# DARING TALES OF THE SPRAWL

# CYBERPUNK RULES



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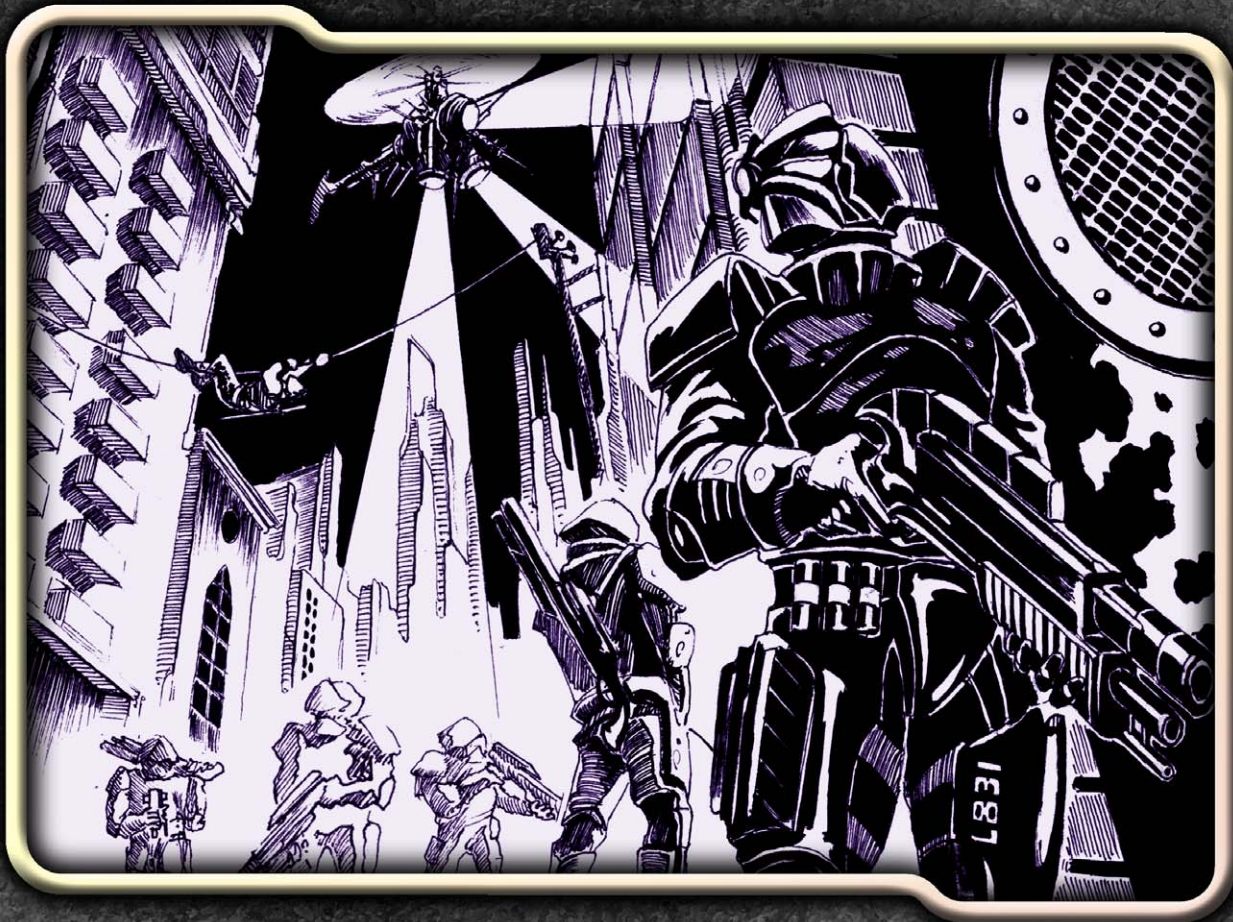
# KEVIN ANDERSON

# CYBERPUNK RULES

## VR 1.1

BY KEVIN ANDERSON

EDITING & PROOFREADING: SCOTT ALAN WOODARD

COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ART: MARIUSZ GANDZEL

CORPORATE LOGOS: JORDAN PEACOCK

PLAYTESTERS: DAVE BLEWER, DAN TUNBRIDGE, MARTIN SKIGGS, SIMON SCOTT, WAYNE RATLEY, ANDREW MURRAY, DAVID PRICE, ED PHIPPS

SPECIAL THANKS: PAUL "WIGGY" WADE WILLIAMS, DAVE BLEWER, T. JORDAN PEACOCK, DAN TUNBRIDGE, MARCUS FINSTER

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# CYBERPUNK RULES

## CYBERPUNK

It is the near future – 2075 to be precise.

The technological triumphs of earlier ages have evolved into computers and cybernetics implanted in mankind to make him stronger, smarter and faster.

The Internet or World Wide Web has evolved into a globe-spanning network of super computers where data can be exchanged in the blink of an eye. Keyboards and mice are relics now far too slow for accessing this Super Network; the users of this future plug themselves directly into the network and *see* the data.

Worldwide financial recessions and global disasters have led to a decline of power among the nations of the world, who are now little more than figureheads – their ruling positions supplanted by the mega corporations who have no need of national boundaries.

What was promised as a utopia, a perfect world, manifested as quite the opposite—a dystopia.

Some people refuse the power and rule of the mega corporations; they operate outside the legal system in the shadows cast by the corporations of the world. They are not recorded in any database, they have no identification numbers – to all intents and purposes they do not exist. But when the corporations require dirty work to be performed, they hire these *nobodies* as the perfect *deniable asset*. Such work is dangerous but potentially lucrative.

**Tales of the Sprawl** takes place in the neon-lit, rain-washed streets and dangerous shadows of the Conurbation, an urban sprawl – an unplanned, uncontrolled spreading of urban development into areas adjoining the edge of a city.

## SETTING RULES

Daring Tales of the Sprawl make use of a variation of the Pulp rules from Triple Ace Games. If you want your games to be less daring, more "gritty" and less pulpy, feel free to ignore the rules listed in the Pulp Rules section below.

## PULP RULES

### BENNIES

Bennies are a hero's best friend. Give each Wild Card player character a benny at the start of every combat or chase scene. This can never take a character above the number of bennies he began the session with, but it does mean the heroes can freely spend a single benny in every fight, with the certain knowledge they'll get it back before the next encounter kicks off.

Heroes will, thanks to the nature of these setting rules, generally end up with bennies left. The GM should not use the old rule that leftover bennies convert to Experience Points—the heroes get enough breaks.

### HEROIC COMBAT

**Extras' Damage:** Wild Cards are expected to mow down swathes of Extras without pausing for breath. In order to make Extras less of a threat and the heroes more heroic, Extras' damage rolls *never* Ace. That's right, the best a soldier with an SMG (2d6) can do is cause 12 damage, which equates to one wound (two at most).

**Soaking:** Heroic characters are expected to risk life and limb and escape *virtually* unharmed. Whenever a player character Wild Card Soaks *all* the damage from an attack, his benny is instantly returned. While there are no guarantees in life, this rule encourages the heroes to remove single wounds as quickly as possible (before they accumulate into bigger penalties) without worrying too much about benny expenditure.

The GM should work within the framework of the story to describe how these "wounds" were actually

near-misses, left a hero's jacket with a new hole or his hair badly singed.

**Rapid Recovery:** Every Wild Card hero recovers one wound automatically at the start of each new Act. Unconscious heroes wake up with two wounds just before the Act begins. No one is ever left out of a new Act or burdened with crippling wound penalties from the beginning of the adventure.

**Injuries:** While characters still suffer injuries, they are never lasting ones. A hero only ever suffers the effects of rolls on the Injury Table until the wounds are healed, as if he rolled a success on the Incapacitation Table. In short, heroes are never left with injuries for long even if they roll a Failure or Critical Failure on the Incapacitation Table.

## NEVER-ENDING AMMO

At the end of every Scene, the heroes recover all their spent ammunition. This means the heroes are never short of ammo.

## RECURRING VILLAINS

Villains have a habit of coming back (though rarely more than once). In order to ensure a villain survives, the GM can use a few tricks.

First, all villains the GM wishes to return for a sequel are treated as having the Harder to Kill Edge with 100% chance of survival. Even a villain seen to fall off the top of a 50-story corporate tower may survive and return, albeit with hideous scars and a terrible thirst for revenge.

Second, by spending a benny, the villain may guarantee his escape. He doesn't suddenly vanish into thin air, but he ignores all die rolls and action limits. What he cannot do during this time is perform actions he was normally incapable of taking (like running more than his Pace + running die) or make any attacks—it's escape or nothing. For example, an evil corporate security chief might sprint his full Pace plus running die maximum, start his motorbike, and roar off into the streets before the heroes can react. Heroes on Hold cannot interrupt this escape.

This second technique is especially useful during the early stages of an adventure, when the villain might make a brief appearance but *must* escape to fight the heroes in the climax.

## CYBERPUNK RULES

## COMPLICATIONS

Sometimes events just have to happen for a storyline to progress; for example, a team is sneaking through a corporate tower and they *have* to trigger an alarm for the security forces to become aware of them and enable a cool fight on glass catwalks to take place.

## THE CONURBATION

Daring Tales of the Sprawl are set in a "generic" city referred to as the Conurbation. The GM should pick a city he and his players are familiar with and use that as their Conurbation. Whichever city is chosen it should have *evolved*, grown and maybe absorbed one or two of its neighboring towns into an urban sprawl.

The central area of the Conurbation is known as the "Core" and this is where the corporate population lives, works and plays. People wearing armor and toting weapons will be stopped, searched, and arrested if they do not have an up-to-date license. Law enforcement is provided by the government-sponsored police force, backed up by the security guards of Sentinel, Inc.

Around the Core is a ring-shaped area known as the "Periphery." Here life is a little less secure and regimented. Law patrols are few and far between and many people walk around armed. That said, the Periphery is not a bad place to live.

On the outskirts of the Conurbation are two large areas of urban wasteland: the deregulated zones or "The Dregs." One zone lies to the west of the Conurbation, the other to the south. Over time the wasteland has spread, so now the two zones are linked; however, they are still referred to as the West Dregs and the South Dregs.

The Dregs are a no-go area for most people being the home of gangs and other miscreants. Those who are forced to live there (by circumstance, rarely choice) soon learn to become a predator or fall afoul of one.

In these circumstances the GM should state what has happened and reward all players with a benny immediately; this cannot take a player above their starting number of bennies.

## COMPUTER SYSTEMS

Computers and the networks linking them are a major feature of the cyberpunk world – they control everything from kitchen appliances to security systems. The heroes will often wish to manipulate these systems for their own ends; details of how this is undertaken are given in the section entitled Hacking (see page 5).

## CONTACTS

In a movie it's very easy for the writer to insert a much-needed ally and create a back story of how the hero knows the person. In an RPG, having the GM create such characters takes a lot of creativity away from the players.

Although the Connections Edge could be used to rep-

resent such individuals, our pulp rules introduce a new concept just for these sorts of characters — Contacts.

A Contact, unlike a Connection, is a unique individual who operates in a fixed location. Players who want allies with greater resources or allies who can be contacted anywhere should invest in the Connections Edge.

**Limits:** Once per adventure, *one* player may invent a Contact. An individual player may invent a new Contact for his hero only once per character Rank. Thus, in a typical group of four players, every player gets a chance to create a friend at each Rank. For smaller groups, the GM may alter or even waive this rule.

The player should first seek his fellow players' approval, since they might have ideas for a Contact they wish to use as well. He must then come up with a name, a reason the hero knows the Contact, and why the Contact is in the area. The GM has final approval and may tweak a few facts to better suit the adventure.

For instance, let's imagine the heroes have had a rough night trying to evade a corporate pursuit squad and are in dire need of medical help. A player invents an old friend, Dr. Halliday, who runs an unlicensed medical center from the basement of a nearby tenement block.

**Usage:** As individuals, Contacts are not as resourceful as the links granted via the Connections Edge. In general, they can provide small items (a few magazines for a gun, digging equipment, or simple repairs) or aid (information, or healing). What they never supply is an army of Extras—pulp adventures are all about the heroes. The player can ask his Contact for whatever he wants, but the GM makes the final decision about what is available.

Continuing our example, the heroes evade their enemies long enough to get to the Doc's surgery. He soon patches them up with the aid of stolen medical supplies and tells them about the old sewer system which they can use to escape pursuit (for now).

In short, Contacts exist to provide a useful piece of gear or information, or to help parties who are struggling to solve clues.

## CYBERWARE

"Cyberware" refers to any mechanical or electrical systems surgically implanted into a person's body and interfaced with their nervous system. Such implants may be a simple replacement for a lost limb or more "useful" implants that increase the recipient's speed, senses, or accuracy with a gun.

Rather than provide an endless list of possible enhancements, Daring Tales of the Sprawl treats cyberware as packages of implants that give bonuses to Attribute or Skill rolls by increasing the Wild Die type. All cyberware comes in three different levels: 1, 2 and 3 with a rising cost for each. Level 1 cyberware grants a d8 Wild Die for the associated traits, level 2 a d10 and level 3 a d12.

It is suggested that traits with cyberware be annotated with the augmented Wild Die in square brackets after the trait die; e.g., a character with an Eye-Gun Link level 2 and Shooting of d10 would have his skill listed as Shooting d10 [d10].

The actual cyberware that grants the increased Wild Die is merely a *trapping*. Players should feel free to describe what they have implanted and how it alters their appearance. For example both Argent and Rex have the level 2 Notice cyberware package, giving them a d10 Wild Die on Notice rolls. Argent details his cyberware as replacement eyes with built-in magnification and low-light vision backed up by a cerebral booster. Rex goes for replacement ears able to hear into the ultrasonic range and a boosted olfactory sense.

To keep things "Fast! Furious! and Fun!" we suggest that the GM and players do not get too caught up in the actual trappings of the cyberware and just enjoy the game. For example a hero with augmented hearing level 2 may have a Notice skill of d10 with a Wild Die d10; strictly speaking they should only get the d10 Wild Die on Notice rolls that involve hearing but for the sake of simplicity we would just let them have the d10 Wild Die on all Notice rolls.

### COMMON CYBERWARE

One particular piece of cyberware is so common that it is no longer even regarded as cyberware—a computer interface and socket. This technology consists of a socket (similar in appearance to the female mini-jack sockets used in mp3 players) linked directly to a character's nervous system. With the appropriate connection a character can "plug" himself into a computer, vehicle or any other suitably equipped item and control it by thought.

### LIMITATIONS

Note these rules work on the assumption that you are running a pulp game without keeping track of the money the heroes garner – it is assumed that the heroes are paid enough to upgrade as much and as often as they wish. If you want to run a more traditional game where the heroes actually get their hands on the credits, we have included a Cost Category and price table with the Available Cyberware Packages on page 6-7.

Cyberware can only enhance what you already have and even then it is limited by how well you can do something. For example a hero with d4 Shooting may manage to get a level 3 Eye-Gun link fitted, but he isn't going to automatically know the best way to make use of that package.

Cyberware can only enhance the Wild Die for a trait up one level above the level of the trait – to benefit from a Level 3 Shooting package the hero must have Shooting d10 or d12. This means that characters with traits of d4 cannot gain any benefit from cyberware until they raise their low traits to at least the average rating of d6.

There is only a certain amount of augmentation a body can take before it forfeits its humanity. The absolute limit for the number of *levels* of cyberware a character can have is his Spirit die as a number (e.g., 8 levels for

Spirit d8). For example, a hero with Firearms level 2 and Driving level 3 has 5 levels of cyberware.

When a character is first created, he can have a maximum of Spirit / 2 levels of cyberware implanted, and these must all be level 1. Each time a character takes an advancement; he may take a new package (assuming he has not reached his limit) *or* increase the level of an existing package.

There are several packages which are exceptions to the above which are listed in the Available Cyberware Packages table (see below). These augmentations do not increase the Wild Die for a trait.

## CYBERWARE AND EXTRAS

Extras do not normally get a Wild Die, so increasing the Wild Die for traits that have cyberware packages does not make much sense! Instead increase the relevant skill by one step, irrespective of the cyberware package level; e.g., a group of corporate security guards all equipped with an Eye-Gun Link get their Shooting d6 raised to d8).

## AVAILABLE CYBERWARE PACKAGES

The following table on pages 6-7 lists the cyberware packages available, their Cost Category and some Example Trappings. Note that at the end of the table are several packages which do not give an increased Wild Die but instead grant other bonuses.

## COST CATEGORIES

Note: this section is not used for the Triple Ace Games scenarios.

Having new or improved cyberware fitted involves both purchasing the hardware and paying for a surgeon to implant it. The following table lists the total cost for each category of cyberware. Note you cannot install a higher level without having the lower level(s); e.g., you must install Firearms levels 1 and 2 before you can install level 3.

The table also lists the base recovery time for each category. Multiply the recovery time by the level of the package to give the total number of days required to recover from the surgery and learn how to use the new package.

Note: Category A+ cyberware may only be installed / upgraded once per Rank due to the extensive surgery required.

## EDGES

The Fleet-Footed, Level Headed, Improved Level Headed, and Master Edges represent extremely high levels of athletic ability and/or skill use and may be taken as per the Savage World rules. However these Edges do not stack with cyberware – the cyberware overrides the natural ability.

For example, a hero may be naturally fast with the Fleet Footed edge, if he has his legs replaced using the Fast Movement cyberware package he loses the benefits of the Fleet Footed edge.

## HACKING

Hacking is the term given to illegally accessing independent computers and computer networks to manipulate them for your hero's own purposes. The hero could be attempting to gather information on a corporation or individual, or attempting to deactivate the alarms or cameras in a building.

Computers are now rarely manipulated with devices like keyboards or mice. Instead, the user links his brain directly to the computer via a data cable that plugs into a socket mounted in the user's skull and hardwired to his nervous system – the user has to merely think and the computer responds. This neural linking means that interaction with computers, including hacking, takes mere seconds.

## COMPUTER SYSTEM RATINGS

Computer systems are rated by their Intrusion Countermeasure Electronic (ICE) skill which ranges from d4 to d12. Additionally systems are either Red or Green – red systems get a Wild Die; green do not.

As an example, the computer system controlling a vending machine would have a rating of Green 4—it rolls a d4 to oppose Hacking attempts. A system controlling the alarms and cameras of a corporate research center might be Red 8—it rolls a d8 and a d6 and takes the best roll when opposing Hacking attempts.

## COST CATEGORIES

| Category | Level 1 Cost | Level 2 Cost | Level 3 Cost | Base Recovery Time (days) |
|---|---|---|---|---|
| A+ | $7,500 | $15,000 | $30,000 | 10 |
| A | $5,000 | $10,000 | $20,000 | 4 |
| B | $4,000 | $8,000 | $16,000 | 3 |
| C | $3,000 | $6,000 | $12,000 | 2 |
| D | $2,000 | $4,000 | $8,000 | 1 |

# DARING TALES OF THE SPRAWL

## 🔌 AVAILABLE CYBERWARE PACKAGES 🔌

| Trait | Cost Category | Example Trappings |
|---|---|---|
| Agility | A | Joints are replaced and augmented by mechanical ones, giving enhanced articulation. |
| Smarts | A | A minicomputer implanted in the cerebral cortex allows for the parallel processing of information. |
| Spirit | A | Implanted drug synthesizer manufactures drugs from the body's own chemicals and releases them to adjust how the owner feels / reacts. |
| Strength | A | Muscles and tendons are replaced by artificial fibers, giving enhanced leverage. Additional effect: damage from melee weapons increased by cyberware level (+1 to +3). |
| Vigor | A | Replacement of internal organs allowing the body to surpass normal human limits. |
| Boating | D | Interface between the owner's nervous system and any suitably equipped boat allows the vessel to be controlled by thought. |
| Climbing | C | Retractable spikes in hands and feet. |
| Driving | B | Interface between the owner's nervous system and any suitably equipped land vehicle allows the vehicle to be controlled by thought. |
| Fighting | A | Implanted computer with extensive data on fighting styles. |
| Gambling | C | Implanted computer keeps track of variables increasing the chance of winning. |
| Guts | C | The fight-or-flight impulse is chemically suppressed while an adrenal pump provides extra adrenaline in panic situations. |
| Hacking | A | Implanted processor removes the need for a computer when hacking and offers faster response time. |
| Healing | B | Implanted computer provides encyclopedic knowledge of anatomy. |
| Intimidation | C | Artificial voice-box and accompanying microprocessor allows for calculated modulation to sound unnerving or outright bestial when the need arises. |
| Investigation | B | Implanted computer with forensic database and enhanced problem-solving programs. |
| Knowledge | — | See Knowledge Chip Slot. |
| Lockpicking | C | Replacement hand with built-in electronic and mechanical lock picks. |
| Notice | B | Replacement eyes, ears and/or nose with enhancements such as telescopic, low-light or infrared vision, increased hearing range or canine olfactory senses. |
| Persuasion | C | Glands modified to give off pheromones that make the owner more likeable. Cosmetic surgery. |
| Piloting | B | Interface between the owner's nervous system and any suitably equipped aircraft allows the vehicle to be controlled by thought. |
| Repair | C | Embedded computer, replacement or additional limbs with built-in tools. |
| Riding | D | Enhancements to nervous system giving better coordination. Glands capable of releasing pheromones tailored to the specific animal mount. |
| Shooting | A | Eye replacements linked to nervous and muscular system, replacements in the arms and hands, overlaying vision with a computer-controlled targeting crosshair. |
| Streetwise | B | Embedded computer with extensive database of cultural and psychological data. |
| Stealth | A | Enhancements to nervous system, offering greater coordination and balance. Skin modified to act like that of a chameleon. |
| Survival | C | Digestive tract modified to allow for the safe digestion of anything animal or vegetable. Sweat glands modified to better regulate body temperature. |
| Swimming | C | Gills allow limited breathing underwater, skin treated to repel water, artificial fins. |

6

| | | |
|---|---|---|
| Taunt | B | Embedded computer with database of insults, enhanced senses to detect when a target reacts even minimally to an insult. |
| Throwing | A | Embedded computer linked to cerebral motor cortex allows almost instantaneous calculation of trajectory for throwing objects. |
| Tracking | B | Enhanced sight, hearing and smell or an embedded database of terrain, climate and other environmental features. |

| Special | Cost Category | Example Trappings |
|---|---|---|
| Day to Day | D | This general purpose package is only available as a level 1 package and is a catch-all for the many cyberware additions that do not give a bonus but are cool (and sometimes essential) to have. |
| | | Taking this package once allows you to have as many features as you want, BUT they cannot give you any in-game bonus. |
| | | Examples: An built-in radio receiver and transmitter (5km range, encoded), a watch embedded in the skin of the forearm or skin pigmentation changes. |
| Armor | A+ | Armor plates embedded beneath the skin providing Armor equal to the cyberware level. |
| Artificial Pheromones | A+ | Body chemistry adjusted to emit increased levels of pheromones tailored to the target of any interaction. Gain Charisma bonus equal to cyberware level. |
| Enhanced Reaction | A+ | Nervous system is augmented, allowing signals to travel faster. |
| | | Draw an additional number of initiative cards each round equal to cyberware level; act on the best card. |
| Fast Movement | A+ | Combination of muscle replacement, balance computer and altered limb configuration. |
| | | Pace increased by cyberware level. |
| | | Running Die is d8 for level 1, d10 for level 2 and d12 for level 3. |
| Implanted Weaponry | B | Melee weapons implanted into arms and hands. They may be retractable (extending them is a Free Action) hiding under self-sealing synthetic skin in sub-dermal sheaths, or always visible. |
| | | Level 1 are finger-tip claws (Str+d4 damage). |
| | | Level 2 are claw-like blades extending from the forearm (Str+d6 damage). |
| | | Level 3 are sword-like blades extending from the forearm (Str+d8 damage). |
| Knowledge Chip Slot | C | This augmentation allows the hero to insert Knowledge Chips. |
| | | Knowledge Chips can only hold Knowledge skills they cannot be used to gain any of the regular Savage World skills. |
| | | Each Chip Slot can accept one Knowledge Chip. |
| | | A Knowledge Chip can be swapped out for a different one as an Action. |
| | | A character is limited to a maximum number of Chip Slots equal to half their Smarts die type. |
| | | If the hero already has the skill, the die given by the chip is used for a cooperative roll |
| | | If the hero does not have the skill, the die becomes his skill though he does not roll a Wild Die when using it. |
| | | Level 1 allows skill d4 |
| | | Level 2 allows skill d6 |
| | | Level 3 allows skill d8 |
| | | Knowledge Chips cost $100 times the skill rating. |

# DARING TALES OF THE SPRAWL

## HACKING ATTEMPTS

Rather than use complicated diagrams to represent a computer network, which a single hero has to negotiate while his companions just watch, the Pulp Cyberpunk rules use a system based upon Mass Battles rules from the Savage Worlds rulebook to simulate the success of the hero's Hacking attempt.

Give the computer system a number of tokens equal to its ICE skill. This will be 4, 6, 8, 10 or 12.

Give the hero who is attempting to hack the computer system (hereafter referred to as "the hacker") a number of tokens equal to his hacking computer's rating (see New Equipment on page 11). This will be 4, 6, 8, 10 or 12. It is possible for a hacker to connect to a system directly rather than via a hacking computer; in this case he gets a +1 bonus to all Hacking skill rolls but only has a number of tokens equal to half his Spirit.

Each round deal an initiative card for the hero and the computer system.

Each round, the computer system rolls its ICE skill (and a Wild Die if it is a Red system) against a target number of 4. Each success and raise removes one of the hacker's tokens as the computer system disables or corrupts the programs he is running.

Each round, the hacker rolls his Hacking skill against a target number of 4. Each success and raise removes one of the computer system's tokens as the hacker bypasses the system's security programs.

If the hacker rolls a 1 on his Hacking die, the computer system is aware of his presence and a system alert is raised. For the next 6 hours the computer system has a +2 bonus to all of its dice rolls. Other non-computer system processes may also occur – for example the security guards at a site may be doubled.

If the computer system rolls a 1 on its ICE skill roll, the hacker has discovered a "back door" left by the original programmers. This gives him a +2 bonus for *this* hacking attempt only. The bonus is lost once he withdraws from the system.

If the computer system runs out of tokens, the hacker has taken control of it. He can manipulate it as desired, with each task requiring a simple success on a Hacking roll and taking one round. Examples of what the hacker may do include disabling alarms, turning off a camera or discovering where a sought-after employee is housed.

If the hacker runs out of tokens, the computer system's ICE has crashed his computer. The hacker is immediately dumped out of the system and suffers damage (see below).

## COMPANY HACKERS HELPING COMPUTER SYSTEMS

Sometimes a hacker belonging to the company that owns a computer system will be accessing the system at the same time a hero is attempting to hack it.

The company hacker makes a cooperative Hacking roll adding +1 per success and raise to the computer system's ICE skill roll.

If the hero still manages to gain control of the computer system he may disconnect the company hacker with a successful opposed Hacking roll.

## MULTIPLE HACKERS HACKING ONE SYSTEM

If two or more hackers work as a team to hack a computer system one should be designated the lead hacker, he makes his hacking attempt as usual while his team mates make cooperative rolls. If the lead hacker is dumped his team mates suffer the same fate but the damage they receive is halved (see below).

## DAMAGE FROM A COMPUTER SYSTEM

When a hacker is defeated by a computer system he is forcibly dumped from the system by potentially lethal feedback. This feedback causes damage equal to a roll of the computer system's ICE skill plus the number of tokens the system has remaining; this roll may Ace if from a Red system.

The damage is applied as per the Savage Worlds rules except the hacker's Spirit is used instead of Toughness (for example, a d10 Spirit is treated as a "Toughness" of 10 vs. feedback damage). The hero may spend a benny to try and Soak this damage using his Vigor die as usual. Some hacking computers have special hardening built in that acts as Armor for the hero's Spirit.

If the hero was attempting to hack a Red computer system, then the resulting damage is applied as wounds; if it was a Green system, the damage is applied as Fatigue. Wounds caused by hacking never result in a roll on the Injury Table but can cause a character's death!

Fatigue gained in this way is recovered at the rate of one point per hour of rest.

## WITHDRAWING FROM A COMPUTER SYSTEM

The hacker may withdraw from the computer system at any time (before or after he gains control) as an action requiring no skill roll. However if the hacker later wants to manipulate the computer system again, he must repeat the hacking procedure given above.

## HACKER VS. HACKER

If two hackers encounter each other in the Super Net they can attempt to "hack" each other.

Give each hacker a number of tokens equal to their hacking computer's rating or half their Spirit if they are not using a computer.

The hacking attempt proceeds as outlined in Hacking attempts on page 8.

If either hacker rolls a 1 on his Hacking die they have made a mistake and their opponent gains a +2 bonus on Hacking rolls for the remainder of the encounter.

If either hacker runs out of tokens, their computer has crashed and they suffer damage equal to the roll of their opponents Hacking skill plus the number of tokens his opponent has remaining. This damage is applied as detailed in Damage from a Computer System on page 8. If the opposing Hacker was a Wild Card, treat damage as though from a Red computer system. If the opposing hacker was an Extra the damage is as though from a Green system.

## AN EXAMPLE OF HACKING:

Fast Joe is a hacker with Spirit d6 and Hacking d8. Joe attempts to hack a Green-8 system. Both Joe and the system get 8 tokens and the hacking attempt begins. For simplicity, this example assumes that Joe's hacking deck never manages to give him a bonus from its cooperative roll.

**Round 1:** The system rolls a d8 and gets a 3; Joe rolls his Hacking skill and Wild Die and gets a 7. The system loses a token. System: 7 tokens, Joe: 8 tokens.

**Round 2:** The second round, the system Aces and rolls an 11; Joe only scores a 4. The system loses 1 token while Joe loses 2. System: 6 tokens, Joe: 6 tokens.

**Round 3:** The system rolls a 1; Joe gets lucky and rolls a 13. The system loses 3 tokens and Joe has found a backdoor giving him a +2 bonus for the rest of the attempt. System: 4 tokens, Joe: 6 tokens.

**Round 4:** The system rolls a 5 and Joe rolls a mighty 19! The system loses its last 4 tokens and Joe loses 1. System: 0 tokens, Joe: 5 tokens.

**Round 5:** The system is open to Joe; he makes a successful Hacking roll and disables the alarms so he and his friends can enter undetected.

On another night the situation may have been completely different; up to round 4, all has gone the same as above.

**Round 4:** The system Aces twice and scores a huge 29 while Joe, despite his +2 bonus, only gets a 5. The system loses a single token and Joe loses 6! System: 3 tokens, Joe: 0 tokens.

Joe is dumped out of the system and the lethal feedback means Joe could take some damage. The damage roll is d8 (the system is a Green-8) plus 3 (the number of tokens the system had left). The roll is 7 plus 3, for a total of 10 damage.

The 10 damage is 4 higher than Joe's Spirit of d6 so Joe is going to take a wound; as it is a Green system, this is a level of Fatigue. If the system had been Red, he would have taken a wound.

## AN EXAMPLE OF TWO HACKERS "FIGHTING"

Fast Joe (Wild Card, Spirit d6, Hacking d8 with a Beta-6 hacking computer) runs into Wage Slave (Extra, Spirit d6, Hacking d6 also with a Beta-6 hacking computer). Both Joe and Slave get 6 tokens.

**Round 1:** Joe rolls his hacking computer's d6 and gets a 3 – no help there but rolls a 5 with his Hacking skill and a 2 on his Wild Die. Slave rolls an 8 for his hacking computer getting a +2 bonus on his Hacking roll which aces and results in a 9. Slave loses 1 token and Joe loses 2 tokens. Slave: 5 tokens, Joe: 4 tokens.

**Round 2:** Joe's hacking computer gets 5, a +1 bonus; his best roll is an 8. Slave's hacking computer does not help but his Hacking die Aces and comes up 13! Slave loses 2 tokens and Joe loses 3 tokens. Slave: 3 tokens, Joe: 1 token.

**Round 3:** Joe fails miserably, no bonus from his computer and his best roll is only a 3. Slave gets a +1 bonus from his computer and a total roll of 4. Slave loses no tokens, Joe loses 1 token. Slave: 3 tokens, Joe: no tokens.

Joe's computer crashes and the lethal feedback means Joe could take some damage. The damage roll is d6 (Wage Slave's Hacking skill) plus 3 (the number of tokens Wage Slave had left). The roll is 4 plus 3, for a total of 7 damage.

The 7 damage is not 4 higher than Joe's Spirit of d6 so Joe is going to be Shaken.

## HENCHMEN

Sometimes a Wild Card is too much of a threat or an Extra is simply not threatening enough. In these instances, the GM should use a Henchman. Henchmen have three wound levels just like a Wild Card, but they don't have a Wild Die or get their own bennies.

## LINKING TO VEHICLE

Characters that possess cyberware for their Driving, Piloting or Boating skills may interface themselves with their vehicles and control them by thought – the vehicle becomes an extension of the character's body.

Only vehicles fitted with a Cybernetic Link-Up may be controlled (see New Equipment on page 11). Vehicles may be additionally fitted with remote control systems to allow suitably equipped characters to remotely control them.

Characters equipped with cyberware for linking to vehicles are known as *drivers*.

### DRONES

Drones are small (1 to 3 feet long) remote-controlled vehicles that a character equipped with Driving (or Boating or Piloting) cyberware can remotely control.

A Driver may be linked to a number of drones equal to half his Spirit and will receive sensory input from them. However, he may only actively control one drone at a time unless he is giving the same command to all his drones – e.g., "drive away as fast as possible."

Drones may be given simple (10 words or less) commands to follow – for example, "Shoot anyone that comes through the door," "Follow me," "Fire at anyone shooting in your direction." They cannot

handle complex commands such as "Fire at the second red-haired person to enter the corridor."

If a character is actively controlling a drone, he uses his Driving, Notice and Shooting skill. If a drone is not actively controlled, it uses its own skills.

Several drones are listed in the New Equipment section on page 12.

## NEW SKILL

One new Skill is used in Daring Tales of the Sprawl: Hacking.

### HACKING (SMARTS)

Hacking is the ability to bypass security protocols in computer systems to retrieve information and to control linked systems. For a full explanation of the main use of this skill, see the Hacking section.

## OBSTACLES IN CHASES

Rather than simply listing Obstacles as a category with a fixed modifier and having a collision as the only occurrence, many of our Chase scenes include a table of events. The text will tell you when these rules apply.

When a participant draws a Club as his first initiative card, you just check the card value against the table and run the mini-scene. The number in parentheses after the card value is a modifier to the driver's initial Trait roll for that round.

Failure can lead to no additional effect (beyond not gaining any ground due to the failed roll), or cause a hero to lose Range Increments, become Shaken, or take damage, depending on the nature of the Chase. Success and raises are generally handled as normal, though sometimes there are additional benefits.

This type of expansion to the Chase rules is a recurring part of our adventure lines and is something the GM can easily work into his own tales, regardless of genre.

## RESEARCH

During their adventures, characters may decide to do some research into the various corporations and people they come in contact with. Characters can use Investigation, Streetwise or Hacking to attempt to learn more. One roll per character per topic is permitted, though multiple characters can make an attempt. See the sidebars throughout the adventure for what they can discover. Each topic may have one or more of the following types of information:

**Default:** Information readily available with no skill roll required.

**Success:** More secretive information, not readily accessible and requiring a successful skill roll to obtain.

**Raise:** Top Secret information requiring a raise on the skill roll to obtain.

## SURRENDERING

To some gamers, surrendering is a form of defeat. In pulp style games, it's often a vital part of the plot and moves the story forward. As such, any time the heroes surrender at the dramatically appropriate moment and go along with the villain's demands (it's usually obvious because of the number of Extras present or the villain holding a gun to someone's head and shouting, "Drop your weapons!"), they earn a benny.

## NEW EQUIPMENT

### WEAPONS AND ARMOR

Players are free to purchase any armor or weapons suitable for the modern era and should be encouraged to give them names more suitable for the cyberpunk setting.

For example a major corporation in the TAG setting is the Japanese *Hachiman Armaments* (from the Japanese god of archery); their main seller is the Widow Maker which has game statistics identical to the Desert Eagle. These guns may just be copies of those in the main Savage Worlds rulebook, but it adds flavor to the game when a player takes aim with his Hachiman Widow Maker.

The table below outlines some example weapons used in the Daring Tales of the Sprawl scenarios.

### BLADETECH WEAPONS

Bladetech Inc. is a weapons manufacturing company that specializes in edged weapons. All of their blades are treated with special coatings to enhance both their cutting edges and tensile strength. All such weapons do an additional +1 damage and cost 50% more than normal.

### HACKING COMPUTER

Using a computer when hacking allows the character to make a Cooperative roll for the attempt.

Hacking computers are rated Alpha or Beta and have types 4, 6, 8, 10 or 12. The type is the die type to roll for the cooperative roll; Alpha computers get a d6 Wild Die.

## WEAPONS AND ARMOR

| Type | Range | Damage | RoF | Cost | Weight | Shots | Min Str | Notes |
|---|---|---|---|---|---|---|---|---|
| **Pistols** | | | | | | | | |
| Morrigu Arms Hold Out .44 | 5/10/20 | 2d6+1 | 1 | 150 | 2 | 2 | — | AP 1 |
| Hachiman Widow Maker (.50) | 15/30/60 | 2d8 | 1 | 300 | 8 | 7 | — | AP 2, Semi-Auto |
| Morrigu Arms Marauder (.45) | 12/24/48 | 2d6+1 | 1 | 250 | 7 | 10 | — | AP 1, Semi-Auto |
| **Submachine Guns** | | | | | | | | |
| Hachiman Rapid Fire Light (9mm) | 12/24/48 | 2d6 | 3 | 300 | 9 | 32 | — | AP 1, Auto |
| Morrigu Arms Corsair | 12/24/48 | 2d6 | 3 | 300 | 9 | 32 | — | AP 1, Auto |
| **Rifles** | | | | | | | | |
| Morrigu Arms Longshot | 20/40/80 | 2d8 | 1 | 250 | 8 | 7 | — | AP 2 |
| **Assault Rifles** | | | | | | | | |
| Hachiman Rapid Fire Medium (5.56) | 24/48/96 | 2d8 | 3 | 400 | 8 | 30 | — | AP 2, Auto, 3RB |
| Morrigu Arms Outlaw (5.56) | 24/48/96 | 2d8 | 3 | 400 | 8 | 30 | — | AP 2, Auto, 3RB |
| **Machine Guns** | | | | | | | | |
| Hachiman Rapid Fire Heavy | 50/100/200 | 2d10 | 3 | 1000 | 84 | 200 | | AP 4, May not move, HW |

| Armor | Armor Value | Weight | Cost | Notes |
|---|---|---|---|---|
| Armored Jacket | +1/+2 | 6 | 60 | Covers torso and arms. A lightweight version of the Flak Jacket. |

# DARING TALES OF THE SPRAWL

A hacking computer may be specially *hardened* by the installation of additional firewall type programs to try and prevent hostile systems interfacing with them. Such programs act as Armor during hacking attempts but also slow down the hacker's own programs giving him a penalty to his Hacking rolls.

Each point of hardening costs 10% of the base cost and causes a –1 penalty on hacking rolls.

### HACKING TABLE

|       | 4      | 6       | 8       | 10      | 12       |
|-------|--------|---------|---------|---------|----------|
| Alpha | $1000  | $2,000  | $4,000  | $8,000  | $16,000  |
| Beta  | $100   | $200    | $400    | $800    | $1,600   |

## CYBERNETIC LINK-UP FOR VEHICLES

Any vehicle may be purchased with, or modified to include, a cybernetic link-up to allow characters with Driving (or Boating or Piloting) cyberware to control them. The cost for this upgrade is an additional 20% of the vehicle's price.

## REMOTE CONTROL FOR VEHICLES

Any vehicle may be purchased with, or modified to include, a remote-control cybernetic link-up to allow characters with Driving (or Boating or Piloting) cyberware to control them remotely. The vehicle must have a cybernetic link-up fitted first and the cost for the remote control is an additional 10% of the vehicle's price.

## DRONES

Drones are small (1 to 3 feet long) computer controlled vehicles that a character equipped with Driving (or Boating or Piloting) cyberware can remotely control.

Most drones have one or more *mount points* that can be used to mount a pistol or submachine gun, which can then be fired by the drone or a controlling character. All of a drone's mounted weapons may be fired at once, but each weapon fired beyond the first applies a multi-action penalty.

To simplify the use of drones, they are treated as *creatures* rather than vehicles—they do **not** use the vehicle rules.

Drones come in three main categories—car, helicopter and boat with three configurations in each—general purpose, lightweight surveillance and armored attack.

## SHAKEN, DAMAGED AND DESTROYED DRONES

During combat a drone may become Shaken—this denotes that the drone's systems have become unstable or confused. The drone rolls its Spirit as though it were a character to try and recover from being Shaken.

When a Drone takes a wound, it is rendered inop-

erable (though its controller may spend a benny to try and soak the wound). After the fight the drone's controller gets to make a Vigor roll for each of his inoperable drones. With a success the drone is damaged and can be repaired given a suitable workshop, some spare parts and a successful Repair roll. With a raise the damage to the drone was superficial and can be fixed "in the field" with a successful Repair roll. If the Vigor roll fails, the drone is nothing but scrap.

## GENERAL PURPOSE 'CAR' DRONE

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10
**Skills:** Driving d6, Fighting d6, Notice d6, Shooting d6
**Pace:** 8; **Parry:** 5; **Toughness:** 7
**Special Abilities:**
* **Construct:** Drones add +2 to recover from Shaken, take no additional damage from called shots, do not suffer wound modifiers and are immune to disease and poison.
* **Fearless:** Drones never suffer fear effects.
* **Hardy:** A second Shaken result does not cause a wound.
**Gear:** 1 mount point for a weapon.
**Cost:** $200

## LIGHTWEIGHT SURVEILLANCE 'CAR' DRONE

As General Purpose Drone:
* Pace 12"
* Notice d8
* No mount point
* Cost: $400

## ARMORED ATTACK 'CAR' DRONE

As General Purpose Drone:
* Pace 4"
* Shooting d8
* Armor +2 (Toughness 9(2))
* 2 mount points
* Cost: $800

## GENERAL PURPOSE 'HELICOPTER' DRONE

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
**Skills:** Fighting d6, Notice d6, Piloting d6, Shooting d6
**Pace:** –; **Parry:** 5; **Toughness:** 5
**Special Abilities:**
* **Construct:** Drones add +2 to recover from Shaken, take no additional damage from called shots, do not suffer wound modifiers and are immune to disease and poison.
* **Fearless:** Drones never suffer fear effects.
* **Flight:** Helicopter drones have a Flying Pace of 12",

CYBERPUNK RULES

with a Climb of 2”.
* **Hardy:** A second Shaken result does not cause a wound.
**Gear:** 1 mount point for a weapon.
**Cost:** $300

## LIGHTWEIGHT SURVEILLANCE 'HELICOPTER' DRONE

* Flight 18”, Climb 3”
* Notice d8
* No mount point
* Cost: $600

## ARMORED ATTACK 'HELICOPTER' DRONE

As General Purpose Drone:
* Flight 10”, Climb 2”
* Shooting d8
* Armor +2 (Toughness 7(2))
* 2 mount points
* Cost: $1,200

## GENERAL PURPOSE 'BOAT' DRONE

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
**Skills:** Boating d6, Fighting d6, Notice d6, Shooting d6

**Pace:** 10; **Parry:** 5; **Toughness:** 6
**Special Abilities:**
* **Construct:** Drones add +2 to recover from Shaken, take no additional damage from called shots, do not suffer wound modifiers and are immune to disease and poison.
* **Fearless:** Drones never suffer fear effects.
* **Hardy:** A second Shaken result does not cause a wound.
**Gear:** 1 mount point for a weapon.
**Cost:** $200

## LIGHTWEIGHT SURVEILLANCE 'BOAT' DRONE

* Pace 14”
* Notice d8
* No mount point
* Cost: $400

## ARMORED ATTACK 'BOAT' DRONE

As General Purpose Drone:
* Pace 6”
* Shooting d8
* Armor +2 (Toughness 8(2))
* 2 mount points
* Cost: $800

# Put on those shades, run a self-diagnostic on your implanted chrome and prepare to hit the mean streets with this, the first issue of Daring Tales of the Sprawl!

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