

INTERFACE ZERO

REAL ESTATE

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A One-Sheet Adventure for *Interface Zero 2.0*



This scenario works well as an introduction for new at Novice Rank characters. It can easily be adjusted for characters of any Rank, see **Raising the Bar** for more details.

A new gang called the Crazy Devils has recently moved in to the neighborhood. The gang has been paid to terrorize the locals in a bid to drive down property prices, so an unknown agent can buy the land cheap. The identity and motives of the agent are left to the GM and can be a hook to future adventures.

The characters are dragged into a confrontation with the Crazy Devils, as one of the heroes' apartments is located in a tenement block being terrorized by the gang. After defeating the gangers and driving them off, word starts to spread of the characters' actions. The local business owners and landlords pool their resources together to hire the characters to drive the gang away.

Upon accepting the job the characters must locate the gang's headquarters and raid it. Once the gang's intimidating leader Mad Mephisto is dealt with the rest of the gang is easily dispersed, ruining the plan of whoever is behind it.

A PLEASANT EVENING

The scenario starts with the characters relaxing at one of their residences. The apartment is located in a run-down tenement block, so a character with a low lifestyle would be ideal to host the crew.

As the characters are lounging around the apartment, winding down from the day's activity, getting ready to watch the fight on the vid, shouting erupts from down the corridor followed by screaming. With a successful Notice roll, the character realizes the screams are coming from Mr. Jenkins, a neighbor from down the hall.

MY DOOR!

Before the heroes have a chance to investigate they are propelled into the action. The door to the apartment bursts in as a neighbor is thrown through it.

There is a loud crashing sound as Mr. Jenkins from apartment 316 — a nice enough gentleman, always said hello and even lent you a corkscrew once, and you probably still have it — is thrown through your front door. Now his broken body lies face up on what remains of your door. Two gangers stand in the corridor, shock sticks at the ready.

Mr. Jenkins' unconscious body is sprawled on the floor. A successful Healing roll shows he has several broken bones but no internal bleeding. Fortunately, he will survive. Seeing fresh meat, two gangers step into the room with weapons readied. Immediately start the scrap by dealing initiative cards. It is unlikely that the characters are wearing armor or have anything but light weapons with them.

The gangers do not resort to lethal force unless the heroes do first. The gangers are not suicidal and will retreat if a majority of their number are Incapacitated. Those fleeing threaten to

return later to finish what they started. If and when the gangers return depends on how much pressure you want to put on the characters.

🔥 **Gangers (2, plus 1 per hero):** The additional gangers, beyond the original two arrive over the next two rounds.

WHERE TO NEXT?

After the altercation in the apartment the characters are free to do whatever they like. They might hit up their contacts, patch up any wounds they have, or start to repair the door. For additional ideas, draw a card from the Action Deck and consult the table below, and see how the characters respond.

CARD	EVENT
Spade	A police vehicle drives straight past obvious scenes of vandalism without even slowing down.
Heart	A prostitute has been thrown into the gutter/to the ground.. Meanwhile her pimp is being beaten in an ally by members of the Crazy Devils.
Diamond	A couple of Crazy Devils gangers have just murdered a local dealer and stolen his stash and creds. This might be the perfect crime...
Club	A businessman has paid his protection but still had his store vandalized, he has argued with the Crazy Devils but they just beat him up.

HIRED

The local merchants and landlords have gotten word that the characters stood up to the gangers in the tenement block. They paid their protection money but have still been targeted by vandalism and violence. They are angry, afraid, and have decided to band together in order to hire the characters to deal with the Crazy Devils. The next day the characters are invited to a dinner at a neighborhood restaurant. The windows have been smashed and are boarded up. The owner, Mr. Li is very pleased to see them, but also very nervous. He offers them free coffee and anything they like off the menu.

The locals have asked Mr. Li (he can replace him with any fixer known to the characters to make the job more personal) to broker the deal. He explains the situation and offers the characters 2,000 credits each — one third up front — if they drive away the Crazy Devils. A successful Persuasion roll increases payment by 500 but that is all they can pool together. With a raise, the party can call in a favor in a future Treat as a single point of Street Cred that can be used with the neighborhood people.

THE DEVILS

Learning more about this new gang requires the hero to make a successful Streetwise roll or get in touch with an appropriate Contact. A character doing either learns the following:

The Crazy Devils are a small street gang, roughly thirty members strong. Their gang colors consist of a cheeky devil playing cards

tattooed on the shoulder in red. They have recently moved into this area and are muscling in on protection and dealing. With a raise, they discover the gang is held together by fear of their insane leader, Mad Mephisto. He is a violent man prone to sudden outbursts of rage even against trusted lieutenants.

HIDEOUT

Unless the heroes have already done so, they need to locate the Crazy Devil's hang out. This requires a bit of legwork because the gang is new to this area their base is not Common Knowledge.

The characters might:

- Capture and interrogate some gangers.
- Follow gangers from a drug deal or vandalism attack.
- Trace a ganger's bike or hack its sat-nav system to see where it has been.

Once they discover the gang's headquarters, it leads the characters to the final showdown.

SHOWDOWN

The Crazy Devil's headquarters is an old garage/chop shop called Brenton Garages. There are a few gangers outside at any time nominally keeping watch, but halfheartedly. Treat as inactive guards (see the Stealth skill in *Savage Worlds*).

Inside the garage there are a couple of vehicles. The remainder of the gang is spread throughout the interior of the garage with a large number of them sitting around a flickering vid screen playing *Booster High Speed Jump Racing*. Mad Mephisto is sitting to one side on a "throne" made from discarded car parts.

Attempts at negotiation fall upon deaf ears, inevitably a battle breaks out. The gangers fight bravely/insanely until Mephisto is seen to be defeated at which point they lose heart. Mephisto is insane and very aggressive, breaking cover to give himself a better shot if needed. Additionally, he is pissed off that someone would dare invade his domain. His pals are also quite crazy but at least have a healthy sense of self-preservation which their boss clearly lacks.

🔌 **Mad Mephisto**

🔌 **Gangers (2 per hero)**

EPILOGUE

Searching the garage can reveal additional loot for the characters and perhaps some clues as to who hired Mephisto to terrorize the neighborhood. This could form the launching point for a new adventure. Mr. Li settles up the remaining payment once the gang disperses.

RAISING THE BAR

If the characters need a greater challenge the difficulty can be increased in several ways:

- Include hybrid or cyborg gangers in the final showdown.
- Increase Mephisto's Attributes.
- Reinforcements arrive at a crucial moment.
- The person behind the whole thing might have some professional mercenaries at the Crazy Devil's hideout to "keep an eye on things."

CRAZY DEVILS

TYPICAL GANG MEMBER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (3); **Firewall:** 4; **Strain:** 4

Hindrances: Various

Edges: Chromed, Combat Reflexes, Steady Hands

Cyberware: Cyberweapon (Str+d4), Fight or Flight, Subdermal Armor

Gear: Urban Punk Combat Jacket (+2), Hostile Takeover HT-9 (Range 12/24/48; Damage 2d6; Shots 5; AP 1, Semi-Auto), Wasteland Trader's Shillelagh Havoc Stick (Str+d6; Knockback)

MAD MEPHISTO (WC)

As above, with Smarts d4, Vigor d8, Shooting d8, Blood Thirsty, Delusional (Major: He cannot be harmed by someone "beneath" him), Berserker, Rock and Roll!, Urban Punk Reinforced Combat Jacket (+4), and Wasteland Wanderer SMG (Range 12/24/48; Damage 2d6; RoF 3; Shots 30; AP 1, Auto, 3RB)

WELCOME TO THE FUTURE

Interface Zero 2.0 is a cyberpunk game powered by the *Savage Worlds* game system. Play bioroids, full-metal cyborgs, vat-grown simulacra, genetic hybrids, Human 2.0, and even androids! Hack the world around you with our revised hacking rules, or take control of a drone and lay down some fire-support for your team! Get cybered with new cybernetics using our Fast, Furious, and Fun rules!

Interface Zero 2.0 is created by Peter J. Wacks, David Jarvis, Hal Maclean, Matt Conklin Jr., and Patrick Smith.



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