

DARING TALES OF THE SPRAWL

BAND ON THE RUN



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03

BAND ON THE RUN

**ORIGINALLY TITLED 'WE'RE PUTTING THE BAND BACK TOGETHER'
FROM THE BLUES BROTHERS.**

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**DEDICATION: TO THE FRIENDS I HAVEN'T SEEN FOR FAR TOO LONG,
YES THAT MEANS YOU KAREN!**



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BAND ON THE RUN

ORIGINALLY TITLED "WE'RE PUTTING THE BAND BACK TOGETHER"
FROM THE BLUES BROTHERS.

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.triplecegames.com.

The heroes have all their leveling opportunities from Seasoned (at which they begin) to Legendary, mapped out in advance. Each published adventure in this line earns the heroes a fixed 5 Experience Points, guaranteeing them an advance every mission. All the players need do is tick the appropriate box to start making use of the new upgrade.

Characters: 35 XP.

The GM also needs the cyberpunk setting rules from the TAG website.

END OF AN ERA

"Good night one and all, and GOOD BYE!" the stadium responded to Mr. Charisma's final words with a wave of cheers and screams as Fragile Memories left the stage for the last time.

Alone in his dressing room, Steve Donabue thought back over the last ten years. It had been good, but lately the fans were just getting to be too much, sure he liked the attention but not to be pawed and touched by everyone who got close to him. The almost vapid adulation had grown wearisome. Running a band though his wavy hair, Steve gazed at his handsome reflection, how was he going to be able to stay in the limelight but avoid the claustrophobic attention?

Hurriedly packing what little he wanted to take with him, Jon Rosche grabbed the case contain-

ing his "retirement fund", from under his dressing table. Pulling out an old and battered leather jacket, Jon ran his fingers over the faded and worn image of a scorpion painted on its back. They said you could never go back, but "they" didn't have his skills or his money. With one last look around the dressing room (which had been much of his life for the last ten years) Jon left, swapping his drummers stool for the saddle of a motorbike.

"Puerile, infantile, pointless lyrics!" Anthony Campbell punctuated his rant by hurling his bass guitar into the dressing table mirror. So a rock band couldn't make a difference to the way the world worked, well he'd show them all he could. With images of corporations bowing to his demands as he single handedly saved the world from their greedy grasp, Anthony hit a speed dial button on his mobile phone, "Warm the plane up, I'm out of the band and we've got a world to save."

With the band depending on him to stay sober and in control, making sure they had all the hits they needed, Mark Hirst had never had the time to really experience life. Now, things were different. They called him "boring"; well they would soon see just how wrong they were. Not even bothering to change from their last gig, Mark climbed straight into the waiting limo where a pair of identical twins waited with enough alcohol and drugs to party for a lifetime—let the good times roll!

Listening to "Life" by Fragile Memories, Louis Vasey paused for a few moments and a thought, unconnected to the rebuilding of his company, came to him. He really must get to see the band—after all they had saved his life, but there was time for that later. First, to business...

INTRODUCTION

Louis Vasey is the overall owner of the multi-national, air transport corporation, Vasey Air. He is also a billionaire. Twelve years ago Vasey was diagnosed with a rare degenerative disease and now, despite the best medical care available, he only has a few months to live.

Vasey was born in the Deregulated Zone but dragged himself out of poverty and into the corporate world by his own hard work and focus—he was a natural entrepreneur.

Having never settled down or had children, Vasey has no one to pass his fortune on to and no desire to just hand it over to a charity or his own company, instead he has decided to spend most of his fortune on one selfish hour of his life.

Ten years ago, Vasey sunk into a deep depression—he was a self made man worth millions yet all his business skills and money could not cure him of the degenerative disease from which he suffered. For several months he wallowed in self pity leaving the running of his company to underlings. He nearly lost his fortune as those he employed proved inadequate to the task of managing Vasey Air. As Vasey sunk deeper into depression, so too did his company.

By complete chance Vasey heard a popular song, “Life”, by the band Fragile Memories and something about the lyrics struck a chord with him. Revitalized with a renewed interest in life, Vasey dragged himself up out of his depression, much as he had from the dregs in his younger years, and began to rebuild his business.

Now with death only a few short months away, Vasey wants to hear Fragile Memories perform live. With his fortune, such an event should have been easy to arrange, however it was not so. Fragile Memories disbanded five years ago, its four members each going his own separate way.

Unperturbed, Vasey is convinced he can get the band to reform for his private gig if he throws enough money at the problem. With time being of the essence, Vasey could not rely on legal and proper channels to locate the band members and recruit them; instead he has turned to the world of *deniable assets*.

Characters: 35 XP.

INVESTIGATION

To locate the four members of Fragile Memories, the heroes are going to have to undertake a lot of investigation whether it is working the bars or surfing the net. Suitable skills for this are Hacking, Investigation, and Streetwise as per the Cyberpunk Rules.

BRIBES

The heroes are given a sizeable advance for expenses and one very good use for it is bribes. Any of the above

skills may be modified by +1 per \$100 spent up to a maximum of +4.

COERCION

More physical heroes may prefer to “lean on” their sources of information. Such strong-arm tactics allow the hero an Intimidation roll with a success and each raise gaining them a +1 bonus on their investigative roll.

Leaning on the wrong people can cause trouble for the heroes and the GM should feel free to have a disgruntled source of information send a few of “the boys” after the heroes.

ACT 1: LEAD GUITAR / VOCALS—STEVE “MR. CHARISMA” DONAHUE

Louis Vasey has hired the broker known as Patron to coordinate attempts to locate and reunite the four members of Fragile Memories. Patron contacts each of the heroes individually by phone.

“Greetings, you may call me Patron. I have been assigned a task with a sizeable budget which I believe you may be able to help me with. The task is to locate several individuals, deliver a message to them and, depending upon their circumstances, safely relocate them to the Conurbation. I am authorized to offer a more than fair sum for the location of each individual including expenses.” Patron names an impressive sum before he continues, “If you are agreeable to this task, please let me know.”

Once the heroes agree, Patron continues.

“Excellent. At the end of this briefing I will forward an advance payment for expenses to an account of your choice or arrange for delivery of equivalent cash by a courier. As stated there is a sizeable budget for this task in addition to your payment. Contact me at this number if you need travel arrangements or experience any problems.

Now the details—my client wishes to contact the following four people: Steve Donahue, Anthony Campbell, Jon Rosche, and Mark Hirst who used to be the rock group, Fragile Memories. I will send you a data chip with the info I have on each of them. Your task is to locate each person, personally deliver a second data chip to each and, if required, extract them to the Conurbation. Although we have no deadline I have been informed that time is of the essence.”

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STEVE DONAHUE

Default: See notes in Appendix A.

Success: Towards the end, Donahue began to lose his patience with the constant fan attention. He couldn't go anywhere without being mobbed and more than once the band's security had to pull him away from a fracas which he started. When the band split up, he disappeared.

Raise: After the band broke up, Donahue checked into a "shadow clinic" and underwent a lot of cosmetic surgery. Nobody knows what he looks like now except perhaps the surgeon who worked on him. The clinic is located in the penthouse of an apartment block in the downtown Core—the heroes get the address.

Patron advances the heroes \$1,500 for expenses.

Details of the band and each member are found in Appendix A. Patron has no further information about any of the individuals.

Patron has many contacts with Hackers in the Conurbation and can be used by the GM if his players fail to gain some of the information they require to progress the scenario.

SCENE 1: FINDING MR. CHARISMA

Still a "people person", but tired of continual calls to sing favorite songs, the lead singer of Fragile Memories underwent plastic surgery shortly after the band broke up. The man who emerged from the clinic still possessed charisma and retained a voice which could captivate audiences, but looked nothing like Steve Donahue—James Castille was born.

The same shadowy world which altered his appearance provided James with a fake background and history which all but the most extreme investigations would pass. Donahue soon became a household name again as James Castille, anchorman for Channel 6 News.

The sidebar contains details of what the heroes can learn about Steve Donahue.

SCENE 2: THE CLINIC

The heroes have no problem locating the clinic where Donahue had his work done. It is located in the penthouse of an apartment block in the downtown Core. Asking routine questions reveals the clinic deals primarily with cosmetic surgery rather than emergency care and, as such, is only open for business between 07:00 and 19:00.

Exiting the elevator on the penthouse level, the heroes are confronted by two hulking figures with obvi-

ous muscle grafts and cyber enhancements. These two guards are responsible for dealing with troublemakers and ensuring that no one enters the clinic armed.

The guards take any freely offered weapons and then search the heroes with a successful Notice roll finding any weapon of knife-size or larger. A raise on the Notice roll allows the guards to detect any smaller or implanted weaponry—see the nearby side bar for how the latter is dealt with.

AVAILABLE INFORMATION

The clinic's staff consists of the two guards, a receptionist, four nurses and two doctors. Despite being an underground clinic (and therefore not bound by the Hippocratic Oath), the staff are actually more secretive about their clients than a legal practice.

The only member of the staff now working at the clinic who was also working when Donahue checked in, is one of the nurses, Lynda Hethrow, who distinctly recalls the singer arriving as she was once one of his many adoring fans. Lynda does **not** know what he looked like after the operation as Donahue left with his features still bandaged.

Aside from Lynda, any other staff member quizzed about previous clients refuses to speak about them claiming that revealing such information would be hazardous to the clinic's future.

A successful Smarts roll while speaking with the clinic's staff, suggests for a shadow clinic to safeguard its existence they almost certainly keep records of their clients, probably on a web-independent computer system. Asking a direct question along such lines yields a firm denial, but a successful Notice roll sees the person's eyes flick tellingly towards the nearest computer terminal.

CAUSING TROUBLE

If the heroes consider forcing the staff into giving up the information they require, the staff (or, if necessary, the GM) should suggest they might not want to go down that path as the clinic has many contacts within the *deniable asset* world.

★ **Guards (2):** use Street Samurai, see page 21.

★ **Receptionist, Nurses, and Doctors (7):** use Normal People, see page 21.

SCENE 3: AFTER HOURS

Breaking into the clinic after hours is a relatively simple task, but the clinic does employ a night watchman and a few surprises.

THE ELEVATOR

Nighttime access to the penthouse is restricted to those possessing the correct key. Bypassing the lock requires a successful Lockpicking roll. A failed attempt signals the guard in the Outer Office.

THE OUTER OFFICE

The outer office is manned by a single guard who challenges any who try to enter before resorting to violence. If combat breaks out, the guard hits a panic button which alerts a back up squad consisting of a further 4 guards who arrive in five minutes.

If the guard has been alerted, he takes cover behind the desk gaining the benefit of Light Cover and an additional +1 Armor. Additionally, two of the building's defense drones (see The Clinic below) are in the room controlled by the clinic's on-call driver.

★ **Guard (1):** use Street Samurai, see page 21.

★ **Backup Guards (4):** use Street Samurai, see page 22.

RECEPTION

The reception area is a small lounge with comfortable couches, a beverage machine and the receptionist's desk. A single door leads further into the clinic.

There is a terminal on the desk which is linked to the clinic's Red-6 computer system.

Once a character has successfully hacked into the computer system, a successful Hacking roll allows him to locate the clinic's recordkeeping subsystem—unfortunately there is no record of Steve Donahue. A successful Smarts roll reveals the computer system holds information which is no more than two years old. Another successful Hacking roll made while specifically searching for historical data finds a database listing of previous years has been transferred to removable media. The computer system does not hold any further information as to the location of this media—the heroes are going to have to search for it.

The information held on the computer system could be worth something to the right people. To find a buyer for the information requires a successful Streetwise roll and gains the heroes \$200 multiplied by the Streetwise roll.

THE CLINIC

Beyond reception, the clinic consists of two surgeries, four recovery rooms, a staff lounge, bathroom facilities and miscellaneous storage closets.

When the clinic is closed, these areas are patrolled by six defense drones. The drones are not usually controlled by a driver; instead they patrol the area under their own volition. The internal doors of the clinic are equipped with sensors which detect the drones and open and close as required. The clinic has a driver on standby at all times who can take control of the drones within a few seconds of being contacted.

Once a drone encounters the heroes, it sends an alert to the on-call driver and its fellow drones. Two more drones arrive at the original drone's location in 1d4 rounds. The driver takes control of the remaining drones after 2d6 rounds and uses them as he sees fit. The alert

IMPLANTED WEAPONRY AND SECURITY

Implanted weaponry is obviously a threat which, unlike a carried weapon, cannot be removed to render an individual "safe". To overcome this problem, a range of "neural inhibitors" have been developed. These devices consist of collars, bracelets and similar items which have technology within them that interfere with the interface between the cyberware and the user's nervous system.

To make use of any cyberware (while wearing a neural inhibitor) requires a successful Spirit roll. If the Spirit die roll is a 1 (irrespective of any Wild Die) the hero takes a level of Fatigue which can only be removed by resting for an hour. Each attempt to activate a piece of cyberware takes one round.

If a hero successfully uses a piece of cyberware, they can carry on using it for as long as the GM deems suitable, certainly for the whole of a combat.

For example, Duke has a level 2 Eye-Gun link, but has been fitted with a neural inhibitor. Needing to take down some security, Duke attempts to activate his Eye-Gun link and rolls his d8 Spirit. If Duke succeeds, he can then roll his Shooting d10 and his augmented d10 Wild Die. If Duke fails, he has only his Shooting d10 and the normal d6 Wild Die.

also brings a further four security guards to the clinic in five minutes; these are in addition to any summoned by actions in the Outer Office.

★ **Driver (1):** There are no statistics given for the driver as he is only encountered controlling the drones, he has Driving d10, Shooting d8, and both the Ace and Aim edges.

★ **Backup Guards (4):** use Street Samurai, see page 22.

★ **Drone, Mobile Defense (6):** see page 20.

LOCATING THE REMOVABLE MEDIA

Finding the removable media is going to take the characters some time and the clinic's many storage areas are packed with equipment.

To emulate the search, allow the heroes to attempt Notice rolls every five minutes of game time with each Success and Raise garnering them a token. Once the heroes have accrued 15 or more tokens they find the removable media. For every five minutes of searching, draw a card from the Action Deck. If it is a Club they encounter one of the drones.

THE REMOVABLE MEDIA

Once the media is located, the heroes have no problem linking it up to a computer. The data is encrypted and a successful Hacking roll with a -2 penalty is required to decrypt it. Once this is done, the file for Steve Donahue

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can easily be found. The file contains very few details but does have before and after images of the subject's face. The after image is recognizable with a successful Common Knowledge roll as James Castille—anchorman for Channel 6 News and housewife heartthrob.

SCENE 4: ANCHORMAN

A successful Common Knowledge roll recalls Channel 6 News has been covering an ongoing hostage situation in the Core of the Conurbation and James Castille is on site to report events as they happen. A number of criminals were attempting to rob one of the Conurbation's major banks when things went disastrously wrong resulting in them taking the staff and customers hostage.

Checking Channel 6 the heroes soon discover James Castille is no longer covering the hostage situation—he is part of it! Overnight the anchorman managed to secure an interview with the criminals who promptly took him as an additional hostage. The current coverage by a stand-in reporter is lackluster without James' charisma.

Any hero who succeeds in a Notice roll while watching the news broadcast sees James Castille being pushed into a Sentinel Incorporated armored van by two men wearing dark trench coats with ski caps pulled low over their heads. The men climb into the van and depart the area.

LOCATING THE VAN

To locate the Sentinel Incorporated van the heroes need to gather sightings of it and deduce where it is heading. To simulate the search, the heroes must garner a total of eight tokens. The heroes may gain these tokens in several ways:

Hacking the Traffic Cameras—once a hacker has successfully gained access to the Conurbation's Red-8 traffic computer system, a Hacking roll gives the heroes access to the traffic camera feeds. The heroes gain a token for a success and for each raise they achieve on a Notice roll. Each hero may attempt the roll but only the highest roll counts.

Using Contacts—the heroes may ask their network of contacts and acquaintances to watch out for the van. Each success and raise on a Streetwise or Investigation roll gains the heroes a token. Each hero may attempt one roll.

Using an "eye in the sky"—a driver may pilot a drone over the Conurbation. The Conurbation covers a huge area and the flying time of a drone is limited so the driver needs to be skilled to make the best use of the flight time. A successful Piloting roll allows the driver to attempt a Notice roll (with a +2 bonus if the driver achieved a raise on his Piloting roll). The driver gains a token for a success and for each raise.

If the heroes fail to accumulate sufficient tokens, Patron can provide them with additional sightings via his own network of contacts.

THE VAN LOCATED

The van is parked down a narrow alley alongside a small warehouse. Access to the warehouse is via a large, roll up door or a smaller door in the alley. Both doors are locked and require a successful Lockpicking roll to open. The doors have a Toughness of 10 but breaking them down alerts the men inside. The building has no windows but if the heroes check, it does have two sky lights. A successful Climbing roll is required to reach the roof.

The warehouse is 20" by 10" and is empty except for a few plastic crates scattered around the outside edge which can provide Light cover but offer no armor value.

James Castille is seated on the floor in the middle of the warehouse while the leader of the criminals and one of his men counts the money they stole atop a nearby crate. Two more criminals are out of sight, from both the warehouse floor and the skylights, behind some crates in one corner.

If the criminals become aware of the heroes they move to threaten Castille making the character's task more difficult.

If the heroes succeed in Stealth rolls opposed by the criminals' Notice skill of d8 they get the Drop on the criminals but only for ranged attacks.

An easier way to achieve the Drop is to literally drop onto the men through the skylights; this requires a successful Agility roll with a failure indicating the hero lands too far from the men to take advantage of the surprise.

★ **Criminal Leader (1):** use Street Samurai, see page 22, but make him a Wild Card.

★ **Criminals (3):** use Thug, see page 22.

STEVE DONAHUE / JAMES CASTILLE RESCUED

James slots the data chip you give him into a reader and studies the screen for a few moments. After asking if it is some sort of joke he makes a call during which his expression goes from suspicious, to intrigued and finally amazed.

"It seems you are correct—you're putting the band back together."

ACT 2: BASS GUITAR—

ANTHONY "BRAWLER" CAMPBELL

Anthony Campbell was always the idealist in the group. While the other members wanted to record songs which would sell, Campbell wanted to use Fragile Memories to highlight ecological issues such as the con-

tinued destruction of the rainforests and the plight of endangered species.

When Fragile Memories split, Campbell joined one ecological group after another seeking purpose to his life.

Six months ago Campbell teamed up with a group of eco-terrorists, named the Warriors of Gaia, who were attempting to stop deforestation in the Amazon basin.

The sidebar contains details of what the heroes can learn about Anthony Campbell.

Once the heroes have discovered where Campbell is, they must travel there to try and find him—all attempts to locate the Warriors of Gaia without traveling to Manaus are fruitless.

SCENE 1: MANAUS

A few hours after contacting him, Patron has organized your travel arrangements to Brazil. You are soon boarding a private jet belonging to Vasey Air which flies you directly to the city of Manaus. Patron has provided you with passports and permits allowing you to carry your weapons.

After an uneventful flight, the jet touches down on a secluded runway reserved for corporate planes. As you exit the cabin, the warm, moist air washes over you.

CUSTOMS

A local customs agent is waiting for the characters as they leave the plane and asks to examine their papers. While looking over the documents, the man shakes his head and mutters in Portuguese (the language spoken in Brazil). Eventually he hands the papers back stating there are some *irregularities* and requests the heroes hand over any weaponry until the paperwork can be sorted out.

There is nothing actually wrong with the documents, the customs agent is simply looking for a bribe. A successful Persuasion roll (or \$100) makes the problem go away. Alternatively the heroes may hand over their weapons and buy new ones on the black market—this requires a successful Streetwise roll to locate weapons and they cost 150% of the cost listed in the *Savage Worlds* rulebook.

ASKING AROUND

The heroes probably do not speak Portuguese, which is the native language of Manaus. If any of the heroes has a Knowledge Chip Slot they can buy a suitable language chip. If not, they can hire an interpreter or try and get by with English.

A suitable interpreter can be found with a successful Streetwise roll, but they charge \$100 a day.

ANTHONY CAMPBELL

Default: See notes in Appendix A.

Success: Campbell was an idealist with a short temper, and that is how he got his nickname—Brawler. Anyone who dared question his beliefs was a target for his temper. When the band broke up, Campbell made a living out of joining various ecological groups, but his behavior always led to him being asked to leave.

Raise: A group calling themselves “Warriors of Gaia” made a big deal about Campbell joining them a few months back. They re-released the Fragile Memories single “The Trees are Weeping”, to try and get additional funding for a trip to the Amazon basin, but it flopped.

WARRIORS OF GAIA

Default: Nothing

Success: The Warriors portray themselves as an ecological group keen to help the planet, but in reality most of them are nothing more than thugs and bullies. The real ecological types point the more violent members at a target and let them go.

Raise: A few weeks ago, the Warriors set out en masse for the Brazilian Rainforest near the city of Manaus—they’d got wind of a major corporate action there clearing trees.

Any social skill, Streetwise or Investigation use has a penalty of –4 if the heroes do not speak Portuguese; this is reduced to –2 with an interpreter.

Warriors of Gaia members still in Manaus have not heard from the last team they sent into the rainforest and are suspicious of any one asking questions. A successful Investigation roll locates someone willing to talk with the heroes and a meeting is set up in a secluded bar.

THE WARRIORS OF GAIA

When the heroes arrive, the bar contains 20 people scattered about in groups of 3 or 4—all of them are members of the Warriors of Gaia. A raise on a Streetwise roll allows a hero to notice something odd about the people but no further details.

The heroes are met as soon as they enter by a man who introduces himself as Adolfo who leads them to a table.

Before Adolfo reveals anything to the heroes they have to convince him they are not corporate lackeys either by role playing or social skills rolls. Once he is happy with their motives Adolfo tells the heroes what he knows. Use the following information to answer the heroes’ questions.

- New World Pharmaceuticals, an international company, is involved in wholesale deforestation of the rainforest in the region of Manaus.

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THE AMAZON RAINFOREST

The Amazon Rainforest is a moist broadleaf forest in the Amazon Basin of South America covering some 2.1 million square miles. Rainforests are very dense, warm and wet forests with an annual rainfall of approximately 100 inches.

The forest floor is dark due to the trees above stopping the sunlight from entering, and is covered in dead leaves, twigs and plants.

The rainforest is home to hundreds of animal species, the most dangerous of which are jaguars, black caimans (a type of crocodile) and anacondas.

- The Warriors of Gaia have sent teams into the rainforest to disrupt the deforestation.
- The last team of ten Warriors has not returned and they are a week overdue.
- Anthony Campbell was with the missing team.
- Adolfo is now putting together a team to try and find those who are missing and the heroes are welcome to accompany him. The Warriors have the GPS coordinates of the previous team's base camp.

ADOLFO'S TEAM

The team consists of Adolfo and seven other Warriors all of whom are familiar with the rainforest and the route Campbell's team should have taken. The team takes care of the necessary supplies for the search and (if necessary) rescue mission.

★ **Adolfo (1):** use Gang Member, page 20, he is a henchman gaining 3 wounds.

★ **Warriors of Gaia (7):** use Gang Member, see page 20.

SCENE 2: RAINFOREST TREK

Travel through the rainforest is exhausting and stressful. The decomposing plant life makes footing treacherous and care must be taken to avoid slipping. The (at best) dim lighting conditions (-1 penalty where appropriate) and the almost constant background noise often suggests movement around the group where there is none.

Each night the group pitches tents and eats a meal hastily cooked over a meager fire. When darkness falls, everyone retires to their tents except for those assigned to keep watch. Make a point of asking if the heroes are taking part in the watch rotation which is typically two people for a two to three hour shift with three shifts per night.

Make a copy of the statistics for Adolfo and his men and distribute them among the heroes.

From the third day of their journey onwards, the sounds of deforestation can be heard with the volume

rising the further the heroes travel. These sounds die out each night.

JAGUAR ATTACK

During the third day of their journey, a lone jaguar attempts to pick off whoever is trailing at the rear of the group. If the heroes do not make other arrangements, this is one of the Warriors of Gaia.

If a hero is at the rear of the party, allow them a Notice roll opposed by the jaguar's stealth. If the hero fails, the cat gets the Drop. After the first round of combat deal the other heroes and their allies an initiative card.

If the rear guard is a Warrior of Gaia, assume the cat gets the Drop and kills the hapless extra. The missing man is not noticed for some time and by that time, the jaguar and its catch is far off the path.

The jaguar repeats its tactics for the following three days or until it is caught.

★ **Jaguar (1):** see page 21.

CROCODILE ATTACK

During the night of the fifth day of their journey, a mated pair of black caiman crocodiles (driven from their normal hunting grounds by the deforestation) quietly enter the camp and attack.

The crocodiles sneak into the camp during the second watch. A successful Notice roll (with a -2 penalty due to the lack of light) opposed by the crocodiles' Stealth allows any guards to avoid being surprised.

★ **Black Caimans (2):** see page 20.

AUGMENTED JAGUAR ATTACK

As well as cutting down trees to provide raw materials for their products, New World Pharmaceuticals is testing the latest cyberware package for augmenting animals for one of the big armament corporations. They have deployed several packs of augmented jaguars in a 10 mile radius around their work camp.

The jaguars are conditioned to hunt as a pack and to take advantage of their camouflage. Additionally, each animal is constantly monitored by an embedded computer which transmits information back to a central computer.

The heroes enter the radius of the jaguars on the sixth day of their journey, and the jaguars begin to stalk them. Any hero who fails a Notice roll opposed by the jaguar's Stealth is surprised as the big cats pounce from the surrounding trees in a remarkable show of coordinated attacks.

Ten minutes after the jaguars' attack, a squad of eight New World Pharmaceutical security guards arrives in the area. If the heroes attempt to hide from this force, the guards gain a +2 bonus to their Notice rolls due to the data they have received from the jaguars.

★ **Jaguars, Augmented (4):** use Jaguar, see page 21, but increase Toughness to 10 and Pace to 10".

★ **Security Guards (8):** see page 21.

SCENE 3: THE WARRIORS OF GAIA CAMP

Late afternoon on the sixth day, the heroes and their companions arrive at the coordinates of the missing team's camp.

The New World Pharmaceuticals' security forces located and arrested the Warriors of Gaia team before letting their augmented jaguars loose on the camp. Once the camp was wrecked, the security guards planted several pressure sensors beneath the soil to alert them when (if) a follow-up team arrived.

The camp is a mess with supplies and gear strewn all about, and the six, two-man, camouflaged tents are ripped and torn. A search reveals the damage has been caused by claws and teeth with many paw prints around the camp. A successful Notice roll spots boot prints on top of the paw prints and a raise finds several patches of disturbed soil.

Digging around the disturbed areas uncovers a number of active pressure and vibration sensors which Adolfo (or any of his fellow Warriors) state do not belong to them. If the characters do not think of it, a successful Smarts roll suggests New World Pharmaceuticals will probably investigate the site soon.

THE ATTACK

If the heroes found the pressure sensors, allow them some time to set up an ambush or at least defensive positions before the security guards approach.

A successful Notice roll reveals the sound of running men and gains the heroes and their allies a few seconds to prepare.

New World Pharmaceuticals send in a pack of augmented jaguars to soften up the heroes before their main force of 12 security guards arrive. The guards are led by a Wild Card commander who has the Command Edge and directs his men during the attack.

★ **Jaguars, Augmented (4):** use Jaguar, see page 21, but increase Toughness to 10 and Pace to 10".

★ **Security Commander:** use Security Guard, page 21, but he is a Wild Card with the Command Edge.

★ **Security Guards (12):** see page 21.

SCENE 4: THE DEFORESTATION CAMP

Soon after the attack on the Warrior's camp, night falls and any character succeeding in a Notice roll spies a glow from a few miles away—almost certainly the New World Pharmaceuticals camp.

To rescue Campbell, the heroes have to either break him out of the camp or spirit him away from the work site. Adolfo and his companions agree to help only if the heroes promise to free all the captive Warriors of Gaia, not just Campbell.

SECURITY

All workers and guards have a special tracking chip implanted in a shoulder muscle which allows New World Pharmaceuticals to keep track of them via a satellite



DARING TALES OF THE SPRAWL #03

GPS-style system. Removing a tracking chip requires a successful Healing roll.

Additionally the workers wear secure ankle bracelets which receive signals transmitted from the security guards. If a bracelet is removed more than 200 feet from a guard it emits a high pitched squeal audible for about a half mile and triggers an alert in the camp's computer system.

A "squealer" can be removed with a successful Lockpicking roll or disabled with a successful Repair roll. Alternatively it may be broken by a sharp impact but doing so requires a successful Agility roll or the wearer takes damage equal to the Strength of the person attempting to break the squealer.

The camp has a total of 40 security guards (any guards encountered in the surrounding rainforest do not count towards this total). If half of their number is eliminated, the remainder retreat to the camp and await back up from New World Pharmaceuticals. Any back up takes at least an hour to arrive via helicopter and likely plays no part in this scenario.

THE DEFORESTATION CAMP

The camp consists of a 100" by 100" enclosure containing three prefabricated buildings surrounded by a wire fence. Two of the buildings are identical and are residential units consisting of living and sleeping areas; one is used for the workers and the second for the New World Pharmaceuticals staff. The third building is smaller and is the administration block.

The wire fence is not alarmed but is made of razor wire strung between support poles. A large gate is constructed in a similar fashion and is secured by an electronic lock requiring a successful Lockpicking roll to open. Anyone failing a Climbing roll while scaling the fence or the gate is lacerated by the wire which causes 2d6 damage as though from an extra.

Four security guards patrol the compound between the buildings at all times, day and night.

The residential unit used by the workers is locked at night.

The administration building contains various offices and the camp's Green-8 computer system. A successful Hacking attempt on the system allows a Hacker to disable the tracking devices and "squealers" implanted in the workers.

At night, Campbell is sleeping in the residential block

THE WORK SITE

The work site consists of a circular swath approximately one mile in diameter with the deforestation camp at its center. As work progresses the circle expands.

New World Pharmaceuticals are primarily using poorly paid, unskilled laborers assisted by a few skilled loggers overseen by squads of security guards. In an effort to keep costs down, the corporation is not making use of

heavy machinery instead equipping their workers with chainsaws and manual saws. There are, however, two flatbed trucks with cranes mounted on them for moving the felled trees.

The workers are grouped into ten work gangs consisting of six men overseen by a pair of security guards. The gangs are allocated work areas and are usually at least 150 feet apart.

Campbell is in a work gang with three other members of his Warriors of Gaia team and two Brazilian workers. If the heroes try to free Campbell, the other workers raise the alarm.

★ **Workers (up to six per work gang):** use Normal People, see page 21.

★ **Warriors of Gaia (3): as Gang Member** see page 7, they have no gear.

★ **Security Guards (2 per work gang):** see page 21.

CAMPBELL RESCUED

Surrounded by the rainforest, Anthony slots the data chip you give him into a reader and studies the screen. For a few moments you can almost see him mentally weighing up the offer to rejoin Fragile Memories against his life as an eco-warrior—then reality sets in. Asking for the use of a phone, Anthony dials, and a few seconds later speaks just five words "It's Anthony Campbell, I'm in."

ACT 3: DRUMS—JON "BONES" ROSCHE

Jon Rosche's mother was a member of the Scorpions biker gang; his father could have been any one of the male members. His childhood was one of constant violence and upheaval as the gang roamed from place to place, settling for a while in one of the many deregulated zones before moving on.

Rosche was only eleven years old when the Scorpions were involved in kidnapping and holding a corporate child hostage. Instead of a ransom, the Scorpions were hit by the full retribution of a corporate strike team which left few of the gang members alive to be taken into custody by the Conurbation police. Rosche was taken into custodial care and his gang days were left behind.

While in care, Rosche discovered an outlet for the pent up violence which had been part of the biker life—drumming, and when he met aspiring singer Steve Donahue, the band which was to become Fragile Memories began to take shape. Driven by the independent lifestyle of his youth, Rosche was not content for the band to be managed by a third party and he insisted he should be involved in all decisions.

Rosche never forgot his roots and when Fragile Memories disbanded he decided to drop out of life and seek out the half remembered thrills of his youth. Armed with the best gear his share of the band's money could buy, Jon cut a few deals and soon became a member of a small gang—the Death Heralds.

The advantages his management skills and hidden wealth gave him allowed Rosche to manipulate the gang and mold them into what he remembered from the Scorpions' heydays. The small gang grew in number, gained mechanical knowledge and adopted the nomadic lifestyle of a biker gang. When he was ready, Rosche made a bid for leadership and got it.

Renaming the gang to the Scorpions, Rosche continued to invest time and money into them and soon made moves to rival any corporate hostile takeover, gaining control of two additional gangs. With his personal empire slowly building, Rosche is content with his life.

The sidebar contains details of what the heroes can find out about Rosche.

SCENE 1: THE SOUTH DREGS

The Scorpions, led by Rosche, have kept their position of power by careful “political” maneuvering which has left them with a lot of friends in the Dregs and quite a few enemies. Finding the Scorpions “turf” (their home territory) can be achieved by asking around or looking for signs of the gang.

Unknown to the heroes, a rival gang has been asking questions about the Scorpions and there is a general feeling that trouble is brewing and the populace of the deregulated zone are being carefully neutral.

If the heroes choose to ask questions about the Scorpions, they need to succeed in a Persuasion roll with a -2 penalty before anyone speaks with them. Getting the location of the Scorpions turf out of someone then requires a successful Investigation, Streetwise or Persuasion roll.

Eventually the heroes get an address; a disused service station in the far south of the Dregs.

THE SCORPIONS' HOME TURF

As the characters near the Scorpions' address, they can hear the sound of motorcycle engines.

If a hero succeeds in a Notice roll they spot one of six gang members who are following them. When it becomes obvious the heroes have seen those trailing them, one of the gang members, Deke, approaches backed up by two of the others.

Deke demands to know who the heroes are and what they are doing on Scorpion turf.

Relating their mission to find Rosche (particularly if they refer to him by his nickname “Bones”) convinces Deke to lead the characters into the Scorpions' headquarters to speak with the man in charge. Alternatively, a successful Persuade roll does the trick.

JON ROSCHE

Default: See notes in Appendix A.

Success: Rosche had two contrasting sides—he was a management genius and was involved with every decision about the band, but he also had a darker, violent side likely from his time when he used to run with the Scorpions.

Raise: Rosche left the band with a lot of cash and no plan for what to do with his life, though there were rumors he was looking to go back to riding.

THE SCORPIONS

Symbol: A stylized scorpion.

Default: They're one of those biker gangs which hang around the Dregs.

Success: The original Scorpions made a bad choice and got wiped years back. There's a new wannabe gang that has adopted the name.

Raise: Some guy with the nickname “Bones” came along and dragged a small time gang, the Death Heralds, into the big leagues a few years back. They're called the Scorpions now and they are one of the major players in the South Dregs.

THE SCORPIONS' HQ

The Scorpions are in the process of relocating outside the bounds of the Conurbation as the gang has grown too large and subsequently too obvious a target for rival gangs—something both the Scorpions and heroes are going to be aware of very soon.

Deke leads the characters into a large workshop where there are ten of his fellow gang members working on various bikes and trucks. Deke approaches and talks quietly to a man who seems to be overseeing the work. This is Buddy, one of the Scorpions' lieutenants. As Buddy begins to approach the heroes, there is a sudden explosion from the main workshop doors followed by bursts of gunfire. The Scorpions drop their tools and draw guns as they run for cover, Buddy points at the heroes and yells, “It's a trap, get 'em!”

Convincing Buddy the characters are on the Scorpions' side requires a Persuasion roll at -2 as an action. Pointing out the obvious (“They're attacking us as well!”) is worth a +2 bonus. Once the biker sees the light, he orders his men to shift targets solely to the rival gang. Hand out Ally Sheets for Buddy, Deke and the bikers to the players to control.

The workshop is 30” by 18” with the main doors on one of the shorter sides. There are two trucks and six cycles (all non-functional) scattered about the room each of which can provide Light cover but no armor. There are two inspection pits sunk into the concrete floor which can provide Heavy cover to up to four characters (again no armor). One of the pits is within 8” of the heroes.

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To the left hand side of the main doors is a stack of full fuel drums which can provide light cover, however any shot which penetrates the drums Toughness of 8 causes the fuel to explode for 3d10 damage over a Large Burst Template area.

The attackers consist of 30 members of the Diesel Heads, a rival biker gang. They enter the workshop and deploy as follows:

Round 1: Ten Diesel Heads enter and go prone with five on either side of the doors, four of them are equipped with Hachiman Rapid Fire Medium machine guns and use them to provide covering fire (use the Suppression rules) for those who follow them. Buddy and half the Scorpions concentrate their fire on the heroes.

Round 2: A further ten Diesel Heads enter, five head for cover behind the fuel drums while the others advance through the room using the vehicles as cover.

Round 3: The last ten Diesel Heads enter, deploy them as seems most appropriate.

★ **Scorpions (10):** use Gang Member, see page xx.

★ **Deke (1):** use Gang Member, see page xx, he is a henchman gaining 3 wounds.

★ **Buddy (1):** use Gang Member, see page xx, he is a henchman gaining 3 wounds.

★ **Diesel Heads (30):** use Gang Member, see page xx.

SCENE 2: THE SCORPIONS' NEW TURF

Once the Diesel Heads have been dealt with, any surviving Scorpions are more than happy to speak with the heroes. Buddy (or Deke or any other surviving Scorpion) relates that since the original gang took over two other gangs, it has grown to be too tempting a target for other rival gangs in the Dregs, and their leader, Bones, has decided to relocate the gang's headquarters to an area outside the Conurbation.

The Scorpions in the workshop were the last of the gang to ship out and had been tasked with getting the remaining vehicles roadworthy before leaving. Given the present circumstances, they decide to cut their losses and move out now. The heroes are welcome to accompany them.

SCORPIONS' NEW HEADQUARTERS

The Scorpions' new headquarters is about fifty miles outside the Conurbation and is based around an abandoned truck stop. When the heroes and their escort get near to the area they see several groups of two or three bikers in makeshift camps watching the approach road. These watchers do nothing to stop the heroes.

The journey to the truck stop is uneventful unless you want to throw an encounter with members of a rival gang at your heroes (use the standard gang members' statistics).

The truck stop consists of a gas station, a small motel and three small warehouse type structures. All of these buildings are in varying states of repair with some obvious recent patches.

The Scorpions are in the process of rebuilding and refitting one of the warehouses as a workshop since their life style is dependent upon their bikes and other transportation. Most of the gang have settled into the motel and made it their new "home."

JON "BONES" ROSCHE

When the heroes arrive, Rosche is supervising the refit of the warehouse and can be found amidst a score of Scorpions all working hard. When the characters present him with the data chip, he inserts it into a reader and carefully studies it—read the following aloud to the players.

Rosche unplugs the chip and hands it back to you, "You know I've spent a lot of time building the Scorpions up. We've tripled our numbers in the last nine months and that's something I'm proud of. Fragile Memories is just that to me—a bunch of memories and not something I want to revisit." He waves a hand encompassing the Scorpions working around you "This is my world now; these are my people, not the corporate rat race of the pop world. Sorry, but you've wasted your time."

Nothing the heroes can say can change Roche's mind and eventually they are escorted out of the Scorpions' turf. A group of a dozen Scorpions escorts them until they are ten miles from the truck stop.

SCENE 3: NEW INSTRUCTIONS

At some point after Rosche refuses to rejoin the band, the heroes should contact their broker, Patron, to inform him of the setback. Patron is quiet for a few seconds then speaks.

"This is unfortunate, but not wholly unforeseen. My client was very insistent that all four people should be reunited and to that end you are to forcibly extract Mr. Rosche from his current situation and return him to the Conurbation. Use the minimum force necessary as Mr. Rosche will require all his faculties. Contact me again when you have Rosche safely in the Conurbation."

SNEAKING IN

If the heroes seem intent on a frontal assault, allow them a Smarts rolls with a success estimating the Scorpions number as approximately 150 individuals—far too many to consider such an approach. Stealth is the heroes' best option.

The Scorpion gang is now too large for all members to recognize all others, so anyone wearing the Scorpions' symbol has a good chance of passing unchecked—apply a +2 bonus to any rolls where gang membership could

BAND ON THE RUN

affect an outcome (for example Persuasion or Stealth when attempting to pass into the truck stop).

The following sections detail the placement of the Scorpions when the heroes return to extract Rosche. If the heroes are attempting this at night (which they should do if they have any sense at all), remember to apply suitable penalties to Notice rolls based upon the lighting conditions.

If any Scorpions become aware of the heroes, they challenge them before acting. If the heroes cannot satisfy the guards or silence them, they attempt to raise the alarm either by using their radios or by shouting. See the section entitled “The Alarm is Raised” if this occurs.

THE WATCHERS

There are 10 groups of watchers spaced around the circumference of a circle with the truck stop at its center. This places the watchers about two and a half miles apart and four miles from the truck stop.

Sneaking past the watchers is not possible with vehicles.

★ **Scorpions (4):** use Gang Member, see page xx.

THE TRUCK STOP

There are regular patrols of the truck stop, day and night, that challenge anyone they see who is not a member of the Scorpions.

Aside from the main buildings of the truck stop, there is some cover in the form of a few wrecked cars, some patches of low lying bushes and piles of refuse. To move between one building and another using this cover requires a Stealth roll opposed by the guards’ Notice.

The only buildings with signs of life are the motel and the workshop.

★ **Scorpions (4):** use Gang Member, see page xx.

THE WORKSHOP

During the day Rosche is here with between ten and twenty Scorpions (10 + 1d10) working on their vehicles and the workshop itself. At night, the heroes only find 1d4 dedicated Scorpions working on their pride and joys—their bikes.

THE MOTEL

The motel is three stories tall with access to all floors via stairs from a central reception area. At all times there are four Scorpions on guard in reception.

Any Scorpion suitably questioned reveals that Rosche uses room 317 on the top floor.

When the heroes get to Rosche’s room they find he is still awake drinking and talking with some of the long standing members of the Scorpions.

★ **Rosche (1):** use Gang Member, see page 20, he is a Wild Card.

★ **Scorpion Lieutenants (2):** use Gang Member, see page 20, they are Henchmen.

(M) **Scorpions (3):** use Gang Member, see page 20.

THE ALARM IS RAISED

Once the alarm is raised, chaos reigns for several minutes as the Scorpions are all roused from their sleep (or from their day time duties) and seek to find out what is happening.

The heroes actually benefit from this chaotic period as there are a lot of people running around, many of them not wearing gang colors.

Cut your players some slack and allow them to run into Rosche and his immediate Scorpions (see The Motel section) during this time. The heroes should have enough time to subdue Rosche and his fellows and get clear of the truck stop before the chaos subsides and anybody notices they are gone.

SCENE 4: CHASE

As the heroes are fleeing the truck stop with the kidnapped Rosche, they hear the sound of engines roaring to life behind them. By the time they reach their transport, the Scorpions are in pursuit.

This scene should be run as a standard Chase with a Range Increment of 5”.

The heroes need to either escape from all pursuers by getting at least 10 Range Increments ahead of them or eliminate all pursuers.

The chase is along the disused highways between the truck stop and the Conurbation which are not maintained and have many potholes and chunks of debris along them. These Obstacles are counted as Rough giving a –2 penalty to Drive rolls when a Club card is dealt for initiative.

Varying numbers of pursuers join the chase at various times. Each chaser is actually two Scorpions; one to drive the bike and a second passenger who fires at the heroes. The Scorpions make use of the Aim action firing only every other round as they target the heroes’ tires or any hero who reveals themselves through a window or door. The Scorpions do not want to risk hitting the vehicle or causing it to crash for fear of hurting Rosche.

Round 1: At the start of the chase there are six bikes which begin at Far range (4 Range Increments).

Round 4: Four more bikes join the chase from a side road; they begin at Near range (2 Range Increments).

Round 6: Four more bikes join the chase from a side road; they begin at Medium range (3 Range Increments).

Round 9: Four more bikes join the chase from a side road; they begin at Close range (1 Range Increment).

JET’S VAN

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+7

Notes: Fitted with Cybernetic Link Up and Remote Control allowing Jet to use his Driving cyberware package and to drive it remotely.

DARING TALES OF THE SPRAWL #03

MARK HIRST

Default: See notes in Appendix A.

Success: When the band split, Hirst tried hard to get rid of his nick name “the boring one”, he partied hard and was forever appearing in the gossip columns. After about six months he was a mess, addicted to all sorts of stuff and the party scene dropped him.

Raise: Hirst’s family are old school military, his dad pulled him up out of the gutter, got him cleaned up and enlisted him in Morrigu Arms’ mercenary task force.

MORRIGU ARMS

Default: A relative newcomer to the arms scene, Morrigu Arms somehow managed to negotiate a major contract with the Government police forces.

Success: Morrigu have their own private army which deal with their disputes and in some cases can be hired.

Raise: Morrigu has recently had issues with Hachiman over a gun design. The two corporations could not come to an agreement and they declared a Corporate War. Morrigu shipped their task force out to the Gobi Desert a couple weeks back.



MOTORCYCLES

Each is manned by two Scorpions

Acc/Top Speed: 20/36; **Toughness:** 8 (2); **Crew:** 1+1

BACK IN THE CONURBATION

When the heroes reach the Conurbation they should call Patron as instructed. Patron sends a pair of samurai armed with a potent sedative to take Rosche off their hands.

ACT 4: KEYBOARDS— MARK HIRST

The Hirst family had been members of the military as far back as their history goes, so when Mark Hirst became a keyboard player for Fragile Memories, it was a huge disappointment for them.

After the band split, Hirst was relatively wealthy with a reputation of being the “boring one”. In a bid to forever remove the nickname, he fully embraced the party scene of beautiful people, alcohol and drugs. It lasted a mere six months after which Hirst was left penniless, homeless and afflicted by several expensive addictions.

Hirst’s father, a retired Colonel, intervened pulling his son out of the gutter, enrolling him in a succession of clinics to purge him of his addictions and finally browbeating him into following the family tradition of enlisting, albeit into the mercenary task force owned by Morrigu Arms.

Two weeks ago, Morrigu Arms and Hachiman had a disagreement which escalated into a Corporate War—Hirst was part of the task force sent to resolve the issue.

The sidebar contains details of what the heroes can learn about Mark Hirst.

Once the heroes are aware of Hirst’s current career and the deployment of Morrigu Arms’ mercenaries to the Gobi Desert, a successful Smarts roll (or a hint from their broker, Patron) suggests they may be able to confirm Hirst’s location by checking the newscasts which cover the current war.

There is ample footage of the war available for viewing including the opposing forces arriving, interviews with individual people and action shots of the actual battles. The heroes may be able to spot Hirst in two different sequences; a successful Notice roll is required for each.

The first shot is as the Morrigu troops disembark from their transport plane, Hirst is clearly visible as he descends the plane’s steps.

The second shot is an action sequence with a small squad wearing Morrigu Arms’ logo, exchanging fire with some unseen opponents. The camera pans across the squad and Hirst can be seen spraying machinegun fire off-screen. A hero who gains a raise on a second Notice roll sees a tattoo on many of the troops—a stylized raven’s head, Hirst has the tattoo but his has a circle around it.

THE TATTOO

A successful Hacking, Investigation or Streetwise roll reveals the raven’s head tattoo is worn by all members of Morrigu Arms’ task force. The tattoo includes a hidden barcode which identifies the wearer.

The significance of the circle around the symbol cannot be discovered at this time.

GETTING THERE

As soon as the heroes have positively identified Mark Hirst and his involvement in the Corporate War currently going on in the Gobi Desert, pick up the action with Scene 1.

SCENE 1: SKIRMISH

Within a few hours of contacting him, Patron

arranges your transport to the Gobi Desert. While you sip drinks from the cold bar of the private Vasey Air jet, Patron briefs you on the rest of your journey.

“The cover IDs and passports I have provided identify you as a news team from a small, local news station, ‘KLM.’ You are doing a human interest piece on local boys in the war—specifically Mark Hirst. Your presence has been cleared with Morrigu Arms but not with Hachiman, so try and stay away from their forces. Once you land at the Morrigu Arms base camp you should find a helicopter waiting to transport you nearer the front lines. Getting to Hirst shouldn’t be too much of a problem but you’ll need to come up with a reason for extracting him.”

Patron’s words prove to be true—you touch down on a makeshift runway in the Gobi Desert and within seconds you are bundled aboard a helicopter bearing the raven’s head logo of Morrigu Arms. The sergeant in charge of the helicopter hands you each an armored vest and helmet before welcoming you... to hell.

The vests are flak jackets (+2/+4), while the helmets give +3 armor to the head.

CRASH

Give the heroes a few moments to recalculate their Toughness before slamming your hands on the table!

The helicopter rocks violently as something explodes nearby then its nose dips as it heads towards the ground. The pilot’s cry of “Mayday” is cut short as a large caliber machinegun opens fire stitching a line of holes across the fuselage. The deadly hail cuts down the sergeant before abruptly ceasing.

The heroes can see the co-pilot struggling with the controls in the cockpit but there is no way for them to help. It is obvious the helicopter is going to crash and the best the heroes can do is brace for impact!

At the last moment, the co-pilot manages to pull the nose of the helicopter up and the inevitable crash, although violent, is softer than it could have been.

The co-pilot is thrown through the windshield and killed in the crash while any hero who fails an Agility roll takes 2d8 damage as though from an extra.

The characters can loot a Morrigu Arms Marauder (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 10, AP 1, Semi-Auto) and a Morrigu Arms Outlaw

HACHIMAN ARMAMENTS

Default: Named after the Shinto god of war, Hachiman Armaments (often shortened to Arms) are the premier arms manufacturer.

Success: Originally a Japanese corporation Hachiman is now a worldwide company providing weaponry and armor to security forces.

Raise: Hachiman are involved in a Corporate War with Morrigu Arms over an alleged stolen gun design.



CORPORATE WARS

After a series of altercations between huge, multinational corporations threatened to escalate into major wars, it was decided that steps had to be taken to prevent such an occurrence—the corporate war. Essentially all sides in an altercation deploy a set number of military personnel in to a designated area (normally some form of wasteland, often deserts). The result of this small scale war determines who wins the altercation.

In rare cases, such wars are a “last man standing” event, but typically whichever side takes over their opponent’s home base is deemed the winner. Always keen to make money, the corporations sell the broadcast rights to the highest bidder.

5.56 (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB) from the sergeant’s body.

AMBUSH

The Hachiman team that shot down the helicopter is now moving in to mop up any survivors. There are two Hachiman troops per hero who begin 24” away.

The area around the helicopter is obscured by clouds of sand thrown up by the impact, but Notice rolls spot several shapes moving around some distance away. There is a distinct smell of aviation fuel as the tanks have been ruptured.

The obscuring sand gives a -1 penalty to Shooting and Notice rolls and does not settle until the firefight is over.

DARING TALES OF THE SPRAWL #03

The attacking troops go prone as soon as the characters return fire and use the Aim action to target the heroes.

Remember to mention each round the smell of aviation fuel getting stronger.

The helicopter explodes either just after the combat finishes, or if a character gets a Club card for initiative which has a value less than the number of combat rounds since the crash. The damage inflicted depends upon a character's distance from the helicopter:

Less than 1": 2d10

1" to 6": 2d8

7" to 12": 2d6

★ **Hachiman Troops (2 per hero):** Use Soldier page 22.

As the heroes draw nearer the combatants they can see that a group of Hachiman troops in a jury rigged fortification has pinned down a Morrigu Arms squad who are hunkered down in a depression in the sand. The two forces are at an impasse as their cover prevents an effective attack from either side.

The Hachiman troops are in a shallow hollow surrounded by sand bags which give them Heavy cover (–4 penalty to Shooting, +6 armor) from all sides.

Once the Hachiman forces have been neutralized, the heroes can approach the Morrigu Arms squad—continue with Scene 2.

★ **Hachiman Troops (6):** Use Soldier page 22.

SCENE 2: BUNKER

HIRST'S SQUAD

The Hachiman troops who shot down the heroes' transport have left their heavy machine gun (Hachiman Rapid Fire Heavy —Range: 50/100/200, Damage: 2d10, Rate of Fire: 3, Shots: 200, AP 4, May not move, HW) atop a nearby hill. From this vantage point a successful Notice roll spots more troops a few miles away sporadically exchanging fire.

The Morrigu Arms squad of four men is sheltering in a hollow which has been dug out of the surrounding sand, immediately behind them and set at an angle to the ground is a concrete wall with a sealed metal door in it.

When the heroes arrive, the current squad leader (a sergeant named Jones) identifies himself and thanks them for their help. If the heroes inquire about Hirst, the sergeant hesitates before speaking.



"You have to understand it was all Hirst's idea not mine. He's been in charge since we got caught by Hachiman a couple days back and it was all his idea. We came across this buried bunker a few hours ago and Hirst decided we oughta break in and see what we could 'liberate.' I wasn't too keen on the idea but most of the other guys went along with him. Anyway Hirst managed to pick the lock and took three of the squad in with him. We heard nothing for a while, then there was the sound of automatic gunfire and the door slammed closed. It's been quiet ever since and we've heard nothing from Hirst or the others. None of us have any idea how to open the lock so we can't get inside to see what's happened."

The bunker is locked with a sophisticated electronic lock and requires a successful Lockpicking roll to open.

THE BUNKER

The bunker was once a research facility for a now defunct weapons manufacturer, Kingstown Research Corporation.

The facility was top secret and involved in research into new drone weapon technology. An unfortunate accident activated one of the experimental weapons and resulted in the base being abandoned. At about the same time as the accident, Kingstown Research was involved in a hostile takeover during which many of the company's records were lost including all references to this site.

The automatic weapons systems became inactive until Hirst and his squad triggered them.

THE BUNKER—OVERVIEW

The bunker consists of a single level structure buried beneath the sands of the Gobi Desert. It has a simple layout consisting of corridors in a T shape with the various rooms leading off of them.

The bunker's structure blocks all transmissions except those sent through its own communication gear.

Living quarters: These consist of bunk rooms, a lounge, a kitchen and bathroom facilities for ten people. All show signs of being hurriedly abandoned with personal belongings scattered all around.

Research Lab 1 and 2: Both of these labs have been gutted by fire. Whatever they once held is now a mess of scorched and melted plastic and metal.

Research Lab 3: See the separate entry below.

BODIES

Midway along the entry corridor is the body of one of Hirst's squad, the soldier died from multiple gunshot wounds from one of the sentry guns.

Just outside the door to laboratory 3 is a second soldier, this one has died from massive blood loss due to many cuts over his lower body.

SENTRY GUNS

Each corridor branch has two sets of sentry guns linked to motion sensors with a Notice skill of d8. If a set of guns detects movement in the corridor they pop out from behind concealed panels and open fire.

When concealed, the guns gain an additional 4 points of armor and a raise on a Notice roll is required to spot them.

★ **Drone, Sentry Guns (two sets per corridor):** see page 20.

KILLER BITES

The laboratory's last experimental weapon was code-named "Killer Bites" and consists of swarms of small, autonomous, drones equipped with razor sharp cutting implements. Killer Bites come in two varieties—ground and flying but are essentially the same weapon.

When the heroes enter the bunker, the Killer Bite system has five swarms in storage. When a sentry gun activates, the bunker's computer system automatically deploys one or more swarms. The swarms could be of use to the heroes later in the scenario so the GM should not use more than two of them against the heroes.

The drones are deployed through multiple, tiny, concealed openings in the walls scattered throughout the corridors—there are far too many to block them all. The Killer Bites have no access to any of the rooms in the bunker unless the heroes leave a door open.

★ **Killer Bites (5):** see page 21.

RESEARCH LAB 3

After their disastrous encounters with the sentry guns, followed by the Killer Bites, the survivors made it into this lab and sealed the door. Hirst died soon after from his wounds leaving a single soldier, Burgess, still alive.

Burgess is almost pathetically grateful to see the characters and relates what happened to his squad. Basically they lost a man to the first set of sentry guns and were then ambushed by the Killer Bites. Only Hirst and Burgess made it into the relative safety of the lab. Despite Burgess' aid, Hirst bled to death from his injuries.

Anyone who succeeds at a Notice roll while speaking with Burgess notices he has the same tattoo as Hirst—including the circle around the raven's head. When the heroes ask about this proceed to Scene 3.

The laboratory was used for the research and design phase of the weapons built here and houses the bunker's computer system and communications equipment.

The computer is a Red-8 system which Burgess has already failed to hack. This has left the system in an alert state which gives it a +2 bonus to resist any Hacking attempts. Once a hacker has control of the computer, he may shut down the automatic defenses with a successful Hacking roll. Additionally, a hacker may find out the background information given under the section titled "The Bunker" on page xx.

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The communications equipment is damaged but can be made operational with a successful Repair roll. Using this equipment, the characters can contact Morrigu Arms, Patron or any other individual or company they wish to call.

SCENE 3: DEAD, OR IS HE?

A closer inspection of the Morrigu Arms' tattoo shows the circle around the raven's head is composed of a series of dashes and dots vaguely resembling a bar code. Burgess notices your interest and speaks up.

"The circle shows that I took part in the Personality Encoding program with Morrigu Arms. They asked a bunch of us to volunteer for extra pay. From what I understood they somehow read our brain patterns and then recorded them on special data chips. Somewhere in Morrigu there's a computer which thinks it's me."

CONTACTING PATRON

With Hirst dead, the heroes should contact Patron to inform him. If the heroes do not think of this, you should gently suggest it. After stating that Hirst's death is unfortunate, Patron informs the heroes that they should remain with the body in case his client wants proof and he will get back to them soon.

If the heroes mention the Personality Encoding experiment, Patron thanks them for the additional information.

WAR STATUS

During the wait for Patron's reply, the surviving Morrigu Arms soldiers use the bunkers' communication gear to get a situation report from their headquarters. It is not good news. Hachiman forces are advancing on the Morrigu Arms' home base and the casualty ratio is approximately 3:5 in Hachiman's favor. The consensus among the soldiers with the heroes is the end is inevitable and they would be safest waiting out the end of the war in the relative safety of the bunker.

PATRON'S RESPONSE

After half an hour Patron contacts the characters.

If the heroes mentioned the Personality Encoding program, read the first paragraph, followed by the third.

If the heroes did not mention the Personality Encoding program, read the second paragraph, followed by the third.

"I have been in communication with both my client and Morrigu Arms. It seems your information

concerning the Personality Encoding experiment is correct and Morrigu Arms does hold a copy of Mark Hirst's personality on a data chip. This information may be of use and I shall be increasing your payment by 5% to reflect this."

Or:

"While you have been busy in the desert I have followed up on one or two rumors around the Conurbation. It seems Morrigu Arms had an experimental program called Personality Encoding—recording people's very personality onto data chips. Fortunately for us Mark Hirst was one of the volunteers for this program."

Followed by:

"My technical contacts inform me the Hirst data chip, interfaced to a suitable instrument, may be capable of playing it as Hirst did when alive. Assuming this information is correct, we can still fulfill my client's wishes." Patron pauses and you can almost hear him take a deep breath, "Morrigu Arms are reluctant to release the Hirst data chip despite the substantial remuneration I offered, however I have been able to broker a deal. As you may be aware, Morrigu are currently losing the war—if you can turn it around for them, they will release the data chip. I believe you are the right people for the task and I have arranged for all data feeds from the Morrigu war reports to be fed through to your current location."

Allow the heroes to negotiate with Patron who is quite willing to add up to an additional 15% to their payment.

Morrigu Arms have no one alive in the field with any leadership skills (i.e. Knowledge (Battle) skill) so it is up to the heroes to direct the war.

SCENE 4: OH WHAT A LOVELY WARI

This section of the scenario uses the Mass Battles rules to conduct the Corporate War between Morrigu Arms and Hachiman.

Hachiman have 100 soldiers in the field, so give them 10 tokens.

Morrigu Arms have 70 soldiers in the field, granting them 7 tokens.

The rest of the war is played out over a number of "battle rounds" each of which may be several hours long.

The heroes must nominate one character each battle round to direct the Morrigu Arms forces using the Knowledge (Battle) skill. The information being transmitted to the bunker gives the character a d4 in Knowledge (Battle) if they do not possess the skill or allows a d4 cooperative roll if they do.

The Hachiman commander is a Wild Card with Knowledge (Battle) d8. He is safely ensconced in Hachiman territory too far away for the heroes to attempt to neutralize him.

Any hero not involved in other activities may help out in the battle as per the Characters In Mass Battles section in the Savage Worlds rule book.

MAKING THE WAR EXCITING

While calculating the total for the Hachiman forces, make sure to roll a few extra dice for the Wild Card members, but do not tell your players what results are gathered. However, when it comes time to compare totals—CHEAT! The heroes should win the war if at all possible, but don't let it be too easy on them.

HACHIMAN ATTACK ON THE BUNKER

If it is all going too easy for the heroes, a Hachiman squad manages to enter the bunker on a seek and destroy mission. The heroes have to try and direct the battle whilst eliminating the Hachiman squad. Any hero who fights against this squad cannot take part in the battle rounds.

★ **Hachiman Commander:** use Street Samurai, see page 22, but he is a Wild Card.

★ **Hachiman Experienced Soldiers (2):** use Soldier, see page 22, but they are Henchmen.

★ **Hachiman Troops (7):** use Soldier, see page 22.

THE KILLER BITES

One way to even the odds in the war is to reprogram the Killer Bites weapons. If the heroes do not think of this, have Jones, Burgess or one of the other surviving soldiers in the bunker suggest it.

The bunker's computer system contains the controlling program for the Killer Bites weapon system and given time a hacker can reprogram it to deploy outside the bunker and to only attack Hachiman forces. The reprogramming takes one battle round and any characters involved cannot take part in the battle.

Each swarm of Killer Bites deployed gives the Morrigu Arms forces a +2 bonus on their next Knowledge (Battle) roll.

The bunker initially has five swarms but one or two of these may have been eliminated by the heroes.

A successful Notice roll by anyone altering the Killer Bites program (or a successful Smarts roll from a hero who has surveyed the remains of labs 1 or 2) realizes both labs contain partially complete swarms of Killer Bites. The heroes and their allies may be able to activate some of these swarms.

Attempting to activate the partially built swarms takes one battle round and any characters involved cannot take part in the war. Activating a swarm requires a Repair skill roll and this can be a cooperative roll with the McGyver edge giving an additional +2 bonus. A success

HIRST'S PERSONALITY ENCODING

The data chip needs to be slotted into a suitable computer, for example a hacking computer. Within seconds a voice comes from the computer's speakers.

The program on the chip "believes" it is Mark Hirst; it has his full memories up to a year ago when the recording was taken. If the chip is left active, it can make use of the computer's memory and storage to save its own memories. If the chip is extracted and then re-slotted, the personality has no recollection of events from when it was last interfaced.

The Hirst personality is confused as it cannot see, hear, smell or experience any other sensory input. Video cameras and microphones can overcome some of these issues.

and each raise activate a swarm up to a maximum of four additional swarms.

MORRIGU ARMS WIN

Mere minutes after Hachiman transmit their surrender, a Morrigu Arms helicopter touches down outside the bunker. A team of soldiers usher the heroes out while Morrigu scientists enter the bunker.

The heroes are flown to an airstrip where a Vasey Air jet awaits them. As the last hero disembarks from the helicopter, one of the escorting soldiers hands him a small, armored case. The case contains a data chip holding the Personality Encoding of Mark Hirst.

If the heroes decide to examine the data chip, see the nearby side bar.

When the heroes return to the Conurbation, Patron sends a courier to meet them and collect the data chip.

HACHIMAN WIN

If Hachiman win the war, Patron has to pull in a lot of favors and spend a great deal of the Vasey fortune to rectify matters. Morrigu Arms sends a helicopter to the bunker to evacuate the heroes to an airstrip where a Vasey Air jet awaits them.

The heroes are **not** given the Personality Encoding of Mark Hirst; Patron obtains a copy via other means.



The heroes' mission ends when they have successfully contacted the four members of Fragile Memories. Patron pays them in full and they hear nothing for several weeks.

Each hero receives a hand-delivered, ornate invitation to a private concert featuring a "one night only"

DARING TALES OF THE SPRAWL #03

performance by Fragile Memories. The concert is at a prestigious nightclub at the heart of the Core.

As the limo pulls up outside the nightclub, an obviously cybered bouncer opens the door for you. The normally busy nightlife of the central core is nowhere to be seen as you are ushered into the club.

The club is empty save for a hospital bed surrounded by beeping monitors, hissing machinery and a trio of nervous-looking medical personnel. A frail and sickly-looking man sits propped up in the bed, a breathing mask covering his nose and mouth.

The lights dim save for a single spotlight which lances through the darkness and highlights the charismatic figure of James Castille, the news anchor. As he begins to play his guitar his stance subtly alters and although the face is wrong, Steve Donabue now stands in the glow.

The lead guitar is joined by the deep rumble of a bass accompanied by a drum beat as two more spot lights lance down onto Anthony Campbell and Jon Rosche.

As the haunting voice of Mr. Charisma begins to echo around the nightclub, a synth joins in with a rising counterpoint while a somewhat dimmer spotlight shows a figure at the keyboards in silhouette.

For one night and one night only... Fragile Memories returns.

As the dying chords fade and the house lights rise, you notice two of the medical personnel flipping switches off on the machines while their colleague gently shuts the eyes of the man on the bed.



BLACK CAIMAN (CROCODILE)

The black caiman is a crocodilian with a bony ridge over red eyes, and black, scaly skin. The skin coloration helps with camouflage during its nocturnal hunts. The black caiman is one of the largest reptiles averaging 10 to 14 feet in length with old males sometimes growing larger than 16.5 feet

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

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8, Swim

d8

Pace: 3; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

Armor +2: Thick skin

Aquatic: Pace 5

Bite: Str+d6

Rollover: If the caiman hits with a raise it clasps its victim in its jaws and rolls over causing an extra 2d4 damage in addition to its regular Strength damage.

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:** Hachiman Rapid Fire Medium (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.

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

Skills: Notice d6, Shooting d8

Pace: -; **Parry:** 2; **Toughness:** 11 (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)

GANG MEMBER

They may belong to gangs with different names but there's not a lot of difference between individuals. Although they do not amount to much individually, gang members can be a threat when acting together.

The Warriors of Gaia have Driving d6 but are also equipped with Morrigu Arms Outlaw assault rifles.

BAND ON THE RUN

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

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

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

Edges: —

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

May be equipped with: Morrigu Arms Outlaw (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB),

JAGUAR

The jaguar is the only big cat species found in the Americas and is the third-largest feline after the tiger and the lion. The jaguar's spotted pelt helps it to hide amongst the rainforest vegetation which is ideal for its stalk-and-ambush tactics. The jaguar has developed an exceptionally powerful bite allowing it to pierce even the shells of armored reptiles and to employ an unusual killing method: it bites directly through the skull of prey between the ears to deliver a fatal blow to the brain.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

- * **Bite or Claw:** Str+d6
- * **Camouflage:** Jaguars spotted pelt give them a +2 bonus to Stealth in forest and jungle environments.
- * **Go for the Head:** Jaguars instinctively go for an opponent's head. With a raise on its attack roll, it hits the target's head gaining +4 damage.
- * **Improved Frenzy:** Jaguars may make two Fighting attacks each action at no penalty.
- * **Pounce:** Jaguars often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- * **Size +2:** Male jaguars can weigh over 300 pounds.

KILLER BITES

Killer Bites are an experimental weapon and consist of swarms of small, autonomous, drones equipped with razor sharp cutting implements. Killer Bites come in two varieties—ground and flying, but are essentially the same weapon.

Inspired by similar weaponry in the console game Time Crisis 4.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7/6/5 (large/medium/small)

Special Abilities

- * **Bite or Sting:** Killer Bite swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- * **Construct:** Killer Bite swarms add +2 when attempting to recover from being Shaken.
- * **Resilient:** Killer Bite swarms begin as Large Burst Template size, each wound inflicted reduces to the next smaller template size. A Small Burst Template swarm taking a wound is destroyed. Area effect attacks which inflict multiple wounds shrink the template by one size per wound caused.
- * **Swarm:** Parry +2; because the swarm is composed of scores, hundreds, or thousands of drones, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

NORMAL PEOPLE

Run of the mill people, 90% of the population who are always around when you don't want them.

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

Skills: suitable career skills at d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major)

Edges: —

Gear: suitable career equipment.

SECURITY GUARD

No matter what uniform they are wearing the 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, Throwing d6

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), grenade (Range: 5/10/20, Damage: 3d6, Medium Burst template)

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)

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SOLDIER

The men fighting for Morrigu arms and Hachiman are professional soldiers with excellent training and equipment. Use the following statistics for both sides in the conflict, but make sure they are equipped with weaponry belonging to their parent corporation.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Loyal

Edges: —

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

Gear: Flak jacket +2/+4, Helmet +3, combat knife (Str+d4), grenade (Range: 5/10/20, Damage: 3d6, Medium Burst template)

Either: Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB), Hachiman Widow Maker (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP2, Semi-Auto)

Or: Morrigu Arms Outlaw (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB), Morrigu Arms Marauder (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 10, AP1, Semi-Auto)

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)

THUG

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: Morrigu Arms Outlaw (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB), knife (Str+d4)



FRAGILE MEMORIES

FRAGILE MEMORIES

Fragile Memories were an incredibly successful rock band with 10 bestselling albums and 20 number one singles between 2060 and 2070.

STEVE DONAHUE

Born: 2035 (age 40)

Steve Donahue was the charismatic frontman of Fragile Memories whose extreme guitar skills were matched equally by his vocal talents. When people think of Fragile Memories, Donahue is the name they recall. Adored by women and respected by men (as he was “one of the lads”) the media dubbed him “Mr. Charisma”.

ANTHONY CAMPBELL

Born: 2032 (age 43)

As well as playing bass, Anthony Campbell penned many of Fragile Memories songs particularly those with a political or social comment within their lyrics. Campbell often clashed with his fellow band members as he saw the band as a platform to bring to the world’s attention ecological issues such as the destruction of the rainforests.

JON ROSCHE

Born: 2036 (age 39)

Jon Rosche was raised in an orphanage where he was taught how to bang on the skins by an old drummer who used to play music for children. After the old man’s death, Rosche adopted the man’s nickname “Bones,” as a mark of respect.

Rosche met Steve Donahue at an early age and their shared interest in music kept them together. When Fragile Memories first formed, it was Donahue’s charisma that opened doors for them, but Rosche’s business acumen that kept them open and eventually made all the band members rich.

Once he became more confident in his skills, Rosche

convinced his fellows to dismiss their manager and let him take sole charge of the business side of the band.

MARK HIRST

Born: 2040 (age 35)

Mark Hirst was an incredibly talented keyboard player from an early age, and when he met with Anthony Campbell, discovered another talent for writing hit songs.

Hirst penned most of Fragile Memories' more popular tracks but his tried and tested style, which avoided any comment political or otherwise, led to him being labeled "the boring one." Despite this, it was Hirst's songs that were more popular leading to several heated arguments between him and Anthony Campbell.

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

Someone wants to put an old rock band
back together, easy right?

Wrong!

What should be a simple investigative case has the characters
scouring the Conurbation, the deregulated zone, the Amazon
rainforest and the Gobi Desert.

Daring Tales of the Sprawl: Band on the Run pits the heroes
against kidnappers, eco-terrorists and a biker gang, not to
mention pitching them into the midst of a corporate war!

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



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