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Featured Game:

Guardians Of Sol

High-Tech Police Investigations In ERA TEN

Twenty-Four Universal Components

Since Universal Components are mentioned in the game, perhaps an explanation is in order. Starting in Era Four, Terrans adopted uniform standards on the production of all goods. Everything manufactured had to be constructed from basic building-block components. Over the subsequent eras, the list of Universal Components was distilled to Twenty-Four. These should never be totally listed (that bit of omniscience can't be claimed); however, some of the Twenty-Four can be listed, as well as an explanation of what is and isn't possible when Configuring Components.

The Components are labeled with letters of the alphabet. (The two missing letters are I and O, omitted because they were unneeded and caused confusion with 1 and 0.) The most important Component is the J-unit. J-unit is a magnetic plastic that can be molded into basically any shape. The J-unit replaced metal as building material for both ships and cities. It also replaced metallic conductors (like wire) and ceramics (like glass). The standard of currency for Tetra-League is the mini-J (1000th of a J-unit). Other important Components are A-unit (amplifiers), E-unit (regulators use to produce among other things a Star Point), R-units (used in Phillip's Pod power reactors) and S-unit (Six-Pack storage cells). How big or small, how much or how pure, are questions that aren't truly important. An agent knows his stuff is simply Components wrapped in plastic, but as long as it works, he doesn't think about it (nor should players).

The referee when describing equipment can simply spew-out letters. (Well if you had two A's and three X units, you could fashion a hover craft.) The main point is the idea, the gadget. (By adding an A and E-unit to the bunker we can build a motion sensor.) If the players need some specific piece of gear that isn't a function on their Suit, they can often fashion it from parts of their Suits or ship. (Let's see, couple M-units and an R and we could start extracting Trigonal Isomers from this rock.) When the gear is overly specialize or exotic, the referee can state, "You don't know how to Configure the parts." Or give them a laundry list of Components. (Okay, to build a satellite relay you'll need two A's, an E and an S-unit, that will shut down at least one agent's Suit.) Let the players experiment, seeing how far their minds can imagine the great and wonderful gizmos that will be possible a millennium in the future. (If I took the power relays from everyone's Suits and coupled them together, I might be able to fashion a drill with enough force to cut through that bulkhead.) Can they build helicopters, planes, tanks, mortars? You're thinking small, how about PAV (Planetary Annihilation Vehicle) or a vessel capable of space travel. (Except for the fact we'd never find a D-unit this far out.)

Elements of the Grand Tactical (Ships)

Ships in G/Sol are used for conveyance from one system to another. They range from the very small snub fighters to the extremely large dreadnoughts. The player agents will usually travel in their own "squad car," either a destroyer or frigate.

Eclipse Class — Frigate. Often used by diplomats and minor executives; typical ship for travel with enough potential firepower to keep raiders and terrorists at bay.
Marauder Class — Destroyer. Ship sacrificing armament for speed; favored by Cimner raiders, ship is the most practical warship and only class of warship still in regular construction.

Detailed schematics may aid the referee in planning an adventure, and because of Component construction there need not be any standard that must be followed. Smugglers and other independent criminals will have a variety of vessels of all shape and capability. Likewise, though aliens have needs perhaps different from Terrans, they have adopted the Universal Component standards and employ Tetra-League (Terran) designs.

Glossary of ERA TEN Campaign Terms

AT — Advanced Technology, something not made of components, so it is not easy to duplicated. Very valuable stuff.

Aliens — Intelligent races as opposed to scary-monsters. There are ten alien races known to exist, including Terrans. Of these, four form the Tetra-League; the rest oppose the Tetra-League at various levels of hostility.

Battle Born — Combat assault branch of MACE, assigned the duty of raiding external threats and enforcing the collection of tribute for the Tetra-League. They are considered a rival group to the G/Sol and have on occasion this rivalry has erupted into outright civil war.

Bio-Computer Interlink — A probe that allows a person to use the chemical storage capacity of his brain to hold programs that operate external devices. Essentially everyone is cybernetic, using their brains to manipulate coded data or operate machines.

Black-Box Technology — A form of AT, but this stuff existed before the use of components. Though ancient, most of these devices have been preserved for highly illegal uses. In general, black-box technology is sought by collectors and its ownership is a crime. Typical examples are black-box firearms, i.e. handguns.

Blood Knight — A cybernetic super-robot with single-minded purpose of annihilating anything that moves. All were supposedly deactivated and dismantled in Era Nine, yet recent events have shown otherwise.

Cartels — Factions that control the trade of commodities or services. Cartels are essentially the political parties in the Tetra-League. Executives of the cartels are the most powerful and wealthy people in Era Ten.

Cimner — Race of heroic warriors who believe in a Viking lifestyle and that honor is only found in the glory of battle. They make a solid trooper and are used by the Battle Born. But they are felt to be too unstable for G/Sol agents.

Ecclesiastics — Various religious groups who believe that death is natural. Most do not use MRD, and further follow a xenophobic lifestyle to prevent exposure to technology. They have been known to practice terrorism.

EE Suit — Environmental Enclosure or Battle Armor, a form of self-contained life support gear that acts as an outer protective shell from physical damage. The Suit is modular and contains more gear that most people will understand in their immortal lifetime. Duro-Armor is an upgraded version of an EE Suit. Many of the other branches of MACE, like the Battle Born, still use this Suit as their combat gear.

Empath — A human capable of performing paranormal activities. The most important ability of an empath is the ability to meld with a special crystal to allow tripping.

ERA TEN — The tenth (and current) era of Earth civilization. Each era had its own set of problems and triumphs, but the past nine eras of history have led the humans to the desperate condition of the present period. All players play Immunes who attempt to survive and maintain order despite a variety of open and covert threats.

Funky Power — Any paranormal ability or seemingly magic use by humans, aliens or scary-monsters.

Green Space Society — Various groups advocating the protection of new systems and protection of the environment. Their members are sometimes involved in ecological terrorism.

Human — This term now refers to all intelligent races in the Tetra-League. Most Terrans, Cruz, Skia and Cimner have adopted a "we are human, they are not" attitude.

Immunes — Humans who are infected with the pacification virus, yet suffer none of the effects. Approximately one in every million humans is immune.

MACE — Military command of numerous branches. These are the military forces of the Tetra-League, but they suffer from a lack of authority in the central command.

Money — To an immortal, thrill-seeking Immune (player character), provided with almost all earthly needs, comfort is but a transient dream, so what good is money? Things are sometimes bought with a credit line (separately maintained by each player), but more often favors or physical goods are traded for services.

MRD — Short for Mortality Reduction Drugs. The aging of humans was discovered to be a disease that can be treated and corrected. Everyone takes a daily dose of MRD, which counters the aging process, making them immortal (although death may still occur from combat, accidents and murder).

Pacification Virus — A genetically-engineered bio-warfare agent used in a previous galactic war that eventually spread to virtually all humans. The virus is both contagious and hereditary. Humans so infected are called Taints, except for those fortunate few who are called Immunes. However, the children of Immunes do not automatically inherit this immunity.

Phillip's Drive — The unidirectional wobbler capable of creating a magnetic field (for power production) or directional thrust (for propulsion). It is essentially a perpetual motion machine which creates a continuous supply of energy for space travel. Chemical boosters are occasionally used to bolster thrust and performance, but Phillip's Drives (or pods) themselves need no refueling.

Purified Substances — Luxury commodities that people crave. Some are considered dangerous and their import is restricted as contraband. These are not all drugs, and can include such items a Terran tobacco, Skian Sugar and Cruz Prelo (used as a hairspray).

Sakai — A radioactive isotope which fissions and produces non-radioactive substrates. It is used in Phillip's Drives and in making "clean" bombs.

Scary-Monsters — Vicious, mostly unintelligent creatures native to worlds in the Tetra-League and its enemies. They are often left as traps for investigating agents.

Skia — A race of trade-impulsive reptiles who represent the majority of smugglers and dealers in the Tetra-League. They, like the Cimner, are recruited in the Battle Born, mostly as Empaths, but the G/Sol refuse their admission finding them too easy to bribe.

Taint — A human that has been infected and incapacitated by the pacification virus. Taints have no ambition or will achieve nothing beyond the basic need for survival. They are docile and contented to be "perfect, law-abiding citizens."

Tetra-League — An organization of Immunes from four different species (collectively called humans), of which the Terrans (Earthlings) are merely one group. The Tetra-League represents the remnants of the once-great Terran empire. It continues to maintain itself and its armed forces via collection of tribute from colony systems controlled by cartels.

Tripping — A form of instantaneous travel achieved by an Empath using a Trip Crystal. Using a specially designed ship, an Empath can "Trip" across a vast distance without ever having crossed the intervening area. This sort of teleportation is an uncommon mode of space travel in general. The G/Sol have access to worm holes and do not employ Trip Crafts or Empaths except in highly special and classified circumstances.

Tylerization — Systematic elimination of all life in an area or even a whole world. The term is now a common euphemism for destruction or retribution.

Worm Hole — A compression of the time-space continuum that allows great distances to be crossed much more quickly than normal. This form of space travel is widely used by commercial and recreational travelers. This network of travel lanes is artificially created by a device called the Artifact. Jack Foster and his Worm Hole Cartel control the configuration of worm holes throughout the Tetra-League and to certain points beyond. The G/Sol have reserved several worm holes for their use in investigations. Otherwise, the placement and control of worm holes is a constant source of animosity among various cartels which must purchase these travel routes. (Don't be using my worm hole without my permission.)

Young Blood — An Immune teenager.

"Interdiction of C21H23N05"

by Dennis McCarthy

ERA TEN G/SOL Investigation Scenario



"You'll be reassigned to code-section Alpha-Hotel-Foxtrot (i.e. A-H-F) and listed as a routine ATF patrol. I know it's a step down from your general duties in the secret service, but you guys could probably use a few easy collars." Hawk Marshal, Solicitor General, gives the players a status briefing on their transfer assignment. "Latest reports list three items of interest. First, Vinci Gordoni (yeah, head of the Chic Cartel) has been complaining that on more than one occasion, Battle Born troopers, have interfered in several of his theatrical concerts. MACE shows no active units in A-H-F code-section, so there may be a few AWOL mercs that you can round-up and send to their flagship at Iota Upsilon. Second, an unidentified derelict has been spotted near the Tarmac Inversion. The last robotic survey craft sent to the area has lost communication link - its power probably failed so it fell into the black hole. Yet, you better go there and check to see if a new batch of pirates has set-up house in orbit around the space anomaly. Last item of general interest, seems Uncle Al Rogers of the Star-Trove Deposits has called for assistance and agreed to pay for a class-two investigation. I got no other details. Find out what he needs. If you can help him out, you men can pocket the support fees. Any questions, report via security channel Five-Juliet (i.e. 5-J)." (When players use this channel, 5-J, they may gain the information listed under Case Notes.)

Cyberpunk 2020 Introduction changes: The players will visit three sections of the city.

"Item one, Vinci Gordon, yeah head of the Chic Corp. registered a complaint. Seems a new boostergang calling themselves the Battle Born have been disrupting his shows. Informants report that the leader of the Battle Born, Angelheart has been breaking heads and provoking a war ever since his girlfriend ran off with the leader of a chromer gang named Grand Drone. Better go visit Vinci and sent up a robotic surveillance. He can be found at his Walker World theme park. (Note, this club, like all the locations, are in the city, and the players do not travel to orbit.)

"Item two, a small explosion occurred at the burned-out building of the crumbling Sears Auto Center near the Tarmac Drive off-ramp. A hazardous material handling robot, typical H-7 model, was sent into the area. But it must have malfunctioned, cause it failed to return. As you know, that area of the city hasn't been used since the general food riots of 2010. An old gas station may have simply exploded, but better go in and check it out. We wouldn't want any new Nihilists building a cache of demolitions.

"Item three, Uncle Al Rogers, head executive of Star-Trove products, makers of robotic service gear for the home and office, says he has a priority one trafficking problem. Rogers says he'll fund the investigation and has offered an under the table bonus for special attention. He's probably only got a priority two crime at best, but lets give him the courtesy and see how much its worth and what he means by a little special attention. He's down in Trinity district. Yes I realize it's a dangerous place, but who am I to tell any citizen where he should have his business."

Though this scenario was primarily written as an example of play for the game Guardians of Sol, the action with slight modification can be converted into a police drama involving lower technology, but none the less similar themes. Scattered throughout this text, you'll also find conversion notes for the Protect and Serve supplement for the Cyberpunk 2020 system. Permission to reference Cyberpunk was obtained from M.Pondsmith of R. Talsorian Games, Inc. (Buy their game; it's masterfully written and loaded with campaign details that make role-playing a memorable experience.)

Before continuing, review the following seven skills and have the players jot-down a few notes for their clarity:

- AAD** — ability to recall conversations at crime scene in audio range. Key Word — Sound.
- CLVS** — ability to see movement by monitoring vibrations. Key Word — Motion.
- EDPP** — ability to recall images at crime scene in visual range. Key Word — Pictures.
- ESS** — ability to analyze chemical traces at crime scene. Key Words — Crime Lab.
- FREMA** — special bonus for environment, will not apply this mission. Key Word — Worthless.
- RFSD** — ability to recall electromagnetic signals at crime scene. Key Word — Radio.
- TIR** — ability to look through disguises. Key Words — Weapon Detector.

If they are still unclear, tell them that many of these rolls will be prompted.

Cyberpunk 2020: Most of these skills will be replaced with application of appropriate cyberware and advance surveillance robots.

One last thing to explain (read following) — you will progress through the entire scenario collecting “clue-points.” The more you get the better. The whole game will come down to one dice roll at the very end, made to convict the principal criminal of the scenario. Investigation scenarios can be a one-roll decide-all type of game. Know that in advance. The pleasure is in the mystery, action and own personal advancement. So if things go well all the way to the epilogue, but then a mishap results on the rolls to prosecute and convict, take it in stride. That's the life of a cop; bring them in only to have the courts set them free. Yet, making a good case, collecting the most clues you can, will increase the chance of conviction. Any complaints later, take them up with the game author. That rather unsettling thought explained — start play.

Initial Destination

Players board their support vessel and travel via worm holes to code-sector A-H-F. Trinity System for Uncle Al Rogers investigation. Tarmac to investigate Derelict or L-5 to investigate Vinci Gordoni's complaints. Gordoni is along the way — he should be selected. If he isn't selected, then en route the players receive an emergency report of a Kro attack on L-5 and when they get there they find Gordoni was exaggerating. Continue with Gordoni narrative.

Cyberpunk 2020: As stated, except the players gear up and take their patrol cars (BMW 600's) to one of the three locations. Vinci's theme park, the Walker World of Wonder (L-5), is the closest location. Likewise, if he is bypassed, they will receive a code one emergency call and will be diverted to the Vinci's theme park regardless.

Referee's Background

The chemical C21H23NO5 is an addictive narcotic that hasn't been widely distributed for several Eras. The smuggler Shogun has once again begun distribution of the chemical. He is clever enough not to be caught with any amount that would be considered a Crime against Immune. Instead he keeps stores of C21H23 (liquid) & NO5 (gas) which he combines prior to sale. Shogun has developed a system of selling the drugs at performance artist concerts in the L-5 system. His biggest clients are station chiefs from the Star Trove mines. Shogun keeps his supply of the two purified substances on a derelict vessel near the Tarmac Inversion. The players' goal will be to build a case to convict Shogun, and prevent a larger plot from occurring to distribute C21H23NO5 to Bocca Blucher system.

Cyberpunk 2020: References to L-5 system are Vinci's theme park. Bocca Blucher will be the rest of the city or another major corporation like EBM or PetroChem. C21H23NO5 is a very potent combination of Dorph and Smash. Over time, the effects are incapacitating.

Case Notes Available on Security Channel Five-Juliet

- >>**Alex Rogers** — son of industrialist Albert Rogers.
- >>**Brain Drain** — street name for illegal narcotic C21H23NO5.
- >>**C21H23NO5** — highly addictive narcotic substance, street name Brain Drain.
- >>**Darko** — number three on the G/Sol most wanted list. Outstanding warrants in almost every non-league system as well. Corrupt and violent, major crime figure and intermediary between most if not all illegal operations. Latest crime of importance, negotiated the sale of the MACE operational strategy to a Kro intelligence agent.
- >>**Grand Drone** — performance artist who records sounds of dropping objects from orbit.
- >>**Kro** — hostile alien life-form, currently at war with the Tetra-League.
- >>**Shogun** — free-trader who operates runs from Independent Buccaneers into jurisdiction of Tetra-League. He has been arrested numerous times, but to this day has beaten every conviction (mostly on technicalities).
- >>**Star Trove Deposits** — largest independently owned mineral rights in Tetra-League.
- >>**Tarmac Inversion** — black hole with stable gravity properties like a star.
- >>**Trinity System** — location of Star-Trove mining complexes; system privately controlled by Al Rogers.
- >>**Trip** — Form of interstellar travel that relies on paranormal abilities to move a space ship. This form of travel is regularly used by smugglers, since the final arrival location is nearly impossible to locate.
- >>**“Uncle” Al Rogers** — owner of Star-Trove mining complexes in Trinity System.
- >>**Solicitor General** — Hawk Marshal; person who gives the players their directions. He is the main attorney who prosecutes Crimes against Tetra-League.
- >>**Vinci Gordoni** — head of the Chic Cartel, a slime-ball of minor corruption but an informant to G/Sol on activities of the Crime Lord Darko.

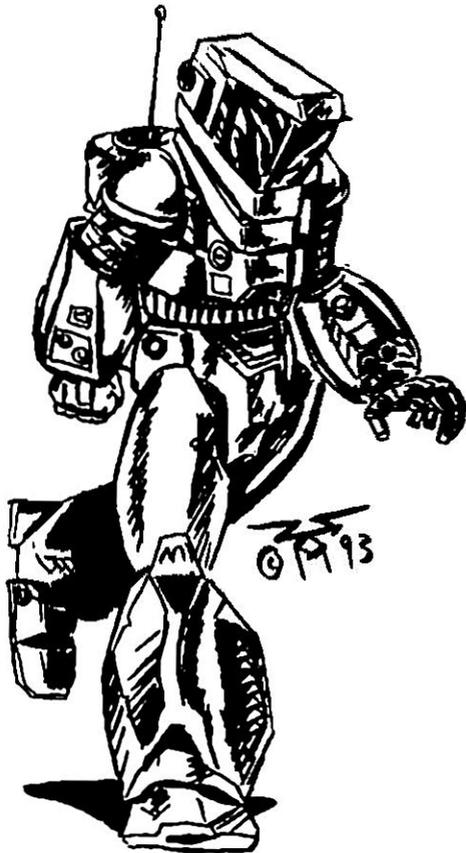
Cyberpunk 2020: Here and throughout, ignore all references to interstellar travel and alien cultures. Darko is associated with both large crime organization, the Yakuza and Mafi.

Investigation of Vinci Gordoni's Complaints

Players' Info: Claiming the symbolic title of head of the Chic Cartel, Vinci Gordoni is basically a slime-ball of corruption; however, he is also an informant to the Guardians of Sol. As a manager of entertainers booked into the L-5 system, he frequently associates with criminal elements and has provided valuable information in stopping the notorious plots of Crime Lord Darko. Vinci's latest endeavors are in the promotion of a performance artist who operates under the stage name of Grand Drone. Grand Drone is a cult idol throughout the Tetra-League, one of a new variety of Propulsion Artists.

Propulsion Artists make "music" by recording and altering for play-back the sounds of odd pieces of materials in free-fall from orbit. Players can meet with Gordoni at the recently purchased Walker World of Wonders. Too bad the players have duties to perform; otherwise, they might have had a good time at some of the attractions in the L-5 Vegas system. Well, those will have to wait. As the players take the sky hook down to Walker World, scanners show several large uncontrolled fires rage around the theme park.

Vinci meets with the players. "The whole affair is one fricken' travesty after another. First the happiest place in the galaxy goes Tango-Uniform leaving me with three acts with no booking on a holiday weekend. Then I find out that the fricken' Journeymen have purchased all da cartoon characters. You guys know what it's like to deal with striking Smurfs and Mickeys? Fricken' waste of my life, dealing with blue pin-heads and button-belly rodents. Then the fricken' stage union refuses to move part of Grand Drone's gear. They say they don't move high explosives without double the hazard penalty. Fricken' lack of fricken' sense. Okay, on to facts — some of them Battle Born guys been fricken' jet-packin' around the theme park. Bad enough they shoot up the "Cutlass Guys of the Caribbean" ride, they go ahead and fricken' upstage Grand Drone. Not once, but twice! Idol of kids of all ages, the Miter of Musical virtuositities, my main man Grand Drone is set to do his latest free-fall from orbit when six or seven fricken' Battle Born pin-heads decide to do their version of synchronized swimming. They J&D right down into the pyramiding smurfs. Ruin not just Drone's act, but demolish my robotic smurfs. I'm talking' a fricken' Crime against Humanity. Probably scared the kids in the audience for life. Then right on their tails a second batch of these fricken' Suits enter orbit and follow their friends. I want them found, and I want them de-Suited. Drop em against the fricken' Kro. I want them strung up by dere fricken' privates. You understand. I gotta find Grand Drone; he left the planet possibly to sulk."



Star-Trove Miner

Referee's Info: The Battle Born have left the area, off planet in a modified Pioneer class vessel. The players may follow them or for the moment ignore the complaint. The arrest of a few Battle Born has a low priority, since there was no loss of life in their antics. A large number of EE Suits can be detected in the proximity of Hercules, an ammonia based planet quite removed in the system. But the chase will undoubtedly be a cat and mouse game, time consuming and to little end. The maximum penalty would be to simply arrest the troopers and send them back to their unit. The players may report the AWOL troopers and turn the case over to the Battle Born. The players can monitor the EE Suit movements, and if the Battle Born troopers try to return to L-5, the team can easily intercept.

Cyberpunk 2020: Grand Drone can still play the sounds of objects falling from orbit, he just doesn't perform the act live. The actions of the Battle Born, trashing the club and attractions, are at best a priority four and can be handled by other police. Yet, in order to collect clues in the later scenes, the players will need to maintain surveillance. Instead of leaving a player behind (and out of the action), these duties can be delegated to an NPC or better yet a surveillance robot (Adrek Beta). In later scenes, the players will analyze evidence from the surveillance made while they were away, instead of using the high-tech Suit gear used by the G/Sol, to collect clue-points.

Trail of the AWOL Troopers

If the players pursue the AWOL troopers, as they close the Battle Born will explode a device which sends particles throughout the general area and disguises their escape. After the explosion, the troopers are gone. The players get a call from another G/Sol ship in the system. "This is Papa-Roger Seven, we'll continue the search." A quick check reveals no other ship has those call letters. The players' attempts to check with HQ (via Official Report) will result in the enemy running away. Each player agent has the option to fire the ship's weaponry. To fire, the player must man the controls with C-Cubed (Difficult) and initiate targeting with any weapon attack (Tasking). Success on both and the enemy is crippled. When the players board the vessel, they find only a few robots. The ship was remotely operated. The robots memory has been erased, the evidence shredded. But, the players gain a single clue-point by using any evidence gathering skill (like EDPP) at Basic. Clue — ship was too sophisticated to be operated by a typical Battle Born trooper on furlough, an independent is involved.

Continue with other cases in this scenario; players will return to L-5 in a later scene.

Cyberpunk 2020: By pursuing the Battle Born boostergang, similar results occur. They will explode a claymore (or two) and block the street with debris, ending the chase. A new squad car will inform the players it will take over the chase. The identity of this patrol is bogus, but the players have other matters anyway to attend.

Investigation of Uncle Al Rogers' Fee for Service

Players' Info: Uncle Al Rogers is the owner of the largest and most profitable single-planet mining operation in the Tetra-League. There are of course greater deposits and richer concerns, but these are either lost to Kro advances or else represent the combined wealth of numerous systems or cartels. The Star-Trove Deposits are a series of deep mines in the planet nearest to sun of Trinity System. The system itself is connected via worm hole to Vegas System and then to the distribution centers of Bocca Blucher. Uncle Al is a friendly, though extremely profit-driven, Terran. He is admired by many other independents who aspire to control wealth and yet be free of the cartel system of aristocratic responsibilities. He has the respect of an executive, yet is in fact not registered as such. Point of clarification — the laws of the Tetra-League slant toward registered executives. In

order for Rogers to request an investigation, he must pay for it out of pocket. The agent players are allowed to strike a deal to cover expenses, before undertaking the case. Sky hook rail takes the players to offices of Uncle Al Rogers.

Roger's states (in Scottish accent). "Right to the facts, for time is money. I need you to stop the import of C21H23NO5 to this system. You see lads, I got myself a real mess because of that brown, dirt-like serum, that my men keep injecting in their veins. My own adopted son Alex is even addicted to C21H23NO5. Sure we can clean-em' up, once we realize they got a problem; but, even my foremen keeps runnin' out and buying this crap, while I lose on my margins. Hard to get these lads to keep on their tinnies' as it be. Now with C21H23NO5 corrupting their brain-trust, we can't keep the mine working. Let's strike a deal, and we'll clean-up this mess."

Referee's Notes: Let the players argue their expenses, yet Rogers will go as far as making all the players Independently Wealthy (a considerable offer). Rogers will also offer one personal favor to be collected at a later date. After the deal is struck, resolve the robotic malfunction.

Cyberpunk 2020: Substitute a factory for a mine. Al Rogers sells high and low-tech robotics, all service or mundane (of no military or scientific application). "My major product is 'Reddy Tupskin,' a five foot tall teddybear that sings your kid to sleep." His factory in Trinity is located in a rather downtrodden location. He'll state it is the only place he can afford to rent and keep competitive. His manufacturing center is almost completely automated; except for a few Netrunners (who monitor the controls) and Techies (who repair the equipment as it fails), the plant is deserted. His own security is modest, and he relies more on barriers like a high external wall, electrified fences and surveillance monitors to keep an eye on his investment. Rogers will pay each player up-front a bonus equal to a year of their salary. (If that's not enough incentive, he'll also pledge more upon the arrest.)

Robot Malfunction

After talking with Uncle Al, the safety systems on the lower mines will fail as a narcotic affected station chief, named Martin, loses control of his station's robots. Players must descend into mines and put down a riot. They must engage in less than all-out combat, or their aggressive actions might cause large sections of the mine to be rendered unprofitable.

The players will face five times their number in maniac robots. (i.e. four players will fight twenty robots.) The robots attack with Electrical. The robots will take any two wounds to deactivate, or they can be stopped with Taser (Difficult).

Cyberpunk 2020: Instead of the factory drones going out of control, Martin (a netrunner) has accidentally lowered the electrified fence and opened the delivery doors to allow a group of Nomads into the complex. The players must respond and drive away these looters.

Additional Facts After Action is Concluded

AAD (Tasking) gains two clue-points — reveal previous conversations between station chief Martin and an unknown Skia. Skia is revealing to Martin that the price of "Brain Drain" is going up — "matter of ssssupply and demand." Martin states that business is going great. His current load is running short, and he wants the Skia to return early to his supply depots for another shipment. Skia comments that that will not be possible since robotic security is programmed specifically for weekly return. Skia complains that risks are too high. A new distribution network will be established. He'll contact Martin with details.

CLVS (Tasking) gains two clue-points — besides the regular large transfer ships and shuttles to L-5 (all reoccurring tremors on the sky hook), the players discover a Dispatch vessel has docked. Yet control entry logs list no such regularly arriving vessel. The arrival corresponded to Station Chief Martin's duty

on swings (a low output period).

EDPP (Basic) gains one clue-point — Martin is seen making a micro-injection of something into his forearm. Following the act, he convulses and dies. His final commands to the matrix are a series of paranoid delusions.

EDPP (Tasking) gains two clue-points — image of station chief Martin talking with an unknown Skia. The face of the Skia has been altered cosmetically and does not correspond on files.

ESS (Basic) gains one clue-point — Martin died of an overdose of C21H23NO5.

ESS (Tasking) gains two clue-points — strangely high concentration of trace elements of ionized J-unit from heavily radiated complex. Check of files reveals that only known pattern of similar origin is at the Tarmac Inversion.

Matrix Watch-Dog (Basic) gains one clue-point — systems went berserk upon death of Martin, because his final instructions were conflicting. There is no other tampering that caused the destruction of robotic systems.

Matrix Watch-Dog (Tasking) gains two clue-points — arrival of a dispatch vessel has been repeatedly deleted from the support logs on Martin's weekly swing-shift. Security Cameras were always switched-off for cleaning during this time period.

RFSB (Tasking) gains two clue-points — radio signals reveal Station Chief Martin allowed a dispatch vessel access to the complex on a regular basis.

TIR (Tasking) gains three clue-points — strip away the disguise in previously successful EDPP scan to reveal the Skia is Shogun.

Cyberpunk 2020: Instead of using Suit functions, the players will analyze records made by Roger's security monitors. The Skia is Shogun (a notorious Fixer); call him instead an unidentified cyberpunk. The base difficulties seem to correlate well, and the attempting player may apply his tech or cyberware as appropriate to the rolls. (i.e. Things like Amplify Hearing or Level Damper gives obvious bonus to the audio roll substituted for AAD.) Refer to the G/Sol game for skill descriptions to clarify any conversation.

Follow-on Options at Trinity related to C21H23NO5:

Interrogate mining workers — Most of them are currently addicted or have recently finished rehabilitation clinics to end addiction. They can confirm that the latest influx of drugs was distributed by Martin. Most were first offered the drug at propulsion artist concerts.

Block worm hole routes — Not reasonable, since the smuggler most likely Trips into system.

Surround Star-Trove — Impractical, as users could go off-planet for a source.

Quarantine Star - Trove (no one on or off) — Al Rogers loses money and orders players to stop.

Pose as Station Chief Martin — Shogun may not know that Martin is dead and may maintain regular delivery. Players could impersonate Martin and catch Shogun in the act. This is the perfect solution. Shogun will radio that he plans to use propulsion artist events to make the exchange. He sets-up a meeting in a few days at the next Grand Drone concert. Players should have a few days to visit the derelict at Tarmac Inversion, before this event.

Pose as a buyer in Immune section Star Trove — Find out distribution is at propulsion artist concerts in a similar result to interrogate miners result above.

Close down concerts — May start riots (many hurt), plus Vinci would complain. His status as executive of the Chic Cartel can get the players removed from duty and reassigned. Vinci will threaten such if the players try to shut-down his concert.

Pose as competitor — Draw Shogun into a confrontation. Need to have your own outlet for the drug. How do the players spread the word that a second source is available? Let the players devise a meeting and moderate the result. Often the players will instead attract assault reprisal of either ambush attack or sabotage of their vessel.

Catch the dealer Shogun — He has two legal substances, C21H23 & NO5. He has a "Chemical Recombinator" as an

implant which can make the final substance. The implant is not against the law — "I gotsss a permitsss from my sssurgeon; low blood sssurgar." Shogun can be baited and captured at either his depot near the Tarmac Inversion or backstage at the Grand Drone concert.

Destroy Shogun's supply of C21H23 & NO5 — He'll need to establish another supply source. Search of database to find there are not many outlets who can supply C21H23 & NO5. Closest vendor has known connection to Crime Lord Darko. Agents of Darko appear in the climax to negotiate these deals. Shogun will contact Vinci Gordoni for a meeting. Gordoni for his part will tell the players of the deal and follow with climax arrest.

Cyberpunk 2020: To clarify, worm hole routes would be streets. Instead of the radio, Shogun will telephone. Instead of a few days, the players have a few hours. The rest is straight forward.

Investigation of Tarmac Inversion

Players' Info: Tarmac Inversion is a space anomaly of tremendous gravitational pull. Travel tour-liners regularly pass the outer edges of the black-hole to view the spectacular light shows. The anomaly also distorts long ranged scanners and prevents the players from making an assessment. The derelict in question seems to be slowly falling into the black hole. In four or five years, the unidentified ship will be crushed in the confines of the anomaly. From outer observation, there seems to be better locations for a pirate base. Plus all reports from the system show that the activity of raids is almost nonexistent. The players need not investigate further. Otherwise, they may attempt to close on the derelict for a detailed sensor scan.

Cyberpunk 2020: The Tarmac is extremely hazardous to enter. The chemical spills of earlier riots and perhaps a low-grade neutron bomb (more dirty than destructive) set off by a Nihilist terrorist a decade ago have poisoned the area. The players will need to enter with the proper support gear. (Their vehicles will provide enough protection if supplemented by outer haz-tech garments and respirator gear stored in the trunk.) Yet, describe the area as so deadly, that it is doubtful anyone would be there. "One H-7 robot, is it worth investigating and risking your lives?" The players should fear to enter. Adapt the rest of the players' info as desired.

Referee's Notes: Ship is being used by Shogun as a storage facility for his chemical compounds. When he travels to this location, he usually Trips. He knows the vessel is slowly falling, but each time he returns, he gives the ship a slight boost of orbit. If the players do not investigate on this first time arrival, upon return read the same narrative above. If the players fire at the derelict (from the outside range), they will find their attempts are thwarted by the space anomaly. (No accurate shot, as the plasma attack or missile is pulled in almost random patterns.) The team must close to gain effective fire or access to the vessel.

Cyberpunk 2020: The players will discover the H-7 with extensive corrosion yet also impact damage that implies the explosion of a mine. A nearby mall shows some obvious signs of recent use. Shogun is storing his resources at this modified block of the area in the abandoned Sears Auto Center. Shogun enters with a protective vehicle, and upon each return, he does some maintenance of his "bolt hole" to ensure that it remains air-tight and free of hazards. The players upon discovering this special anomaly (a sanctuary inside the waste) may elect to investigate.

Approaching the Derelict

Give the players three possible ways to board the derelict.

- A** — Close on direct course and apply reversing thrust.
- B** — Pass back and forth against the pull of the anomaly.
- C** — Leave main vessel and approach in smaller pods, perhaps cabled to the mother vessel. If players select C, tell them this is not a Battle Born adventure and they can die. (Choose again.)

Option A or Option B will result in the same (isn't it always the case). Make the players make a few Difficult rolls against a few skills. But all of this is meaningless, for as the players approach, another vessel careens seemingly on a suicide course into the heart of the space anomaly. Yet right as the foreign vessel would plunge to certain death, the vessel Trips away. In the wake of the sudden displacement of matter, the player's own vessel is torn from its approach pattern and tumbles toward the derelict. The strain of the mishap has left the players own ship damaged and losing power. Even using Components from their EE Suits and support gear, the players are left short of the required storage cells necessary to obtain escape. Radio for help would be useless. The players must conduct a search (and destroy) mission inside of the derelict craft. They must jetty over to the derelict, clear the ship of hostiles and recover six S-type Components to be fitted onto their own damaged vessel.

Cyberpunk 2020: The players are traveling by car or on foot. Change their hazards to road debris, flat tires, gas main exploding, pocket of radiation, etc. The main thing to do is trap the players at Shogun's sanctuary (i.e. the Sears Automotive Center). The players dare not walk out. Instead they face the obvious decision to enter the auto center to get repairs on their car. "I sure hope one of us is a tech!"

Search and Destroy on Derelict Vessel

Use any derelict schematic with areas of Power Grid (desired S-units) and Security Zones (dogs and robots) connected by lines. General Search reveals the ship has major cargo bays of two substances — petrochemical (C21H23) & gaseous tanks (NO5). The players might wait aboard the vessel for return of Shogun once they discover the deposits of C21H23 & NO5. That is after they defeat the opposition.

Opposition: ship has robotic security systems still active and converted bionic guard animals. Have a total of three robots and one guard Dog per player in game. No more than a single dog in any security zone. CLVS (Basic) — each round, gain knowledge of an area ahead, whether it is a security zone or power node. Make the action brisk as players move from zone to zone in a maze of sections, but allow them to also seal sections or do options not related to skill as desired.

Robots — Take four Vicious wounds to destroy, and they ignore lesser wound types. They attack with both Heat and Magnetic Ballistic. They are shielded and can not be shut-off by electrical attack; skills like Taser or ECM will cause them instead to lose their attack for a round.

Animals — Take two wounds of each type. They also spit Chemical (on any in the area), have laser beam eyes for Focus Energy and bite with the effect of Plasma Weapons. Eyes can be blocked by ECM, the others need Star Point. Creature also may lose its attacks to bark and bay, which causes an electrical and magnetic disturbance which creates an automatic EE Suit minor mishap on all players in area. Nice little hound of hell.

Cyberpunk 2020: The players will be trying to search the area for some new tires or parts for their engines; things like that that will make them visit the auto center. Substitute these for the "S-unit" components. The players will face Lawtech Unlimited Robohounds and Adrek Alpha, Betas and Gamma robots. Use discretion, the purpose here is not to toast the players, just turn up the heat. The players may even discover certain override codes that can be used to shut off the robots. "Hey, we're the good guys."

Additional Facts on Derelict

AAD (Difficult) gains one clue-point — recover conversation between an unknown Skia instructing the robots to maintain the ship and feed the animals until he returns.

CLVS (Difficult) gains one clue-point — no movement by anything other than robots or animals has occurred in the last six days.

EDPP (Difficult) gains one clue-point — one stateroom has the repeated images of a Skia. All other references are vague.

but the image in this one room is more acute since it occurred numerous times with prolonged duration. The face of the Skia does not correspond on any file.

ESS (Difficult) gains one clue-point — reveals traces of refined C21H23NO5 in the Skia's stateroom.

ESS (Basic) gains one clue-point — reveals contents of the tanks on board to be C21H23 & NO5.

Matrix Watch-Dog (Difficult) gains one clue-point — discover a regular pattern in ship repositioning almost like clockwork every week. There is no possible way (short of major Configuration changes) that vessel can make these maneuvers. She must have had an external engine attached to perform these changes.

TIR (Tasking) gains two clue-points — from EDPP image gained above, a more detailed profile can be obtained to discover that the Skia is Shogun.

Cyberpunk 2020: The players can dissect the robots and their own H-7 to discover the clues. Shogun forgot to turn off the monitoring systems, which are standard on the robots. He must have been pretty cocky and didn't expect anyone would use the automated record tapes. Again, make the players apply some of their skills to collect the necessary clues from the robot records.

Arrival of Shogun

Players should know a crime is involved after searching the derelict. If they are patient, they can stay aboard, stake out the vessel and await the smuggler's return. In order for this ploy to work, the players must lose their own vessel (probably down the black hole). The derelict as well should not be changed significantly (by destruction from the boarding battle). Else, when Shogun arrives, he will simply Trip immediately away. If the players capture Shogun, he will make statements like the following —

Asked why he's there gains one clue-point — "I'm jusst a sssimple tradesssman. Here to sssalvage partsss."

EDPP (Basic) gains one clue-point — reveals he's been here before. "Ssso I'm returning for more ssstuff. My vesssssel only holdsss sssso much."

TIR (Basic) gains one clue-point — reveals his Chemical Recombinator. "That'sss jusst for my low blood sssugar."



ESS (Basic) gains one clue-point — reveals trace amounts of C21H23NO5 on his person. "Ssso I'm an addict, who isssn't thessse daysss. It'sss a victimlesssss crime."

When threatened with further mind probes. "If you kill me, none of ussss will get away. I'm the only one who can Trip usss out of here." Players need a witness to testify that Shogun sold C21H23NO5 (that being Grand Drone) to truly make the case in court. Yet unknown to the players — Shogun can also claim he rescued G/Sol trapped on the derelict, a good defense in Tetra-League court. (In the epilogue trial, players will later lose a D8 clue-points.)

Cyberpunk 2020: The players will still need to destroy their own vehicle in order to lay in wait. Each cop-car has a repeater and a very distinctive chemical and electromagnetic emission signature. Shogun will be able to monitor and detect this signal. By erasing the car's computer matrix which controls the fuel ejection and steering systems, the players will essentially hide their presence. They will also trap themselves. (If you prefer, let the auto center be too backward to have the necessary parts to fix the players' cars — all the tires are corroded and turned to oil slicks. I think the plot works better when the players must actively decide to trap themselves to gain the opportunity to make the arrest.) Shogun's hook instead of his Skia's ability to Trip, will be that his truck is equipped with an eye scanner and will not start unless he is at the driver's wheel. No one canchange this limitation. So once again, the players will arrest Shogun, but he will state he saved them in the end.

Investigations at Propulsion Artist Concert

Players' Info: The crowds have assembled at Walker World to watch the performance of Grand Drone. The lines have formed and over a thousand Immunes have converged on the theme park. Players can monitor some activities from orbit, but otherwise know they risk starting a riot if they arrive at the surface in EE Suit. Decide who will shed their Suit and descend the sky hook with just a partial set of their gear. Then continue with the search of activities in the theme park. Rest of the players may remain on-board ready to drop to surface if support is needed.

Cyberpunk 2020: Players must watch from a central security location, or enter the crowd undercover (without any heavy weapons). Those who wait in the security center may ready and wear maximum threat urban riot armor.

Referee's Notes: Two main events occur. Players can look for drug deals in the crowd or go back-stage and search the performer's staging area.

Evidence Collection Back-Stage

Overhear a conversation between Vinci and Grand Drone. The two end all talk as the players arrive. Vinci makes greetings to the players about enjoying the show and hands Grand Drone something before he hustles off. Grand Drone enters his "Dust-Off" capsule and launches to orbit. Any players in orbit may intercept him there on Jet-Pack Difficult. Capturing Grand Drone gains a D8 clue-points.

AAD (Difficult) gains two clue-point — recover conversations between Vinci and Grand Drone. Vinci is trying to convince Grand Drone that he needs to do something sensational. "Listen, those fricken' Battle Born guys made you look like a fricken' putz. You gotta 'spire' out dere kid. If it was once maybe we could ignore it as maniacs. But no, these guys two fricken' times made falls that were fricken' beautiful. You gotta show your fans kid; drone is number one." Grand Drone is complaining he's feeling ill and needs a visit from "the good Skia." Vinci's final words are criminal in nature — "what is your life when compared to your art. Take a dive kid for art's sake. One final free-fall into immortality. I'll get you something to make the ride easy."

TIR (Basic) gains one clue-point — reveals Grand Drone to be Alex Rogers, adopted son of Uncle Al Rogers. Grand Drone

will attempt suicide (for the sake of art) in his next performance. He is addicted to C21H23NO5. Grand Drone is being manipulated by Vinci Gordoni into the act. If Alex Roger is rescued, the show will be canceled. This will start a riot, but players may search crowd for drug deals before that occurs.

Cyberpunk 2020: The surveillance robot (or NPC) left behind will reveal a taped replay of a conversation between Vinci and Grand Drone. (Or the players might acquire the information as it is stated with cyberware surveillance.) Vinci wants Grand Drone to actually drop himself from orbit and have the whole terrifying event broadcast back to the park on a ten story TV. He'll of course sell the video later for a huge profit. Vinci has a shuttle to orbit ticket ready to take Grand Drone (AKA Alex Roger) up for his performance.

When accused of attempted murder Vinci will plead he has some important information to trade for freedom. He knows of a deal between two very heavy parties regarding "Brain Drain." He can point the players toward the climax arrest.

Action in Concert Crowd

The main arena is a mass of Immunes (several hundred): If MACE could field such man-power, they could easily defeat the Kro at Iota Upsilon. Alas, these are the sons and daughters of the social elite, children of executives. Players enter the arena and must press the flesh in close proximity to the crowd. Everyone will be battered around and takes an Abrasive wound (to start). Yet, no one may enter in EE Suit — that would blow their cover. Everyone should try to avoid minor scuffles. Continue with the following Q&D; let each player around table roll until either Shogun is found, or all the players are "occupied" (until the riot starts). Resolve rolls from low to high around table.

Cyberpunk 2020: The crowd is huge, hundreds of thousands of spectators from all backgrounds with even a number of teens related to corporation heads. The action on the Q&D will easily adapt. The players should substitute their own abilities and modifiers.

Shogun is a free-trader who operates from outside the jurisdiction of the Tetra-League from the Independent Buccaneers. Shogun has been arrested numerous times, but to this day has beaten every conviction (mostly on technicalities). Players question Shogun, he make statements like the following —

Hand Cuffs (Basic) gains one clue-point — Asked why he's there, "I'm here to enjoy the ssshow."

TIR (Basic) gains one clue-point — reveals Chemical Recombinator. "That'sss jussst for my low blood sssugar."

ESS (Basic) gains one clue-point — shows trace amounts of C21H23NO5 found on his person. "Ssso I'm an addict, who issn't thesse daysss. It'sss a victimlesssss crime."

When threatened with further mind probes, he'll start to scream and will attract the attention of other concert goers. Players need a witness to testify that Shogun sold C21H23NO5 (that being Grand Drone) to truly make the case in court.

Riot at the Concert

For any of a number of reasons - maybe Grand Drone didn't arrive, maybe an agent got out of hand and started the brawl, or perhaps the players have been set-up - the area is a mess of panic and mayhem. The AWOL Battle Born squad has returned. (Even if they were chased away from the Hercules gas giant.) The players will note that another ship Tripped into the system and the opposing troopers have entered Jump and Die (descended from orbit to the planet). Luckily now the other players (at the ship) may enter battle in EE Suits to lend their support. However, no one has yet activated any suit function — no Upgrade #24B, no Neural Shock, no Battlefield Discipline, etc.

Each player may attempt to either Calm and Protect Crowd, Fight the AWOL Battle Born or Fully Don their EE Suit. Describe all three actions before the players decide how to split their strengths.

Cyberpunk 2020: Adapt the Calm and Protect rolls for use with appropriate skills. Those players who started in the crowd can "Fully Don their EE Suit" by going and getting their full amount of support gear and protective riot armor. The battle with the Battle Born boostgang can be a running gunfight through the park.

Q&D Crowd Search *(each player rolls two D8 to decide their order)*

Lowest roll (of players at arena) — Attempt Tasking (or Basic with APB) to verify that someone is not a suspect. Fail and you mistakenly arrest a Skia as Shogun; drop-out of Q&D until riot starts. Success and roll another D8, add to your total and continue with new place for event.

Second Lowest — Attempt Tasking (or Basic with Mental Discipline) or start to enjoy the spectacle and forget about duties. Success and roll another D8, add to your total and continue with new place for event. Fail and drop-out of Q&D until riot starts.

Third Lowest — Propositioned to go underneath the stands for some "Free Love." Accept and drop out of remaining Q&D, until riot starts. Refuse and if character lacks skill Imprint Memory, he suffers a Morale Test wound. Yet for refusing, roll another D8, add to your total and continue with new place for table.

Fourth Lowest — Offered a chance to share a fix with someone in audience; he is not a main supplier, just a junkie. Refuse and drop out of Q&D until riot starts, as your cover has been blown. Accept and attempt Tasking (or Basic with Chemical Disbalance). Success and roll another D8, add to your total and continue with new place for table; plus gain one clue-point. (Person is too incoherent to provide any other info at this time.) Fail and drop out of future Q&D until riot starts.

Fifth Lowest — Propositioned to go underneath the stands for some "Free Love." Accept and later discover person is of "wrong sexual preference"; suffer Morale Test wound. Plus, drop out of Q&D until riot starts. Refuse and if character lacks skill Protocol, he suffers Morale Test wound. Yet for refusing, roll another D8, add to your total and continue with new place for table.

Sixth Lowest — Attempt Tasking (or Basic with Holographic Imager) to look natural among the strange collection of concert attendees. Fail and caught in a brawl (which later concludes as riot starts). Success and roll another D8, add to your total and continue with new place for table.

Remaining Results — Attempt Tasking (or Basic with TIR) to sight the notorious smuggler Shogun in the audience. Let each player roll and attempt to find Shogun. Fail and take an Abrasive wound as crowd starts to jostle in anticipation of Grand Drone. After the first six results, everyone on their turn gains a chance to find Shogun.

Calm and Protect Crowd — the following eleven skills must be made. Until they all are made, the players are still in battle and may suffer injury. If the players lack the skills, the rolls may still be attempted at two Degrees higher (i.e. Difficult becomes Limit). Or the referee may suggest alternatives. Once the skills are displayed, the Battle Born are arrested or driven away. Cross these off as they are successful.

- Auto-Ranging** (Difficult) — Bring down a random sniper overhead.
- APB** (Difficult) — Call for back-up from local robotic park police.
- Charisma of Presence** (Difficult) — Establish yourself as the focal point for control.
- Calming Voice** (Basic) — Still the crowd.
- Cartridge Load** (Difficult) — Frighten a gang of young bloods into surrender.
- Crowd Control Mode** (Basic) — Direct the orderly evacuation of audience.
- ECM** (Difficult) — Deactivate various concealed weapons and implants in crowd.
- Neutralizing Reagent** (Difficult) — Extinguish some secondary the fires.
- Remote Defusing Ordnance** (Difficult) — Deactivate explosives of Grand Drone's stage.
- Rubber Bullet** (Difficult) — Stop escape and capture of Shogun.
- Tactical Analysis** (Basic) — Plan the operation.

Fight Battle Born — The players must harass, threaten and kill the attacking Battle Born to disrupt their aim. Attempt any combat attack or combination which can deliver at least a Walking wound. RPG is a very good choice. If at least twelve Walking wounds are delivered in damage, the players take no collective damage themselves and the crowd is shielded as well. If eight are dealt, each player takes a Walking to protect the crowd. If only four are made, the players take a Morale Test or Vicious (each player's choice). If only two such attacks are made, everyone in the team takes a Morale Test and Vicious. If one or no successful attack is made, then all the players are struck and knocked unconscious. (The game is over in a loss.)

Fully Don Your EE Suit — automatic, but player loses his actions this round. All wounds carry over. If the player wants to activate Mental Discipline, Damage Control (on self), Neural Shock, Upgrade #24B, Auto-Star Point on damage taken round, etc. He must select this action and then make the rolls.

Climax Arrest at Walker World of Wonders

Player's Info: Shogun will reveal that the notorious criminal mastermind Darko is at L-5. He is interested in C21H23NO5 and can be lured into a buy. Darko wants to start importing C21H23NO5 to Bocca Blucher. The previous C21H23NO5 sales have been that profitable. C21H23NO5 will destroy the efficiency of clerks on Bocca Blucher, and lead to a collapse of order. If Darko can be captured (or killed), then the death of over thirty G/Sol agents can be avenged. Vinci Gordoni says he can act as intermediary, so long as the players say they won't press charges against him for other crimes. ("All I need is your fricken word not to bring no fricken death penalty. I don't want to find myself fricken dropped on no fricken Kro.") Nothing of course is binding. The player's word is the only thing that must be given. Whether they have honor or not is up to the players.

Shogun must meet with Darko in the computer matrix that controls the rides of Walker World. Shogun is afraid and asks to be released without charges for his cooperation. Once again the team must agree, and later decide to keep agreement or not. Since minds will be interacting in the matrix, a physical disguise is impossible. The players must have both Gordoni and Shogun to pull this off. If they refuse, skip to the trials in epilogue. Yet once again, the players are reminded that Darko would be the catch of a career.



Players will be stationed in two locations: performing a Matrix Watch-dog to record these deals and outside to catch Darko in his act. Darko's identity is presently an unknown; he is a person who changes form from crime to crime. But once his memory patterns are collected and he flees the Matrix, he can be identified, trapped and arrested (or shot dead). For the moment, he is an unknown. Anyone in the park from the smallest child to most goofy Skia could be Darko in disguise. Split the players into two groups — those outside in sniper position at the highest position in the park, and the rest inside the Matrix.

Cyberpunk 2020: The situation is as stated, the players have a chance to arrest (or kill) Darko. The details of the net are left to the referee. Set an adversary level appropriate to the players. This action can also be simulated with guidelines below (turn it into a dialog and demonstration of skill) or by modifying the Q&D Matrix Watch-Dog tables in this issue. The "Killing Shot" as well can be handled by a single display of skill by the players outside the net.

Inside the Matrix

Upon entering, Walker World matrix asks players who they are (Walker southern accent optional). The team is grabbed and moved to the ALU, an obsolete section of the matrix. Each player must tell a joke to the ALU, and the referee decides, based on how funny it is, whether they can continue or whether they must tell another. (In most cases any joke will allow the player to continue; it's been a long time since the ALU has talked to anyone.) Yet any player that refuses to tell a joke is tossed from the matrix and is stunned. He may not then join the others outside.

Next, the players determine that Gordoni and Shogun are in a panic. They must calm these two down with a display of skill (like Calming Voice or Neural Shock). Otherwise, the two short-circuit from the matrix and take the whole team with them. Each player takes a Morale Test wound and Darko escapes.

The deal then begins. The players must record the mental patterns of Darko. This is done with Matrix Watch-Dog (Difficult) or C-Cubed (Limit). Any success will be enough, but anyone who tries and fails is short-circuited from the matrix and takes a Morale Test wound.

Darko will then realize he has been recorded. Darko will try to make a diversion by rerouting controls and causing malfunctions of rides in the theme park. He will make one attempt per player in the matrix. Each player must attempt of System

Bypass (Basic) or C-Cubed (Tasking). Fail and that player must either short-circuited from the matrix, taking a Morale Test wound, or someone outside loses his ability to make a "killing shot" and instead must rescue those on the ride.

Now the players must locate Darko's physical location and drive him out of the matrix. Each player must attempt of Override Directives (Basic) or C-Cubed (Tasking). Any success will be enough. If Darko is driven from the Matrix by this result, then continue with the "killing shot" from those outside.

If all the players are driven from the matrix by their own poor results, then Darko will have escaped when they recover.

Outside Matrix – Killing Shot

Make a killing shot of Auto-Ranging (Tasking) to down Darko before he escapes. Each player only gets one chance; the pressure is on. Success and Darko falls (but read note). Mixed and Darko is probably killed, but his body, mysteriously, is never found. The player may think for sure he killed the person identified as Darko, but doubt remains. Fail and Darko escapes. Mishap and after the smoke clears, one player is killed (roll dice and low person lost).

Note: in terms of continuity of stories, Darko is more of a cult than a single man, but that should not distract from players accomplishments as avengers of justice. ("Or is that another game all together.")

Epilogue – Final Court Case

Players' Info: Now the court cases must be filed, and convictions might be handed down. The players will spend their collected clue-points in attempts to convict any of the following:

Cyberpunk 2020: Let the players spend their clue-points toward various convictions. Make adjustments to the sentence as appropriate. You may also find it easier to simply use the Task Resolution table in G/Sol to make the final roll.

Tamper Evidence (corrupt cops) — Who said crime doesn't pay? The players must decide just how corrupt they are. The G/Sol have considerable autonomy, and as a group run the extremes fully out for cash to fanatically opposed to crime. Regardless they remain loyal to their own, and no one questions another agent's actions.

Players may accept pretrial bribes for not delivering all the evidence. This may still lead to conviction, but maybe not under a maximum charge. Let majority vote rule, since everyone had access to the evidence. No points need be spent on this; however, if a D8 points are given, then the personal assets of each person in group will be increased from Independently Wealthy to Aristocratic. Decide before rolling since chance will not come around again.

The players may also doctor the evidence to gain an additional D8 points. They must roll Official Report (Tasking). Success and gain a D8. Mixed gain one. Fail and lose a D8. Mishap and caught and all cases thrown-out.

Battle Born — Arrested in the scenario will be dropped on the Kro at Iota Upsilon. No points need be spent on them; however, if a D8 points are spent, then their assignment order in the drop will be increased (to first). Decide before rolling since chance will not come around again.

Grand Drone (AKA Alex Rogers) — His father would like to see him convicted, so he will be placed in MACE to learn respect for Tetra-League. As Al states, "convict him and sober him up." Use some of clues to make a case against him. No points need be spent on this; however, if a D8 points are spent, then he will be convicted (and the players gain another favor from Uncle Al). Decide before rolling since chance will not come around again.

Vinci Gordoni — Conviction will make him plea bargain and turn over priority evidence needed in other pending G/Sol cases. No points need be spent on this; however, if a D8 points are given, then the team gains prestige among the G/Sol. (Players advance in level on G/Sol progression path.) Decide before rolling since chance will not come around again.

Shogun — Convict him of the crime of trafficking in a restricted substance C21H23NO5. A good collar and completes the mission. Everyone stands to gain a D8 skills or bonus points from this.

Shogun, in his first defense move (if possible), will say he rescued the G/Sol trapped on the derelict. Players lose a D8 clue-points.

His second defense claim is that the G/Sol endangered everyone at the concert with their attacks. Shogun will claim he is a victim of G/Sol terror tactics — good defense in Tetra-League court. Players lose from jury sympathy a D8 clue-points (or two D8 if they currently have more than twenty).

Clue-Points Toward Case Degree of Conviction Roll *

four or less	Limit
five to eight	Tasking
nine to twelve	Difficult
thirteen to sixteen	Basic
seventeen or more	Automatic (no roll required)

Note: * — Because Shogun is also notorious for gimmicks and technicalities, players must roll twice on his case and take the worse result. Consider these as separate rolls for conviction and sentencing (if you wish).

Success — Person is convicted and condemned to Battle Born Squad #85. Each player gains D8 additional skills.

Mixed — Shogun is paroled to community service as a Green Space Society volunteer. He goes relatively free, but players gain D8 skills from the conviction. Players may press the case and reroll for result, but treat a second roll of Mixed as Failed.

Failed — Shogun walks (at least as far as the parking lot before Auto-Ranging settles the issue of guilt).

Mishap — Players are fined for the slander. Shogun leaves the courtroom laughing. His laughter ends later that day when a sniper acquires him on his targeting screen coming out of a hotel. (That's true G/Sol justice in action.)



Cybernetic Defense of a Computer Matrix

by Robert Culliford

Many games try to simulate the aspects of unwarranted entry into a computer system. But what about the other side of the coin? What if the players are not positioned inside of a matrix as intruders, but instead are placed there as wardens to protect the system from "hackers," or in our high-tech case, "net-runners."

The security team is stationed inside the operating paths of a computer matrix, and there guards the integrity of the present system and programs. The goal is to keep outsiders from hacking and stealing information or worse changing files in the system matrix. In Era Ten, not all members of the team must make the "Interface Equipment" or other assorted rolls. The team is usually anchored in the real world as one player establishes a link into the matrix. The other players attach to this person by joining EE Suits or merging optical links. The team then is stationed inside the system.

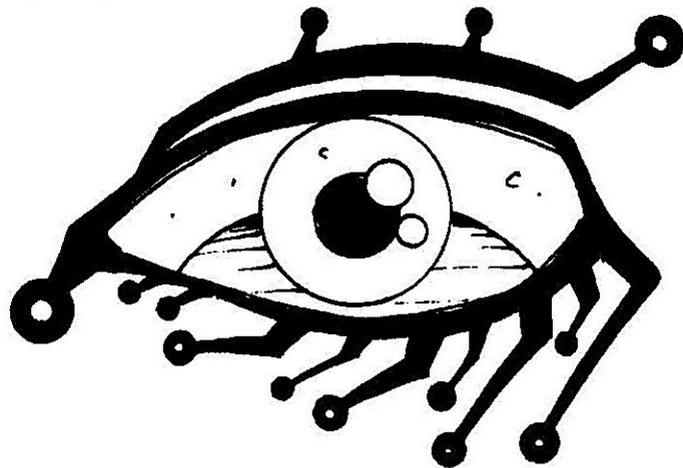
Skills are shared in a common fashion similar to a team in tactical assault, with variety ensuring the best defense. Many common EE Suit functions will prove valuable even inside the matrix. Usually, each member of the team enters cryogenic shut-down (or at least a solid hacker's trance) if only to keep from fidgeting and breaking the link. Various safe-guards, besides the overly obvious things like booby-traps, can be activated or configured to protect the host bodies while their minds patrol inside a computer matrix. Yet, often the minds could return to their bodies and be ready for action faster than human reflexes could capitalize on discovering a comatose team. The players might remain in a matrix system for hours, days or years, yet each act to stop intrusion or to counter terrorism occurs in just a few microseconds.

An important matrix, like the War Cartel's Component processing guidelines, are continuously warded by cybernetic watch-dogs. Before one shift leaves, another is solidly in place. Even a slight gap in time could allow epic changes to matrix programs, should a hacker be waiting for just such an opportunity. Worse still about such crimes, they may appear simply as new facts, policy, properties or evidence. Only hacking that causes destructive actions outside — opening an airlock into a vacuum, shutting off life support on a critically injured witness or changing automated events in the outside world — will be immediately known and might be instantly corrected. Should the matrix watch-dogs fail at their task, entire asset records or historical data may be changed, including the personal memories of important executives of the Tetra-League.

More elaborate matrix hacking Q&D was provided in the Nov/Dec '92 issue of Space Gamer. Here the action, focuses on defense from a foreign entity (invading hackers). The players first goal is to predict the type of intruder, either by piecing together past clues or making a educated guess based on the referee's description of the matrix's subtle changes. The intruder will enter as a Virus, Worm or Trojan Horse.

In a Virus, the hacker changes his mind's patterns and attaches himself onto another program in the system. From there he "spreads" by cloning himself into other programs that he crosses in the system. Eventually he spreads to the specific program or information he wishes to change. This option is the most common, but highly secret matrix (the kind that have watch-dogs) work with a limited number of programs. The watch-dogs familiarize themselves with these programs, so that any alteration is noticed and can be terminated or routed to a secure storage area while verification is made with the outside world.

With a Trojan Horse, the hacker tries to pretend he is a useful program that just has been added to the system. When questioned, he will literally play the role of a "new guy," lost and in need of assistance. His ability to answer questions, provide passwords, correlate recent events and justify his need in the system all are



designed to establish his credibility. The hacker will also try to confuse the watch-dogs as they verify this "new" program's authority to be in the system. The hacker may have bribed or coerced an outside programmer to verify his legitimacy. Else, he has forged his authority to be in the matrix. A hacker using a Trojan Horse who has done his homework and established his alibi is as hard as any seasoned criminal to discover. The watch-dogs will also be scolded (at times) for interfering with legitimate programs and requests. ("How can anyone work at this rate of interrogation?") As they are chastised, they grow less vigilant and that is to the hacker's advantage.

The last type of forced entry, a Worm, is a direct attack on the system. The hacker forces his program on the system and directly confronts any security. The watch-dogs might simply be "out-gunned" by an experienced intruder. They will find themselves under-skilled, cross-circuited and sent into seizures by the hacker's (or team of hackers') assault.

After the intruders are detected, the battle starts. A balanced watch-dog team is proficient and supported in four areas — Data Manipulation, Electrical Boosting, Information Transfer and Mental Stamina. A team may start with a deficiency or through combat lose its ability in any and all of these four areas. Each supporting area has a role to play in the overall strategy.

The actual layout of the matrix is not necessary. These mechanics are designed to allow a general battle of intrusion without the need to draw a circuit path or outline a flowchart of the matrix. A deck of playing cards is used to generate the results. The key is to survive and block the intruder for a series of card-flips specified by the referee. Each flip either passes with little destructiveness to the watch-dogs or disrupts them for a number of Walking or Morale Test wounds. Yet, even an unskilled team might simply "take the blows" and by pure staying-power alone thwart the entry. (Don't worry, the intruding hacker is growing just as frustrated, but to simplify the referee's task his wounds need not be recorded.)

To determine the outcome, the suit of the card determines the required area of defensive support:

Matrix Battle Cards

Heart — Data Manipulation is necessary (in the battle).

Club — Electrical Boosting is necessary.

Diamond — Information Transfer is necessary.

Spade — Mental Stamina is necessary.

Joker: Shuffle the deck and continue.

On each card-flip, the watch-dog team must attempt to thwart the intruder by displaying an ability or implant that satisfies the card's suit (area of support). One member then must roll a single D8 above the rank of the card flipped. (Treat face-cards as tens.) Thus, an ace is not an automatic success, since the roll must be above the card's rank, and therefore a roll of one will fail. A failed roll causes a Morale Test or Walking wound. The skill bonus of a person attempting to display the required area of support is added to the roll. This may be the only way a team avoids the wounds from a card-flip of rank eight and above. If the first attempt to "beat" the card (intruder) fails, then repeated attempts must be made. However, the rank of the card is dropped by one after each failed attempt. (Again, treat face cards as ten as they slowly drop to a value that can be surpassed by a die roll.)

Should someone fail in his attempt, besides the wound, he additionally may not use that same skill again in this battle to defeat any card. He must select another, or a different watch-dog must display the same skill or another of his own. If the watch-dogs do not have any ability that displays the necessary support, or if they have lost all their defensive skills in an area by failure in their rolls, then one character is short-circuited from the matrix in order to thwart the intruder's action (card). He is out of the battle and may not use any of his skills to further influence play. The team leader decides who is lost. On the positive side, the short-circuit of a player beats the card (on to the next).

There are numerous skills, functions and implants which can provide defensive support. Some cover more than one area. To clarify a player's abilities and give some, but not all, examples:

Matrix Support Coverage

Data Manipulation: Boolean Mentality*, C-Cubed, Cerebral Splitter*, Chemical Disbalance, Damage Control, Digital Converters*, Event Triggered Orders, Gate Pattern Processing*, Imprint Memory, Interface Equipment, Matrix Watch-Dog, Mental Discipline, Optical Link, Override Directives, Psychological Warfare, Pure Focus Concentration*, Scramble Suit Codes, Set/Control Master Suit Codes

Electrical Boosting: Damage Control, Diagnostic and Repair, ECM, Electrically Reinforced Synapses*, Event Triggered Orders, Gate Pattern Processing*, Interface Equipment, Matrix Watch-Dog, Neural Shock, Optical Link, Override Directives, Power Generation, Set/Control Master Suit Codes, Taser

Information Transfer: Access Data Files, Calming Voice, Cerebral Splitter*, Chemical Disbalance, Diagnostic and Repair, Digital Converters*, ECM, Gate Pattern Processing*, Imprint Memory, Interface Equipment, Interrogate, Matrix Watch-Dog, Non-Linear Organization*, Optical Link, Psychological Warfare, Scramble Suit Codes, Set/Control Master Suit Codes

Mental Stamina: Calming Voice, Cerebral Splitter*, Chemical Disbalance, ECM, Electrically Reinforced Synapses*, Gate Pattern Processing*, Imprint Memory, Interrogate, Mental Discipline, Matrix Watch-Dog, Motivation, Neural Shock, Non-Linear Organization*, Override Directives, Pure Focus Concentration*, Set/Control Master Suit Codes

Note how certain functions provide a critical role, bestowing possible protection in multiple card suits. An "*" denotes an Implant defined in issue two; all others from either the Battle Born game (issue one) or G/Sol (this issue).

The referee as part of his set-up before the battle must determine the number of rounds (card-flips) of intrusion. Here are some typical opponents:

Intruder Type

Accidental entry or error (One card-flip)

Free-Lance (Two card-flips)

Specialist (Half a D8 card-flips)

Boy Genius or Hacker (D8 card-flips)

Trained Tech-Ninja (D8 card-flips plus one)

Experienced DOC (D8 card-flips plus two)

Industrial Spy (Two D8 card-flips)

"Jazz Master" (Two D8 card-flips plus two)

"Scan Master" (Three D8 card-flips)

Matrix Designer (Four D8 card-flips)

Double the number of rounds require if the hackers entered boldly as a Worm. (If there is a bright-side to battling a Worm, at least the watch-dogs didn't have to go through the detection process of determining that the matrix has intruders.) Additionally, the referee may decide that the players must roll a D6 for their outcome to beat the card's rank, in place of a D8, when they fight an opponent who has battled them before or has previously penetrated the matrix.

During the battle, wounds may not be restored in any manner after they are lost. Things just occur too quickly. Should the watch-dog team survive, they defeat the hackers by forcing the opponents from the matrix. (There to be apprehended or continue with a real world battle.)

Example of Matrix Assault with Cards

For a quick example, lets have four watch-dog members of the Soul Guard, fight an intrusion of a trained Tech-Ninja. The referee rolls a die and decides the players must face six card flips.

G/Sol team in example:

Zulu — Matrix Watch-Dog (+1);

Yankee — C-Cubed (+1) and Matrix Watch-Dog;

X-Ray — Access Data Files and ECM;

Vex — Gate Pattern Processing (+2).

First Flip: Four of Spades. This means that the players must exhibit Mental Stamina. That is possible by all of the team members, Zulu's or Yankee's Matrix Watch-Dog, X-Ray's ECM and Vex's Gate Pattern Processing. The team elects to have Vex make the roll. He rolls a D8 for a three. Adding his bonus of plus two in Gate Pattern Processing gives a final roll of five, which is above the card's rank so the action is thwarted.

Second Flip: Four of Diamonds. This means the players must exhibit Information Transfer. That is possible by all members, Zulu's or Yankee's Matrix Watch-Dog, X-Ray's Access Data Files or ECM, and Vex's Gate Pattern Processing. Zulu tries his skill and rolls a one. Even with the plus one he has failed. He takes a Morale Test wound and also temporarily loses his skill. The card still must be defeated, though it's rank now is three. Yankee tries next with his Matrix Watch-Dog. Note, Zulu lost his skill, but that does not prevent another from using their same skill even against the same card. Yankee rolls a four and beats the card (since it dropped in rank by one after Zulu's attempt).

Third Flip: Six of Diamonds. This means the players must again exhibit Information Transfer. That is now possible for three members, Yankee's Matrix Watch-Dog, X-Ray's Access Data Files or ECM, and Vex's Gate Pattern Processing. Zulu no longer has a skill useful in this battle. Vex tries and rolls a two. He adds his plus two, but still comes up short. He loses his skill and takes a wound. Yankee tries and also fails by rolling a two. X-Ray attempts with Access Data Files and he fails as well with a roll of two. Finally, with the rank now a two, X-Ray's ECM on a roll of three wins.

Fourth Flip: King of Diamonds. This means the players must exhibit still again Information Transfer. That is possible only by X-Ray's ECM, but he does not have a modifier to roll above the ten (king's equivalent rank). Rather than attempt and fail, leaving the group short even more skills, Vex decides to short-circuit. The card is defeated and he is out of play. If the players win, he can later return to the Matrix.

Fifth Flip: Eight of Clubs. This means the players must exhibit Electrical Boosting. That's possible by X-Ray's ECM. Once again, rather than risk the roll, Zulu decides to short-circuit. The card is defeated.

Sixth (and final) Flip: Two of Hearts. This means that Yankee's C-Cubed is possible. Now, notice that either could instead short-circuit and end the battle. But, short-circuit is not without peril (see later), so rather than end this "sloppy," Yankee tries his roll. His plus one also means that he will succeed on anything but a roll of one. After making a roll of five, the matrix threat is cleared.

Fluke Cards (optional)

Whenever a Jack is selected for the Matrix Battle card, the referee can resolve the action, like it was a ten or he may check the table below. These events add flukes and additional character situations that need player resolution.

Final "Bit" on "Short-Circuit"

The cam has been bested in one manner or another, met with personal mishap or entered a position from which they are forced from the matrix back to their own bodies and reality. In the time required to once again establish a proper link and return to the matrix (to pursue hackers who have created this predicament), a hundred-million changes of information might occur. These could cause actions like renegade robots, security doors opened, ma-

chines shut-down or altered, power shut-off, ship course rerouted radically, defense screens lowered, etc. If all the players short-circuit, then they have certainly failed their watch-dog task. (The referee decides to what degree things can be remedied and information can be recovered.)

Also to simulate the player's trauma as he is degaussed, dispelled, erased or shorted — pick a jargon term — the player suffers attacks from electrical shocks and mental seizures. Consult the referee's attack table and pick a few categories of wounds and make some rolls. The player could conceivably suffer any and all, especially if his own EE Suit (or Duro-Armor) backfires, discharges plasma or activates ordnance. He may also injure his comrades in the general area. The player should suffer the minimum of a Vicious wound, unless he is an experienced hacker in his own right and has implants or abilities to lessen this shock.

Q&D "Jack Events in the Matrix Battle" (208)

- 3 or less: "Advantage"** — Breakthrough occurs as opponents seem to lose their will to attack. Until the deck reshuffles, select two cards and the players choose one of the pair to take effect.
- 4: "Regroup"** — One player has collected his thoughts and rallied himself. He may restore all of his Morale Test wounds.
- 5: "Paid for the Upgrade"** — One player repairs or brings his gear back on-line. He restores any skills or implants he may have temporarily lost in this battle.
- 6: "Will-Power"** — Courage rules the day. Until the deck reshuffles, treat all cards as Spades.
- 7: "ALU"** — The system's antiquated arithmetic and logic unit (the robotic artificial intelligence of the matrix) creates a problem. One player must be assigned for a D8 card-flips to calm it down.
- 8: "Truce"** — Players are contacted by the intruder to strike a deal. He may remind the players of the value of the records they protect and offer to share. He may also try to blackmail or coerce them into surrender. The referee will moderate all negotiations, but more than likely the attack begins again.
- 9: "Curse the Designer"** — The processors are overloaded, so skills are less effective. Until the deck reshuffles, raise the rank of all cards by two.
- 10: "Iron Will"** — Battle becomes a simple matter of strategy. Until the deck reshuffles, ignore the results of all Jacks picked; previously selected cards remain in effect.
- 11: "Sniper"** — Special program attack or mishap overloads one of the watch-dogs. The player with the most implants suffers a Vicious wound from internal hemorrhaging and becomes disordered. He must retreat from the Matrix and will be removed from further action.
- 12: "Babbage Phenomenon"** — One or more of the members of watch-dog team begin to dream or hallucinate to the point where their bizarre thoughts create a virtual reality within the matrix. The referee should decide who is involved and the outcome. (My favorite are always where everyone, friend and foe, must join forces to fight a new imaginary threat in a rustic or fantasy motif.)
- 13: "Dynamic Duo"** — Secondary intruder enters the system. These two may not be related, in fact they may be rivals. However, the players must divide their team and simultaneously battle this new threat. The referee decides the strength (in card-flips) of this new threat; most will be "accidents" of one card flip.
- 14: "Back-Door"** — Matrix design plans are lost to the enemy. Double the amount of remaining cards the players must face.
- 15 or above: "Double Whammy"** — Highly successful maneuver or display of skill by the intruder forces one player to short-circuit from the matrix.

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