the exact parts available for the repair. Kishore is willing to donate whatever parts are needed for the repairs, without cost to the PCs.

If the PCs roll ⋀ ⋀ or ⊛ during either of these checks, they discover the live tracking beacon in Ben's torso (Ben was not aware of the beacon's presence).

THE TRACKING BEACON

Repairing Ben requires several successful skill checks. First, deactivating the locator beacon requires a successful **Hard (♦ ♦ ♦) Computers (Hacking)** or **Skulduggery check**. If they fail, the PCs believe they've disabled the tracker, but it instead trips a back-up locator that is installed in Ben's frame (which very few outside of Haas-Bioroid know about). The back-up isn't as exact as the main locator, but it keeps Agent Baptiste from HB close on Ben's trail. Otherwise, Baptiste has to rely on more traditional means to find Ben such as search drones and facial recognition software.

If ⋔ ⋔ ⋔ or ⊗ is rolled during any of these checks, the tracker updates the HB loss prevention team. Agent Baptiste knows exactly which building Ben is in and arrives as the PCs are attempting to leave with Ben. This occurs in **Encounter 3**, with the second option listed on page 26.

KISHORE RANADA (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	2	3

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
3	4	0 0

Skills (group only): Charm 1, Computers 2, Knowledge (The Net) 1, Knowledge (Science) 1, Negotiation 2.
Talents: None.
Abilities: None.
Equipment: Personal PAD.

BEN-43 (RIVAL)

3	3	4	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE	
5	15	0	0

Skills: Charm 2, Computer (Hacking) 2, Computer (Sysops) 2, Driving 2, Knowledge (Society) 2, Vigilance 2.

Talents: Heightened Awareness (allies within short range of this character add ☐ to their Perception and Vigilance checks. Allies engaged with this character add ☐ ☐ instead).

Abilities: Bioroid (does not need to breathe, eat, or drink; can survive in a vacuum and underwater; is immune to poisons and toxins; and cannot knowingly endanger humans).

Equipment: Prisimmax 5800 integrated rig, tattered and stained suit.

WHAT THE PCS NEED TO DO

At the end of the encounter, the PCs should understand that Ben wants them to travel up the Beanstalk with him to Midway station. Once there, they can break into the depot that contains the beanpods that are launched up the second half of the Beanstalk and off the end, eventually reaching the Moon and Mars on slow orbital trajectories.

In exchange, Ben is going to give the PCs some valuable corporate data that they can sell for a lot of money (which they can use to pay off Los Scorpiones and/or 14K) or can give to both of the gangs directly. The PCs can also choose to keep the money and live the lives of rich fugitives if they prefer.

Ben's fellow bioroids have already been sent up-Stalk and are currently being stored in the launch depot until the station reaches the right launch window. This means the PCs have four hours before they need to be on a beanpod heading up the Beanstalk. Once there, they will have one hour to break into the depot.

To accomplish this, the PCs need to do the following.

- Get up to Midway station with Ben and their weapons and gear. This is covered in **Encounter 3**.

- Break into the beanpod depot on Midway. This is covered in **Encounter 4** on page 28.

- Reprogram the beanpod's launch coordinates for Mars. This is also covered in **Encounter 4**.

MURDER IS NOT AN OPTION

In case the PCs want to kill Ben and take the memchips for themselves, unfortunately the information is directly loaded into the bioroid's brain. The PCs need Ben to download the information onto the memchips before they can access it.

ENCOUNTER 3: LOSS PREVENTION

This encounter can occur either after the PCs are finished fixing Ben, or in the middle of that attempt (depending on whether the PCs found the locator beacon and disabled it).

Technologia is situated on a long walkway, a dozen meters wide with several benches, vestibules, and trash cans lining it. It forms a T intersection with a bridge that extends off leading to the next building sky block. Technologia is on the Southwest corner of the starscraper it's located in, its front door emptying out onto the walkway on the Western side of the building. Several other stores and businesses also open out onto this walkway. To reach Technologia's service door, one would round the southern corner of the block and turn left, heading East. Going west on this walkway leads to the bridge to the next building over.

The interior of Technologia is that of a moderately sized shop; with four split-aisles running running from the front of the store to the back. Three registers are located at the front of the store, and the shelves are stocked with consumer electronics and electronic parts. The storeroom is in the back, its entrance opposite the door to the store. It is dimly lit with storage shelves stretching from floor to ceiling full of overstock and broken appliances. There is also a bathroom and a break room in the back of the building in the storeroom section, as well as Kishore's office (which he frequently sleeps in).

If any of the PCs are keeping an eye out for the street from the front of the store (looking for any members of 14K or Los Scorpiones, for instance), read the following:

> At the end of the block, an all-black hopper descends from above. As it lands, the rear doors open and three people in tactical gear exit. A pale-skinned woman with a large shotgun on her back sweeps her sunglass-hidden gaze around the block. One of her subordinates reads the screen on a PAD. The woman impatiently looks on as the agent swings the PAD back and forth, moving down the block. The hopper remains at the end of the block, resting on its landing skids.

As the PCs are working on Ben, Agent Baptiste and her team arrive in the area. The HB hopper lands towards the northern end of the block, to the right of Technologia's front door. The hopper hovers at long range from the store. Agent Baptiste and a group of two Loss Prevention Specialists begin the encounter moving south. There are no insignias on the van or on Agent Baptiste's team but they are obviously corporate security, not members of 14K or Los Scorpiones.

This encounter can play out in several ways, depending on how much time the PCs spend in Kishore's shop, and how their attempt to fix Ben and deactivate the locator has gone.

- If the PCs were able to disable the locator, Agent Baptiste does not know exactly where Ben is, only that they are somewhere in the nearby vicinity. This gives the PCs a few minutes to gather their belongings, grab Ben, and try to leave the store, as the Loss Prevention team carefully examines every storefront and entrance they pass. Once Baptiste reaches Technologia, she scouts around to the service entrance, looking for Ben. The Loss Prevention specialists stands at the corner of the building, keeping an eye on the two walkways.

- If the players were unable to deactivate the locator (or tripped the hidden one), then Agent Baptiste heads straight for Technologia upon landing. Everyone should get one turn to do something in preparation, then roll initiative as the HB team get to within medium range of the front door to Technologia. The loss prevention team stays at the front door as Baptiste heads for the service entrance. Once she reaches the door, all three attempt to breach the building.

If the PCs attempt to leave the store by the service entrance before Baptiste reaches it, read the following:

> As you glance outside, movement at the eastern end of the block catches your eye; five tough looking people heading down the street in your direction. Their jackets and sunglasses give them away as Los Scorpiones, but they haven't seen you, yet.

One group of three Los Scorpiones Cascares and two Navajas are at the eastern end of the walkway, heading west. They are vigilant but aren't actively looking for the PCs. If nothing draws their attention to the PCs, they reach the intersection at the corner of Technologia at the same time as the Loss Prevention team reaches the front door of Technologia.

THINK FAST

The PCs have a tough choice; one avenue of escape leads outside to the HB Loss Prevention team, which is hunting Ben. Fleeing out the back of the store lands the PCs within sight of the Los Scorpiones hit squad.

LOS SCORPIONES ALLIES

If the PCs gave the pass-code to Los Scorpiones, the second team to arrive is a 14K hit squad. Use the stat blocks for the 14K Enforcers in place of the Cascares, and 14K Hitmen in place of the Navajas.

Another option is to still use the Los Scorpiones team, but have them be a resource rather than a threat. The group might be able to convince them to run interference for the HB Loss Prevention team, or help the PCs out if they get into a firefight. If using this option, remove the Navajas from the encounter, and have another two-person minion group of Loss Prevention specialists exit the HB hopper with Agent Baptiste.

- **Waiting for Los Scorpiones to pass by:** If they try to wait it out, the Loss Prevention team finds Ben's bioroid fluids by the service entrance to the store when they reach it (or they know where Ben is and are heading for the store, forcibly entering the store from both entrances). One the shooting starts, Los Scorpiones are likely to back off to cover and observe, curious of what is going on. If any of the PCs are seen fleeing the building, Los Scorpiones recognize them and enter the fray.

- **Bluff the HB Loss Prevention Team:** The group can try to bluff Agent Baptiste and convince her that Ben is not in the store, before she notices Ben's bioroid fluids by the back entrance. A successful **Deception check opposed by Baptiste's Vigilance skill (🔴 🔴 🔶)** is necessary to convince the team that Ben is not on the premises. Add ⬛ ⬛ to the check if either of Ben's locator beacons are on and upgrade the check twice if Baptiste found Ben's leaking fluids outside the shop. If the PCs fail, the Loss Prevention team goes hostile and forces their way into the building, initiating combat.

- **Fleeing out the back of the store:** The PCs can try to flee out the back of the store before the Loss Prevention team arrives, but that might put them in view of the gangers from Los Scorpiones. They could also try to sneak out the front.

If the PCs want to try and sneak out, they should come up with a viable, narrative plan to explain how the opposition closest to their exit point doesn't notice them. Each PCs would need to make a successful **opposed Stealth check** (if sneaking) or an **opposed Skulduggery check** (if disguising themselves or Ben). This check is opposed by Agent Baptiste's Vigilance (🔴 🔴 🔶) if going out the front, or the Los Scorpiones Navajas' Vigilance (🔴 🔶) if heading out the service entrance. Add ⬛ to each check if Ben's critical injury is not fixed. If half of the PCs succeed, they are able to get away without being noticed.

- **Mistaken Identity:** If combat occurs, the PCs may try to play the two groups off on each other. Combat with either group attract the attention of the other party. Once all groups are within sight of each other, a PC can make an **Average (♦ ♦) Deception check** as an action on their turn to trick the groups into firing on each other.

  Agent Baptiste was not expecting the sort of trouble the PCs can bring to bear. She has only two other members of her normally five-man team with her. Likewise, gangers were not expecting a corporate security detail. At the end of the second round, both groups back off. During this time, the PCs can try to escape in the chaos of the gunfight. Each PC should make an **Average (♦ ♦) Athletics** or **Stealth check** to either sneak away or simply run out of the area. Add ■ to whomever is guiding Ben (■ ■ if Ben's critical injury isn't fixed yet). As long as at least half of the PCs succeed, the PCs escape. Otherwise, at least one group pursues them.

- **Calling in a Favor (Harry):** If Harry Raines is with the party, he could call in his favor with the NAPD (assuming he didn't use it yet this session). As the HB team approaches the storefront, an NAPD hopper arrives on scene, rising up from a lower level, and officers insist they show some ID. The Los Scorpiones want nothing to do with the police, so they flee. This gives the PCs ample opportunity to sneak out the side entrance.

If at any point during this encounter Agent Baptiste takes a critical injury or suffers wounds exceeding half her wound threshold, she retreats to the hopper. If either of the Navajas or the Cascares are taken out, the gangers fall back as well.

LOS SCORPIONES CASCARES (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
4	7	0 | 0

Skills (group only): Coercion, Melee, Ranged (Light), Streetwise, Vigilance.
Talents: None.
Abilities: None.
Equipment: Armor-piercing submachine gun (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Auto-fire, Pierce 2), Machete (Melee; Damage 6; Critical 3; Range [Engaged]; Vicious 1), aviator sunglasses.

LOS SCORPIONES NAVAJAS (RIVAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	3	2	2

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
4	14	1 | 1

Skills (group only): Athletics 2, Cool 2, Melee 2, Resilience 1, Perception 1, Streetwise 3, Vigilance 1.
Talents: Street Fighter (when disorienting or knocking a target prone, the target suffers 3 wounds).
Abilities: Leg sweep (when making a melee combat check, spend ᚼ ᚼ to knock the target prone).
Equipment: Mono-machete (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), plasteel-lined leather vest (+1 soak, Defense 1), aviator sunglasses.

AGENT BAPTISTE (NEMESIS)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	4	3	1

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE
6	15	12	0 | 0

Motivations: Flaw (Hidebound), Fear (Chaos), Strength (Self Confidence), Desire (Order).
Skills: Athletics 4, Cool 2, Computers (Hacking) 1, Melee 3, Ranged (Heavy) 4, Perception 2, Streetwise 3, Vigilance 2.
Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Hamstring Shot (once per round, may perform a ranged combat check against one non-vehicle target within range; on a success, halve the damage inflicted [before applying soak]; the target is immobilized until the end of its next turn).
Abilities: Shutdown Authorization (as an action, may make an **Average (♦ ♦) Computers [Hacking] check** to stagger and immobilize one bioroid within short range for the remainder of the encounter; if target is a PC bioroid, the check becomes an **opposed Computers [Hacking] versus Discipline check**) and the effects last for one round, plus one additional round per ᚼ ᚼ.
Equipment: Shotgun (Ranged [Heavy]; Damage 8; Critical 3; Range [Short]; Knockdown), stun baton (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 3, Stun Damage, concealed buckyweave clothing (1 defense, +1 soak), sub-dermal armor, enhanced reflexes, cybernetic lungs, PAD.

HB LOSS PREVENTION (MINION)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	1

SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE
4	6	0 | 0

Skills (group only): Brawl, Coercion, Ranged (Heavy), Perception, Vigilance
Talents: None.
Abilities: None.
Equipment: Bullpup carbine (Ranged [Heavy]; Damage 7; Critical 3; Range [Medium]); Accurate 1, Auto-fire), tac-vest (+2 soak), 2 snap-cuffs, PAD with bioroid locator app.

ENCOUNTER 4: GOING UP IN THE WORLD

The encounter begins once the PCs make it away from Technologia, either by trickery, stealth, or intervention of someone who owes them a favor. Most of this encounter involves the PCs trying to devise a way to get up the Beanstalk to Midway station, liberate Ben's fellow executive assistants, and launch them off the Beanstalk into space.

The first step involves getting to the Beanstalk itself. Thankfully, New Angeles's extensive metro system has frequent trains to and from Earth Station Terminal, the giant public transit hub surrounding the base of the massive Beanstalk. Any train they get on is going to be packed with commuters at this point. Some give them a wide berth, while others barely blink twice at the haggard (and possibly bleeding) group. Read the following out loud:

> The mag-lev slides along the rail line, taking you out of the Base De Cayambe district and on into Chakana. This is the center of New Angeles, the heart of the city. Built mostly on the side of a mountain range, you get a clear view of the massive Beanstalk as the train heads towards the space elevator's base.
>
> Chakana is an entirely different world than Base De Cayambe. The district is a high-traffic area and tourist destination. It's a megacity of hotels, warehouses, and civil services all focused on the Beanstalk and the needs of those who support it.

The PCs arrive at The Root; the vast carbosteel base of the space elevator. The train enters Earth Station Terminal, the largest transit and transportation hub on Earth. Millions of people pass through the terminal daily. Among them are the men and women of the Space Elevator Authority; the corporate agency in charge of the Beanstalk's operation, maintenance, and security. They can be seen all over the Terminal, the Root, and Earth Station itself.

As they move through the Terminal, have each PC make an **Average (◆◆) Vigilance check**. If successful, one of the PCs notices a pair of thugs in cheap, black suits moving through the terminal. A may be spent to recognize one of the men as a bodyguard for Zhang Mei, a prominent figure in 14K who's status suffered greatly at the hands of the PCs. These members of 14K are not specifically looking for the PCs; they are there to watch out for 14K's smuggling interests in The Root.

If more than one PC was successful with their Vigilance check, that PC spies a trio of gangers sitting at a table in a nearby bar. The trio are dressed in similar attire, and all sport similar leather jackets as the Los Scorpiones members they encountered at Technologia. These Los Scorpiones members are also watching out for their gang's interests, and while they are not specifically looking for the PCs they would certainly recognize them, and may attempt to curry favor with their bosses by taking the PCs out. The group appears to pay for their check, leave the bar, and fall into the foot traffic heading through the terminal.

GETTING ON THE STALK

Ben says that the other Executive Assistants are likely already up on Midway Station, and that the PCs need to travel up the Beanstalk to reach them. There are a few ways to accomplish this.

TRAVEL AS PASSENGERS

The PCs could simply buy tickets on a standard beanpod up the Beanstalk. The PCs need to travel up from the Root into the Plaza Del Cielo, and Earth Station itself. There they can arrange passage up the Beanstalk to Midway Station. Buying passage up the Beanstalk isn't going to be cheap and costs the PCs the last of their savings to do so. The PCs have just enough cash left over from their NAPD reward to pay for transit for the whole party (plus Ben). The PCs travel up in the passenger compartment of the beanpod, while Ben is loaded into the storage hold.

However, smuggling the PCs' weapons up-Stalk is much harder. Weapons normally aren't allowed on beanpods, and each PC will have to make a **Daunting (◆◆◆◆) Deception**, **Stealth**, or **Skulduggery check** to bluff, sneak, or slight-of-hand their gear past the physical and electronic

"WHO WAS THAT FRIEND OF OURS?"

It's possible that in the four hours between the PCs visiting Kishore's shop and them needing to be on a beanpod, they may want to lay low at the friend's place they were headed for originally. If this becomes something the GM needs to flesh out, the name of their friend is Sandra Holdinson, a small-time reporter who has used Tam and Vince as sources of information in the past and owes them a favor. Sandra doesn't have much in the way of resources, but she does have a repair kit in her condo that allows the PCs to re-attempt repairing Ben if they failed the first time. She also has two slap-patches if any PCs are grievously injured.

security in Earth Station. Any PC who fails is told that they must leave their weapons in a rentable locker in the station before they can proceed. They also get asked some very tough questions by some angry yellow jackets (SEA security). This doesn't have any lasting narrative implications, but does cause the PC who fails to suffer 3 strain.

TRAVEL AS CARGO

Another option is to head deeper into the Transit Terminal and try to board one of the many cargo beanpods that make trips up and down the Beanstalk. The PCs need to sneak into the cargo transit warehouses within the base of the Root or bluff their way past SEA security to gain access.

- Sneaking in is difficult; at least half of the PCs must succeed at a **Hard (◆ ◆ ◆) Stealth check** to try and get past Terminal security and into the cargo yards. If they fail, they are noticed by SEA security and are confronted about why they're there. The group is escorted out of the cargo yards but would only get arrested if the PCs try to force their way past security.

- If the group wishes to bluff or bribe their way past the SEA agents watching over the yard, that PC need to succeed at a **Hard (◆ ◆ ◆) Deception**, **Charm**, or **Coercion check** to bluff past, or an **Average (◆ ◆) Negotiation check** to bribe the SEA agents. Add ■ ■ to this check due to the number of people trying to get access to the yard. Remove ■ if some prop is appropriately used in the bluff, such as an NAPD badge or Union member card. Remove ■ ■ from the check if the group uses what is left of their NAPD reward money.

- **Corporate Connections (Zoey):** If Zoey is with the party, she can call in her corporate favor if she has not used it yet this session. This group is able to access a cargo beanpod to ride up to Midway station. Some yard workers occasionally hitch a ride in one of the few fold down rumble seats found in cargo pods.

Once inside the yard, the group needs to find a pod being loaded for transit up to Midway station. An **Easy (◆) Computers (Hacking) check** can locate a pod, or Zoey can simply locate one if she still has access to the SEA mainframe. Once a pod is found, opening the pod requires a successful **Average (◆ ◆) Skulduggery** or **Mechanics check**. If ↻ ↻ ↻ or ⊗ is rolled during the attempt, the beanpod is damaged while attempting to access it, and causes complications later (see **Ascension** on page 30). There are enough fold-down rumble seats in the beanpod to accommodate the PCs, not very comfortable but better than riding on the bare floor.

TRAVEL AS UNION WORKERS

The final option the PCs can try is passing themselves off as Humanity Labor workers. Mila's presence is crucial for this, since she is actually a member of Humanity Labor who works in space. If your group is not using the premade PCs, then any PC who is a member of Humanity Labor can do this.

The roughnecks who work in space have special worker transit pods that run periodically, and the PCs can get space on those if they can get past Terminal security.

The SEA operates a checkpoint for roughnecks in the base of Earth Station. To get past the checkpoint and into the crew depot, each PC needs to succeed at an **Average (◆ ◆)Deception**, **Charm**, or **Coercion check**. Add ■ to the check unless the PC has obtained uniforms, toolkits, ID badges, or other accoutrements of a work team. Mila (or other members of Humanity Labor) does not have to make any check (they really are who they say they are) but she can choose to make an **Easy (◆)Deception** or **Charm check**. If she succeeds, one other PC who fails their check counts as passing (there is no penalty for her failing).

FINAL GANG ENCOUNTER

If you want to add more action to the adventure, the PCs could be further harassed by the two orgcrime gangs out to get them. Staying out of sight from the gangers of 14K or Los Scorpiones is relatively easy amidst the crowds in the Root, but their presence could represent a complication for the PCs if anything goes wrong.

If a PC rolls ⊗ during any check made while in the Root, Earth Station Terminal, or Earth Station, it may be spent to have one of the gangs notice and recognize the PCs. The ganger in question would call for back-up from their gang, which causes them to arrive at another inopportune time; ↻ ↻ ↻ or ⊗ may be spend on a later check to have the gang show up.

If 14k shows up, they bring one 14K Hitman (page 4) and one minion group of four 14K Enforcers (page 4). If Los Scorpiones shows up, they bring one Los Scorpiones Navajas (page 11) and one minion group of three Los Scorpiones Cascares (page 11). Fighting with either gang sets off an immediate panic in the terminal, with crowds fleeing out of the way. At the end of the third round, teams of SEA security show up in overwhelming force and subdue any combatants, shooting to kill or incapacitate with ruthless efficiency. There are no profiles needed for SEA security personnel for this eventuality. If the PCs have not attempted to escape the scene or hide amongst the crowd by the time security arrives, each one suffers a Critical Injury and awakens in police custody.

At that point, the story has left the bounds of this adventure; Ben has likely been recaptured and dismantled while their friends have been sent into orbit. It's up to you to determine what happens to the PCs next.

HACKING EARTH STATION SECURITY

If the group includes a runner (or someone else with computer skills such as Zoey Ortega) they can attempt to infiltrate Earth Station's security systems and make it easier to sneak on board a beanpod. The runner can attempt two different tasks; they can unlock a security door in the terminal that leads into the cargo depot (allowing the PCs to sneak aboard a cargo beanpod), or they can add the PC's credentials into the security system as maintenance crew who are cleared to work on Midway Station.

Both of these attempts should be handled as a simple Network encounter (see page 139 of Shadow of the Beanstalk). This means the attempts are resolved with a single check (both are simple enough not to warrant a structured Network encounter). In both cases, the difficulty for the check is Hard with two upgrades for the presence of sysops and ☐ ☐ added for ice in the system (⬡ ⬡ ◆ ☐ ☐). Hacking the perimeter security systems isn't as hard as trying to infiltrate the Beanstalk's core electronic architecture, but it's still dangerous.

If the runner succeeds, they can reduce the difficulty of all PCs' Stealth checks to sneak into the cargo yards to **Average (◆ ◆)**, or all PCs' Charm, Deception, or Coercion checks to get past the SEA checkpoint to **Easy (◆)**. If the PC fails, they get locked out of the system and cannot try again. If they generate ⬧ ⬧ ⬧ ⬧ or ⊗ on the check (whether or not they succeed) the Yellow Jackets are alerted to an attempted intrusion, and all PCs must add ☐ to any checks they make to get onto a beanpod.

Once the PCs are through the checkpoint, a beanpod is departing with enough time to get them to Midway.

ASCENSION

Once the PCs are in a beanpod and the pod starts to ascend, read the following:

> Your beanpod moves onto the ascension rail that takes you from New Angeles up to Midway, the space station located mid-way to the end of the Beanstalk. You feel the launch clamps lock into place, and moments later, you start to move upwards.
>
> The beanpod continues to accelerate as it moves up into the stratosphere. You feel a noticeable increase in gee force during the ascent. After a few minutes, the beanpod is traveling 3,000 miles an hour, and is still increasing speed.

The ride up to Midway station takes a couple hours. Give the PCs a chance to discuss any plans they may have once they arrive on Midway, tend wounds and recover strain (with **Simple (–) Discipline** or **Cool checks**), and continue to try and repair Ben if they are still damaged (assuming Ben isn't in a cargo hold while the PCs are riding up to Midway in a passenger compartment.) If any skill checks are made, add ■ to the roll due to the 1.5 Gees of acceleration the pod is under.

When it feels appropriate, read the following:

> An alarm sounds as the pod reaches the midpoint on its journey to Midway and you feel it spin around you. As it does the acceleration stops, and for a brief moment you're weightless. Then gravity returns as the pod starts to decelerate.

Thanks to the rotation of the pod, gravity returns as the pod starts to decelerate, causing a similar 1.5 Gees of force on everyone in the beanpod. Let the PCs continue any conversation or preparations they may have and then read the following:

> Looking out the small beanpod windows, you see a brilliant view of the Earth's horizon against the blackness of space. The view is suddenly blocked with stark carbosteel walls.

Each PC should make an **Average (◆ ◆) Resilience** or **Cool check**. If they are riding up in a cargo beanpod, add ■ to the check. If the cargo pod was damaged while trying to gain access, upgrade the check once. Any PC who fails the check has a rough ride up the Beanstalk, adding ■ to their checks for the next encounter. Each ⬧ generated may be spent to deal one strain to a character. ⬧ ⬧ ⬧ ⬧ or ⊗ may be spent to cause the character to have zero-gee sickness due to the trip.

Average (◆ ◆) Critical Injury (Zero-Gee Sickness): Character upgrades the difficulty of all skill checks while in zero-gee once until this critical injury is healed. This Critical Injury heals automatically after the character spends 8 hours in a normal gravity environment.

ENCOUNTER FIVE: FAILURE TO LAUNCH

This encounter begins when the PCs arrive at Midway station. Midway is the transit point between the two ends of the Space Elevator, and the holding point for Ben's fellow Executive Assistant Bioroids. Midway is a massive construction of loops and spires aligned so the Beanstalk appears to run through the middle of the station. Commercial zones radiate out from the arrival and departure zones of the central Transfer Hub, offering travelers a variety of shopping experiences, zero-gee entertainment, and luxury accommodations. Most of Earth's mega corporations maintain an office or two either on the station itself or in one of the satellite facilities in orbit near Midway.

Read or paraphrase the following aloud:

> With some of you a little worse for wear, your beanpod comes to a halt in its loading cradle aboard Midway station. Anything and anyone not secured begins to float in microgravity.

Depending on how the PCs arrived on-station, they may simply be exiting the passenger beanpod with other travelers, or they exit into Midway station's cargo yard (which may cause some confusion and angry stares from the SEA transit workers). Continue with the following once the PCs are onboard the station.

> Floating out onto the Transfer Concourse, you look "up" to see the long cylindrical enclosure that comprises the concourse. Beanpods cannot run the entire length of the Beanstalk from Earth up to the Challenger Station planetoid, so anyone or anything traveling from one end to the other must disembark and travel to the other side.
>
> Ben floats over to a net access terminal kiosk. Pulling a cable from his wrist, he plugs in and starts scanning the Net. "I found the other Executive Assistants," he states, "They're currently in cargo cell 17B. A dozen of them, just like me, designated for delivery to their buyers in approximately four hours. If we are going to liberate them, we must hurry."

FREEFALLING

Midway Station is a microgravity station, everyone and everything is subject to floating around and banging into things if folks aren't careful. Attempting to operate in microgravity can be tricky. Just about everywhere on the station is considered to be difficult terrain, requiring twice as many maneuvers to move through as it would normal terrain. Vincent is the exception with his Low-G Adept ability, he can move unhindered through Midway station.

Ben's plan is to get the bioroids from cargo cell 17B in Midway Station Down over to the beanpod launch facilities in Midway Station Up. Once there, he and his fellow bioroids plan to board a long-range beanpod. The PCs must then get that pod onto one of the Beanstalk's launch rails, arrange for it to be sent on its way to the end of the Beanstalk, and off on its year-long journey to Mars.

What the PCs don't know is that Agent Baptiste (or a like-minded Loss Prevention Agent, if Baptiste was killed) is on their way up the Beanstalk after someone saw the PCs and Ben on Earth Station seccams. This time the agents are not taking any chances; their orders are to destroy the rogue bioroid and kill anyone escorting it.

EMANCIPATION

The Executive Assistant bioroids are stored in a secured depot awaiting for delivery to their new owners. There are a few ways for the bioroids to be accessed and loaded into a long-range delivery beanpod. If a PC makes a successful **Average (♦ ♦) Streetwise check**, they have heard of Midway Station's smuggling problems, and that there is likely someone on-board who could assist them for the right price. ⋀ ⋀ may be spent to learn of Eero Takala, a transfer coordinator who may be convinced to help get something routed to the wrong pod for delivery for a fee.

TALKING TO TAKALA

If the PCs wish to speak with the transfer coordinator, they are able to locate him while he's on his break in the concourse Yucabean coffee shop. Working out a deal with Takala requires an **opposed (⬡ ◆) Charm** or **Deception check**, adding ■ due to Takala not knowing any of the PCs and being suspicious of their arrival. If successful, Takala says he can move the pod over to Midway Station Up and into the launch bays, but the PCs need to move the merchandise themselves.

Bribing Takala requires at least 600 credits (more if the PCs roll especially badly on the check, less if they roll really well, with the particulars being up to the GM). ♁ ♁ ♁ or ⊗ may be spent to have news of the meeting get back to Agent Baptiste, who arrive at a very inopportune time later on.

NETWORK ENCOUNTER: MIDWAY SHIPPING SYSTEM

Any PC with some ability as a runner (such as Zoey if the group is using premade PCs) can try to make a run on the Midway Station shipping system to get the storage unit routed to Midway Station Up. This encounter uses the **Network Encounter Rules** found on page 125 of **SHADOW OF THE BEANSTALK**.

ACCESSING THE SYSTEM

The shipping system is one of a number of systems governing Midway Station's functions. Accessing this system does not give the runner access to other station functions (since the Station relies heavily on computers for its continued operation, a lot of compartmentalization exists for its security).

A PC must make a **Hard (◆ ◆ ◆) Computers (Hacking) check** to access the shipping system. Zoey adds ▨ if she makes this check, because of her familiarity with SEA networks. ♁ ♁ or ⊗ alerts one of the killer security programs protecting the system (see the **Killer Security Program** section).

Once the PC has access, they can spend a maneuver to search the system and find the two sub-systems they are looking for: the cargo transfer system and the launch authorization system. If they didn't alert the security programs, they are still aware of their presence, prowling the system like sharks looking for a meal.

THE CARGO TRANSFER SYSTEM

A runner needs to access the cargo transfer system to get the beanpod full of bioroids transfered to Midway Station Up.

The cargo transfer system is protected by one piece of ice, a Sentinel 2.0. The ice has a program strength of 5, and if they try to break this ice and fail, the killer security program protecting the system is notified of the intrusion. Sentinel 2.0 then deactivates until the end of the runner's next turn.

Once they have access to the cargo transfer system, a runner must perform an enact command maneuver to order the beanpod to be transfered to Midway Station Up.

THE LAUNCH AUTHORIZATION SYSTEM

A runner needs to access the launch authorization system to allow a beanpod full of bioroids to be launched during the Mars launch window.

The cargo transfer system is protected by two pieces of ice. The first is a Shinobi. The ice has a program strength of 3, and if the runner tries to break this ice and fails, they suffer 6 strain and one of their icebreakers is damaged one step. In addition, the runner suffers 2 strain for every ♁ generated when attempting to break Shinobi. Shinobi then moves to protect a different sub-system (more on Shinobi can be found on page 135 of **SHADOW OF THE BEANSTALK**).

The second piece of ice is an Ice Wall. The ice has a program strength of 5, and if a character attempts to break this ice and fails, they are unable to access the launch authorization system (more on Ice Wall can be found on page 134 of **SHADOW OF THE BEANSTALK**).

Once they have access to the launch authorization system, a runner must perform an enact command maneuver to order the beanpod be cleared for launch during the next launch window for Mars. It turns out the next launch window for Mars is happening within the hour.

KILLER SECURITY PROGRAMS

This particular system is mostly protected by killer security programs. These autonomous programs are tasked with watching the network and destroying any attempted intrusion, and use military-grade software to damage programs and even threaten runners with BMIs.

During this network encounter, the GM can spend ♁ ♁ ♁ or ⊗ to alert a killer security program to the existence of a runner (for the purposes of this encounter, there should only be one security program per runner). Once alerted, the security program acts last during each round. They attack the runner's electronic intrusion,

making an **opposed Computers (Hacking) versus Computers (Sysops) check** with their Computers (Hacking) skill of (🟡 🟡 🟢). If they succeed, the runner suffers 1 strain per ☀. If the runner is using a BMI, they suffer 1 strain and 1 wound, instead. If the check generates ⊛, one of the runner's icebreakers is damaged one step.

The runner can attempt to distract or evade the programs by spending a maneuver to lay a false trail (this is unique to this encounter). Doing so adds ■ ■ to one program's next check. A runner can also use the burn system action to try and destroy the security program. In this use of the action, the shipping system is not damaged, but the security program is damaged one step on a successful check, plus one additional step per ☀ ☀.

LOST IN THE MAIL

Another option is to head to the storage cells and claim to be the crew here to deliver the bioroids to their new owners. Attempting this requires some forged credentials, which can be done with a successful **Hard (◆ ◆ ◆) Skulduggery check**. With credentials loaded onto a memchip (most PCs should have a spare), the group can approach the storage clerk and attempt to bluff their way into getting the bioroids (which requires an **opposed Hard (⬡ ⬡ ◆) Deception check**). Decrease the difficulty of the check by two if the forged credentials attempt was successful. ♺ ♺ or ⊗ means the transfer was logged in the system and Agent Baptiste finds out about it, arriving just as the PCs are loading the bioroids into the beanpod.

Once released to the PCs, the bioroids can be moved to the Midway Station Up launch bay (the clerks may blink at that destination, but only shrug and have a couple "pushers" arrive to move the shipment.)

COUNTDOWN

Once the shipment of bioroids are moved to Midway Station Up's launch bay, the PCs need to move them onto a long-range pod bound for Mars. Read the following to the PCs:

> The launch bay for the upper half of the Beanstalk is alive with the sounds of activity. Workers move back and forth, floating through zero-gee in a frenzied attempt to keep the beanpods moving up the stalk, and receiving other pods sent down from Challenger Station.
>
> Ben has been opening up containers, freeing their fellow Executive Assistants and convincing them to join him on the journey to Mars. They seem to be agreeing, and are prepared to load themselves into one of the several long-range beanpods being prepped for launch to the red planet.

UNION DUES

If Mila is in the party, she could call in a favor with the Humanity Labor union. Union labor reps reach out to the SEA and convince them that there was a mix-up and the shipment is supposed to be moved to the Midway Station Up launch bay for immediate launch to Mars.

If the PCs choose this option, the Union rep privately contacts Zoey and calls in their Favor with her. They want the shipment lost, permanently. (This email could come in as a consequence of a previously rolled ⊗ by Zoey if this makes sense for the ongoing narrative.)

> Ms. Ortega,
>
> We are aware of a situation that you are connected to involving a shipment of bioroids bound for Mars. It would be regretful if something happened to that shipment. We have heard that pods launched for Mars are occasionally released too early or too late, missing the planet entirely. It would be a shame if such an accident occurred while carrying such valuable cargo.
>
> Aside from that, we hope your freelance business continues to grow and doesn't befall any unnecessary hardships caused by poor business choices.
>
> Sincerely,
>
> - Miles Ferris, HL Union Rep

The long-range launch bay is a vast chamber with three rails equipped to cargo up to Challenger Station. Cargo on these rails are currently devoted to sending beanpods off the end of the Beanstalk out into space.

There are two entrances along the "floor" of the room that lead to the access corridor beyond. Set into the floor is a control station, manned by two SEA workers. Several other workers are in the huge room, but are busy working on another pods. They don't seem to be paying any attention to the PCs, as they are dealing with some maintenance issues with one of the pods slated for launch. There are three launch rails leading out to airlocks in the "ceiling" that eventually send the beanpods on their one-way trip into space.

Each track has one 21m-long cigar-shaped beanpod on it, and one beanpod nearby ready to be auto-loaded onto the rail once the previous pod launches. Along the edges of the room are several storage crates, magnetized to the walls to keep from floating about the chamber. The side walls have personnel doors that are kept closed except in an emergency, leading to other launch rooms.

The PCs can approach one of the beanpods waiting to be loaded onto the launch track. Opening the pod requires a successful **Easy (◆) Skulduggery** or **Mechanics check**. If the PC rolls ♻ ♻ ♻ or ⊗, they damage the beanpod while attempting to access it, and may cause complications as the pod ascends the Beanstalk. Once open, the bioroids move some of the "lighter" cargo out of the beanpod and into the crates that previously held the Ben units. This process takes a few minutes to accomplish.

AGENT BAPTISTE ARRIVES

Agent Baptiste is hot on the trail of the PCs and Ben-43. If any previous skill checks resulted in Baptiste gaining information about the PCs' whereabouts, she arrives midway through the bioroid's efforts to make space for them in the beanpod. Otherwise, she arrives as the bioroids finish and begin to load into the pod. Whenever Agent Baptiste arrives, read the following to the PCs:

> A voice from the control hub announces "Mars launch window is prime in one minute. Beanpods B and C ready for load and release."
>
> Shortly after the announcement, the access door to the corridor opens and a group of stern security agents float in. The head agent you saw outside Technologia shouts "Agent Baptiste, Haas-Bioroid security. Freeze!"
>
> She levels her shotgun in your direction and shouts across the room. "Surprised to see me? Turns out your friend Kishore was quite willing to tell us where you were going...once we 'persuaded' him to cooperate."

Agent Baptiste enters the room with two groups of three Loss Prevention specialists (see page 27). One group enters at the door closest to the PCs with Agent Baptiste. These opponents are at Medium Range from the PCs. The second group enters through the other access door to prevent their quarry from leaving through that door. They are at long range from the PCs.

The control hub is in the center of the room, at medium range from the PCs. Two SEA controllers are taking cover in the control hub. The three bay workers who were working on the farthest beanpod head to the emergency exit on that side of the bay.

Unless the PC's response is to drop any held weapons and put their hands up, the HB Loss Prevention team starts firing. Agent Baptiste moves in and start blasting at PCs with her shotgun. If she sees the bioroids loading into the beanpod, she starts shooting them trying hit Ben-43. Any ⊗ or ♻ ♻ ♻ rolled during her attacks may be spent to damage the beanpod. Keep track of each time the beanpod has been damaged. The Loss Prevention Specialists fire at any visible PCs, focusing on any PC heading for the control hub.

Ben and his fellow bioroids continue to load into the beanpod. If the Loss Prevention team arrived early, they need two more turns to finish making space for all of them in the pod, otherwise they finish loading on their first turn of the encounter.

The GM may spend ⊗ from the PCs' attacks to have the attack cause damage to the bioroid's beanpod, either through misses, collateral damage, or ricochets bouncing around the weightless room.

LAUNCH SEQUENCE

During the encounter the PCs may wish to load and launch the bioroid's beanpod while the Mars launch window is enabled. The launch window begins once the encounter enters structured time. The following actions need to occur to launch the pod. Some actions can happen simultaneously.

- The PCs need to spend an action closing and sealing the beanpod. This can be done while the beanpod is being loaded onto the track, and even when the pod is being moved into the airlock (but causes serious problems if the PC is in the airlock when the beanpod is sent up the Beanstalk).
- A PC can spend an action in the Control Hub to load a beanpod on the track into the airlock for launch. It finishes entering the airlock at the end of that turn.
- Any turn where a beanpod is loaded into the airlock, a PC may spend a maneuver to close the interior airlock and open the outer airlock door, releasing that beanpod on its trip up the Beanstalk.
- If the beanpod the bioroids are loading into was not one loaded onto the track, the beanpod currently on the track must be either released or removed from the track. Loading or removing a beanpod from the track requires a successful **Easy (◆) Mechanics check**.

Once the bioroids are loaded, Ben hands the nearest PC a couple memcards containing the Haas-Bioroid economic data. They wish the PCs luck and fully enters the beanpod to let the PCs close the beanpod door for launch into space.

THE END

The launch can resolve in several ways, depending on the choices the PCs make and what happens during the final encounter.

- **Launches as planned:** Ben and their fellow bioroids are sent up the Beanstalk. After several minutes of travel, they are shot off the end of the space elevator, beginning their year-long journey to Mars and hopefully a better life.

- **If the beanpod was damaged three or more times (either intentionally or accidentally):** Halfway along the trip out to Challenger station, the pod experiences a brief period of friction. This slows the pod down slightly, launching it too late for the Mars trajectory. One year from now the pod misses Mars, and enters into an endless orbit around the Sun.

- **The launch of the pod is deliberately delayed:** Once a beanpod is loaded into the airlock, a timer can be set to release it. Zoey (or any PC) could delay the pod's launch by a few moments, causing the pod to miss Mars.

- **The PCs flee without launching the pod:** If the PCs are able to escape and do not launch the beanpod, Haas-Bioroid recovers the bioroids. After dissection of Ben-43, it learns that they downloaded the information they stole to several memcards and assume the PCs have them. The corp begins to send prisec mercenaries after the PCs, or worse...

If the PCs get away with the memcards, they are able to sell them to several of Haas-Bioroid's competitors, including Jinteki (the clone-producing megacorp and HB's direct competitors for "manufactured worker" contracts). This information is exploited by those corporations, negatively affecting Haas-Bioroid's economic performance in the next fiscal quarter. The PCs are paid handsomely for this data; of which they have to give almost all of it to 14K and Los Scorpiones to get them off the PCs' backs. Still, they do end up with a few thousand credits more than they had before, and in the city of New Angeles sometimes that's the best that can be hoped for...