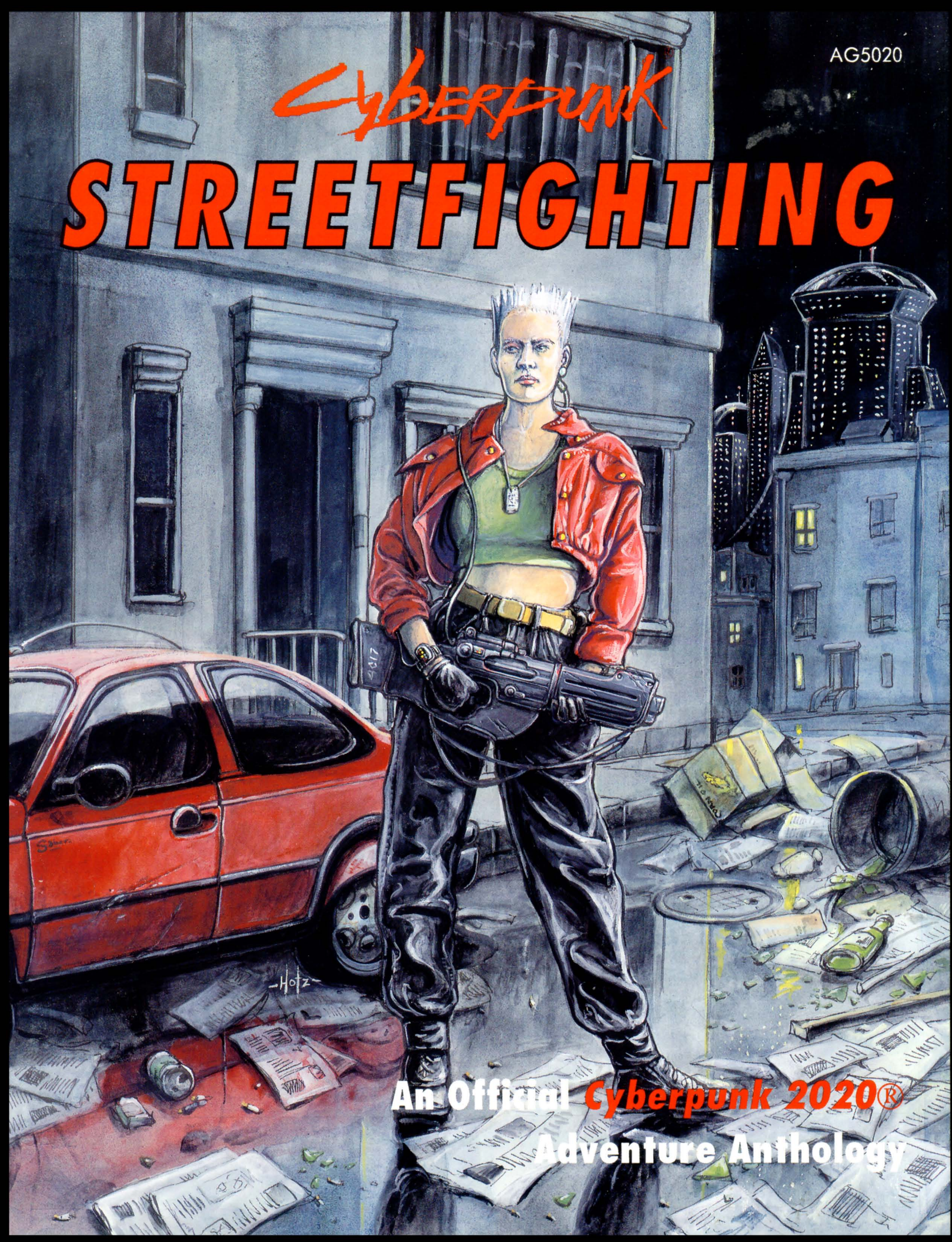


AG5020

CYBERPUNK STREETFIGHTING



An Official **Cyberpunk 2020**®
Adventure Anthology

STREETFIGHTING

An Official

CYBERPUNK[®]

Adventure Collection

by Andrew Borelli, Woody
Eblom, Thomas M. Kane,
Brian Perry and Jonathan
Tweet



P.O. Box 406 • NORTHFIELD, MN 55057 • AMERICA
ONLINE: ATLASGAMES • INTERNET: ATLASGAMES@AOL.COM

Cyberpunk® Adventures

Also Available from Atlas Games

The Arasaka Brainworm, by Thomas M. Kane
Night City Stories, by Scott MacKay
The Osiris Chip, by Thomas M. Kane
The Chrome Berets, by Thomas M. Kane
Chasing the Dragon, by Stephan Michael Sechi
All Fall Down, by Andrew Borelli
Thicker than Blood, by Alison Brooks
The Bonin Horse, by Eric Heisserer

CREDITS

Design: Andrew Borelli ("Showdown at the Arcade Arcade," "Night Life"),
Darin "Woody" Eblom ("Behavior Control Technicians"), Thomas M.
Kane ("Sunday Drive," "It's Only Rock 'n Roll"), Brian Perry ("Boxed In"),
Jonathan Tweet ("MultiMincer")

Editing: John Nephew, Darin "Woody" Eblom

Product Manager: John Nephew

Editor for R. Talsorian Games: Derek Quintanar

Cover Art: Eric Hotz

Interior Art: Brian Chesney, Eric Hotz, Doug Shuler

Cartography: John Marshall, John Nephew

Layout: John Nephew

CHARTING NEW REALMS OF IMAGINATION, the Atlas Games logo, and ONCE UPON A TIME are trademarks of John Nephew. CYBERPUNK is a registered trademark of R. Talsorian Games, Inc., used under license. PANDEMONIUM! Adventure in Tabloid World is a trademark of M.I.B. Productions.

This is a work of fiction. Any resemblance between characters, situations and events depicted herein and actual persons, situations or events, without satiric intent, is strictly coincidental.

Copyright ©1993 John Nephew. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except small excerpts for the purpose of reviews, is expressly prohibited.

Contents

Introduction4

MultiMincer5

by Jonathan Tweet

Sunday Drive15

by Thomas M. Kane

Showdown at the Arcade Arcade ...21

by Andrew Borelli

Boxed In30

by Brian Perry

Night Life40

by Andrew Borelli

Behavior Control Technicians47

by Woody Eblom

It's Only Rock 'n Roll54

by Thomas M. Kane

Introduction

by John Nephew

So Woody was running this *Cyberpunk*® game, set in a place called ResNet City. My netrunner, Tasha, was keeping an eye out while two of our solos (Fred Han and Billy Black Owl) were chasing some guy on the roof. When hotel security came looking after the racket, Tasha radioed down to Barney and Fox (mastoid commos were standard issue in Archangel 5, our mob) to "create a distraction."

Our two down below were a nomad and a fixer who shared an out-of-control synthcoke habit. They had a tendency to blow away strangers who looked at them funny, out of sheer druggie paranoia. Fox, the fixer, had an especial fondness for booby-trapping his teammates' equipment (Tasha's ancient Volare station wagon, frex). Barney hated getting kicked out of bars. Like the one in this hotel.

"Sure, we'll make a distraction," they said.

Frag grenades in a crowded bar do, indeed, distract. The obnoxious security guy who tried to "escort" Tasha out of the hotel as

she feigned drunkenness received another distraction in the form of a kick to the crotch. Fox and Barney rode screaming off into the night on the back of Barney's Harley Thundergod, cries of the maimed echoing behind them. Don't know how Fred and Billy made it out of the mess on the roof, but it wasn't pretty...

Where's this going?

Oh yeah — hack'n'slash. Isn't that supposed to be "bad" role-playing? Well, *Cyberpunk* sessions like the one described above were the inspiration for this book. Sure, artsy-fartsy role-playing has its place in the world, as does wearing black clothes and listening to the latter-day caterwauls of washed-up "new wave" musicians. But sometimes poseur *angst* isn't what you want. Sometimes you've just gotta let it all out, full-auto.

Maybe it's not art. But it too can be fun. It's *Streetfighting*. And if you're reading this, it can be yours.

Time to flip off those safeties, folks.

MultiMincer

By Jonathan Tweet

SUMMARY

The characters get a hot tip that recently stolen heroin is stashed in the local factory of MultiMaker, Inc. The human guards pose little resistance to street-hardened characters, but the interior of the factory becomes a pandemonium trap of hot steely death once the characters arrive. The heroin is extremely valuable to the drug underworld, should the characters get it, but the robot factory should present an enemy the likes of which they have never dealt with before.

The Goods

Thanks to biological warfare, narcotic-producing plants are exceedingly rare. Their scarcity makes their derivatives all the more valuable to those who sell them to addicts or use them for psychochemical research. Karunga N'tomba, a manager at MultiMaker, is one step in the heroin distribution process, using his company's automated equipment to ship heroin without human interference. Earlier today he was caught by an up-and-coming intra-corporate rival, and he is awaiting trial in custody. Word has gotten to the characters (through contacts or a friendly Fixer), that the heroin is stashed somewhere in the local MultiMaker factory, just waiting for someone to snap it up. Of course, others may have heard the same thing, so the characters had better act fast.

The fixer who provides the tip does so on the condition that they sell it to him for fifty thousand Eurobucks, which still allows him a fair profit. He tells them that, since the factory usually has little worth stealing, the security should be very light.

Player-Characters' Goal: Intercept the robot with the heroin, get the heroin themselves, and escape the factory with their lives.

The Opposition

A band of netrunners has also heard that valuable heroin is hidden in the factory, and they are trying to extricate it via the factory's computer. By assuming control of the mobile robots, they can get the heroin, transfer it to a cyber-helicopter, and deliver it to themselves without ever risking the dangers that the factory environment presents.

Netrunners

Stats

INT 8	REF 4	TECH 8
COOL 6	ATT 5	LK 4
MA 4	BODY 5	EMP 5

Cyberdecks

Decks have 4 point data walls.

The 'Runners have taken a circuitous path through 10 LDLs (Trace Value 15).

Programs

Invisibility (active)

Dee-2®

Hotwire™

Jackhammer*

Killer VI

Knockout

Force Shield

*Quiet, as per the description on p. 127 of *Cyberpunk 2020*®.

MULTIMAKER, INC.

MultiMaker, Inc., has found its niche in the fast-paced economy of 2020 by manufacturing multi-purpose industrial robots (MPR). The factory in



which the heroin is hidden produces these robots, and is completely automated.

Human guards watch over the building's exterior. Since MultiMaker is a small company with little of value in the factory, the guards are intended to deter vandals and looters. They are neither equipped well enough nor paid well enough to fight determined cyberpunks. When confronted, they are likely to flee or surrender. They will, however, set off the silent alarm to the local police station; and, if given a chance, they will try to detain intruders by disabling vehicles or by pinning characters in with firearms.

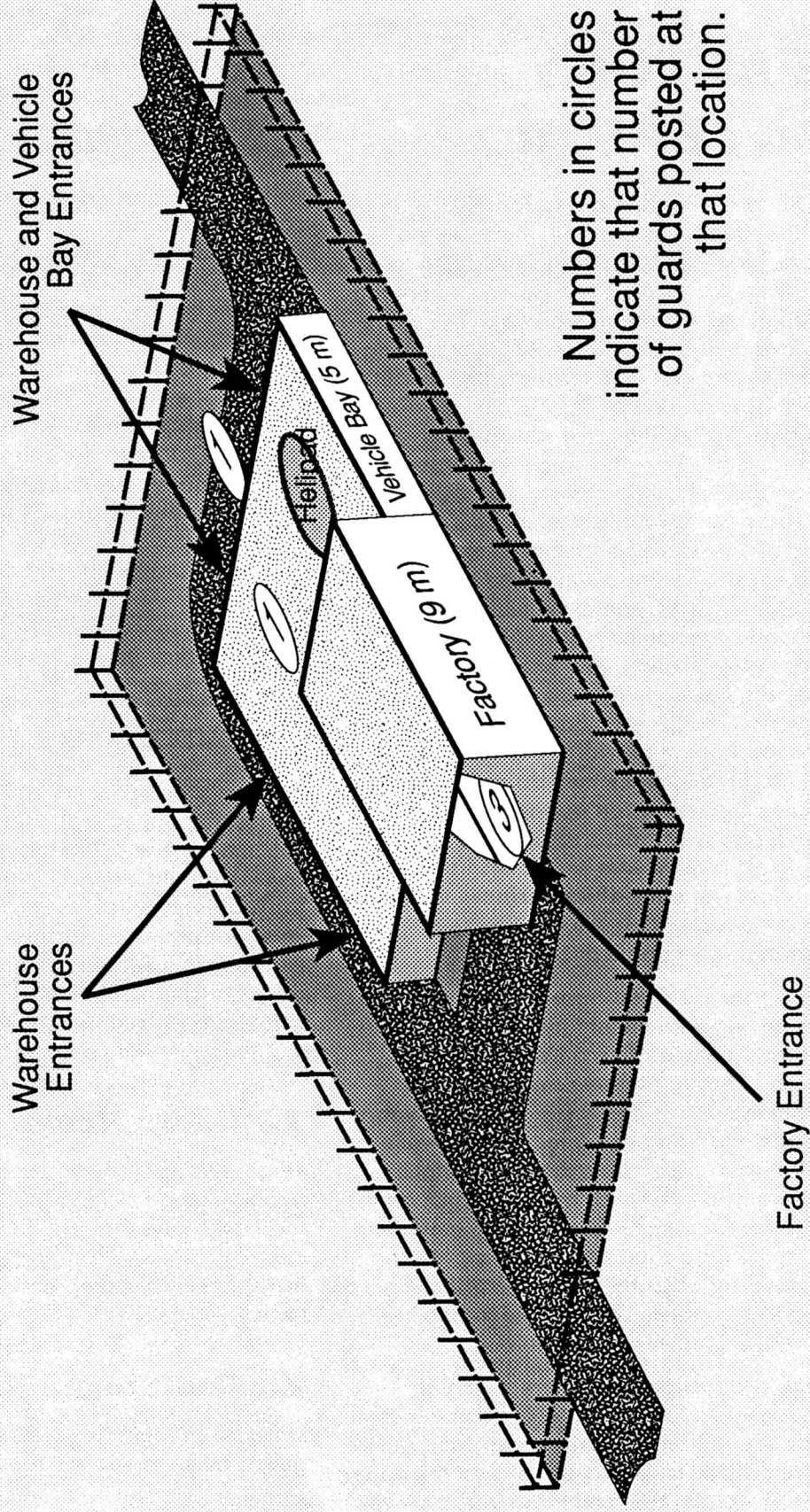
The factory is running, creating a very dangerous environment for humans. The robots run on batteries, but enterprising intruders could shut down the power that runs the conveyor belts. They could also sabotage the laser-light broadcast system that controls the robots or the computer system where the opposing netrunners are working. Most likely, however, they will stumble into a real mess and have to shoot their way out.

EXTERIOR

A chain-link fence surrounds the factory. It is topped with barbed wire and chipped into an alarm system that alerts the guards in the factory to intrusion. True cyberpunks should not have a problem getting through. The gates are electronically controlled from the guard station.

The factory building is in three parts:

- 1) **The Factory** itself, where multi-purpose robots are assembled (described in detail below). Three guards are working here, plus one watching casually from the roof;
- 2) **The Warehouse**, where parts and raw materials for assembly are brought and stored until used.
- 3) **The Vehicle Bay**, in which are several cyber-trucks for delivering the finished products. On the roof of the bay is a cyber-helicopter (Bell 15 Aerogyro) for special deliveries, accessed by a gate high in the wall of the factory. One



MultiMaker Factory Exterior

guard always patrols the area near the vehicle bay.

FACTORY INTERIOR

This is the combat arena for this "streetfight." First of all, there are no overhead lights, as the robots function on low light or none at all (when performing repetitive, automatic actions). The entire place is lit only by the constantly circling red siren lights of the robots and the little red dots formed by their scanning laser sights. In addition, the robots receive commands from the computer through complex ultraviolet lasers that create and read a holographic matrix. This "black light" causes certain substances (such as bone, should any be exposed during the fight) to glow. The air is filled with the sound of machinery: clanging, sawing, stamping, hissing, and pounding. Through the din comes in incessant beeping of the moving machinery. Each mobile machine beeps when it moves (a supposed safety feature), and since they do not beep at the same frequency, an apparently random cacophony of beeps sounds continuously. The air is thick with smells of chemicals. Oil covers many of the surfaces throughout the factory, as the robots are not careful in its application.

The space is filled from wall to wall, floor to ceiling with metal tubing interlacing to form a network like a demonic jungle gym. Through this maze, specialized conveyor belts and robo-carts haul spare parts and half-completed robots, while the multi-purpose robots stand at various stations to cut, weld, rivet, or transport the loads. Gigantic presses stamp metal into form. Huge chains that end in grasping claws periodically lift parts from one area up to the ceiling, carry them to another area, and lower them again.

The production lines move from the warehouse to area A, where some materials are put on a conveyor belt, and others are hoisted to conveyor belts on the upper two levels. They then move via conveyor or robo-cart generally from left to right across the map. Final assembly is at point

B, where products of upper levels are lowered and several robots put together the various parts produced by the three levels. Finished robots are robo-carted to the gate at C. Most robots are then loaded onto trucks in the vehicle bay, while some are hoisted to the upper gate leading to the helipad.

As the PCs enter, the netrunners are controlling a robot to get the heroin. The drug is currently hidden in a spare parts box affixed to the metal tubing halfway between the floor and the ceiling. The netrunners have tracked its location, and are using a claw to raise a multi-purpose robot to the ceiling. Unless the player characters stop them, the netrunners will lower the robot to the spare parts box, have it retrieve the package of heroin, and then lower the robot to the floor. Then the robot will carry the heroin to the cyber-helicopter on the helipad and put the heroin in it. At that point, the netrunners will simply send the copter to their apartment and pick up the heroin.

Factory Key

The main factory room is filled with intersecting pipes that create a symmetrical "jungle gym." Platforms near the conveyor belts provide standing spaces for robots on these levels. On the middle level are platforms for two robots not currently in use, and on the top are three robo-carts, also not currently in use. This whole area is scanned by various cameras that feed into the computer.

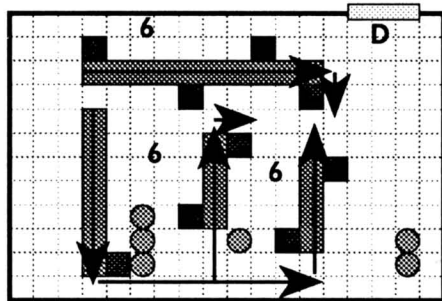
1. Guard Room

Three guards sit here playing cards and occasionally watching the video monitors. Electronic keys that open the trap doors over the computer and fuse box, respectively, are in a locked drawer of a desk here.

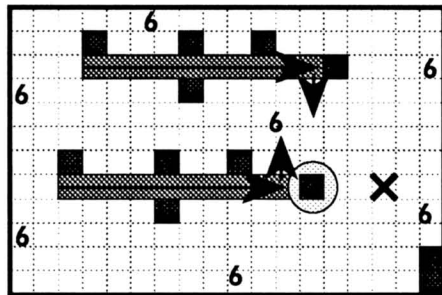
2. Conference Room

Used when MultiMaker employees or their guests come to see the factory.

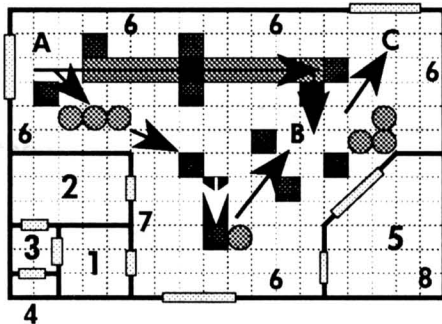
MultiMaker Factory Interior



THIRD LEVEL



SECOND LEVEL



GROUND LEVEL

NOTE: Support poles are located 1.5 m apart — noted on the map by the intersection points of the grid.

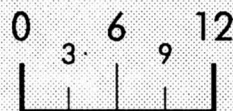
NUMBER KEY

1. Guard Room
2. Conference Room
3. Toilet
4. Storage
5. Storage
6. Laser Communications
7. Computer
8. Fuse Box

Key

- Robo-Cart
- Heroin
- Metal Press
- Multi-purpose Robot
- Robot that will fetch the heroin
- Door or Gate
- Conveyor Belt

Scale in Meters



MultiMincer

3. Washroom

4. Storage

Toilet paper, plumber's helper, etc.

5. Storage

For tools, specialty machines, and the like.

6. Holographic Laser Communications

Disabling every one of these devices will prevent the robots from getting the computer messages sent by the netrunners. Leaving even two of them functioning, however, allows the factory to continue more or less normally. They look like innocuous black boxes affixed to the walls or cross-bars, and are easily ignored in the confusion and darkness of the factory.

7. Computer

Under the floor is the computer for the building, a box approximately 20 cm on a side with photo-optic leads from the net and to the laser communication system and terminal. A metal trapdoor (SP 40) covers this space.

8. Fuse Box

Under an SP 40 trapdoor is the box that takes electricity from underground lines and channels it to the conveyor belts and metal presses. It can be switched off by a Basic Tech roll of 15+ or by the application of heavy arms fire.

Guards (3)

Stats

INT 4	REF 7/5	TECH 5
CL 6	ATT 4	LK 3
MA 5	BODY 7	EMP 6/4

Cybernetics

Chipware Socket, Interface plug, Processor, Smartgun Link

Skills (Chipped skills marked with *)

Awareness/Notice +3, Basic Tech +2, Brawling +3, Electronics +1*, First Aid +3*, Handgun +6, Melee +3*, Rifle +2*

Equipment

Arasaka Rapid Assault 12 SHT (3 full clips), Armalite 44 12mm (Smart, 2 clips AP), Medium armor jacket, Flack pants, Steel helmet

Combat Scores

Initiative: +5

Stun/Death Save: 7

BTM: -2

Arasaka Rapid Assault 12 SHT (#Shots 20/ROF 10/DAM 4d6/REL ST): +6

Armalite 44 12mm (#Shots 8/ROF 1/DAM 4d6+1/REL ST): +13

Brawling: +8

Melee: +8

Armor: Head 14/Torso 18/R. Arm 18/L.

Arm 18/R. Leg 20/L. Leg 20

ROBOTS AND MACHINERY

Multi-Purpose Robot

The MPR is a large robot with a cylindrical body, on top of which is mounted a head that can swivel 360°. On top of the head is a beeping red siren that continually turns while the robot is functioning. This siren light is a safety device, but in the confusing factory environment, it serves little purpose. Mounted around the torso are four equally spaced articulated arms. They are: a tool arm with a great variety of screwdrivers, awls, rasps, oil-squirters, and a central rivet driver; a metal circular saw; an arc welder; and a powerful grasping vise/hand. The robot runs on small wheels hidden under a metal skirt. The processing unit is in the center of the torso.

Since the robots cannot move up and down among levels, they can summon carrying-claws to come to them, lower, grasp them, and carry them to a desired destination on any level. They cannot manipulate these claws in any other way.

Each multi-purpose robot has these functions:

- **Optical sensors** with laser sighting (on the head). These sensors both let the robot "see" and read the ultraviolet hologram that provides its instructions.
- **Beeping red siren**, on top of head.
- **Grasping vise/hand**: +10 to hit, 3D6 crushing damage. BODY 20.
- **Arc Welder**: +6 to hit, 4d6 damage*. BODY 5.
- **Rivet Driver**: +14 to hit, 5D6 damage. (On tool hand.) BODY 10.
- **Metal Saw**: +11 to hit, 2D10 damage*. BODY 15.

*These attacks can be applied successively for cumulative damage over several rounds (armor only counted until it is first breached). This tactic only works if the weapon can be applied to the same spot on successive rounds, meaning the target must be immobilized (often by the grasping hand).

The preferred strategy of the netrunners (through the MPRs) fighting human opponents is to use the powerful rivet driver to puncture and kill targets. If someone has enough armor to slough off this attack, the robot will attempt to grab the character with the vise/hand and apply either the arc-welder or metal saw to the immobilized target. Powerful characters might also be gripped and pulled into a metal press. The netrunners are willing to lose the robot's grasper arm if it is holding a character under the press.

The preferred tactics against other robots (if any are run by player character netrunners) is to use the vice grip to grasp a limb or head and then apply the saw or arc-welder.

Fighting a Robot

When attacking a robot hand-to-hand, the rolls attack versus a difficulty of just 10, since the robot is too slow to dodge or otherwise effectively defend itself. The robot has an armor equivalent of SP 25. If an attack penetrates the armor, roll 1D10. If the roll equals or exceeds the penetrated damage, the robot suffers no effect.

Otherwise, the robot loses one function. Roll randomly below:

- 1-3 **Strikes the torso** and destroys the processing computer. Robot ceases to function.
- 4-5 **Strikes the motor or wheels**. Robot cannot move from place to place.
- 6 **Strikes grasper arms** and destroys it.
- 7 **Strikes Arc-Welder** and destroys it.
- 8 **Strikes Metal Saw** and destroys it.
- 9 **Strikes Tool Arm** and destroys it.
- 10 **Strikes Head**. Robot cannot see, but can still fight and move (-4 to attack rolls.)

Player characters may also want to test their strength against that of the robot, such as holding the metal saw at bay to keep it from sawing them in half. BODY scores are given for each arm to adjudicate these attempts.

Robo-Carts

These massive carts move along the monolines that run like horizontal lattice-work throughout the factory. Though not equipped to attack like a multi-purpose robot, their sheer mass of 1.5 tons allows them to ram or impede the characters. The carts do not go fast enough to do damage by ramming, but being rammed by a cart at leasts disrupts the character for one round. If two carts pin a character between them, the character takes 3D6 damage (with flexible armor stopping only half its normal SP); a difficulty 10 REF roll allows the character to leap clear. A robo-cart may be disabled by causing 40 points or more damage to it, either in one attack or cumulative.

Carrying Claws

Mechanical hands carry robots-under-construction throughout the factory. The netrunners can cause these hands to carry their loads over the PCs and release them. Multi-purpose robots can call on these hooks to lift and carry them, but not for any other reason.

Dropping Things: Roll a simple 1D10 for the robot's attack. If the target is aware of the attack, the Difficulty is REF + Dodge + 1D10. If the target is unaware, the Difficulty is 3. Damage is (1D6)D10. In other words, roll a die six, and that is the number of D10s rolled as damage. (After all, some loads are heavier or sharper than others.)

Grasping Characters: The claws are easy to avoid, but immobilized characters can be picked up and then dropped or placed in nasty places.

Fighting Claws: They have no defense except an SP of 30. After a claw takes 30 points of damage, it becomes inoperative.

Metal Press

Any body or part of a body put in the metal press is crushed, probably beyond repair: Cyberware comes out shaped like old-style aluminum siding; flesh, like hamburger.

Damage from Metal Press*

Each Leg Crushed: 1D6 + 8

Each Arm Crushed: 1D6 + 6

Head, Chest, or Abdomen Crushed:
Dead, dead, dead...

**Ignores armor. Flexible armor stops no damage, and stiff armor is crushed.*

Disabling a Metal Press: Finding and destroying the battery will work, as will cutting certain hydraulic lines, but in the poorly lit, highly chaotic environment of the factory, it's hard to do — Basic Tech, Difficulty 20.

CONDUCTING THE FIGHT

The netrunners see the characters on the video cameras. While one tries to get the heroin into the cyber-helicopter, the others attempt to dice the PCs. When one of their attacks is foiled, they often choose another

tactic, controlling one of the other devices. Each time they try to take over control of a new device, the netrunner must roll 1D10, Difficulty 2, with three rolls per round until successful (due to the difference between Net round and Meat round).

If the player characters have a Netrunner helping them, the NPC Netrunners have to fight on two fronts: 1) against the player character netrunner, and 2) against the player characters in the factory.

Because of the dark, confusing environment of the factory's interior, the characters suffer -2 on their attack rolls and any other rolls you deem appropriate, though cyberoptics and other technology may reduce or eliminate the difficulty.

The goal of the characters is to retrieve the heroin. Over-zealous use of heavy armaments may destroy the heroin, costing them 50,000 Euro in one fiery moment.

Combat Sequence

Round 0 — When the first character looks into the factory, the action begins. An MPR is being lifted by a carrying claw toward the ceiling. Describe lots of other things going on at the same time, as the players should not immediately recognize the significance of this robot.

Round 1 — Robot reaches ceiling.

Round 2 & 3 — Robot is moved across the ceiling. PCs hear metal clattering as parts stack up on each other at the robot's former station.

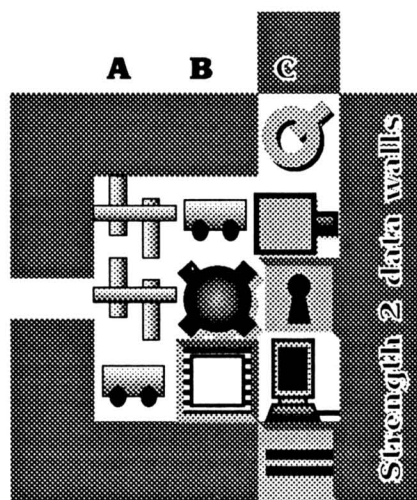
Round 4 — Robot is lowered to middle level.

Rounds 5 - 7 — Robot extricates heroin from part box. At this point, the netrunner controlling the robot can give it the standing command "Load in helicopter." That netrunner will then be free to operate other robots.

Round 8 — Robot is raised to ceiling.

Rounds 9 & 10 — Robot is carried to upper bay (to helipad) with heroin in hand. (At this point, one of the netrunners will have to open the gate by taking control of the gates/doors

hole in
data wall
caused by
netrunners



Multi-Maker Data Fortress

1
2
3
4

A2, A3: Autofactories
A4, B2: Vehicles & Robots
B3: CPU, with Watchdog
B4: Files
C1: Alarm
C2: Cameras
C3: Gates & Doors
C4: Terminals, with Flatline

remote of the data fortress. This delay may give the characters a breather.)

Round 11 — Robot moves to cyber-helicopter.

Round 12 — Robot puts heroin in helicopter.

Round 13 - 16 — Helicopter takes off to deliver heroin to the netrunners.

MULTI-MAKER FACTORY DATA FORTRESS

This data fortress represents only the factory itself. MultiMaker, Inc., has another (better defended) data fortress for its office, also located in the city. The defenses on the factory fortress are weak because few would be interested in breaking into it. (Only the presence of heroin makes the PCs or the enemy netrunners take interest in MultiMaker.)

There is a hole in the data wall where the enemy netrunners broke in with Jackhammer.

The Netrunners occupy one autofactory control, one vehicle/robot control, and the video control. Which ones are up to the Referee.

Data Fortress Key

CPU

Has an INT of 3 and the following skills, each at level 4: Operate Heavy Machinery, Drive, Pilot Helicopter, Accounting, and Manufacturing.

Watchdog

Will set off alarms in the guard room, MultiMaker's local office, and the nearest police precinct. It hasn't noticed the NPC netrunners. It is in the CPU.

Flatline

The system's only defense (and a weak one). Computer attacks with STR + 3. It is in the same space as the terminal access.

Autofactory

Allows the user to manually override the conveyor belts, robo-carts, and metal presses.

Robot Remote

Allows the netrunner to manually override controls of any multi-purpose robots in the factory.

Gates

Controls the doors into the factory and the gate into the warehouse.

Terminal

Connects to the terminal in the guardroom, and via modem to terminals in the local office of MultiMaker. Guarded by Flatline.

Video Camera

Access to cameras in the warehouse, factory, and guard room.

Files

Boring files, endless lists of raw materials, shipping data, guard employment, etc. The CPU automatically translates the actions of the factory into barely-recognizable data on its operations.

CONCLUSION

If the characters have the heroin, they now have to escape the police, who probably have been summoned by the manual or computer alarm. If the characters luck into an easy solution and get the heroin to painlessly, have the police show up. The police, naturally, assume that the characters are employees of a major drug ring, and will pressure any captives to reveal the names and descriptions of their bosses. Good luck to the characters if they try to convince the police that they don't know anything. If it's been a tough enough fight, give the characters enough warning to clear out before the police surround the place.

The characters can take the heroin to the Fixer and sell it to him for fifty thousand Eurobucks. That's a big reward for a short adventure, but there's a fair chance they won't get the heroin at all, and even if they do, lots of this money may have to be spent replacing damaged cyberware and funding proper funerals for fallen comrades.

Oh yes — Please don't tell your players who designed this streetfight. I might meet them some day.



Sunday Drive

by Thomas M. Kane

INTRODUCTION

The job seems simple. Militech Incorporated wants street professionals for a drive across town. The company needs capable sorts to take an experimental vehicle from the Militech workshops to the docks. From there, Militech plans to ship the vehicle to its proving grounds for final testing. Due to city regulations, Militech must ship this vehicle along a predesignated route at exactly 10:00 AM, on a date one day after the adventure begins. The corporation offers to pay its drivers and guards 500 Euro apiece.

Militech's vehicle happens to be a killer nightmare of a tank. Technically called the SHREW Heavy Assault System, this behemoth carries enough firepower to vaporize whole platoons of ordinary Armored Fighting Vehicles. Militech intends the SHREW as a semi-stationary tank hunter, which will drive to an auspicious position and use its gunnery to pulverize enemy AV tanks. The SHREW sacrifices mobility for sheer power. Even heavy-lift helicopters have trouble transporting it. This is why Militech wants the party to conduct it across the city.

If the 'punks consider a supertank a safe place to ride, they're very wrong. City streets are death-traps for big ungainly armored vehicles. Furthermore, despite all indications to the contrary, Night City is not a war zone and will not allow Militech to use heavy weapons in the streets. The party finds itself defending an enormous, helpless target.

If the party requests them, Militech will provide up to two unarmed civilian vehicles for use as outriders (treat them as "standard cars" as listed in *Cyberpunk 2020*®, pp. 102-3).

Militech knows of no specific threats to the SHREW; no rival corporation publicly threatened the project. Besides, this vehicle incorporates little

technology of the caliber to interest first-rate spies. Nevertheless, in the year 2020, anyone shipping intriguing military hardware can expect trouble.

This adventure has five parts. The first, **Introduction**, is for both players and Referee. The second, **The SHREW**, describes the vehicle the party will drive. **The Leatherneck Legion** contains material for the Referee on the people the party will come up against. **Voyage of the SHREW** contains the heart of the adventure, describing what happens to the party and when. **Aftermath** covers ways of wrapping this story up.

THE LEATHERNECK LEGION

Everybody knows that Militech's shipment will drive straight into trouble. Trouble appears in the form of the Leatherneck Legion, a fetish-gang of heavy weapons lovers. The Leathernecks want the SHREW, not to use it, but to fondle its lethal metal skin. After caressing the tank, they will blow it apart with shaped charges, just to prove they can. The Legion sets an ambush for the SHREW midway along the route to the ports.

If the party contacts informants, it may learn about the Leathernecks. The Referee should role-play the search for information fully, using established NPCs from the campaign. One should make a Streetwise roll, Difficulty 15, to find someone who knows that Leathernecks have been gathering information on the SHREW. Those who pass Streetwise at Difficulty 20 can learn that the Legion has 20 members, nine of which are active and cybered. However, the active members have been up to some massive recruiting recently,

The SHREW

The SHREW takes the form of a smooth capsule measuring 40 feet long. Steel treads peep out the cylinder's bottom. The main cannon extends obscenely through the vehicle's nose. Black metal blisters pock the vehicle's skin, covering mounts for missile pods, miniguns and external electronic-warfare suites. Hidden inside this metal beast are the crew and the fuel tanks, safe from aggression. Militech painted the prototype model a stark gray.

SHREW Specifications

Crew: (4) one Driver, up to three gunners and/or passengers.

SP: 60

SDP: 400

Maximum Speed: 50 mph

Maneuver Speed: 20 mph

Accl./Decel.: 1p/phase

Treat the SHREW as a Van/Truck when determining the Difficulty of special maneuvers. Note that one cannot perform a Bootleg in this unwieldy vehicle.

A SHREW can carry up to ten external weapons. The prototype in this adventure has no weapons mounted and carries no ammunition for the main

cannon, a 230mm gun. An enterprising Techie can rig some helpful weaponry on the gun mounts provided, but the electronics in the vehicle are boobytrapped (see below).

Militech certainly does not expect the party to lose this vehicle. However, company technicians did take precautions to keep the prototype out of the wrong hands. This vehicle carries powerful explosive charges adjacent the engine, electronics systems and fuel tanks. If anyone tampers with these protected utilities, or if the SHREW fails to reach the docks within four hours, the charges detonate.

Anyone who investigates the workings of this vehicle detects the explosives with a Basic Tech roll of just Difficulty 5. To remove the charges, however, is a Difficulty 20 Demolitions task.

If the SHREW self-destructs, the explosives reduce this vehicle to a ruined hulk. Those in the cab suffer 5D10 points damage to their entire bodies. Anyone actually toying with the engine or electronics suffers 8D10 points, as does any unfortunate soul near the fuel tanks. However, the SHREW's hull can contain an explosion, meaning that those outside the vehicle take no damage at all.

looking especially for dishonorably discharged soldiers. The Legion favors military weapons and unmasked violence.

THE VOYAGE OF THE SHREW

For about half an hour, the SHREW travels through faceless sprawl. If the 'punks are jumpy, the Referee should give them something to jump at. A nine-year-old with a Mohawk runs into their path. A corporate chopper trails them for a few blocks. Nothing important. Use several NPCs from your campaign that really get your players nervous. The following ambush then occurs.

About fifteen minutes from its destination, the convoy enters a spiderweb of concrete and steel. Cinderblock warehouses line the street. The green girders of an overpass march over the scene. Rusting towers soar toward the polluted sky, supporting high-tension wires. As the party drives into this area, the lead starts to fly.

In the warehouse district, the Leathernecks enjoy the low police protection their ambush requires. They spent the past fifteen minutes preparing their attack. A sniper took a position on the overpass. Mortar teams readied themselves in a vacant lot while half-psycho booster-warriors congregated in a street-side warehouse, preparing for the main battle. The Leathernecks also sabotaged a high-tension pole.



The Ambush

The Leatherneck attack takes place in the street junction shown on the map. This diagram shows where each group of Leathernecks begins the firefight.

The attack takes place in the following phases.

1. The sniper fires at the convoy from the overpass (note that his elevation negates the value of PCs' cover). He hopes to lure the party into dispatching a team to deal with him, while the real attack takes place on the street. If the party ignores this sniper, proceed immediately to part two. However, if the sniper can make the party stop, continue this phase of the battle for three rounds. Remember that the sniper keeps shooting at visible targets even after the regular attack begins.

The sniper fires from behind a steel lamp post and guard rail. This cover has a protection value of SP 35.

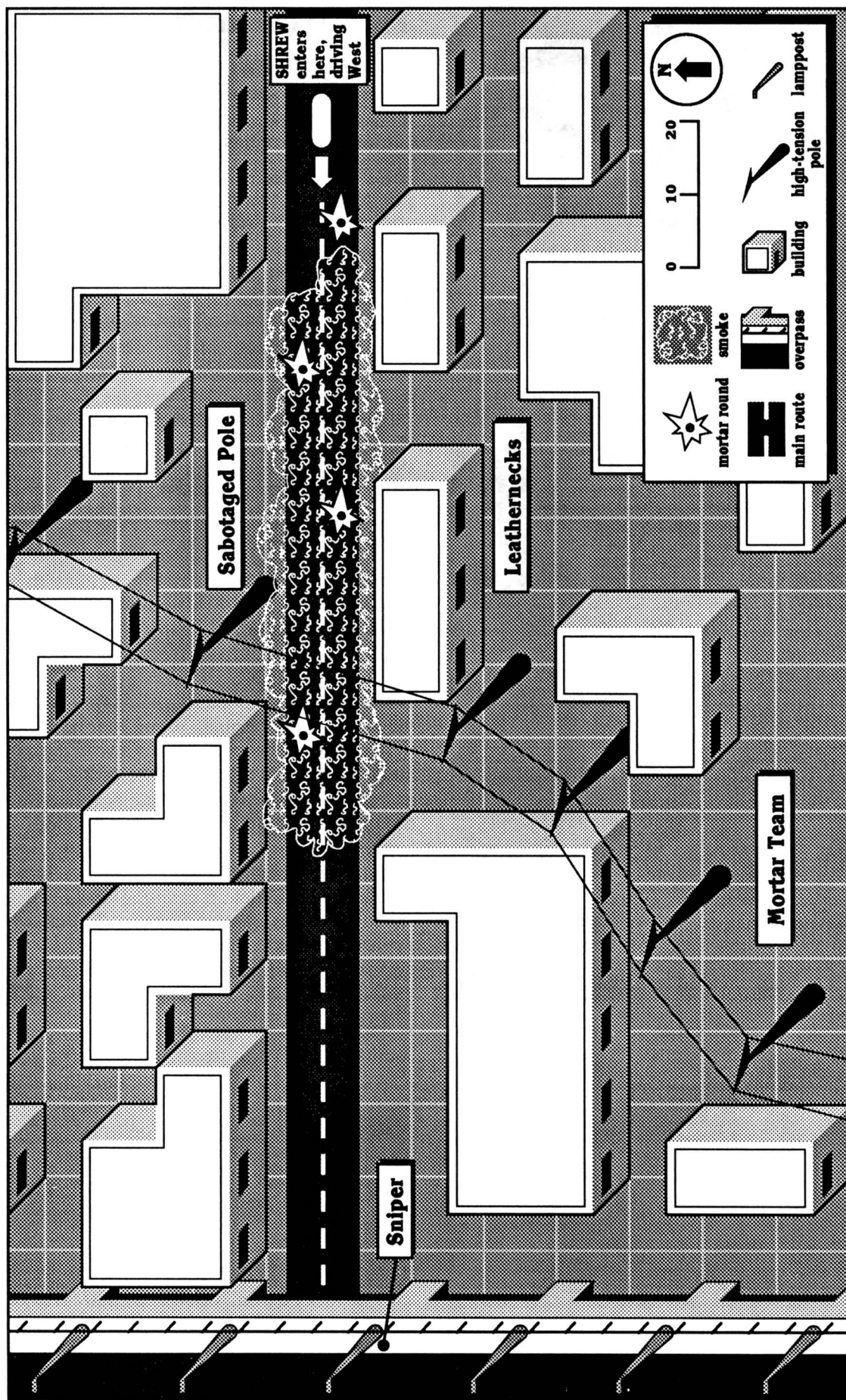
2. About three rounds into the sniper duel, the real assault begins. Three mortar teams pepper the ambush zone with their heavy weapons. For purposes of this encounter, simply assume that explosions detonate at the points shown on the map. Explosive mortar rounds detonate, causing damage as fragmentation grenades (7D6). In addition to inflicting damage on any exposed 'punks, these weapons shatter storefronts, scar parked vehicles and fill pedestrians with bloody holes. Make sure the PCs notice.

In addition to standard shells, the Leathernecks fire Super-Hexane™ Smoke Shells. These munitions choke the region in pink and violet fumes. These opaque clouds cause a -6 on all ranged attacks, and prevents missile combat at ranges over 20 feet. The map outlines the area affected by the smoke.

3. As the mortar barrage begins, the Leathernecks use a hardwired remote-control system to detonate the explosive charge they hastily strapped to the high-tension pole. The charge contains ten

Streetfighting

18



ounces of plastique, which explodes with its usual fury. The pole topples. A tangle of high-voltage lines descends upon the street, dragged down by their gargantuan tower. The fallen pole blocks the street with a three-foot thick cylinder of steel. The SHREW cannot push past such an obstacle.

4. The mortar barrage stops after one round. Then six crazed Leathernecks rush the SHREW. These boosted madmen attempt to eviscerate any guards they can engage in close combat.

PCs who seal themselves into the SHREW may be able to avoid damage. However, the gang will then disable their treads with shaped charges. This takes one round of uninterrupted work per tread. If the PCs allow the Leathernecks to do this, the Shrew loses its ability to move. The Leathernecks then take the vehicle apart with their charges. After fifteen uninterrupted minutes, they manage to detonate the self-destruct mechanism.

Sniper

This skinny young booster just joined the Legion. He has little chrome, but his skill with a rifle won him a place in this ambush, his first sortie with the Legion.

Stats

INT 4	REF 10	TECH 3
CL 6	ATT 1	LK 3
MA 6	BODY 5	EMP 3/2

Cybernetics

Cyberoptic (IR and Targeting Scope), Smartgun Link.

Skills

Athletics +5, Combat Sense +5, Melee +3, Rifle +7

Equipment

Light Armor Jacket, Militech Ronin Light Assault Rifle (Smart, 2 full clips)

Combat Scores

Initiative: +15
Stun/Death Save: 5
BTM: -2
Militech Ronin (#Shots 35/ROF 30/DAM

5d6/Rel VR): +21

Melee: +13

Armor: Torso/R. Arm/L Arm 14

Mortar Teams (9 Members)

These booster-gangers wear camouflage fatigues. As newcomers, they "hump mortars" while their more heavily-augmented superiors undertake the suicidal task of charging the SHREW. However, these boosters are crazy enough to wish they could fight hand-to-hand with tanks as well.

The mortar teams occupy a vacant lot (see map). Gray warehouses surround their position. Graffiti covers graffiti on the asphalt plain. The mortar crews hid their weapons in a dumpster until needed.

Stats

INT 3	REF 3	TECH 4
CL 6	ATT 1	LK 3
MA 7	BODY 8	EMP 3

Skills

Athletics +5, Combat Sense +2, Heavy Weapons +2, Melee +3, Pistol +3

Equipment

Light Armor Jacket, Sternmeyer Type 35 Heavy Pistol (2 full clips)

Combat Scores

Initiative: +5
Stun/Death Save: +8
BTM: -3
Sternmeyer Type 35 (#Shots 8/ROF 2/
DAM 3D6/Rel VR): +6
Melee: +6
Armor: Torso/R. Arm/L.Arm 14

Augmented Gangers (6)

These chrome madmen actually assault the SHREW. Each one carries a shaped charge containing three ounces of plastique. One of these charges can blow a tread off the SHREW. Working together, the boosters can crack the SHREW's shell and blow its guts out.

Stats

INT 2	REF 9	TECH 2
-------	-------	--------



CL 11
MA 9

ATT 1
BODY 11

LK 2
EMP 5/1

Cybernetics

Adrenal Booster, Muscle and Bone Lace, Wolver, 1 Cyberoptic (roll 1D6 on optic chart, *Cyberpunk*, p. 20)

Skills

Athletics +8, Combat Sense +6, Heavy Weapons +5, Melee +8, Submachinegun +5

Equipment

H&K MPK-11 SMG (3 full clips), Flack Vest, Flack Pants, Nylon Helmet, Fragmentation Grenades (2), Shaped Charges (1)

Combat Scores

Initiative: +14*

Stun/Death Save: +11

BTM: -4

H&K MPK-11 SMG (#Shots 30/ROF 20/DAM 4D6+1/Rel ST): +14

Melee: +17

Armor: Head/Torso/R.Leg/L.Leg 20

AFTERMATH

Assuming the party delivers the SHREW to its destination (more or less intact), Militech pays off. Nobody wants to hear what happened along the way. We've all had rough days, choombah. A few months later, the 'punks see a Vidnews clip in which their favorite Central American dictatorship uses SHREW vehicles to grind innocent *campesinos* into pulp. It's nice for the PCs to know that they really can make a difference in the world.

If the SHREW happens to self-destruct or disappear, the party should consider leaving town. The extent of Militech's revenge depends on the Referee's cruelty.

Showdown at the Arcade Arcade

by Andrew Borelli

PROLOGUE

The Waterfront — June, 2020, 1:35 AM

The gang leader they call Papa Juice snorts another hit of NyteShade, the gang's drug of choice, and slowly stands up from his chair, enraged at what he's just heard. His face twists into an ugly frown as he listens.

"And they say what?"

"You heard. They say they better than us. They say they down wi' them Blood Razors what."

"They throwin' the bullshit again."

"And they call us out."

Papa Juice's eyes flare, his mind half-maddened from the home brewed hallucinogenic. His main bloodboy, Zonk, goes on with his story as the rest of the gang sits at their places intently, listening, burning with fury and ready to rock.

"They call us out?"

"That they do. They say we meet them in neutral turf and rumble. They tell Johnny Blade they gonna wipe us out."

"Yeah," Papa Juice smirks. "So where dey want rumble?"

"Arcade Arcade, just before close. They say they wanna impress all da young streetpunks what gonna sign up eventually."

"They'll be impressed all right. When we carry their heads on stakes outta that arcade, they'll be impressed."

Papa Juice turns towards the rest of his crew, rises out of his seat, arms raised, and begins chanting voodoo phrases mixed with a stream of curses.

The gang instinctively rises with him, and a loud, collective snick is heard as a hundred pairs of Rippers and Wolverers are activated. The only light in the abandoned warehouse is that of the fires burning in barrels. The gang, 150+ members, stands as a solid block, their colors a bizarre mixture of 21st century retropunk and 16th century ritualist. Then there is silence as Papa Juice takes a chalice out from under his seat and drinks. His eyes flare before he screeches a wild war cry and pops his own set of Rippers. The gang screams so loudly in response a couple of windows break. No one will linger on the waterfront tonight; those who do will be butchered.

The chalice is passed around and each ganger drinks. It's the gang's war juice: the blood of dead enemies mixed with NyteShade.

One by one, each soldier becomes primed for battle, screaming ferociously.

The Combat Zone

While the Juicers gear up to rumble, another war council is in progress. Speed, leader of the Road Warriors, smiles evilly as he mounts his '72 Harley and jacks into the improvised interface.

The Warriors are a zoomerpunk gang, boosters on wheels, and their colors are much simpler leather bikerware outfits. They're preparing for war. The deafening rumble of over 90 hogs is heard as the gang members mount their bikes and ready their weapons. Activity in the abandoned bus depot is frenzied.

As Speed takes a swig of Irish whiskey from a flask on his hip, his five trusted officers ride up to him. The bikes move slowly, single file, over to where Speed is. Suddenly engines rev, and the five officers quickly encircle his bike. If Speed were an enemy, he'd be dead now.

"What's the word?", an officer asks, awaiting orders.

"Mount up, move out, and ready to slammit on. Arcade Arcade."

"Waterfront? Metal Juice turf?"

Speed lights a Camel and laughs.

"Yep. We're meeting some old friends there."

Northside, Metro Precinct Seven

Under the cover of darkness, two heavily armored AV's, an AV-4 and an AV-6, depart the landing pad, loaded with Shock Troops. Their orders are to slowly make their way to the Waterfront and wait for further instructions. There are no sirens, and the red/blue flashers, usually used for shock effect, are turned off.

On the Street, some blocks away, a young rookie in punk gear huddles outside an abandoned warehouse and prays the information he's just heard is correct.

THE ADVENTURE

"Showdown at the Arcade Arcade" is a street rumble which can be tailored to Night City or whatever locale your PCs are used to. Arcade Arcade is a location found in the Night City Sourcebook, so if your players are already there then you don't have to change anything unless desired.

This encounter is essentially all combat, but it can be played from a number of angles depending on character class, career skill level, and the general nastiness of you, the referee. Here's the basic plot line.

The Metal Juicers, a combat 'dorphead gang, are at war with the Road Warriors, a hardcore motorcycle gang. Although their turfs are generally far apart, the two have met before in tense situations, and they've managed to make enemies of each other by allying with rivals during past turf

wars. Peace might have been possible, but Speed, leader of the Warriors, has been shooting his mouth off; at this point there's too much bad blood between the gangs for the situation to remain stable.

The police, meanwhile, have undercover men on the street slowly gathering dirt on both gangs which can stick in court. Both the Juicers and the Warriors have been dangerous menaces in the past, and the department wants them cancelled permanently.

Around 2:30 AM, the two gangs will arrive at the Arcade Arcade, a typical youth hangout built into a decaying waterfront warehouse on a pier slowly sinking into the corrosive waters. The Arcade Arcade features video games, braindance "movies," holoporn, cheap drugs, etc. The underage set hang out here and the place has been raided numerous times, but customers still keep returning in droves.

The Waterfront, Arcade Arcade, 2:30 AM

It's just another Friday night — until the Metal Juicers storm into the place, war cries echoing, violencepaint reggae blasting. Papa Juice marches to the front of the gang, leading the way, as the gangers take their usual battle positions. They've done it a thousand times before.

Every juvie in the place makes way for these killers; everyone there knows what rampaging 'dorphers are capable of. The video games go quiet, the movies stop abruptly. Everyone crawls out of the woodwork to see what's going down.

There's the roar of motorcycles: the Road Warriors have arrived. They file in by the numbers, haranguing everyone around and throwing insults at the Juicers, who respond with equal enthusiasm.

Speed rides up to the front: he and Papa Juice stare each other down in the center of the arcade. There is dead silence, save for the flick of cyberweapons and the click of guns. Almost as quietly, the juvies duck behind anything that might stop a slug.

Words are exchanged — an errant shot rings out.

Total war begins...

Referee's Note: THIS IS A REALLY BIG RUMBLE! If you are not prepared to run mass combat situations, turn the page and look elsewhere.

The two gangs will take ten minutes to deploy. They will square off, the two leaders will size each other up, and the fight will erupt at 2:46 AM when a nervous Road Warrior fires his .45 and kills a Juicer across the room.

Neither of these gangs is particularly wild about hand-to-hand, but the fight will not include lots of fully automatic, large bore weapons. There will be guns, but nothing heavier than an H&K (maybe one or two warriors on each side has an assault rifle). Mostly you'll see knives, fists, bottles, pistols, cheap polymer one-shots, some grenades, plus lots and lots of illegal cyberware.

The fight will continue for 10 minutes, until both sides are down to around fifty men left. Actual killed-and-wounded ratios are up to you, and depends on how gory you like your gang fights.

At this point the police will arrive. The AV-6 will fire first. The police will fire three canisters of gas, two vomit and one neurotoxin, into the building through the large windows near the ceiling. The vomit gas requires a BODY roll, Difficulty 20, to keep from retching your guts out and choking on them, figuratively. The neurotoxin is extremely painful but not deadly, and requires BODY roll of Difficulty 25 to keep from passing out and waking up in a cell with one tremendous headache. Anyone who doesn't evacuate the arcade 30 seconds after the gas is fired has a 60% chance of running into vomit gas, 20% chance of hitting the neurotoxin.

On the next round, after firing the gas, the AV will fire a five round burst through the lower wall near the door. Anyone near the door must make a Difficulty 20 REF roll to avoid being hit. The rounds are shells fired from a Hughes Light 20mm.

In the round following the burst, both AV's will touch down and deploy their troops. The Shock Troops will storm the building

and order everyone to surrender. What your players do will probably depend on what the NPCs do, which is up to you. The Shock Troops are no rentacops; they're well-trained, lethally armed, and will kill with the slightest provocation. Since reinforcements will be sent for, you'll have a very large combat engagement on your hands if the raid degenerates into a firefight. If the players (and/or the gangs) manage to wade through three waves of police, a Dragon chopper arrives containing National Guardsmen. Needless to say, that will be the end of your PCs.

The two gangs will try to escape when the police arrive, but some of the gangers (say roughly 15% of each gang) will refuse to break off the engagement and will have to be hunted down or arrested. This may include your PCs. Regular police units will be called in for this; their weapons will be loaded with rubber and taser rounds. The Shock Troops will switch to rubber rounds, and use motion trackers to assist in the search. Anyone who willingly surrenders will be arrested; their fate depends on what they were doing in the arcade at the time, and whether or not they can convince the cops not to bust them. Keep in mind that when the rumble started, there were 150-200 excited juviegangsters, all potential witnesses cheering the gangs on. The crowd will disperse when the police arrive — or at least, it will try to.

So what are your PCs doing there in the first place? Here's some likely ideas:

- 1) The PCs are at Arcade Arcade hanging out or looking for some vital clue in the current campaign. The gang war is just a very big distraction which either turns up a clue or makes their investigation twice as difficult. Nothing as aggravating as having the team's star player in prison...
- 2) The PCs are Cops, or working with the police because they need one or both of the gangs shut down. If the team is exclusively Cops, busting these gangs could be a first assignment for rookies, or that big win that gets a veteran the promotion he wants.
- 3) The PCs are low-level Cops on Shock Trooper duty. Nervous and bored, they're hurriedly briefed, tossed a

bunch of battle gear, and herded into an AV before they know what's going on. This setting makes the adventure strictly combat, however, as the PCs struggle to arrest gangers and juvies without killing them.

- 4) The PCs are gang members with either gang. Maybe this rumble is their first major fight and this an initiation; perhaps they're veteran gangers, and this rumble settles some old scores. Remember that the gang who escapes the police while effectively trashing their opponent will win the respect of everyone at the Arcade and will earn some major Rep points to boot.
- 5) For really imaginative players, maybe one PC is a gang leader and the rest are his/her officers. When the two gangs have chewed each other up sufficiently, the combat stops, and the two leaders meet in the center of the room for a man-to-man knife fight. At the height of the fight the police barge in.
- 6) Perhaps the PCs are younger cyberpunks, just hanging out with the rest of the juvie crew at the arcade, checkin' out the new holoporn. Then the two gangs arrive to rumble and things get real interesting.

Get the idea? No logic necessary to start a fight in the Combat Zone!

AFTERMATH

Eventually, the smoke will clear, leaving the police with one big mess to clean up. Most of the arcade, the machines in it, and the immediate area outside, will be totally trashed. There will be bodies everywhere, as well as dying and wounded people begging for help. Some of them will be kids. It won't be pretty.

If the PCs were gang members and got away, the encounter is pretty much over. If their gang won, there will be celebration — major parties where the dead are mourned and the great victory remembered. If not, they escape to lick their wounds and fight another day. PC gang members who are arrested will be pros-

ecuted, and beating the rap could be an adventure in itself.

PC Cops will receive either commendations or demerits, depending on how the raid went. A high gangster body count is not enough; City Hall wants to see some substantial arrests. If things went well, expect promotions and good things written in your PCs police files. Remember: getting a lot of Cops and juvies killed while accomplishing nothing is a great way to end up on Cyberpsycho duty without an armorjack.

PCs juvies (or PCs that were just standing around) are on their own. Their best bet was to stay out of it, but if they were forced to start shooting just pray they had the sense not to shoot at Cops. Any bystander PCs who are arrested will probably be released, unless they were doing something obviously illegal when the police burst in.

COPS, GANGERS, DRUGS, AND OTHER RABBLE

Here's a quick cast of characters that make this encounter what it is. Feel free to alter these people and use them at your discretion.

Papa Juice ('Dorpher Ganglord)

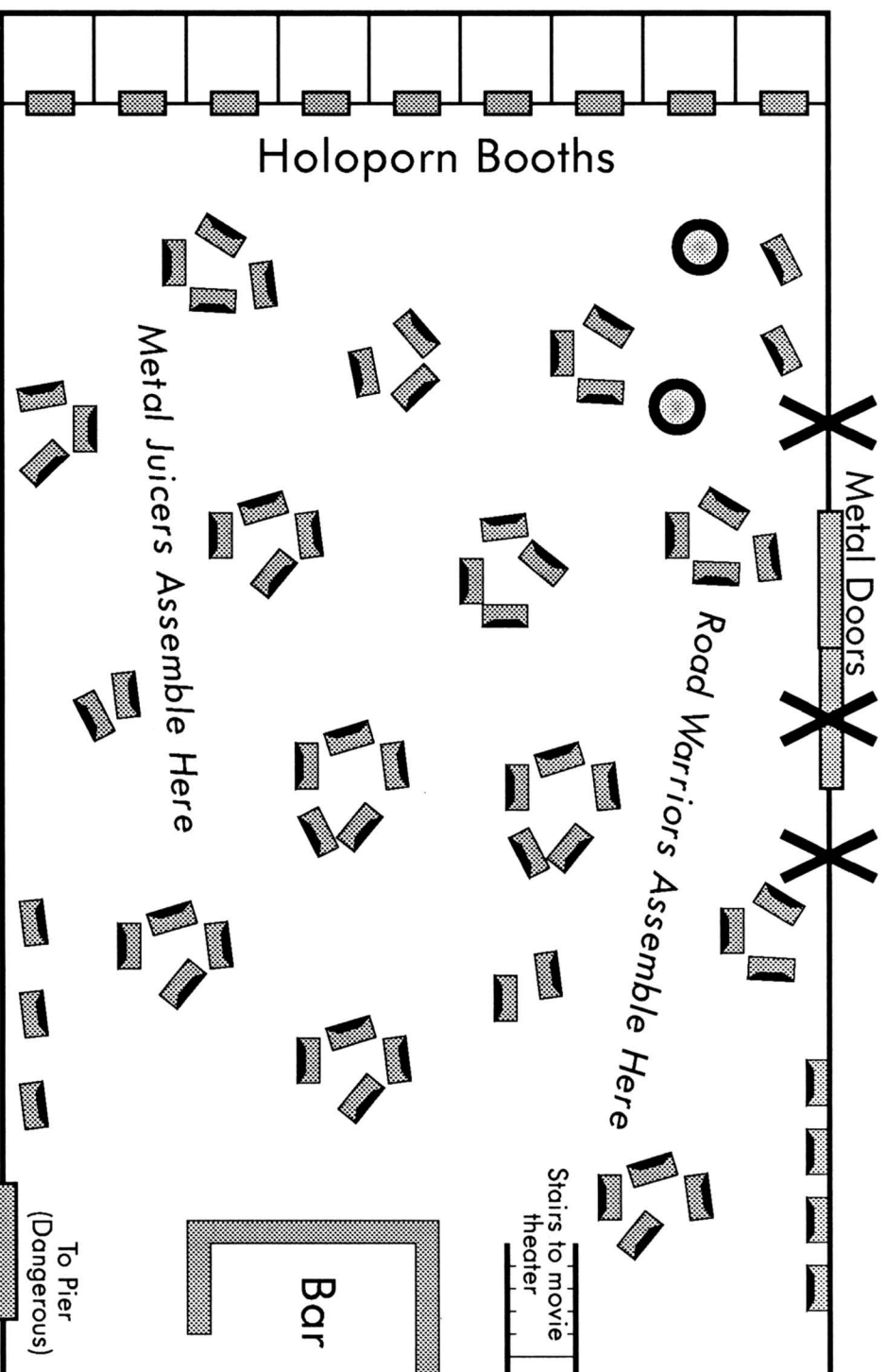
Originally from the Johannesburg Combat Zone, Papa Juice is actually a former Spacer thrown out of LEO early during the EBM hireout. He ended up in the NYCUMS (New York City Urban Military Sector) and traveled around the country until he found a gang he was comfortable with. He slowly rose through the ranks of the Juicers with his reputation for toughness, and by obtaining large amounts of the gang's drug of choice, NyteShade.

Showdown at the Arcade Arcade

25

Arcade Arcade

Scale: 1 inch = 15 feet



NyteShade

Type: Euphoric

Strength: +3

Difficulty: 24

Cost: 1500 Euro/dose

Duration: 1D6 hours

Side Effects: Addiction, Tremors, Carcinogenic, Aggressiveness

NyteShade was first introduced at the city's night spots but, when the bad effects of this crap came to light, it quickly lost popularity. Since much safer stuff, like SynthCoke, is easily available, it has all but disappeared. Only the Juicers hold it in such high respect, probably because they think it's a combat drug (it's not). The user feels extremely powerful and at ease with himself after dosing, so if the user doses up prior to combat, he/she may feel invincible. Don't be fooled; actual game stats aren't effected by this stuff. Most punks see NyteShade as a fun, once-in-a-while "upper". NyteShade users aren't particularly dangerous...just don't piss off a user when he's dosing.

Although a 'dorphead, Papa Juice is no idiot; it was his own machinations which allowed him to best the former leader of the gang and replace him.

Stats

INT 8	REF 9/10	TECH 3
CL 9	ATT 4	LK 4
MA 7	BODY 7	EMP 5

Cybernetics

Adrenal Booster, Cyberarm (Spike Hand), Muscle/Bone Lace, Neural Processor, OptiShield, Rippers, Smartgun Link

Skills

Athletics +4, Awareness +4, Brawling +6, Chemistry +3, Expert: Drugs +6, Human Perception +3, Melee +5, Persuasion +7, Pick Pocket +4, Pistol +4, Rank +9, Rifle/SMG +3, Shadow/Ditch +4, Streetwise +5, Zero-G Maneuver +3

Equipment

Flak T-Shirt, five doses NyteShade, Armalite 44 (Smart) w/holster, Monoknife w/sheath, shrunken heads, various voodoo gear

Combat Scores

Initiative: +9/+10
Stun/Death Save: 7
BTM: -2

Armalite 44(# Shots 8/ROF 1/DAM 4D6+1/Rel ST): +15/+16

Monoknife(DAM 2d6): +15/+16

Armor: Torso 18

Typical Metal Juicer (*'Dorphgang Member*)

These punks are junkies, plain and simple. Slowly dying of their poison of choice, most of this lot appear underfed and rather pale with sunken eyes. Still, there is a ferocity and a certain loyalty in them that keeps them going, and when they're 'dorphed up they fight like madmen even though they may not be particularly skilled. The constant need for their drug makes them doubly dangerous. Strangely enough, they are very calm in combat if they haven't been dosing.

The gang's colors are chrome chains worn around the torso with outlandish hair styles, usually dyed dreds.

Stats

INT 6	REF 7	TECH 2
CL 6	ATT 5	LK 3
MA 7	BODY 5	EMP 5

Cybernetics

Varies; mostly processors, cyberblade implants, some arms & legs, nothing



Showdown at the Arcade Arcade

heavy. The ones with firearm proficiency will have targeting optics and IR.

Skills

Awareness +3, Brawling +4, Chemistry +2, Expert: Drugs +3, Melee +5, Persuasion +2, Pick Pocket +4, Pistol +3, Rank +1-6, Streetwise +5, various pickup skills

Equipment

Again, varies — some will simply have armorjacks and knives, others will be better equipped. As previously mentioned, a few of them will have large guns, one has an assault rifle (or maybe even a SAW). Some with rudimentary technical skills might carry some tools of their trade. All of them carry a few doses of NyteShade.

Combat Scores

Initiative: +7
Stun/Death Save: 6
Body Type Modifier: -2
Armor (Typical): Torso 16, Arms 14

Speed (Zoomerpunk Ganglord)

Speed was only 13 when the nomadic biker pack he grew up with was destroyed during a road war. He and a few others survived, and they were able to piece together an RV to get them to shelter. Once in the heart of the city the survivors broke up and never saw each other again. Speed is named for his true love: speed. Jacked up beyond human capacity, plugged into everything he owns, and made to be faster than humans can be, Speed lives life in permanent fast forward. When he cannot be a part of everything around him, when he can't be moving as fast as possible, he's not happy. Speed is a truly nasty soul thanks to harsh pack life and a childhood spent south of the free-way. Speed has no favorite drug per se (the Warriors are partial to cooling their retros with Smash), but he usually carries a flask of fine Irish whiskey. He obtains cases of it every now and then by raiding the cargo sub docks.

Stats

INT 8	REF 10/11	TECH 5
CL 6	ATT 6	LK 5
MA 16	BODY 7	EMP 4

Cybernetics

Adrenal Booster, Big Knucks, Cyberaudio (Enhanced Hearing, Wearman), Cyberlegs (Speeding Bullet, Superchrome (Right), Holster (Left), Storage Space (Left)), Cyberoptic (Target, Thermograph, Times Square +), Neural Processor (Boostmaster, Interface Plugs, Kerenzikov III Boost, Smartgun Link, Tactile Boost, Vehicle Link)

Skills

Athletics +4, Awareness +5/7/9, Basic Tech +3, Brawling +5, Drive +3, Expert: The Combat Zone +4, Expert: Motorcycles +3, Intimidate +5, Melee +5, Motorcycle +6, Pistol +4, Rank +10, Rifle/SMG +4, Shadow/Ditch +3, Streetwise +6

Equipment

Binogoggles, cigarettes, Dermal Stapler, flask of Irish whiskey, German Army Helmet (sp 14), Glock 17(Smart), Light Kevlar Armorjack, Slapatches w/ Speedhealers & Pain Killers, '76 Harley-Davidson, spiked club

Combat Scores

Initiative: +14/+15
Stun/Death Save: 7
Body Type Modifier: -2
Glock 17(# Shots 12/ROF 2/DAM 2D6+3/Rel VR): +14/+15
spiked club (1D6+3 damage): +15/+16
Armor: Head/Torso/Arms 14

Typical Road Warrior (Zoomerpunk Booster)

Speed's followers are a pretty repulsive bunch of violent bikers. All of them have extensive criminal records (most, in fact, are now on police Terminate/Death Penalty lists) and, like all boosters, enjoy racking up the cyberware. A favored enhancement with this gang is the MonoVision optic (although Speed himself personally doesn't like it) but since it's fairly expensive and tends to eat humanity, limited numbers of gang members actually have the option. Loyal, chaotic, and ruthless, the Warriors are just as dangerous on the roads as on the Street.

Stats

INT 5	REF 9	TECH 5
CL 7	ATT 6	LK 5
MA 7	BODY 7	EMP 4

Cybernetics

Varied. Lots of arms and legs, plus built-in blades. Some have optics, most have reflex boosts. Remember these are just boosters. There are no 'borged out nightmares in this outfit. Well, maybe a few...

Skills

Athletics +4, Awareness +4, Basic Tech +4, Brawling +6, Expert: Combat Zone +3, Intimidate +3, Melee +5, Motorcycle +5, Rank +2-8, Streetwise +4

Pickup skills vary from member to member. Some will have technical skills to keep the gang rolling, others will be more combat oriented.

Equipment

Every member wears Kevlar-lined biker leathers plus some personal bit of clothing that defines their personality. Most wear some sort of outlandish helmet when riding. The gang's colors are a grey bandana worn around the left arm. About half the members carry some sort of firearm, but nothing heavy. At the rumble there is one heavy gunner. Most Warriors carry a couple of knives, some personal gear, and wear some sort of goggles or really dark glasses. No mirrorshades.

Combat Scores

Initiative: +11*
Stun/Death Save: 7
Body Type Modifier: -2
Armor (Typical): Torso 18, Head/Arms/Legs 10

Basic Shock Trooper (Cop)

These people are the mavericks who were hardened enough to be offered C-SWAT detail but were still sane enough to decline. Their training is equivalent to that of a veteran military unit. They're dedicated, frighteningly effective, and very dangerous. Most are incorruptible, since the penalty for graft is death. Note that these people are not beat cops and spend most of their working hours either on riot duty, backing up C-SWAT or patrolling the

outskirts of the Combat Zone. Let's see that ID Card, citizen.

Stats

INT 7	REF 9	TECH 3
CL 10	ATT 5	LK 5
MA 7	BODY 8	EMP 5

Cybernetics

Some serious stuff. Most have one limb replacement for various reasons depending on his/her specialty. All of them have optics with numerous options. Troopers of higher rank may have Subdermal Armor jobs. All have processors and a number of interface links. A few have pop-up weapons. Most are boosted.

Skills

Athletics +5, Authority +2-5, Aware/Notice +5, Brawling +7, Education +3-5, Human Perception +3-4, Interrogation +5, Melee +5, Pistol +5, Rifle +5, Streetwise +5

Pickup skills include Drive, Cadre Tactics, possibly some COOL or INT based skills. Some may have Basic Tech or Languages. Chips are always available and allowed in the Shock outfit.

Equipment

These men and women will sport the whole nine yards: full MetalGear armor, communication links, standard-issue and backup pistols, a bunch of holsters, melee weapons, and the standard issue M-31a1 Advanced Infantry Weapon. Small personal and/or non regulation equipment usually passes.

Combat Scores

Initiative: +10*
Stun/Death Save: 8
Body Type Modifier: -3
M-31a1 Advanced Infantry Weapon (# Shots 120/ROF 30/DAM 3D6/Rel ST):+12
Armor (Standard): Torso/Arms 25, Head/Legs 20

Typical Juvieganger (Punk)

These are the urchins who will either pick themselves up from the Street or mutate into the boosters we all know and hate. Most of them are homeless and/or don't know their parents. Many of them are predatory and understand all too well "the future is disposable" theory. They will

either look up to or despise your PCs. Fear them, for they are the future.

Stats

INT 6	REF 7	TECH 3
CL 6	ATT 6	LK 2
MA 7	BODY 5	EMP 6

Cyberware

Aside from Wearmans, there is not much in this department, since this covers kids 16 and younger. A few will have minor options, maybe optics. Minor implants are the big thing, and there's always the 14 year old who gets a Mr. Studd to impress his girlfriend. A selected crazy few will have cybered arms or legs, but this is rare.

Skills

Brawling +3, Melee +2, Persuasion or Intimidate (depends) +3, Pick Pocket +4, Shadow/Ditch +3, Stealth +4, Street Status +2, Streetwise +4

Pickup skills vary from Pistol to AV Tech. Lots of "Street" skills.

Equipment

Anything and everything. Most have all sorts of personal gear, music, tools, drugs, etc. They favor leathers, light armorjacks, crazy fashions, dyed hair — anything chilled, styled, and wild. Many of them ride around on hoverboards, all of them carry some kind of weapon, the standard being cheap guns and knives. Wave to the pack rats of 2020, choomba.

Combat Scores

Initiative: +7
Stun/Death Save: 5
Body Type Modifier: -2
Armor: Torso 10, Legs 4

Boxed In

by Brian Perry

BACKGROUND

Jessica Johnson is fatally ill. One year ago, she was diagnosed with a rare disease that has no known cure. Four months ago, she was moved to an institute in Arizona where doctors thought the climate and lesser pollution might help slow the disease's progress. But even with their great optimism, they only gave her another six months to live.

The world is a cruel place; this sort of thing happens all of the time. Millions of nameless children vanish into death's embrace, quickly, quietly, without much notice. But Alex Johnson, Jessica's father, refused to allow this to happen. As a bioresearch scientist for BioPrime Inc., Alex has had access to a great variety of laboratory research and equipment. As his daughter's illness progressed, 10 hour days became 12, then 14, then 16. Drugs then stretched the hours to 18 and even 20. He worked at the expense of his health to save his daughter's and it was worth the sacrifice. After nearly a year of unending work, Alex finally developed a cure, or at least, a temporary stop.

But the toll has been great. Although Alex has found a solution, he has also conjured further problems. Long hours without sleep and his dependence on drugs has made Alex nervous and paranoid to the point of psychosis. He has refused to divulge any of the information pertaining to his research to anyone, even his superiors at BioPrime. He has lied, created false chemicals (labeled as the solution) and even mailed fake packages under assumed names, all to deceive his imaginary opponents. He has tried protect his research through any means he could think of. Now that he has finally developed the true solution, he must get it to the institute, defending it all the way from the predators that lurk behind every shadow.

Synopsis

The players' team becomes involved when Alex approaches them with an escort mission to help him get to Arizona. He has listened to the word on the streets, and determined that their group is his best chance at making it to Arizona safely. He arranges the first encounter with the team in such a way that they cannot afford to say no to his offer. As a chemical researcher, he has developed a unique viral agent that, after the team consumes it in their drinks that evening, can only be cured by Alex. He is withholding the antidote as his insurance against their refusal. It will also keep them from just killing him if they have already been approached by "the others".

With these pleasantries completed, Alex suggests they begin the trek into the Arizona desert. However, before they can get moving, a team of solos enters the bar. Alex, convinced that this group is part of the conspiracy against him, blunders the characters into a quick bar fight against the solos, and being solos, they oblige.

Once the team manages to get out of the bar, they start towards the institution. As the team heads off the main highways of Arizona (because of the institution's remote location), they run into trouble. A smaller rural route leads them into a small grouping of hills and into a trap. Alex's last hope is that the team can make it through the pass and prevent themselves from being "Boxed In."

Notes

- ▼ The initial location of the characters' meeting with Alex is unimportant. The most probable location is a bar somewhere in Night City such as Neon Joe's (detailed later) or The Crossroads (cf. *Night City Stories*), but it doesn't have to be. The location of the institution is also mildly inconsequential. The only require-

ment is that the team's misadventures should take them through an area that can be set up for the box canyon trap.

- ▼ If the characters are a bit more experienced, feel free to increase the difficulties of the two encounters. The initial bar fight is more of a mood developer to get the players into the feel of the adventure than a fight to the death, so the team should have a relatively easy time beating the other solos or escaping.

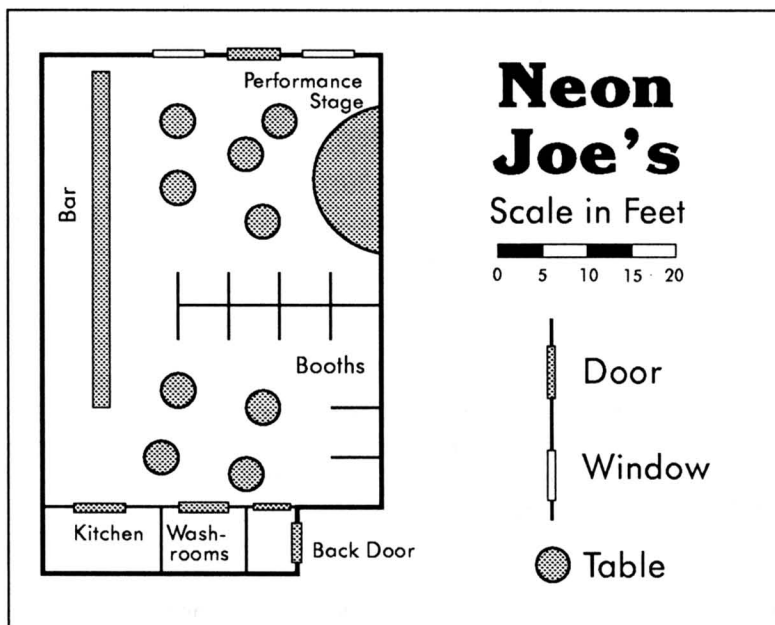
PART ONE: ONE DRINK TOO MANY

Set Up

You are enjoying another relaxing night at your favorite bar, Neon Joe's. After successfully (you did succeed, didn't you?) finishing your last assignment, you get a rare opportunity to kick back a bit. Joe's is hopping with the usual 'Zone scene and the vibrations of the club's blaring music quickly settles your nerves. Joking around, playing cards or whatever, one of you notices a guy entering the bar. You've seen

the type before. Corporate suit, corporate haircut, corporate bank account. But this guy looks a little different. The nervous little guy glances around the bar a bit, even making occasional eye contact with the team, and shuffles around a package in his hand. But he is none of your concern; people are always coming down into the 'Zone for one reason or another. If he is looking for you, he knows where to find you, so you shrug him off as he disappears into the crowd. He's probably just looking for a bathroom to hide in.

The insignificant person that the team spots is Alex. Alex has finally tracked down the team at Neon Joe's and is planning to approach them in a little while. Before he can approach them, he must make sure that the team will be forced to follow his plan. He moves through the crowd and makes his way up to the bar. Then, quite insistently, he requests that the bartender tell him when the characters order another round of drinks. He then offers the bartender 200eb to let him slip something into their drinks. His excuse is a birthday practical joke. The bartender doesn't buy this for a moment, but when the offer is raised to 300eb, he obliges. After all, despite popular opinion, money is still the most powerful weapon in the 'Zone. Alex then waits another ten to fifteen minutes before approaching the team.



Approached

After allowing the characters to start on the drugged beer, Alex walks over to the party. The team watches as the man who they caught a glimpse of early comes over to their table. He greets himself, "Good evening. My name is Alex Johnson and I need your help most desperately."

He waits a bit for a reaction and continues,

"I need an escort to help me take this package to Arizona immediately. I am willing to pay you 1500eb each to protect me. I would pay you more, but this is all I have. I implore you, please take my offer. It would only take one day of your time. 1500eb for one day's work is more than reasonable."

He can answer several of their questions:

- ▼ *What are you carrying?* "It is none of your concern. You are simply being hired to provide me with an escort in case there is any trouble."
- ▼ *Why would there be trouble?* "I believe that there are people following me. I am a research scientist working on a very special problem. There are those out there that would stop at nothing to learn what I have been working on."
- ▼ *Why don't you just ship the package?* "Didn't you just hear me? There are people who are willing to kill to get this! I can't trust an unprotected mail service. Besides, it must get there as soon as possible."
- ▼ *Why don't you just fly in with it? It would only take a couple hours.* "True, but unfortunately, I am deathly afraid of flying. Also, the package could be severely harmed by the changes in pressure for flying. Even in a pressurized plane, I can not risk the chance that my pursuers might shoot out a window trying to get at me."
- ▼ *Why us?* "I have talked with several of the locals and you guys come with the best recommendations."

Eventually one of the characters will probably point out that they could just say no. Alex will get quite frantic for a moment, restating the urgency and the mentioning life and death situations and other nonsense. When he calms down a bit, he will reveal that the characters' last round of drinks was drugged. Any characters with a BODY of less than 4 will be able to confirm his statement, as they already feel a bit out of sorts. Alex will tell them that he could not afford to have them refuse his offer, so he had them drugged. If a MedTech or anyone with a medical scanner makes an average (15) roll on

Alex's Virus

Alex designed the drug that he poisoned the characters with himself. It latches itself onto a victim's nervous system and slowly eats away at it until the victim dies. The whole process generally lasts about a week, but stronger body types have more resistance. The breakdown is listed below:

BODY TYPE	1/2 pt BODY lost every
Body Type 15+	week
Body Type 13-14	5 days
Body Type 11-12	4 days
Very Strong (10)	3 days
Strong (8-9)	2 days
Average (5-7)	24 hours
Weak (3-4)	12 hours
Very Weak (1-2)	6 hours

E.g., a Fixer with a 6 BODY would last one week. His BODY would be 5 after two days, 4 after another two days, 3 after just one day, 2 after one more day, 1 after only 12 hours and finally 0 (death) after a final 12 hours.

their Diagnose Illness or First Aid skills, they can also confirm Alex's actions. A MedTech who makes a difficult (20) detection can also determine that the drug is some kind of "designer virus" (see the sidebar). Alex will half-heartedly make a remark about it being one of his better creations. He will also state quite clearly that the characters now have no choice but to accept. He will tell them that, while the package he holds was not fit for mailing, the antibody to the virus was. It awaits them at their destination.

"So do we have a deal?"

A Matter of Confusion

Grudgingly, the team should accept. They have always heard about people getting screwed in the 'Zone and now it has happened to them. The characters can be left free to arrange travel provided they avoid flight vehicles, including AV-4s, -6s and -7s. Alex will steadfastly refuse to board one and, since he is holding the



virus antibody hostage, his word goes. Therefore, no planes are in the team's plans.

And plans are as far as they get. As they make their way out of Neon Joe's, a group of five solos enters. They bear the marks of freelance security goons and brush past the bouncer after tossing a few eurobucks at him. Ordinarily, this would present no problems for the team, who could wait until the solos moved away then ease out into the night, but Alex's paranoia takes center stage and complicates things beyond the ordinary. He spots the solos and convinces himself that they are part of the conspiracy against him. He draws out a small, pawnshop handgun and fires a shot at the group. He misses by several feet, but it serves as the impetus for a barroom shootout. The solos dive to defend themselves and rest of the crowd scatters. Alex prepares to fire another shot and orders his team (the players) to protect him. The bouncer and the bartender also move to positions of defense to both protect themselves and figure out how to prevent a massacre.

Solos (5)

Stats

INT 5	REF 8/9	TECH 5
CL 6	ATT 4	LK 5
MA 6	BODY 9	EMP 3

Cybernetics

Adrenal Boosters, Cyberaudio (Radio Link), Cyberoptics (Anti-Dazzle, Image Enhancement, Low Lite, Targeting Scope), Neural Processor, Speedware, Smartgun Link

Skills

Brawling +5, Combat Sense +6, Drive +4, Handgun +5, Heavy Weapons +4, Pilot (one type) +5, Martial Arts (one style) +4, Rifle +4

Equipment

Each of the solos is equipped with a Smarted Colt Alpha-Omega 10mm Semiauto Pistol (although they are off-duty, they aren't stupid). They are all sporting light armor jackets and heavy (leather) pants.

Combat Scores

Initiative: +17*/18*
 Stun/Death Save: 9
 Body Type Modifier: -3
 Colt A-O 10mm Pistol (#Shots 10/ROF 2/
 DAM 2D6+3/Rel VR): +17/+18

Martial Art: +12/+13
Armor: Torso/Arms 14, Legs 4

Combat Tactics: These guys will work as a group to stop their opponents. They can subvocalize group plans through their audio links and will spread out to avoid large area weapons (such as grenades). Don't run them chaotic: they try to coordinate every attack for maximum effect (much like a player character group) to stop their unknown assailants.

Bartender & Bouncer (Ex-Solos)

Stats

INT 6	REF 7	TECH 4
CL 7	ATT 6	LK 4
MA 5	BODY 8	EMP 2

Cybernetics

Cyberaudio (Amplified Hearing, Level Damper, Radio Link, Voice Stress Analyser), Cyberoptic (Anti-Dazzle, Image Enhancement, Low Lite, Targeting Scope), Independant Air Supply

Skills

Athletics +4, Brawling +6, Combat Sense +6, Dodge +5, Intimidate +4, Handgun +4, Persuasion & Fast Talk +3, Shotgun +6

Equipment

Both the bartender and the bouncer have quick access (one round) to armor vests, shotguns, tear gas and dazzle canisters. Their normal clothes also count as heavy leather armor.

Combat Scores

Initiative: +13
Stun/Death Save: 8
Body Type Modifier: -3
Sternmeyer Stakeout 10 (Shotgun; #Shots 10/ROF 2/DAM 4D6/Rel ST): +13
Brawl: +13
Grenades: Tear Gas causes -2 REF, Dazzle Grenades blind for 4 turns
Armor: Torso 14, Arms/Legs 4

Combat Tactics: These guys will try to stop the fight as quickly as possible. They should probably take defensive positions to get their vests on the first round. Afterwards, they can lob out tear gas canisters to try to get people to vacate.

Alex Johnson (MedTech)

Stats

INT 8	REF 5	TECH 7
CL 5	ATT 6	LK 6
MA 5	BODY 6	EMP 5

Cybernetics

Biomonitor, Chips (Business +1, German +3, Handgun +1, Japanese +3), Contra-ceptive Implant, Cyberoptic (Micro-optics), Interface plugs, Nasal Filters, Neural Processor

Skills

Awareness +4, Basic Tech +6, Biology +5, Education +6, Library Search +5, Medical Tech +7, Pharmaceuticals +6

Equipment

Aside from a nameless handgun and his chemical package, Alex is not carrying anything or sporting armor.

Combat Scores

Initiative: +5
Stun/Death Save: 6
Body Type Modifier: -2
9mm Pistol (#shots 10/ROF 2/DAM 2D6+1/Rel UR): +6
Armor: None

Combat Tactics: After firing the first round, Alex will duck for cover and let the player characters take over.

Exit, Stage Left

As soon as a break appears, smart characters will try to make a run for it. After a minor pursuit, the other solos will give up the chase. Since they aren't really part of a conspiracy to stop Alex, they retreat back into the night. Better safe than sorry.

After the adrenaline rush wears off, the characters can get back on track and start their journey to Arizona. If by some chance, the team does not have any land vehicles (conceivable given the usefulness of AVs), have Alex provide them. He has emptied his credit accounts to ensure that he can save his daughter.

TROUBLE-SHOOTING

In a perfect world, characters would conform nicely to prewritten plots, but with enterprising, free-willed humans at their controls, they occasionally slip out of the script. Most of the adventure can be ad-libbed when necessary, but certain events are key to the plot:

- ▼ *What if the team isn't drinking?*
What are they doing in a bar? If they aren't drinking in the first place, have the waitress bring over an anonymous rounds of drinks. If that doesn't work, have Alex surprise them with a hypo-gun (injector) at some point during their conversation. If done correctly, he can at least get one of the characters before the others can act and the problem is solved.
- ▼ *What if Alex is killed during the bar fight (or later in the adventure)?*
Then the characters have a real problem. This could be the hook for another mini-adventure where the characters must act quickly to find an antibody for the virus before they die. One possible plot would be to have them find the name of the institution on Alex's body (or at his home or office) and seek the antibody there. If this is used, the second part of this adventure can be neatly re-inserted.
- ▼ *What if the characters decide to knock out Alex (after learning their destination) and put him in a plane?*
He wasn't kidding about pressurization problems. When they arrive at the institution, a few quick tests reveal that the chemical Alex developed was destroyed by the flight. Because the chemical has a three week incubation period, Alex hurriedly begins another batch, but his daughter dies later that day. This drives Alex over the edge and, despite any prodding, he refuses to turn over the antibody to the characters' virus. He claims that they condemned his daughter to death and are deserving of the same. An alternative to this drastic finale is to provide the nomads in the second portion

of the adventure with AVs as well. Some of the logistics may need to be altered slightly, but the basic encounter can remain intact. In this scenario, the pressurization problem is ignored and the chemical can be delivered intact.

- ▼ *What if no one drives?* Give them a chip, quick.

PART TWO: HIGHWAY TO HELL

After a fun-filled evening, the characters are given a soothing rest. After all, that was why they visited Neon Joe's in the first place. The trip down US 10 is uneventful and some of the characters, including Alex, may slip into much needed slumber. The night sky is mostly clear and a brilliant full moon highlights the horizon for those that remain awake.

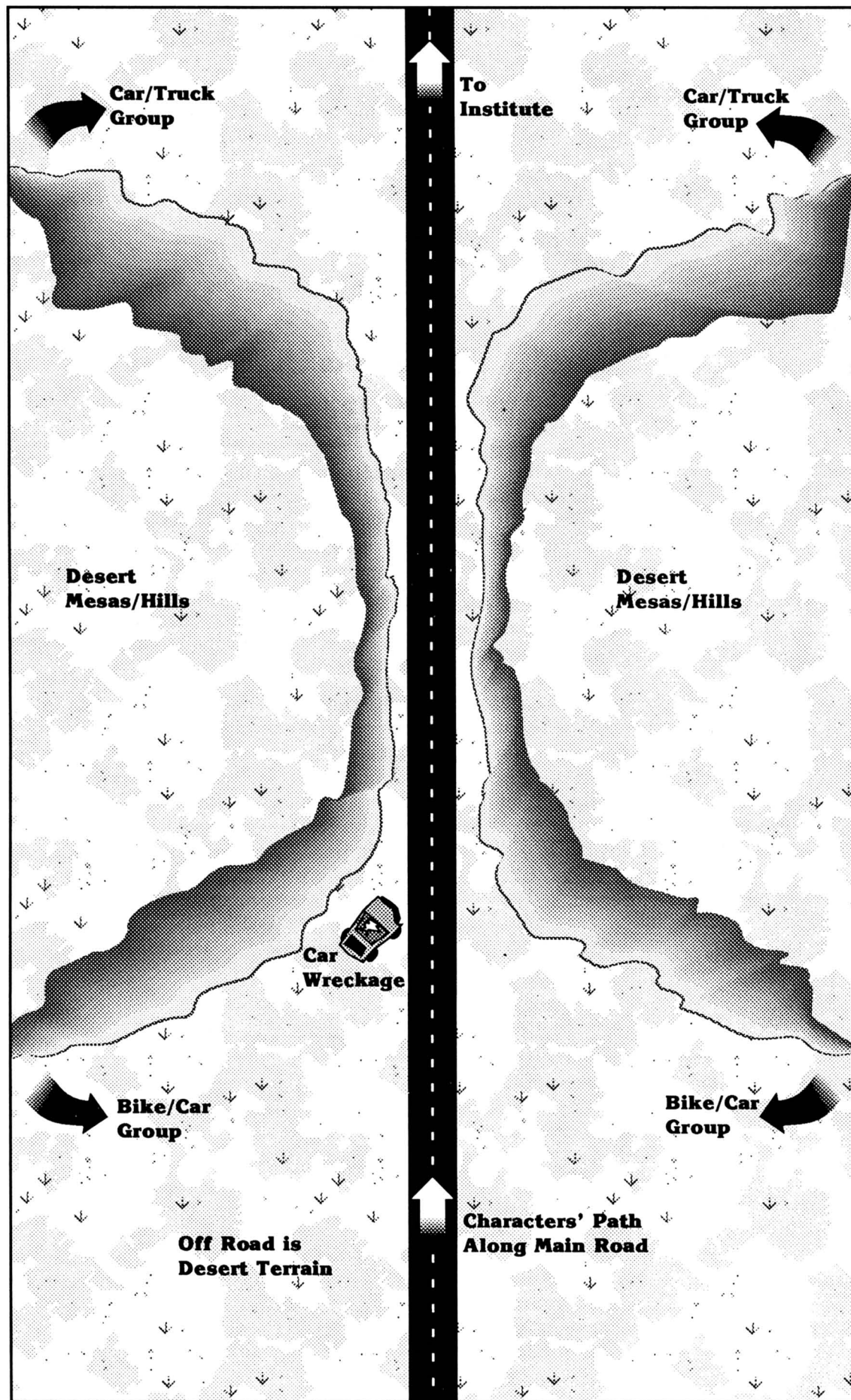
If the characters notice that Alex has fallen asleep, they can attempt to look at his package. A successful pick pocket check (difficulty 20), will allow the character to slide it from underneath Alex's arm without rousing him. It is a plain brown cardboard box with a BioPrime label on the outside. It isn't sealed and inside is a small vial surrounded by foam packing material. The vial is only labelled with a sticker that says "Jessica Johnson: Titus Institute."

Probable Trap

After a few hours, Alex will wake up. If the characters question Alex at this point about the vial, he will explain the story of his daughter's illness and apologize meekly for his drastic measures. He is still convinced that there is a conspiracy and try to rationalize his actions. Afterwards, he will inform the driver of where to turn off from US 10 to get to the Titus Institute and tell him to keep an eye out for pursuing vehicles. The turn-off point is about five hours (300 miles) from Night City.

Streetfighting

36



If the driver does check behind him, he will not find anything (since the conspiracy is just in Alex's imagination). However, a few miles after the turn-off, he (or a lead/scout vehicle) does notice something unusual. As the road winds into a pass between two rises, the lead vehicle notices a wrecked car ahead, alongside the left side of the road. It looks like the remains of a nomad attack.

Confirmation

The players' suspicions of trap are quickly confirmed. Depending on the players' actions, several nomads break out into the open and attack them.

- ▼ Cautious characters will probably send up a small scout party, either on foot or in a vehicle, to check out the pass. After they get sufficiently split from the group, two sets of vehicles come out from around the sides of the rises. One will head towards the main group and the other will split off towards the scouts.
- ▼ If the group decides to sprint through the canyon, the first two groups will arrive from behind, while another two groups will appear in front of the group. The first two groups each have two bikers and one car. The groups moving to close the far end of the canyon each have two cars and one truck.

Bikers (Nomad)

Stats

INT 5	REF 8/9	TECH 7
CL 7	ATT 5	LK 6
MA 6	BODY 8	EMP 2

Cybernetics

Adrenal Booster, Cyberoptics (Infrared, Low Lite, Targeting Scope), Independent Air Supply, Nasal Filters, Neural Processor (Pain Editor, Smartgun Link, Vehicle Link), Right Cyberarm (Buzzsaw)

Skills

Awareness +4, Basic Tech +4, Brawling +3, Family +2, Handgun +4, Melee +5, Motorcycle +8, Rifle +5, Throw +4, Wilderness Survival +5

Equipment

3 Fragmentation Grenades, Smarted Federated Arms 454 DA "Super Chief"

Each biker also has heavy leather clothing with helmets.

Combat Scores

Initiative: +8/+9

Stun/Death Save: 8

Body Type Modifier: -3

Federated Arms 454 DA "Super Chief"

(#shots 5/ROF 1/DAM 4D6+3/Rel VR): +13/+14

3 Fragmentation Grenades (DAM 7D6/Rel VR) +12/+13

Buzzsaw (DAM 2D6+2) +12/+13

Armor: Head 10, Torso/Arms/Legs 4

Combat Tactics: The motorcycles will head for characters that are on foot first. Their buzzsaw arms and linked weapons should make quick kills of pedestrians. Afterwards, they will try to double team vehicles, attacking drivers, characters out in the open (like those in truck beds), and the wheels on the vehicles themselves.

Car/Truck Drivers (Techie)

Stats

INT 6	REF 7	TECH 8
CL 7	ATT 5	LK 6
MA 6	BODY 7	EMP 4

Cybernetics

Cyberaudio (Radio Link), Cyberoptics (Anti Dazzle, Infrared, Low Lite, Times Square Marquee), Independent Air Supply, Nasal Filters, Neural Processor (Pain Editor, Vehicle Link), Right Cyberarm (Tool Hand)

Skills

Aero Tech +2, AV Tech +2, Awareness +4, Basic Tech +5, Brawling +2, CyberTech +5, Drive +7, Electronics +4, Handgun +4, Jury Rig +7, Rifle +2

Equipment

Nomad Cars (armored with rollcages and no glass): 70 SDP; frame armor 25 SP, tire armor 15 SP (wheel guards)

Nomad Trucks (armored as car): 90 SDP; frame armor 25 SP, tire armor 15 SP

Each driver is also wearing heavy leathers with an armor jacket and a helmet. If they

can get an open shot, they wield Federated Arms "Super Chiefs".

Combat Scores

Initiative: +7
 Stun/Death Save: 7
 Body Type Modifier: -2
 Drive: +18
 Federated Arms 454 DA "Super Chief"
 (#shots 5/ROF 1/DAM 4D6+3/Rel VR):
 +11
 Armor: Head 10, Torso/Arms 18, Legs 4

Note: The Drivers' legs are protected by the vehicle's 25 SP

Combat Tactics: Take out other vehicles as quickly as possible without getting taken out themselves. The drivers will either ram smaller vehicles (i.e. bikes for the cars and bikes; bikes and cars for the trucks) or position their gunners for easy shots. They should not be fooled into allowing the characters to escape the canyon. At all times, at least one car or truck should be positioned at either end.

Car Gunners (Nomads)

Stats

INT 5	REF 9/10	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 8	EMP 2

Cybernetics

Adrenal Booster, Cyberoptics (Anti Dazzle, Infrared, Low Lite, Targeting), Independant Air Supply, Nasal Filters, Neural Processor (Pain Editor, Smartgun Link), Rippers

Skills

Basic Tech +3, Brawling +2, Drive +3, Family +3, Handguns +5, Heavy Weapon +4, Melee +4, Rifle +4, Wilderness Survival +2

Equipment

The car gunners are armored similar to the drivers and carry smart shotguns as well as smart handguns.

Combat Scores

Initiative: +9/+10
 Stun/Death Save: 8
 Body Type Modifier: -3
 Drive (if necessary): +11/+12



Federated Arms (#shots 5/ROF 1/DAM 4D6+3/Rel VR): +14/+15
 Arasaka Assault (#shots 10/ROF 2/DAM 4D6/Rel ST): +13/+14

Note: the nomads do not have actual Arasaka shotguns, they simply have similar ROF/damage weapons.

Armor: Head 10, Torso/Arms 18, Legs 4

Note: The Gunners' legs are protected by the vehicle's 25 SP

Combat Tactics: Simple; shoot things dead.

Truck Gunners (Nomads)

Stats

INT 5	REF 7	TECH 6
CL 7	ATT 5	LK 6
MA 6	BODY 8	EMP 2

Cybernetics

Adrenal Booster, Cyberoptics (Anti Dazzle, Infrared, Low Lite, Targeting), Independant Air Supply, Nasal Filters, Neural Processor (Pain Editor, Smartgun Link), Rippers

Skills

Basic Tech +3, Brawling +2, Drive +3, Family +3, Handgun +3, Heavy Weapon +5, Melee +4, Rifle +5, Wilderness Survival +2

Equipment

Truck gunners have a swivel-mounted dart gun, set up like a compressed-air cross-bow, and featuring 18 inch long AP darts. Their intent is to pierce a vehicles's armor and cause havoc in the interior. The darts can usually penetrate any armor surrounding a tire and pierce the tire itself. The extended length also makes them quite difficult to remove, causing a -1 REF penalty to anyone unlucky enough to have a dart sticking out of them. The Dart Guns are not smartguns. Truck gunners have the equivalent of full body medium armor (the encumbrance of which reduces their REF from 9 to 7).

Combat Scores

Initiative: +7
 Stun/Death Save: 8
 Body Type Modifier: -3
 Drive (if necessary): +10
 Federated Arms (#shots 5/ROF 1/DAM 4D6+3/Rel VR): +13

Arasaka Assault (#shots 10/ROF 2/DAM 4D6/Rel ST): +13

Note: the nomads do not have acutal Arasaka shotguns, they simply have similar ROF/damage weapons.

Mounted Dart Guns (#shots 15/ROF 1/DAM 3D6-armor piercing/REL ST): +12*

see note in Equipment above

Armor: Head 10, Torso/Arms/Legs 18

Combat Tactics: If it's still moving, shoot it.

Finale

If the characters beat the box canyon nomads, they arrive unmolested at Titus Institute. Alex rushes into the building and to his daughter's side. Nurses prepare the solution and Alex injects her. The next morning, after a series of tests, doctors reveal that it has worked. The disease has begun to break up and Alex jumps for joy. He thanks the characters and pays them each 2000eb, 500 more than he said he was going to at the onset of the mission. He thanks them from his heart and tells them that he owes them a favor. The characters are given the antibody to their virus and can return to Night City.

Maybe this time they will get their rest.

CLEAN UP AND THE FUTURE

"Boxed In" provides some future contacts and scenario bits. Alex does feel he owes the characters something and can be used as a future contact at a major research company. Neon Joe's can also be used a backdrop for future mission set-ups. The characters may also learn that the Titus Institute serves as a cyberpsychosis treatment center. Psychiatrists can be hired to help borderline characters deal with the man-machine conflict that can be built up by "denying the meat."

Have Fun, Never Die Solo!

Night Life

by Andrew Borelli

THE ADVENTURE

Simply put, this is a bar room brawl. The PCs are at a Combat Zone hangout (in this case it's Merl's, but if they have a favorite, feel free to change it), either chilling out after a big run or collecting

data on their next one. A number of personal dramas the PCs have nothing to do with are going on tonight, but when the shooting starts, anything goes. Get the PCs involved in other people's lives as much as possible; it's a great way for them to lose friends, find new enemies, and settle old

The Combat Zone, 5:30 PM, November 2020

"They don't call it the Combat Zone for nothing," Merl said to himself, walking as quickly as the meat legs could carry him. It was times like this he wished he had Speeding Bullets.

Down the block, rampaging chromers were busy tearing apart a freshly stolen AV-7. What was once a stylin' BMW Aero was quickly becoming an empty shell. Merl's jacked up senses could detect ignited flammables in the interior long before he saw the smoke and flame. Combat vet or not, Merl wasn't about to stick around; they were packing a bit too much cyberware, and the glazed look in their eyes told him they were juiced to slammiton. He walked on.

"Gotta get the place open by six," he said, barely listening, "or we'll open late twice in one week." Merl usually had the bar open by five, but with Cynth stuck home sick...he shook those thoughts out of his head, reassuring himself that the alarms and locks they had installed on the Charter Hill rentcube were all working. Cynth could handle the .454 Magnum quite well; he'd seen that firsthand. Cold, acid rain began to fall, and the sky grew very dark, matching his mood. In the distance there was the rumble of thunder. He hated autumn and its early sunsets.

A quick left on 132nd street, and he was outside the triple-reinforced security gates that protected his establishment. He fumbled for the passcard

in the pocket of his armorjack, and inserted it into a small box on the building's face. With a heavy sound, the gates began to open, one by one, revealing a thick ferrocrete structure, blast proof windows, and an iron door. Set above the door was a large neon sign, which read, simply enough, "Merl's Place." Not original, but fitting. The locals didn't seem to mind, since the till that week had been pleasantly full.

Merl retrieved the passcard and inserted it in a slot in the iron door. The door opened, and the lights inside turned on one-by-one. As he stepped into the empty barroom, a vidscreen on the far wall came to life, greeting him with the day's security report: no attempted break-ins, no violence detected outside the building. One attempt at exterior vandalism thwarted when the alarms kicked-in, but no fatalities reported. Merl smiled, stepped behind the oak paneled bar, and reset the EBM 986E security console. One hand absentmindedly rubbed a big spot on the bar, then switched the computer over to I-DOS and ran Startup.dte, which began the day's work. The music began its angst-ridden medley. The security guns started their diagnostic run with calm whirrs and clicks. Televids, spaced appropriately around the shop, hummed with static. Some lights dimmed, others flared. A racous bubbling could be heard from behind the bar, as the taps filled with real beer; the CHOO2 was saved for weeknights when the sots wanted the cheapest drink available. All Merl had to do was sweep out the place and wipe off the tables.

scores. This adventure also gives the Referee an idea of what Combat Zone residents consider minimal security.

Merl's Place

First, a word about Merl's Place. Reading that bit of fiction above gives you an idea what the bar is like. If you didn't read it, do so — it sets the tone of this encounter. Merl is a former cybersoldier, and he knows all about security. Although he can't afford even one private security guard, he has enough pull with Techies, Fixers, and Solos to build his own security network. This network also runs the bar and takes care of the menial jobs that Merl is too tired to bother with. Since his EBM 986E isn't net-interfaced, there's no threat of outside intrusion, but there are a number of decktables around the bar for patrons.

Security

Merl's security is broken up into five departments: Patron control, Non-Lethal Defenses, Backup Security, Lethal Defenses, and External Security.

Patron control refers to the systems that keep the streetscum from getting out of line. This is stuff like the bulletproof bar, the floor trawl for vomiting drunks, the stun grenades Merl keeps behind the liquor for emergencies, and the bio-detectors which go off when a patron's had way, way too much. Since this is the Zone, however, the tolerable blood-alcohol level Merl's Place allows would kill some Corpzoners.

Non-Lethal defenses are for when small altercations brake out. Vomit gas can be dispensed via the air duct system, plus a minigun, loaded with rubber rounds and hidden in the bar, will fire on threats. Merl can manually aim the gun, and he also keeps a Militech Viper, also loaded with rubber rounds, in his office.

Backup security is support personnel and is activated when the Non-Lethal defense systems fail to suppress the disruption. Some of Merl's choombas from his old unit work out of the bar,

and they carry Microcomm Pagestars if they're not around when trouble breaks out. In addition to alerting Merl's friends the system also alerts the nearest police cruiser. On rare occasions the police even show up.

Lethal defenses are just what it says; when things get totally out of control, the bar responds with deadly force. The minigun will load real 5.56 rounds, while Burn and Blackout gas will start pumping out of the air ducts. When the real shooting starts, Merl has a Militech Dragon LAW behind the bar, and he always carries a Glock 17 with him wherever he goes. Rumor has it the Glock is loaded with 9mm DPU.

Exterior defenses won't be encountered unless the PCs want to break into a bar for some strange reason. These are alarms and motion detectors outside which will go off if the steel gates are messed with. The roof is similarly rigged. There are also mini-claymores hidden at certain points on the front gate. If the pressure alarm detects tampering up front, the claymore nearest the threat will explode, causing 1D10+3 damage. The fire door and the basement are bricked off and there is no access to Merl's through these routes.

Notice how Merl seems to have this thing for Militech equipment? No coincidence there...being a former Black Ops man, Merl still has a number of Army contacts which can keep him stocked in Militech hardware.

THE MENU

Here's what's going on tonight, from the time the PCs enter Merl's. The brawl doesn't start right away, so roleplay these situations for awhile, letting the PCs get involved in all sorts of trouble. Since the PCs may be here on business, you may want to establish a contact before the action starts.

- 1) In a corner booth, a local Fixer is fighting with his 'dorphead input. Apparently the argument's about her using, with her point of view being that

if he loved her, he'd let her spaz out on 'dorph. He thinks she's just cutting into the profits.

- 2) A rowdy group of Solos is at the center table, drinking and telling stories about the good old days during the Drug Wars of 2003. This bunch is getting drunker and drunker.
- 3) A game of poker is going on at a side booth, and the five punks are becoming sloshed as they play. This situation could become dangerous — never drink and gamble in the Combat Zone.
- 4) Two off-duty Cops are at the bar, burying their troubles in beer and oyster crackers. The two are talking loudly about what happened during their last patrol, telling tales of blood n' guts. They're both still in full body armor but their helmets have the visors up.
- 5) A Fixer is at a corner table, quietly talking with two Techies. Could be some sort of deal happening.
- 6) Three tables are occupied by a large group of Rockers. They're getting slowly drunk while swapping riffs, lyrics, and lots of stories from around the Zone.
- 7) A local group of very sober boosters is waiting in a side booth for a target to come walking through the door. He's some local Rocker the gang has marked for some reason. They plan to drag him outside and pummel him.
- 8) A Trauma Team crew is at the bar, relaxing with a cold brew before their shift starts. Their AV is parked on the roof (Merl said it was okay) and these boys are sober. The team Solos are present.
- 9) Various groups of Nomads are scattered all over the place. Some groups know each other, some don't, but lots of fraternizing is taking place. There are also entire rows of cybercycles parked outside, defended by a half dozen warriors.
- 10) An undercover Cop is at the bar keeping tabs on the Fixer mentioned in situation 5. This is just a fact-finding mission for a larger operation. No bust is planned for tonight.



In addition to all this, the place is very crowded, filled with the usual streetscum, joygirls, and triggerboys that make the Zone so much fun. Lots of roleplaying opportunity in the bar tonight.

THE MAIN COURSE

The fighting begins when the Rocker mentioned up there in situation 7 comes walking through the door, but he's brought a bunch of Solo and Rocker friends with him. The booster leader sitting at the booth immediately decides that the "no shooting" rule is cancelled, and instead of beating this guy up, they're gonna flatline him. The boosters fire first, evoking the expected reaction from the crowd, and sending the target's escorts diving for cover. The fire is returned, and chaos ensues.

SLAMMITON!

The two off duty Cops immediately dive behind an overturned table, pull down their combat visors, and begin shooting in the boosters' general direction. The undercover cop defends himself as necessary, but makes real sure that no one figures out he's plainclothes. Everyone else reacts as the Referee wants them to. Well, these are streetscum we're talking about, but be creative.

Here's where the defenses kick in. After three rounds of fighting, the Non-Lethals will start. The minigun will begin randomly finding threats and firing on them, firing in bursts of three. An Athletics roll, Difficulty 18, must be made to avoid being hit. The rounds do 1D6+3 bludgeoning damage, but the target must make a Stun check, Difficulty 25, to keep from being stunned. Merl will get the Viper SMG from his office, but will only fire on a target if threatened. The gas will kick in 5 rounds later. Vomit gas requires a Difficulty 20 BODY roll to keep from doing just that uncontrollably for five minutes.

The tone of the fight is up to you, but I suggest a moderate stance on firearms. This is the Combat Zone, so everyone has a gun, but not everyone has an assault rifle with a grenade launcher attachment. Plus, the streetscum will be more enamored with their cyberware, so in addition to gunfire there will be lots of hand to hand. Take your favorite gunfight/bar brawl scene from a western or gangster movie. Now make it worse.

How long the fight lasts is up to you. If the PCs stick around and the fight continues, the Backup systems will begin broadcasting ten rounds after the Non-Lethals kick in. After the call goes out, five Solos of varying skill will arrive momentarily and begin the job of crowd control.

If one of the Cops survives, he will call for backup. Fifteen Riot Control officers in battle gear will arrive via AV-4 a few minutes after one of the Cops manages to call. The PCs probably don't want this to happen, especially they are doing something illegal. Getting arrested is never good for the flow of an adventure, either.

Referee Note: See *Protect and Serve* for background material on basic beat cops, the Undercover division, and Riot Control officers.

As a last resort, the Lethal Defenses will activate. This will only occur if things get completely out of control. Pray this doesn't happen, because at this point Merl and the minigun are a lot less selective about what they shoot at. Blackout and Burn gas will be dispensed during the Lethal Defense stage;

Blackout requires a BODY roll, Difficulty 20, to keep from falling unconscious for three hours. When the victim wakes up, [5D6] humanity is temporarily lost.

Burn requires a BODY, Difficulty 18, and inflicts 2D6 damage normally, 1D6 if the roll is successful. Armor has no effect against Burn gas unless it's a completely self-contained suit (MetalGear™ doesn't count because there's no faceplate).

Eventually, the brawl will end. Merl will immediately close shop and inspect the damage. He will also reset the defense

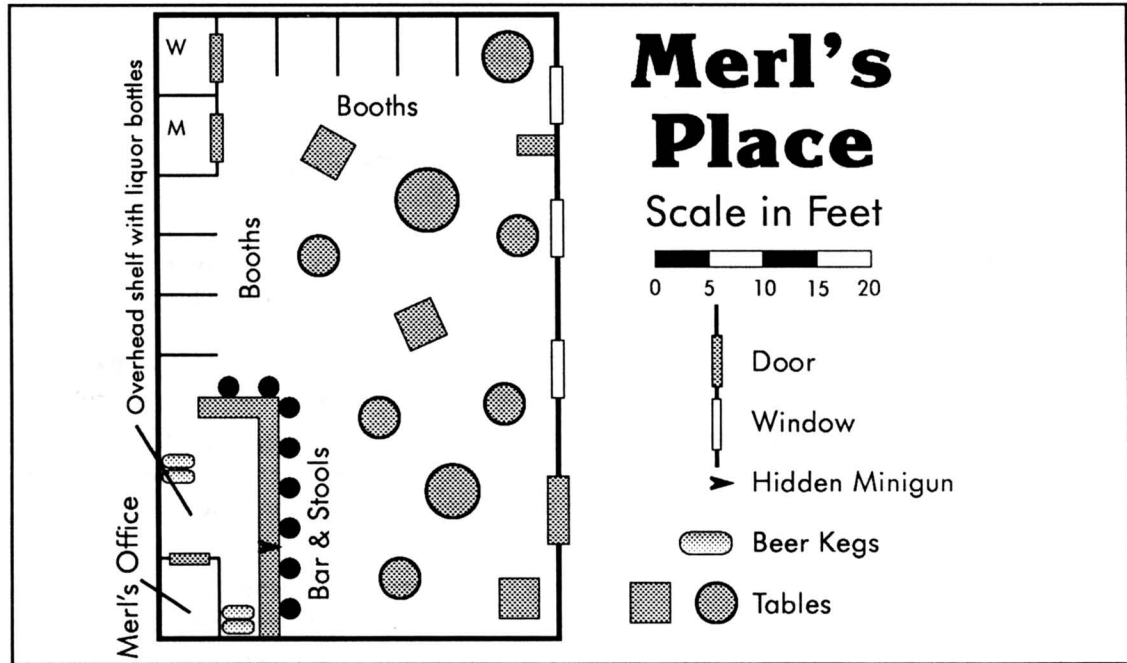
systems. The police will arrive on the scene (if they're not there already) and put white sheets over the victims. The wounded will be evacuated to the nearest medical center by a Trauma Team AV.

Patrons who look "suspicious" and are still standing around will be arrested. They will be released the next day unless a charge is brought against them, either by the arresting officer or another patron.

"Typical," Merl thinks. "Should have expected something like this tonight. Guess it could have been worse. Could have been the Givers of Pain."

Merl surveys the carnage, looking over the bar at the multiple white-sheeted bodies. Crimson blood stains the floor; there seem to be bullet holes in everything. Smoke wafts idly out of a shattered vidscreen nearby.

"I wonder how Cynth's doing..."



YOUR BARTENDERS FOR THE EVENING

Merl, Proprietor

Merl is a former cybergrunt who served in a number of conflicts around the world where the USA intervened. Now in his mid forties, Merl is long since retired and has had enough fighting. It was in Africa where both his arms were lost during the relief of US forces in Angola in 2002. The government abandoned him, like most vets, after his discharge (the Collapse destroyed all forms of veteran assistance), and he ended up on the Street. Merl became a bartender in his early thirties when the bar was called Chromatix. When a booster-induced fire in 2012 killed

the original owner, the property became Merl's. He had the bar renovated and opened again for business in late 2014. Merl now lives in the southernmost part of Charter Hill, not far from the bar. He rents a decent cube with his girlfriend Cynth, a Rockergirl half his age, and they plan to marry.

Stats

INT 8	REF 9/7	TECH 4
CL 7	ATT 6	LK 6
MA 5	BODY 7	EMP 5

Cybernetics

Biomonitor, Right Cyberoptic (Dodge Ball, Low Lite, Target, Weapons Readout), Left

Cyberarm (Holster, Storage Space) Right
Cyberarm (Armor, Microwave/EMP
Shielding), Nasal Filters, Neural processor
(chips in General Know. +3, Gen. Lan-
guage +3), Sandevistan Boost, Smartgun
Link, Vehicle Link

Skills

Athletics +5, Aware/Notice +5, Basic Tech
+3, Brawling +7, Combat Sense +5, Drive
+3, Electronics +3, Electronic Security +2,
Expert: Brands of Beer +3, Expert: Liquors
+3, Fast Talk +4, [General Know. +3],
[Gen. Language +3], Karate +4, Melee +7,
Mix Drinks +3, Pistol +6, Rifle/SMG +5,
Social +4, Streetwise +4, Weaponsmith +4,
Wilderness Survival +3

Equipment

Battered U.S. Army Med Armorjack,
Battered Green Beret, Cammo Shirt,
CredCard, Flak Pants, Full Impedence
Cables, Glock 17 (Smart), Laptop Com-
puter, ID Card, Picture of Cynth, Security
Passcard, Urbanflash Shades

Combat Scores

Initiative: +15*
Stun/Death Save: 7
BTM: -2
Glock 17, Smart (# Shots 12/ROF 2/DAM
4D6 (AP)/Rel VR): +16
Armor: Torso/Arms 18, Legs 20

Riftz, Bartender (Rockerboy)

Riftz is a variation on the famous
Rockerboy moonlighting with the Trauma
Team. When he's not playing gigs or
partying, Riftz earns some desperately
needed Euro by bartending at Merl's. Riftz
is young, almost a debutante, but a few
years on the Street have taught him les-
sons about life real quick. Riftz is no
naive wallflower, but he's still under Merl's
wing when it comes to some things — like
how to properly mix a Coyote with just the
right amount of cranberry juice.

Play Riftz as the quintessential Rockerboy;
young, horny, irresponsible, visionary, you
know the deal. He feels oh-so-trapped at
his current job, of course.

Stats

INT 7 REF 8 TECH 3

CL 9 ATT 8 LK 4
MA 6 BODY 7 EMP 7

Cybernetics

Audiovox, Right Cyboptic (Color Shift,
Low Lite, Times Square), Interface Plugs,
Kerenzikov II Boost, Mr. Studd™ Implant,
Nasal Filters, Neural Processor, Techhair

Skills

Aware/Notice +4, Brawling +4, Charis-
matic Leadership +3, Composition +3,
Dance +3, Mix Drinks +3, Perform +4,
Persuasion +3, Pistol +4, Play CyberAxe™
+4, Seduction +4, Streetwise +5, Social +4,
Wardrobe +3

Equipment

Armalite 44 w/holster, CredCard,
CyberAxe™ Electric Guitar, Digital Chip
Player w/various music chips, Guitar
Picks, Heavy Leather Pants, ID Card,
Kevlar T-Shirt, Miniamp, Mirrorshades,
Vial of SynthCoke

Combat Scores

Initiative: 10*
Stun/Death Save: 7
Body Type Modifier: -2
Armor: Torso 10, Legs 4
Armalite 44 (# Shots 8/ROF 1/DAM
4D6+1/Rel ST): +12

Trish, Barmaid (Techie)

When she's not tending bar, Trish is one of
the technicians who help keep Merl's Place
running. Trish hit the streets at 13 as a
joygirl working for a particularly nasty
pimp who happened to owe Merl a
considerable sum of Euro. Five years
later, when she helped Merl flatline the
guy, he offered her a job. That was six
years ago. Now Trish helps maintain the
security systems and makes sure the
startup programs (which she designed
herself) are calibrated properly. Since
she's a Techie, she can be quite odd, and
at times only other Techs know what she's
talking bout, but most people overlook
this. She can also mix up a Rusty Razor
that'll knock a booster on his ass.

Stats

INT 10 REF 7/6 TECH 10
CL 8 ATT 7 LK 5
MA 8 BODY 6 EMP 8

Cybernetics

Left Cyberoptic (Micro, Times Square), Interface Plugs, Neural Processor (chips in Gen. Language, Personal Grooming, Wardrobe/Style), Sandevistan Boost, Scratchers

Skills

Aware/Notice +4, AV Tech +3, Basic Tech +6, Brawling +3, CyberTech +3, Demolition +2, Electronics +6, Electronic Security +5, General Know. +2, [Gen. Language +3], Jury Rig +5, Mix Drinks +3, [Personal Grooming +3], Pistol +2, Seduction +5, Social +3, Streetfight +3, Teaching +2, [Wardrobe/Style +2]

Equipment

Cigarettes, Dia Lung Streetmaster w/ holster, Electronics Toolkit, ID Card, Kevlar Jeans, Medium Armorjack, Mirrorshades, Security Passcard, Techie VR Chip, Techscanner

Combat Scores

Initiative: +7*
Stun/Death Save: 6
Body Type Modifier: -2
Dia Lung Streetmaster (# Shots 12/ROF 2/DAM 2D6+3/Rel UR): +8
Armor: Torso/Arms 18, Legs 10

Militech Automated Defense Tracking System

This is the automated gun's statistics when using the rubber round belt:

#Shots 150/ROF 10/DAM 1D6+2 bludgeon/Rel VR

Being hit in the head or torso with a rubber round requires [BODY, Difficulty 20] to keep from being stunned.

This is the automated gun's statistics when using the 5.56 belt:

#Shots 150/ROF 10/DAM 6D6/Rel VR

Normally, the gun fires at movement, so everyone must make (Athletics, Difficulty 18) to avoid being shot. Every even round, the PC with the greatest differential between the roll and 18 will be hit. In all odd rounds, an NPC will be hit. If Merl wants, he can lock in the guns targeting system. He must designate the target, and the gun will fire until it is out of ammo. When firing on a target, the gun's base roll is a 20 to hit plus 1D10, opposed to the targets Athletics. The gun is embedded in the bar and can't be damaged without some effort. The bar is 80 SP, 200 SDP, and the gun is 15 SDP.



Behavior Control Technicians

By Woody Eblom

WORD

Now listen up, chillens, this stuff's important. The name of the game is bean the punk, and our victim...er, *chum*...has just come to the plate.

His name is Benny Ricardo (no, not *that* one), and he's a Techie gone wrong. Ya see, Benny here worked hard to live up to the International Army's slogan "Best You Can Be," and when the best he could be kinda sucked, he went metal. Way metal. The way *cheap* metal the military is known for. Benny has more in common physically with that discount stereo you've got blasting than your average techie gutter-punk. With all that metal came the attitude; not often, mind you, but at the wrong times. Three months after his latest Army-funded "addition" (the experimental Jeckell/Hyde Personality Subprocessor, straight from Helsinki), Benny got decommissioned for — get this — "Acts Unworthy A Soldier." Maybe he smiled at a civilian. The story behind the decom is Top Secret, so don't believe any rumors about an affair with his superior's toaster. Anyhow, Benny's on the streets, can't fit in, and does what any edger would do: he starts dealing black market, custom cyberware division. Trouble is, the Army forgot to pull out the JHPS, and it has gotten Benny into trouble with the Cyberpsycho Squad.

Benny Ricardo

Benny is a short, chubby man. His fondness for puffy, turtle-green jackets has plagued him with the nickname 'Shroom (for "mushroom"). Benny was not cut out for the military; his passive demeanor made him the object of much abuse. The Jeckell/Hyde was supposed to "fix" him up. Now, on the streets, the subprocessor makes him the object of "compromise" for the C-Squads.

He is a polite person, very low-key. Every now and then, when he's feeling some stress or being

accused of something, the subprocessor will start kicking in. His voice will get deep, his words violent, and his attitude belligerent. This happens just for a second or two, perhaps in the middle of a sentence. It has a disconcerting effect on people, and your players should feel the alienness of his affliction at these times.

Stats

INT 5	REF 5/4	TECH 9
CL 5	ATT 2	LK 2
MA 4	BODY 4	EMP 6/0

Cybernetics

Chemical Analyser (output to TS), Cyberaudio module (Wearman™), Cyberoptic (Image Enhancement, Micro-optics, Thermograph sensor, Times Square Marquee) left eye, Mr. Studd™ Sexual Implant, Neuralware Processor (Chipware Socket, Interface Plugs, Machine Link, Pain Editor, Vehicle Link), Jeckell/Hyde Personality Subprocessor

Skills

Basic Tech +4, Brawling +3†, Chemistry +3, CyberTech +5, Dodge & Escape +3†, Education +4, Electronics +3*, Electronic Security +2*, Submachinegun +4, Intimidate +3†, Jury Rig +6

*signifies chipped skills

†signifies JHPS skills

Equipment

Army Trauma Team Card (canceled), Flack pants, Lennonesque glasses, Light armor jacket, Smoke grenades (3 green), Tech Tool Kit, Uzi Miniauto 9 (3 full clips, 1 A.P., 2 regular rounds)

Combat Scores

Initiative: +4

Stun/Death Save: 4

BTM: -1

Uzi Miniauto 9 (#Shots 30/ROF 35/DAM 2d6+1/REL VR): +8

Jeckell/Hyde Personality Subprocessor

The neuralware attachment is the invention Prof. Paavo Neimi of the Helsinki Cybernetic Institute. Plugged into the interface outlets, this unit will send neural pulses to preprogrammed targets within the brain. These pulses override the normal reactions (called the Alpha Persona) of the individual. The new responses (Beta Persona) are part of the programming, but, due to the prototype clumsiness of the system, are merely simple cause/effect reactions. Specifically, the Beta can only react to stimuli, and is incapable of creative responses, thus it is very predictable. Anyone who has studied the chip in action (in the laboratory or a "practical" setting — i.e., combat) will gain a +1 bonus to initiative against JHPS users in the future.

Within the programming is a Command Word or Start-up Stimulus which turns the neutron pulses on. Thus it may be triggered by a particular word or phrase (like Speedware); or it might be set off by prescribed conditions — perhaps flashing lights, the sound of falling bombs, or whatever.

The Beta Persona can be programmed with up to 4 skills, each to a maximum level of +3. These function just like chipped skills.

Benny's JHPS is programmed to fire when he is physically struck. His normally fearful reactions will be overwritten by rage and cruelty. The Beta Benny will first create as much confusion as possible by shooting lights, casting smoke grenades, and emptying his clip at bystanders (hopefully getting them to join the firefight).

Jeckell/Hyde Personality Subprocessor

Surg. N/ID Code JHPS/Cost 2000 (Experimental)/H. Loss 2D6+3

Brawling: +7†

Armor: Torso/R. Arm/L. Arm 14, R. Leg/L. Leg 20

†With JHPS

SCENE: THE DE-EVOLUTION

Today's powder party takes place at De-evolution, a bar whose clientele is primarily techies and netrunners. De-evolution was a catchphrase used by a pre-Turn band. The old digital recordings of syncopated, emotionless music is an inevitable part of the ambience. The place is chill, doused with drinks like "Pink Pussycat" and "S.I.B.," but it's too sedate to bring in merc money. There are plenty of dataterms for the face, however. This, combined with the low booster count, makes it a haven for netrunners and those with a low threshold for violence.

De-evolution is an underground bar, below a hotel, and has direct access to either the subway or a tunnel network (whichever may exist in your campaign). There are four exits: the main door, the fire escape, a loading elevator in the storeroom behind the bar, and a special guest elevator in the office. All but the guest elevator are well known.

Entrance

After descending from the street on a circular staircase, the characters find themselves in the weapon check room. At one wall, behind bulletproof glass, sits a small man, who instructs patrons on how to secure their weaponry. An Electronic Security, roll Difficulty 20, will discover that the wall is really a vid screen, and it is conceivable that the man could be broadcasting from across town (or, for that matter, Tokyo). All visible guns and exotics are placed in vaults and sealed with the owner's retina print.

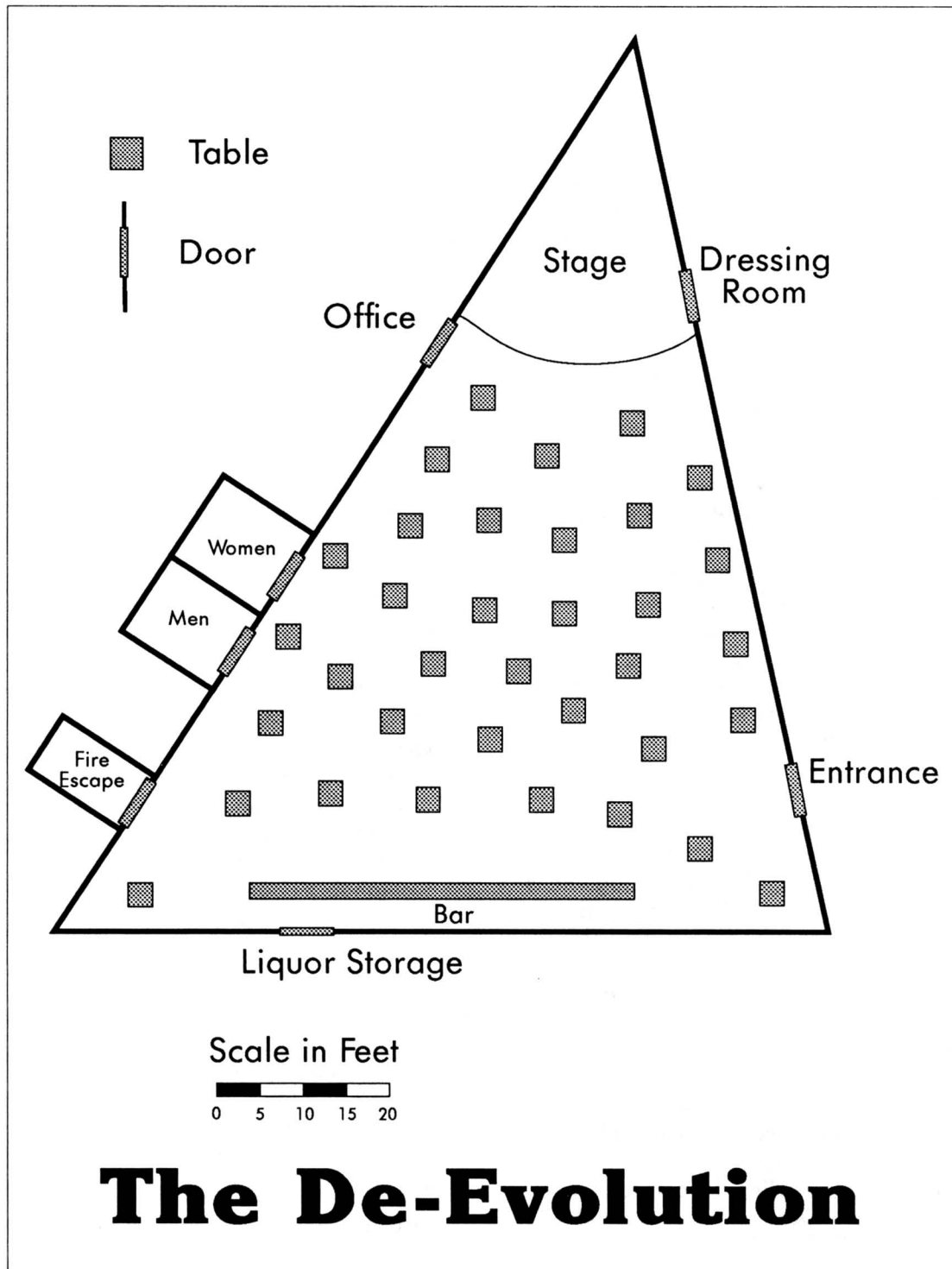
Billing is dealt with in advance by credit card. When setting up an account, an alias may be used, provided the credit card is valid. All refreshments, telephone, and Net costs are billed to your account, not to mention any damage to property...

Finally, the logistics finished, an elevator opens for the customers. The elevator is fake, a simulation adding to the atmosphere. Awareness, Difficulty 25, will

reveal this. After the 15 second trip, the rear door slides open to reveal the inside of De-evolution.

Main Room

The main room is roughly triangular, with the stage in one point. The bar is opposite the stage. The walls are covered with neon tubing of many colors, although



there are dominant tones on each of the three walls: blue on the bar wall, yellow to the right of the stage, red to the left of the stage. The main elevator/door and fire exit are on the flat sides across from each other. The washrooms are next to the fire exit. On either side of the stage are doors leading to the office and the performers' lounge.

The rest of the room is filled with small, immovable, square tables, 35 in all. Even though a table will seat four people, there are never more than three chairs around it, so the fourth person either stands or gets one from another table.

About half of the tables have flat local access dataterms. A netrunner will be charged the standard cost for use of the terminal, billed to his De-evolution account.

Bar

The bar is 12 meters long, and takes up half the wall opposite the stage. The bartender, who answers to General, is a nice, unassuming chap. General grunts, shrugs, snickers, and groans, but never says much else. Friendly and disinterested, that's the motto. Tips for General are left in upside-down plastic hats with the nuclear symbol on them or typed into the small keyboards that characters enter their access code on. He still doesn't say much, even to the upper-bracket tippers. If the characters try to flag down a waitress, let them wait, because there are none.

Office

This is the manager's office, though he is never around. The office is entered through a door left of the stage. The furnishings are sparse: desk, small couch, dataterm, pictures of whales, and the elevator. The owner, called B.B., installed the guest elevator for private use only. It is merely a shaft that was extended from the hotel RD. A hotwire box within the elevator allows access to De-evolution. The box can be keyed by a code through a keyboard, toggling the correct remote in the RD Hotel Data Fortress, or by Electronics (Difficulty 15). A recall switch/plate,

hidden under the desk, will also call the elevator down.

Stage

On stage, four men, in yellow jumpsuits and 3-D glasses, are playing a song called "Mechanical Man." Heavily cybered characters may find the song very soothing. The only real security in this place, a bouncer named Julian, is sitting right in front of the stage.

Clientele

The clientele is unusual in that they're not unusual. Those who call the De-evolution their bar of choice revel in its sense of sameness, its attitude of whatever. Feel free to stock the joint with recurring or promising NPCs who might feel at home here. A total of 12 tables are occupied, including those of Julian, Benny, and Tanita (who is sitting with William).

Sequence

The following is the sequence of events as would happen if the characters simply watch. If they get involved at one point, the C-Squad may have to change their tactics. Remember: William will finger Benny, and Ten Klicks can legally use whatever force they deem necessary to stop the psycho.

- 1) The player-punks, for whatever reason, are in the De-evolution. The bar is half full, mostly techies, but there are a few people plugged into the DataTerms. The people of note: General, the bartender; Julian, a fashionable bouncer; Tanita, the up and coming rockergirl; William Club, fixer and snitch to the C-Squad; and, of course, Benny 'Shroom Ricardo.
- 2) William leaves the table and walks into the washroom. An Awareness roll, Difficulty 15, and a character to notice that William is watching Benny all the way. Benny's table is right next to the washroom doors.
- 3) Ten Klicks enters De-evolution. Earth Grazer strolls up to General and quietly speaks to him. A sharp char-

acter can catch the gist of the conversation with Awareness, Difficulty 25. The Difficulty is only 15 if the character is at the bar, but Grazer will stop speaking and glare at anyone who gets too close or is noticeably eavesdropping. Grazer is showing his I.D. and telling General that there is a cyberpsycho in the bar, but that they will deal with it. Pad will stay at the main entrance, and quietly flash her badge and I.D. at Julian. Julian will not interfere after the cops identify themselves, but he won't help them either.

- 4) William exits the washroom and notices Pad standing by the door. He halts, looks around until he spies Grazer at the bar, then walks to where Benny is seated. Awareness, Difficulty 15, will let a character witness this sequence.
- 5) William leans over Benny and says a few words. Any character who can read lips or is in position to eavesdrop (Awareness, Difficulty 25) will hear, "Ok, 'Shroom, the squad's here, and if you don't go along with me on this, they're going to drill you." William opens his coat to show his gun. Characters will notice the weapon on an Awareness roll, Difficulty 15.
- 6) Benny rises to go with William. At this point, one of two things happen: Benny leaves quietly; or William hurries him with the cattle prod and Benny cracks. If Benny cracks, Grazer and Pad open fire, either with the tasers or the SMGs. As Referee, decide which would be most effective in your campaign. The squad will take Benny, one way or another, if nobody interferes.

Antagonists

Now dealing with a cyberhead like Benny Shroom may bore the solos to tears, but he's just the hook, chillens. With such a dangerous metalman walking our fair streets, it's only fair to bring in some T. Rex originals, a three person Cyberpsycho Squad codenamed Ten Klicks. Read 'em and weep...

Earth Grazer

E.G. is the leader of Ten Klicks, and a real nasty seed. He hates the psychos, his job, his landlord, his girlfriend (and her mother). His only love is the hate. He won't ever give that up. E.G. is getting near the Edge himself. He has a tendency to use the big guns on cyberpsycho missions, and will fire without hesitation.

Stats

INT 5	REF 8/8	TECH 3
CL 6	ATT 5	LK 4
MA 6	BODY 8	EMP 7/3

Cybernetics

Cyberaudio Module (Radio Link), Light Tattoo (glowing green meteor on left bicep), Motion Detector (palm), Neuralware Processor w/Interface Plug, Pain Editor, Sandevistan Speedware, Skin Weave, Smartgun Link

Skills

Athletics +5, Aware/Notice +5, Authority +6, Brawl +5, Education +4, Handgun +7, Heavy Weapons +3, Human Perception +3, Interrogation +7, Melee +6, Shadow/Track +3, Stealth +5, Streetwise +5

Equipment

Badge and I.D., Colt AMT Model 2000 Smartgun (3 full clips), Light Armor Jacket, Militech Electronics Taser, Nylon Helmet, Police/Government CredChip, Police Trauma Card, Sternmeyer SMG 21 (5 full clips)

Combat Scores

Initiative: +11*
 Stun/Death Save: 8
 BTM: -3
 Colt AMT Model 2000 Smartgun (#Shots 8/ROF 1/DAM 4D6+1/REL VR): +17
 Militech Electronics Taser (#Shots 10/ROF 1/DAM Stun/REL ST): +14
 Sternmeyer SMG 21 (#Shots 30/ROF 15/DAM 3D6/REL VR): +10
 Brawl: +13
 Armor: Head 32, Torso/R. Arm/L. Arm 26, R. Leg/L. Leg 12

Pad

The newest member of Ten Klicks, Pad just loves the chance to work with C-squad. Her father, she claims, was one of the original founders of this special police



division, and she is proud to follow along. Pad will be very outgoing toward the public, speaking openly and squarely about such topics as self defense, police tactics, and weaponry. If any player-characters spend some time in conversation with Pad, they will probably get a good feeling about her. Although she doesn't agonize over the deaths of Psychos, her goal is to return the C-squads to the nonfatal weaponry that was mandatory in the original formations. She is an expert at recognizance and tracking. The Magnetic Grip™ Tracers, by Arasaka, are standard police issue, and attach to metal, plastic, or flesh with the flip of a switch.

Stats

INT 7	REF 8/6	TECH 5
CL 7	ATT 6	LK 4
MA 7	BODY 8	EMP 8/6

Cybernetics

Adrenal Booster, Bug Detector, Cyberaudio Module, Enhanced Antibodies, Homing Tracer, Phone Splice, Sound Editing, Radio Link, Voice Stress Analyser, Wide Band Radio Scanner

Skills

Athletics +3, Authority +4, Aware/Notice +6, Brawl +4, Drive +6, Education +5, Handgun +5, Hide/Evade +6, Human

Perception +6, Interrogation +3, Library Search +5, Melee +3, Pick Lock +5, Shadow/Track +7, Streetwise +4

Equipment

Colt AMT Model 2000 Smartgun (3 full clips), Flack Pants, Magnetic Grip™ Tracers (3), Mastoid Commo, Medium Armor Jacket, Militech Electronics Taser, Nylon Helmet, Police/Government CredChip, Police Trauma Card, Smartgoggles (w/ Targeting Scope, Low Lite™, Anti Dazzle), Sternmeyer SMG 21 (3 full clips)

Combat Scores

Initiative: +6
 Stun/Death Save: 8
 BTM: -3
 Colt AMT Model 2000 Smartgun (#Shots 8/ROF 1/DAM 4D6+1/REL VR): +14
 Militech Electronics Taser (#Shots 10/ROF 1/DAM Stun/REL ST): +10
 Sternmeyer SMG 21 (#Shots 30/ROF 15/DAM 3D6/REL VR): +5
 Brawl: +10
 Armor: Head 20, Torso/R. Arm/L. Arm 18, R. Leg/L. Leg 20

William Club

William is a fixer with moderate contacts. He was sentenced to Ten Kicks, for one

year, as parole for smuggling. He uses his station to locate the less violent (and therefore less visible) psychos, and calls Pad with his Mastoid Commo. His reputation is on the line with each and every mission, so he prefers to convince the subject into surrender. His smooth style (and cattle prod) usually do the trick.

Stats

INT 7	REF 5/4	TECH 3
CL 8	ATT 5	LK 6
MA 8	BODY 6	EMP 8/6

Cybernetics

Contraceptive Implant, Digital Recorder, Shift-tacts, Skinwatch, Subdermal Pocket (under left arm)

Skills

Aware/Notice +4, Brawling +2, Forgery +3, Handgun +2, Intimidate +2, Melee +5, Personal Grooming +3, Persuasion +5, Pick Lock +3, Pick Pocket +2, Streetdeal +5, Streetwise +3, Submachinegun +2, Wardrobe & Style

Equipment

Arasaka Minami 10 (2 full clips), C.O.P. .357 Derringer (4 rounds), CredChip, Long Leather Armor Jacket, Cattle Prod

Combat Scores

Initiative: +4
 Stun/Death Save: 6
 BTM: -2
 Arasaka Minami 10 (#Shots 40/ROF 20/DAM 2D6+3/REL VR): +6
 C.O.P. .357 Derringer (#Shots 4/ROF 2/DAM 2D6+3/REL VR): +6
 Cattle Prod (#Shots 8/ROF 1/DAM Pain/REL UR): +9
 Brawl: +6
 Armor: Torso/R. Arm/L. Arm /R. Leg/L. Leg 14

Stand-ins

General

The De-evolution's only barkeep has made it a personal goal to keep his nose exactly where it is and out of others business. He can't tell you much about his patrons, except how often they are here or what they drink. As far as he's knows there are no drug or information dealers in the bar.

Of course, how is he to know? When he isn't serving a customer, he has his head in a old-fashioned monitor, reading "classic literature" by authors named Bly, King, Kane, and Nephew. He isn't interested in discussing the writings, even if a character is also a fan. In short, this guy is real boring. General was at one time an influential Corporate, but now is a bartender with a Resources skill of 0. He will not be overly helpful to the cops.

Julian

Bouncer and Fashion Designer extraordinaire, Julian looks very different than the grease and wire crew that normally inhabits this bar. He is dressed in a terra cotta jumpsuit, which offsets his Arabic skin nicely, and wears a flowing black toga. Stitched into the toga are many images and icons that are visible in only certain colors of light. If he moves around the room, the designs will fade in and out as light from the walls strike the robe. He will take orders to make customized togas for others. With an appropriate and successful roll (Streetwise, Difficulty 30; General Knowledge, Difficulty 25; or Anthropology, Difficulty 15), the designs on Julian's toga will be revealed as voodoo inscriptions. Referee's discretion as to their meaning. Julian is a Nomad with a Family skill of 7. He will neither help nor hinder the cops.

Tanita

Tanita, a little known rocker, is very style-conscious. She has studied fashion and attitude from all over the world, and has even researched looks from years ago. When in conversation, she will comment on the look and attitude of people, labeling it, and explaining the history. She will repeatedly tell some to "keep trying to style me," and express respect to those characters with uniqueness about them. She is dressed in a classic black slacks, white silk blouse, and black leather jacket. She calls her style "Kennedy". Tanita has a Charismatic Leadership skill of 3. She is unaware that the man she was drinking with is a snitch to the Cyberpsycho Squads.

It's Only Rock 'n Roll

by Thomas M. Kane

INTRODUCTION

For reasons known only to shrinks and accountants, the City Government authorized a Chromatic Rock concert in Metro Plaza. Tickets sell like cheap Smash. The natives are getting restless, and the denizens of the Street are starving for pulsing, political, protest Rock and Roll. Guess who gets to play this crowd? The rockers in your team score the Metro Plaza gig. It's up to you to make the music.

Oh, there's one more thing. The City issued permits for a concert, not a riot. They expect you to keep the crowd under control. If things get broken, you'll pay compensation. If the police have to get involved, they'll nail your butt to the ground with enough fines to pay off the National Debt.

If the party contains Rockers, they sing the Metro Plaza gig. After paying the license fee and dealing in their promoters, the Rockers can expect to rake a total of around 20,000 Euro. Not bad for a night's work. A team with no musicians can still play in this adventure, by signing on as the security squad for an NPC rocker. Such a rocker offers each guard 2,000 Euro for the night, subject to negotiation.

Referees who have no prominent musicians in the campaign may use Firehawk, described below, as the party's patroness.

Firehawk

Firehawk wears the leather and metal of a big-city bad girl. Her steel breastplate reveals her navel and her performing costume includes an Arasaka Assault Shotgun. When offstage, she keeps herself under icy control but she goes wild in the heat of battle or song. Firehawk has just started

to hit the big-time. She does not intend to let anything stand in her way.

Stats

INT 6	REF 6/4	TECH 7
CL 8	ATT 9	LK 2
MA 8	BODY 4	EMP 5/4

Cybernetics

Audiovox, Cyberoptic (IR, Anti Dazzle), Processor, Sandevistan Speedware

Skills

Charismatic Leadership +4, Composition +4, Play Instrument +4, Perform +8, Streetwise +4, Wardrobe & Style +5

Equipment

Arasaka Rapid Assault 12 Shotgun (2 blank clips), Public Address System, Heavy Armored Jacket.

Combat Scores

Initiative: +7*

Stun/Death Save: 4

BTM: -1

Arasaka Rapid Assault 12 (#Shots 20/ROF 10/
DAM 4d6/REL ST): +4

Armor: Torso/R. Arm/L. Arm 20

REFEREE'S INTRODUCTION

The City's anarchist/nihilists have their own ideas for the Metro concert. A gang called Apocalypse Impending intends to kindle the normal concert frenzy into a domestic insurrection. Metro Park happens to be adjacent to a branch office of the notorious mining corporation Armand Geophysical. The anarchists want to storm these buildings, and then lead a rampage through the city.

Apocalypse Impending knows its work. It takes advantage of typical corporate atrocities to work the neighborhood into a brooding anger. It also plants "ringers" in the concert crowd, to provoke them to violence. For added arousal, Apocalypse Impending introduces a few snipers into the surrounding buildings. Nothing stirs up trouble like a few bullets fired into a crowd.

As Referee, follow the party's lead in the early parts of this adventure. **Party Time** describes the early events of the evening. The Rockerboys can plan the concert. If PCs put their ears to the Street, consult **Street-Chatter** to see what they might learn. Then, as the music starts smoking, go to **Riot**, and put Apocalypse's plan into effect.

A final section, **Mob Rules**, describes the mass psychology of the crowd. Consult it to see if the concert fans erupt into a full-scale stampede.

Naturally, Referees may hook this into their own campaigns in any way they choose. Some 'punks might rather start a riot than stop one. The short story, "Never Fade Away," in the *Cyberpunk 2020*® rules, provides an example of why. If your team has a special use for an angry crowd, use the rules presented here but alter the PCs' role. Success on Crowd Control means they can use the mob for their own purposes. Apocalypse Impending must be eliminated, not because it wants a riot, but because it is a rival for the crowd's attention.

STREET- CHATTER

If the party hits the streets for information, the characters hear the usual pre-concert rumors. Put this information into the words of the appropriate NPCs and flesh out the meetings with all the random encounters and role-playing you desire. Folk say that some big-time drug deals are going down in the crowd (they are). People also say that Kerry Eurodyne is planning a surprise appearance (in your dreams).



It's Only Rock 'n Roll

The most interesting rumor concerns Armmand Geophysical. Armmand just embarked on a comprehensive anti-gang program, which began with the slaughter of over 20 Steel Shrikes. Street types whisper that Armmand plans to use the Metro Plaza concert as an occasion for more killings. Some say that Armmand plans to assassinate a few prominent gangers in the crowd. Others talk about bombs. The most paranoid assert that Armmand plans to employ viral agents to poison the entire concert crowd.

Apocalypse Impending deliberately spread the Armmand rumors, to create the right atmosphere for its insurrection.

PARTY TIME

Advance teams start preparing Metro Plaza a night in advance. The crowds appear at about 3:00 P.M. the next day. Nearly two thousand people arrive by 5:00, when the noise begins. Encourage the punks to role-play the concert hype and introduction. Even if the PCs are just guards for an NPC rocker, allow them to participate in setting up the concert. PC rockers actually plan out the performance, and they deserve at least three or four IP in appropriate skills, even if the players themselves are less than musical.

The following map key describes the layout of Metro Plaza and the nearby buildings.

1. Armmand Complex

A razor-wire fence surrounds this fortification. Few windows adorn the steel-gray walls of these fifteen-story buildings. Concert or no concert, vans come and go through the guarded gates, and blast doors hiss open, allowing the vehicles into the underground garage. Armmand officials perform paperwork and geological studies within.

The Armmand security forces watch the concert with baleful neutrality. The moment anyone advances onto Armmand property, they open fire. If the punks

themselves violate corporate territory, a serious battle could develop. If faceless members of the crowd make this mistake, assume that the corporate troops gun them down, and note the results under Mob Rules.

Armmand Geophysical has fifteen rentacops guarding its complex. Furthermore, the corporation maintains a five-man Special Action Squad. Statistics for these troops appear below.

Rentacops (15)

These gray-uniformed troopers do their job. However, they have relatively little training, and want to live until tomorrow. When frightened, they shoot.

Stats

INT 6	REF 10/8	TECH 7
CL 5	ATT 6	LK 4
MA 6	BODY 9	EMP 6/5

Cybernetics

Cyberoptic (IR, Targeting Scope), Smartgun Link

Skills

Athletics +4, Combat Sense +5, Handgun +5, Melee +5

Equipment

Heavy Armored Jacket, BudgetArms Auto 3 (Smart, 2 full clips), billystick

Combat Scores

Initiative: +13
Stun/Death Save: 9
BTM: -4
BudgetArms Auto 3 (#Shots 8/ROF 2/DAM 3d6/REL UR): +15
Billystick (DAM 1d6/REL ST): +13
Armor: Torso/R. Arm/L. Arm 20

Special Action Squad (5)

These trained, armored troops are the trained killers of their corporation.

Stats

INT 6	REF 10/8	TECH 7
CL 6	ATT 6	LK 2
MA 8	BODY 8	EMP 8/5

Cybernetics

Cyberoptic (IR and Targeting Scope)

Sandevistan Speedware, Neural processor, Smartgun Link

Skills

Athletics +5, Combat Sense +7, Melee +7, Submachinegun +7

Equipment

Heavy Armored Jacket, H&K MPK-11 Heavy SMG (Smart, 3 full clips), Monoknife®, Nylon Helmet

Combat Scores

Initiative: +19*

Stun/Death Save: 8

BTM: -3

H&K MPK-11 Heavy SMG (#Shots 30/ROF 20/DAM 4d6+1/REL ST): +18

Monoknife® (DAM 2d6/REL VR): +16

Armor: Torso/R. Arm/L. Arm 20

2. P.S. 342

This maximum-security grade school has bars on the windows and locks on the doors. It also has a rooftop three stories above street level, just higher than the trees in the park and perfect for a sniper. Apocalypse Impending does not hesitate to place gunmen there.

During the day, P.S. 342 contains grade school children from the surrounding slums. These children are not cute. They dress and act like miniature hoodlums. They carry knives and needles. They have perpetually dirty minds. Nevertheless, those who open fire on the schoolchildren can expect an unbelievably horrendous investigation and prosecution.

School ends at 3:00. Therefore, both 'punks and terrorists with an interest in this place can get in without extended contact with them. One always finds a few teachers and administrators working extra hours, but these people hardly dare resist armed thugs.

3. Little Amsterdam

Little Amsterdam takes its name not from the ethnic background of its population, but from Amsterdam's reputation as a city where everything is bought and sold. This sprawl of one-story buildings includes tiny

grocery-stores and hardware outlets. It also contains a head shop known as Pied Piper and a "hotel" in the best red light tradition. In the event of looting, the PCs receive damage claims from shopkeepers and whores alike.

4. Metro Plaza

Plastic tiles cover this open square. The shrubbery of the Groves forces its way through the barbed-wire fence. This fence supposedly controls access to the park. However, local gangs make holes wherever they want them.

5. The Groves

The miracles of genetic technology allow trees to survive in the parks of 2020 cities. Nevertheless, pollution turns the leaves gray. Manufactured gravel covers the ground beneath the trees. These tiny forests offer a spot for drug deals and snipers.

6. The Dinosaur Turd

This twenty-foot sausage of brownish plastic represents the artistic tastes of the city's Commission For Public Sculpture. The original sculptor called his work "Tommie." Local people gave it a far more descriptive name. On the upside, this statue's fifteen foot high stone pedestal provides virtually unlimited cover against small arms.

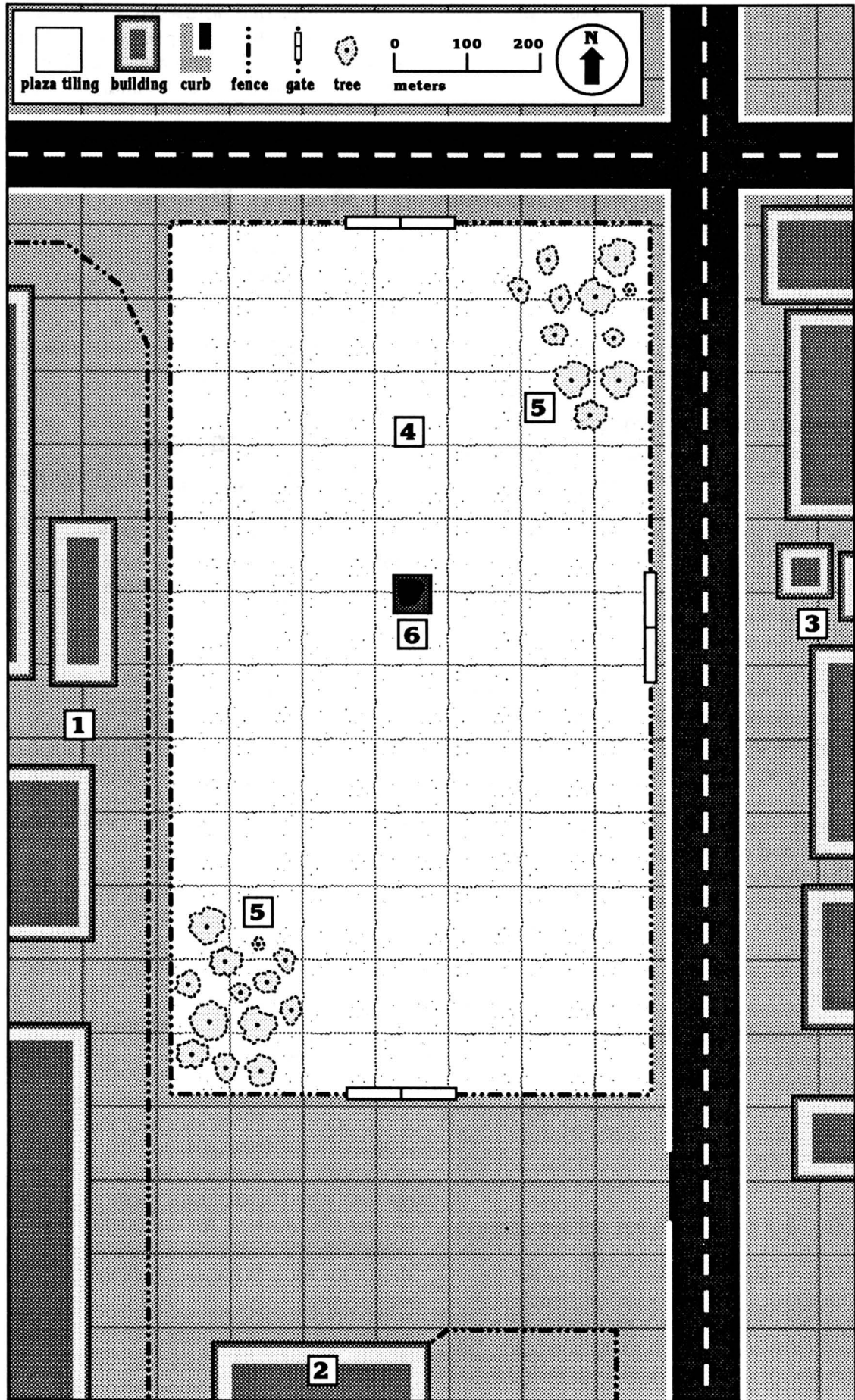
RIOT

A few shady dealings precede every concert. If the Referee feels inspired to role-play a few minor incidents, let the PCs contend with brawls, drug deals and crazed fans dashing for the stage. Participants in these affairs have the statistics shown for **Mob Members**, below.

When the concert begins, Apocalypse Impending moves its people into position. PCs who specifically state that they are guarding the Groves or the school get a

Streetfighting

58



chance to interfere. Let these guards attempt a Perception roll, Difficulty 25, to notice the snipers. If successful, inform the PCs that they see a wiry little fellow with an oddly-shaped duffel bag. In this fashion, quick-thinking punks may neutralize snipers before the riot even starts.

As the music heats up, so does the crowd. As Referee, have the Rockerboys make Perform rolls every 15 minutes. A roll of over 20 starts the action. Apocalypse acts by 7:00 in any event.

First, the three Apocalypse agitators in the crowd unfurl general-purpose protest banners reading, "Revolution," "Vengeance" and "We are Legion." Agitators with bullhorns interrupt the music.

"You're all sick of kissing corporate butt, aren'tcha?"

Crowd responds, "Yeahhh."

"You all heard about Armand G. greasing our brothers, right?"

Crowd hoots and jeers.

"Armand says we're gonna grit our teeth and take it!"

Crowd becomes dangerously silent.

"We're gonna waste the frackers!"

At this point, the snipers open fire. They attempt to neutralize anyone acting to restore order. When no such targets seem obvious, the snipers fire at random, hoping to create martyrs. A team of two snipers operates from the roof of P.S. 342. Apocalypse has one sniper in each Grove as well.

The 'punks must wade through the crowd to isolate and attack the Apocalypse team, without making the situation worse. Note that Agitators use their high Stealth scores to dart around in the crowd, avoiding capture and spreading their message. Snipers have the advantage of height and heavy cover.

Mob members automatically attack anyone who molests an Agitator. The Referee should roll 3D10 to determine how many people attack.

Anyone who wishes to move or fight in the crowd must contend with the sheer mass of people. Reduce all movement rates to 1/4

normal. Anyone standing in the crowd suffers a -3 penalty to all ranged weapon attacks. Those elevated above the people suffer no such penalty. Finally, any gunshots which miss go into the crowd. This adds to the chance of Panic, as described under **Mob Rules**, below.

Local hoodlums take advantage of the chaos to loot. One round after gunfire begins, a band of 1D6 youths starts smashing windows and breaking into stores in Little Amsterdam. For every minute the looters go unmolested, they do 1D6 X 100 Euro in property damage and gain 1D6 new members. The band of looters defends itself if attacked. Otherwise, it does not attack the party.

Courts hold the PC Rockerboy liable for any damage the looters do.

The party has one final group to contend with. A band of five psychotic Steel Slaughter Slammers found its way into this crowd, and joins any available battle. Normally, these boosters attack the party at the most inconvenient moment. However, if the 'punks have an especially hard time, the Referee may use these gangers to help the party survive.

Consult **Mob Rules** for details on inciting and dispersing the crowd. Note that if the PCs respond to snipers with too much firepower, they risk creating a panic. Furthermore, the police prosecute anyone who indiscriminately fires on the crowd.

Agitators (3)

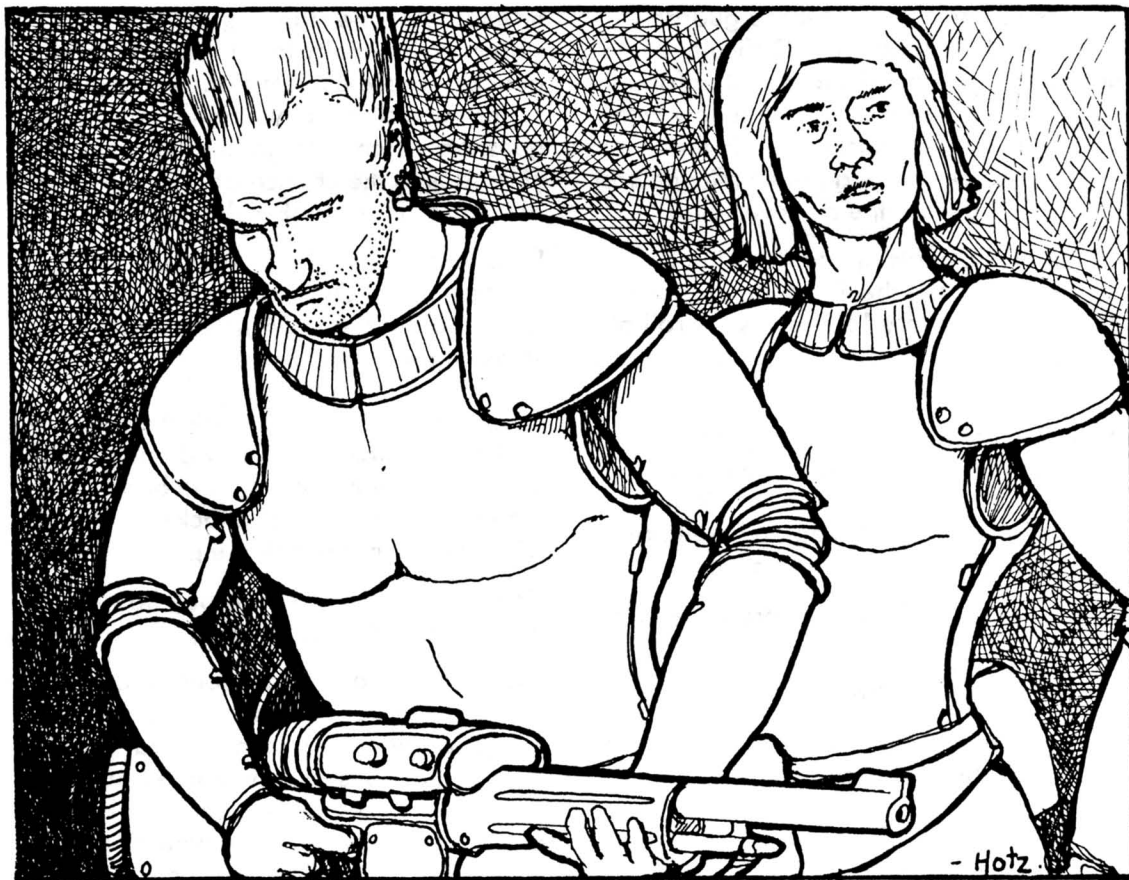
These dreadlocked, bearded rabble-rousers relish the thrill of leading a crowd. They learned long ago that a mob of a thousand people will follow one loud-mouth with a bullhorn and an idea. Just as combat intoxicates a solo, oratory intoxicates them. They spark riots for the pure joy of it, without reason or cause.

Stats

INT 6	REF 5/3	TECH 7
CL 6	ATT 6	LK 2
MA 8	BODY 4	EMP 8/8

Cybernetics

Audiovox



Skills

Charismatic Leadership +6, Composition +4, Pistol +3, Play Instrument +4, Streetwise +4, Wardrobe & Style +4

Equipment

Heavy Armored Jacket, Bullhorn, Dai Lung Streetmaster Medium Pistol (1 full clip)

Combat Scores

Initiative: +3
Stun/Death Save: 4
BTM: -1
Dai Lung Streetmaster (#Shots 12/ROF 2/DAM 2d6+3/REL UR): +6
Armor: Torso/R. Arm/L. Arm 20

Snipers (4)

These non-descript terrorists appear underfed and unimpressive. They are, to a man, furtive and unfriendly, with wide, shifty eyes.

Stats

INT 6	REF 10/10	TECH 5
CL 6	ATT 3	LK 2
MA 7	BODY 6	EMP 8/6

Cybernetics

Adrenal Booster, Cyberoptic (IR, Targeting Scope), Neural Processor, Smartgun Link

Skills

Combat Sense +6, Rifle +7, Stealth +4

Equipment

Medium Armored Jacket, Militech Ronin Light Assault Rifle (Smart, 4 clips regular rounds, 1 clip AP)

Combat Scores

Initiative: +16*
Stun/Death Save: 6
BTM: -2
Militech Ronin Light Assault Rifle (#Shots 35/ROF 30/DAM 5d6/REL VR): +20
Armor: Torso/R. Arm/L. Arm 18

Looters (number varies)

These everyday punks came to party. Smashing and grabbing is just part of the thrill. The looters range in age from twelve to twenty. If anyone tries to break up their fun, they shoot back with cheapo pistols.

Crowd Control Table

This index shows the Difficulty level of inciting the crowd. Add the Charismatic Leadership results of all Apocalypse Agitators and subtract the results of the PCs. The total equals the Apocalypse Total shown below.

Apocalypse

Total	Results
0-45	Crowd seethes and moves.
46-60	Crowd attacks any visible enemy. This certainly includes any PCs who call for calm. The Referee should roll 3D10 to determine the number of Mob Members who attack.
61+	The crowd surges into the city under Apocalypse command. War breaks out in the streets. The situation goes beyond the PCs control and City Police take over. City officials fine the Rockerboy 10,000 Euro.

Stats

INT 3	REF 8	TECH 2
CL 6	ATT 5	LK 5
MA 5	BODY 6	EMP 4

Skills

Brawling +6, Combat Sense +4, Melee +6, Pistol +6

Skills

Combat Sense +1, Pickpocket +3, Pistol +3

Equipment

Kevlar T-shirt, 3 full clips for Armalite, Monoknife®

Equipment

Dai Lung Cybermag Light Pistol (3 shots).

Combat Scores

Initiative: +12
 Stun/Death Save: 10
 BTM: -4
 Armalite 44 (#Shots 8/ROF 1/DAM 4d6+1/REL ST): +17
 Monoknife® (DAM 2d6/REL VR): +15
 Brawling: +15
 Armor: Torso 10

Combat Scores

Initiative: +9
 Stun/Death Save: 6
 BTM: -2
 Dai Lung Cybermag Light Pistol (#Shots 3/ROF 2/DAM 1d6+1/REL UR): +10

Steel Slaughters (5)

With chrome arms and red cyberoptics, the Steel Slaughters are ready for action. They'll consider the evening wasted if they go home without a kill.

Stats

INT 3	REF 8/8	TECH 5
CL 6	ATT 2	LK 5
MA 5	BODY 10	EMP 5/2

Cybernetics

Cyberarm (Smart,mounted Armalite 44), Cyberoptics (IR,Targeting Scope)

MOB RULES

During each round of combat, the Referee must determine the actions of the concert crowd. Apocalypse Impending wants to stir this mob into a frenzy. The 'punks presumably want to restore order. There is also the possibility that the mob will stampede out of control.

The Referee should decide the mob's behavior with the following set of die rolls:

1. Each round, all active Agitators attempt Charismatic Leadership rolls. Note that Agitators may temporarily stop

addressing the crowd in order to escape an attack by PCs. Add the total Agitator scores together.

2. PCs with access with access to public-address equipment may make Charismatic Leadership rolls to counter the suggestions of Apocalypse Impending. The Rockerboy certainly has a microphone, and other PCs may have Audiovox systems. PCs should certainly role-play their address to the crowd.
3. The Referee should subtract the punks' Charismatic Leadership rolls from those of Apocalypse Impending. Apply the results to the Crowd Control table, below.
4. The Referee should keep track of the number of shots fired into the crowd. Count bursts of autofire as three shots each. Grenades and other area-effect weapons count as 10 shots. When this total exceeds 100, the mob panics, as described under Panic, below.

Panic

If the mob panics, people flee in every direction, desperate to escape. Crowd control becomes a moot point in the madness of the stampede. A panic lasts for 2D10 combat rounds before the mob finally manages to disperse. Snipers continue to fire during the panic.

Anyone in a panicked mob must attempt a Difficulty 15 REF roll each round. Failure indicates that the victim suffers 1D6 points damage from trampling.

For each round of Panic, the DM should roll 1D10 and multiply the result by 500. The result equals the total property damage caused in the round. The concert owners must pay compensation for this damage.

Mob Members

In their spiked haircuts and combat chic, the members of the concert crowd look like a vision of the abyss. However, the members of the mob are far more dangerous as a crowd than individually.

Stats

INT 4	REF 6/6	TECH 3
CL 3	ATT 5	LK 3
MA 5	BODY 4	EMP 5/5

Skills

Brawling +3, Dodge & Evade +2, Pistol +3

Equipment

Kevlar T-shirt, Dai Lung Cybermag 15 (2 shots)

Combat Scores

Initiative: +6

Stun/Death Save: 4

BTM: -1

Dai Lung Cybermag 15 (#Shots 10/ROF 2/
DAM 1d6+1/REL UR): +8

Brawling: +9

Armor: Torso 10

AFTERMATH

No matter how this riot ends, the screamsheets have a field day. "Riot in Metro Plaza!" "Anarchist Violence Born of Rock 'n Roll!" In the end, what matters is the bottom line. The Rockerboy earned 25,000 Euro for the concert (more than expected). After the party disposes of all snipers, agitators, looters and panicked crowds, the Referee can add up the property damage and subtract it from the 25,000 intake. If the party made a profit, chill. If not, well, it was only Rock 'n Roll.

PANDEMONIUM!

ADVENTURES IN TABLOID WORLD

The Role Playing Game

Hard to believe it's only \$19.95

THE INSIDE STORY ON:

UFOs!

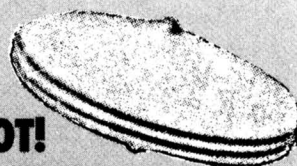
ELVIS!

BIGFOOT!

LAKE MONSTERS!

THE BERMUDA TRIANGLE!

and MUCH more!



AMAZING BUT TRUE!

PANDEMONIUM is a role playing game that takes place in the weird world of the Tabloids — those tacky looking newspapers that you see in the supermarket but are afraid to buy because you don't want your friends to think that you actually believe that Elvis is still alive, or that evil aliens from a far galaxy were responsible for sinking the Titanic. So you sneak a peek while you're waiting in the checkout line but never actually get up the courage to buy a copy, because what would the neighbors say?

Well, here's your chance to find out what you've been missing.

PARANORMAL INVESTIGATORS REPORT:

***What do Aliens
want with
our women?***



BONUS FEATURES!

- our patented E-Z Rules System! Also includes optional Very Complicated Rules for anal retentive role players! Amazing!
- E-Z roleplaying, using our pre-generated, predestined characters! Play the person you were in a past life: Napoleon, Joan of Arc, Marilyn Monroe, JFK, or all of them; with the "Multiple Personality" option, and you can play as many characters as you want! Each comes ready-to-play on its own Character Card. Astounding!
- our very own "Instant Story Generator"! Its as easy to use as going down to the convenience store and buying a copy of the latest tabloid! Incredible!
- the "Instant Karma" experience point system! Why postpone gratification when you can get what you deserve right now? Earn Karma Points just by purchasing this game! Collect 'em and trade 'em! Terrific!
- Reincarnation Rules that enable your character to come back from the dead time and time again! Laugh in the face of Death, and live to tell about it! Live forever! Unbelievable!
- plus big type and lots of pictures.

All right now, calm down.

PANDEMONIUM is a role playing game for all ages. To play, you just pick a character, create a Story, and you're on your way. Really. It doesn't get any easier than that. And don't forget the big type and pictures.

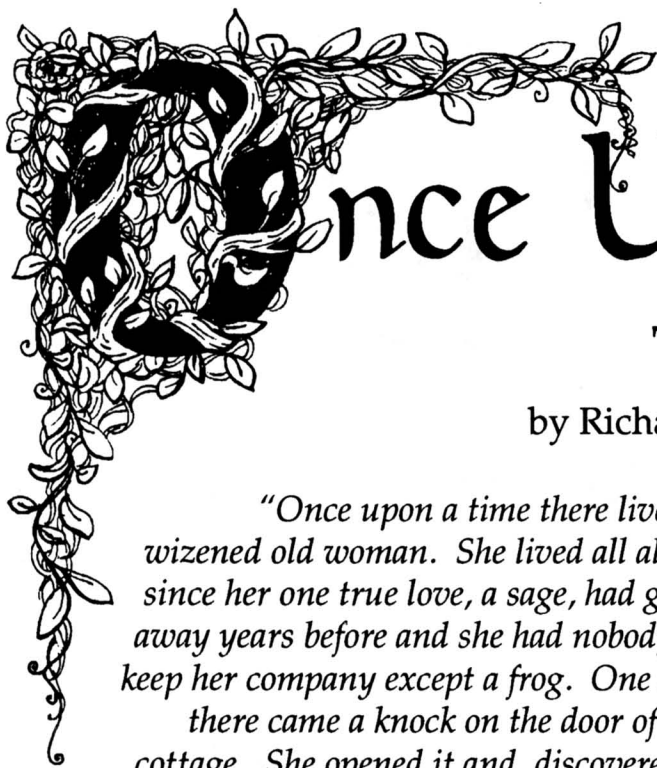
Produced by...

Deja Vu
S.T.U.D.I.O.S

for...

M.I.B.
PRODUCTIONS

Available from Atlas Games



Once Upon a Time™

The Storytelling Card Game

by Richard Lambert, Andrew Rilstone and James Wallis

"Once upon a time there lived a wizened old woman. She lived all alone since her one true love, a sage, had gone away years before and she had nobody to keep her company except a frog. One day there came a knock on the door of her cottage. She opened it and discovered it was her brother the wizard who needed her help. He had been sent by the king of a far-off land to find the king's eldest son who had been turned into a huge bird by an evil witch. So the two set off..."



Coming in August from



Product Number: AG1000

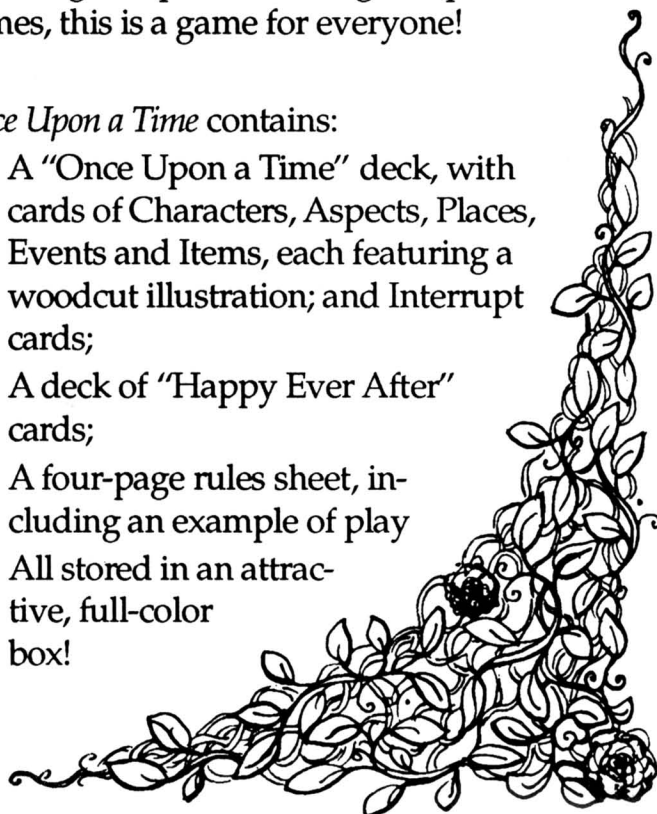
Suggested Retail Price: \$17.95

Once Upon A Time is a game in which players create a story together, using cards that show important elements from fairy tales. One player is the Storyteller and creates a story using the ingredients on her cards, trying to guide the plot towards her own ending. The other players try to use cards to interrupt her and become the new Storyteller. The winner is the first player to play out all her cards, ending with the "Happy Ever After" card.

The object of the game is to create an entertaining story. The means are simple rules that favor cooperation, consensus, and imagination. From college dorms to elementary classrooms, from singles' apartments to grandparents' homes, this is a game for everyone!

Once Upon a Time contains:

- A "Once Upon a Time" deck, with cards of Characters, Aspects, Places, Events and Items, each featuring a woodcut illustration; and Interrupt cards;
- A deck of "Happy Ever After" cards;
- A four-page rules sheet, including an example of play
- All stored in an attractive, full-color box!



Full-auto action!

Slicing and dicing, hacking and slashing... There are times when you're riding high on the edge of cyberpsychosis, and you've just gotta let off some steam — or you've picked up a hot new assault rifle, but the practice range isn't exciting enough a place to try it out — or you're just looking for a night on the town with a little more *punch* than you can find at a cocktail party. Well, the *typical* cocktail party.

Turn to *Streetfighting*, and let it all out, full auto!

Streetfighting is a collection of seven action-oriented miniadventures for *Cyberpunk 2020*®, written by Andrew Borelli, Woody Eblom, Thomas M. Kane, Brian Perry and Jonathan Tweet.



ATLAS GAMES

CHARTING NEW REALMS OF IMAGINATION™

AG5020

\$10.00 (US)

HOTZ