

DARING TALES OF THE SPRAWL

TAIL CHASING



KEVIN ANDERSON



02

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**DEDICATION: TO CAROLINE, CONNOR, KIRA, KYLE AND CERY'S FOR BEING
THE BEST FAMILY A MAN COULD WISH FOR.**



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TAIL CHASING

FORWARD

This Savage Adventure contains a cyberpunk tale based around the exploits of four pre-generated characters. The full character sheets are available for free at www.tripleacegames.com.

The characters have no defined sex. Players can assign gender as they wish.

The characters have all their leveling opportunities from Seasoned (at which they begin) into Legendary mapped out in advance. Each published adventure in this line earns the characters a fixed 5 Experience Points, guaranteeing them an advance every mission till Legendary (then every two). All the players need do is tick the appropriate box and start making use of the new upgrade. This means you can use the character sheets at conventions and run adventures of any Rank without having to create your own characters from scratch. It also means you can run these tales as pick-up games without any preparation!

Better yet, you'll know that when you buy one of our adventures, you can guarantee the adventurers will have all the skills and abilities they need to win the day!

Characters: 30 XP

In addition, you'll find a free rules supplement at our website, as well. These are tailored specifically for *Daring Tales of the Sprawl*.

BY THE NUMBERS

"This is air Krewe, we are cleared for takeoff. All passengers prepare for departure." Deuce threw a quick smile at Rico's attempt at humor before turning his attention back to the Orpheus security team sheltering in the emergency stair entrance. Triggering a burst from his Lightfire the team leader gestured for the other samurai, Johnny X, to run for the helicopter.

A warning flashed into Deuce's line of sight as his machinegun's magazine emptied, letting go of the now useless hardware he drew his heavy pistol and waited while his embedded eye-gun link synced up with the new gun.

A quick glance over his shoulder showed the bulky shape of Johnny X smoothly climbing into the chopper as his gravelly voice came to Deuce's ears "All aboard boss man. Time to bail." A bullet whined as it ricocheted off the cooling vent Deuce was using as cover as the security forces returned fire.

Raising the Marauder, Deuce aimed the superimposed crosshairs at the shoulder of a guard who was not fully covered; the kick of the firing pistol was followed by a cry from the unfortunate target who slid to the floor, blood blossoming on his corporate tunic. The single shot was echoed by the staccato roar of an assault rifle as Johnny X cut loose providing covering fire.

Staying low, Deuce ran towards the chopper fighting against the downdraft of its already whirling blades. As his hand grasped the overhead rail Rico kicked the engines into drive and the helicopter began to rise. Swinging himself into the chopper and past his burly partner, Deuce slumped into a seat and let out a relieved sigh, "By the numbers, eh?"

Before the samurai could reply, Deuce's attention was taken by the other channel on his head radio. "Krewe Leader this is Outside Cutter, do you copy. Wha's your situation?" Switching his microphone to the new channel, Deuce allowed himself to relax as he replied, "Hey bro. We're clear. We had to borrow one of our host's birds, but we're out with the payload. How do we look in the net?"

"Orpheus sent out a dozen or so calls for Sentinel

and the local boys, but I got the lot of 'em. I told you I could cut it; it was just like a session of Net Invaders." The smile on the young backer's face could almost be heard as he boasted about his achievements.

"Good job kid. Rico, how're we doing?"

"Smooth running so far. I have a few bruises on my back and a touch of heartburn. Probably took a couple hits from the guards as we lifted," as usual the Cutting Krewe's driver was interpreting warnings from his vehicle as actual bodily ailments—Deuce mentally substituted 'hull' for 'back' and 'engine overheating' for 'heartburn'.

"Do I need to worry about any of that?" Through the still open door of the helicopter, Deuce gazed down on the mostly dark terrain of the West Deregulated Zone illuminated only by the occasional fire and one or two enclaves of electrical lighting.

"Negative boss. Give me a few seconds and I should be able to ease the burn. Approx two minutes to rendezvous point. You want me to circle before going in?"

"Yeah that's a--"

The helicopter shook violently as a small explosion came from above Deuce's head.

"Engine's blown! Hold tight it's gonna' get rough," came Rico's frantic call.

Before Deuce could respond, the crippled aircraft tilted violently to one side and his grasping fingers missed a grab rail by inches sending him plummeting towards the dregs below.

The impact drove the breath from him and was immediately followed by intense pain as his leg snapped. Fighting back the blackness that sought to engulf him, Deuce hauled himself to his knees just in time to see the barely visible helicopter crash to the ground with flames still pouring from its engine.

"Rico? Johnny? Guys--" Deuce stumbled forward and then collapsed in agony as his broken leg gave out. Tumbling to the ground the pain overcame him and he passed out.

new contract with several governments which requires them to construct a new research facility near to the Conurbation. Their major problem is that the new site requires a large area of land, and there is not a suitable site unless they can develop in the deregulated zone around the Conurbation.

Developing within the deregulated zone is not without its problems though, as one must gain permission from the government and then persuade those who live there to move on, usually by paying for them to have a better lifestyle.

Poseidon Corporation decided to bypass the normal route to acquire land for redevelopment—they would arrange for the land they required to be contaminated with a nerve gas and then benevolently take it upon themselves to clean up the area for free. The nerve gas would have the added side effect of purging the "human element."

Naturally the corporation could not be seen to be involved in any scheme to deploy lethal nerve gas near a major population center and turned to the deniable assets of the Conurbation and a small company named Orpheus Design.

The small research firm Orpheus Design is actually a subsidiary of Poseidon Corporation but very few people are aware of this fact. The link between the two companies is hidden by the vast array of child companies, holding companies, controlling interests and other legal entities which surround Poseidon Corporation.

Via a chain of contacts, Poseidon Corp arranged for the broker known as "The Italian" to hire a team of deniable assets to steal a prototype computer from Orpheus Design. The team was to take the prototype to a rendezvous point within the West Deregulated Zone and then contact the broker for further instructions.

Unbeknownst to most of those involved, the prototype was actually a nerve gas bomb. The phone call to the broker would trigger the release of the gas killing the thieves and then spreading over the deregulated zone.

All went according to plan—up to a point. The Italian hired a team known as the Cutting Krewe who made a run on the Orpheus Design research center and escaped with the prototype. Fleeing from the building in a stolen helicopter the Cutting Krewe came under heavy fire. Unfortunately for the Cutting Krewe, their helicopter was damaged by gunfire and its engine failed as they flew over the West Deregulated Zone towards the rendezvous point. The leader of the Cutting Krewe, a street samurai known as Deuce, was thrown out of the helicopter just before it crashed seriously wounding or killing the rest of the team.

A pair of body brokers (people who collect corpses and sell them on) found the wreck, killed the wounded and made off with the bodies. A young inhabitant of the deregulated zone witnessed this, but was too scared to intervene.

The lone survivor of the crash, Deuce, was badly wounded but witnessed a scavenger gang strip the helicopter of useful equipment, including the prototype.

INTRODUCTION

The multinational Poseidon Corporation has a major

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THE ITALIAN

Default: The Italian is a fairly well-known broker in the Conurbation. He always dresses impeccably in an expensive Italian suit and speaks with an Italian accent. He has no obvious cyberware. The heroes obtain a contact phone number for The Italian, however calling it gives only a number unavailable message.

Success: The Italian operates out of a warehouse in a junkyard in the Periphery, the heroes get the address.

Fleeing from feral dogs Deuce fell into a pit and became trapped.

The gang traded much of the stolen gear, including the prototype, to a small commune of people who live outside the Conurbation and want little to do with the sprawl lifestyle. So far the commune has not invested too much time into trying to open the case containing the prototype/nerve gas bomb.

Poseidon Corporation now has a problem. The nerve gas did not get released as planned and their contacts cannot find the broker who hired the Cutting Krewe. With a lost nerve gas bomb and a group of potential witnesses running around, Poseidon Corporation have decided to commission a new team of *deniable assets* to sort the mess out for them.

ACT 1: THE CHASE BEGINS

The scenario begins with the heroes being hired anonymously by a representative of the Poseidon Corporation. The GM should give no indication to his players about who their actual employer is.

SCENE 1: INITIAL MEETING

Each of the heroes is sent a message via email (or their phones) to join a conference call where a “lucrative job offer” will be made. Read the following aloud when the heroes call in to the conference.

There are a number of clicks accompanied by background white noise as you connect to the conference, a sure sign someone is using heavy duty scrambling and other methods to make sure the call is secure. After a few seconds the white noise drops out and a cultured voice speaks.

“Good day and thank you for contacting us. The company I represent finds themselves in a somewhat delicate position. A local broker was employed to arrange for the removal of a certain item from a rival research company. Based upon the ripples in corporate circles the item was removed but we have had no further contact with

our broker. The task we have for you is to track down the stolen item, verify it is the correct item and then return it to us. I am authorized to offer the following payment with twenty-five percent paid up front, the rest on delivery of the item and any reasonable expenses reimbursed.” The speaker names a substantial sum and waits for you to agree.

“Excellent! Now the details—our broker is an individual calling himself ‘The Italian,’ and the target company was Orpheus Design. You are to avoid any contact with Orpheus Design, including any illicit attempts to access their corporate databases; we do not want to risk further alerting them. The object that was to be removed is a prototype computer deck with the designation OD-0013. Judging by the rumors in corporate circles, the theft took place four days ago.

When you recover the prototype it may be sealed in a locked storage case, if so, the combination is 178X67A15. Ensure you recover the correct item as we suspect The Italian (or whoever he hired for the mission), when discovered, will attempt to pass off a fake prototype while fencing the original on the black market. When you have the prototype, contact me at the following number...”

Due to the layers of deniability the corporation has knowingly placed between them and the mission, the corporation can give the characters no further information to help them in their search.

Available details about The Italian are given in the sidebar.

SCENE 2: THE ITALIAN JOB

The Italian’s main place of business is a warehouse, in the Periphery, surrounded by a junk yard where the piles of scrap metal and other waste have been carefully arranged into a maze-like structure.

Scattered amidst the junk are a number of drones all activated or deactivated by a specific signal sent by a computer system within the warehouse. These defenses are essentially autonomous—the central computer can only turn them on or off, there is no way to access the central computer from the defenses.

The perimeter of the yard is surrounded by a chain-link fence wired to pressure sensors which trigger an alarm within the warehouse, even though there is no one there to see it. A successful Notice roll spots the pressure sensors and a successful Stealth roll deactivates them.

A number of cameras are mounted on the fence and also hidden amongst the piles of junk (a raise on a Notice roll is required to spot the latter). These cameras are all linked to an image storage device within the warehouse; they are not linked to the computer system.

FINDING THE WAREHOUSE

Traversing the maze to the warehouse is not too difficult; its purpose is to delay intruders not to get them lost.

This section uses a variant of the Chase rules. To reach the warehouse the characters need to accumulate ten tokens (continue with **The Warehouse** as soon as this occurs). The tokens represent the progress the characters have made towards reaching the warehouse.

Each “round” (approximately 2 minutes of exploring), the heroes get to make a Cooperative Smarts roll. This equates to them trying different plans and making group decisions. If individual characters want to make their own Smarts rolls then the group must split up and try different routes. A hero who comes up with a particularly clever scheme to find the required route gains a +2 bonus to their roll, an example would be Jet using his helicopter drone to get an overhead view.

Deal each separate group (not every individual in the group) a single card each round. If a Joker is drawn it gives its normal +2 bonus but only to the lead character's Smarts roll. A Club suit indicates an encounter. Check the card value on the table below to see what the heroes run into.

2, 3, 4: Wheeled Surveillance Drone—a small, wheeled surveillance drone emerges from the junk, “sees” the heroes and accelerates rapidly away. The heroes have a single round to disable the drone before it manages to alert the warehouse to the intruders' location. If the drone is not disabled treat the next card drawn by the heroes as though it were a Jack of Clubs. The drone is 1d10” away when first seen.

5, 6, 7: Helicopter Surveillance Drone—a small, helicopter surveillance drone sweeps overhead and “sees” the heroes. Its flight path takes it behind the junk piles after the second round. The heroes have a single round to disable the drone before it manages to alert the warehouse to the intruders' location. If the drone is not disabled treat the next card drawn by the heroes as though it were a Jack of Clubs. The drone is 2d10” away when first seen.

8, 9, 10: Static Defense Drone—little more than an automated gun turret. Any hero who fails a Notice roll is Surprised and does not get to act in the first round of combat.

J, Q, K, A: Mobile Defense Drone—a custom built, heavily armored and armed drone looking like a miniature tank rumbles out of a concealed pod and attacks.

★ **Drone, Helicopter Surveillance (1):** see page 21.

★ **Drone, Mobile Defense (1):** see page 21.

★ **Drone, Static Defense (1):** see page 22.

★ **Drone, Wheeled Surveillance (1):** see page 22.

THE WAREHOUSE

The warehouse is one storey tall and has only one way in (a single door) and there are no windows. The door has a sophisticated lock which requires a successful

WHAT'S WITH THE ROSE?

The picture is entitled “Rose in Chrome” and is by an artist called Lara Thessaly. There is nothing special about either the picture or the artist except its relevance to The Italian.

The Italian keeps all records of his deals in an encrypted memory module embedded in his head. The key to accessing this memory is the picture—when The Italian sees the image the memory module is unlocked allowing him access to the stored data.

To safeguard his data The Italian arranged matters such that he does not consciously know what unlocks his embedded memory.

Lockpicking roll with a -2 penalty to open; alternatively the heroes may break it down (Toughness 12).

The door leads to a small foyer with a single door leading out of it. Four cameras, each with a concealed gun (a successful Notice roll with a Raise is required to spot them), cover the room from the four upper corners. The guns open fire if anyone tampers with the door. The guns have a d6 Shooting skill and a Toughness of 8, and require a Called Shot at a -2 penalty to hit.

The inner door is locked the same way as the outer one.

Aside from a small (1” square) area, where The Italian has his desk and computer, the 24” by 12” warehouse is a mess of crates, shelves and *stuff*. Everywhere one looks there are boxes and crates strewn about containing computer components, elements of cyber technology and other less easily identified mechanical and electronic equipment.

A thorough search of the warehouse takes a couple hours and reveals nothing of note except for a single framed picture hung above the desk. The picture depicts a rose seemingly made of a silvery metal. There is nothing unusual about the picture, it merely stands out amidst the disorder of the rest of the warehouse.

A successful Smarts or Hacking roll while looking around the office area reveals a large data drive which is not linked to the computer system. The drive is connected to a monitor and a few seconds playing with the simple controls reveals it is a repository for the feeds from the various cameras around the junkyard.

If the heroes search through the camera feeds they discover one which shows The Italian leaving the junkyard three days ago at 21:30. He pauses outside the main gates to take out a remote control, and taps a few buttons (arming the automatic defenses), as he turns to leave, a black van pulls up. The side door of the van slides open. The Italian looks shocked and raises his hands before approaching the van. A pair of hands emerge to pull him in, the hands are obviously cybered and quite distinctive having four digits arranged in a square around a central gun muzzle.

The Italian's computer system is a custom built Red-6

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system and contains no useful information for the heroes as the Italian keeps all details of the deals he brokers in his embedded computer. A successful Hacking attempt deactivates the automated defense systems.

LEAVING THE WAREHOUSE

If the heroes do not deactivate the automated defense systems they may well encounter a few drones on their way out. Having negotiated the maze of junk on the way in, the journey out is a lot quicker. Deal out 4 cards and if any are Clubs the heroes encounter the junk yards defense drones as listed above.

SCENE 3: THE ITALIAN'S FATE

The heroes have not found The Italian but they have a clue to his apparent kidnappers—the distinctive cyber hands. Tracking down these specific pieces of cyberware requires a successful Streetwise or Investigation roll which identifies the owner as “Claw” Morton, a thug for hire currently working for a broker called Vince who works from the back room of a bar known as “The Gentlemen’s Club.”

THE GENTLEMEN'S CLUB

Being situated within the Periphery, the Gentlemen’s Club has no rules on weaponry or armor and nothing as civilized as a guard at the door.

A successful Intimidation or Persuasion roll while speaking with the bartender gets the heroes into the back room.

The back room is a small office with walls lined with lockers and cabinets. A slim, baldheaded man sits behind a desk, his unusually long fingers turning a blood stained piece of technology. A much larger man, sporting a sleeveless armored jacket showing off his clawed, cyberarms stands to one side of the desk.

The man behind the desk is the broker, Vince and his bodyguard is the cybered muscle known as Claw.

Vince is quite happy to speak with the heroes and to discuss anything they want. The only thing really of relevance is the Italian.

“The Italian. Yes. Well there we have a somewhat delicate matter to discuss. You see he double-crossed me on quite an expensive deal and I had to take steps to address the issue. Unfortunately for the late Italian, he tried to avoid a meeting with me, complications occurred and he... passed on.” Vince is interrupted by the sound of Claw’s metal hands clicking shut, a quick glance shows a grin on his face which identifies Claw as the complication!

“Fortunately, for me at least, the Italian kept his business records locked up inside his head, in an

embedded memory module which I now possess.” Vince places the piece of bloodstained tech he has been toying with on his desk. “Frustratingly the module is encrypted and so far I have been unable to ascertain the key to unlock it.”

Vince sits quietly for a moment or two, “A thought does occur to me. Perhaps you could find the key to unlocking the module for me? In exchange I will allow you access to the memory where you may find what you are looking for.”

Vince is not foolish enough to just hand over the Italian’s memory module; he insists the heroes work on it in his office where he can keep an eye on his property.

There is nothing to stop the heroes resorting to violence to take the memory module, if they do so Claw immediately makes a move for his gun. Before things can escalate, Vince stops Claw and surrenders the module with no further fuss. However Vince will send Claw and a posse of thugs after the heroes at some point in the scenario with instructions to terminate them and recover the memory module.

When the characters take a look at the memory module proceed to scene 4.

★ **Vince (1):** use Dreg Resident, see page 21.

★ **Claw (1):** Wild Card. see page 20.

★ **Thugs (2 per hero):** see page 23.

SCENE 4: HACKING THE MEMORY MODULE

Anyone examining the memory module that succeeds in a Repair roll can discern the following:

- * it is designed to interface directly with the brain, however it could be linked up to a computer,
- * it has been damaged—there is a crease along one side of the casing probably caused by a bullet. If someone speaks to Vince or Claw about this they relate the damage probably occurred while The Italian was trying to escape,
- * it links to the brain and to the optic centers (natural or cybered),

A successful Repair roll is required to link the memory module to a computer.

Once linked up, the module can be accessed by a successful Hacking roll, but the hero soon discovers it is encrypted. A second successful Hacking roll reveals the encryption is military grade, it could be broken by a brute force approach but doing so would take weeks, possibly months. The only additional information which may be garnered is that the key is most likely a visual one given the links to the optic centers.

The key to the memory module is the picture “Rose in Chrome” to be found in The Italian’s warehouse.

The heroes can link the computer to a camera which can then be directed at the picture. Instantly the memory module unlocks giving the heroes access to its data.

Once unlocked, anyone with the Hacking skill can tell much of the data has been corrupted due to the damage the unit has taken. A successful Hacking roll while scanning the module finds a reference to “Orpheus Design”. The data is corrupted but enough fragments can be recovered to reveal The Italian hired a team called the “Cutting Krewe” who have a contact address given as a bar called “The Good, the Bad and the Dead.”

ACT 2: THE MERCENARY LINK

A successful Streetwise or Investigation roll reveals The Good, the Bad and the Dead is a bar on the edge of the Periphery where it borders the South Deregulated Zone. It is known to be a haunt for mercenaries—soldiers of fortune who fight for anyone if the money is right.

SCENE 1: THE GOOD, THE BAD AND THE DEAD

The bar is open 24 hours a day and there are always at least a dozen patrons present. The people who frequent the bar are, without exception, veterans of vicious street battles and corporate wars, with many of them sporting cybernetic enhancements either by choice or necessity when they have been on the losing side.

Any hero who cannot be identified as a “fighter” type is virtually ignored—the bartender blanks them unless they physically interact with him, the drinkers dismiss them with at best a sarcastic comment to “run home to mommy.” Any attempt to use a social skill (e.g. Intimidation, Persuasion) by characters who don’t fit in, suffers a –4 penalty.

Despite sometimes being pitted against one another, mercenaries are a brotherhood of sorts—their work is just that, a job. One week you may be drinking with a buddy, the next you are being paid to eliminate him as he stands between you and your goal, but there are rarely hard feelings between the survivors—business is business.

Getting any information about the Cutting Krewe from the tight knit bunch frequenting The Good, the Bad and the Dead is not an easy task. Attempts at Persuasion or similar skills suffer a –2 penalty (in addition to any penalty for not “fitting in”). Spreading cash around does nothing; the mercenaries ask if the money is for a contract, and if not, they are not interested.

A NEWCOMER

The door opens and a man enters. He is distinctive due to his shock of white hair and a scar running from his forehead through his left eye and down to his cheek. The man approaches the

bar and orders, the bartender leans close and whispers while indicating towards the heroes. The newcomer takes something from the bar, writes something on it then heads towards you.

“I bear you’re looking for information about the Krewe,” the man states, “well we don’t take kindly to questions about our own, if you know what I mean. I think you’d better move on before there’s trouble.”

As he speaks the man slips a small piece of card into one of the character’s hand.

THE CARD

The card is a torn off corner from a beer mat. Beneath the advertising blurb, “Green Pale—it’ll make a man out of you”, is a handwritten note, “Construction site, new flyover, 23:00 tonight. I have intel for you.”

A successful Common Knowledge (or five minutes research) finds the location of the only new flyover being constructed within the Conurbation, just off the Core to the east.

SCENE 2: BUILDING BRIDGES

The meeting at the construction site is an ambush.

The mercenary, Whitey, who gave the heroes the message about the meeting, is a good friend of the Cutting Krewe’s leader and looks out for his younger brother—the hacker known as Fast Eddy. Whitey knows a little about the Krewe’s mission but believes the heroes are representatives of Orpheus Design seeking Eddy who was not on the helicopter with them.

The construction site measure 36” square and is to one side of a major, six lane road.

Mounds of rubble, best presented by using a variety of overlapping burst templates, litter the area. Treat movement through these as difficult ground.

The flyover has been partially constructed and consists of a concrete ramp, rising from one edge of the building site for a length of 18” to a height of 5”. Four large, concrete pillars support the ramp and give Medium Cover (+10 Armor).

Additionally there are two pallets laden with bags of cement powder (Light Cover, +4 Armor) and a stack of concrete slabs (Medium Cover, +8 Armor). Place all three of these within 8” of the heroes.

Whitey is waiting for the heroes in the center of the construction site; he is leaning against a small pile of rubble, smoking a cigarette, under the highest end of the ramp.

Whitey has stationed two experienced mercenaries on top of the ramp where they cannot be seen from ground level. The mercenaries have abseiling gear on and are already attached to ropes which are fastened to the ramp. The rest of Whitey’s men are split into two

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FINDING FAST EDDY

If the heroes fail to get details of Fast Eddy's connection to their mission from the mercenaries in Act 2 Scene 2, they are going to have to fall back on old-fashioned investigation.

The characters can go about learning more about the Cutting Krewe in several ways, for instance, working the streets (Streetwise), searching the net (Hacking) or returning to The Good, The Bad and The Dead and threatening the patrons (Intimidation).

Whichever route they take, the heroes should eventually discover the Cutting Krewe's hacker is called Fast Eddy and obtain a contact phone number for him.

equally sized groups and are hiding behind mounds of rubble 10" away from Whitey.

All of Whitey's men are wearing dark camouflage and spotting them (before they act) requires a raise on a Notice roll.

THE AMBUSH

Whitey waits patiently for the heroes to draw close before he speaks.

"I hear you boys are looking into what happened to the Krewe? Well we know Orpheus is looking for Eddy and we look out for our own."

As Whitey says the word "own" he drops prone and two of his mercenaries step out from behind the rubble and spray the area with Suppressive Fire. The pile of rubble protects Whitey from the hail of lead and he is unharmed. On his next action Whitey runs for cover while his mercenaries use burst fire to keep the heroes away from him.

During the combat, deal separate initiative cards for each group of mercenaries including Whitey, but don't include the experienced mercenaries until round 3.

During round 3, deal in the experienced mercenaries. As their action they abseil down while firing (taking a -2 multi action penalty). They fire single shots and get the Drop on any hero who fails a Notice roll.



The surviving mercenaries attempt to flee into the surrounding darkness, splitting up and running in different directions when half their number is downed or Whitey is killed.

★ **Whitey (1):** see page 23.

★ **Experienced Mercenaries (2):** use Mercenary, see page 23, but make them Henchmen.

★ **Mercenaries (2 per hero):** see page 23.

AFTERMATH

The heroes find at least one of the downed mercenaries is alive after the fight, if Whitey was “killed,” this is him.

The survivor refuses to speak, accusing the heroes of being “Orpheus’ lackeys” unless a successful Persuasion or Intimidation roll is made. Questioning the survivor reveals the link between Whitey, Fast Eddy and the Cutting Krewe, and provides a contact phone number for Eddy.

SCENE 3: HACKING INFORMATION

Fast Eddy, the Cutting Krewe’s hacker, did not enter the Orpheus Design building with his colleagues—his job was to watch over the company’s corporate system from the outside and block any alerts which tried to leave the system. During the mission Eddy was in communication with the Krewe and knows what occurred and something of the Krewe’s fate.

The heroes should have gained a contact number for Fast Eddy from the mercenaries, if they failed see the sidebar “Finding Fast Eddy”.

Fast Eddy is somewhat paranoid about meeting anyone since the disappearance of his teammates, and refuses to meet in person with the heroes. He will suggest the heroes meet him in meeting room 007 of the online facility known as Hackers’ Haven. Eddy selects Hackers’ Haven as a virtual meeting place due to its security and the fact that corporate infiltrators are dealt with harshly by the hackers who police the system.

HACKERS’ HAVEN

Any character with a Hacking skill of d6 or higher is aware of Hackers’ Haven.

Hackers’ Haven, or just the Haven (as it is more commonly known), is an illegal online community frequented by hackers. The physical location of the servers on which it exists is a closely guarded secret and the address of The Haven within the net changes regularly.

Locating the Haven requires a successful Hacking skill roll with one attempt allowed per day.

If any non-hackers want to accompany the teams’ hacker, they can do so, see the nearby sidebar for details.

Although the meeting with Fast Eddy is conducted

NON-HACKERS

Any character may access the net either via an old fashioned keyboard and mouse or by “jacking in” via a suitable implanted data port from their cyberware. A third way exists for characters to experience the online world—an electrode net.

An electrode net consists of a hairnet-type web with adhesive electrodes scattered across it. The electrodes pick up electrical impulses from the wearer’s brain and interpret them as though the wearer was plugged directly into the net. Any trait rolls made to affect the net have a –2 penalty applied when using an electrode net.

completely within the net, you should run this scene as though the heroes were meeting Eddy face to face.

FAST EDDY

Unknown to the heroes, Eddy is only 14 years old (although he is a very accomplished hacker) and the GM should play him as naïve and paranoid. Eddy had been badgering his older brother, Deuce, to let him take part in one of the Cutting Krewe’s missions for some time, and the street samurai finally gave in just in time for their ill-fated last mission.

Eddy feels responsible for what happened during the mission although his job was purely to stay outside the Orpheus Design system and prevent any alerts from leaving it—a job he did very well. With no contact from his brother, Eddy fears the worst and is more than a little scared.

Eddy begins any conversation with demands to know who the heroes are and why they are interested in the Cutting Krewe. Even if the heroes answer truthfully, Eddy is defensive and claims to know nothing. A successful Smarts roll, while speaking with Eddy, picks up that he is scared. A successful Persuasion or Intimidation roll gets him to talk.

WHAT FAST EDDY KNOWS

Eddy knows the basic details of the mission as outlined in the nearby sidebar.

Additionally, Eddy can provide some further details as listed below.

If the heroes pick up on Eddy’s error regarding the number of people in the Cutting Krewe, they may be able to gain the information about Eddy given above as well.

* The Cutting Crew consists of “three, no four,” people (make sure Eddy makes this statement as is, he first forgets about himself and then corrects his error). Deuce and Johnny X both samurai, Rico a driver and Fast Eddy.

DARING TALES OF THE SPRAWL #02

THE CUTTING KREWE'S MISSION

The Cutting Krewe was hired by the broker known as the Italian. Their mission was to break into a research building belonging to Orpheus Design, locate a prototype computer designated OD-0013 and steal it. The Krewe were to take the prototype to a designated location within the West Deregulated Zone and then contact the Italian on a given phone number.

THE CUTTING KREWE

The Cutting Krewe consists of four individuals:

Deuce—the team leader and brother of Fast Eddy, Caucasian, mid-twenties, no obvious cyberware.

Johnny X—street samurai, black, early-thirties, obvious augmented muscles, cybereyes and claws.

Rico—driver, Hispanic, mid-twenties, fitted with driving and piloting cyberware.

Fast Eddy—hacker and brother of Deuce, early teens.

- * The Krewe entered Orpheus Design by posing as a maintenance crew while Eddy monitored the net from outside the corporation's system. Eddy was in touch with the team via radio.
- * Either a guard got suspicious or the Krewe tripped an alarm as suddenly the Orpheus computer system sent out a dozen warnings to the Conurbation police and Sentinel Incorporated (the corporation providing security services to the police). Eddy blocked them all while the rest of the Krewe grabbed the prototype.
- * Eddy was also monitoring TV channels and detected Sentinel Inc. forces converging on the Orpheus building—either he missed an alert or Orpheus got a call out some other way. Eddy relayed this information to the Krewe who decided to head for the rooftop helipad to steal a helicopter.
- * The Krewe reached the helipad and Rico had the chopper airborne in a few seconds, Orpheus security took a few shots but the Krewe got away unharmed.
- * En route to the rendezvous point, Rico called a warning that the chopper's engine was overheating, then Eddy heard an explosion followed by a lot of crashing noises and finally static.
- * Eddy has heard nothing more from the Krewe and suspects they are all dead.
- * Eddy can provide GPS coordinates for the helicopter when he last had contact with it—they are in the West Deregulated Zone.

ACT 3: DEREGULATED

The GPS coordinates provided by Fast Eddy lead to an area of the West Deregulated Zone best described as an ex-war zone. By the general road layout it was once a residential area but most of the buildings have been razed leaving partial shells and piles of rubble. There is no sign of a helicopter.

A successful Smarts roll guesses correctly that the GPS coordinates the heroes have are those of the last transmitted position at the time the helicopter was still flying.

If the heroes clamber up to a higher vantage point, for instance the upper floor of a mostly ruined building, then a successful Notice roll spots what appears to be a wrecked vehicle about a mile away.

Alternatively the characters may just venture out in a westerly direction seeking the crash site. Allow a Notice roll every ten minutes with a success spotting the wrecked vehicle.

SCENE 1: THE CRASH SITE

The downed helicopter is certainly the vehicle you have been searching for as a panel on the tail bears the logo of Orpheus Design. However, there is not much of the chopper left, scarcely more than the fuselage framework. Someone has stripped the helicopter of most of its fittings including the body panels, engine, rotors, seats and instrumentation. The area around the wreck has been trodden by many feet and has screws, bolts and scraps of metal strewn about.

The helicopter has been stripped of anything of value (including the sealed case containing the prototype the heroes are searching for) by one of the Dreg's many scavenger gangs.

A successful Repair roll notes that whoever stripped the vehicle either did not really know what they were doing or they were in a hurry—fitting points show evidence of the equipment they once secured being snapped or pried off rather than unbolted.

If the heroes search the wreckage, a successful Notice roll finds a leather necklace bearing a small medallion with a gold and silver yin-yang symbol. The ends of the necklace are still knotted together but the leather has been snapped.

ONLOOKER

While the heroes are searching the wreckage, a successful Notice roll reveals the sound of rubble shifting nearby. A second successful Notice roll against a target number of 7 catches a glimpse of movement about 15' away.

A search of the surrounding rubble, reveals a teenage

girl hiding among the rocks from where she has been watching the heroes.

Alternatively the girl will show herself if the heroes call out and succeed in an Intimidation or Persuasion roll.

The girl is called Andrea and she is dressed in scuffed and torn leather jeans and a filthy t-shirt; a backpack hangs from her shoulder.

Andrea lives in the Dregs with her family but is evasive as to exactly where she lives—waving vaguely and stating “oh, someway over there.” Andrea does have some potentially useful information about the crash site but bargains hard before she reveals anything. What Andrea knows is listed below.

If the heroes decide to get rough, Andrea tries to run away unless the heroes are restraining her or brandishing guns. Conduct this as a normal Chase over Rough terrain but Andrea gains a +1 bonus as she is familiar with the area.

WHAT ANDREA KNOWS

- * The helicopter crashed four days ago at about midnight, Andrea did not see it but she heard the explosion and rushed over to take a look.
 - * Andrea didn't get close enough to the wreck to see much immediately after the crash as a pair of local thugs were already there picking over it.
 - * The thugs are a nasty pair going by the names of Mr. Burke and Mr. Hare. They operate out of a partially ruined warehouse about three miles away. Andrea can direct the heroes to the warehouse.
 - * Andrea returned to the crash site two days ago and found it picked clean. She did not see who did it.
- ★ **Andrea (1):** Use Dreg Resident, see page 21.

SCENE 2: BODY BROKERS

Mr. Burke and Mr. Hare are a particularly nasty pair of thugs who operate a body broking business from the Dregs. They have a deal with one of the major organized crime syndicates in the Conurbation to provide them with corpses; the fresher the better. Burke and Hare do not know nor care what the syndicate uses the bodies for, being happy to pocket the cash and go about their business.

The warehouse, out of which the body brokers operate, looks ruined and derelict from a distance. A closer inspection reveals the ruined walls are merely a shell over a structure made from a patchwork of metal sheets welded and riveted together. The dull noise of a generator can be heard emanating from one end of the warehouse.

Burke and Hare have four cameras amidst the rubble surrounding their warehouse (30' away) which require a successful Notice roll to spot. The cameras pan back and forth at a relatively slow pace and their line of sight can be easily avoided once they are seen. Anyone examining

a camera can attempt a Smarts or Repair roll with success discovering the camera broadcasts its video signal via a narrow radio band, probably to the warehouse.

If the heroes do not spot or consciously avoid the cameras then Burke and Hare are ready and waiting for them.

THE WAREHOUSE

The warehouse is 20' by 10' and the only point of access is a sliding door in one of the shorter sides. The door can be bolted from the inside and has a Toughness of 10, opening the door sounds a loud buzzer for a few seconds.

Inside, the warehouse is divided into a large room (15' by 10') and a smaller refrigerated area (5' by 10') separated by an insulated door. The main room is used by Burke and Hare as a combined living, sleeping, working and trash area—there are various pieces of furniture (all mismatched and scavenged) which provide Light Cover (+1 Armor) if required.

Any shots which miss their target in the warehouse have a straight 50% chance of hitting something... *interesting*—pull a card and use the results on the table below to see what happens. Any damage is treated as though from an Extra and cannot Ace.

2, 3, 4: Ricochet—the shot hits something solid at an angle and ricochets off towards the character with the highest initiative card, roll a d6 Shooting against them. Damage is as per the original gun.

5, 6, 7: Explosion—the shot hits something which explodes. Center a Small Burst Template on the character with the lowest Club card for initiative (if no one has a Club the explosion affects no one). Anyone caught in the explosion takes 2d8 damage.

8, 9, 10: Collateral Damage—the shot disturbs the balance of some precariously stacked *stuff* and they fall towards the character with the lowest initiative card. If the character succeeds in an Agility roll they dive out of the way and are considered Prone. If they fail, they are hit for 2d6 damage.

J, Q, K: Light Fixtures—there are a total of three lights, the first one hit makes the room Dim (−1 penalty), the second makes the room Dark (−2 penalty) and the third plunges the room into Total Darkness. Once the room is in total darkness, ignore further Light Fixtures.

Ace: High-Pitched Shriek—the shot hits something electronic which emits an ear-piercing shriek! Any hero without cyberware that augments hearing (Notice) must make a Vigor roll at a −2 penalty or be Shaken.

Joker: Ouch!—the shot hits a light fixture, which malfunctions and emits a high pitched shriek! Apply all the results of Jack, Queen, King and Ace.

BURKE AND HARE'S ACTIONS

If alerted to the heroes approach by their cameras, the pair bolt the outside door shut and grab their heavier weapons.

DARING TALES OF THE SPRAWL #02

If the heroes bypassed the cameras, then the body brokers will be alerted by the door buzzer in which case they will only have time to draw their handguns before the heroes enter. Burke and Hare may try to get to their heavier weapons but it will take them two combat rounds during which they cannot attack. If possible, one of the pair will go for the heavier weapons while the other gives covering fire.

Burke and Hare regard anyone who approaches their warehouse without invitation as potential sources of bodies for their customers! Basically, they shoot first and hope to not have to answer questions later.

Note, both body brokers have the Marksman edge and make use of it during any firefight targeting unarmored locations, if possible.

THE REFRIGERATED ROOM

The back room is refrigerated to keep the corpses that Burke and Hare “collect,” fresh. The room contains six metal tables with naked bodies on three of them. An open-topped crate contains any non-valuable belongings from the corpses.

The four bodies are:

1. Male, black, early-thirties, heavily muscled with obvious augmentation. His eyes are covered by silvered lenses and cyber claws are projecting from both forearms. This is the body of Johnny X, a street samurai of the Cutting Krewe. An examination of his body reveals his throat has been cut; he also has multiple contusions around his forehead and a broken arm. Johnny X was knocked unconscious by the crash and was then killed by Burke and Hare.
2. Female, white, mid-twenties. No obvious cyberware. An “innocent” who was caught in a firefight in the Dregs. She died from a gunshot wound to her chest.
3. Male, Hispanic, mid-twenties. The body has enhancements for piloting and driving. This is the body of Rico, the Cutting Krewe’s driver. There is a gaping hole in his chest inflicted by the broken frame of the helicopter when it crashed.

The crate contains various items of clothing and bits and pieces of gear such as wrist watches and music players—all relatively mundane and non-valuable. A successful Notice roll (or a thorough search of the contents) finds a battered and blood-stained radio headset.

BREAKING RADIO SILENCE

While the heroes examine the bodies, the last missing member of the Cutting Krewe attempts to contact his team mates. During the crash, Deuce’s radio was damaged and it can now only broadcast on the short-range encrypted channel he used with his teammates within the Orpheus building—it does not have the range required to reach farther than five miles.

If the heroes have not yet found the radio headset, allow them a Notice roll to hear the tinny voice.

“Johnny? Rico? Do you copy? This is Deuce. Leg’s broken, fallen down a pit, I’m out of water and really thirsty. I can hear growling. Do you copy? Guys? Please?”

FINDING DEUCE

The heroes can speak with Deuce over the radio. He is badly injured and drifts in and out of consciousness as the GM needs. Deuce knows his situation is quite desperate and tries to persuade the heroes to find and rescue him.

If Deuce discovers the heroes need to know more of his team’s mission, he states he *will* tell them more *when* they rescue him.

If the heroes refuse to help without Deuce first telling them what they want to know, have him pass out.

By speaking with Deuce the heroes can identify a number of landmarks around the area of the crash site which eventually leads them to the pit in which Deuce is trapped. Alternatively a hero with the McGyver edge may turn the radio headset into a short range tracking device to home in on Deuce’s signal.

★ **Mr. Burke (1):** See page 22.

★ **Mr. Hare (1):** see page 22.

SCENE 3: SURVIVOR

Eventually the heroes near the trapped Deuce. The growling he heard is a pack of feral dogs which have been following the wounded man. The dogs are half-starved and they are not going to give up their prey without a fight.

The dogs, and the pit Deuce is in, are in a shallow hollow in the surrounding rubble and cannot be seen (although they can be heard) until the heroes reach the lip of the hollow. When first seen, the dogs are 12” away from the heroes.

The pack of dogs do not retreat when they see the heroes, the pack splits into two halves and rushes them!

Deal each half of the pack an Initiative card; the dogs take a run action and then attack (with a –2 multi action penalty) during the first round of combat.

Once half of the pack are killed the remainder attempt to run away.

★ **Feral Dogs (3 per hero):** see page 22.

RESCUING DEUCE

Deuce is trapped at the bottom of a 2” deep and ½” wide pit. The pit has rough walls and may be climbed with a successful Climbing roll. Deuce is incapable of climbing as he has 3 Wounds, one of which is a broken leg. The heroes have to fashion some sort of sling and pull Deuce out. If they lack the required equipment, they may find a suitable length of rope by searching the surrounding ruins.

DEUCE'S STORY

Once rescued from the pit Deuce tries to hold out for some medical aid before relating anything, but eventually tells his story.

"We were hired out of the Good, the Bad and the Dead by this broker who goes by the name of 'The Italian.' He had a job for us, a simple breaking and entering with theft. We stealthed our way into Orpheus Design and snatched the prototype. That's when the security goons picked us up. We made it to the roof where Rico wired himself into a chopper belonging to Orpheus. Security reached the roof as we lifted off and we thought we'd got clean away.

Somewhere over the Dregs, Rico called in something about the engine overheating. Seemed like we got hit by a round or two back at Orpheus' base. I was riding shotgun by the open side door when suddenly something exploded above me.

The chopper tilted at a crazy angle and I was thrown out.

I hit the ground hard and felt something snap in my leg. Somehow I managed to get to my feet for a few seconds, just long enough to see the chopper crash. The next thing I know it's light. I fiddled with the radio but got no answer so I tried to get up and found my leg was busted. I had to crawl. Getting to the top of a pile of rubble I scoped out the dregs, the chopper was down about a mile or so away and I could see a crowd of guys around it. I've got magnification built into my eyes so I could see they were all wearing some sort of symbol—a black silhouette of a rat with a wrench underneath it—and they were stripping the chopper.

I must have passed out again as I was awoken by a dog gnawing on my broken leg. I fought that one off but a whole pack had my scent and was closing in. I crawled away as fast as I could to look for a weapon or somewhere to hide. Instead



DARING TALES OF THE SPRAWL #02

THE PACK RATS

Symbol: A silhouette of a rat with a wrench beneath it.

The Pack Rats are a gang which has chosen to live in the dregs rather than the conurbation, scavenging what they require from the ruins around them. Most of the Pack Rats are technically able and they spend much of their time collecting items regarded as junk by most people and repairing them. Items the Pack Rats do not want or need are sold or traded with other gangs in the dregs.

The Pack Rats are considered a neutral and beneficial group by the various factions who live within the dregs and as such are generally left alone.

The Pack Rats number about 100, most of whom wander the dregs, seemingly at random, collecting junk. Their home patch is a football stadium which more resembles a junk yard than a sports arena.

I fell into the pit where you found me. I've been calling for help for the last three days, but got no reply till you answered."

The heroes can speak further with Deuce, but he does not know much more. If informed of the fate of his colleagues he is visibly shaken.

Deuce offers the heroes a substantial amount of cash if they transport him back to The Good, the Bad and the Dead.

★ **Deuce (1):** see page 21.

SCENE 4: THE PACK RATS

Identifying the people who stripped the helicopter from Deuce's description requires a successful Streetwise or Investigation roll and takes several hours of asking questions around the dregs. The people in question are a scavenger gang going by the name of "The Pack Rats" and are described in the sidebar.

APPROACHING THE PACK RATS

Although generally friendly to all, the Pack Rats are wary of strangers and have lookouts on watch day and night. The heroes are spotted long before they reach the outer wall of the stadium and a reception committee is waiting for them.

The reception consists of one of the Rats' leaders, Ralph, and a number of lightly armed men and women equal in number to twice the number of heroes.

Ralph is wary of the heroes and quite obstructive until they can convince him of their good intentions. A successful Persuasion roll is required to get Ralph to discuss anything with the heroes.

A successful Notice roll while speaking with the Pack

Rats allows the characters to observe that Ralph is wearing a leather band around his wrist with a gold and silver yin-yang symbol on it. If the heroes found the matching necklace at the helicopter crash site and they mention it to Ralph, he will tell them his partner lost her necklace recently. If the heroes return the necklace they require no roll to persuade Ralph to help them.

When the heroes persuade Ralph to help them he explains a group of Rats did come across a helicopter recently and stripped it of anything of use. Ralph does not know what exactly was taken, but his partner was leading the group and should be able to help.

Ralph leads the heroes into the sports arena, read the following aloud to your players:

The area inside the arena walls bears no resemblance to its original purpose. The field area is covered by a sea of junk with small islands where the Pack Rats have erected tents and built makeshift huts and sheds. Everywhere you look there are people scurrying about like their name sakes with their arms laden with machine parts or tools. The air rings with the sound of hammers striking metal surfaces along with the low rumble of generators and the sharp crackle of welding torches.

Your guide leads you unerringly through the chaos even though you can see no sense to his route and no indication of where he is taking you. Eventually, you arrive at a large tent with a number of metal panels laid out around it. The panels are irregularly shaped and many bear the Orpheus Design logo. Ralph calls out his partner's name—Suzy Q—and a woman emerges from the tent.

Suzy Q greets the heroes and offers a filthy hand for any who wish to shake it. Once the heroes explain their mission, Suzy Q confirms she was the group leader of the Pack Rats who came across the Orpheus Design helicopter. When the heroes ask about the case they are seeking, Suzy says that if they can find it they can have it—it should be somewhere around her tent as that is where they dumped their haul for sorting.

SEARCHING THE HAUL

There is an incredible amount of *stuff* heaped around Suzy Q's tent and it is going to take the heroes an hour or so to sort through it all. During their search, each hero may make a Notice roll with a success allowing them to draw a card and check on the list below to see what they find of potential value. Suzy Q and Ralph part with anything the heroes find in exchange for cash or an item which they can make use of.

After an hour of searching, the heroes will be convinced the case they seek is **not** in the junk heaped around Suzy Q's tent!

When the heroes confront Suzy Q about the missing case she snaps her fingers as she suddenly remembers something.

"I just remembered! As we came back from the crash site we ran into a trading party from the Woodgrove Free Community. We traded them some of the stuff we'd found for the vegetables they were selling. If your case isn't here, odds are they have it."

Suzy Q and Ralph can give some details about the Woodgrove Free Community, as detailed in the sidebar. They can also provide the heroes with the GPS coordinates of the settlement.

INTERESTING AND POTENTIALLY USEFUL FINDS

Prior to their last mission, the Cutting Krewe had a successful career and garnered a few "toys" along the way:

2, 3, 4: Orpheus Design Hacking Algorithm—stolen by the Cutting Krewe as a "fringe benefit" of their mission. The algorithm gives a hacker an advantage for a short while (eventually the corporate defenses adapt to counter the new algorithm). A hacker who implements this algorithm on his hacking computer gains a +2 bonus on Hacking rolls for the next scenario.

5, 6, 7: Morrigu Arms Experimental Armor Piercing Bullets—designed to more easily penetrate armor, there are a total of 20 rounds for a .44 caliber gun, each has AP 4 and is branded with the crows head logo of Morrigu Arms.

8, 9, 10: "Glop" Grenades—treat as normal grenades but they explode and hurl sticky "glop" over a Medium Burst Template. Anyone in the area must succeed in an Agility roll or be entangled. Entangled individuals suffer a -2 penalty to Pace and skills linked to Agility and Strength. Each round an entangled character may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2. The heroes find 1d4 grenades.

J, Q, K: Flash Grenades—treat as normal grenades but they explode with an intense light, anyone facing the flash must make a successful Agility roll (with a penalty of -2) to look away or be blinded (as per the Hindrance) for 2-12 rounds. The heroes find 1d4 grenades.

Ace: Bladetech Knife—a combat knife treated with an experimental process by Bladetech, the knife gains a +2 bonus to damage and is AP 1.

Joker: Neural Interface Overload—a highly experimental piece of hardware resembling a handheld mp3 player. When triggered, the unit sends out a localized electromagnetic pulse which affects everyone in a 20" radius. The pulse is designed to interfere with cyberware and renders *all* packages inert for ten minutes. The unit cannot be recharged and has one use only.

WOODGROVE FREE COMMUNITY

The Woodgrove Free Community is a small settlement about 100 miles west of the Conurbation. It was founded by a group of people who had had enough of living in the claustrophobic city and wanted to "get back to nature". The community settled on some land away from the Conurbation and soon a small village existed.

The founders of the community used cloned plants and trees along with growth hormones and chemicals to turn the land around their home into an oasis of life in the surrounding wilderness.

The community is not composed of technophobes—they do not deny technology in any way—but they only use it to make their lives easier.

The Woodgrove Free Community grow their own foodstuffs and have some livestock, they trade their excess foodstuffs with the people of the dregs in exchange for technology.

★ **Ralph (1):** use Pack Rats Member, page 23, but make him a Henchman.

★ **Suzy Q (1):** use Pack Rats Member, page 23, but make her a Henchman.

★ **Pack Rats (2 per hero):** see page 23.

ACT 4: FREE LIVING

It seems strange to be traveling outside the Conurbation and heading out into the lands around it—to many people the conurbations are the world and they have no need to ever leave them. The road you are following is ill repaired with major holes and cracks across its surface while the surrounding 'countryside' is a bleak landscape with very little vegetation.

As you crest a hill, an amazing sight comes into view. The land ahead of you breaks from the bleakness you have traveled through into miles of fields with vibrant green crops growing in them. Wooden fences, without razor wire and other such security features, surround paddocks with cows and sheep. Several small woods and homesteads break up the regular pattern of fields while in the distance a small collection of buildings form some sort of central settlement.

SCENE 1: COUNTDOWN TO DEATH!

The central settlement consists of a dozen homes, a

DARING TALES OF THE SPRAWL #02

WHAT IF THE HEROES DON'T OPEN THE CASE?

If the heroes do not open the case, Sturdy Ben's mobile phone makes a strangled ringing noise. Ben pulls his phone out and shakes it commenting on how the medical center's equipment interferes with phone signals. The phone rings again and there is a metallic click from the case as its lock opens.

medical center, a machine shop and a meeting hall which also doubles as a bar (which brews its own beer).

Shortly after the heroes arrive at the settlement center, a member of the village council approaches and enquires as to their business. "Sturdy" Ben got his nickname from his steadfast attitude towards the community.

Ben confirms some members of the community recently traded with the Pack Rats for some hi-tech equipment they could make use of. As part of the deal they took a sealed storage case with the identification "OD-0013" stenciled upon it. The case has a multi-character lock which, so far, has defeated all attempts to open it.

Ben is willing to part with the case if the heroes make a sizeable donation to the community's central cash fund. This should not be a problem for the heroes as their broker agreed to pay any expenses.

When the payment is made, Ben leads the heroes into a laboratory inside the medical center where the locked case is resting on a bench. Having failed to open the case, the residents of Woodgrove decided to X-ray it to see what was inside. If the heroes ask about this, make sure the bomb is primed by using the notes given in the sidebar detailing what happens if the heroes don't open the case.

THE CASE AT LAST!

The case is about two feet square and a foot wide. It is armored and securely sealed. A keypad allows entry of a combination to unlock the case. In theory, the case could be opened by force but doing so would probably destroy the contents—fortunately the heroes have the combination.

When the heroes enter the last character of the code there is a metallic click from the case as the lock opens. Proceed to the section entitled "The Bomb" below.

THE BOMB

Any hero looking inside the case can easily see that it does not contain the promised prototype; it does, however, contain a sophisticated electronic device linked to a large canister. A successful Smarts roll identifies it as a bomb! A raise on the Smarts roll correctly identifies it as a nerve gas deployment device.

A small digital display illuminates with the number

"100" and begins ticking down as the heroes watch—it is counting in seconds.

The heroes do not have a lot of time before the bomb detonates; make it clear to them that if the bomb activates, the gas will spread over the Free Community within a matter of seconds killing all life in the area. Someone needs to defuse the bomb and quickly!

Three rounds after the heroes begin to defuse the bomb, a man clad in a white lab coat bursts into the laboratory waving a developed X-ray of the case.

"Don't touch the case—it's a bomb!"

DEFUSING THE BOMB

A quick examination of the bomb reveals it cannot be safely disconnected from the nerve gas canister in time. The only way to defuse it is to disconnect the trigger device.

Due to the small size of the mechanism, only one character may work on a task at a time. Defusing the bomb involves a number of steps as listed below. The countdown is on 80 seconds by the time the heroes begin.

1. A cover plate partially under the countdown display must be unbolted; to achieve this, four screws must be removed. Two of the screws are in awkward positions and require a successful Repair roll to unscrew. Each attempt to remove a screw takes one round (6 seconds).
2. The trigger mechanism must be identified. This requires a successful Repair roll and takes one round. A successful Notice roll whilst performing this task also spots a booby trap.
3. The booby trap must be bypassed. This task is optional but if it is not performed, the heroes have only one chance to perform step 4 as the counter resets to 10 seconds. Bypassing the booby trap requires a successful Smarts roll and takes 2 rounds.
4. The trigger mechanism must be disabled. This requires a successful Repair roll and takes 1 round.

If all goes well, the steps above should take a total of 8 rounds or 48 seconds leaving the heroes plenty of time (well, 32 seconds to be precise) in case things go awry!

SCENE 2: AFTER THE BOMB

Once the immediate threat from the nerve gas bomb is over, Sturdy Ben (or his replacement) assigns some of his technical people to examine the bomb while others with hacking skills "*nose around the net.*"

After several hours, Ben calls a meeting with the heroes to try and ascertain what was going on. Encourage your players to take part in the discussion, but we have paraphrased Ben's peoples' findings in his speech below.

"OK, let's get a few things straight. Both your team and the Cutting Krewe were hired to steal a prototype computer which in reality was a nerve gas bomb. My techs have had a good look, and the bomb was set to detonate when the case was opened or when it received a coded radio signal. The nerve gas is a derivative of a particularly nasty military agent; it would have spread over an area of about a ten mile radius and been fatal to all life for approximately 12 hours.

Now we have to assume either Orpheus Design knew someone was going to steal something from them and switched the bomb for the prototype, or the bomb was always the intended object. I can't believe Orpheus would pull such a stunt, releasing a nerve gas as retaliation for theft is kind of like operating with a chainsaw—there'd be far too much collateral damage.

So we have to go with the whole deal being a setup. Whoever hired the Krewe was somehow connected with Orpheus and they wanted the nerve gas released, probably at the location in the dregs they were given. The whole deal went awry so they sent a back up team—you—to try and find the missing prototype.

It looks like the case was rigged to set off the bomb when it was opened, so I'd guess your employer had decided to cut their losses and dispose of both you and the nerve gas at the same time. I would place a fairly large bet on you being set up as some kind of terrorist group as fall guys for the bomb.

I've got a couple of my people snooping around the net to see what they can find about Orpheus and the location the Krewe had in the dregs. If you want to help out, grab a terminal and pitch in.

INVESTIGATION

The heroes can help with the investigation either by searching the net or asking questions of any contacts they may have.

Ben suggests the heroes should not return to the Conurbation until they have found out what they can, so any deals with contacts have to be via phone or the net which imposes a -2 penalty on Streetwise and Investigation rolls.

Try to ensure the heroes come up with the required information rather than Ben's people, after all it is their adventure!

Once the links between the deregulated zone, Orpheus Design and Poseidon Corporation have been uncovered Ben speaks with the heroes again.

WHAT IF THE HEROES FAIL TO DEFUSE THE BOMB?

If the heroes are struggling to defuse the bomb, Sturdy Ben grabs the case when the countdown reaches 5 and rushes with it into an isolation chamber within the medical center. He seals the door as he enters and seconds later collapses in agony as the nerve gas kills him. The inhabitants of Grovewood are able to keep the isolation lab sealed until the nerve gas becomes inert.

The remainder of the scenario can progress as written, but the GM will have to introduce another member of the Grovewood Community to replace Ben. Just pick a name and run with it.

THE PLAN

"So it looks like Poseidon Corporation was trying for some forced urban clearance to secure the land it wants in the West Deregulated Zone. Now I may have opted out of the Conurbation and life there but this corporate plot almost hit too close to home.

Seems to me we need a little payback on Poseidon, a gentle reminder they can't just throw their muscle around and eliminate the little people.

Before I dropped out, I had contacts in the Conurbation and I've been speaking to some of them. I've managed to arrange a face to face meeting between myself and one of the Chief Executive Officers of Poseidon, along with a camera crew. The CEO thinks our settlement wants to cut a deal with Poseidon to provide us with some of their engineered fish stocks for our lakes. I'm thinking we confront him with the nerve gas and broadcast it for all to see. Are you in?"

If the heroes aren't interested, Ben is disappointed but lets them leave—the scenario is over for your players.

SCENE 3: VIP MEETING

Sturdy Ben travels with the heroes back to the Conurbation and directs them to the headquarters of News Network 24—"the big news all the time".

The news network provides the heroes with suits and suitable identities to accompany Ben and a cameraman to the meeting with Poseidon Corporation's CEO. The cameraman, Stu Havers, has cybereyes and ears linked to internal media storage so he does not require any actual recording gear—the equipment is all fake and hollow,

DARING TALES OF THE SPRAWL #02

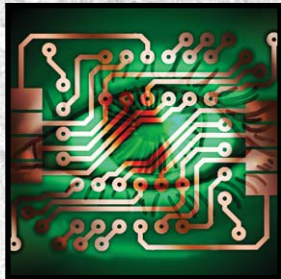
ORPHEUS DESIGN

Logo: An eye superimposed over a printed circuit board.

Default: Orpheus Design is a small, independent company specializing in high technology electronics, particularly computers.

Success: Orpheus Design is not an independent company although its true parent company is lost amidst a confusing mass of corporate red tape.

Raise: Orpheus Design's true parent company is Poseidon Corporation.



POSEIDON CORPORATION

Logo: A trident

Default: Poseidon Corporation is a multinational company with holdings in most large countries. They specialize in marine technology, particularly cloned fish stocks.

Success: Poseidon Corporation has recently won a big contract with multiple governments.

Raise: To fulfill the new contract, Poseidon needs to build a new research and development site somewhere close to the Conurbation. They have had problems finding a suitable site.



perfect to hide the heroes' hand guns. Unfortunately there is no way to get any weapon larger than a pistol into the meeting.

Ben has the nerve gas bomb with him but the actual nerve gas cylinder has been replaced with a mockup.

When everyone is ready, a News Network 24 limo transports them to Poseidon Corporation.

POSEIDON CORPORATION

The limo drops the heroes, Ben and the cameraman

outside the main entrance to the Poseidon Corporation building.

Four heavily armed and armored guards at the main door give the group an almost cursory scan, all the while nervously eyeing the camera equipment, and they are soon ushered into the foyer.

A beautiful woman (almost too perfect in appearance) with a winning smile immediately approaches the group with prepared visitor badges.

"Good morning and welcome to Poseidon Corporation. I trust your journey here was pleasant?" while the woman speaks she guides you towards an elevator. "This is something of a landmark event for us here at Poseidon, a contract with one of the Free Communities, and I am sure you can see the mutual benefit." The spiel doesn't cease as the elevator smoothly ascends to the 15th floor and the receptionist leads you past many offices to an ornate pair of real wood doors. Pushing the doors open, the woman waves you into a large conference room where seven men are already settled around a meeting table.

The man at the head of the table rises, "Ah, at last, our honored guests. GUARDS!"

The meeting is a trap.

The meeting room is 4" by 2" with the table and seats which provide Light Cover but no Armor. There is another set of doors opposite those the heroes enter through. Six of the men around the table are corporate security guards in plain clothes; the seventh is the actual CEO.

The corridor behind the heroes is 10" long and 1" wide with 5 doors on each side leading to similar meeting rooms. A corporate security guard emerges from each door on round two.

All the doors have Toughness 10 and can be locked from inside the meeting room. If the heroes lock the doors it takes the guards in the corridor four rounds to override the lock and gain access to the meeting room.

The CEO is on Hold when combat starts and as his first action he flees through the doors behind him, closing and locking them. If necessary, use the Recurring Villains rule to ensure the CEO escapes.

The situation could get extremely nasty, the heroes are outnumbered and in a bad position. Ben and the cameraman take cover as soon as they can and do not take part in any fighting.

The receptionist is an *expendable asset* as far as the security guards are concerned, if the heroes attempt to use her as a hostage the guards simply shoot her!

The guards have no knowledge of the nerve gas plot. Any attempt to bluff them with the fake bomb at best acts as a *Trick*; the guards do not believe the heroes are carrying nerve gas.

★ **Sturdy Ben (1):** use Dreg Resident, see page 21, but make him a Henchman.

★ **Stu Havers (1):** use Dreg Resident, see page 21, but make him a Henchman.

★ **Receptionist (1):** use Dreg Resident, see page 21.

★ **Security Guards (16):** see page 21.

SCENE 4: PLAUSIBLE DENIABILITY

Soon after the security guards are dealt with, an alarm is heard—more guards are on the way and the heroes are stuck on floor 100 of a major corporate building!

If the heroes do not think of it, Ben insists they push on with the plan to confront the CEO. If they can get to him, they may be able to use him as a hostage *and* get the recording to prove Poseidon Corporation's nerve gas plot.

The doors through which the CEO exited are locked and have Toughness 10 and lead to larger conference room.

THE MAJOR CONFERENCE ROOM

This large chamber measures 3" wide and 24" long with doors at either end and a conference table which can seat over 50 individuals taking up most of the room.

A large sentry gun drone has been set up at the far end of the table blocking access to the doors opposite the ones the heroes came through. Four security guards, wearing Kevlar vests, stand on either side of the sentry gun.

The huge table and chairs are made of solid oak several inches thick and provide Medium Cover (+4 Armor). Several smaller tables and desks (complete with computer terminals) are around the edge of the room and these provide Light Cover but no Armor.

The sentry gun is being controlled by a Poseidon-employed hacker from a remote location. Any hero who gets a Raise on a Common Knowledge roll has heard of such units and knows they are often remotely controlled. If a hero has a history with Poseidon Corporation (for example is Wanted by them) he needs only a success on the Common Knowledge roll.

If none of the heroes think of it, the cameraman (or Ben) suggests a hacker might be able to wrest control of the defense unit from its controller. This task requires several steps:

1. Successfully hack the Red-8 system.
2. Beat the Poseidon hacker in an opposed Hacking roll. The Wild Card Poseidon hacker has an Alpha-6 computer (used for a Cooperative roll) and a Hacking skill of d8. Each attempt takes 1 round.
3. Make a successful Hacking roll to take control of the defense unit.

★ **Security Guards (4):** see page 21, they are wearing Kevlar vests with inserts giving them Toughness 8/10, +2/+4 Armor and ignore 4 points of AP.

★ **Drone, Sentry Gun (1):** see page 21.

THE WEST DEREGULATED ZONE

Default: The deregulated zone has nothing of interest in it for corporations, except as a site for the odd corporate war—controlled conflicts between small groups representing rival corporations.

Success: A corporate body has shown a lot of interest in the West Deregulated Zone specifically the area around the coordinates the Cutting Krewe was given. Questions have been asked about how a company could claim land in the dregs—only by paying for all who live there to be relocated.

Raise: The company showing all the interest is Poseidon Corporation.

THE CEO

The doors behind the armored suit are locked and armored with a Toughness of 12. The heroes may well have access to the sentry gun so these should not present any real problem.

The chamber beyond the doors is a small foyer with a bank of elevators. The CEO the heroes have been chasing is sprawled upon the floor, dead, from a single gunshot to the back of the head. Two heavily cybered men in expensive suits flank a third man who is standing with his hands behind his back.

"Ah, our visitors arrive," the man speaks with a low tone that somehow exudes authority, "I regret you have become embroiled in the political machinations of my predecessor," he pauses to nudge the corpse with the toe of his expensive shoe. "However, your part in events has now come to an end and you have two choices—walk away now with your lives and a sizeable compensation payment for your troubles, or almost certainly perish trying to escape from this fully alert corporate building. The choice, as they say, is yours. Oh, and just on the off-chance you are considering using me as a hostage for your freedom, you should consider that I am as expendable to Poseidon as my predecessor."

The CEO is offering the heroes, and Ben, the best deal they are going to get. Poseidon Corporation has already begun to remove all evidence of the nerve gas plot beginning with the "retirement" of the CEO involved. With a resigned air, Ben recommends the heroes accept the offer, saying some battles simply cannot be won.

The News Network 24 cameraman receives a call from his station ordering him to erase all record of happenings within the Poseidon building; he relates this to the heroes as he follows his orders.

★ **CEO (1):** use normal person but make him a Wild Card.

DARING TALES OF THE SPRAWL #02

OVERVIEW OF THE POSEIDON CORPORATION BUILDING

The Poseidon Corporation building within the Conurbation is an administration building not a research center, as such the employees who work there reside elsewhere.

GENERAL LAYOUT

The building is situated in the central Core of the Conurbation and is only 20 stories tall—dwarfed by some of the nearby towers of Poseidon's rivals. The building has a secure underground garage where the more important members of the company park their vehicles—the general employees are expected to use public transport to get to work and hence do not require parking.

Ground Floor: mainly taken up by the foyer which is lined with fish tanks containing rare species of fish. Hidden away from public sight is the security center which monitors cameras on all floors and coordinates any response to criminal activity.

Floors 1 to 5: have luxurious lounges and meeting rooms, again lined with tanks of exotic fish. These floors are used for publicity and meetings where the aim is to impress.

Floors 6 to 12: are open plan “cube farms” composed of hundreds of cubicles each with just enough room for an employee and their computer.

Floors 13 to 15: corporate meeting rooms. These are the rooms used for serious meetings where the real business of the corporation is discussed and decided.

Floors 16 to 20: senior employee offices, with half a dozen offices per floor, each having more space than most people's living quarters.

SECURITY

The Poseidon Corporation building does not usually have a large complement of security as it relies on the Conurbation police and personnel from Sentinel Incorporated. In addition to the security already noted in this scenario there are a further 20 security guards in the building, these are scattered between floors 1 to 15.

Once Poseidon raises an alarm (which will only occur if the heroes do not take the CEO's offer to walk away), outside security arrives within 10 minutes and in large enough numbers to make any escape without a cunning plan a moot point.

COMPUTER SECURITY

The work undertaken in the building is not particularly sensitive mainly dealing with the day-to-day running of a multinational company and as such, the computer system is only a Red-6.

The computer system can be used to control the door locks on all rooms, the elevators, the fire alarms and sprinklers, the heating, air conditioning and lighting.

★ **Bodyguards (2):** use Street Samurai, see page 23.

THE HEROES' CHOICE

The heroes are free to make either choice but the cameraman and Ben will not join them if they decide to fight their way out. As noted by the new CEO, taking him hostage does not help the heroes as Poseidon Corporation simply regard him as expendable.

If the heroes opt to try and fight their way out of the building, the GM should use the nearby Overview as a guide to the Poseidon Building and throw increasing numbers of security guards at his players.

If the heroes decide to walk away, the CEO is true to his word—they get to walk away unscathed and with a substantial payment from Poseidon Corporation.

END CREDITS

The heroes have escaped from Poseidon Corporation either barely with their lives or with the company's “blood” money in their pockets.

The characters may not like what they had to do, but such is the way of the corporate world and at least they live to fight another day.

If the heroes nose around, they find no one with any authority who has anything to say about the whole affair—a conspiracy of silence paid for by Poseidon Corporation covers everything up. Even those deniable assets who were involved, and survived the debacle, are keeping quiet.

Just another day in the sprawl.

THE CAST



CLAW

Six feet, two inches of mean! That's the best description of this street trash who imaginatively calls himself “Claw.” His name comes from the twin cyberarms he sports, each ending in four mechanical claws, which are his favorite weapons in a fight.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12 [d10], Vigor d12

Skills: Fighting d10 [d10], Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Hindrances: Arrogant, Mean

Edges: Improved Frenzy, Two Fisted

Cyberware: Dermal Plates (Level 2, +2 Armor), Cyber Arms (Strength Level 2), Embedded Combat Processor (Fighting Level 2)

Gear: Cyberarms (Str+d4+3) both arms have built-in guns equivalent to Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto)

CORPORATE SECURITY GUARDS

No matter what uniform they are wearing, the Corporate Security Guard is essentially the same; a paid thug with the benefits of better training and equipment than their rivals.

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

Skills: Fighting d8, Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/8 (1/2)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Armored Jacket +1/+2, Armored helmet +2, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), baton (Str+d4)

When encountered in groups of two or more one is additionally armed with a Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)



DEUCE

A street samurai with excellent leadership skills which led him to become the head of the deniable asset team known as the “Cutting Krewe.” Deuce prefers finesse to brute force and this is reflected in his appearance: He is of average height and build with non-descript features—basically there is nothing that makes him stand out in a crowd. Deuce has no obvious cyberware except for the slight silver sheen to his cybereyes.

Deuce has been resisting his younger brother Eddy’s attempts to become one of the Cutting Krewe, fearing he is too young to be exposed to the darker side of the corporate world. He caved just before the Krewe’s latest run and blames his distraction through worry about Eddy’s safety for the failure of the mission.

When first found, Deuce is suffering from 3 Wounds.

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

Skills: Fighting d8, Notice d8 [d8], Shooting d10 [d10]

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6/7 (1/2)

Hindrances: Loyal

Edges: Level Headed, Natural Leader, Strong Willed

Cyberware: Eye-Gun Link (Shooting, Level 2), Eye replacements with infrared (Notice, Level 1)

Gear: Armored Jacket +1/+2, Armored helmet +2

DREG RESIDENT

The people who live in the deregulated zones have to be a bit tougher than the average citizens of the Conurbation and be prepared to defend themselves if the need arises. The majority of people are still just normal people trying to eke out a living.

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

Skills: Fighting d6, Notice d6, Repair d6, Shooting d6, any suitable skills at d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: —

Gear: Varies but generally Morrigu Arms Hold Out .44 (Range: 5/10/20, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1)

DRONE, HELICOPTER SURVEILLANCE

A small helicopter (3 feet long) equipped with cameras and a sophisticated pattern matching program that allows it to spot intruders.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Piloting d6, Shooting d6

Pace: —; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots; do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Flight:** Flight 18”, Climb 3”
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Gear:** None

DRONE, MOBILE DEFENSE

A small tank-like vehicle with treads (3 feet long).

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Driving d6, Fighting d6, Notice d6, Shooting d8

Pace: 8; **Parry:** 5; **Toughness:** 9 (2)

Special Abilities:

- * **Armor:** +2
- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots; do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Gear:** (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB, Unstable Platform)



DRONE, SENTRY GUN

A heavy machine gun set within an armored emplacement which can be controlled by its own computer or remotely by a hacker. The statistics below have the drone’s skills with the Poseidon hacker’s skills in parentheses.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d12+2

DARING TALES OF THE SPRAWL #02

Skills: Notice d6 (d8), Shooting d8 (d10)

Pace: —; **Parry:** 2; **Toughness:** 12 (4)

Special Abilities:

- * **Armor:** +4
- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots; do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Gear:** Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

DRONE, STATIC DEFENSE

Little more than a heavy machine gun linked to a computer behind armor plating.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d12

Skills: Driving d6, Fighting d6, Notice d6, Shooting d8

Pace: —; **Parry:** 5; **Toughness:** 10 (2)

Special Abilities:

- * **Armor:** +2
- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Gear:** Hachiman Rapid Fire Heavy .50 (Range: 50/100/200, Damage 2d10, Rate of Fire: 3, Shots: 200, AP 4, Auto, HW)

DRONE, WHEELED SURVEILLANCE

A small car (2 feet long) equipped with cameras and a sophisticated pattern matching program that allows it to spot intruders.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Driving d6, Fighting d6, Notice d8, Shooting d6

Pace: 12; **Parry:** 5; **Toughness:** 7

Special Abilities:

- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Hardy:** A second Shaken result does not cause a wound.
- * **Gear:** None

FERAL DOGS

Over the years, many pet dogs have been abandoned by their owners and those vicious enough manage to survive in the deregulated zones. As the veneer of domes-

tication has fallen away, the erstwhile pets have formed into predatory, feral packs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- * **Bite:** Str+d4.
- * **Fleet Footed:** Dogs roll a d10 when running instead of a d6.
- * **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Size -1:** Dogs are relatively small.



MR. BURKE

Mr. Burke is tall and thin with a bald head, appearing like an ungainly stick insect. His partner in crime is Mr. Hare.

Despite a vicious streak both Mr. Burke and Mr. Hare are basically cowards who prefer the life of collecting corpses and selling them to whoever will buy them. However they are not adverse to violence if they have the upper hand or are threatened.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d10 [d8], Stealth d10

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/8 (1/2)

Hindrances: Anemic, Bloodthirsty, Mean

Edges: Combat Reflexes, Danger Sense, Dead Shot, Improved Dodge, Marksman

Cyberware: Eye-Gun Link (Shooting Level 1)

Gear: Armored long coat +1/+2, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)



MR. HARE

Mr. Hare is almost comically squat and overweight with a shaggy mop of hair. His partner is Mr. Burke.

Despite a vicious streak both Mr. Burke and Mr. Hare are basically cowards who prefer the life of collecting corpses and selling them to whoever will buy them. However they are not adverse to violence if they have the upper hand or are threatened.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10 [d8], Notice d8, Shooting d10 [d8], Stealth d8

Charisma: +0; **Pace:** 5; **Parry:** 6; **Toughness:** 9/10 (1/2)

Hindrances: Bloodthirsty, Mean, Obese

Edges: Combat Reflexes, Dodge, Improved Nerves of Steel, Marksman

Cyberware: Eye-Gun Link (Shooting Level 1)

Gear: Armored long coat +2/+4, Hachiman Widow Mak-

TAIL CHASING

er .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Sawed-Off Shotgun (Range: 5/10/20, Damage: 1–3d6, Rate of Fire: 1–2, Shots: 2)

MERCENARIES

Mercenaries are warriors for hire—they sell their services to anyone who can pay their high cost and medical bills. Owing no allegiance to any government or company, the sides the mercenaries fight for change from week to week. Between individual mercenaries there is a code of conduct, you may well be trying to kill each other one week as you are on opposite sides of a conflict, but you still watch out for each other when you meet outside the warzone.

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

Skills: Fighting d8, Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Armored Vest+1, Armored helmet +2, Morrigan Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), knife (Str+d4), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

PACK RATS

You could mistake the Pack Rats as just another gang in the deregulated zone, but you would be wrong. Living in a partially ruined sports arena the Pack Rats are really more a community than a gang. They scour the dregs looking for broken and discarded technology which they gather up and repair. This refurbished technology is then sold or traded with other gangs for the more mundane essentials such as food.

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

Skills: Driving d6, Fighting d6, Notice d6, Repair d8, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Edges: —

Gear: Leather jacket +1, Morrigan Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), knife (Str+d4),

STREET SAMURAI

Originally, samurai were mercenaries hired by feudal lords to protect assets. Eventually they became wealthy enough to become politically powerful, although it took them a few hundred years to do so. Samurai tribes lived by a strict code and were expected to act accordingly.

Street samurai are hired mercenaries who follow their own code making them a step above the average “thug”.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Shooting d10

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9/11 (2/4)

Edges: Fleet-Footed, Level Headed

Cyberware: Eye-Gun Link (Shooting), Muscle Augmentation (Strength)

Gear: Flak jacket +2/+4, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB), katana (Str+d6+2, AP 2)

THUGS

Hired muscle with more brawn than brains.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: —

Gear: Glock 9mm (Range: 12/24/48, Damage: 2d6, Rate of Fire: 3, Shots: 32, AP 1, Semi-Auto), baton (Str+d4)



WHITEY

Whitey is an experienced mercenary and veteran of many corporate wars and is also an expert at small unit tactics.

A few years back, Whitey was badly wounded in a corporate skirmish, the leader of the Cutting Krewe, Deuce, risked his life to aid the wounded mercenary and got him to safety. Since that time, Whitey and Deuce have become close friends and the older man often looks out for Deuce's younger brother while Deuce is away on missions.

Whitey gets his nickname from his shock of white hair, this and a scar running from his forehead through his left eye and down to his cheek were received in the same skirmish that Deuce saved him from.

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

Skills: Fighting d10, Notice d8, Shooting d10 [d8]

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7/8 (1/2)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting, Level 1), Eye replacements with infrared (Notice, Level 1)

Gear: Armored Vest+1, Armored helmet +2, Morrigan Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), knife (Str+d4), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

Put on those shades, run a
self-diagnostic on your implanted
chrome and prepare to hit the
mean streets!

A straightforward mission to discover what happened to a
stolen prototype and a prior team sent to find it leads to the
heroes being given the runaround!

From a missing broker's junkyard, to a mercenary haunt, to
the ruins of the deregulated zone and a commune that has
opted out of the sprawl, the heroes must follow a twisted trail
to find the prototype they seek.

When they find it—is it what they expected?

Daring Tales of the Sprawl #02 sets the characters on a search
across the Conurbation and into the wilds of the deregulated
zones as they try to piece together what happened to a prior
team of Deniable Assets.

No job is ever simple.

Can you find the missing prototype?

Daring Tales of the Sprawl is designed to be used with the
award winning Savage Worlds RPG.



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