

# INTERFACE ZERO<sup>2.0</sup>

# THE DELIVERY

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A One-Sheet Adventure for *Interface Zero 2.0*



"It's a milk run, what could go wrong..." — Keith "Books" O'Neil

This adventure is designed for a group of Novice Rank characters, though it is easily scaled for more experienced groups. Mr. White needs a team capable of tackling a delicate job. Before he hires anyone, he wants to ensure they are capable of handling various situations. He has planned a test — a simple delivery, you could say a Milk Run.

## THE JOB

The characters receive the following message from a trusted fixer they have worked with before:

*Need a team for a simple delivery job. If interested, Club Necropolis, midnight, ask for Mr. White.*

There are no other details regarding the job. Characters will have to have to meet with Mr. White if they wish to learn more.

## CLUB NECROPOLIS

Club Necropolis is a popular Egyptian themed club on the West side frequented by those who wish to be "seen." The venue has a strict no weapons, no hybrids, no exceptions policy. The characters are scanned at the door for weapons and immediately turned away if any are found.

Characters with implanted offensive cyberware are fitted with a cyber-restraint. Cyber-restraints emit an electromagnetic pulse (EMP) (Damage 2d6) to the wearer if the cyberware is activated. Restraints may also be activated remotely by club security. Removing the restraint requires a successful Lockpicking roll at -2.

Any sign of trouble, at the door or inside the club, summons the club's private security — they are "take action now and ask questions later" type of people.

Asking for Mr. White leads the team to a booth near the back of the club where an older gentleman, wearing the latest Executive Decision fashion, is waiting. A white noise generator can be heard humming softly. Mr. White informs the heroes the job is to deliver a briefcase in the next two hours with a payout of 2,500 credits. The only requirement: the case is not to be opened under any circumstance.

Haggling to increase the payout requires a Persuasion roll (1,000 credits with a success and 1,500 credits with a raise). Upon acceptance of the job, Mr. White places a briefcase on the table and casually states, "The clock starts now."

Tracking time for the delivery is handled abstractly. The group receives three Time Tokens and is required to have at least one to deliver the briefcase on time. Tokens may be lost based upon the outcome of various obstacles the team will face (see below).

## THE CASE

The case is a reinforced security briefcase (Toughness 10) with a biometric lock. Bypassing the lock requires a successful Lockpicking (Electronic) roll at -4. The case contains an encrypted data chip (what, if anything, is on the chip is left to the GM) and a small media recorder containing a single recording (see Traffic Stop below).

## DELIVERY TIME

The delivery location provided is on the other side of the city. With a successful Common Knowledge roll the character knows the drive time is only about an hour in heavy traffic. What heroes don't know is that to fully test the potential hires, Mr. White has arranged a couple of obstacles to test the team.





## TRAFFIC JAM

Shortly after leaving the club, the team gets caught in a traffic jam. The street ahead is blocked due to a fatal accident, causing major delays. By the time the characters realize what is happening, it is too late to turn around. They are stuck. Since time is of the essence, the characters need to get through as fast as possible. This is handled as a Dramatic Task based on Driving with a -2 modifier. Failing the task means it takes the team an hour to get through, severely reducing the remaining time to complete the job — the team loses a Token.

## TRAFFIC STOP

Mr. White has arranged for the character's vehicle to be stopped. When the team is halfway to their destination, flashing police lights appear behind the vehicle accompanied by a verbal request to pull over. Failure to yield results in a chase by the officer with additional backup, and the loss of a Token.

As the officer is approaching the car, the briefcase starts to loudly emit, "Warning detonation in 10 minutes... 9 minutes 59 seconds... 9 minutes 58 seconds..." The only means of stopping the warning message is to disable the media recorder inside the briefcase or wait until it counts down to zero — at which time it goes silent.

Unbeknownst to the team, the officer has been instructed to ignore the briefcase and merely delay the heroes for ten minutes. Mr. White has paid handsomely for his compliance. Mr. White also warned him the characters may be aggressive and armed. The characters being able to catch the officer by surprise is very difficult. If asked why they were stopped, the officer responds the vehicle was reported stolen. The officer questions (borderline interrogates) the driver for details of where he is going, whom are all in the vehicle, what is the rush, etc? He responds to any answers provided with suspicion.

Make sure the characters are nervous and uncomfortable during this scene, remind them there is a constant countdown taking place and very likely a detonation at the end of it. If the briefcase is in view, the officer occasionally stares at it briefly while questioning the driver, but he never directly asks about it.

Characters trying to speed up the process only bring about resistance and questions, like "where is the fire," "why are you in a rush," "trying to hide something," etc. After ten minutes of questioning, he informs the driver he is free to leave, but he will be keeping an eye on him.

## WE'RE HERE FOR THAT...

Mr. White has hired a second team to recover the briefcase from the heroes and provided a suitable ambush location six blocks away from the delivery location. The recovery team is split into two; one member is driving a dump truck (Driving d8), while the others are in a van parked next to the intersection.

As the character's vehicle passes through the intersection, the driver of the dump truck attempts to T-Bone characters' vehicle (use the Ram maneuver from *Savage Worlds*). The truck has a

speed of 20" (4d6 damage) at the point of impact. The driver of the character's vehicle may make a Notice roll to react to the oncoming truck. If he fails, he suffers a -2 penalty to his Driving roll on the opposed Driving test.

If the characters stop for any reason, the recovery team dismounts and engages, with the goal of recovering the briefcase. Should the characters flee, the recovery team pursues (handle as an Extended Chase if in vehicles or a Short Chase if on foot).

Once in the clear, the heroes can try to complete the job. If the team's is without a vehicle covering the remaining distance requires the character with the briefcase to make a successful Vigor roll with a -2 penalty. Failure results in the loss of a Token.

🔥 **Mercenary (3, plus 1 per hero):** One of the mercenaries is the leader and a Wild Card.

## WRAPPING IT UP

Mr. White is waiting as the team arrives to deliver the briefcase. Taking the case, he verifies it has not been opened and hands over the initial agreed upon amount and a bonus equal to 2,000 credits plus 1,000 credits per Token remaining. He informs the heroes he has other opportunities for them and will be in contact shortly.

If the heroes fail to arrive within the allotted time (zero Tokens) or opened the briefcase, Mr. White expresses his disappointment. Since the characters failed, there is no payment. In addition if the case was opened, each team member loses a point of Street Cred as Mr. White spreads the word and tarnishes their reputation.

## RECOVERY TEAM

Street level mercenaries who take any job as long as the pay is right.

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

**Skills:** Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4); **Firewall:** 4; **Strain:** 2

**Hindrances:** —

**Edges:** Combat Reflexes, Rock and Roll!

**Cyberware:** Muscle Augmentation

**Gear:** Combat Assault Vest (+4), Ravenlocke P9D (Range 12/24/48; Damage 2d6-1; RoF 3; Shots 100; AP 3, Auto, 3RB), combat knife (Str+d4)

## VEHICLES

### DUMP TRUCK

**Acc/TS:** 15/35; **Toughness:** 23 (5); **Crew:** 1+1; **Firewall:** 6

### ARMORED VAN

**Acc/TS:** 25/50; **Toughness:** 23 (12); **Crew:** 1+7; **Firewall:** 6

**Notes:** Heavy Armor



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