

DARING TALES OF THE SPRAWL

FAMILY AFFAIR & EXTRACTION 101



KEVIN ANDERSON



01

FAMILY AFFAIR & EXTRACTION 101

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**



WWW.TRIPLEACEGAMES.COM

© 2009 Triple Ace Games. Daring Tales of the Sprawl and all related marks and logos are trademarks of Triple Ace Games. Savage Worlds, Smiling Jack and all related marks and logos are trademarks of Pinnacle Entertainment Group. All rights reserved.

Used with permission. © 2009. All Rights Reserved.

Permission is granted to print this ebook for personal use only.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

DARING TALES OF THE SPRAWL

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 *Tales of the Sprawl*!

Triple Ace Games' new line of cyberpunk, two-listed tales takes the characters into the sprawl, where extracting corporate employees from under their employers' noses, exchanging fire with the scum who inhabit the deregulated zones, whilst trying to stay alive long enough to collect your pay is the order of the day.

This inaugural issue contains two short adventures.

Family Affair: A new patron contacts the heroes and pays them a retainer to perform a few *odd jobs* on a tight schedule: Tampering with food deliveries, "rescuing" a middle-aged couple from an ambulance, keeping them safe and delivering them to the airport are hardly standard missions, but the patron is paying well.

Extraction 101: An almost textbook corporate extraction is required. What could possibly go wrong? Quite a lot actually, and the heroes are going to be busy trying to ensure it doesn't. Their mission takes them from the sterile corridors of a corporate tower, to a crosstown race against time, and finally to the ruins of the deregulated zone.

Any similarity to actual persons, living or dead, or companies is purely coincidental.

FORWARD

This booklet contains two short adventures based around the exploits of four pre-generated, cyberpunk characters. The full character sheets are available for free at www.tripleacegames.com.

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

The characters have all their leveling opportunities from Seasoned (at which they begin) into Legendary mapped out in advance. Each published adventure in this line earns the characters a fixed 5 Experience Points, guaranteeing them an advance every mission till Legendary (then every two). All the players need do is tick the appropriate box and start making use of the new upgrade. This means you can use the character sheets

at conventions and run adventures of any Rank without having to create your own characters from scratch. It also means you can run these tales as pick-up games without any preparation!

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

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

OVERVIEW

Claudette Blanchard was spotted as a genius from an early age. Born to French parents living in the slums around the Paris Conurbation she attended a corporation sponsored school where she was identified as a "promising student"—a euphemism for someone the corporations should take an active interest in.

The French corporation Nouveaux Technologies Chimique (usually abbreviated as NTC—translation: New Chemical Technologies) arranged a deal with Claudette's parents whereby they were lifted out of poverty while their daughter became an indentured employee.

Claudette attended the finest university in the Paris Conurbation from the early age of ten and soon specialized in chemistry. Shortly after her graduation, Claudette and her parents were abducted by representatives of the company BioChem Incorporated who made her an offer she could not refuse—work for them or her parents would be "eliminated". Claudette saw no other option and was soon relocated to the BioChem Tower in the Conurbation.

NTC soon discovered the whereabouts of their missing star and managed to contact her, but Claudette refused to even consider leaving BioChem Incorporated unless the safety of her parents could be guaranteed.

In the following two adventures, the characters are hired by a mysterious broker (a person who arranges deals between different parties) named Patron, to "rescue" Claudette's parents from their BioChem sponsored residential home and then extract Claudette from the research center in which she works and lives.

FAMILY AFFAIR

Jammer was a snoop, someone hired to trace information about someone or something whether that information be in the electron paths of Super Net or the filthy streets of the physical world. Jammer was backed off! Her latest employer, the oh so mysterious "Patron," had run her ragged, chasing back and forth between the Net and the streets of the Conurbation—find this, check that, double check what you discovered! As for this last task—Jammer was a professional data hunter not somebody's gofer! If it wasn't for the fat wad of cash she was going to be getting, she wouldn't now be making her way to the rendezvous.

Jammer couldn't help wondering what exactly was going down; a corporate run residential home, a gang of nobodies from the gutter and a food processing plant? How the heck were they connected and did she dare dig any deeper. There was something about the way this "Patron" had uttered his last comment that made Jammer wish she'd never taken the job in the first place—"Remember, I know where you live."

As a chill ran through her body, Jammer grasped the briefcase more securely and headed towards Mad Bruce's Bar and Grill.

Removed from prying eyes and surrounded by security safeguards Patron sent out commands to open windows; the girl, her parents and four others. They were different, beneath their pictures there were no streams of data, no registration or identification numbers, no biometric data, just a single flashing message: "Deniable Asset". If he were capable, Patron would have smiled with satisfaction, instead he autodialed a number and set his plans in motion.

INTRODUCTION

François and Justine Blanchard, parents of the

chemical genius Claudette, have been lied to. They believe their daughter chose to work for BioChem Incorporated. They believe Nouveaux Technologies Chimique (NTC) will go to any lengths to get Claudette back. Based on these lies, the Blanchards live their lives, relatively happily, in the corporate home provided by BioChem not realizing they are in fact hostages in a gilded cage.

NTC discovered the whereabouts of their missing star researcher and managed to contact her, Claudette refused to consider leaving Biochem Incorporated unless the safety of her parents could be guaranteed. So all NTC need to do is remove François and Justine Blanchard from their corporate residential home, get them to safety, and then extract Claudette.

Patron, a relatively new broker in the Conurbation, is acting for NTC and has been charged with putting a team of *deniable assets* together. Patron identified four likely individuals but wanted to test them working as a team. To this end he "arranges" for the meeting place to be *coincidentally* robbed by members of the Screaming Skulls gang shortly after the heroes arrive.

Unfortunately Patron's plans do not run too smoothly as his hired thugs also rob and kill his delivery girl leaving the heroes to chase after the thugs and retrieve their instructions.

Patron gives the team a number of connected missions, though they may not realize the links. First the heroes must break into a food processing plant and tamper with some specific meal packages.

A visit to a street doctor is complicated when a serial killer is being hunted in the same area.

The Blanchards eat the meal packages, doctored by the heroes, and are taken seriously ill. The heroes have to intercept the ambulance taking the couple to the hospital and rescue the Blanchards. Evidence planted on the ambulance frames the Screaming Skulls for the crime leaving the heroes to deliver the Blanchards to a safe house.

Again, Patron's plans go awry as the heroes find the safe house is anything but, since the serial killer moved in!

Characters: 20 XP (use the basic sheets).

DARING TALES OF THE SPRAWL #01

ACT 1: A STRANGE MEETING

The adventure begins with the characters in their homes somewhere in the suburbs of the Conurbation. The heroes may be dimly aware of each other from previous missions but it is not essential.

Allow the players a few minutes to get into character and into the right mood before beginning the adventure with Scene 1.

SCENE 1: A STRANGER CALLS

Your so-called leisure time is suddenly disturbed by your home communication system announcing that you have an urgent incoming call. Before you can tell the system to answer or ignore, a face appears on your vid-screen as the system auto-answers!

The face is stylized being composed of a few simple polygons, and the voice which issues from the speaker is obviously synthesized. The face greets you by name and then continues: "I apologize for the unsolicited interruption, but I urgently require the services of a few reliable agents and word

on the street is that you qualify. I require you to be available for a number of tasks at very short notice, and as such I am offering a retainer for the following week." A large dollar value scrolls across the bottom of the screen, "Additional payments will be made for any tasks you successfully complete. If my terms are agreeable please indicate thus and we can begin business".

Once the characters have agreed the voice continues.

"Transfer of the retainer is now commencing. You will be working as part of a team and your first task is to rendezvous with them at Mad Bruce's Bar and Grill at 21:00. A table has been reserved for you under my name, Patron."

A successful Streetwise roll knows of Mad Bruce's Bar and Grill a post-apocalypse themed bar just on the outskirts of the core.

SCENE 2: HOLD UP

Pick up the action when the characters arrive at the rendezvous point.



The bar has few restrictions on weapons—any hand gun or melee weapon is fine, but all others must be checked in at the weapons locker in the foyer.

A single door leads from the foyer into the bar. The bar measures 8" by 6" with the actual bar running along one of the longer walls. A door behind the bar leads to the back rooms (storage and an employees' restroom). The main bar area has half a dozen booths with seats for 6 around a central table. Scattered between the booths are additional tall tables (for drinkers to stand by) which have piles of rubble strewn around them—the rubble is actually artificial made of textured resin and fiberglass. The bar is made of several car hoods bolted together. The overall color scheme is rust and grey.

It is a quiet night and only a single bartender is on duty when the characters arrive. There are about a dozen patrons around the bar in small groups.

When the characters approach the bar the bartender asks if they are the party for Patron as he has an open tab for them.

Let the characters describe themselves to the other players and allow them a few minutes to talk, then call for Notice rolls. Any character who succeeds notices an altercation at the bar where a leather-clad man is threatening the bartender with a pistol.

The man at the bar is a member of the Screaming Skulls street gang as can be deduced from the silver skull emblazoned on his jacket. More members of the gang are scattered around the bar and they join in as soon as the characters make any hostile moves.

If the characters do not make a move to intervene, the Screaming Skull at the bar snarls something at the bartender and fires his gun towards the characters' table. Roll a die, but ignore the result as this shot is only meant to spur the characters into action.

During the ensuing fight the characters may take advantage of the Medium Cover provided by the booths which also give +1 Armor. Anyone sheltering behind one of the piles of fake rubble may be in for a shock as the thin plastic provides no protection at all granting only Light Cover.

The Skulls take cover behind the booths and try to remain out of melee range. Any shots aimed near the bar which miss have a 50% chance to hit one of the pressurized kegs causing beer to spray out in a wide arc and making the area around the bar slippery. Any character moving through this area must make a successful Agility roll or fall prone.

If any of the Screaming Skull gang members are captured alive they can only tell they were hired by a mystery broker to rob the restaurant, the broker was very specific about the time.

★ **Screaming Skulls (2 per character):** see page 13.

SCENE 3: DON'T SHOOT THE MESSENGER

A few seconds after the firefight concludes, sirens

can be heard in the distance—time for the characters to leave. The bartender nods his thanks and agrees to keep the characters' presence in the restaurant quiet.

Emerging from the restaurant the characters are just in time to see a trio of Screaming Skulls on motorcycles disappearing from view at the end of the block. More importantly, there is a woman, her clothes stained with fresh blood, sprawled on the pavement.

The woman is a courier hired by Patron to deliver a briefcase to the characters; she was shot by the fleeing Screaming Skulls who also snatched the case. If none of the characters pause to check her over, she audibly groans "Patron" to attract their attention.

The woman has been shot twice in the chest and is dying; any character who succeeds with a First Aid roll can tell there is nothing that can be done to save her. Nearing death the woman rallies for a few moments and grasps the nearest character. "*Delivery from Patron... briefcase... gang has it.*" She gasps before dying.

The characters need to catch the Screaming Skulls to retrieve the briefcase containing their instructions.

Run this scene as a Chase, using the additional Obstacle rules (see the **Cyberpunk Rules**). The motorcycles begin at Far Range and the Range Increment is 5". The characters may choose to take Jet's van or one of the half dozen motorcycles (belonging to the Skulls who tried to rob the restaurant) in the parking lot which can be hotwired with a successful Lockpicking roll. Every round the characters fail the Lockpicking roll means that only the bikers roll to move. The characters need to be quick or the gang will soon be completely out of sight!

Life in the Conurbation never really slows down, so despite the late hour, there is a fair amount of traffic on the roads. Shooting at the Skulls is difficult due to the Dim lighting conditions causing a -1 penalty and the unstable platform penalty (-2) for firing from a moving vehicle. The characters best chance is to get up close to the fleeing Skulls.

Whatever happens, the characters *must* stop at least one of the gang members who they will discover has the briefcase. This means any Out of Control rolls which would cause a character to drop out of the Chase (Roll Over or Flip) should be altered to a Slip, Spin or Skid. The players don't know if there are any modifiers to the roll, so just make one up if the need arises. If the last Skull is on the verge of getting away, simply have him lose control of his bike—he gets away on foot, but drops the briefcase.

OBSTACLES

Collisions count as Extras, so damage rolls don't Ace against the characters' van

Deuce (-4) Hacked Traffic Signals: A hacker changes the traffic priority and cars move across the chase route. A success allows the driver to swerve around all the vehicles, while a failure causes a collision with a hard obstacle. This is a "T-bone" collision, so only the chasing vehicle's speed counts.

DARING TALES OF THE SPRAWL #01

VISCOUNT CORPORATE RESIDENTIAL HOME

Default: The Viscount Corporation provides a number of residential facilities for other companies. The facilities incorporate apartments, shops, parks, and other leisure areas within a secure compound—basically a heavily gilded and guarded prison for corporate families.



MABEL FOOD

Default: Mabel Food tries to portray itself as a “mom and pop” business that care about their customers and provide wholesome food. They have outlets in most shopping malls.

Success: Mabel Food is a subsidiary of the global company Whole World Foods.

Raise: The main corporate customers of Mabel Food are the Viscount Corporation-owned residential homes.



Three (-2) Biker Gang: A Biker Gang weaves in and out of the traffic flow potentially slowing the vehicle. On a failure the vehicle is delayed and drops back one Range Increment.

Four (-2) Random Violence!: A wild gunshot shatters the windshield obstructing the driver’s view. A failed roll means the car drops back 1 Range Increment while the windshield is removed.

Five (-2) Dangerous Delivery: A delivery truck pulls out of a side alley directly into the vehicles path. A success allows the driver to swerve around the car, while a failure causes a collision with a hard obstacle. This is a “T-bone” collision, so only the chasing vehicle’s speed counts

Six (-1) Rock Music: The rock band “And You” is holding a surprise rooftop gig and a crowd is surging across the road towards them. A success means the vehicle swerves into an alley and emerges back in the chase. Failure causes the vehicle to inch forward while the crowd fills the road, costing 2 Range Increments.

Seven (-1) Slick: A fuel spill has left the road surface slick. A failed Driving roll means the vehicle automatically goes Out of Control.

Eight (-2) Roadblock: A makeshift barricade built by bored local youths. A success avoids the barricade, while a failure leads to a collision with a soft Obstacle.

Nine (-1/-4) Politiclub March: Despite the fact it is late at night, a group of activists is marching down the street. If a vehicle slows to let them pass, the penalty to the Driving roll is -4. If the vehicle pushes through, the penalty is only -1, but the angered group hurls bottles and bricks at the vehicle causing damage as though colliding with a soft Obstacle.

Ten (0) Sentinel Inc.: A squad car belonging to Sentinel Inc. pulls into the vehicles lane to overtake a truck. A failure leads to a head-on collision. The truck is moving 10” per round.

Jack (-1) Tight Squeeze: Two parallel big rigs reduce the road to a narrow gap. A failure causes the vehicle to suffer a collision with a soft obstacle, as it scrapes along the obstructions down one side or the other.

Queen (-2) Sparks: Overloaded and arcing power cables from the subway beneath the road cause the vehicle’s electrical systems to momentarily short out. A failed roll causes the vehicle to stall costing 2 Range Increments.

King (0) Jumper!: A body plummets from an overhead walkway! A successful roll swerves around it while a failure results in a collision with a soft Obstacle.

Ace (-2) Blinding Light: A searchlight angles down towards the road momentarily blinding the driver. A failed roll causes the vehicle to graze another losing speed and costing it one Range Increment.

★ **Screaming Skull Bikers (2 per character):** as Screaming Skull, page 13, there is a driver and passenger on each bike.

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.

MOTORCYCLES

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

ACT 2: FOOD DELIVERY

The briefcase contains a data pad, three syringes, and three glass bottles wrapped in thick padding. Each bottle contains a clear fluid and has a colored band around the neck; one is red, one green, and the third is blue. The data pad contains some instructions and a set of coordinates.

The enclosed coordinates are for the location of the Mabel Food preparation plant who provide ready-to-microwave meal packages for the corporate residential homes within the Conurbation. Before 01:00 tomorrow, you must enter the processing plant, locate the delivery for the Viscount Corporate Residential Home, and administer the enclosed drugs into the meals as described:

Red—inject into the meal packages for a couple named “Blanchard.”

Green—inject into approximately 30% of the meals.

Blue—inject into approximately 20% of the meals.

Do NOT inject two drugs into the same meal.

After completion of the main mission, locate and remove a selection of hardware to make it look as though this was a simple smash and grab mission.

It is about 22:00 when the characters read their instructions, giving them about 3 hours to complete their task.

If the heroes find some means to analyze the drugs, they discover each of them contains a compound derived from the toxin produced by the *Staphylococcus aureus* bacteria—basically food poisoning. The different colored drugs have this compound wrapped in a biodegradable shell which decays over time releasing the compound after various durations.

SCENE 1: A LITTLE BREAKING AND ENTERING

The Mabel Food preparation plant is located in the southern region of the Periphery in a small industrial park. The building is a single storey structure with a parking lot at the front and a loading bay at the back. The building has no windows.

A single door leads from the parking lot into a small reception area; a large “roll up” door leads from the loading bay into the main loading area. The bulk of the building is taken up by the refrigerated storage unit and the loading bay. The only other areas are a pair of of-

fices and staff recreation facilities (toilets, lounge and kitchen).

The loading bay is 5” long and 5” wide with several stacks of wooden pallets which can be used as cover if required. The refrigerated storage unit is normally sealed by a solid metal door (+3 Armor) and is 2” square, the walls are lined with shelving holding food packages which provide no cover. The floor in the storage unit is icy and anyone moving rapidly across it must succeed in an Agility roll or slip and fall prone. The food packages are sealed metal trays containing frozen food—they may be used as thrown weapons (Range: 1/2/3, Damage: Str+d4).

Generally, reception is manned by a single administrative staff member, and both offices are in use by low-level managers between 09:00 and 17:00. Between 02:00 and 18:00 there are always ten, poorly paid, manual laborers working between the storage area and the loading bay.

SECURITY

External: A six foot high wall topped by razor wire with a single gate giving access. The wall can be easily climbed but a successful Agility roll is required to avoid the razor wire which otherwise inflicts 2d6 damage. The gate is locked with an electronic keypad. Both doors are locked with magnetic swipe card locks.

Cameras: A successful Notice roll spots small cameras at each corner of the compound, a hacker may interfere with these (see Hacking below) or they may be masked or just shifted so they do not give a view of the compound.

Internal: The building has no internal security devices but does employ security guards. The guards are very complacent spending most of their shift watching TV in the staff lounge. If the guards are not *taken care of* by the characters, they enter the loading bay whilst the characters are in the refrigerated storage unit.

HACKING

The Mabel Food preparation plant uses its computer system to capture feeds from the cameras around its property and to process business needs. The computer system is routinely linked to the net only connecting for a brief period at random intervals to send updates to the main company computer. To access the computer system a hacker needs to be inside the building. The computer system is a Green 6 system—it rolls a d6 during hacking attempts with no Wild Die.

The following are some examples of things a hacker may attempt once the system is accessed; each task takes one round and requires a successful Hacking roll:

Cameras: the cameras are in a fixed position and merely dump their recordings into a database, they are not monitored.

Food Package Identification identify which food packages are allocated to which buildings; a second roll can identify the actual recipient names.

DARING TALES OF THE SPRAWL #01

Accounts: identifies someone is falsifying the accounts; each month large sums of money are being siphoned off.

LOCATING THE FOOD PACKAGES

Food packages are stored in plastic crates marked with a destination code in the refrigerated storage area. To correctly locate the packages destined for the Viscount Corporate Residential Home requires someone to hack into the building's computer system or to coerce a staff member into revealing it.

Once the correct crate is found, the characters find the food packages are labeled with apartment numbers not names—they will have to resort to coercion or hacking to find the correct ones.

★ **Security Guards (1 per character):** use Police, see page 12.

★ **Staff (various):** use Normal People, see page 13.

SCENE 2: COMPLICATION

This is an optional encounter which can be run when your characters leave the Mabel Food preparation plant; it has no connection with the main adventure but should complicate matters!

PLANT MANAGER

The manager of this particular plant has a gambling addiction resulting in him being heavily in debt with the Japanese crime syndicate known as the Yakuza. The night the characters break into the plant happens to coincide with the manager's monthly meeting with the Yakuza.

The manager and his Yakuza contacts arrive while the characters are in the plant and park their cars by the loading bay doors. The manager is always very tense at these meetings and the Yakuza are naturally suspicious. If either party see the characters stealthily leaving the plant they assume it is a set up by the other party—violence quickly follows.

At the first sign of trouble, the Yakuza make a run for their car which is only 1" away, taking shelter behind the doors and gaining Medium Cover with +1 Armor. When two or more of the Yakuza are shaken or killed the rest attempt to flee, taking one round to get into their car, a second to start the car, and a third to exit the compound.

If the characters fail to stop the Yakuza before they exit the compound, they may choose to give chase, the manager's car is the nearest vehicle. Run the ensuing Chase, using the standard rules, as the roads of the industrial park are deserted. The Yakuza begin at Short Range and the Range Increment is 5".

★ **Manager (1):** use Normal People, see page 13, add Firearms d4 and arm him with a Derringer .44 (Range: 5/10/20, Damage: 2d6+1, AP 1).

(H) **Organized Crime Goons (4):** these are all Henchmen, see page 13.

CARS

Acc/Top Speed: 20/40; **Toughness:** 11 (3); **Crew:** 1+4

Both the cars are mid-sized. Neither is armed, armored or equipped for operation by those with driving cyberware.

ACT 3: MEDICAL EMERGENCY

The doctored food packages are delivered to the Viscount Corporate Residential Home on schedule and from there to the various recipients. The drugs injected by the characters cause food poisoning and are designed to activate a certain time after ingestion. At about 14:00 all those who received a meal doctored with the green drug are ill and several have to be hospitalized. The red drug kicks in about 20:00 hours striking only the Blanchards. The final batch activates about 02:00 the following day.

The drug administered to the Blanchards is a more virulent drug and an ambulance is soon dispatched to pick them up and take them to the hospital.

SCENE 1: MEDICAL SUPPLIES

At 17:00 on the day following the characters break in at Aunt Mabel's, Patron sends the team a short message via E-mail or to their cell phones.

Attend Doctor at basement, Apollo Apartments ASAP. Imperative within 2 hours. Further instructions pending.

The doctor is an unregistered practitioner who runs a medical center (for those who cannot afford corporate medical care) from a basement apartment in a run down tenement block called Apollo Apartments on the outskirts of the Core.

The weather is foul with sheets of rain cascading down from dark storm clouds. Due to the weather, there are fewer people than usual on the streets. As the characters approach the area of the apartment block they cannot help but notice a major police presence (both the national police and representatives of the corporate body, Sentinel Inc.). All routes into the area have been cordoned off and there are several helicopters patrolling overhead.

Enquiries reveal the police are searching for a serial killer, "the Headsman," who was spotted in the area, and no one is being allowed in or out until the search is complete. This presents a problem to the characters who were instructed to get to the doctor as soon as possible. Stealth and subterfuge are the order of the day.

Make it clear to the players there is *no way* they can drive into the area, any vehicle would be instantly spot-

FAMILY AFFAIR & EXTRACTION 101

ted and police would converge on it—they are going to have to go on foot.

GETTING THERE

This section uses a variant of the Chase rules. To reach the street doctor's surgery the characters need to accumulate ten tokens (continue with **The Street Doctor** as soon as this occurs). The tokens represent the distance the characters have managed to cover.

Have the characters select one of their number to lead them through the back streets and alleys—the character with the highest Stealth skill would be a good idea! If the characters want to split up, each group must choose a leader.

Each round, the leader makes a Stealth roll to determine how far they travel. Success nets them one token, and a raise two tokens.

Deal each *group* of characters a card for each round of the Chase.

If a Diamond is drawn, the characters are in luck! A police helicopter, with search lights shining down into the dark alleys, swoops low over a nearby street distracting all police attention—the group gets a +2 bonus on their next Stealth roll.

If a Club is drawn, the characters run into a group of searchers with no chance to hide. This encounter occurs in a narrow alley 2" wide and 1d4 + 4" long with only a couple trash cans for cover (Light Cover, no Armor). The actual group the characters run into is determined by the Club value:

2–6: Police patrol, 4 men.

7–10: Tracker Squad, 2 police with 2 dogs.

Jack, Queen, King, Ace: Squad of 4 Sentinel Inc. Corporate Security Guards.

★ **Police (2 or 4):** see page 13.

★ **Attack Dogs (2):** see page 13.

★ **Corporate Security Guards (4):** see page 12.

THE STREET DOCTOR

A large, heavily cybered man stands guard at the bottom of the steps leading down to the doctor's surgery and states the doctor is not receiving visitors during the current police emergency. The only way the characters can get past him is to mention Patron's name or somehow remove him.

The street doctor is a woman who seems far too young to be running a medical center on her own, albeit a shadowy clinic. She is brusque to the point of rudeness until the characters mention Patron. After requesting some proof of their link to Patron (showing her one of the messages suffices) she hands over a data pad and a drug dispenser before leading the characters into a back room. The room's air conditioning is on high and there is a chill in the air, "It's cold in here to keep these fresh," comments the doctor as she waves a hand at a pair of corpses, "Now, if you'll excuse me, I've got other patients to see."

SENTINEL INC.

Default: Sentinel Incorporated specializes in security measures which includes providing both equipment and personnel to other organizations. They recently won a contract within the Conurbation to provide aid to the government-controlled police force.

Success: The Conurbation local police force is gradually being phased out and replaced by Sentinel Incorporated personnel.

Raise: There is a degree of ill-feeling between the police and the Sentinel Inc. personnel due to the different stance the two organizations take—the police see the Conurbation as their "home turf" while to Sentinel Inc. it is just another property to be secured.



THE DATA PAD

The data pad contains a single message, coordinates to the Viscount Corporate Residential Home, a phone number, and a graphic of the Screaming Skulls gang logo.

At some point between 20:00 and 21:00 an Angel Care ambulance will collect two seriously ill individuals from the Viscount Corporate Residential Home. You are to intercept this ambulance once it is at least 1 kilometer from the home. Replace the patients with the bodies the doctor has given you, making sure you dress them in the patients' clothing. Abandon the ambulance in an out of the way place, mark it with a reasonable facsimile of the included image, set the ambulance on fire and ensure the bodies are mostly burnt.

Administer the drug, in the dispenser you have been given, to the patients, and call the number listed in this data pad.

DARING TALES OF THE SPRAWL #01

THE HEADSMAN

The following information is available with a successful Common Knowledge roll or by scanning the news channels.

Over the past two months a serial killer has struck 8 times around the Conurbation. Each of his victims was seemingly chosen at random, rendered unconscious and then beheaded. The heads have not yet been found. The media have dubbed this murderer "The Headsman".

THE BODIES

The bodies are both dressed in hospital gowns and are of a late middle-aged couple. Neither shows any sign of the cause of death. A successful Notice roll while examining the bodies reveals both have had replacement teeth in the recent past and they do not have finger prints.

★ **Doctor's Doorkeeper (1):** use Street Samurai, see page 14.

★ **Street Doctor (1):** see page 14.

ANGEL CARE

Default: Angel Care provides medical facilities and care to the inhabitants of the Conurbation replacing the old government-run system. Medical care is available on a yearly contract or on a pay-by-use basis.

Success: Angel Care response teams typically consist of an armored ambulance with 4 crew members (a driver, co-driver/gunner, and two medical staff who travel with the patients) and two outriders on motorcycles. The ambulance and cycles are distinctive being white with the traditional caduceus of the medical profession as well as the stylized Angel Care logo.

Raise: All Angel Care vehicles are fitted with a GPS tracking device allowing their home base to trace their movements and respond to any alerts.



GETTING BACK

The characters have a slightly easier time of getting out of the cordoned off area as the search has moved on, however they are burdened by two corpses. Repeat the Chase outlined in **Getting There** (see page 9), however this time the characters only need to accumulate 6 tokens, but their Stealth rolls are made with a -2 penalty because of the bodies they are carrying.

SCENE 2: CHASING THE AMBULANCE

It is up to the characters where they wait for the Angel Care ambulance, but somewhere within sight of the Viscount Corporate Residential Home would be a good idea.

The Angel Care response team consists of an armored ambulance with 4 crew members (a driver, co-driver/gunner, and two medical staff who travel with the patients) and two outriders on motorcycles. The ambulance and cycles are distinctive being white with the traditional caduceus of the medical profession as well as the stylized Angel Care logo.

Any character that makes a successful Common Knowledge roll knows the location of the nearest Angel Care hospital and a suitable ambush route can be selected.

THE AMBUSH

If the characters do not make suitable plans to ambush the ambulance, they may end up in a chase with it and the two outriders. Run this Chase reusing the additional Obstacle rules on page 5 (if an obstacle comes up which you have previously run, pick a different one or make something up). The Angel Care team begins at Short Range and the Range Increment is 5".

The Angel Care team fights to defend their patients with the motorcycle riders trying to provide cover for the ambulance to escape. As soon as any hostile actions are directed at the Angel Care team they attempt to radio for help. Once the team calls for help a backup squad arrives in 10 + 1d6 rounds consisting of a single car holding 4 heavily armed and armored Angel Care guards.

The ambulance is fitted with a GPS tracking device which may be identified with a successful Common Knowledge roll (a character with any sort of Driving cyberware package can identify this without a roll). The tracking device can be disabled with a successful Repair roll, and as long as the characters move the ambulance away from its current location, the backup squad is unable to find them.

AMBULANCE

Acc/Top Speed: 20/40; **Toughness:** 16 (5); **Crew:** 1+3

Notes: Fitted with Cybernetic Link Up allowing suit-

FAMILY AFFAIR & EXTRACTION 101

ably equipped characters to use their Driving cyberware packages.

MOTORCYCLES

Acc/Top Speed: 20/36; **Toughness:** 10 (4); **Crew:** 1

★ **Ambulance Crew (4):** use Corporate Security Guard; see page 12, with Driving d8 and First Aid d10.

★ **Ambulance Outriders (2):** use Corporate Security Guard; see page 12, with Driving d8.

★ **Backup (4):** use Corporate Security Guard, see page 12, they have Kevlar vests with inserts—Toughness 10/14 (4/8).

THE BLANCHARDS

The ambulance carries two unconscious patients, both middle-aged—the Blanchards. Once the drug is administered to them, they awaken within a few minutes. See the nearby sidebar for more information on the Blanchards.

DESTROYING THE EVIDENCE

Setting fire to the ambulance should not be too taxing for the characters; if they have no other means, they can siphon the fuel from the ambulance or motorcycles and use that. A few minutes after the fire takes hold there are a series of small explosions as the various canisters of oxygen and other chemicals heat up. Soon there is nothing left of the ambulance except a metal framework and charred contents.

ACT 4: SAFETY

When the characters call the number they were given with their last instructions, Patron's familiar electronic voice is heard.

"I assume you have the Blanchards safe and well. Proceed to the coordinates I am sending to your phone. They refer to a safe house. Remain in the safe house with the couple until you receive further instructions. Maintain a low profile."

SCENE 1: SAFE HOUSE

The safe house is easy to find and is a non-descript, terraced dwelling in the Periphery. It has one special feature the characters are probably not expecting—a live in serial killer!

The Headsman identified the safe house as an empty home suitable for hiding out from the police, and after his recent near capture has taken advantage of it. The killer is aware of the characters as they arrive and hides in the attic, unfortunately he has left his most recent acquisition—the head of a young man—lying on the

THE BLANCHARDS

Forced corporate extraction is nothing new to Francois and Justine Blanchard so they do not cause any trouble when they come round. Both realize their rise from their home slums around Paris and recent, relatively wealthy, lifestyle are both down to their daughter's standing in the corporate community and will do nothing to upset this. Play the Blanchards as mild-mannered and meek, pitifully subservient and eager to please their "captors".

kitchen table along with several recently opened cans of food.

Unknown to the media and the police, The Headsman has a pet; a vicious, cybered dog, which he liberated from a cybernetic animal research center before he began his murderous spree.

If the characters make a lot of noise dealing with the Headsman (e.g. multiple gun shots, screams, shouts) the neighbors are alarmed and may well call the police. A successful Notice roll by one of the characters spots one or more of the neighbors emerge into the street and look at the safe house, after a few seconds they pull out a cell phone to make a call. If no one intervenes the neighbor calls the police who arrive in 1d6 + 5 minutes to investigate.

★ **The Headsman (1):** see page 13.

★ **Cybered Dog (1):** see page 12.

★ **Neighbor (1):** use Normal People, see page 13.

SCENE 2: A NERVOUS WAIT

While the characters are holed up in the safe house, Patron arranges matters with Nouveaux Technologies Chimique for the Blanchards to be flown out of the country to one of the company's facilities in France.

There are no planned encounters during this scene, but the GM may improvise one or two if required. Perhaps one of the neighbors calls to welcome the newcomers to their new home or a news broadcast could report the Headsman has been seen in the area and shows footage of the area which includes the safe house with the characters entering it.

A few hours pass before Patron once again calls the characters.

The home communication unit chimes for your attention and the stylized image of Patron appears. "Congratulations on your work so far team. The Blanchards must be delivered to Terminal 3 of the Conurbation Core Airport within the hour where you will be met by representatives of Nouveaux Technologies Chimique. NTC will be taking charge

DARING TALES OF THE SPRAWL #01

NOUVEAUX TECHNOLOGIES CHIMIQUE

Default: Nouveaux Technologies Chimique (NTC) is a French chemical company based in the Paris Conurbation.

Success: NTC have an ongoing rivalry with Bio-Chem Incorporated.

Raise: NTC talent scouts (headhunters) have been nosing around the Conurbation recently. They must be targeting a particular individual.



of the Blanchards and relocating them overseas to a place of safety.

The characters have no trouble delivering the Blanchards to the airport. As soon as they exit their vehicle/s, two men clad in chic corporate suits head towards them, they flash identification cards bearing the NTC logo and exchange a briefcase of cash (in used notes) for the Blanchards. The characters can check the briefcase before they hand over the Blanchards—it contains their full payment.

END CREDITS

Once the Blanchards are handed over to the NTC representatives, the scenario is essentially over. The characters can watch as the Blanchards are escorted through emigration on to a waiting plane which soon takes off. Paranoid characters may want to hack the airport computer to find out where the plane is bound and a successful hacking attempt on the Red 10 system reveals that its destination is Paris.

Shortly after the characters exchange the Blanchards, Patron calls on of their cell phones.

"I trust the hand over went smoothly? Good. You

have performed admirably and, if you have no objections, I may call upon your services in the future.

Patron hangs up before any character can respond.



THE CAST

CORPORATE SECURITY GUARDS

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

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

Skills: Fighting d8, Notice d8, Shooting d8

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

Hindrances: Loyal

Edges: —

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

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

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

CYBERED DOG

Rescued from a research center by the murderer known as the Headsman, this pet is anything but a house pet! Cybernetically enhanced with massive metal pistons either side of its jaws and an external drug pump attached to its back, it was designed to be a killing machine.

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

Skills: Fighting d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Cyberware: Enhanced Muscles (Strength), Boosted Cardio Vascular System (Vigor), Adrenaline Pump (Fighting), Enhanced Olfactory Nerves (Notice)

Special Abilities:

Bite: Str+d4+3.

* **Fleet Footed:** Dogs roll a d10 when running instead of a d6.

* **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.

* **Hardy:** a second Shaken result does not cause a wound.

* **Size -1:** Dogs are relatively small.

FAMILY AFFAIR & EXTRACTION 101

DOG

These are large dogs specially trained to work with police forces in hunting down fugitives and, if necessary, attacking them.

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

Skills: Fighting d6, Notice d10

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

Special Abilities:

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



THE HEADSMAN

The Headsman was once *just* another street samurai, but he went too far along the cyber route. As he loaded his body with more and more metal he began to lose touch with his humanity becoming more detached and clinical until eventually his mind snapped. Driven by inner voices, and those issuing from the severed heads of his victims, the Headsman hunts the streets of the Conurbation picking his victims at random.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 10/12 (2/4)

Hindrances: Delusional (severed heads talk to him)

Edges: Combat Reflexes, Improved Frenzy, Improved Nerves of Steel, Improved Level Headed, Marksman

Cyberware: Sub Dermal Trauma Plates (Vigor Level 2), Eye-Gun Link (Shooting Level 1), Muscle Augmentation (Strength Level 2), Sword Blade extends from forearm (Fighting Level 1)

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), Sawed-Off DB (Range: 5/10/20, Damage: 1-3d6, Rate of Fire: 1-2, Shots: 2), katana (Str+d6+4, AP 2)

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.

ORGANIZED CRIME GOON

Whether they work for the Mafia, the Yakuza or the some other organized crime syndicate, these muscle-bound brutes are essentially identical. Usually dressed in smart-looking, but cheap suits and armed with the weapons required by their masters, these men (and women) follow any orders.

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

Skills: Fighting d6, Notice d6, Shooting d6

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

Hindrances: Loyal

Edges: —

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

POLICE

With the government sponsored police forces slowly being replaced by the corporate variety, it takes a dedicated man or woman to patrol the streets. They have little power compared to their rivals but endeavor to do the best job they can.

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

Skills: Fighting d6, Notice d6, Shooting d6

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

Hindrances: Code of Honor

Edges: —

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

When encountered in groups of two or more one is additionally armed with a Streetsweeper shotgun (Range: 12/24/48, Damage 1-3d6, Rate of Fire: 1, Shots: 12)

SCREAMING SKULL

It doesn't really matter what their gang name is, the members are all the same. Low-life miscreants (who couldn't quite cut it in the corporate world) as members or individual outcasts, the gang members band together believing there is safety in numbers—often they are dead wrong!

The Screaming Skulls are a biker gang with their home turf in the Southern Dregs. They are well known for being "thugs for hire".

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

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

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

Edges: —

Gear: Biker leathers +1, Morrigu Arms Marauder .45

DARING TALES OF THE SPRAWL #01

(Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), knife (Str+d4)

The gang has access to a limited number of heavier weapons and may be equipped with: Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB) or Streetsweeper shotgun (Range: 12/24/48, Damage 1-3d6, Rate of Fire: 1, Shots: 12)

STREET DOCTOR

Just sometimes someone comes along who cares, really cares and wants to make a difference. Choosing to work outside the corporate circles, the Street Doctor is both unlicensed and illegal, but if you don't have the money for medical care or don't want too many questions asked she is the person to go to.

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

Skills: Fighting d4, First Aid d12, Notice d8, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Major)

Edges: Healer

Gear: Embedded medical expert system (First Aid), Mor-

rigu Arms Holdout .44 (Range: 5/10/20, Damage: 2d6+1, Rate of Fire: 1, Shots: 2, AP 1), Scalpel (Str+d4)

STREET SAMURAI

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

Street samurai are hired mercenaries who follow their own code making them a step above the average "thug".

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

Skills: Fighting d10, Notice d8, Shooting d10

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

Edges: Fleet-Footed, Level Headed

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

Gear: Flak jacket +2/+4, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Hachiman 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)

EXTRACTION 101

Claudette trailed her fingertips across the image of her parents. Even without the aid of the enhanced vision of her implanted cybereye she could see their smiles of happiness were false. Kept in what amounted to a prison, albeit a pleasant one, her parents were BioChem Incorporated's way of keeping Claudette working for them. Not that any leverage was really required what with Claudette working and living in the BioChem Tower, an almost fortress like structure, with no way out.

Claudette turned and picked up her keycard as the image cross-faded to one of the Paris skyline. Work called and at least there she could temporarily forget the guilt she felt over her parents' virtual imprisonment. For a fleeting moment, as she left her apartment, she recalled the conversation she had had recently with someone calling themselves Patron who had indicated that very soon her circumstance could change and that she should be ready. Was it a test by her corporate masters? Did she dare hope someone cared enough about her family to help them?

INTRODUCTION

Claudette Blanchard had made it perfectly clear she would not consider corporate extraction from BioChem Incorporated to the company which sponsored her education until her parents were removed from their gilded prison to a place of safety.

Nouveaux Technologies Chimique (NTC) have paid and arranged for the older Blanchards to be extracted and has them safely ensconced in one of their facilities in Paris. NTC are now keen to have their star scientist extracted and returned to them.

The heroes are contracted to arrange for a surprise delivery to BioChem Incorporated's corporate tower—themselves, and then to extract Claudette Blanchard. When their infiltration is discovered they have to use all their wits to get to the scientist and get her safely out.

A surprise employee retention scheme, in the form of an implanted bomb inside Claudette's head, adds an extra problem for the heroes before they can finally escort their charge to the rendezvous point.

Finally, a three way gun battle breaks out while the heroes await the helicopter which is to take Claudette off their hands.

It's going to be a busy night in the sprawl...

Characters: 25 XP

ACT 1: PREPARATION

The adventure begins in a small bar in the Periphery of the Conurbation. The characters know each other from working on previous jobs as a team. Each of the characters has been contacted by a broker and told to meet in the bar at noon for a "run of the mill" job.

SCENE 1: THE PRELIMINARIES

It doesn't feel right meeting a "customer" in broad daylight rather than under the cover of darkness, but your broker was insistent the customer wanted to meet today at noon.

Scoping the mostly empty bar for potential trouble, you have no problem at all spotting your client as a pale, sweating man, clad in this month's corporate attire, enters, clutching a large briefcase and looking around nervously.

If the characters do not make their presence known, the customer, a low-level executive from Nouveaux Technologies Chimique, eventually spots them. Raising a hand in a wave of welcome he suddenly realizes why he is here, lowers his hand, looks theatrically around and heads for the characters' table.

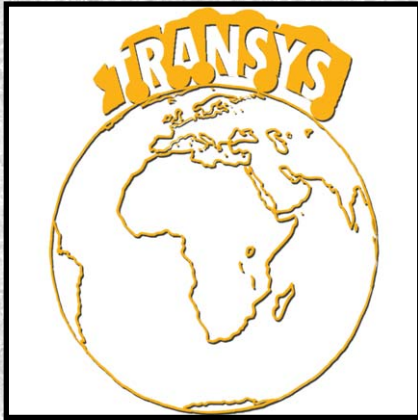
I am in the midst of organizing a relatively simple extraction job, almost an extraction 101 you might say," his attempt at humor falls somewhat

DARING TALES OF THE SPRAWL #01

TRANSYS FREIGHT

Default: Transys Freight are a major haulage company, their trucks are a familiar sight around the world.

Success: Due to Transys Freight's specialization in shipping goods they have contracts with many corporations who do not want to have to worry about shipping.



flat. "To facilitate the extraction we require some data to be inserted into a transit company's database which will involve a discrete penetration job. If you perform this task well I am authorized to offer you additional work." The suit states a payment for the initial job which is more than generous, and when you agree he continues.

"Transys Freight deals with various deliveries to and from many of the major corporations in the Conurbation and we need an unscheduled delivery to be inserted into their database. To minimize the chance of discovery this data insertion must be covert and undertaken from within a Transys Freight building.

We have arranged for an employee of Transys Freight to be taken ill with a rare disease, carried in the past by rats, and have arranged cover for you as representatives of the government-run Center for Disease Control. Using this cover you are to enter the Transys Freight office block in the Core, gain access to the office of Richard Clarke under the pretense of needing to inspect it, and upload the data on this chip into the company database." The man slides a small data chip across the table and nudges his briefcase towards you, "This case contains suitable ID for your cover. This task must be completed by tomorrow at noon; I will meet you here then."

Let the characters question and barter with the corporate employee for a while, but he does not reveal his employer or any further details of the extraction. Keep the payment vague and if necessary remind the characters this is a pulp game and such details aren't important, however persuading the man to provide some "toys" on top of the deal is fine.

SCENE 2: GETTING INTO TRANSYS FREIGHT

The Transys Freight office block is in the Core area of the Conurbation so smart suits and hidden weaponry should be the order of the day for the characters. If your players don't think of this allow them a Smarts roll to realize it.

ENTRANCE

Entry to the Transys Freight office block is via double sliding doors from the sidewalk. Suited, and obviously cybered guards stand either side of the doors. The door frame contains a sophisticated metal scanner which alerts the guards to any weaponry of knife-sized or larger being carried by the characters, this includes hand guns.

Roll the scanner's Notice skill of d10 for each character who enters carrying weapons (apply a -4 penalty for embedded cyberware weapons); on a success the guards are alerted and move to intercept the character. Heroes may convince the guards the weapon(s) are for personal protection with a successful Persuade roll and are allowed to continue once the weapons are handed over.

Those without good reason for carrying weapons are escorted off the premises.

If violence ensues, the guards call for back up from their internal security (which arrives in 2 rounds) and from Sentinel Inc. (which arrives in 1d6 + 6 rounds).

In the event the heroes fail to peacefully enter the building, see the Fallback Plan on page 17.

RECEPTION

The receptionist stares blankly at you as you approach, her attention diverted somewhere in the Net, then her almost too perfect features relax and she smiles automatically at you. "Good morning. How may I help you?" Your Center for Disease Control identification and cover story cause her corporate demeanor to falter, muttering "One moment please" her fingers flicker over her keyboard as she once more interacts with the Net.

The receptionist keeps the characters waiting for several long minutes; mention the curious looks the heroes are getting from Transys Freight workers as they pass by. The guards at the door glance over several times.

Finally the receptionist's gaze focuses on you

FAMILY AFFAIR & EXTRACTION 101

again, "Sorry for the delay. I have confirmed your statement that Mr. Clarke is ill and you are cleared to inspect his office. These badges allow you access to the seventh floor and room 718 which is Mr. Clarke's office. Please do not stray anywhere else without permission. The elevators are to your left. Please hand in your badges as you leave. Have a nice day." She hands each of you a visitor's badge.

SEVENTH FLOOR

The visitors' badges give the characters access to the two elevators which serve the office block. Hitting any button except for the seventh floor results in a female voice stating "I'm sorry you do not have security clearance for your selected floor."

On the seventh floor the characters are met by a low level executive with a name badge stating "Anthony Jones." Anthony is the manager responsible for the ill Richard Clarke and is very concerned about how the current situation is going to affect his career; he cares little for his ill employees.

Anthony escorts the heroes to room 718 via a vast floor covered by cubicles each containing a worker plugged into the Net. The interfering executive follows the characters into the office or hovers outside if the heroes prevent him entering.

★ **Corporate Security Guards (2):** see page 27.

★ **Internal Back Up (6):** use Corporate Security Guard, see page 27.

★ **Sentinel Incorporated Guards (4):** use Corporate Security Guard, see page 27.

★ **Anthony Jones (1):** use Normal People, see page 27.

SCENE 3: ROOM 718

Room 718 is an office for one person; it is small and claustrophobic with no windows and a floor almost entirely taken up by a desk and chair. A computer console sits upon the desk. The door may be locked from the inside via a privacy switch to prevent most employees from just wandering in.

To successfully insert the required data into the Transys Freight database, the heroes need to first successfully control the computer system using the Hacking rules, then locate the delivery schedule database and upload the required data into it.

The computer system is a Red-6 system but anyone hacking gains a +2 bonus as they are accessing it via a trusted computer. Once the system is hacked each task takes a successful Hacking roll to achieve.

INTERRUPTIONS

While the team are busy with their hacking, two inter-

ruptions may occur. If the team has posted a lookout outside the office they may be able to head these off before the relevant person attempts to get into the office.

ANTHONY COMES CALLING

While the team is involved in Step 1 of the hacking attempt, Anthony Jones attempts to get into the office to "see how things are progressing." Characters may dissuade him with successful Persuade or Intimidation rolls. If the heroes threaten to contact his superiors they gain a +2 bonus to any skill roll.

★ **Anthony Jones (1):** use Normal People, see page 27.

SECURITY SWEEP

A security guard approaches office 718 while the heroes are uploading their data into the Transys delivery schedule database. If the characters have not posted a guard, they get no warning until the door opens as the guard's security clearance automatically overrides the door lock.

The guard tells the characters the security system showed the computer console in this room being active when the employee is registered as on sick leave. The guard is not really suspicious just following standard operating procedures hence any reasonable explanation satisfies him—for example the heroes may claim they must have *accidentally* hit the power button while inspecting the computer console.

If the heroes really mess things up and end up attacking the guard they trigger the same response as detailed in the Entrance section (see page 16).

★ **Corporate Security Guards (1):** see page 27.

THE FALLBACK PLAN

If the heroes fail to covertly upload the required data into the Transys Freight database, their customer activates his fallback plan. While Transys Freight are busy dealing with the heroes and bolstering their security, a second team of deniable assets is mobilized to insert the required data into the system via a Transys Freight office in another city.

ACT 2: EXTRACTION

The characters should rendezvous with their customer in the same bar they originally met him. If the heroes successfully loaded the data into the Transys Freight database read this paragraph:

"I am impressed by your work so far; you came highly recommended and have lived up to my expectations. As such I am offering you further employment."

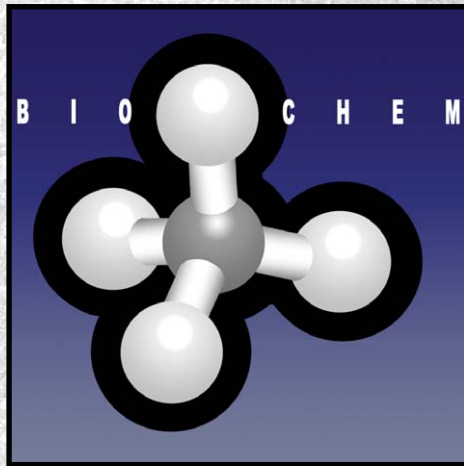
DARING TALES OF THE SPRAWL #01

BIOCHEM INCORPORATED

Default: BioChem is one of the smaller corporations within the Conurbation focused on the chemical industry, specifically biofuels.

Success: They are a research corporation specializing in biological fuels. Their holding in the Conurbation is a tower block in the business district inside the core.

Raise: The BioChem Tower is both a research facility and a residential center for the corporation's employees. Once employees enter the tower they rarely leave until they are reassigned.



If the players failed to load the data into the Transys Freight database, read this paragraph:

"I'm afraid your performance during my initial task was less than impressive, fortunately I had a backup plan so we can still proceed to stage two."

Continue:

"A research scientist working for BioChem Incorporated in this city wants out. My company is willing to finance the extraction and this is where you come in."

The man slides a small data tablet across the table which already shows a head and shoulders shot of a plain looking woman with short hair, a data jack in her forehead, and one very obvious cyber-eye. "This is the target, Claudette Blanchard, who is currently working and residing in the BioChem Tower. Your task is to extract Ms. Blanchard, keep her unbarmed, and deliver her to the coordinates held on this data tablet at exactly 01:00 tomorrow. A helicopter will rendezvous with you for

collection of Ms. Blanchard and to deliver your payment."

Note: If the players have played the adventure *Family Affair* they may make the connection between the target of that mission and this one. Patron will neither confirm nor deny any such link merely stating that it is "irrelevant".

"Ms. Blanchard has refused extraction in the past due to complications, the private memo file on the data tablet should convince her that these complications have been resolved."

"BioChem is expecting a delivery of toxic chemicals at 20:00 hours tonight, I have arranged a suitable delivery truck and uniforms for you. These arrangements should get you past the external security and into the tower; from there you are on your own," the man passes a set of keys across to you, "these are to the truck which is parked in a garage at the address on the data tablet."

"We gathered one further item of information which may be of use getting out of the Tower. Each of the floors ending in a zero, ten, twenty and so on, has emergency escape chutes. Some sort of giant, inflatable slide which can be deployed in the case of an emergency."

The data tablet the characters are given contains a few biographical details about Claudette Blanchard, more than enough to positively identify her, three sets of coordinates, and a private memo file keyed to Claudette's fingerprint.

The first coordinates are of a public parking garage in the Periphery, the second for the BioChem Incorporated Tower in the Core, while the third are of a location in the south deregulated zone (South Dregs) where the rendezvous is to take place.

The private memo file may be opened by Claudette's fingerprint or by a successful Hacking roll. The file contains six pictures of a middle-aged couple, who have a passing resemblance to Claudette, against a background of a corporate site. Two of the pictures have branding in the background identifying the site as belonging to a company named Nouveaux Technologies Chimique. If the players have played the adventure *Family Affair* they recognize the couple as the Blanchards who they extracted during that scenario.

SCENE 1: GETTING IN

The delivery truck, bearing the corporate markings of Transys Freight, is right where the suit said it would be. The closed back contains a dozen steel drums marked "Hazardous" and "Toxic" but hold nothing except packing material—ideal places to

FAMILY AFFAIR & EXTRACTION 101

stash your weaponry. The brown overalls aren't going to win any fashion contests but do make you look like good little corporate employees.

Following the truck's preprogrammed GPS system you soon pull up in front of the massive gates of the BioChem Tower. You pull the truck to a stop and the gate sensors scan you, seconds tick anxiously away as the gate talks to the BioChem computer system. Just as you think the job is a bust, an electronic voice issues from the gate "Identity confirmed. Please proceed" and the gate rumbles open.

Stopping in front of the inner gate there is a second period of tense waiting while a BioChem Security guard, clad in heavy armor and toting an assault rifle, scans your ID and rechecks the computer system. Then you are waved through with terse instructions to go around the parking lot to the rear loading bay.

Taking care to not scratch any of the expensive and shiny executive cars parked in the lot, you maneuver under the shadow of the massive tower and reverse into the already open loading bay. As the loading bay door slides closed you glance at your companions—show time!

TRANSYS FREIGHT DELIVERY TRUCK

Acc/Top Speed: 5/30; **Toughness:** 12 (2); **Crew:** 1+3

Notes: Fitted with Cybernetic Link Up allowing suitably equipped characters to use their Driving cyberware packages.

THE LOADING BAY

The loading bay is a cavernous area 20" square and 5" high with 3" wide armored doors leading out into the Tower's compound through the east wall. The heroes' truck is stationary by the doors. Three other trucks (identical to the one the heroes arrived in), bearing BioChem branding, are parked along the north wall.

Boxes, crates and drums, all excellent Cover, are stacked around the edges. A small, glass and steel security booth (3" by 3") occupies the center of the west wall and offers the only other exit to the loading bay. The security booth has a Toughness of 10.

When the heroes arrive there are six employees involved with moving various goods, two guards are approaching the heroes' truck and two other employees are conversing with four security guards over a damaged crate. The group of four guards *should* be in the security booth but have left it to speak with the employees—for now the door to the booth is open. Each group of guards includes one who is a Henchman.

CLAUDETTE BLANCHARD

Default: Nothing

Success: Claudette Blanchard was identified by industry talent scouts as a rising star in the chemical world and was sponsored by a corporation, presumably BioChem Incorporated, during her university years. Upon completing her studies, 2 years ago, the corporation employed her.

Raise: Claudette Blanchard was sponsored by Nouveaux Technologies Chimique during her university years but ended up working for BioChem Incorporated.

An overhead crane can move across most of the loading bay and is controlled by a panel next to the external doors. The crane is currently holding a pallet of steel drums and is in the south west corner.

THE CRANE

The crane moves 5" per round and can go in any direction. A character can override the safeties and drop the crane's load with a successful Smarts roll. The pallet and drums burst to cover a Large Burst Template in debris. Anyone beneath the pallet when it drops must make an Agility roll at -2 or suffer 3d6 damage. GMs should note, and perhaps hint to the players, that the dropped payload makes an excellent way to break open the security booth.

Picking up a new container requires 2" of movement and takes an action. There is a 50% chance any container dropped contains potentially hazardous chemicals, if it does, draw a card and consult the table in the Boxes, Crates and Drums section.

USING THE TRUCK

It is entirely possible your heroes will decide to use the truck as a weapon either against the guards or the security booth. Any such attempt requires a successful Driving roll to steer around or through the storage containers, a failed roll means the driver cannot get a decent run and the truck's speed is negligible.

If the Driving roll succeeds, anyone in the truck's path who succeeds in an Agility roll (target number is the Driving roll) jumps out of the way. Due to the relatively small area of the loading bay, the truck is only be able to get up to a speed of 5"—at this low speed anyone, or thing, hit by the truck only takes 1d6 damage.

BOXES, CRATES AND DRUMS

During any combat, some of the boxes, crates and drums are going to get hit. If someone is using one as cover it gets hit if a shot misses them. Any shot which misses its target has a 50% chance of hitting a container.

DARING TALES OF THE SPRAWL #01

THE BIOCHEM TOWER

The BioChem main building is a 55 storey tower of glass and steel with the company's name picked out in gold lettering overlaid on the front face. The building is surrounded by a concrete wall reinforced with steel and topped by razor wire; a tower at each corner supports very obvious surveillance equipment.

The office block is a workplace and home to over 1000 employees who often never leave the premises during their entire life with BioChem Incorporated. The tower has multiple floors dedicated to research & development, housing, shopping malls, parks, and other entertainment areas. The BioChem Tower has a helicopter landing pad upon its roof but access to it is strictly controlled, if necessary via the anti-aircraft guns mounted alongside it!

Access to the tower is also regulated via a pair of gates; sensors on the outer gate check the identification of anyone seeking entrance and only open the gates for recognized visitors. The first gates close behind entrants and a manual check of the visitor is made by security personnel before the inner gates are opened.

WHAT IS WHERE

There is no map included of the BioChem Tower—it would be kind of hard to map out a 55 storey block! The interior of the tower would be a confusing maze if not for the handy signs and maps displayed everywhere. Think of the maps you see in shopping malls and you won't be far off.

If a truck is driven across the loading bay it also has a 50% chance of plowing through a container.

Some of these containers contain boring, mundane stuff such as machine parts and electronics, but most contain chemicals. Whenever a stray shot hits a container, draw a card and check its value on the chart below.

2-3: Blinding—the chemicals explode with a bright flash, anyone in the loading bay without a cyberware package which includes augmented eyes (Notice and Shooting) is temporarily dazzled suffering a -2 penalty for 3 rounds.

4-5: Viscous—a sticky substance oozes out in a large burst template, the area now counts as Difficult Ground.

6-7: Slippery—an oily substance sprays out over a large burst template, anyone moving in the area must succeed in an Agility roll or fall prone.

8-10: Obscuring—thick, colored smoke obscures vision in a medium burst template giving a -2 penalty to all attacks directed at or by characters within it.

Jack, Queen, King: Explosive—all characters in a

small burst template suffer 2d10 damage as though from an extra.

Ace: Corrosive—anyone in a small burst template is sprayed and suffers 2d8 damage as though from an extra, armor stops damage as normal but is ruined in the process.

Joker: Explosive and Corrosive!—damage is 2d10 over a large burst template and armor is ruined as per an Ace.

★ **Corporate Security Guards (6):** see page 26.

★ **Corporate Security Guards (2):** see page 26, they are Henchmen.

★ **Employees (8):** use Normal People, see page 27.

ALERTING THE GUARDS

If the heroes do nothing to arouse suspicion they may be able to get to the security booth without a fight. However, although distracted, the security guards are quite attentive—they notice anyone carrying obvious weaponry (anything larger than a handgun) or acting suspiciously.

If the guards are alerted to potential trouble, two of them run for the security booth. The guards are 14" from the booth so it takes them a minimum of two rounds to reach it even by Running. The remaining guards take what cover they can and attempt to pin the characters down with gunfire.

If a guard makes it into the booth they take their next action to secure the door and the following action to raise the alarm—see **The Alarm is Raised**. A further 6 guards reinforce any guards in the security booth in 1d6 rounds. The heroes have to break into the booth to continue their mission.

If the heroes manage to stop any guards reaching the booth there is nothing to stop them from proceeding into the Tower.

The employees are loyal to their company but not trained in combat, they take cover and stay out of trouble as best they can.

THE ALARM IS RAISED

Shortly after the heroes leave the loading bay they are detected by Tower security and an alarm is raised.

Suddenly a computerized voice issues from hidden speakers:

"Alert! Alert! Intruders detected. All personnel please report to your designated residential areas. The BioChem Incorporated tower is now entering lockdown."

You were fairly sure you hadn't triggered any alarms but somehow you must have tripped something. It looks like this mission is about to get interesting!

FAMILY AFFAIR & EXTRACTION 101

LOCKDOWN

When the BioChem Tower enters lockdown a number of things happen:

- * All elevators are taken to their lowest point and cannot be accessed; the heroes have no way to bypass this.
- * All employees make their way to their accommodation where they are locked in.
- * Patrols of security guards begin a sweep of the tower.
- * The security systems are disconnected from the Net, the only way to access them is via the security console which the heroes cannot gain access to—once lockdown is initiated the characters are **not** able to cancel it.

SCENE 2: FINDING THE TARGET

This scene consists of four distinct areas which the heroes travel through on their search for Claudette Blanchard. In between each area they traverse various corridors and rooms but the GM should not focus on those parts, merely describe them in broad terms.

RECEPTION

The corridor you are in emerges behind a desk in a large reception area; a computer console positioned on the desk is on and displays the flashing message “Lockdown in operation. Proceed to designated residential areas. Your designated residential area is available from your profile.” The reception area is devoid of life.

The reception area is 12” by 4” and four stories high. The desk is midway along one of the longer walls. Two glass elevators are situated opposite the reception desk with stairs winding around. An artificial flower bed (2” by 2”) with low lying ferns and a few trees sits in the center of the area. The desk, ferns, and trees can all provide Light Cover but no Armor bonus.

Three higher floors have balconies overlooking the reception area and these can normally be reached by either of the elevators or the stairs, however during the lockdown the elevators do not function. The glass and steel balconies provide Light Cover. The floors are each 5” apart—so floor 1 is 5” up, floor 2 is 10”, floor 3 is 15”.



DARING TALES OF THE SPRAWL #01

The message on the computer should give the characters a hint as to how to find their target, if they do not think of it themselves a successful Smarts roll helps them out.

The computer system on the reception desk is a Green-8 system. Once it is hacked, a successful Hacking roll gains access to the profile subsystem and reveals Claudette Blanchard's residential area as Floor 27, apartment 12.

While the heroes are trying to locate Claudette, BioChem security arrives in the area as follows:

Round 1: Two guards arrive on the balcony of Floor 3, they are 17" away, have Light Cover, and they gain a +1 bonus to Shooting due to their height advantage.

Round 2: Four guards arrive on the balcony of Floor 2, they are 12" away, have Light Cover, and they gain a +1 bonus to Shooting due to their height advantage.

Round 4: Two guards arrive on the balcony of Floor 1, they are 7" away and have Light Cover.

Round 5: Four guards arrive on the ground floor from the stairs; they try to get closer to the characters by using the flower bed as Cover.

FLOOR 27

Getting to Floor 27 is going to involve a long climb up the stairs as the elevators are all locked in their down positions. When the heroes reach the 10th and 20th floors, call for Vigor rolls. Any who fail gain a level of Fatigue from the grueling climb. Such fatigue is recovered at the rate of one level for every fifteen minutes of relative inactivity.

For every 5 floors climbed, pull a card, if it is a club the heroes encounter one of the BioChem patrols. Roll 1d6-1 for the number of floors above the characters the patrol enters the stairwell with a zero meaning they emerge almost on top of the characters!

If a patrol is one or more floors above the heroes they may be able to avoid a confrontation by hiding on one of the intervening floors. The hero with the lowest Stealth makes a roll opposed by the guards' Notice. The guards have a penalty equal to the original die roll for the security guards. If the characters win, the guards do not notice them and proceed with their search on the floor below the one they entered on.

For example as they reach the 15th floor, the heroes draw a club card. The GM rolls 1d6 and gets a 4, minus 1 is 3—the guards emerge onto the stairs 3 floors above the heroes on floor 18. The heroes quickly duck back into floor they are on and get a 5 on their Stealth roll; the guards get a penalty of -3 on their Notice roll and roll a modified total of 2. Not noticing the heroes, the guards descend one floor and begin searching floor 17. After a few seconds the heroes can safely continue up past floor 17.

★ **Corporate Security Guards (1 per hero):** see page 27.

APARTMENT 12

Each residential floor has 16 apartments with com-

munal areas between them—apartment 12 is easy to find with the designation 27-12 upon its door.

Pressing the door buzzer and knocking gets no answer from within.

The door (Toughness 10) is locked by an electronic lock requiring a swipe card to open. Alternatively it can be opened with a successful Lockpicking or Hacking roll taking 1d4+1 rounds. Two rounds after the heroes begin to pick the lock they hear the sound of footsteps approaching and a voice saying "*Control we are on floor 27—beginning security sweep.*" The security patrol does not arrive outside apartment 12 until just *after* the heroes manage to unlock the door and enter—but don't tell them that! Apply pressure by describing how the character almost had the lock open and then slipped, and that the footfalls are getting louder.

The apartment is quite roomy with a lounge, bedroom, bathroom and kitchen all furnished with expensive fittings which can provide Light Cover if required. The apartment shows signs of being occupied recently, there are unwashed dishes in the kitchen, the bed is rumpled and some dirty clothes are on the bathroom floor, but Claudette Blanchard is not present.

A successful Investigation roll while searching the apartment turns up a printout in the kitchen trash. Partially obscured by coffee stains, the only text that can be made out is "...assignment, Lab 45-4. Pen...".

A successful Notice roll sees the entertainment unit in the lounge is on in standby mode. Switching the unit on reveals a rerun of "Corporate Housewives" with a message from BioChem security overlaid: "Your keycard has been updated giving you access to Lab 45-4".

Searching the apartment thoroughly enough to locate either of the above clues takes fifteen minutes, so any heroes fatigued by the climb lose one level of Fatigue.

★ **Corporate Security Guards (2 per hero):** see page 27.

FLOOR 45

Lab 45-4 is, not surprisingly, on the 45th floor, so the characters are going to have to climb another eighteen floors. Fortunately the security sweep has moved past the residential floors so they do not encounter any patrols during their ascent. Use the same rules for Fatigue given in Floor 27 above.

The doors (Toughness 10) leading from the stairwell to floor 45 are locked with a swipe card lock. A successful Lockpicking or Hacking roll taking 1d4+1 rounds opens them.

Beyond the doors is a central hallway, 5" by 3", with six other doors leading to the various labs. The labs are a prime target for anyone attempting to rob BioChem Incorporated so there is always a guard squad in place; during a lockdown their numbers are increased.

At the far end of the hallway is an armored gun booth, which provides Heavy Cover with a penalty of -6 and +10 Armor, for two guards. A further 6 guards use the various desks and potted plants as Light Cover.

Two rounds into any fight a computerized voice

FAMILY AFFAIR & EXTRACTION 101

speaks from hidden speakers “*Intruders identified. Floor 45. Security is engaging.*”

★ **Corporate Security Guards (8):** see page 27.

LAB 45-4

The doors to all of the labs are secured with swipe card locks requiring a successful Lockpicking or Hacking roll and 1d4+1 rounds to open them. Claudette and one other scientist are the only employees in the labs during the lockdown. Standard procedure is for all employees to return to their residential area on lockdown, but these two have special dispensation due to the nature of their current work.

Claudette, no stranger to corporate extraction, is not too worried by the heroes’ arrival, though her partner panics—cowering away from the characters and timidly telling them they should go before security arrive. If given the chance he sidles towards a panic button and hits it, heroes who succeed in a Notice roll spot him and get a chance to stop him. Whether or not he hits the button is irrelevant as the guards already know where the heroes are.

Claudette is adamant she does not desire to leave employment with BioChem Incorporated stating they are a good employer and satisfy all her needs. When the heroes show her the data pad with pictures of her parents safely ensconced in a Nouveaux Technologies Chimique facility, she very quickly changes her mind.

★ **Claudette Blanchard:** see page 27.

★ **Scientist (1):** use Normal People, see page 27.

★ **Corporate Security Guards (2 per hero):** see page 27.

SCENE 3: GETTING OUT

Once Claudette sees the information on the data pad her attitude changes completely. She glances at a computer screen showing security forces as red dots converging on floor 45, via the stairs from above and below. “I hope you’ve got an escape route planned,” she mutters.

If the heroes seem to be struggling, Claudette suggests they could bypass the security coming up the stairs by abseiling down the outside of the building a few floors, see Descent on page 23 for details.

If the heroes talk to Claudette about the escape chutes she relates she is aware of them but is not sure how they operate. Claudette can bring up a map of the tower and soon find a route to the escape chutes on either level 40 or 50.

Claudette has access to the BioChem computer network but as noted in the PetroChem Tower sidebar she does not have access to the security systems. Any Hacking attempts using Claudette’s login gain a +2 bonus.

DESCENT

The exterior windows of the BioChem tower are bul-

letproof glass (Toughness 10) and would normally be incredibly difficult to break, however Claudette directs the heroes to several bottles of concentrated organic acid which interacts with the glass making it brittle. There are 4 bottles of acid each of which coats one window pane; the Toughness of the glass drops by 2 each round for 3 rounds leaving it with a final Toughness of 4.

Searching the lab finds several items such as fire blankets which can be cut apart and used as a makeshift rope sufficiently long to reach from the 45th floor to the 40th.

Descending the makeshift rope is relatively easy as the characters can hold on and “walk” down the side of the tower. Treating the windows while hanging on to the rope requires a successful Agility roll, a failure means the character drops the bottle of acid which plummets to the ground.

SECURITY

If the heroes leave the lab via the door, they encounter a squad of guards in the foyer and another as soon as they ascend or descend one floor. During any fight a further squad of guards arrive on the 4th, 8th, etc. rounds of combat. A total of 10 squads may be encountered this way—the Tower has more guards but they are too far away to intervene.

★ **Guard Squad (2 per hero):** use Corporate Security Guard, see page 27.

THE CROSSING

To escape via the emergency chutes, the heroes need to gain access to one of the floors ending in zero (10, 20, 30, 40 or 50). The 40th and 50th are closest and if they use Claudette’s idea of bypassing the security, the 40th is the easiest to get to. The following details the situation assuming the heroes are on the 40th floor; however the GM could substitute any other floor if required.

The 40th floor is an administration floor mainly consisting of “cube farms” and small, lower management offices. When the heroes arrive it is devoid of any security as they have all moved towards floor 45.

Between the characters and the emergency chutes is an internal void area crossed by three walkways. The void is 24” wide and 7 floors high running from the 4 floors below the heroes (floor 36) to 3 floors above (floor 43). Catwalks cross the void on the 2 floors below (floor 38), on the heroes’ floor (floor 40) and 2 floors above (floor 42). The catwalks are made of armored glass with steel support struts (Toughness 10, Light Cover). The catwalks do not cross in perpendicular lines rather they protrude from various angles to the floors they connect to.

Anyone firing down at a target on a lower catwalk gains a +1 bonus to hit.

When the fastest character crosses 6” or more of their catwalk two security patrols of 4 guards arrive at the void; one is on the far side of the heroes’ catwalk, the other on the lower catwalk on the same side the heroes’ started crossing. On the following round a third patrol arrives at the far end of the higher catwalk.

DARING TALES OF THE SPRAWL #01

During the first round of combat the security guards on the lower catwalk fire at the glass floor of the characters' catwalk. Roll some dice for the shots but irrespective of the value, the catwalk floor is hit and cracks. Each round the cracking progresses 1d6" with the floor falling away. If the cracked area catches up with a character, they must succeed in an Agility roll or fall through the catwalk. A falling character gets a second Agility roll to grab hold of the lower catwalk (taking 2d10 damage from the impact). If a hero fails both Agility tests they fall to the plaza at the bottom of the void taking 4d10 damage.

★ **Corporate Security Guards (4 per patrol):** see page 27.

EMERGENCY CHUTES

Not surprisingly the security forces of BioChem recognize the emergency evacuation chutes as weak points in their security and have posted guards by them.

A 2" wide corridor, with no cover, leads 20" to the emergency chutes deployment room. There is a pair of security guards stationed outside the room who take cover inside and use the doorway as Medium Cover to snipe at the characters.

The six emergency chutes are long tubes, flexible hose type structures with plastic walls which can be inflated. In an actual emergency the tower's computer system automatically deploys the chutes, releasing them to unroll down the tower before inflating them. The heroes have to manually deploy the chutes. A successful Lockpicking or Hacking roll is required to unlock a chute and activate the deployment system, each attempt taking 1d4 rounds and each chute taking an additional 2d4 rounds to fully unroll and inflate.

Four rounds after the heroes begin the deployment, a guard patrol of 4 guards arrives at the end of the corridor. Every 1d8 rounds later another patrol arrives.

Using an emergency chute is very easy; you clamber over the edge and slide down—one character may enter a chute per round. The chute automatically detects when a user is nearing the ground and pumps more air into the walls, squashing the user and slowing their descent. The drop from the 40th floor to the ground takes 4 rounds.

In a true emergency, the last thing BioChem wants is the compound around their tower filling up with employees while the tower drops burning rubble on them hence the high level chutes are designed to unroll over the wall surrounding the BioChem Tower. The chutes the characters make use of deposit them gently in the middle of the road outside the compound. The characters should have no difficulty slipping away into the shadows before BioChem security can pursue.

Unfortunately BioChem Incorporated have a *unique* way of keeping their key employees within reach and the heroes are soon involved in a mad dash through the traffic heavy streets to save Claudette's life.

SCENE 1: CROSS TOWN—NICE AND EASY

The getaway from the BioChem Tower has been almost an anticlimax; no frantic chases through the streets with corporate goons pursuing and no last minute shootout, just a steady drive away from the tower. Then, blue lights strobe behind you as a city police car signals for you to pull over.

Despite what fears the characters may have, the police officer is pulling them over because they have a tail light out.

If the heroes accelerate to try and outrun the police, success on an opposed Driving roll (the officer has d8) allows them to get away. If the roll is failed, the police car stays on their tail. Repeat the opposed roll but this time the police car sounds its siren as well. If the heroes still do not pull over, the police car suddenly breaks and turns off down a side street (the police have been notified of the break in at the BioChem Tower and have been rerouted).

If the heroes pull over, a single police officer approaches the driver's side and speaks to the driver informing them that their passenger side tail light is out and they should replace it as soon as they can. If nothing arouses the police officer's suspicion he bids the heroes "Good night, drive carefully" and departs.

CLAUDETTE'S LITTLE INNER VOICE

While the heroes are trying to evade the police car or while the officer is speaking to the driver, Claudette suddenly speaks.

"Did anyone hear a voice?"

The voice is an automated message from the cyberware embedded in Claudette's head, no else heard anything but they will in Scene 2. Depending upon the circumstances when Claudette speaks up and where she is the heroes may have some fast-talking to do to get rid of the police.

★ **Police (2):** See page 28.

SCENE 2: HEADS UP

"Warning this employee has contravened his/her employment conditions. Please report to BioChem Incorporated security within the next thirty minutes. Failure to comply will lead to termination."

ACT 3: COMPLICATIONS

The heroes have successfully extracted Claudette Blanchard from the BioChem tower, now all they need to do is keep her safe and deliver her to the rendezvous.

FAMILY AFFAIR & EXTRACTION 101

This time you all hear the voice coming from Claudette's head! It only takes you a few seconds to realize she has an implanted 'Head Banger',

a small cortex bomb designed to detonate when the victim is removed more than 5km from a designated site. If you're going to keep her in one piece and collect your pay, you're going to have to get the banger removed in the next thirty minutes!

FINDING A STREET DOCTOR

Removing cyberware (like a cortex bomb) from somebody is not something you can do with First Aid no matter what your skill level; you need a properly equipped surgery. If the characters previously played the scenario **Family Affair**, they already know of a Street Doctor who can perform the necessary operation. Otherwise it's time for one of the heroes to come up with a contact.

Irrespective of how the street doctor is known, the heroes are the other side of the Core from them and they have less than thirty minutes to get there.

SCENE 3: CROSS TOWN RACE

This section uses a variant of the Chase rules. To reach the street doctor's surgery the characters need to accumulate ten tokens (continue with **The Doctor Is In** as soon as this occurs). The tokens represent the distance the characters have managed to cover.

Each turn the heroes' driver makes a Driving roll to determine how far they have travelled. Success nets them one token, and a raise two tokens. Remember to use the additional Obstacle rules as detailed in the **Cyberpunk Rules**.

Each round of the chase, ask the driver what speed he is travelling, this has no effect on the final outcome of the chase but may affect the damage the car and any occupants take.

Just before the 6th turn, the voice from Claudette's head sounds again, the driver must succeed in a Spirit roll or be disturbed enough to suffer an additional -1 penalty on his next Driving roll:

"Warning this employee has contravened his/her employment conditions. Please report to BioChem Incorporated security within the next twenty minutes. Failure to comply will lead to termination."

Just before the 8th turn, the voice from Claudette's head sounds again, the driver must succeed in a Spirit roll or be disturbed enough to suffer an additional -1 penalty on his next Driving roll:

"Warning this employee has contravened his/her employment conditions. Please report to BioChem

Incorporated security within the next fifteen minutes. Failure to comply will lead to termination."

Deuce (-1) Hazardous Spill: A tanker carrying a corrosive fluid has leaked a puddle of is noxious cargo onto the road. A successful roll manages to avoid the puddle. A failed roll cause the vehicle to splash through the puddle, the corrosive fluid eats into the vehicle's controls giving a -1 penalty to all Driving rolls until the damage can be fixed.

Three (-1) Drunk: A drunk staggers into the road directly in front of the vehicle. A successful roll swerves around him while a failure causes a messy collision with a soft Obstacle.

Four (-2) Tunnel: The vehicle's route enters a tunnel just wide enough for two lanes. It causes no real hazard but slows the vehicle down.

Five (-2) Topping: Just for "fun," someone has strung a length of razor wire across the road. A failed Driving roll results in the car taking damage as though from a soft collision.

Six (-4/-2) Fire: A roadside establishment is burning fiercely and three fire engines are parked across the road. The driver may slow down and pick his way through with a -4 penalty or risk a collision with a -2 penalty. Any collision is a "T-bone" with a hard obstacle so only the heroes vehicle's speed counts.

Seven (-2) Road Work: The street is closed for road work, crashing through the thin barricades is no problem but the missing road surface might be. A failed Driving roll results in the vehicle sliding, slipping and not gaining any ground.

Eight (-4) Gridlock: The intersection ahead is locked solid with traffic; a successful roll pulls a sharp turn and avoids the snarl up. A failed roll is delayed by the traffic.

Nine (-2) Falling Debris: A lump of concrete plunges towards the vehicle from an overhead pedestrian walkway and shatters the windshield on a failed roll delaying the vehicle while the obstruction is cleared.

Ten (-2) Sudden Halt: A car directly in front of the vehicle abruptly stops. A failed roll results in a collision with a hard obstacle but only the heroes' vehicle's speed counts.

Jack (-2) Wrong Way!: A false turn results in the vehicle going the wrong way down a two lane road. A failed Driving roll results in a collision with a car travelling the opposite way (a hard obstacle, travelling at 20").

Queen (-2) Sharp Decline: The vehicle catches air as the road declines at a sharp angle, a failed Driving roll results in damage from a collision with a hard object based on the vehicle's speed.

King (-1*) Torrential Rain: The heavens open and rain pours down easily overpowering the windshield wipers. Driving rolls for the rest of the chase suffer a -1 penalty.

Ace (-2) Open Manhole: An open manhole is in the vehicle's path as it corners. A failed Driving roll drops a wheel into the hole resulting in an automatic Wound to the car as it's axle is jarred.

DARING TALES OF THE SPRAWL #01

SCENE 4: THE DOCTOR IS IN

As you burst into the doctor's surgery, the voice from Claudette's head speaks again, the volume is much louder now and you see signs of pain and panic on Claudette's face.

"Warning this employee has contravened his/her employment conditions. Please report to BioChem Incorporated security within the next ten minutes. Failure to comply will lead to termination."

The street doctor doesn't seem too bothered though, and merely instructs Claudette to sit in a padded chair and hold still. With no sense of urgency the doctor swings a mechanical arm with a bulbous object on the end of it down level with Claudette's temple and presses a button. There is a low pitched buzz punctuated by the voice once more.

"Warning this employee has contravened his/her employment conditions. Please report to... to... to..."

The voice stutters to silence. "Cool," comments the doctor, "that only works in about 70% of cases."

ACT 4: DOG EAT DOG

With Claudette safe, the heroes now have to deliver her to the rendezvous point in the South Deregulated Zone ("South Dreg"). This presents one last complication for the characters—the coordinates they have are in the middle of the territory claimed by a surgically altered gang known as the Slum Dogz.

The gang takes objection to the heroes' presence and things get more chaotic when a BioChem strike force arrive to attempt reclamation of their scientist.

SCENE 1: WHO LET THE DOGZ OUT?

After the night's events it's almost a relief when the rendezvous coordinates lead you into the South Dregs with just a few minutes to go before 01:00 your job is almost complete. That's when the lead starts flying!

The heroes have driven into the territory of the Slum Dogz and the gang is not happy about it. The surrounding area in a radius of approximately 30" is wasteland strewn with rubble, the only clear area is the road the heroes drove in on—unless the heroes' vehicle is an off-

road model (Jets' van is **not**) it cannot stray from the road. Many fires burn in oil drums around the area making the lighting conditions Dim.

FEATURES OF THE BATTLEFIELD

View the battle field as a clock face with the heroes' vehicle in the center facing 12.

The Slum Dogz saw the heroes heading their way and quickly laid an ambush, each feature has one or more gang members taking advantage of it.

Road—the road leads directly towards 6, after 30" it reaches a built up area of the Dregs with side roads and houses. As their fellows open fire, two Slum Dogz roll a concrete block across the road 25" behind the heroes' vehicle. They then use the block as cover (Light) while firing.

Wrecked Cars—there are two of these; 15" towards 1 and 10" towards 8. Both provide Light Cover (+3 Armor) each has a single Slum Dog hiding inside.

Stack of Tires and Oil Drums—20" towards 2, these provide Light Cover (+1 Armor). Two Slum Dogz are here, one is armed with a Bazooka (one shot only).

Wrecked Tanker—20" towards 10, the Dogz hijacked a fuel tanker and wrecked it here to provide for their fuel needs. It still contains some fuel. The hull provides Medium Cover (+3 Armor), any shots which miss a target *will* hit the tank. The tank has Toughness 10 (including +2 Amor). If a shot penetrates the tank it explodes causing 4d10 damage to all within 1", 3d10 within 2", 2d10 within 5", and 1d10 within 10". Two Slum Dogz are hiding around the tanker.

Shell of a House—10" towards 11, 5" towards 3, and 15" towards 5, these hollow shells provide Medium Cover (+3 Armor). There are two Slum Dogz in each house.

Mound of Rubble—20" towards 4, anyone atop this mound gains a +1 bonus to Shooting attacks from the elevation. There are two Slum Dogz here both armed with Morrighu Arms Longshot .52; they spend every other round aiming to gain a +2 bonus.

★ **Slum Dogz (16):** See page 28.

SCENE 2: REINFORCEMENTS AND RENDEZVOUS

After ten rounds, or when the Slum Dogz have lost half their number, or the heroes have taken 2 or more Wounds between them, reinforcements arrive.

Accompanied by dog like yelps, barks, and howls a further 20 Slum Dogz come running into the battlefield from the North (12 on the clock face).

At the same time there is an explosion overhead and a flare illuminates the entire battlefield (removing any lighting penalties) as 12 BioChem security guards, clad in black stealth suits, emerge from the shadows from the southeast (5 on the clock face).

Chaos reigns as the Slum Dogz believe the BioChem

FAMILY AFFAIR & EXTRACTION 101

guards are reinforcements for the heroes and vice versa. Don't worry too much about the reinforcements; concentrate on the heroes and their own personal battles while describing, in cinematic terms, the fight between the Dogz and the security guards. The two sets of reinforcements effectively cancel each out while the heroes focus on the original Dogz.

If the heroes have made short work of their original opponents feel free to throw a few of the newcomers, from either side, at them.

★ **Slum Dogz (20):** see page 28.

★ **Corporate Security Guards (12):** see page 27.

RENDEZVOUS

Five rounds after the reinforcements arrive; any character succeeding on a Notice roll (with a -2 penalty due to the gunfire) hears the sound of an approaching helicopter.

The helicopter belongs to NTC and is here to pick up Claudette.

Two rounds after it is first heard the helicopter enters the area illuminated by the flare. Twin heavy machineguns open fire strafing the area around the heroes picking out both the Slum Dogz and the security guards. Hovering, the helicopter spins while its guns continue to fire. Soon after, all gunfire ceases.

The helicopter lands and the executive the heroes first met with climbs out, behind him a corporate guard swings a heavy machinegun to cover the heroes. The executive gestures for Claudette to join him and throws a case towards the heroes once she does. The executive raises a hand in an awkward salute in your direction as he and Claudette board the helicopter.



You quickly check the contents of the case, your payment is there in full plus a sizeable bonus which will come in handy to repair the damage from the firefight and replenish your ammo stocks. Glancing around the battlefield at the mayhem caused by your "simple extraction job", you decide to bail out before anyone else joins the party.



CORPORATE SECURITY GUARD

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

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

Skills: Fighting d8, Notice d8, Shooting d8

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

Hindrances: Loyal

Edges: —

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

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

When encountered in groups of two or more one is additionally armed with a Hachiman Rapid Fire Light 9mm (Range: 12/24/48, Damage 2d6, Rate of Fire: 3, AP 1, Auto)

CLAUDETTE BLANCHARD

Claudette Blanchard was spotted as a genius from an early age and was fast tracked through school and university. Now, age 22, she knows little of the world outside the corporate circles she has moved in. Her early years were sponsored by Nouveaux Technologies Chimique (NTC) and have indoctrinated her with a misguided loyalty to the company despite later being forcibly indentured by BioChem Incorporated.

When NTC located her within the Conurbation, Claudette refused to consider corporate extraction due to her parents being held "hostage" by BioChem.

Claudette is absolutely brilliant in her field of chemistry but is otherwise naïve and innocent.

Claudette should be treated as a Henchman.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Hacking d6, Knowledge (Chemistry) d12 [d12], Notice d8

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

Hindrances: Loyal, Pacifist (Major)

Edges: —

Cyberware: Cybereye (left), with microscopic zoom capability, Parallel Processor (Level 1, Smarts), Expert System (Knowledge (Chemistry) Level 3)

Gear: None

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.

DARING TALES OF THE SPRAWL #01

POLICE

With the government sponsored police forces slowly being replaced by the corporate variety, it takes a dedicated man or woman to patrol the streets. They have little power compared to their rivals but endeavor to do the best job they can.

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

Skills: Fighting d6, Notice d6, Shooting d6

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

Hindrances: Code of Honor

Edges: —

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

When encountered in groups of two or more one is additionally armed with a Streetsweeper shotgun (Range: 12/24/48, Damage 1–3d6, Rate of Fire: 1, Shots: 12)

SLUM DOGZ

The Slum Dogz could be written off as *just another gang* in the deregulated zone but they try to be more. Every member of the gang has undergone extensive cosmetic surgery to transform them, at least partially, into a human/dog hybrid. Most of the Dogz have merely had canine teeth implants with the necessary jaw modifications, other have added pointed ears while a few sport all-over body hair, as well.

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

Vigor d6

Skills: Driving d6, 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),

Morrigu Arms Longshot .52 (Range: 20/40/80, Damages: 2d8, Rate of Fire: 1, Shots: 7, AP: 2), Bazooka (Range: 24/48/96, Damage: 4d8, Rate of Fire: 1, Medium Burst Template, AP 9, Snapfire, HW)

Note: the Dogz canine implants allow them to bite for Str+d4 damage.

STREET DOCTOR

Just sometimes someone comes along who cares, really cares and wants to make a difference. Choosing to work outside the corporate circles, the Street Doctor is both unlicensed and illegal, but if you don't have the money for medical care or don't want too many questions asked she is the person to go to.

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

Skills: Fighting d4, First Aid d12, Notice d8, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Major)

Edges: Healer

Gear: Embedded medical expert system (First Aid), Morrigu Arms Holdout .44 (Range: 5/10/20, Damage: 2d6+1, Rate of Fire: 1, Shots: 2, AP 1), Scalpel (Str+d4)

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**!

Triple Ace Games' new line of cyberpunk, two-fisted tales takes the characters into the sprawl, where extracting corporate employees from under their employers noses, exchanging fire with the scum who inhabit the deregulated zones, whilst trying to stay alive long enough to collect your pay is the order of the day.

This inaugural issue contains two short adventures.

Family Affair: A new patron contacts the heroes and pays them a retainer to perform a few odd jobs on a tight schedule: Tampering with food deliveries, "rescuing" a middle-aged couple from an ambulance, keeping them safe and delivering them to the airport are hardly standard missions, but the patron is paying well.

Extraction 101: An almost textbook corporate extraction is required. What could possibly go wrong? Quite a lot actually, and the heroes are going to be busy trying to ensure it doesn't. Their mission takes them from the sterile corridors of a corporate tower, to a crosstown race against time, and finally to the ruins of the deregulated zone.

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



WWW.TRIPLEACEGAMES.COM