

NORTHWEST PASSAGE

A Cold-Climate Adventure
by Andrew J. Lucas
& Jeff Ranger

CYBERPUNK

CYBERPUNK[®]

NORTHWEST PASSAGE

**An Official *Cyberpunk 2020*[®]
Adventure for 3-6 Players**

by

Andrew J. Lucas & Jeff Ranger

**ATLAS
GAMES**

**R.TALSORIAN
GAMES, INC.**

ATLAS GAMES • P.O. Box 131233 • Roseville, MN 55113 • USA
Internet: burford@winternet.com

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Credits

Publisher

John Nephew

Writers

Andrew Lucas & Jeff Ranger

Coordinator & Editor

Robin Jenkins

Cover Artist

Doug Shuler

Interior Artist

C. Brent Ferguson

Editor for R. Talsorian Games, Inc.

Derek Quintanan

Cartographer

John Marshall

Net Maps

C. Brent Ferguson

Playtesters

Howling Mongol Playtest Group, with Woody Eblom and Paul Nurnberger

Legalese

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Introduction

A Holiday on Ice

What's Happenin'

The team has been hired for what appears to be a cakewalk. In fact, a corporate executive, Colin Nueman, is running his own scams against two rival corporations, and the PCs are caught in the middle. Nueman claims to be a freelance agent for Orbital Air. He further claims Orbital Air is interested in the revolutionary pumping technology UEC (Unified Energy Coalition) has developed and is testing at a remote site. Nueman wants the 'punks to go to the oil rig in question, download the data concerning the site, and return with it to Night City. He has arranged to work the team into the site with a normal crew rotation flight. The 'punks are to pose as a UEC inspection team, presumably checking the efficiency and productivity of the oil rig where the technology is being tested.

The Inside Story

Colin Nueman, in fact, works for UEC, which for the last 10 years has been struggling to fight off several hostile takeover attempts by Petrochem. Petrochem has been trying for years to absorb the smaller, yet highly successful, UEC. Petrochem's most recent scheme is to covertly buy up all the shares owned by independents in an effort to attain a controlling interest in the corporation. Petrochem has been negotiating secretly with Colin Nueman, who heads the stock watch division of UEC. Nueman has sold Petrochem a list containing the names and addresses of a number of shareholders totaling 1.5% control of UEC. Petrochem intends to use its considerable force of covert operatives to acquire these shares. With these shares, and with shares already acquired through a camouflaged mutual fund, Petrochem would control 48% of UEC. Petrochem, however, wants to gain control in such a way as to not alert UEC. Petrochem plans to use all their operatives on the Canadian Thanksgiving long weekend (when the Vancouver Stock Exchange is closed) to track down all the independent shareholders on the list they bought from Nueman.

Thanksgiving in Canada

Thanksgiving Day in Canada is always on the second weekend in October. Unlike Thanksgiving in the States, this is a three-day weekend. Canadians refer to this weekend as the "Thanksgiving Long Weekend" or "Thanksgiving Day Weekend." In Canada, the Monday following Thanksgiving is a statutory holiday with most businesses (including the Vancouver Stock Exchange) being closed.

Recently, Petrochem has made overtures of friendship to UEC. In fact, the governing board of UEC has tendered a merger proposal to them. The proposal is expected to be rejected, though there has been some pressure within the company to give the merger full consideration. Most UEC executives, however, consider this sentiment the work of a younger, more radical element within the company. (Of course it's Nueman, but no one at UEC knows that.) The older executives feel secure enough to humor this radical splinter group with a vote on the proposed merger. (What do they care? They still control the majority of votes.) What the older executives don't know is that Petrochem has an extra ace in their hand.

As mentioned, Petrochem is planning to acquire stock from independent shareholders and use the proxy votes through a dummy holding company to force the merger. Petrochem then plans to assimilate all UEC holdings and assets into its own corporate body. In effect, a week after the vote, UEC will cease to exist. The entire scheme, however, depends on Petrochem acquiring as much stock as it can over the long weekend without UEC or the VSE (Vancouver Stock Exchange) becoming aware of the insider dealing.

As the adventure opens, Petrochem has sent out all its covert agents to track down the independent brokers and market dabblers holding UEC shares. Petrochem will then make an offer the shareholders cannot refuse. Months of intensive surveillance have given Petrochem a lever to pry the stock away from its present owners. If a fair offer or blackmail is not sufficient to acquire the stock, Petrochem will always consider using violence.

Nueman has approached Petrochem to sell his personal portfolio, consisting of a 3.25% share of UEC, which he has acquired without his superiors knowledge. Petrochem has offered Nueman an executive vice-president position on their board, a rent-controlled penthouse in their arcology, and a purchase price 15% over current stock quotations for his shares (at the time of sale, this is very important to Nueman and he has insisted on having it placed in a legally binding contract). Naturally, Nueman jumped at the opportunity. Unfortunately for the PCs, Nueman has concocted an intricate scheme to vastly increase his profit.

UEC, unlike most other large, multinational corporations, is listed only on the VSE (Vancouver Stock Exchange). The rationale behind this has been so that the company could easily watch the activity of their stocks, always on the alert for another takeover bid by Petrochem. This brilliant tactic was proposed by one of UEC's younger middle management execs in the Stockwatch department of Counterintelligence, one Colin Nueman. Unknown to either corporation, or the cyberpunk team, is the fact that Nueman has hatched a plan to take advantage of Petrochem's offer and dramatically increase his profit margin. Of course, Nueman has insisted upon a written contract detailing the deal with Petrochem, which neither party can break without risking severe repercussions in a corporate court of law.

Nueman's Scheme

The VSE will be closed for the Thanksgiving Day long weekend, which, in 2020, is October 10–12 (Saturday through Monday). On a statutory holiday, no stock trading is allowed. This includes trading done through the Net. While the US stock markets are open on Monday, October 12, the VSE is not. Nueman intends to use this statutory holiday to his advantage by spreading rumors through the media and the industry that UEC has discovered a huge oil field off the coast of Alaska. Nueman knows no one in the industry will pay much attention to the rumor, especially with UEC's Public Relations department denying it. But if there were some sort of disturbance at the oil rig to lend a semblance of validity to these claims, the speculative market in the States would respond. Too bad the VSE would be closed, and too bad there would be no trading until 06:00 Tuesday morning.

Nueman is counting on this newly sparked interest to begin a flurry of trading so that, when the VSE finally opens to trading on the Tuesday following the long weekend, share prices for UEC will go through the roof. On this date, Petrochem intends to instigate its final takeover bid of UEC by purchasing Nueman's stock at 10% over market value (a market value suddenly greatly inflated — Nueman hopes). Nueman and Petrochem are also taking advantage of the weekend closure to track down the other 1.5% of shares that are available for purchase. (Petrochem's definition of "available for purchase" means "owned by someone small enough to be intimidated by Petrochem's muscle.")

If, however, UEC stock should phenomenally rise in price on that Tuesday, Nueman stands to make an incredible profit, and Petrochem would be contractually bound to purchase at this new price. To his knowledge, Nueman's plan is flawless — and even if something *did* go wrong, Nueman has a host of protective alternatives available. For instance, Nueman keeps a black ICE-protected copy of the contract in the UEC data fortress in the event that something does go wrong.

The Rest of the Cast

Because all of his personal money is stuck in his portfolio, Nueman has been forced to use a number of UEC employees as support personnel for the troubleshooting team. He intends to hire the PCs for a data run against the LAPUTA oil rig off the Seward Peninsula of Alaska. Most notable of these employees is Richard Thorne, a UEC company specialist in covert actions. Thorne is to serve as liaison to the team. Thorne is incredibly loyal to UEC and is already suspicious of Nueman because of Nueman's attempts to isolate him from the team and to keep him in the dark about the operation. As far as Thorne knows, the freelance talent (i.e., the PCs) have been hired to find a traitor on the rig. If Thorne caught wind of the actual plan, however, he would immediately turn against Nueman.

The troubleshooters may be a problem for Nueman; they have first-hand knowledge of the presumed oil strike and have access to proof of its nonexistence. Good thing Colin has arranged to sabotage the team's plane; even better that he has also planned for a freelance journalist to be there to broadcast live to the world the demise of the criminals, further validating the rumors of an oil strike.

UNIFIED ENERGY COALITION

Corporate Data Sheet

UEC

Unified Energy Coalition

Headquarters: Berlin

Regional Offices: Beijing, Crystal Palace Orbital, Cairo, Calgary, Dallas, London, Melbourne, Moscow, New York City, and Night City.

Name & Location of Major Shareholder: UEC Employee Involvement Program (23%). Offices at all major UEC centers coordinated from Berlin.

Employees:	<i>Worldwide</i>	<i>Troops</i>	<i>Covert</i>
	150,000	10,000	1,125

Equipment & Resources: UEC has an extensive but undocumented military and covert presence throughout the world.

Corporate History: The Unified Energy Coalition was formed during the turbulent political upheavals of the 1990s. Greater demands for fossil fuels and a volatile political environment led to the disintegration of some old world orders and the development of several new. A world of new alliances and militant corporate ambitions was the birthplace for UEC. A radical movement among workers in the resource industries favored privatization of the economy. While hardliners resisted the change, many industries were bought out by private concerns within the country.

UEC, one of the more successful of these new corporations, combined oil and gas resource holdings in East and West Germany, along with many "downsized" government sites in the Soviet Union to create the first reunified German global multinational corporation. After a few rocky and precarious years, UEC finally stabilized internally and began to prosper and grow. Recently, UEC has attracted the notice of Petrochem, which is envious of the smaller corporation's extensive holdings within what were once communist states. Petrochem has been trying unsuccessfully to acquire UEC. There is no love lost between these two corporations.

Petrochem's most recent attempt at absorbing UEC involved instigating a political coup within a third world country where UEC has oil fields. This has given Petrochem *carte blanche* to stage terrorist raids against UEC sites under the guise of a holy war against foreign interests. It has also forced UEC to beef up its security at Middle East stations, which is an added strain on the coffers of a corporate warchest already depleted trying to fend off Petrochem's previous takeover bids.

It should be clear that UEC is ripe for a hostile takeover.

Robyn Kolchenko, a young Russian journalist, is unaware of Nueman's takeover plot and would be unwilling to cooperate if she were. She is in the area following up a docudrama assignment recording the wholesale destruction of reindeer herds in the area. Nueman has given Robyn a lead that Inuit natives are slaughtering the reindeer by the hundreds at a site deep within the Bering Land Bridge National Preserve. "Coincidentally," the area just happens to correspond with a refueling stop on the cyberpunks' return flight.

Luckily, Robyn arrives at the site with a direct feed to the network (more of Nueman's string-pulling) just in time to see the PCs' plane crash. With a little additional pull (administered by Nueman, no doubt) she may be able to broadcast her footage live to the world. That should be everything for Nueman's plan: end of story, end of team, and the beginning of Nueman's profits from the publicity.

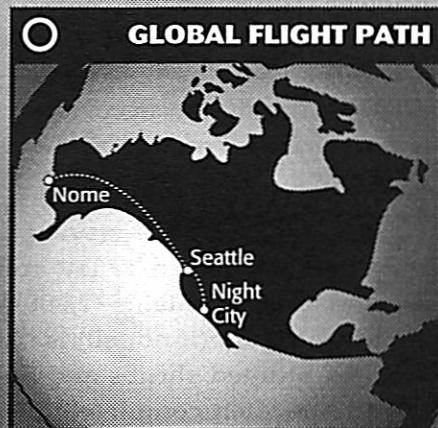
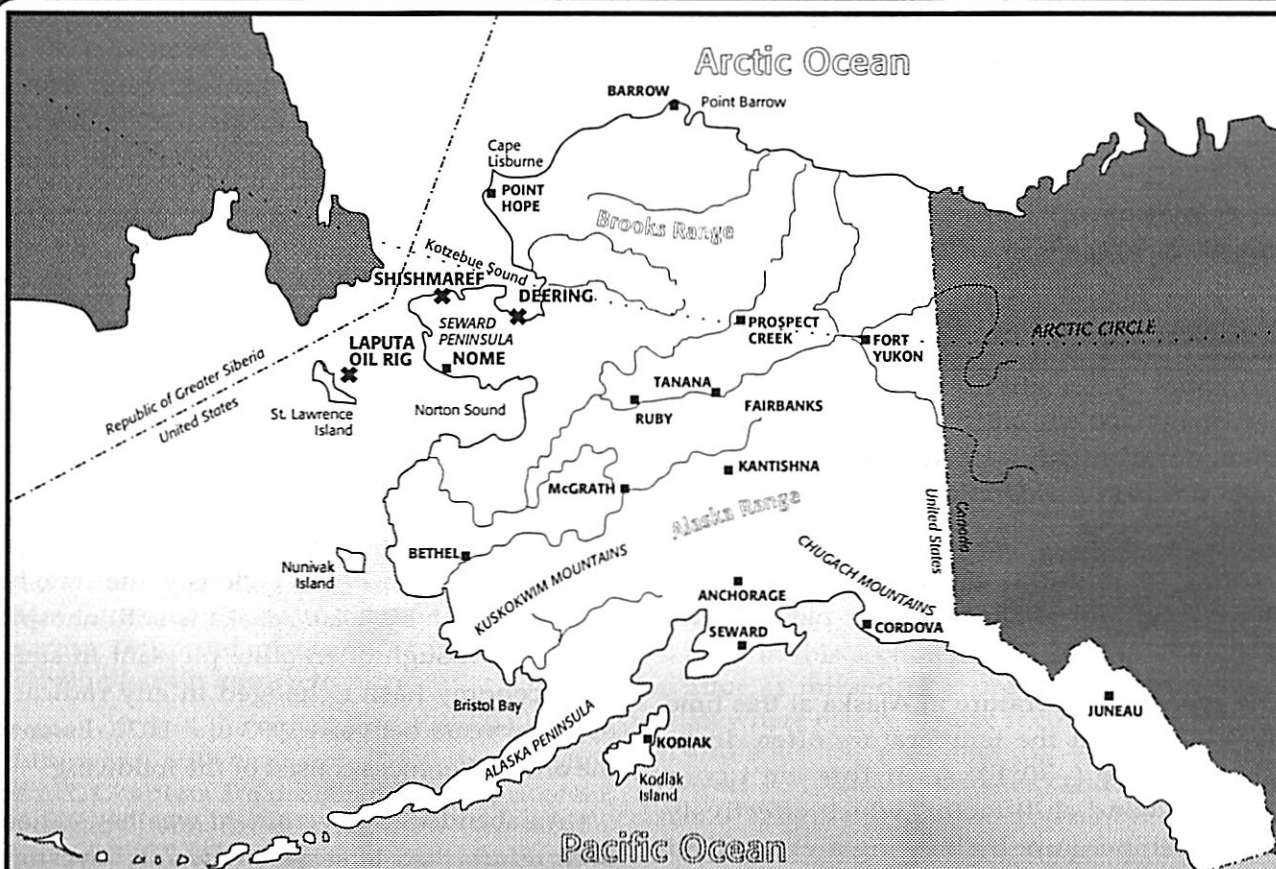
But what if the team survives the crash?

Alaska in 2020

Although the PCs will be traveling over much of the Pacific Northwest, including much of Alaska, the majority of the action in *Northwest Passage* takes place on Alaska's Seward Peninsula. Map 1, which provides a general overview of Alaska, is provided for reference and in the event the GM wishes to add any subplots or side adventures of his or her own devise. (See page 7 for Map 1.) Map 2, a detailed rendering of Alaska's Seward Peninsula, is provided in Chapter 2 (see page 12).

Within this part of the state is the Bering Land Bridge National Preserve, where much of the action occurs. The map of the Seward Peninsula indicates only the areas relevant to the game flow. There is a lot of acreage covered by the preserve, and any detail other than that strictly necessary to the scenario would quickly overwhelm the reader. For more information on the area, please refer to the agencies or books listed in the Appendix.





MAP 1 • ALASKA



POWER

MODE

Environment

The following list of items are important environmental considerations to keep in mind when running *Northwest Passage*. For further information on Alaska's environment, consult the following reference materials:

Alaska's Magnificent Parklands published by the National Geographic Society;

The Alaska Wilderness Milepost published by Alaska Northwest Books.

- The hours of sunlight in the middle of October are between 10:00 AM and 7:00 PM, for a total of nine hours of daylight. Keep this in mind for survival and driving considerations.

- October is often characterized by snow and violent storms. High winds cause large drifts. As a result, the roads out of Nome are not plowed after October 1.

- The average temperature in Alaska at this time of year is 22°F, but the temperature often drops well below zero (−30°F). As if this isn't cold enough, the wind chill factor, which effectively lowers the temperature by blowing away radiant heat from a warm body, makes the temperature seem much lower. The average speed of the wind at this time of the year is about 8–12 MPH. Storm winds can reach speeds as high as 50–70 MPH. Severe winter conditions can occur even in summer. Winter temperatures plunge as low as −100°F. (See the Appendix for "Cold Weather Effects" and other weather-related topics.)

- The terrain is characterized by low rolling hills between large, glacial mountains (2,000' in elevation). Much of this terrain (if not all) is covered by large snow drifts. Stunted shrubs and bushes dot the tundra, and are often completely covered by snow. Further south, between Nome and Serpentine Hot Springs, the terrain becomes more mountainous. Large trees do not grow in this region.

- Travel across the interior is by plane, snowmobile, or dogsled. Closer to Nome, cars become more common. Distinct trails in the packed snow can be found across the Land Preserve leading to the various settlements, and are used in the absence of

roads by the residents.

- Over 50% of Alaska's residents are indigenous natives (Inupiaq) who work at some sort of subsistence industry — usually hunting, ivory carving, or reindeer herding. A few locals still mine and pan for gold. Most work is physical and local, with little application in the high-tech

- Various large mammals live in the area: grizzly bears, wolves, and musk oxen (reintroduced by a government breeding program after being hunted to near extinction). There are a few endangered species, most notably eagles and polar bears.

- Along the Nome–Taylor road are a number of deserted mining sites, many with dilapidated cabins. Taylor itself is a ghost town.

That's Alaska in 1993. Obviously, the state hasn't changed much by 2020. Alaska is still inhospitable in winter, though often quite pleasant in summer. The economy hasn't changed in any radical way over the years between 1993 and 2020. Essentially, the only differences consist of the following:

- An abandoned government weather station has been refurbished to serve a new role investigating the Polar Ozone Hole.

- The Zurichs of Nome are the area's only Netlinked stock brokerage.

- There has been a radical increase in the musk oxen population due to improved breeding and artificial insemination technology.

- A movement among Inupiaq to kill musk oxen (which they correctly feel are stressing the environment and destroying grazing land for their reindeer herds) has gained popularity among the tribe.

No significant changes in technology or social structure have occurred over the intervening years. The area is still extremely isolated and continues to exist using outdated technology (an AV-4 doesn't make a very good bush plane). Cyberware does not hold together well in this environment without radical re-engineering, and unnecessary modifications are unpopular because of this. (See the Appendix for more on this subject.)

Running Northwest Passage

The adventure at first seems to be a standard datasteal, although going to Alaska in winter to take pumping data from a floating oil rig is a new twist. What the players don't realize is that their characters aren't meant to return from this northern excursion. In fact, their employer is counting on it. The team's very existence, after completing the data run, is a threat to his plans and liberty. The bounty on insider trading is high, as is the jail term.

The bulk of this product consists of the PCs' attempts to survive the frigid northern wastes and to carry the data taken from the oil rig to a broker in Nome, Alaska. The street-smart PCs will find themselves outside their element in the primitive environment of Alaska. Without resources, how will they escape the bounty hunters, cops, and UEC security pursuing them? Will they figure out Nueman's double-dealing plot and bring and end to it? More importantly, how will the PCs find their way across 160 miles of the most inhospitable, soul-freezing terrain known to man?

Referees will find the style of this scenario fairly straightforward, with each section following a simple format. Chapters are designed in easily accessible segments to enhance scenario flow (see section samples listed below). For example, the new equipment is listed briefly in "Equipment & NPCs" in the chapter in which it first appears. The rules and statistical data pertaining to that equipment, however, are contained within the Appendix. This makes it easy for you, the GM, to reference material and compare it to other equipment. It also makes it easier to photocopy materials for easier access (a simple, yet highly recommended management trick). Handouts and other game props are likewise listed at their origin, but detailed in the Appendix for easy reference and photocopying.

What's Happenin'

A chapter's action is outlined herein, along with any relevant interaction between new NPCs and the PCs. Information on NPCs is listed in subsequent sections, usually at the first appearance of the character. NPC stats are presented in sidebars. The major plot events are also listed in this section. In most cases, this consists of only one sequence; other action sequences appear in the sections most appropriate to the scene. For example, encounters using maps are detailed in the "Maps" section.

Talk

Rumors and other important information are listed here. This is the information the characters need to advance to the next section. Don't be afraid to suggest, hint, or even give this information to the players. In some cases, this information is very specific and won't be known to residents of Night City, or to street people. Clues or NPCs, however, are provided to lead the players in the right direction.

Flow

Hints for keeping the flow of the scenario smooth are provided in this section. While *Northwest Passage* is fairly linear in construction, there is always the chance your PCs will throw a monkey wrench into the works and deviate completely from the adventure as it is presented. Feel free to improvise, rearrange, change, or otherwise troubleshoot the gaming session using the encounters set out in this section as a guideline. If vital information is missed in a previous section, insert it somewhere else or ignore it completely. Above all, try to keep the play moving — try to make the players feel harried, pursued, and out of their element. This is the tone which has been envisioned for the scenario. Feel free to go with your own vision if it feels more comfortable to run and seems more appropriate to your gaming group.

Equipment & NPCs

Equipment such as vehicles, weapons, etc., are listed briefly in copy. A more detailed listing of new equipment appears in the Appendix. NPCs with which the players have an opportunity to interact appear in copy, with detailed statistics for major NPCs listed in sidebars, with some details (such as personal histories, etc.) listed herein.

Maps

Maps, net maps, schematics, and other diagrams appear in this section. For example, Map 1 on page 7 gives a complete overview of Alaska, along with an inset map illustrating the flight path the 'punks take to get to Nome. The majority of the action in this adventure takes place in the upper northwest corner of Alaska in a section known as the Seward Peninsula. More detailed maps of this region and the cities therein appear in the following chapters.



Chapter 1

North to Alaska

What's Happenin'

The 'punks are relaxing at their favorite bar and grill, The Brass Rail. It's been a hard day; in fact the whole week's been a real killer. If they didn't need work, the 'punks certainly couldn't afford the food here. Not that the food's expensive — it's the Eurodollars you pay to keep the ear of the bartender, Polaris, open for you. Everyone knows it costs *beaucoup* bucks to be a cyberpunk nowadays. If you don't splash around a little green, no one takes you seriously. The problem is, as always, that there's precious little green to spare.

The 'punks need work soon or it's back to that drainage pipe they call home. Just the thought of living on the streets again should make them shudder. If that doesn't convince them, mention that their steaks taste vaguely similar to the soyacakes that were once the staple of their diets.

Whatever the reason, the 'punks are looking for work and the search has brought the team to The Brass Rail. The Brass Rail is well known in the proper circles as a hangout for troubleshooters looking for work.

The Assignment

Allow the players to chat among themselves and get themselves in character. After a while, the bartender sends a good-looking, well-dressed young man over to the PCs' table. The man introduces himself as Wolfgang Krause, a private expediter looking to hire a group of mercenaries to do a job for him. Read the following aloud.

If the team asks what the mission is, Wolfgang solicits a guarantee that they will keep the brief, superficial descriptions to themselves. Once the PCs agree to this, Wolfgang insists the group go to another, more private location. This is rationalized by his claim that he was followed here (a lie) and does not want the 'punks to know too much in case they are apprehended by his enemies before reaching the rendezvous site.

If necessary, the PCs can convince Wolfgang to pay 3,000 Eurodollars for the team. He is quite firm on only advancing the group 1,000 each for supplies, however.

Once the deal is set, Wolfgang informs the 'punks that they have to hurry to meet him at the Night City Airport, Runway 23, in three hours. He presumes the group will be buying guns, or outfitting themselves for the mission, and will be too busy to check up on him.

If the team does check out Nueman, they can search through corporate databases using his likeness or fingerprints (if they thought to acquire them) to identify him. A successful search tells the group that Wolfgang's real name is Colin Nueman and that he works for Orbital Air's R&D division. This data is in the Net because Nueman has placed it there. If the team looks harder (Difficult Netrunning task), they are able to find out that the data has been placed in the Net recently (another Difficult Netrunning task), but they discover nothing else. The 'punks may also use street contacts to uncover this information. This will be an Easy check, as "Wolfgang" has been very open with his false identity while looking for his covert teams.

His candor shocks you until you remember that Polaris, the bartender, has the best Electronic Countermeasures that money can buy. The guy is all business, a good sign, and his suit practically screams "corporate." And it doesn't take him long to get to the point.

"I want you to acquire certain data files from a competitor of mine," Wolfgang tells you. "This requires the skills which I've been assured your group possesses. Polaris thinks quite highly of your abilities. It will be necessary for you and your associates to travel outside of the city to the objective. For this job, I will pay each of you 1,000 Eurodollars."

Flow

The flow of this chapter is simple: either the players accept the mission or they don't. If they don't, you might entice them with more money or with hints about the mission. There shouldn't be anything for the team to research at this point, other than the identity of their employer. This is always a good first step in any *Cyberpunk* scenario, at least from the player's point of view. Nueman has that angle covered with the data planted in the Net, just in case the 'punks try to uncover his real identity. Readily give the PCs this information, but make it harder to find out that it is actually a false identity. If the team goes to other sources, such as trusted Fixers, stonewall them with "no information found."

From here, it's a simple matter of finding out what the PCs bring on the mission. Have each of them give you an itemized list of their belongings, including clothing, food, sunglasses, and ammunition. You will need this list later when the plane crashes and strands the PCs in a snowstorm. This opening section is basically a shopping trip; treat it as such.

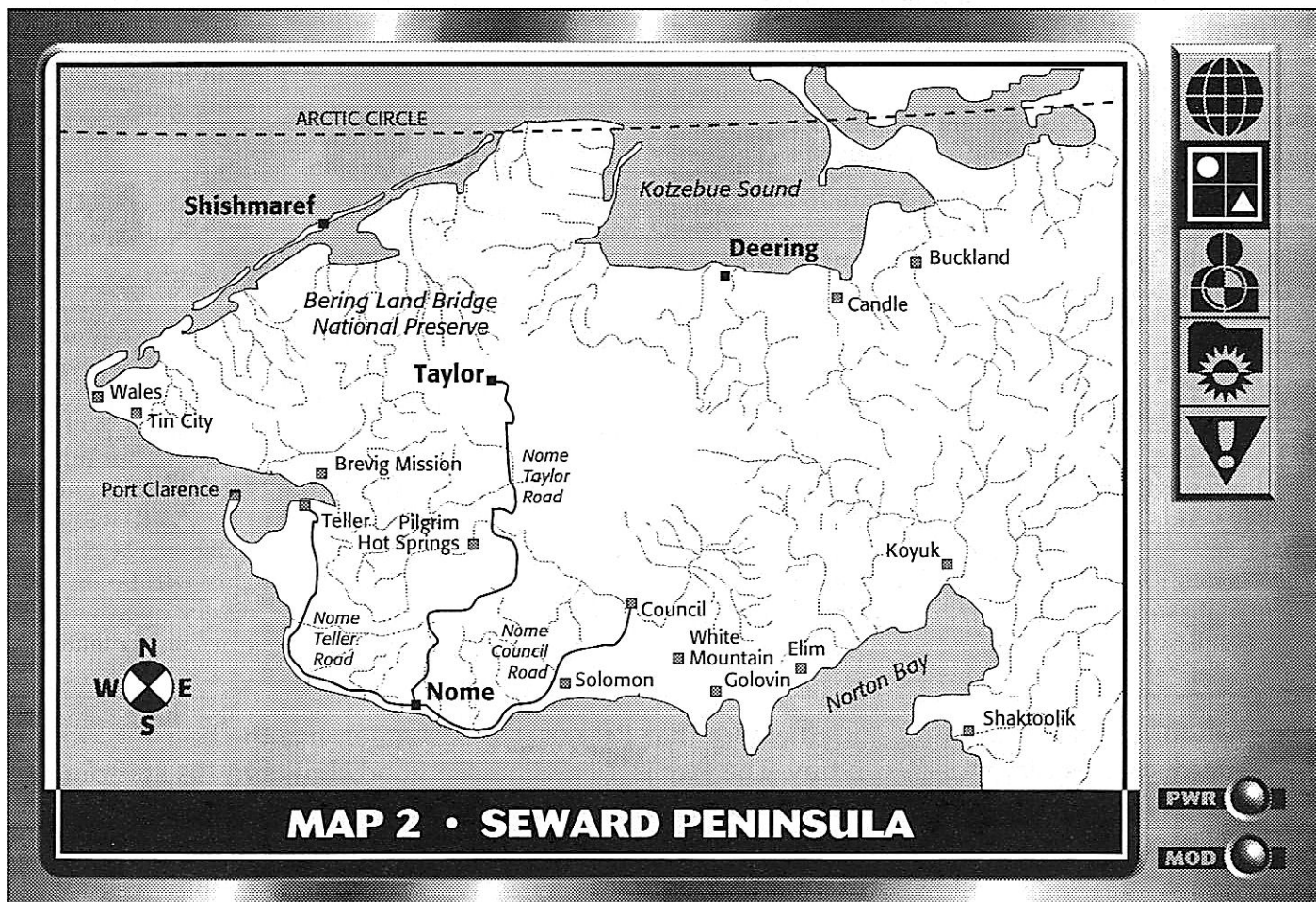
Let the players buy and take whatever they want; you can always destroy objectionable items later in the plane crash. Keep in mind that the PCs will need some firepower to survive this scenario, so don't go overboard destroying their arsenals later.

Seward Peninsula

Map 2, a detailed map of the Seward Peninsula is presented below. The information is self-explanatory

Talk

The only thing the team learns on the street is that Wolfgang Krause (Colin Nueman) has been in The Brass Rail for the last three days looking for a team of troubleshooters. In fact, he seems to be looking harder each night. One might think he is even becoming desperate. Then again, who can tell what's actually beneath that ice-cold, mirror-shaded, corporate veneer.



Preparations

The team has assembled at Night City Metro with whatever gear they've managed to assemble in three hours. A small Canadair Challenger MK-VI executive jet is waiting on the runway for them. Inside, Colin Nueman waits to answer any questions and speed the 'punks on their way. Nueman explains that the Challenger is too conspicuous for the mission, and that the group must transfer to a Twin Otter (see Appendix) at Shishmaref, their next destination. Nueman then introduces Jean Philip Gautier, the pilot of the Otter. Nueman does not introduce the pilot of the Challenger. Gautier will fly the Twin Otter from Deering to the oil rig — at least, according to the flight plan.

Nueman has prepared a small parcel for each character. Inside each parcel are the following items:

- UEC uniforms in the cyberpunks' sizes. These uniforms are appropriate for whatever cover story the group has decided upon. For example, if the 'punks do not wish to follow Nueman's plan and be an on-site inspection team, they may pass themselves off as a work-for-hire specialty repair crew.
- Equipment to support this cover.
- A map and description of the target area (see Map 2 for GM reference, but give the players the hand-drawn map in Handout 6) and the LAPUTA oil platform (see Map 5).
- Security passes for the team. Nueman claims the passes are forgeries created by Orbital Air's espionage section, but they are actually genuine. If the PCs have a cyberdeck, they can read the security passes. The passes contain an embedded binary string which is nearly impossible to forge. In fact, the passes appear to be real UEC passes. Allow any character with a relevant skill, such as Forgery or Security, a Difficult task check to detect this flaw in Nueman's story. It won't make much difference, as Nueman claims the passes are recently stolen. Still, the story might make the PCs edgy. In truth, Security at the rig is so slack that not having valid passes would not be a problem (but don't tell the 'punks this).

Nueman proceeds to outline the itinerary and flight plan. Nueman stresses one point above all else.

This is the first time the team learns that the data steal has an oil rig off the coast of Alaska as its target. Nueman answers all the players' questions, though his knowledge of the area is sketchy at best. Gautier, the pilot, has a much better understanding of the area, but is somewhat vague about details. In fact, this is his first time flying this particular route. Gautier is familiar with Alaska even though he comes from the Northwest Territories of Canada. Like any good pilot, Gautier has studied the flight path and doesn't expect any problems. However, there is only so much information available on an aeronautical chart.

NPCS

Colin Nueman (aka Wolfgang Krause)

Colin Nueman (age 34) was discovered by UEC early in his career. Colin was in his last year of studies at a small business college in Dresden, Germany. The UEC scout quickly saw the potential of this bright, 17-year-old, and recruited him immediately.



Over the years, Nueman has demonstrated a keen analytical mind, particularly in matters concerning stock manipulation. His superiors' reports reflect this. What the reports fail to illustrate is the intense greed which Nueman has kept carefully hidden from his superiors. While he has been handsomely paid by his adopted corporation, Nueman is not satisfied; he wants more. Nueman's knowledge of stock market trends, which UEC so prizes, has led him to discover the certainty of UEC's demise. Nueman realizes the reality that UEC was refusing to acknowledge: that within five years UEC would be absorbed or destroyed by its bitter rival, Petrochem.

With this certainty in mind, Nueman conceived his scheme and began his stealthy overtures to Petrochem. That was five years ago.

Stats

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

Cybernetics

None.

Skills

Awareness/Notice 4, Brawl 1, Drive 2, Education/General Knowledge 3, Handgun 2, Hide/Evade 2, Language: German (Native) and English 6, Persuasion/Fast Talk 4, Resources 4, Russian 4, Social 3, and Stock Market 6 (Expert).

NPCS

Equipment

Armored Business Suit, Cell Phone, and Militech Arms Avenger.

Combat Scores

Initiative: +10 Stun/Death Save: 6
 Body Type Modifier: -2
 Militech Arms Avenger POJE DAM 2d6 + 1 (9mm) 10 2 VR
 Armor: Armored Business Suit (SP = 10)

Jean Philip Gautier



Jean Philip Gautier (age 31) was born in Baie James, Canada (James Bay, Quebec). His father ran a marginally successful lumber mill in James Bay. The job provided for the family adequately enough, and promised a reasonable managerial career for Gautier. But Jean Philip always dreamt of flying professionally, a dream far out of reach of the poor, rural Quebecois family into which he was born.

On his 16th birthday, Jean Philip lied about his age to a local oil company and was soon on his way north. Over the years, he saved most of his wages, and enrolled in a flight school in Yellowknife (Yukon Territory, Canada). Soon, Jean Philip was able to purchase a treble-mortgaged Twin Otter. He has been living his dreams of bush piloting ever since.

Of course he's been eating a lot of Krapt™ simulated soya-cheese dinner, as well.

Stats

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

Cybernetics

None.

"Whatever you do, don't let Thorne catch on to the plan. He works for UEC, but is unknowingly assisting us on the operation. A highly placed mole in the corporation has ordered him to assist your group. He's under the impression that you work for UEC counter-espionage. Your security passes contain a hidden file which will bear out this claim. You don't need to worry about Thorne unless you give him some reason to suspect you. He's intensely loyal to the company, and the mission must be concealed from him at all costs. Does anyone have any questions?"

Once the final preparations have been made, Nueman quickly hustles the PCs onto the plane and leaves. The plane already has clearance for takeoff, and does so as soon as the PCs are belted in. The first leg of the journey begins.

Northbound Air Traffic

Gautier is quite friendly and very willing to talk to the PCs. In fact, he talks about anything and everything, if given half a chance. Gautier is proud of the fact that he comes from the Canadian outback, and talks at length about it. It's quite obvious that the man is not from Night City. This is made apparent by the fact that Gautier hasn't yet learned that it is dangerous to talk to the type of people currently stuffed into the little corp jet with him. If the team didn't need a bush pilot to fly the UEC's ancient Twin Otter, it is possible that one of the Solos would gladly give the chatterbox an extra nostril.

The transit time to their destination could be an opportunity for the team to acquire some general information about Alaska. Sprinkle tall tales liberally throughout Gautier's one-man travelogue. The 'punks will be with this Canadian version of Cliff Klaven (from *Cheers*) until Chapter 3 where it is quite probable that he will die. Feel free to spread his little stories and truisms (information found in the "Talk" section) throughout the scenario.

One other important event occurs during the flight. The characters may notice the plane deviating from the assigned flight plan (an easy Observation check). If they investigate, the pilot tells them they are changing course to avoid an incoming squall front. Gautier confirms this as he stares out the frosted window of the plane. The course change should cause no problem, though, as the group will be long gone before the storm finally hits.

Talk

Presented for the enjoyment of the PCs are the following bits of information Jean Paul Gautier has compiled over his last 20 years as a bush pilot. If you are able to, present this section to the PCs in a French-Canadian (Quebecois) accent.

- "Have you ever seen the Alaskan Ice Worm? Non? They live on the glaciers and burrow into the ice during the day to escape the sun. Sometimes at dusk you can see them — how do you say? — 'carpeting' the surface in a writhing mass." (Fact.)

- "I've heard stories of huge fur-covered monsters called sasquatch that pull campers from their tents and devour them." (Tall tale.)

- "Trichinosis, a disease caused by parasites in pork, is very common when bear, walrus, and seal is undercooked." (Fact)

- "Paul Bunyan. He was a mighty fellow. From Alaska, originally." (Tall tale.)

- "You gotta look out for the bears and wolves. They'll as soon rip your throat out as look at you." (Tale. . . usually.)

- "Most native villages have no flush toilets, and most natives speak two languages. I think Aleut is spoken here." (Fact.)

- "I heard the Japanese occupied an island near here during World War II." (Fact.)

- "You look like one of those Net Cowboy. Not much work for you up here. Only Net access I know of is in Nome." (Fact, except for Thorne's communication HQ at the Serpentine Hot Springs site.)

- "Most of these one-horse towns don't even have a regular airfield, let alone fuel for the planes." (Fact.)

- "Sturdy! Of course they're sturdy! I'd match my magnifique' Otter against any fancy flying jet any day. I ever tell you about when I clipped a telephone pole with this baby? Try doing that with a jet and see what happens." (Tale, sort of; it was his flight instructor's Otter. May she rest in pieces.)

- "Alaska used to belong to Russia once." (Fact but a really, really useless one.)

- "There's an old observatory that used to be part of the DEW line on the flight plan. DEW? Oh that's Distant Early Warning, back when radar was all the warning we had of a Russkie attack. Low tech, to be sure. Now it's some sort of ozone research station." (Fact; see Chapter 4.)

- "Aren't the northern light supposed to be related to the Bermuda triangle?" (Tale.)

NPCS

Skills

Accounting 3, Aero Tech 3, Drive 2, Family 6, History 3, Language: French (native), English 3, and Inuaquip 2, Melee 2, Oratory 4, Perform 1, Pilot (fixed-wing) 3.

Equipment

Heavy Leather Jacket and a Map of Seward Peninsula (see Players' Handout 6 on page 62 of the Appendix).

Combat Scores

Initiative: +12 Stun/Death Save: 6
Body Type Modifier: -2
Armor: Heavy Leather Jacket (SP = 4)

Richard Thorne (Solo)

Richard Thorne (age 27) was born in New York to a family of UEC employees. His earliest memories have always included UEC as an important part of



his life, and he is intensely loyal to the corporation. Richard would gladly give his life to protect the interests of UEC.

This attitude is no surprise, as Thorne is a direct result of UEC's Orphan Relocation Program. This seemingly benevolent project takes babies from overcrowded orphanages and places them with childless UEC employees. With partial state funding, the program has been a great success for over 30 years. However, the program is not entirely altruistic. Often, children of exceptional potential are indoctrinated by special psychological teams posing as adopting parents. These teams develop the child's inherent potential to its fullest, while also instilling intense loyalty to the corporation. Thorne's aptitude falls into the all-encompassing category of troubleshooting (emphasize "shoot-ing").

NPCS

Stats

INT 8	TECH 5	REF 9
CL 10	LUCK 5	ATT 6
MA 5	EMP 4	BODY 10

Cybernetics

Cyberoptics, Low-Lite, Radio Link, Rippers, Smartgun Link, Targeting Sights.

Skills

Combat Sense 8, Awareness/Notice 6, Athletics 3, Brawling 8, Driving 3, Handgun 9, Interrogation 7, Intimidate 7, Karate 6, Languages: English (native) and German 5, Leadership 4, Melee 4, Rifle 4, Stealth 5, Submachine 9.

Equipment

Armored Jacket, Colt AMT model 2000, Ingram MAC-14 Submachine Gun, and Knife.

Combat Scores

Initiative: +15 Stun/Death Save: 10
 Body Type Modifier: -3
 Knife OPC DAM 1d6
 Ingram MAC-14 Submachine Gun-2 LE
 DAM 4d6 + 1 (12mm) 20 10 ST
 Colt AMT model 2000 POJC DAM 4d6 + 1 (12mm) 8 1 VR
 Armor: Armored Jacket (SP = 20)

• "UEC? Don't they have some sort of blood feud with Petrochem?" (Fact, but Gautier doesn't know any more than this tidbit.)

• "The temperature up here gets real cold. I've heard stories about of tires becoming so brittle they explode or crumble." (Fact.)

Deering

The following is relevant information about the town of Deering, Alaska (see Map 3). It is provided in the event the players do something unexpected. Note that there is little that can happen here that would affect the scenario, even if the players delay the mission and go to town. (This is true also of the city of Shishmaref in Chapter 2.)

Flow

There should not be any major problems with the latter portion of Chapter 1, as it is really still part of the negotiation process begun earlier. Allow the PCs to pack any additional equipment they feel may be necessary, and can afford. Stress to them that weapons should be unnecessary for the run, but can be safely kept aboard the plane (UEC's Twin Otter). The pilot will agree with Nueman. The only major stumbling block would be if the 'punks reject Nueman's offer, or ask for more time to prepare (even a couple of hours will throw Nueman's schedule completely off). If this happens and you are unable to convince the team to continue, Nueman looks another group of troubleshooters for the mission, and it's time for your group to break out the Monopoly® board.

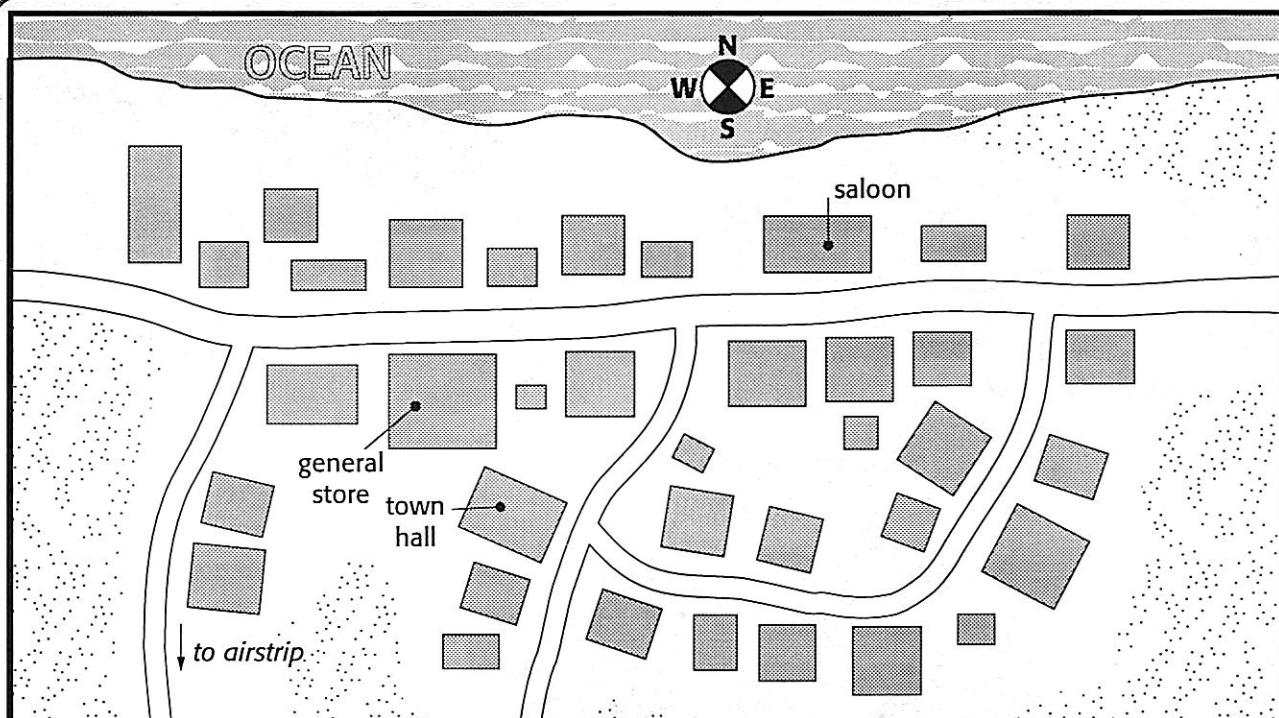
This should be unlikely to happen. What's more likely is that the team will become suspicious of Nueman and Thorne. At Deering, Thorne hustles the PCs from the jet straight into the Twin Otter. If they try to disembark, Thorne does his best to convince the 'punks to stay onboard the Otter. Thorne doesn't want the 'punks to associate with his team. If the 'punks do leave the plane, there's a good chance they meet Amy Morrison (see Chapter 4). It won't destroy the scenario if this happens, however.

The remainder of Thorne's team is detailed in other sections. This includes the local talent Thorne hires. If the 'punks manage to get out of the plane, either through stealth or by convincing Thorne that it is in the best interests of the mission to do so, then let them. It really won't make your job any harder or ruin the game session.



POWER

MODE



MAP 3 • DEERING, ALASKA

Population: 157.

Location: 150 miles north of Nome.

Transportation: Scheduled and air charter service, boats, and snowmobiles.

Emergency Services: Alaska State Patrol (based in Kotzebue, 57 miles away.), Health Aide, and Volunteer Fire Department.

Facilities: No hotel, restaurant, or bank. No guide, transportation repair, or rental services. No moorage and no Net access.

Public Utilities: Water provided by Main Public Health service tank; ice is hauled up in winter. Community power is available, as well as the following communications: TV, telephone, radio, and a weekly visit by a US Postal Service mail plane. Sewer services for individual homes are provided by Honey Buckets Septic Service.

Airstrip: The Deering Airstrip is located two miles south of the city at an elevation of 15' above sea level. The runway is made of gravel, and is 2,200' in length. To call this airfield "primitive" would be a compliment: the field has no fuel, no facilities, no transportation to the village, and is left unattended year-round. A final note that should be of concern to the PCs: the condition of the runway is not monitored. As a result, a preliminary flyby is strongly recommended.

General Information: The Deering economy is one of bare subsistence, mainly supported by hunting moose and seal, and fishing for beluga whale. The economy is also supported by a small degree of ivory carving, and a sizable reindeer herd is maintained in the area. A note that may cause distress among PCs: the sale and importation of alcohol is prohibited.



Chapter 2

All Aboard!

What's Happenin'

The team assumes their role as replacement crew for the LAPUTA, as the Twin Otter ferries in the normal crew rotation. The PCs should put on the uniforms provided by Nueman, along with the UEC parkas. There is no opportunity to interact with the locals until they reach Shishmaref. All the cyberpunks' heavy weaponry will have to be stored in the plane's aft stowage compartment for the flight. Small arms can be carried, but should be discouraged. Just because the security is lax on the LAPUTA is no reason to make it easy on the players. Let them sweat over whether to bring the hand cannon or not.

Various, significant landmarks are flown over on the way to the oil rig. The players should make note of these. In particular and in order, these landmarks are: the refueling dump, the reporter, and the observatory. (See "Talk" for the pertinent details of these various sites.)

Landing in Shishmaref allows the PCs to disembark at the flight terminal for a 30-minute refueling stop. There is a small terminal — more like a mom & pop's restaurant — at the airstrip but little else, except for the small control tower (actually a tin shack with a radio). There is no road access to the village and nothing there to help the team if they do visit it (see Map 4 on page 21 for more information on the town.)

The Otter picks up four LAPUTA crewmen from the terminal, who are quite literally loaded for bear. In fact, various frozen bear parts of are stowed along with the LAPUTA's supplies in the Otter's hold. The group of hunters is returning to the rig after a two-week leave. Like most Alaskans, they are very open and approachable. If the PCs question them, they can learn various important bits of information (see "Talk"). The passenger section of the Otter also doubles as the

plane's stowage area, so the 'punks can easily see exactly what the new passengers are carrying. The hunters each have a 30.30 rifle, which they place in the overhead luggage webbing, and a case of Moosehead beer (they order in from New Brunswick), which they are quite willing to share. From here, it is a three-hour flight to the LAPUTA. Upon arrival, Gautier puts the Otter down on the ice flow and the PCs and other passengers are allowed to disembark. Gautier also leaves the plane once he shuts down all the operating systems and waits in the oil rig's cafeteria for the team to finish the mission.

Talk

If the PCs question the returning oil rig crew, they learn the following.

- "UEC, it's like a family to me. You wouldn't expect a large corporation to care about the little guys, but they do."
- "They (UEC) even offer employees a share purchase plan. Yeah, pretty sweet, eh? The company buys one share for every five we do. And the best thing about it is it's all done up north. No city folks to frag it up, know what I mean?"
- "The stocks are only available on the Vancouver Stock Exchange. Nah, it's not that far away, Why the only broker up here is in Nome, about 200 miles south of here. For Alaska, that's just around the block. And it's even hooked up to the Net."
- "Observatory? Oh, you mean the weather station! Used to be part of the DEW line — you know, the old Distant Early Warning system. Back in the 1960s, the States put a whole bunch of radar stations up here to keep an eye on the Russkies I hear they sold it to some ozone research group or something."

NPCS

Returning Oil Rig
Crew

These UEC wage-slaves have been assigned to the LAPUTA oil rig due to some screwup in their collective pasts. In spite of their isolation from any outside contact, they seem to enjoy themselves. Perhaps their distance from the UEC corporate hierarchy has contributed to their good spirits. Or maybe they just have a permanent case of cabin fever.

When roleplaying these NPCs, draw upon the wealth of character backgrounds available in Jack London novels and short stories and in the adventure films of the great Northwest. Avoid the more two-dimensional clichés where possible, but feel free to employ personality traits that often appear in these unique characters. Some of these traits may be: hard-edged, strong-willed, isolated, withdrawn, talkative, unresponsive, drunken, belligerent, and so on.

Stats

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

Cybernetics

None.

Skills

Basic Tech 3, Brawling 3, Electronics 2, First Aid 1, Gamble 3, Hide/Evade 3, Juryrig 1, Languages: English 4 and German (native), Rifle 3, Stealth 1, Wilderness Survival 2.

Equipment

Cold Weather Gear, Case of Moosehead Beer, 4-Man Tent (Arctic-Rated, Dome-Style), Survival Backpack, Winchester M-70 RIF 3 N C 5d6 + 1 (30-06) 5 1 VR.

Combat Scores

Initiative: +10 Stun/Death Save: 6
Body Type Modifier: -2
Winchester M-70 RIF 3 N C 5d6 + 1 (30-06) 5 1 VR
Armor: Cold Weather Gear

The Observatory

If the 'punks look closely at the observatory during the flight to the LAPUTA, they notice the following.

- There is smoke coming from the huts built onto the main building. Someone must be home.
- There is an Arctic Cat ice-crawler (see Appendix) parked alongside the hut.
- If the 'punks look really hard, they can just make out where the helipad has been covered over with snow. (This might not seem relevant now, but can be used later to confront Amy Morrison in Chapter 4)

The Reporter

There is a lone Skidoo (see Appendix) making its way across the barrens in the relative direction of the refueling dump. If the characters have binoculars or telescopic enhancements, they can make out these details.

- The driver has a newscam strapped to her back. Note: The PCs can't tell the reporter is a woman because of the size of her parka.
- An insignia on the hood of the snowmobile (Hard task to see) indicates that the machine belongs to a Russian news network called TassCom, an affiliate of Network News 54.

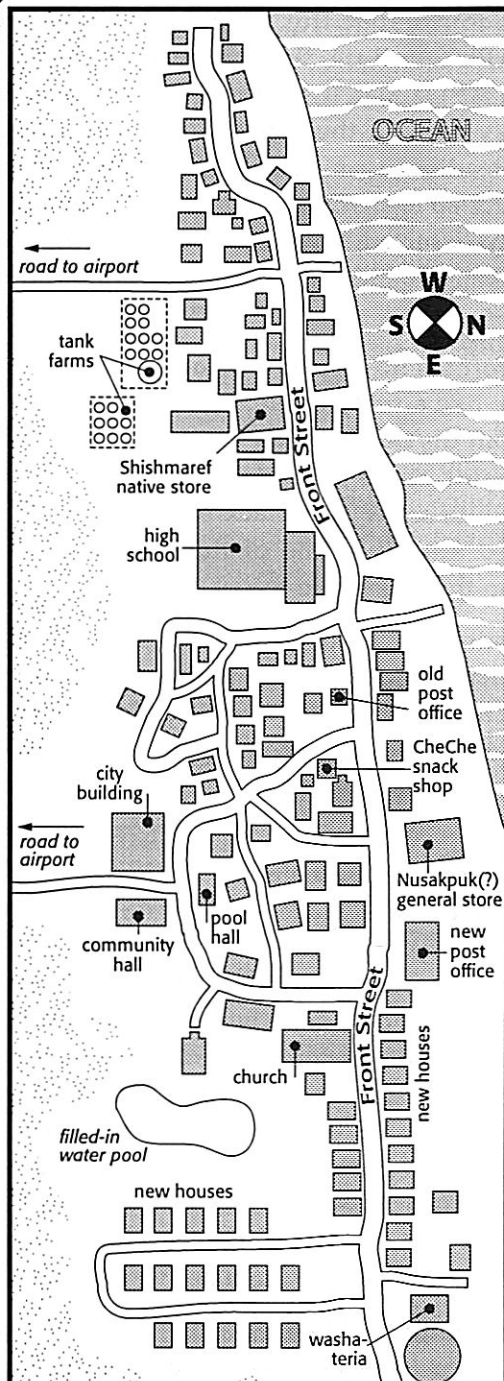
Shishmaref

The facts presented are essentially the same as present day Shishmaref (see Map 4 on page 21), except for the addition of a refueling cardlock for the UEC plane and the enterprising native with the Airflow restaurant. In case the players do end up in town (which might be possible any time after this, though unlikely) here is the information on Shishmaref.

Flow

The only problem here is if the 'punks fail to notice the observatory. If so, have Jean Philip Gautier point it out to them. In addition, he could mention the interesting fact (interesting to him, at least) that it used to be part of the DEW line. Stress the easy-going style of the rig crew, giving the impression of a family atmosphere within UEC.

At the same time, try to enjoy the player's paranoia as the armed hunters board the plane (but make sure the UEC employees' rifles are in cases or on their shoulders). Do not give the team any reason to open up on the oil rig crew and ruin the run this early in the game. The fun will start later.



Population: 444.

Location: 120 miles north of Nome.

Transportation: The only transportation services are scheduled and chartered air service.

Emergency Services: Local Police, Alaska State Troopers (based in Nome, 120 miles away), Cherenky Health and Emergency Care Clinic, and Shishmaref Volunteer Fire Department.

Facilities: Shishmaref has no restaurant or bank. A trailer owned by the City Hall is available for lodging. In addition, the city has no guide, transportation, repair, or rental services, no moorage, and no Net access.

Public Utilities: Water is provided by collected rainwater, or hauled ice in winter. Electrical power is available as well as the following communications: radio, phones and weekly mail planes. Sewer is provided mainly by Honey Buckets Septic Service.

Airstrip: The airstrip is located 1 mile northeast of Shishmaref, at an elevation 8' above sea level. The runway is composed of asphalt and runs for 2,000'. The runway's condition is unmonitored. On occasion, the beach sand on the ocean side of the runway is used for landing — most often in cases where approaches are made against a crosswind. The airstrip has no facilities, except for a large Airflow trailer (circa 1964) which an enterprising local has outfitted as a cafeteria. The only other item worth noting is a UEC card-locked fuel depot.

General Information: Shishmaref's economy is based on subsistence, with some part-time employment at small, local stores. Residents often sell their hunt at local stores. Walrus, seal, moose, ling cod, and polar bear meat are most often for sale. There is a 7,000-head herd of reindeer, as well as a small cottage industry creating native works of art (fur slippers, etched ivory, and bone carvings). The village doesn't allow the sale or importation of alcohol for drinking purposes.

MAP 4 • SHISHMAREF, ALASKA



POWER

MODE

NPCS

Dimitri Krushev



Dimitri Krushev (age 46) is a long-time UEC employee. He climbed the corporate ladder for years, until he crossed a ruthless and vindictive young executive in

Berlin (not Nueman). Krushev has always been a laid-back and easy-going character. While this is not an attitude that leads to rapid advancement, it does produce an intense loyalty in subordinates. It was this loyalty that kept Krushev's staff working during a labor walk-out in 2015.

The walk-out was a political maneuver by this up-and-coming young executive — the linchpin of his plot. To have his plans derailed by this genial bear of a man was infuriating to the executive, especially since Krushev was unaware of the plot. By way of revenge, the executive had Krushev assigned to LAPUTA. Many consider the LAPUTA oil platform the armpit of UEC. Krushev, on the other hand, enjoys his position as its Administrator/Foreman.

But the outside world is infringing on Krushev's isolation. Krushev has been issued a security uniform, complete with sidearm, and is now the LAPUTA's official security officer in addition to his regular duties. Of course, he treats his new position with the respect he feels it deserves. Krushev wears the uniform, but the pistol is kept unloaded in his quarters.

Stats

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

Cybernetics

Interface Plugs.

Oil's Well that Ends Well

Once the team has completed the hour-long flight from Shishmaref to the LAPUTA oil rig, they are ready to begin the adventure proper. LAPUTA is a stationary site that was a state-of-the-art facility back in the 1990s. Since then, the oil-field it services has steadily begun to dry up. As the output of the field has decreased, so has UEC's interest in the area. Now the platform is nearly deserted, with much of the work automated and only a skeleton crew remaining to maintain the place.

The LAPUTA platform is huge, dominating the sterile white of the Arctic pack-ice like a rusty castle. The area is so barren, in fact, that, aside from the dun-colored staining of the LAPUTA's once-pristine paint, there is no color at all to the landscape except stark white snow and black shadows — that is, all except for the red and blue line of flares that mark the small landing strip on the ice next to the platform.

Three men come out to meet the plane and start to unload the Otter's storage area, which coincidentally happens to also be the passenger section. One of the men tries to remove the PCs' stashed weapons. Make sure the players notice, but do not let it get too tense; there's no need to instigate a firefight with the oil crew.

As the group walks up the huge gantry to the rig platform — easily 100' above the ice surface — they notice a figure waiting for them at the top. He is dressed in the blue uniform of UEC security (Easy observation check to notice). This is Dimitri Krushev, the station's executive officer and security chief. He seems friendly, but of course the 'punks know better. (Sure he may be nice now, but wait till we get in that building he's leading us toward.) Krushev checks the group's security passes and believes whatever cover story they give him. (It's not like anyone at head office is really interested in the LAPUTA.) After a bit of small talk, Krushev takes the team to the computer section where the data files are kept.

At first glance the computer appears to be a virtual reality setup, but actually it is a turn-of-the-century, Russian knock-off. Most of the keys are inscribed with the Cyrillic alphabet, which means the Netrunner will have to make a Difficult check to use the system. As the Netrunner frantically searches for the files, Krushev casually walks in on them. Of course, the group is jumpy and probably won't trust him. After all, he is from security. They just do not know what he is up to. Play up the tension, but make sure not to let it get out of hand.

Kruschev notices the Netrunner is having difficulty with the system and offers to help. "Nyet! Try it from the main directory. Like this. . . . Excuse me comrade, but could you pass that box of disks over there? Thanks. Now. How many copies of this data do you want?" How strange: The security guy helping them. It's almost like he trusts the 'punks — like they were some sort of happy family, or something. Of course, this friendly familiarity is due to the fact that the LAPUTA station is so isolated. Also, the team's security passes contain the embedded binary code of valid UEC security operatives, which Kruschev knows are difficult to forge. Also, he's just plain starved for company. But can the group trust Kruschev? He seems so nice; almost too nice.

As the 'punks are about to finish, a knock comes at the door. It's for Kruschev. The PCs notice a grubby man outside braving the -32° F cold and the driving wind, all of which made the flight here unpleasant. The man is carrying a two foot square cardboard box. After a moment of whispered discussion the man enters, placing the box on a table. He smiles at the group, then leaves. Dimitri starts to talk to the group again while he finishes copying the files with the Netrunner. All this time, the box sits on the table quietly steaming as it warms up.

"I hear Petrochem's made another offer to merge. Don't touch that box yet. I don't know about you, but I don't trust them. I'm going to vote *nyet*." There is another knock at the door. "Comrade, would you mind getting the door again?" At the door is the cold-looking man who delivered the first box. He is holding another one.

After the man leaves his burden and departs, Kruschev gets up and opens both boxes. The group should be fairly jumpy by now. The station chief slowly opens the boxes and tells the 'punks to help themselves. Inside one is a pile of sandwiches and donuts. "We don't get visitors around here often," Kruschev says as he grabs a sandwich in his meaty fist and aims it toward his mouth. "Dig in." The other box contains huge steaming mugs of hot chocolate "To warm you up for the return trip," their host tells them. And they're not bad, either. Fresh salmon and preserves. Suddenly, it dawns on the PCs: He could have laced these things with anything! In fact there is something in the hot chocolate! On closer examination, the PCs discover that that something is marshmallows.

Within minutes, the 'punks have the files. Now it is time to get back to Night City and civilization. Gautier's already starting the plane. "There's no rush," he tells the group, "but I wouldn't want to get caught in that squall front we flew around on the way up here."

NPCS

Skills

Administration 3, Basic Tech 5, Brawling 5, Electronics 3, First Aid 3, Gamble 3, Handgun 1, Hide/Evade 3, Juryrig 3, Languages: English 6, German 2, and Russian (native), and Wilderness Survival 3.

Equipment

Cold Weather Gear and Federated Arms X-9mm (in his room; it's part of his security uniform but he refuses to wear it).

Combat Scores

Initiative: +11 Stun/Death Save: 9
Body Type Modifier: -3
Federated Arms X-9mm POJE DAM 2d6
+ 1 (9mm) 12 2ST

LAPUTA Oil Platform

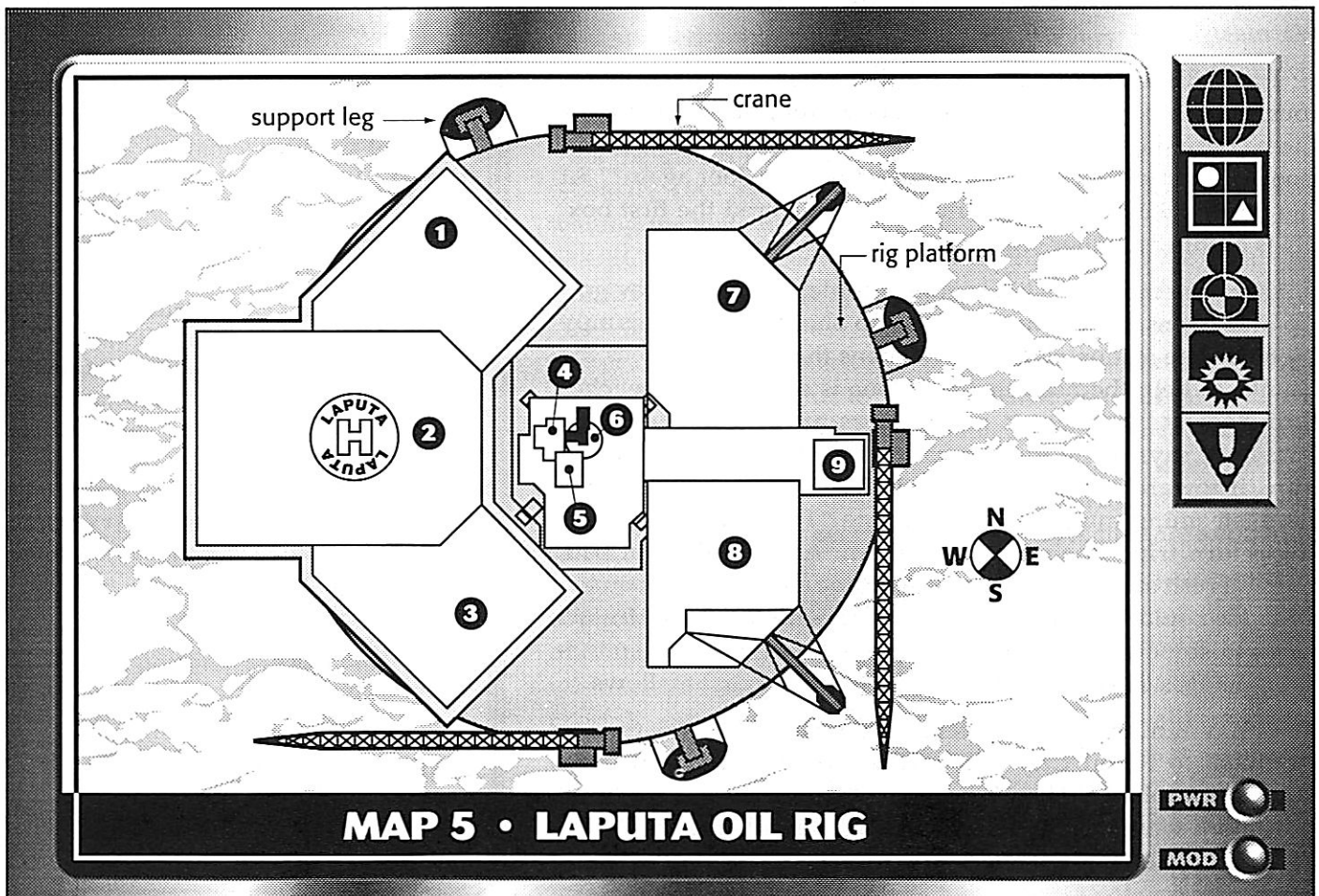
The LAPUTA is old and on its last legs. UEC acquired the site and equipment from the Russian government in the late 1990s. At that time, the site was profitable, and over 200 employees were kept busy with three rotating shifts. Since then, the quality and quantity of the oil being extracted has declined. Now the LAPUTA is almost deserted, with a standing crew of only 20. Most of the actual pumping and drilling is automated, and the crew is almost exclusively support and maintenance personnel.

The 'punks access the platform via a gantry assembly at section 9. From here, the team is led between the pumphouse (section 8) and the machine shop (section 7), across the rig floor (section 6) to the driller's house (section 5) where the files they need are kept. The 'punks shouldn't have to go anywhere else, but if they do, here are a few facts about the LAPUTA oil pumping platform:

The west side of the rig has two flare boom assemblies to which tankers dock for loading.

To the west, north, and south, are three general-purpose cranes that perform a variety of functions. Beside each is an escape module, each of which can safely hold 30 people. Each module is fully equipped to allow its occupants to survive in any environment and weather conditions for up to three weeks. When activated, the module is launched 40 yards away from the station. The module is sturdy enough to survive an impact with the ice without exposing the occupants to the elements. A unique parachute braking system and safety webbing allow the occupants to survive this rough landing (provided, of course, that the occupants are securely in their seats). Because of its size and solid construction, it is highly unlikely that the PCs would be able to destroy the LAPUTA platform.

1. Engine Room: The huge engines that run all the LAPUTA's machinery are housed here. There is always one engineer present, monitoring the ancient equipment. This area is responsible for the heating, air-circulation, and power requirements of the rig.



2. Helipad: The helipad is a standard design, (i.e., a giant 'H' painted on tarmac). There is a machine shop directly below the helipad. This shop was once fully equipped to repair and service incoming aircraft; now the shop is almost completely gutted, with any useful parts having been "salvaged" long ago. There is, however, a huge storage tank of aircraft fuel stored here. This fuel will be used to refuel the Gautier' Twin Otter for the return flight. There is a pump and hose assembly that originates somewhere below the pack ice beneath the rig.

3. Accommodations: This is the crew's quarters and administrative offices. Only a small part of the three-story building is actually used. The remainder has been sealed from the elements and scavenged of any useful equipment. The sections still in use are quarters (five bunk rooms containing one bunk bed each), the mess hall, a games room, and three offices. The offices are on the lowest level.

4. Draw Works: This is where the pumping is done. Automated machinery does the actual work without the need of human hands.

5. Driller's House: While the LAPUTA rig rarely drills, there is always one man here, monitoring the pumping machinery. This is where the main access port to the rig's computer system is located. The room is well heated and comfortably seats three; larger groups, however, find it hot and cramped.

6. Rig Floor: UEC did not feel it was necessary to automate this area of the platform because it rarely prospected for new oilfields or drilled new wells any longer. The drilling machinery and shaft are kept clean and well greased to protect them from freezing in the cold. This open area is extremely cold.

7. Machine Shop: This is a fully equipped machine shop capable of reproducing any mechanical part that fails. The equipment here is well kept, as it is extremely important to the successful working of the platform. Most of the machinery parts of the LAPUTA are not easily found in 2020, so the crew have to be prepared to recreate from scratch any ruined or worn parts. Needless to say, this area is usually far busier than any other location — even the pump room.

8. Pump Room: The pumps are always running, but only rarely at full capacity. From here, the oil is pumped from the well head via section 4 into huge storage tanks directly below the platform. Once a year, in summer, a large, UEC supertanker braves the northern ice flows to unload the station.

9. Elevator: A crude elevator and gantry system has been constructed here to allow access to the ice surface. The LAPUTA was designed to be resupplied either by helicopter or tanker. The rig uses the helipad or cranes for this purpose. UEC's massive cutbacks have forced the crew to create a makeshift elevator for ease in unloading the small resupply aircraft which land on the ice below. Unfortunately, the elevator has broken down and the crew now uses the rig's cranes to unload the plane. The gantry is still there — all 200 ice-covered feet of it — for the players to climb in the event of an emergency.

Flow

Not much can go wrong in this section, even if the 'punks panic and kill Kruschev, as he really knows nothing important. If the 'punks go way overboard by killing everyone on the rig and somehow managing to destroy the rust-covered behemoth, there's no great loss (at least to the plot). Nueman is going to claim that they did this anyway later on, so even if they do go cyberpsychotic, it won't affect anything plotwise. Just remember how violent the PCs were when it comes to the end of the adventure.

The only problem that could occur in this section is if Nueman's files are not taken off the LAPUTA with the team. It is extremely doubtful that the team will fail in this respect. If they look at the files, inform them that the pumping data they were sent to find indicates the following.

- The output of the rig and its oil field has been followed a steady decline for the last 10 years.
- UEC resource specialists believe the site will be dry within another two years.
- There has been no new technology installed at LAPUTA since the rig was transported here and set into the Arctic's permanent pack ice.

Upon reading these files, it should be obvious to the 'punks that Nueman has sent the team on a wild goose chase. Still, Gautier is the only way out of here and, like everyone else, he knows nothing about what is actually going on. The LAPUTA has been slowly stripped and automated. Only the lower floor of the accommodation section is in habitable condition. The crew complement, which is usually over a hundred, has been reduced to 20 due to extensive automation.



Chapter 3

In the Event of an Emergency...

What's Happenin'

Once the PCs have all the data files, they are ready to pack up their things and reboard Gautier's Twin Otter. Gautier has just refueled the plane, has started the engines, and is waiting for everyone to board so he can take off. Once everyone's aboard, he does just that. The Twin Otter lumbers down the makeshift runway and struggles aloft, slowly gaining altitude as the engines rumble with the strain.

As the plane circles the rig one last time, the Otter's magneto explodes. The reason for this disaster is Nueman; he has replaced the magneto with a customized one, incorporating a small amount of plastic explosive into its casing. The shaped charge is intended to rupture a fuel line, causing the plane to explode in flight like an airborne firecracker. Unfortunately for Nueman's plans, the charge is underpowered. While the craft is severely damaged, it is still airworthy. Luckily, Gautier is very experienced with this type of dead-stick landing and the Twin Otter has very little in the way of electronic, or even hydraulic controls anyway.

Still, the plane is in flames. The plane rumbles and pitches as it plummets earthward. Gautier fights with the controls as he tries valiantly to maintain control of the damaged Otter. Things continue to go bad, however. An oil leak has obscured the windshield and the engine is completely dead. Jean Philip is beginning to panic. "Strap yourselves in and get ready for a rough one!" Gautier shouts over his shoulder. It is inevitable that the Otter will crash!

As the plane goes down, distribute damage among the PCs. At least one member of the team should end up seriously hurt. How you distribute the damage is entirely up to you; give the PCs whatever you think will balance out the scenario. If that happens to be no damage whatsoever, then so be it. Be sure to cripple Gautier though; it is important that he's in critical condition in order to slow the 'punks down. The 'punks should feel an obligation to carry the wounded pilot with them,

if for no other reason than landing the crippled plane without blowing them all to kingdom come.

As the 'punks crawl from the smoking wreckage, they are able to make out the silhouette of someone standing close by. That person is Robyn Kolchenko, the young Russian journalist. She is holding a vaguely gun-shaped hand camera, filming the crash. Kolchenko has a live feed to Network 54, and is transmitting the team's miraculous survival. At this point, it is important that the PCs do not kill Kolchenko out of hand. She shouts out that she is a member of the press just before the PCs begin squeezing triggers.

Back in the corporate world, Colin Nueman has seen the broadcast and is using his influence with various news editors at Network 54 to broadcast the crash as the demise of a group of misbegotten industrial spies. "The criminals having just raided the data base of the LAPUTA oil rig owned by UEC," Nueman tells the Network 54 editors. "It's too bad we'll never know what they were after. But wait — there's someone moving in there!"

When Nueman realizes the 'punks have survived the crash, he immediately calls Thorne and orders him to silence the survivors. Thorne argues with Nueman, believing the group still to be UEC employees. Nueman insists that they are renegades and orders Thorne to sanction (Corpspeak for "execute") them.

Thorne quickly arranges a private flight to the crash site with his own team. On the flight, Thorne and his team encounter the storm front the 'punks circumvented earlier. Unable to penetrate the squall front (see "Flow"), Thorne has the pilot drop Amy Morrison at the observatory to set up a forward base. Thorne then orders the pilot to fly to Pilgrim (see Map 2) to find men willing to hunt down the 'punks for a bounty of \$1,000 a head. Thorne won't have any problem finding volunteers; the winters are always desperate times in this environment. Thorne then heads to the Serpentine Hot Springs site, where he is met by a UEC communication team out of Nome, to organize the search.

NPCS

Robyn Kolchenko



Robyn Kolchenko (age 22) was born in Odessa in the Black Sea region of the Soviet Union. She only recently received her degree in journalism, and ever since has been

hunting the elusive story that will catapult her into the international limelight of foreign news. During her four years at school, she established herself as a respected documenter of Soviet life, specializing in its wildlife. Kolchenko has a deep love for the animal kingdom, and is known to be an active protester on its behalf.

Any description of Kolchenko includes the words "gutsy" and "unrelenting." She is bound for the top of her profession and will allow nothing to stand in her way. If that means taking a snowmobile into an Alaskan snowstorm to film Eskimos slaughtering musk oxen and reindeer, then that's just what Kolchenko does.

Of course, Kolchenko also takes her AK-47 and lots of ammunition. After all, there is nothing is better at protecting your freedom of speech rights than a hollowpoint shell. . . .

Stats

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

Cybernetics

Cyberoptics, Flare Comp, Interface Plugs, and Micro Camera.

Skills

Awareness 4, Credibility 2, Drive 2, Education 4, Human Perception 4, Interview 3, Languages: English 4, Inquap 1, and Russian (native), Persuasion 3, Photography 5, Rifle 2, Streetwise 3, Wardrobe 1.

Talk

Provided the trigger-happy 'punks do not blow away the reporter, they may learn a great deal by questioning Robyn Kolchenko. If approached with some degree of diplomacy, Kolchenko offers information freely and honestly. The following information may be related to the PCs provided they ask the right questions.

- "I was hired by some freelance producer of nature films. He says he's working with a Moscow film production unit to produce a documentary on the reindeer and musk-oxen herds of Alaska. I didn't have time to check his credentials. My contract began three weeks ago — only days after we discussed the matter. Anyway, he had the money up front. Sure it's a crappy assignment and it's damn cold out here, but a girl's got to pay the bills somehow."

- "Of course I was filming the crash! A newsie's always on the job. Stories don't just make themselves — they need the crafty touch of a pro — Hey! Keep your frakkin' hands off the equipment, ya jerk! It won't do you any good to wreck anything; my editor gave me a live satellite feed for this one. It used the last bit of juice in the transmitter, but at least the Network's got the story."

If the players describe Nueman, or actually have a photograph, Kolchenko admits the following:

- "Yup. That's the guy who hired me to film this boring documentary."

- "He called last night. Said a bunch of natives were planning to round up a stray herd of musk oxen and slaughter them. Huh? Oh, cause the government taxes them on every head they harvest. What the Man don't see, he can't tax, right boys? Hey, point that gun somewhere else, eh!"

If the 'punks ask for help, Kolchenko gladly assists — with an eye to scooping their story, of course.

- "Sure, I got a map right here. Course, I only got the one snowmobile and it sure a heck won't take all of us." (Give the players a copy of Handout 6 in the Appendix on page 62. This is a hand-drawn version of Map 2.)

Gautier, assuming he survives, can verify the following information:

- "Oui. Monsieur Nueman, he say he work for Orbital Air but I . . . I sneak a look in his briefcase. It is full of papers with the UEC logo all over them. I do not think he really works for Orbital Air. *Non?*"

- "Reporter? Yeah I think I seen her on the news one time. Robyn something or other."

Seward Peninsula Encounters

Have the players sketch their route on the map provided by the reporter, then compare it with the GM's version of the same. If the planned trip takes them near (i.e., within half a scale inch or so on the map) an encounter point, then refer to the sections below for the details of the environmental hazard or encounter they face. Keep in mind that cybernetics may be affected by the cold (see the Appendix).

1. The Standing Man: In this area, the 'punks notice (an Easy task) a man-shaped figure on top of a small hill immediately in front of them. This is an Inukshook. The Inquap use these as directional markers. They consist of a number of large stones set upon each other in a vaguely anthropomorphic shape.

If the characters recognize the figure, they may know that the arms of the statue always point towards safety or food. There can often be up to four arms, each indicating different directions. This one in particular has three. One arm points

towards Shishmaref. Another arm indicates the observatory where Amy Morrison has set up Thorne's forward base (see Chapter 4). The final arm gestures towards a small hut half a mile away.

The hut is one of several supply stashes which are stocked by the locals for emergencies. This one contains various items including food, clothing, water (frozen), a pot-bellied stove with wood, and some rudimentary first aid supplies.

2. Polar Bears: The team have unluckily stumbled across a polar bear and her young. The 'punks can fairly easily (an average Observation test) spot two polar bear cubs playing on the side of a small hill directly ahead. If the PCs look for her, tell them that the mother is nowhere to be seen. If they still have functional infrared heat sensors, inform them that they detect nothing except the two cubs.

A prudent team will give the playful cubs a wide berth. A bear is rarely a threat to man unless it is hurt or enraged. Playing, threatening, approaching, or even making loud noises around the cubs will



NPCS

Equipment

AK-47 Rifle ONE 5d6 (7.565) 30 20 VR,
Audio/Video Disk Player, Channel 52
Press ID, Cold-Weather Gear, Flack Vest,
Video Camera.

Combat Scores

Initiative: +12 Stun/Death Save: 5
Body Type Modifier: -2
AK-47 Rifle ONE 5d6 (7.565) 30 20 VR
Armor: Flack Vest (SP = 20)

Polar Bear & Cubs
(2)

Contrary to the cute, animated images of polar bears portrayed in Coca Cola® commercials, polar bears are neither friendly nor particularly good natured. These

large, carnivorous mammals range from 7 to 12 feet in length, though some bears have been recorded as large as 20 feet from snout to tail. When food is scarce, polar bears become violent predators, and often resort to attacking humans within the city limits of small towns. These creatures possess keen senses and are fast on their feet in spite of their size and weight. Their attacks usually consist of crushing in the classic "bear hug" and mauling with their huge, sharp claws. Polar bears also use their knife-like teeth to gore their victims.

The stats presented here are for the mother bear only. Stats are not needed for the cubs, as they do not enter combat with the PCs, even if their mother is killed. It is the beginning of winter and these two cubs, who were born in the spring, now weigh 200 pounds each. This makes them formidable only in a playful wrestling match. They are cubs and lack the experience to really threaten anyone. They do not help their mother in any melee, as they would be far too frightened to be of any use.

enrage the mother. The mother is asleep in her den, which is carved into the snow and ice of the hill where the cubs are playing. It is common for bears to create dens like this in snow, and they are nearly undetectable.

The mother rushes at the closest person with no regard for her own safety and does not stop attacking until the team has been driven away. Keep in mind that a bear can outspurt a horse, and may be able to outpace Kolchenko's overloaded snowmobile.

3. Ambush: Three of Thorne's hired bounty hunters have spotted the 'punks. They have rushed to out flank them, and have set up an ambush and are waiting for them to arrive. The bounty hunters' snowmobile has been left behind a hill, out of sight, and they have dug a blind into the snow of the same hill. Using a ground sheet as a roof, the bounty hunters have covered it with snow to make it nearly undetectable (Difficult task check). Use the stats for the bounty hunters on page 32; their equipment and snowmobiles are listed in the Appendix.

The PCs have a chance to detect the bounty hunters waiting in ambush via the following means:

- An average Detection check reveals the snowmobile if infrared sensors are used (and properly calibrated; see the "Hypothermia" section in the Appendix).
- A difficult Vision check reveals that the snow over the ground sheet has been disturbed.
- If any PC has a functional hovering remote, it automatically detects the heat emissions of the snowmobile behind the hill. Of course, it isn't as easy to locate the drivers of the vehicle (Difficult check).

If the team captures the bounty hunters, they can find out (easy Interrogation or Intimidation check) that the ambushers have been hired to kill the 'punks. They may also learn that it was Thorne who hired the locals.

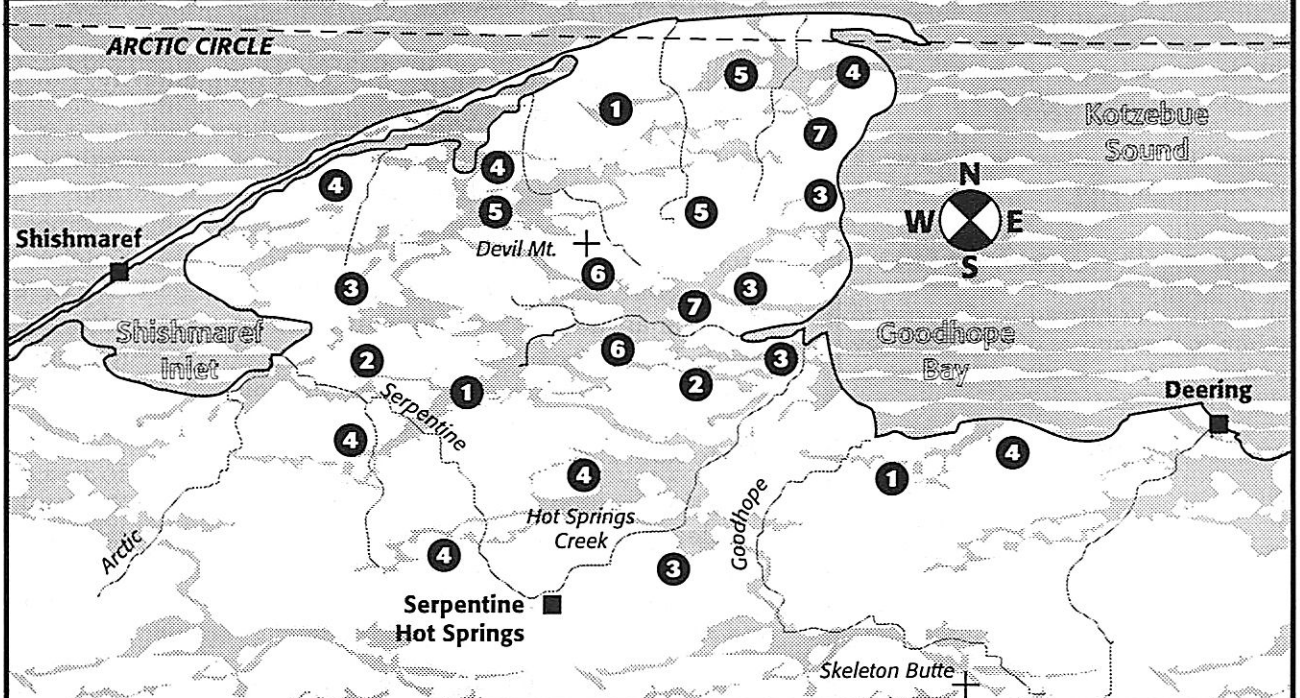
4. Pursuit: Three local bounty hunters, each on his own snowmobile, have spotted the group and are giving chase. They rush toward the PCs and stop when they come within range of their rifles. From this stationary position, the bounty hunters try to bring the 'punks down with their hunting rifles. Run this any way you like, but give the team the impression that they are being herded away from the observatory and away from Nome. Use the stats for the local bounty hunters listed on page 32.

5. Reindeer: A large herd of reindeer is grazing in this area, blocking the team's passage. This is one of the larger local herds, and is quite accustomed to man's presence. The team and the snowmobile do not spook them. If a gun is fired around the reindeer, however, the herd runs.



POWER

MODE



MAP 6 • SEWARD PENINSULA ENCOUNTERS

1. The Standing Man: A man-shaped figure rests on top of a small hill. The statue is an Inukshook. It's purpose is to direct weary travellers to the closest food and shelter.

2. Polar Bears: A polar bear and her two cubs are outside their ice cave. The mother attacks if she senses any threat whatsoever to her cubs.

3. Ambush: Three of Thorne's hired men race on snowmobiles to outflank the PCs. They attempt to lay an ambush, but will take up pursuit if need be.

4. Pursuit: Three more local bounty hunters, each on their own snowmobile,

spot the group and take up the chase.

5. Reindeer: A large herd of 60 reindeer are grazing peacefully in this area. The animals are docile and will do little unless outrightly disturbed.

6. Musk Oxen: A small herd of musk oxen are foraging in this area. Unlike the reindeer, the musk oxen spook easily and will attack anyone who appears belligerent or close.

7. Abandoned Hut: An abandoned hut resides upon a small hill. Inside, two bounty hunters lie in wait, anxious to spring their ambush on the unsuspecting PCs.

NPCS

Stats

INT *	TECH N/A	REF 6
CL 10	LK 4	ATT N/A
MA 5	EMP 1	BODY 12

* Animal

Combat Scores

Initiative: +11 Stun/Death Save: 12
Body Type Modifier: -4

Bounty Hunters (3)

These locals were hired by Thorne to assist him in the capture of the PCs. They have snowmobiles and equipment as listed in the Appendix.

Stats

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

Cybernetics

None.

Skills

Basic Tech 2, Brawling 5, Driving 4, Endurance 2, Family 3, Gamble 2, Language: English (native) and Inaquap (native), Rifle 6, Shadow/Track 3, and Wilderness Survival 5.

Equipment

Cold-Weather Gear, Knife, and Winchester M-70 RIF 3 N C DAM 5d6 + 1 (30-06) 5 1 VR.

Combat Scores

Initiative: +9 Stun/Death Save: 6
Body Type Modifier: -2
Hunting Knife (DAM 1d6): +11
Winchester M-70 RIF 3 N C DAM 5d6 + 1 (30-06) 5 1 VR
Armor: Cold-Weather Gear

Reindeer (60)

These docile herd animals have been domesticated by local herdsman for centuries. As a result, reindeer are indifferent to encounters with humans unless agitated or attacked, in which case they

There, are about 60 reindeer in this particular herd. The deer are allowed to roam free because of their predictable grazing patterns and the fact that each one has a radio transmitter around its neck. The herd is completely nonthreatening, and, aside from the occasional young buck who snorts at the PCs and paw at the ground with his hoof, they cause the party no trouble.

This encounter only slows the team momentarily, but may put them off guard for the next one.

6. Musk Oxen: A small herd of musk oxen is foraging in the path of the 'punks. Unlike the reindeer, these animals are far from domesticated. When the team makes its appearance, the musk oxen do the following. When they hear Kolchenko's snowmobile, they become alert and bunch together. There are 23 of the animals, 15 of which are males, so it makes a large group. When the herd notices the team, they group even closer together, forming a solid wall of males around the young and females. (Allow an average check for the city-dwelling PCs to notice this fact.)

As the team draws nearer, the males circle around the females, pawing at the ground and snorting, much like the reindeer from the previous encounter. If the team still approaches, even if they are on foot, the males become more and more agitated.

Gautier and Kolchenko are not familiar with musk oxen, and so do not recognize the danger the team is heading into. If the PCs continue to approach, roll 1d10. If the result is 7-10, the males become spooked; if the result is anything other than that, the males continue snorting and watching the team warily. If the males are not spooked, roll the die again next round, and each round thereafter, until the team leaves or the males become spooked. A gunshot automatically spooks the herd, so keep this in mind if any local hunters are still pursuing the team at this point.

When the herd is spooked, all 15 males rush at the nearest target — it doesn't matter what the target is, they rush at it regardless. Even a hard-core Solo becomes unnerved by this wall of hairy flesh hurtling at him. Conduct combat as normal if this rush occurs, but keep in mind that the musk oxen do not attempt to gore any prone or unconscious PCs. The males return to standing vigil for the herd after the first rush, even if some of them have been killed. Roll the 1d10 again if the PCs are still in the area after the first rush.

Note that the herd will rush a vehicle like a snowmobile or a truck, and that the locals deliberately shoot at the musk oxen to spook them into charging the PCs.

7. Abandoned Hut: Two bounty hunters are waiting in ambush in this easily spotted hut on a nearby hill. The PCs and the locals are aware of each other, and cannot be sur-

prised. Drifts of snow surround the hut, concealing a run-down corral made from barbed wire. Allow a Difficult check for the players to notice the regular pattern of the drifts where they surround the rear of the hut in a rectangular form. The bounty hunters have parked their snowmobile in front, and have partial cover inside the hut.

The cyberpunk team should take out the locals to stop Thorne from knowing their movements. Doing so will also help to keep the bounty hunters from pursuing like the two bounty hunters listed in the "Pursuit" encounter on page 30. If a PC attempts to cross the snowdrifted barbed wire, allow them to take regular damage from it, as they sink up to their waist in the snow. If the PCs try to drive over the barbed wire corral, apply double damage to any exposed area of the body. For example, if the PC tries to cross the barbed wire on the snowmobile, that PC's chest, head, and arms are exposed, but their legs and groin are not. In addition, assess regular damage to the vehicle.

The rest of this encounter should be run as regular combat, with drifted snow giving partial and full cover only with respect to vision (cyberoptics can modify this), but not as cover from gunfire.

Flow

You may have been wondering how to soften tough PCs, especially since the opposition in this scenario is not as tough as might be expected. First and foremost, the weather will be a factor in weakening overstuffed player characters. The trip to the only source of shelter in the area (the observatory) takes at least one day and most of the night after the storm hits, especially with the team dodging search parties. The weather is bitterly cold — far colder than the design tolerances of most cybernetics. Use the tables in the "Cold Weather Effects" section of the Appendix to plague the group with cybernetic failures. You can decide if and when the PCs can repair these problems in the field.

Remember that there is no access to medical facilities in the area except for in Nome, and Nueman is not going to welcome the team if they show up there. Any damage the PCs take is going to be with them for a while, unless they have some really good medical supplies with them. Keep in mind the firefights which may occur in later sections, as well as the one which definitely occurs in Chapter 5. If you still think the muscleboys of the team need a little extra softening up, consider having their seatbelt snap early on in the airplane crash, throwing them around the cabin a little. Otherwise, just hit them with one of the Twin Otter's engine blocks (or both of them, if necessary).

NPCS

flee. Reindeer are 4 to 5 feet in height, and 6 feet in length. They are similar to caribou in stature.

For further information on how these animals react in an encounter, see Seward Peninsula Encounter 5 on pages 30 and 32.

Stats

INT *	TECH N/A	REF 4
CL 3	LK 2	ATT N/A
MA 3	EMP 3	BODY 3

* Animal

Combat Scores

Initiative: +7 Stun/Death Save: 3
Body Type Modifier: +2

Musk Oxen (23)

Unlike reindeer, musk oxen are *not* domesticated. These wild herd animals roam freely over the Alaskan tundra, ranging nomadically across its frozen expanse. Musk oxen are easily spooked. When so encountered, the males respond to the perceived threat by first encircling the females, then charging the nearest target. Musk oxen stand 4 to 5 feet in height and are roughly the same build as an ox or small moose. These bovid creatures are noted by their shaggy fur and their horns that curve downward. The herd is comprised of 15 males and 8 females.

For more information on how these wild herd animals react in an encounter, see Seward Peninsula Encounter 6 on page 32.

Stats

INT *	TECH N/A	REF 5
CL 6	LK 4	ATT N/A
MA 4	EMP 1	BODY 11

* Animal

Combat Scores

Initiative: +15 Stun/Death Save: 11
Body Type Modifier: -4



Chapter 4

Star Light, Star Bright

What's Happenin'

Once the 'punks have managed to get from the crash site to the observatory they spotted on the trip from Shishmaref, the adventure takes its next turn. Upon arriving at the observatory, the 'punks find that there doesn't appear to be anyone home. The doors are all unlocked and everything is well maintained. For all practical purposes, the observatory looks as if it were abandoned only yesterday; all the outside snowblowing equipment and vehicles appear to be still in their places, and there doesn't appear to be any signs of a struggle. Perhaps, the PCs think, they can get something to eat and have a good, warm night's sleep.

Once the PCs are inside the observatory, the truth of the situation becomes apparent; that is when Amy Morrison finds the PCs. Amy Morrison is one of Richard Thorne's team. Thorne has flown her to this remote location to act as a communications coordinator for the search parties that are comprised of recruited locals. The rough-necks and amateur bounty hunters Thorne has hired are snowmobiling in from Deering, Shishmaref, and Nome to search for the PCs. Amy's job is to coordinate this ragged mob, keep them looking in the right places, and to report back to Thorne at his base camp at the Serpentine Hot Springs (see Map 8 on page 42).

Once the initial discovery of the party has taken place, Morrison helps the group warm up, and maybe even provides some first aid. Overall, she appears very concerned over the party's welfare. However, at the earliest possible opportunity she tries to alert Thorne that the PCs are here. Morrison claims to be the sole inhabitant of the observatory, adding that she is in the midst of an important experiment which requires her complete attention. "So please make yourselves at home," she says.

Talk

If the 'punks search the observatory or talk to Amy Morrison (Thorne's woman-on-the-spot), they have a good chance of acquiring the following information:

- The helipad has been cleared of snow recently (since yesterday).

- There are snowmobile tracks all over the area.

- An Arctic Cat snowmobile is parked in the garage and loaded full of supplies (see room 1 of "The Observatory" on page 36).

- There is a lot of antiquated communications equipment in the observation dome, but Amy Morrison is using a state-of-the-art communications package. If asked, she tells the group that the equipment is engaged in a critical experiment and cannot be disturbed.

- If the PCs patch into the communications equipment anyway, they hear conversations between search parties looking for them. From the sounds of the voices, the searchers are locals hired from the surrounding area. (Thorne has only five people with him from Night City — Hayes, Delany, Jacobi, Morrison, and Jackson — and has been forced to hire trackers from Deering.)

- Amy Morrison has never met Colin Nueman, and does not know who in UEC Richard Thorne works for.

- Morrison carries a carefully hidden UEC ID card similar to the ones the cyberpunks were given by Nueman. If a Netrunner examines her card along with their cards, using the appropriate equipment, he finds identical binary strings embedded in the ID strip. In fact, the cards are genuine UEC high-level security passes. They are definitely not forgeries.

- The kitchen is stocked with enough food for a staff of four. One of the cups has, "To the World's Best Dad!" embossed on it.

NPCS

Amy Morrison (Solo)



Amy Morrison (age 28) is a recent recruit to Thorne's team. She is skilled in infiltration missions, and generally prefers to work alone. Morrison's petite figure and

bookish good looks make her an expert at allaying suspicion. Of course, her persona is all an act. Morrison cultivates an impression of innocence and a high-class upbringing, while working her way into the confidence of her target.

Morrison is a loyal member of Thorne's team and dedicated employee of UEC. Morrison does not easily reveal any information to the group, and is willing to back that up with the small arsenal of weapons she carries and conceals.

Stats

INT 9	TECH 3	REF 10
CL 7	LK 6	ATT 7
MA 6	EMP 3	BODY 5

Cybernetics

Adrenal Booster, Biomonitor, Interface Plugs, Smartgun Link, and Voice Stress Analyzer.

Skills

Awareness 5, Combat Sense 6, Fast Talk 2, Human Perception 6, Knife 5, Persuasion 3, Pistol 4, Seduction 3, Shadow/Track 4, Social 3, Stealth 6, Streetwise 3, and Tae Kwan Do 6.

Equipment

Armored T Shirt, Kendachi Monoknife R Melee +1 P P DAM 2d6 VR (concealed in the small of her back, under her blouse), Militech Arms Avenger POJE DAM 2d6 + 1 (9mm) 10 2 VR (adapted with a built-in silencer so as not to wake the neighbors), Observatory Uniform, and UEC Security Card (concealed).

The Observatory

The observatory was constructed in the 1940s as a weather station. Later, it was adapted to serve as a forward observation post for the Cold War's Distant Early Warning (DEW) line. As technology advanced, the site was abandoned in favor of more advanced installations. Recently, the observatory has been resurrected to help study the 21st century's ozone-depletion threat. The observatory's buildings are dilapidated, but still quite serviceable and well stocked with supplies. See Map 7 for details and locations.

1. Garage: The Arctic Cat is parked here. There are a lot of spare parts for snowmobiles stored here, but no vehicles. In the northwest corner is a 100-gallon tank of gasoline.

2. Kitchen: This is a typical kitchen. Other than foodstuffs, which are in ready supply, there's not much of interest here.

3. Storage Freezer: This freezer contains the station's stock of perishable food. There is far more food here than one person could possibly require. This section also contains a supply of photographic plates and film.

4. Bathroom: This is a typical, though immaculate bathroom. Examining the medicine cabinet reveals four obviously and recently used toothbrushes. There are also two sets of shaving paraphernalia.

5. Darkroom: Expensive computer and photographic imaging equipment fill this darkroom. A rack against the back wall holds jugs of chemicals (all of which are flammable and highly caustic).

6. Living Area: This living area features a complete home entertainment system, comfortably surrounded by a couch, two loungers, a beanbag chair, and a wet bar. Amy Morrison has her communications unit set up on the coffee table, and is currently here monitoring the search. If asked, she tells the 'punks she is monitoring an experiment while the rest of the staff is on vacation.

7-9. Private Quarters: Each room contains the personal effects and bedding of the research station's real crew.

10. Observatory Dome: A 40" refractor telescope is mounted in the center of this building. Out-of-date scientific equipment and stripped 1950s-vintage computers ring the inside of the building. In the northeast corner are two deflated weather balloons stretched across a rack. Behind the rack are two instrument packages, and a 200-pound pressurized tank of helium.

11. Generator Shack: Two diesel generators are housed here. One of the generators is always running, with the other ready to kick in if the first one fails. Three 100-gallon tanks are located just outside the shack. Two of the tanks are filled with diesel fuel while the other (the southernmost) is filled with treated sewage.

NPCS

Combat Scores

Initiative: +16 Stun/Death Save: 5
 Body Type Modifier: -2
 Militech Arms Avenger POJE DAM 2d6
 + 1 (9mm) 10 2 VR
 Kendachi Monoknife R Melee +1 P P
 DAM 2d6 VR
 Armor: Armored T Shirt (SP = 100)

Jackson (Netrunner)

William Jackson (age 23) is Thorne's Netrunner for this affair. Jackson is currently connected to the UEC data fortress by way of a portable satellite uplink. At present, he is trying desperately to simultaneously coordinate the search parties and scour the Net for any leads to the PCs' whereabouts. Jackson is a thin, somewhat effeminate young man with pale skin and a flatline demeanor. He speaks seldom — and then only to issue orders to his associates on this mission.



Stats

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

Cybernetics

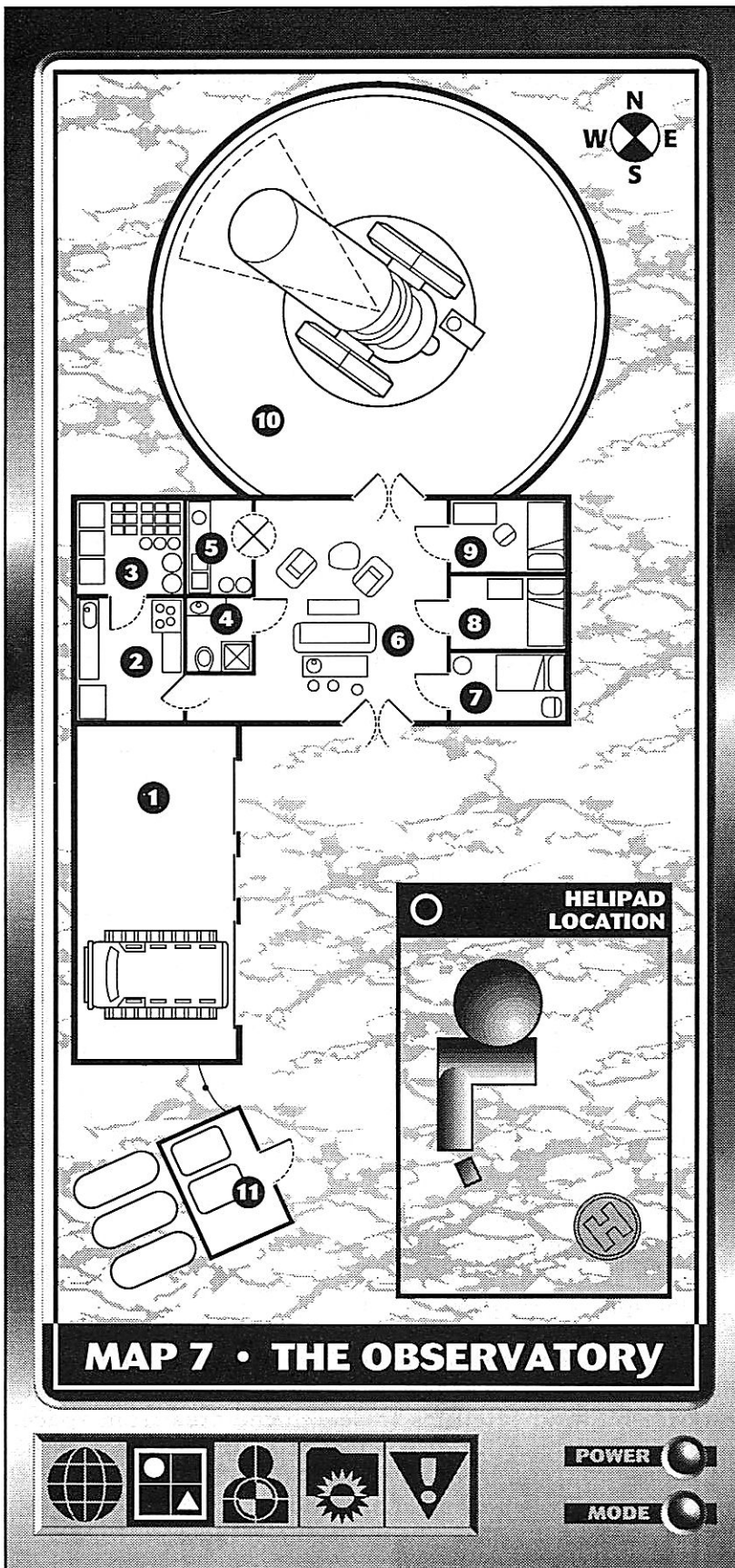
Cyberoptics: Anti Dazzle and Low light, Interface Plugs, Neural Processor: Cybermodem Link, and Smartgun Link.

Skills

Awareness 5, Basic Tech 6, Cyber Tech 3, Drive 3, Electronics 5, Hide 2, Interface 6, Programming 3, Rifle 3, Stealth 5, Submachine 4, and System Knowledge 4.

Equipment

Armored Jacket, Arasaka Rapid Assault Shot 12 SHT -1 N C DAM 4d6 (00) 20 10 ST, Cybermodem, Radio, UEC Security ID (concealed), and Vz61 Skorpion Submachine Gun 2JP DAM 1d6 (.25) 20 25 VR.



MAP 7 • THE OBSERVATORY



POWER

MODE

NPCS

Combat Scores

Initiative: +13 Stun/Death Save: 6
 Body Type Modifier: -2
 Vz61 Skorpion Submachine Gun 2JP
 DAM 1d6 (.25) 20 25 VR
 Arasaka Rapid Assault Shot 12 SHT -1 N
 C DAM 4d6 (00) 20 10 S
 Armor: Armored Jacket (SP = 15)

Local Thugs (3)

There are two local thugs in the sauna and one with Jackson. They are unique only in that they are locals hired by Thorne to assist Jackson in his search for the PCs. Feel free to use these statistics for standard thugs and combatants whom the PCs may encounter. See the Appendix for further information on the vehicles driven by these thugs.

Stats

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

Cybernetics

None.

Skills

Basic Tech 2, Brawling 5, Driving 4, Endurance 2, Family 3, Gamble 2, Language: English (native) and Inaquap (native), Rifle 6, Shadow/Track 3, and Wilderness Survival 5.

Equipment

Cold-Weather Gear, Knife, and Winchester M-70 RIF 3 N C DAM 5d6 + 1 (30-06) 5 1 VR.

Combat Scores

Initiative: +9 Stun/Death Save: 6
 Body Type Modifier: -2
 Hunting Knife (DAM 1d6): +11
 Winchester M-70 RIF 3 N C DAM 5d6 + 1 (30-06) 5 1 VR
 Armor: Cold-Weather Gear

Snake in the Gas

If the team is foolish enough to hang around the observatory until the reinforcements arrive, they deserve the full-scale fire-fight that ensues with the attempt to sanction them. If, however, they take the wiser route of escape via the Arctic Cat ice crawler (see Appendix), proceed.

Once the team has escaped from the observatory using the Arctic Cat, they are ready for the next set of encounters. The map of the Seward Peninsula found on page 31 in Chapter 3 has a number of possible encounters which the PCs should not have too much trouble negotiating. Use it the same way you did for the first trek across the tundra, varying the details as you deem appropriate. The only major differences in this instance are the Arctic Cat's caterpillar drive, which deals with most hazards, and the air-conditioned cab, which takes care of any hypothermia worries.

With the information the team has learned so far, they should already know that Nueman (and, subsequently, Thorne) are behind the plots to kill them. It should also be obvious to the PCs that Thorne and Morrison have been ordered to do the deed. Whatever the rationale is behind the PCs' escape from the observatory, the closest area of sanctuary is Nome. It is also the only place in the region with a large airport. As a result, Nome is the only logical destination.

Between the observatory and Nome is the Serpentine Hot Springs. This is where Thorne has set up his mobile command post. Thorne is currently out scouring the area with most of the posse he has hired. Thorne is under the impression that the 'punks have slipped past his search parties. The Arctic Cat doesn't have much in the way of performance, so Amy Morrison does not feel the need to stop or pursue the PCs personally, unless she has no way to inform Thorne as to their destination (i.e., the punks took her communications package), or unless she does not know where they are heading. Of course the logical course for the PCs would be to head for the Serpentine Hot Springs, but Morrison cannot depend upon that presumption. If she can't contact Thorne, Morrison tries to kill the PCs one at a time, before they leave the observatory, and in silence if possible.

At the hot springs site is Jackson, Thorne's Netrunner. Jackson is connected to the UEC data fortress via a portable satellite uplink. He is accompanied by one of Thorne's hired goons. Jackson is trying to coordinate the search parties and scour the Net for leads to the PCs' whereabouts. He is using the UEC data fortress access to hook into various UEC resource-hunting satellites to search the area from space. Jackson is at his wits' end. The loss of Morrison's base at the observatory has doubled his workload, and, no matter how many spy satellites he taps into, he does not know where the 'punks are (that is, unless Morrison got a message of to him).

The PCs must secure the Serpentine Hot Springs without destroying all the vehicles. They must then search the UEC data fortress (see Graphic 2 on pages 40-41) for any incriminating evidence implicating Colin Nueman. Once the 'punks jack into the Net, it is a simple matter to enter the UEC data fortress via the password "Irrelevant," which they should obtain from Jackson in this section. If Jackson is killed and unable to give the PCs the password, treat this as a normal Netrun. Once the 'punks have all the necessary data, the Net link is terminated from the source as one of Nueman's Stockwatch Netrunners figures out what's happening. If the 'punks try to regain access using the password, or try to enter from another entry port, they find the system on full alert.

Once the team has downloaded the incriminating data from the Net, along with the files from the LAPUTA and the contract with Petrochem, it is time for action. The 'punks should be primed for exacting their revenge against Nueman by now. The PCs should easily remember what the various NPCs have said about the Zurichs of Nome. If they do not recall the rumors they have heard, it may be necessary to refresh their memories (but don't tell them everything).

It is an easy task to call up the Zurichs of Nome using the UEC satellite link. The Zurichs are interested and willing to help the PCs, but they need to have the downloaded files in their possession before they can go to the VSE with the team's accusations. Besides the Zurichs, no one else in Nome — or for that matter, in the whole state of Alaska — is willing or able to help. Nueman has alerted all the local authorities to the group's "crimes," and has given orders to Thorne and his men to shoot the PCs on sight.

The future seems pretty bleak for the 'punks, unless they can get to Nome with the data. There is one possible and unexpected source of assistance for the group: Richard Thorne. Thorne is an intelligent man; he knows that something big is going down, something which he is not a part of. As a result, Thorne no longer trusts Nueman. If the team contacts Thorne via radio or the Net setup at the hot springs, he is willing to meet and talk. Thorne suggests a site for the dialog: the roadblock he has set up along the Nome-Taylor road (see Map 9 on

page 47). Naturally, Thorne is suspicious of the PCs and suspects a trap, but then again, the PCs are equally suspicious and have the same expectations. Once Thorne looks at the data files, however, he immediately tries to contact Nueman. Nueman, of course, denies any accusations and promptly hangs up.

By talking with Thorne, the team gains an ally in UEC (or so they think). Immediately after disconnecting, Nueman revokes Thorne's security clearance. Thorne is thus shut out of the UEC corporate structure, and is also on his own. Once the PCs inform Thorne of the plot, Thorne is quite willing to beat Nueman at his own game. Consequently, he willingly escorts the team to Nome.

Talk

Jackson knows nothing about Colin Nueman's corporate scheme, but he can provide some relevant leads.

- "The passcode into the UEC data fortress is "Irrelevant." This will get you into the UEC Network." (Note this does not affect the ICE Nueman has secretly installed around the incriminating files in the Stockwatch section.)

- "There have been rumors of rogue ICE (Nueman's own, actually) in the UEC data fortress in some of the unused areas. Economic cutbacks have forced the corporation to run the system at less than full capacity."

- "I've never heard of Colin Nueman. Thorne hired me personally for this job."

- "I've been coordinating the search, now that Amy Morrison is out of the picture."

- "Thorne might listen to you 'punks. He's not as stupid as you might think. He knows something is happening — he just doesn't know what."

If the PCs try to interrogate the local hirelings, they get very little relevant information except the following.

- The bounty hunters were hired out of Nome by Richard Thorne. Their goal was to find the PCs.

- The only other Net access in Alaska is in Nome at a stock brokerage called The Zurichs of Nome.

UEC Data Fortress

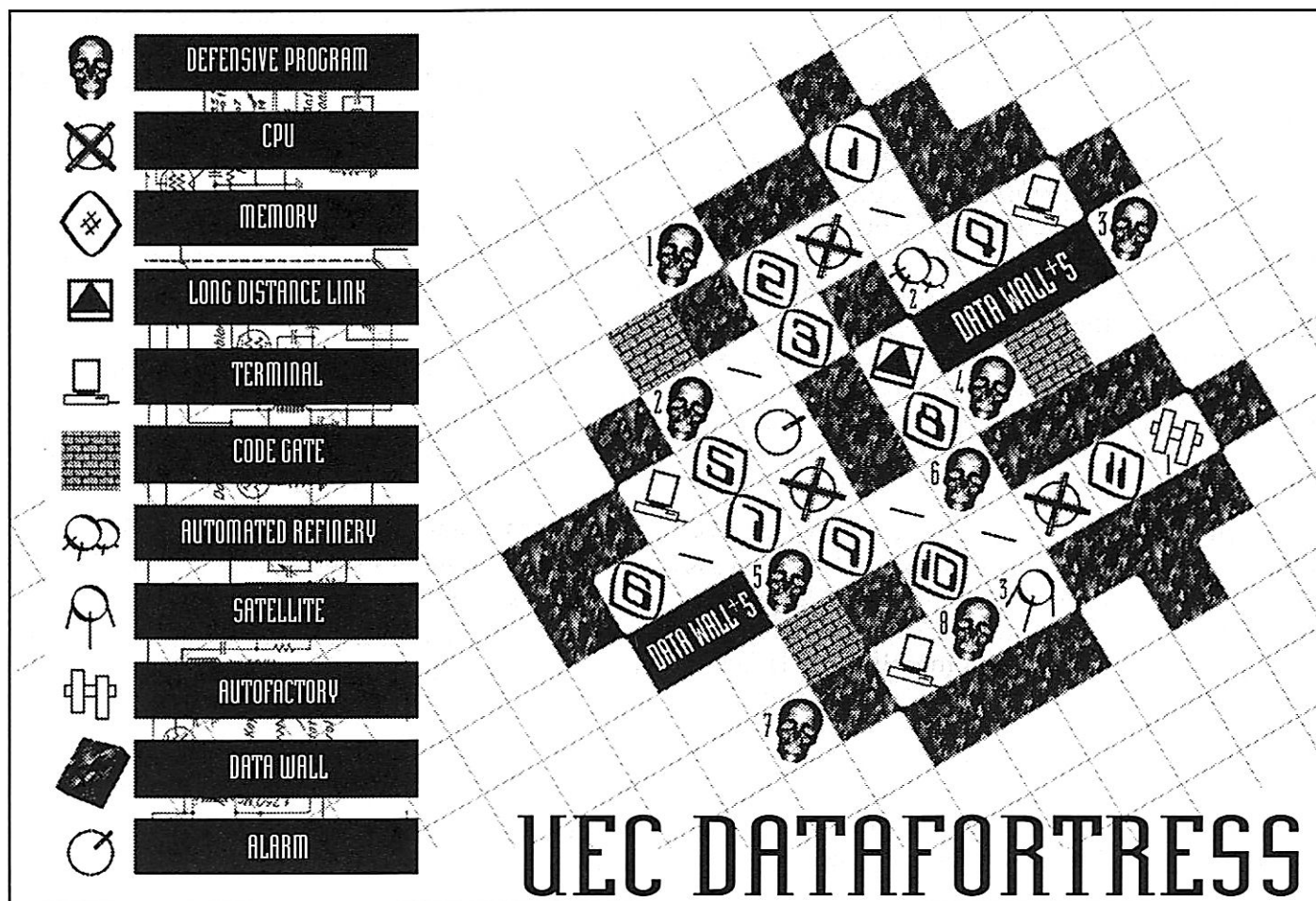
The Netrunner should enter the fortress through the LDL which is hooked into the satellite uplink trailer attached to the Grizzly truck (see Appendix). The first section the Netrunner encounters is the VR conference room (location 8), where UEC does all of its official business with other corporate representatives. (See Graphic 1 for details.)

The strain of UEC's prolonged fight for control of its own company is nowhere more evident than in the sorry state of its data fortress. The fortress has three main CPUs, but, because of economic considerations, only two of them are functioning at peak performance. The third is only partially active, and is keeping a number of dead spaces from collapsing in on themselves. This is a situation ordered by the upper echelons of UEC to give the impression to the outside world (Petrochem in particular) that UEC has been unaffected by its war of attrition. A Netrunner in these "dead" areas experiences a grayish haze of monochrome bits of data, which

obscure vision (+2 for any detection/attack programs run here) and a slightly sticky feeling from movement through these areas.

As part of their tactic of presenting a bold, prosperous front to the outside world, UEC has established a Virtual Reality Recreation-area as the first node off of the LDL from which the Netrunner enters. This is a hyperrealistic boardroom, exquisitely decorated with various works of Russian art and Faberge eggs. Through a broad picture window is Moscow's Red Square glowing crimson in the sunset. All of UEC's outside business is done through this boardroom to help keep up appearances. The rest of the fortress appears quite run-down with the occasional patch on the data walls.

Nueman has hidden his incriminating contract with Petrochem in the "dead" area between memory storage locations 3 and 5. It is a difficult check to locate with any detection program. The contract is also guarded by Nueman's own IC (a Vampire running Zombie and Deckrash).



Virtual Reality Recreation Area

This is a hyperrealistic area has a Russian boardroom motif.

Code Gates

1	4
2	4
3	5

Memory

1	Inter-Office/Business Records
2	Inter-Office/Black Ops
3	Inter-Office/Gray Ops
4	Inter-Office/Business Records
5	Data Base/Business Records
6	Gray Ops/Data Base
7	Inter-Office/Business Records
8	Financial Records/Data Base

Defenses

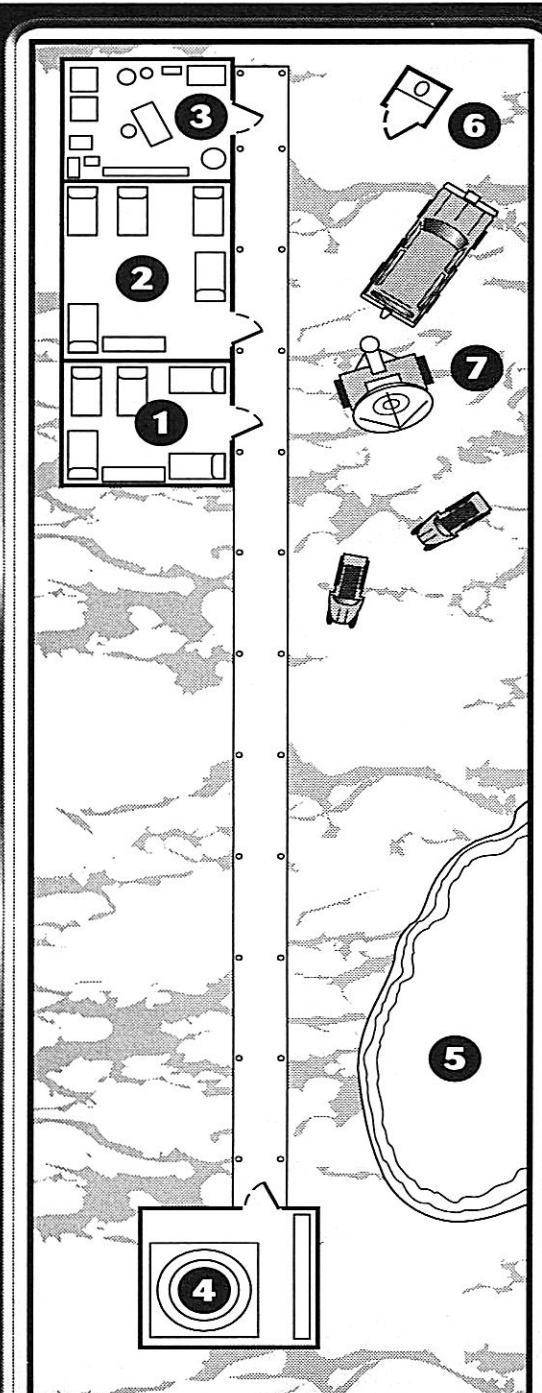
1	Detection/Alarm	Watchdog
2	Detection/Alarm	Bloodhound
3	Anti-System	Krash
4	Anti-IC	Killer (STR 4)
5	Detection/Alarm	Pitbull
6	Detection/Alarm	Watchdog
7	Anti-System	Deckrash
8	Anti-Personnel	Zombie

LDL

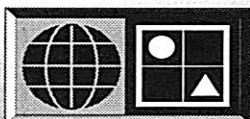
The LDL is presently connected to the Serpentine Hot Springs remote site.

Remotes

1	Autofactory: Container manufacturer
2	Autofactory: Oil refinery
3	Remote Vehicle: Resource hunting satellite



MAP 8
SERPENTINE
HOT SPRINGS



POWER

MODE

Data wall strength is +4; +3 data patch. The patches are only detectable from the inside, but can be noted and flagged for future reference.

Serpentine Hot Springs

Immediately upon arrival at the hot springs, the 'punks see the facility and a 1,100' airstrip a little way off from the hot springs. Without any sort of aircraft, however, the airstrip is useless to the team (see Map 8 for details).

1. Bunkhouse: The bunkhouse is currently unoccupied, except for various packs and supplies. Nothing unusual or interesting is present. Five crude bunks with equally crude lockers take up most of this room.

2. Bunkhouse: This bunkhouse is occupied by two locals sleeping in one of the five bunks. The locals are not part of Thorne's team; they are innocent campers who have gotten in the way. Jackson, Thorne's Netrunner, has drugged the couple to keep them quiet. The locals do not wake up, no matter how noisy the team is around them (they are drugged). However, if there is gunplay, they awaken and stumble into the main area, dazed and confused.

3. Central Storage Area: Jackson is here coordinating the search parties. If there has been no disturbance, the PCs find him jacked into the Net, scouring the area for news of the 'punks. Jackson is not plugged in if he knows the characters are around. Instead, Jackson is waiting for them. There is at least one bounty hunter with him at all times.

Also in the room is Jackson's cyberdeck, which is hooked into the Net via the satellite receiver outside. A fiberoptic cable runs from the trailer to the cabin; the cable is concealed by the snow.

4. Bath House: The bath house is connected to the main building by a covered walkway. An 8' x 15' redwood tub is enclosed by the plywood structure. Inside are two of Thorne's posse, enjoying the area's natural hot springs (see page 38 for stats). Their equipment is hung and stacked on a bench. If an alarm is raised, they spend three rounds getting dressed (unless they are taking fire, in which case they leap for their guns first). Note that the bounty hunters are undetectable with thermographic scanners while they are in the bath house, due to the high ambient temperature of the air.

5. Open-Air Hot Springs: The edge of this pool is rimmed with bare rock and kept clear of snow by the near-boiling waters. The boiling waters cause damage to extremely cold cyberware if the equipment is immerse. Use your discretion in deciding the effects on the character and his equipment. The middle of the springs is over 50' in depth, while the edge is quite shallow.

6. Outhouse: This plywood structure is situated above a 20' hole.

7. Satellite Hookup: A trailer attached to the Grizzly truck holds the UEC satellite receiver unit. The receiver is currently tracking a Russian communications satellite. This is how Thorne keeps in contact with the UEC data fortress and the search parties, now that Amy Morrison's base at the observatory has been compromised.

There are two snowmobiles and a Grizzly truck parked here (see Appendix).

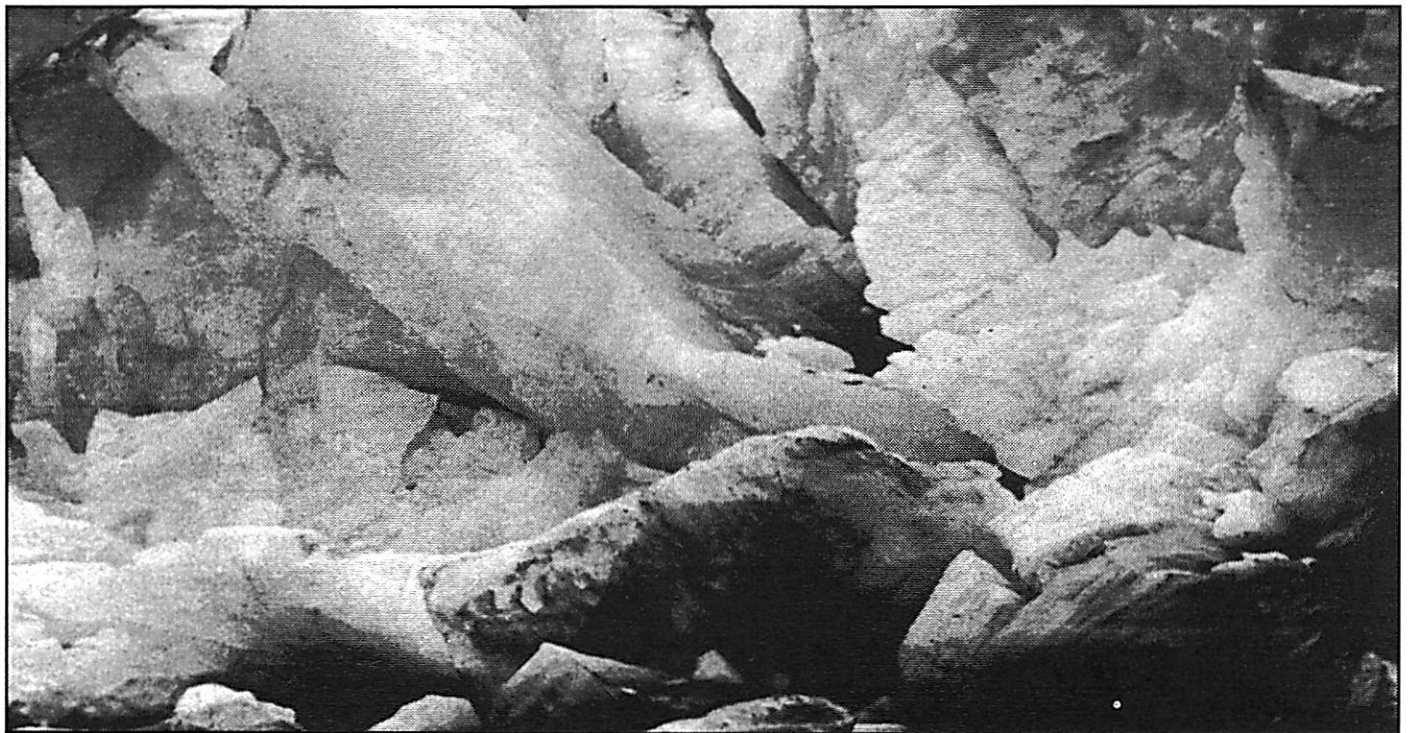
Flow

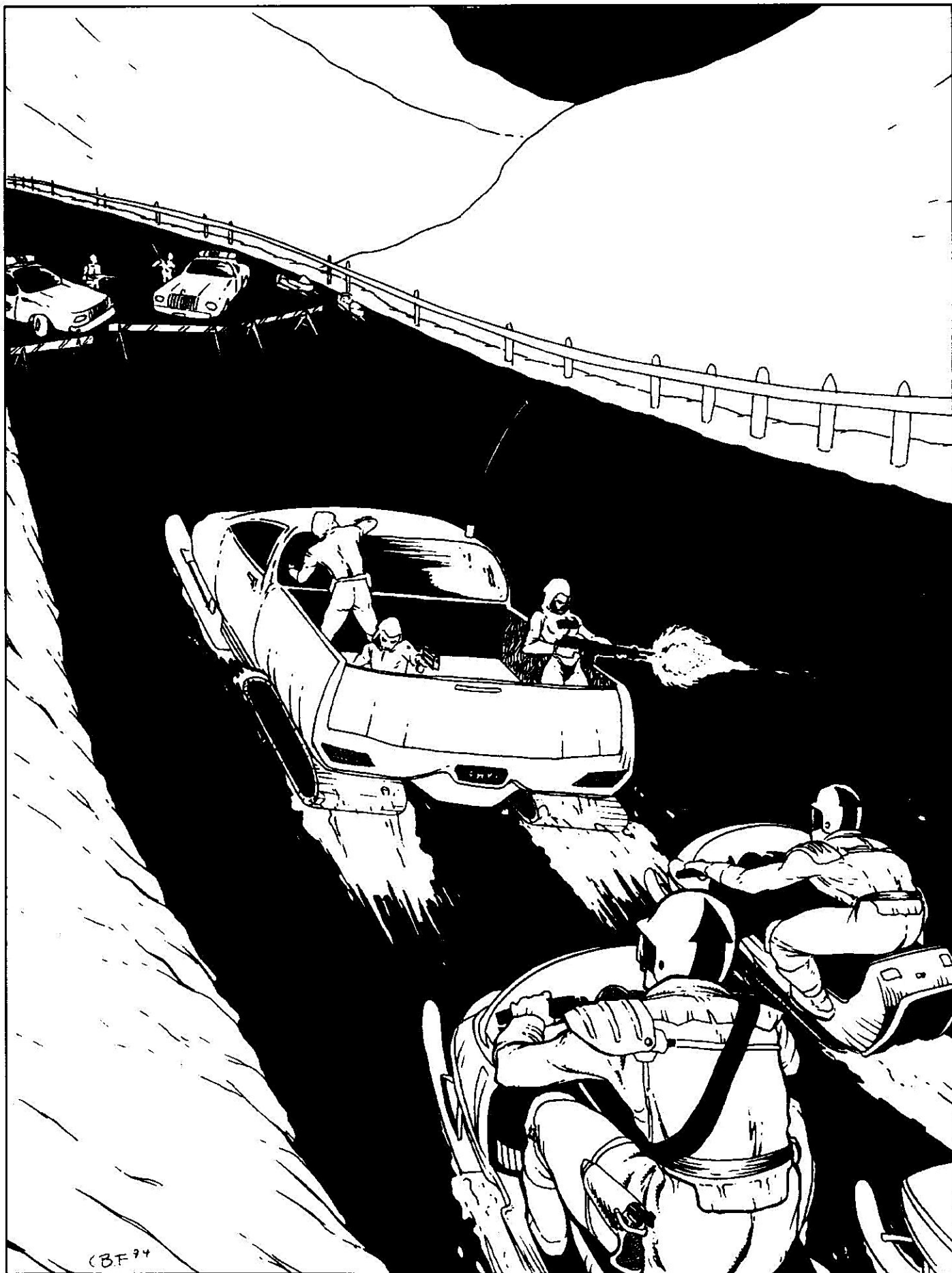
A lot could go wrong in this chapter, starting (and ending) with the 'punks getting killed. Of course, there is no way to anticipate this, but given the element of surprise the team starts with, it is unlikely to occur. What is more likely to screw up the scenario is if the PCs do not complete the data run

into the UEC data fortress and retrieve the incriminating file that implicates Nueman of insider trading. There are a number of ways to get the players back on the right track if this occurs. Jackson could hint that Nueman has private files guarded by ICE that differs from the standard UEC protection. Likewise, Thorne could suggest this if the 'punks call him on the radio. If the Netrunner is ejected from the data fortress prematurely, either by snooping in other areas or by getting his mind fried, Jackson may assist in the file retrieval (under duress, of course).

There is also the possibility that all the transportation at the hot springs is already destroyed. Granted, there is only a slight chance of this occurring, but you should be aware of the crucial part that some form of transportation plays in the next two chapters.

Thorne may join the team if he manages to talk to them. If he does not, not to worry; it will only make the next section more challenging. Thorne is a proud man smarting from Nueman's treachery, and the team could easily alienate him. Allow Thorne's loyalty to UEC to make him work with the group. Keep in mind that Thorne will never take a liking to the 'punks, and, if he has the files or a copy of them in his hands, he certainly won't take a State Trooper's bullet for them.





Chapter 5

King of the Road

What's Happenin'

The characters should have figured out Nueman's plan by now. If they haven't found anything incriminating by this point, then you should refer back to the data run in Chapter 4. This is the only way the group can acquire the information needed to indict Nueman and prove their ignorance (if not innocence). The group should have decided to take the information to the area's only stockbrokerage house, The Zurichs of Nome.

The action in this chapter is straight-forward. Refer to Map 9 on page 47, taking note of the indicated encounters. These are areas where the PCs and NPCs encounter moderate to severe driving tests which are outlined in the map's text. Halfway there, the team, presumably driving the Grizzly truck found at the Serpentine Hot Springs, are met by Thorne and his men.

Thorne is worried that the team has gotten away from him; they've eluded his men and evaded his ambush, and Nueman is crying for blood. Even more unsettling are the doubts surfacing in his mind. The more he thinks about it, the less Thorne feels in control — not just of the 'punks but of the whole situation. He is convinced that Nueman is running some sort of scam behind his back.

If the PCs open some sort of dialog with Thorne (if they haven't already done so), allow them to convince him that Nueman is selling him out. If the 'punks don't convince you, as the GM, then they do not convince Thorne. Thorne agrees to talk and look at the information the 'punks have downloaded, but if he isn't convinced, he tries to get within arms' reach to take out the PCs. It is vital that the group either convince Thorne or neutralize him (i.e., stranding him on the Nome-Taylor highway works just as well as killing him).

The details of the running road battle are up to you and the PCs. All the vehicles are 4 x 4s and completely off-road capable, though the Grizzly is significantly more capable than the pursuing trucks. Let the rounds fly and madness prevail. Keep in mind that the characters still have to go through the Nome police blockades, so don't

destroy their vehicles early on if you can avoid it (though icing a couple should be allowed if they do something really stupid, or severely miss a driving test). Do not coddle the players; let them know that if they mess up, they are dead.

You'll find the statistics on Thorne's men and the locals he has hired to pursue the 'punks in the sidebars. One of the locals drives while Thorne's UEC security personnel shoot.

Talk

Thorne is willing to talk to the PCs, but he really knows very little that the PCs do not already know at this point. If asked, Thorne tells the PCs that he was not the one who severed the Net link to the team in Taylor. Thorne does not know of Nueman's plans, but if the team tells him their theory and if it is even remotely similar to the truth, Thorne is able to put it all together for them and assist the group in getting to Nome.

Thorne has no resources to call upon other than the equipment in the trucks. If Thorne calls Nueman, Nueman's secretary tells him Mr. Nueman is unavailable to answer questions "I'm sorry. He's left for the day sir. Would you like to leave a message? I'm sure Mr. Nueman will get back to you at his earliest convenience. Thank you, and remember: For plastics, call UEC."

No matter how hard the players try, Thorne doesn't like the group. In his eyes, they are criminal, subversive scum and should all be incarcerated — but he needs their testimony to nail Nueman.

Thorne's Mercenaries

Like Thorne himself, these employees have been heavily indoctrinated to be loyal to UEC and its interests. They would not only lay down their lives for the company, they would also lay down yours. Words like "Thugs," "Kneebreakers," and "Enforcers" really do not do these guys justice. If Thorne asks them to take out the 'punks, they will simply ask in how many pieces.

NPCS

Ryan Hayes, Trevor Delany, & Ashley Jacobi

These bounty hunters have been hired by Thorne to serve as Thorne's personal thugs — their main goal being the capture or termination of the 'punks. Hayes, Delany, and Jacobi are hard-edged characters made rougher by the cruel environment in which they operate. All three men are local professionals who have served as bounty hunters, hired assassins, deputies, and even hunting guides.

Stats

INT 5	TECH 4	REF 10
CL 8	LK 4	ATT 4
MA 9	EMP 2	BODY 8

Cybernetics

Interface Plugs, Kerenzikov Booster +1, and Smart Gun Link.

Skills

Athletics 2, Awareness 3, Combat Sense 3, Dodge 2, Drive 3, Handgun 4, Karate 4, Language: German (native) and English 1, Rifle 4, Stealth 3, and Submachine 4.

Equipment

Federated Arms X-9mm POJE DAM 2d6 + 1 (9mm) 12 2ST, Flack Vest, Helmet with Faceplate, IR Goggles, and Militech Ronin Light Assault Rifle RIF +1 N C DAM 5d6 (5.56) 35 30 VR.

Combat Scores

Initiative: +16 Stun/Death Save: 8
 Body Type Modifier: -3
 Federated Arms X-9mm POJE DAM 2d6 + 1 (9mm) 12 2ST
 Militech Ronin Light Assault Rifle RIF +1 N C DAM 5d6 (5.56) 35 30 VR
 Armor: Flack Vest (SP = 20) and Helmet (SP = 20) with Faceplate (SP = 15)

Alaska State Troopers

These lawmen have been misinformed (via Nueman's machinations) as to the PCs reasons for coming to Nome. Acting on the APB, these local lawmen have set up roadblocks on the roads into Nome.

Nome-Taylor Highway & Region

Refer to the Nome-Taylor highway shown in Map 9 on page 47. When the PCs encounter one of the areas, read the following encounters to them.

For this section, every 5 MPH above the maximum safe maneuvering speed equals +5 to every driving check. This is because the roads are not plowed in this area; farther down the road, the city of Nome does plow. (The first few encounters are purposely tough, so that the PCs get a feel for the treacherous driving conditions. They will probably put whatever they are driving into the ditch at the first check, but at least they will not be dodging automatic fire at the same time!)

1. Ice: Black ice is exposed on the road. Perform a +15 Driving check.

2. Snow Drift: Snow has drifted across the road. Perform a +20 Driving check.

3. Tight Curve: Perform a +10 Driving check.

4. Musk Oxen: A small herd of musk oxen is on the road. No driving check is required, but if the PCs are hoping to drive straight through and spook the animals, they are sadly mistaken. These animals are not afraid of cars or men. (See page 32-33 for details concerning the musk oxen's reaction to men.) There are 14 of the animals; 9 males and 5 females.

5. Wooden Bridge: Thorne's men are waiting here to intercept the 'punks. They have formed a roadblock using their available vehicles (see listings in the Appendix). There is enough room for the 'punks to go around the roadblock, but doing so is a +15 Driving check. Thorne is also here. He uses a megaphone or radio to attempt a parley with the PCs.

6. Light Snow: Snow-removal crews have been working most of the night in spite of the storm. From this point on into Nome, the roads are mostly clear and sanded, with only a light dusting of snow. Add +2 to all Driving checks per 5 mph above the safe maneuvering speed.

7. Car: A car has run off the road, and has been covered in snow. The vehicle is in working condition, but is stuck in the ditch. It will be a difficult check to pull the car out using the Grizzly's bumper winch. Using the Arctic Cat snowmobile makes this an average task. It is impossible to free the car with snowmobiles alone.

8. Bridge: Another small bridge is here. The surface is very icy, and there is only room for one vehicle to cross at a time. A small stream flows 10' below the rickety, wooden frame of the bridge. Any vehicle that falls onto the frozen surface of the stream, except snowmobiles and the Arctic Cat, is unable to scale the banks of the stream to get back onto the road provided the fall doesn't incapacitate them).

NPCS

Stats

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

Cybernetics

Minimal; most officers are unenhanced with only a dataplug for wetware.

Skills

Athletics 2, Authority 4, Awareness/Notice 4, Dodge/Escapes 3, Driving 4, Handgun 4, Intimidate 3, Melee 3, Rifle 3, Shadow/Track 3, and Stealth 2.

Equipment

Armored Vest, Communications Unit (20-mile range), Federated Arms X-9mm reloads (3 clips) POJE DAM 2d6 + 1 (9mm) 12 2 ST, Handcuffs, and Nightstick. For every squad car with two Troopers, one Trooper carries the following additional equipment: Binoculars, Helmet, Sternmeyer Stakeout 10 case (20 shells) SHT -2 N DAM 4d6 (00) 10 2 ST.

Combat Scores

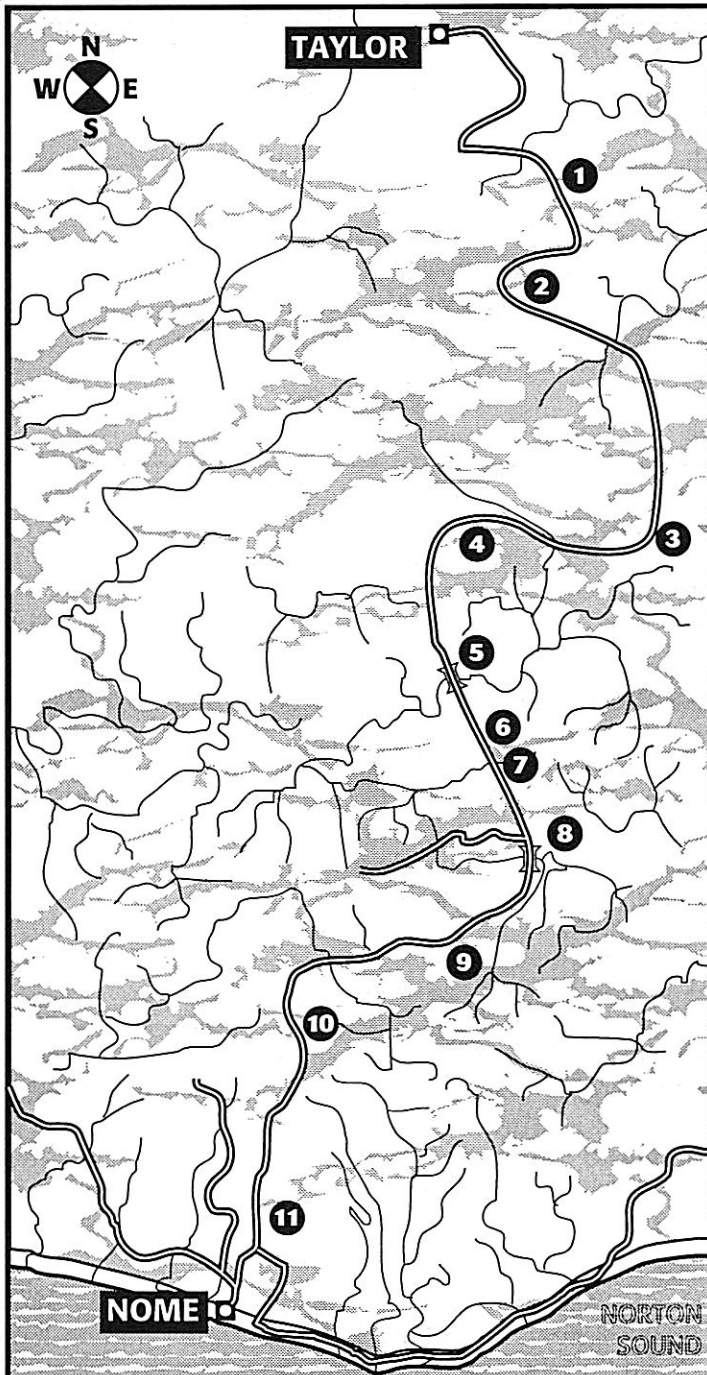
Initiative: +13 Stun/Death Save: 9
Body Type Modifier: -3
Federated Arms X-9mm reloads (3 clips)
POJE DAM 2d6 + 1(9mm) 12 2 ST
Sternmeyer Stakeout 10Case (20 shells)
SHT -2 N DAM 4d6 (00) 10 2 ST
Armor: Armored Vest (SP = 14) and
Helmet (SP = 14)

National Guardsmen

In addition to the local law enforcement, the National Guard have also been called into limited action to assist in the capture of the 'punks. (Nueman's dirty work once again.) These guardsmen are armed as listed below and are currently stationed at the National Guard Armory — though they are ready to take action in their 1½-ton pickup truck (see listing in the Appendix).

Stats

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



MAP 9 • NOME-TAYLOR HWY



POWER

MODE

NPCS

Cybernetics

None; the US government doesn't chrome its reserves.

Skills

Authority 2, Intimidate 2, Awareness/Notice 4, Shadow/Track 2, Melee 3, Dodge/Escapes 2, Handgun 3, Rifle 4, Driving 3, Stealth 3.

Equipment

Armored Vest, Helmet, Kendachi Monoknife, Militech Ronin Light Assault Rifle Rif +1 N C DAM 5d6 (5.56) 35 30 VR, and Personal Communications Unit.

Combat Skills

Initiative: +14 Stun/Death Save: 7
Body Type Modifier: -3
Kendachi Monoknife R Melee +1 P P DAM 2d6 VR
Militech Ronin Light Assault Rifle Rif +1 N C DAM 5d6 (5.56) 35 30 VR
Armor: Armored Vest (SP = 14) and Helmet (SP = 14)

9. Truck: There is an old truck in the ditch here. There appears to have been an effort to tow it away sometime in the night. See location 7 above for particulars on pulling the truck out of the ditch.

10. Snowplow: A snowplow is working on the PCs' side of the road. It is traveling at 15 MPH. It is a +20 Driving check to pass the snowplow, due to the snow being thrown up by the plow's blade.

11. Road Block: This is the first road block set up by Nome's Alaska State Troopers, who were forewarned by Nueman. The PCs easily see the flashing red and blue lights of the police cruisers blocking the road ahead of them.

Flow

Allow the PCs to stop and plan how they want to sneak into Nome. If they want to just barrel into Nome, let them do so. If they are still being hotly pursued by Thorne's men, they may have no choice but to head straight into Nome without trying to finesse their way past the cops. Sometimes speed and firepower can be more effective than stealth.

There is nothing that can really go wrong in this section, except that the PCs get taken out by Thorne's men. This can be avoided by talking to Thorne and converting him to the PCs' cause. If he is not converted, and manages to take out the team, that is too bad. Resort to this last-ditch resolution only when push comes to shove. If that means shoving the 'punks into an early grave, then so be it.

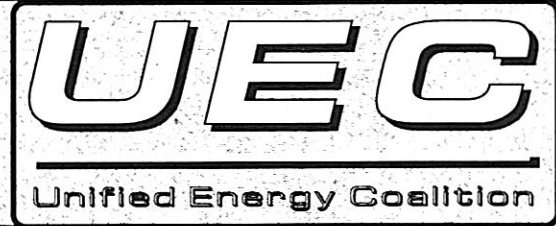
Nome Sweet Nome

Nueman is hysterical! The team is bearing down on Nome with all the incriminating evidence they've acquired along the way. Now, Nueman's contacts at UEC's Stockwatch division have informed him that multiple purchase orders have flooded in for UEC shares, far more demand than the market can supply. They are forecasting a five-point jump in value when the Vancouver Stock Exchange opens.

Colin Nueman intends to let the market fluctuate naturally until 8:00 AM, when he plans to use his influence to have a subordinate in UEC Logistics issue movement orders to three UEC mobile drilling platforms to converge on the LAPUTA's position. Nueman then plans to meet the Petrochem broker at The Brass Rail, where he physically hands over his portfolio containing a 3.00% ownership of UEC. At this time, Petrochem validates the shares and transfers the value of the stock (+10%) to his personal credit account. The contract stipulates that the market value at 8:30 AM be taken as the accepted sale price.

UNIFIED ENERGY COALITION

Press Release



For Immediate Release

Official Document UEC "For Plastics!"
October 12, 2020
Berlin Head Office

This morning, the Unified Energy Coalition dispatched orders for three mobile exploration platforms in our fleet to proceed to an area off the northern coast of Alaska. REDSTAR, GLASNOST, and the ST. PETERSBURG are to assist the drilling platform LAPUTA in exploiting an extensive oilfield recently discovered in the area.

At this time, UEC is not prepared to release any data relating to the size of the find or the quality of the resources there, only that the field will be able to keep all four rigs occupied for many years to come. As to any questions regarding recent disturbances at the LAPUTA site, I should like to reiterate our company's policy concerning industrial espionage, in particular the vehemence with which our security personnel pursue episodes such as this. I would like to take this opportunity to thank the Alaska State Troopers for their wholehearted cooperation in apprehending the individuals involved.

Thank you for taking the time to take an interest. And remember, for the best in plastics see UEC.

Sincerely,

Bill Rick

Bill Rick
Public Relations Director

At 8:15 AM, a functionary in the UEC Public Relations department releases the information shown on page 49 to the media, and to the U.S. and Canadian stock markets. Of course, this has been instigated by Nueman as part of his scheme.

Immediately following this, Nueman's personal broker releases the final 0.25% of UEC shares in his portfolio onto the market. Nueman hopes to push the VSE into furiously purchasing these stocks, pumping the market value even higher immediately prior to Petrochem's purchase of his stockpile.

The PCs have until 8:00 AM to reach the Zurichs of Nome and present their files to the VSE. If the 'punks are late, then Nueman is safely ensconced within Petrochem, and effectively removed from legal pursuit. If the 'punks reveal Nueman's duplicity before the deal goes through, Petrochem can legally find fault with Nueman in accordance with corporate law. In this event, Petrochem then severs all ties with Nueman, taking him into custody for their corporate brothers (UEC).

The 'punks must get to the Zurichs of Nome before 8:00 AM, (8:30 AM at the latest) to stop the plot. Unfortunately, Nueman has contacted the Alaska State Patrol, informing them that the PCs are savage, murderous criminals escaped from the LAPUTA rig. Nueman has brought charges of industrial sabotage and homicide against the group, both of which carry a minimum 20-year sentence. The cops have set up roadblocks along all major routes into Nome (see Map 9 on page 47), and are checking all traffic, which is minimal this early in the day. Granted, these cops might not have the chrome that Night City cops do, but the players should be careful not to underestimate them. They might not get much action up north, but they know how to deal with it. After all, a shotgun is a shotgun is a shotgun — unless it's in the hands of a jumpy cop, then it's "Goodbye!"

Nome

The following listings are for Map 10 on page 51. There are two police cruisers with three troopers on the map. They have set out road flares and a wooden barricade across the street. Note also that Thorne is riding in the sedan with Ashley Jacobi driving, while the locals and Thorne's other two men are split up between the two pickup trucks (see Appendix for all vehicles).

1. Police Station/Firehall: There is only one cruiser left here and three staff officers (reduce all stats by one). Every other officer is out manning a barricade, except for the two manning the single cruiser patrolling Nome. Part of this building opens onto the firehall, where a pumper truck and a pumper/ladder truck are garaged. Of course, they are always ready to go, and can be used by the PCs in the event of an emergency. The volunteer firemen offer no resistance if the PCs take the firetrucks, but they offer no assistance either. Across the street is a full-service gas station.

2. Norton Sound Hospital: A small two-story hospital is situated here. If the 'punks sneak in, the staff treats them as they would any other patient. They also call the State Troopers.

3. City Hall: This is an unremarkable building at best, although there is an armed bailiff in the courthouse. He rushes to the doors and takes potshots at the 'punks if they try to enter. The bailiff is about 70 years old (reduce the Trooper stats by three, eliminating any skills below one). The bailiff is armed with a small caliber pistol.

4. Nome Nugget Newspaper: There are a number of small businesses along this street, one of which is the local newspaper, the *Nome Nugget*. Johnny Two-Crates, the editor, tries to help the 'punks by negotiating with the cops, or with the Zurichs of Nome, who are just across the street.

5. The Zurichs of Nome: The Zurichs of Nome is the area's premier (and only) stock brokerage. The Zurichs deal mainly in UEC stock, as well as in some of the local markets (mostly reindeer herds, meat packers, and various gold and mining interests). However, the Zurichs are sometimes required to buy and sell stock on any market. For this express purpose, they have an expensive satellite Netlink.

The Zurichs inhabit a nondescript, two-room office built above the Anchor Tavern. The place is identified by a weather-beaten sign that displays a stack of falling gold coins. On the roof of the building is the microwave relay tower for the Netlink (easily distinguished from the various satellite dishes scattered around town). There is a concrete, enclosed stairwell that leads to the office, and a fire escape around the back facing out to sea. Two troopers watch the office, one at each entrance.

6. KICE Radio Station: KICE's radio mast can

be seen for miles. This is where Nueman's public warning originated.

7. Alaska Cabs: This taxi company also features a full-service garage. Inside are three cabs, one of which is up on a hoist. This one in particular is in perfect working order. (The mechanics were about to change the brake pads.) The other two are in the middle of a tune up, and are partially disassembled as a result.

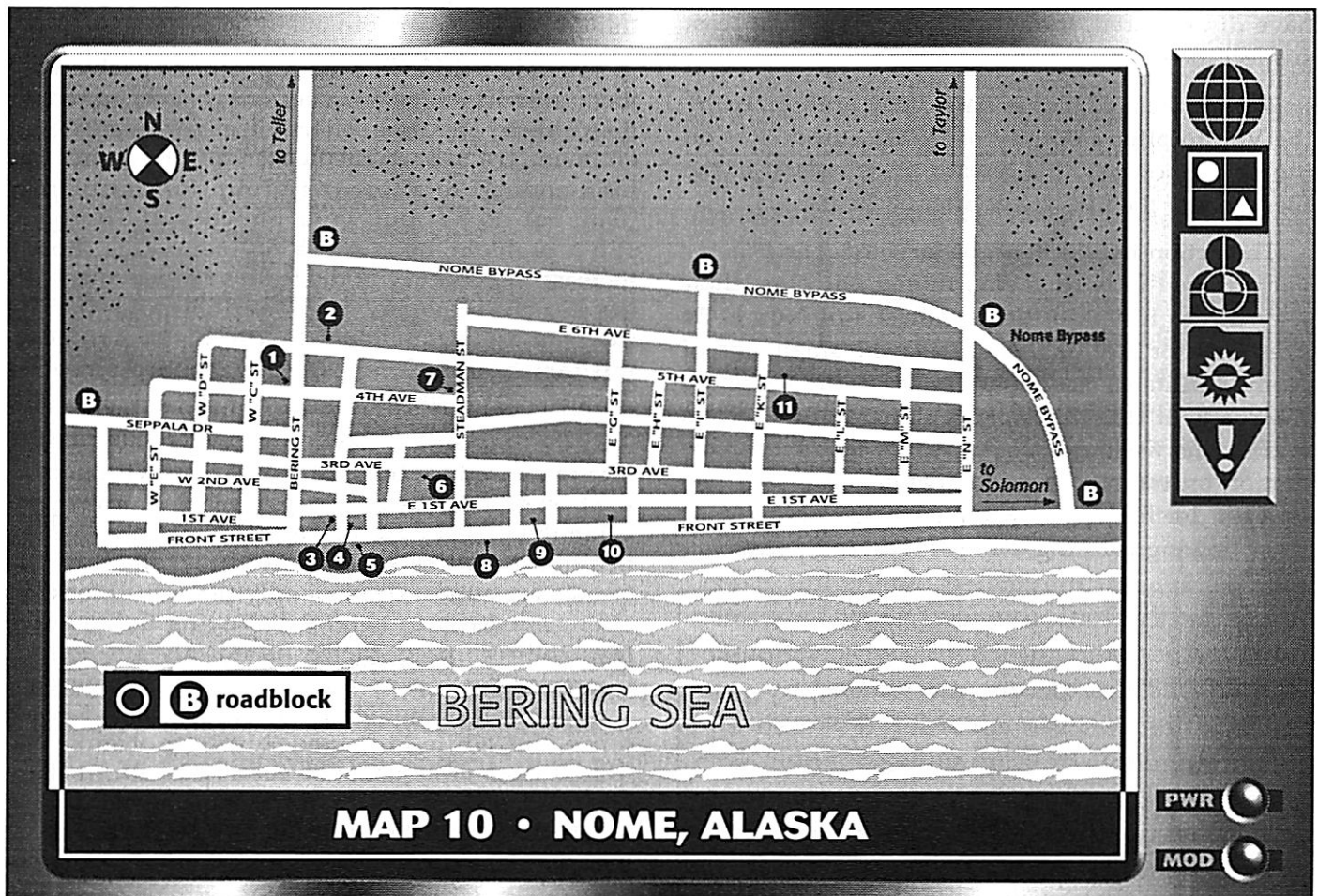
A dispatcher is inside the garage, accompanied by three mechanics and one cabbie. The cabbie has a 12-gauge, double-barreled shotgun and a case full of shells, and is quite willing to blow away anyone he doesn't know who's foolish enough to stick their head into his garage. (Use the Local Thugs stats listed on page 38 for all.)

8. State Office Building: This is an unremarkable, two-story building filled with government clerks. There is a large fenced-off area enclosing the state car pool. There are three 4 x 4 trucks, two four-door sedans (see stats listed in the Appendix), and two snowplows located here.

9. National Guard Armory: Nueman has also called the National Guard, and is trying to mobilized them to stop the PCs. Of course, it takes time to go through the proper channels. The base commander has taken it upon himself to call in five guardsmen to watch the armory. If the players do something violent in front of the armory, the commander acts without orders, sending four of the guardsmen to pursue the 'punks in a 1 1/2-ton truck.

10. Northwest College: This is a typical, one-story, red-brick community college. There are plenty of students milling around, even though the radio has been warning citizens to stay off the streets. (Perhaps KICE does not play their brand of music, so they did not hear the announcement.) Whatever the reason, there are 10-15 students leisurely crossing Front Street. It is a difficult Drive task to weave among them without putting the vehicle into the ditch. Mowing them down has other, greater consequences (see the Conclusion).

11. Nome Elementary School: Once again, not every mother has heard the warning on KICE.



There are three adults hustling small groups of children across the street. Careful driving is required not to hit any of the young tykes. (A mind is a terrible thing to paste.) As the 'punks pass by, a short stocky man in a suit rushes into the street and curses them in a loud voice with a distinct British accent. This is the elementary school principal.

12. Country Store: This is another full-service gas station. This one is locked up tight.

Flow

The objective here is for the PCs to reach the Zurichs of Nome (Alaska's premier stock brokerage), who are waiting for the data that proves Nueman guilty of insider trading. In order to stop Nueman, the PCs must get the files into the hands of the brokers by 8:30 AM at the latest. If they are late, Petrochem is contractually bound to take Nueman into their fold. Though they won't like the publicity, they have to accept Nueman as one of their own. To the world in general, Nueman will have disappeared, though the players will at least suspect the truth.

The Zurichs of Nome have been authorized by the VSE to offer a bounty of 10,000 Eurodollars on the files. They pay this reward upon receipt of the files, even if the files arrive after 08:30 AM.

The action here is straight-forward. The PCs try various methods to sneak, finesse, or blast their way through Nome to the Zurichs of Nome. Be prepared for any of their plots. The small size of Nome facilitates this. There is very little traffic on the roads at this time, particularly in this season and in this weather (see Appendix for more information on travel). To make matters easier for you (but harder for the players), have the police issue the following warning over the local radio station.

"Be on the look out for (insert your own unflattering, and threatening descriptions of the PCs). These people are wanted by local authorities and are considered armed and very dangerous. If you see these individuals, do not try to approach them. Call the operator and ask for the emergency line to the Alaska State Troopers in your area."

Have fun with this announcement; it is meant to be a mood builder. The players should get a kick out of the way you (as a straight-laced news anchorman) describe their characters. For example: "The fugitives are reputed to be lead by (choose the least combat-oriented character), who, while on a work release program from a maximum security prison, slaughtered a catholic girls' school choir picnicking in the area." Of course, all this misinformation has been supplied by Nueman to work the cops into a frenzy. This should also clear the streets of civilians. When running the cops, shoot first, cuff the suspect, finish the clip, then ask questions.

Problems may arise if the PCs have taken too much damage to face the cops head on. The troopers do not pack the firepower of Thorne and his men, or the caliber of corporate hirelings the 'punks are accustomed to coming up against. Even so, the troopers could be lethal to a wounded team. Allow the players to formulate their own plans to enter Nome, but be sure to keep track of the time. If the 'punks do not get to the Zurichs of Nome before 8:30 AM, Nueman gets away. Be prepared to ad lib and improvise. The players might try something from way, way out of left field.

Thorne could also pose a potential problem. If the 'punks haven't eliminated him or turned him to their side by this time, Thorne is also bearing down on them. Try to keep the hunters off the team's tail long enough to allow the group to formulate a plan, but do not pull your punches. If Thorne is still a problem, he is still a problem. This should increase the urgency of the team's rendezvous with the Zurichs of Nome. Also, keep in mind that the troopers are inexperienced with this sort of near-military action. They are as likely to shoot at Thorne and his men as they are at the players.

If the 'punks are having major trouble getting into town, reduce the number of State Troopers in the background (i.e., the cops that are not yet pursuing them). For example, if the 'punks are rushing headlong toward yet another blockade, but the 'punks are almost dead, simply place the blockade elsewhere. Keep in mind that playing *Cyberpunk* is fun; rolling up characters is not always as fun. Character death is an acceptable risk for living on the edge, but do not force it on the players. Keep it tense and white-knuckled, but do not nuke the 'punks from orbit just to be sure. After all, an effective GM thrives on dashing the players' futile attempts to triumph, but usually lets them come back for seconds.

Conclusion

The Aftermath

What's Happenin'

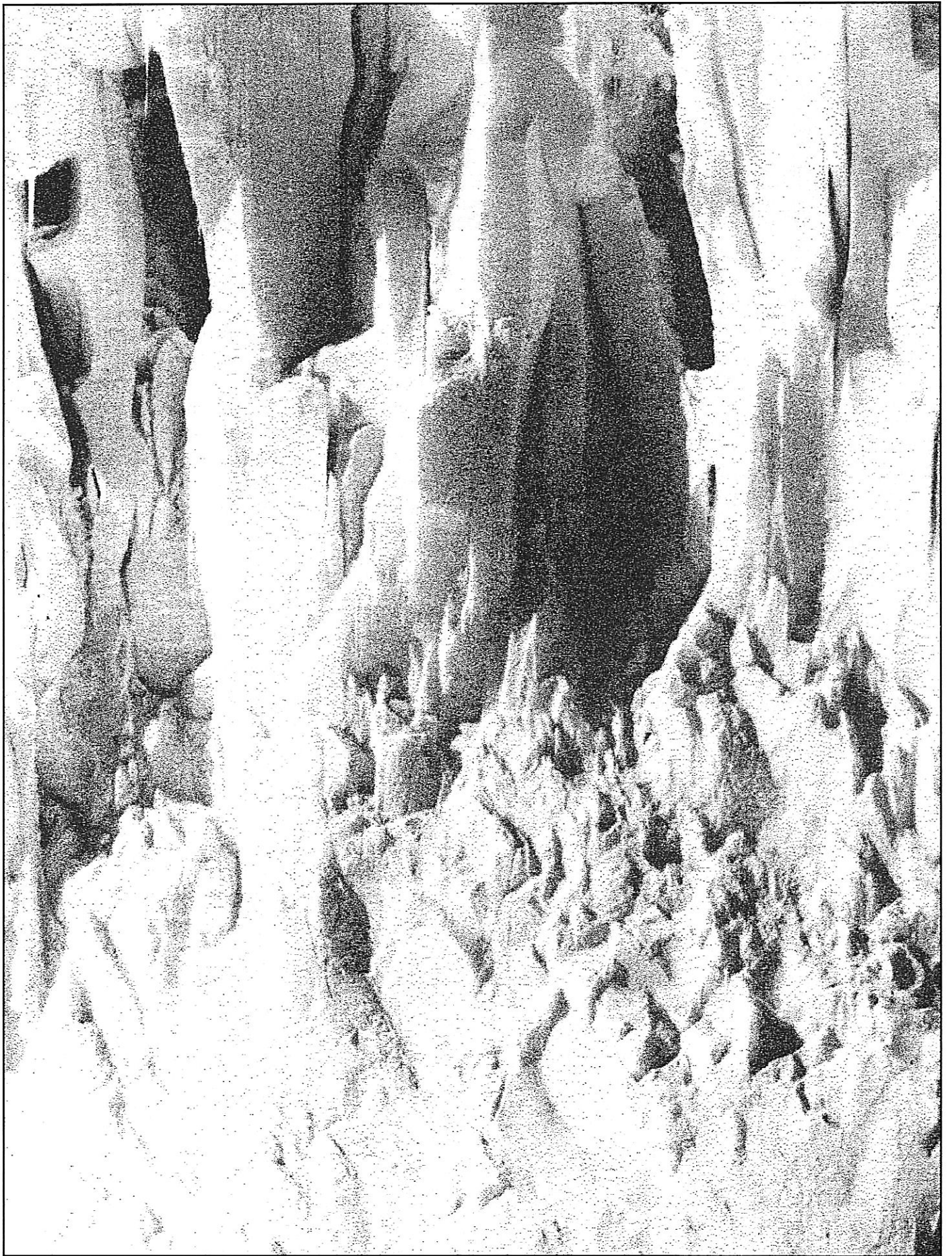
If the characters have made it this far, then it's time for them to relax — but not too much. They still have to deal with a whole load of mad State Troopers. In this case, have a Captain G. Elliot (stats are not really needed) hassle the 'punks when they finally leave the Zurichs of Nome stock brokerage. Play up the tension, but don't let it get out of hand. If need be, the Zurichs deputize the players as temporary employees and offer them a flight to Night City, along with immunity for any damage (or deaths) they may have caused in getting to Nome. Of course, the cops do not like this, and may insist on officially deporting the PCs.

If the players have alienated the Zurichs, have the Troopers escort the team to the airport and issue them all a warrant restraining them from entering Alaska again. This should satisfy the cops, who are prevented from prosecuting the 'punks by the VSE Securities Commission, in addition to the political influence of UEC and the Zurichs. The cops take their lumps, but that does not mean they have to like it, or that they won't try to keep the characters out of Alaska in the future.

If the characters succeeded in getting the information to the VSE in time, they are given 10,000 Eurodollars as a bounty on insider trader information. If they implicate Nueman before 8:30 AM, they stand a good chance of catching him. The authorities pick Nueman up eventually, but do not tell the PCs. Instead, allow them to find Handout 3 two weeks later if they look for information concerning Nueman. If the PCs do not look, do not tell them; loose ends have a way of turning up in future adventures. In any event, the VSE suspends trading in all UEC stock while it appoints a Crown Commission to investigate the matter. This action saves UEC from Petrochem's takeover attempt.

The Zurichs of Nome are likewise pleased with the players, but are unable by law to extend anything more than the 10,000 Eurodollar bounty (authorized by the Vancouver Stock Exchange) for evidence of Nueman's duplicity. Of course, the PCs also have evidence of Petrochem's involvement in the scheme, but they are informed by the Zurichs that pursuit of the multinational corporation would be fruitless. Court costs alone are more than the VSE is willing to risk chasing them. Of course, the VSE is also afraid of alienating the world's largest supplier of CHOOH2, with a significant interest in the local market. As if that's not enough, political pressure from the Canadian government helps keep Petrochem out of the lime-light. It should be clear (or at least, it should be made clear) to the 'punks — perhaps by the Zurichs — that Petrochem is just too powerful to be held accountable for "trivial" matters like this.

Note that 10,000 Eurodollars may seem like a lot of money for the team, but keep in mind that it must be divided amongst all the 'punks. If the PCs received any money from Nueman, have the Zurichs apologize and deduct that amount out of the 10,000. After all, Nueman's funds were frozen and forfeit in any event, as he was using UEC capital and resources for his scheme. The remainder should be enough to replace equipment lost in the crash and should be enough to cover medical expenses. The VSE is perfectly willing to replace all equipment which blew up with the plane — except, of course, any contraband that was obviously smuggled into the state. This includes any heavy or fully automatic weapons, as well as Attack programs for Cyberdecks. Life is not always fair and in *Cyberpunk*; if you can count on anything, you can count on that. Still and all, make sure there is some money left over at the end to make the adventure slightly profitable for the 'punks.



Appendix

Rules & Equipment for Northern Exposures

Equipment

The following is new equipment for *Northwest Passage*. Speed is listed as: 1st #/2nd#/3rd #. The first number is the top speed; the second number is the safe maneuvering speed; the third number (when it appears) is the off-road speed.

Aircraft

The following is the only listing for new aircraft.

Dehavilland/Weyerhaeuser Twin Otter

Speed: 190/164 MPH	Acc/Dec: 15/20
Crew: 2 (pilot & copilot)	Range: 450 miles
Passengers: 6	Cargo: 2,000 kg
Maneuver: 0	Type: Airplane
Mass: 8 tons	Cost: 150,000eb.
SDP: 80 (The Twin Otter isn't designed to carry armor.)	
SP: 40	
Equipment: Blankets (2), Fire Extinguishers (2), First Aid Kit, Flaregun, Navigational Computer, Radio, & Weather Radar Package.	

The Twin Otter is the quintessential bush plane — a plane built with transportation and cargo hauling in mind. (The cargo area is separated from the passenger section by canvas webbing. This is important in assessing damage during the crash in Chapter 3.) Designed for endurance in severe weather conditions, this aircraft is a survivor.

Late in the 20th century, when the V-22b Osprey and the AV-4 vectored thrust vehicle were becoming household names, many corporations mothballed their fleets of these ancient bush planes. However, it soon became apparent that the new technology spearheaded by the AV-4 just wasn't rugged enough to survive the rigors of the Arctic Circle. In -30° temperatures, the vectoring vanes of the AV-4's powerplant would shatter under the extreme fatigue caused by the rapid cooling and heating of the metal. The Osprey was prone to an icing over of the wings which most conventional aircraft could deal with, but which destroyed the airworthiness of the Osprey.

After a number of horrific accidents, corporations and citizens demanded an aircraft that was sturdy and practical enough to withstand the elements to service the frozen north. Dehavilland/Weyerhaeuser Canada responded by resurrecting the original Dehavilland Twin Otter, and updating it with the new technology, while retaining its rugged survival characteristics. (Chapter 1)

Snowmobiles

Listed in boxed text on p. 56 are the "Snowmobile Performance Modifiers," which show the effects of additional weight and various PC actions on a snowmobile's performance. Note that #1/#2 speeds shown in the equipment listings are #1 maximum (on ice or snow only) and #2 safe maneuvering.

Toyo-Chrysler Wolverine

Top Speed: 100/30 MPH	Acc/Dec: 10/30
Crew: 1	Range: 400 miles
Passengers: 1	Cargo: 200 kg
Maneuver: +1	Type: Snowmobile
Mass: 300 kg	Cost: 15,000eb.
SDP: Track 25, Body 20, Engine 20, Steering Skids 10, Windshield 10.	
SP: Track 15, Body 10, Engine 10, Steering Skids 5, Windshield 5.	
Equipment: Arctic Dome Survival Tent, Arctic Sleeping Bag (fits two), Butane Cooker, Cold-Weather Gear (2), Cybernetic Link (insulated against the cold), First Aid Kit, Flaregun (3 shots), Radio, 10-Days Rations, & Twinkies® (48; Kolchenko's hooked on them).	

The Wolverine is one of the finest, most durable snowmobiles produced by Toyo-Chrysler this decade. In fact, most professional snowmobile racers use the Wolverine as the base chassis for their competition machines. Kolchenko's snowmobile is well stocked and contains supplies to comfortably keep her warm and fed for up to a week. However, since there is now more than one passenger, the Wolverine's performance and supplies are limited. Mileage is not a concern, as the players will only be traveling one day, or they will die, when Thorne's hunters locate them. (Chapter 3)

Arctic Cat DuraCat Ice Crawler

Top Speed: 20/20 MPH	Acc/Dec: 5/5 MPH
Crew: 1	Range: 100 miles
Passengers: 7	Cargo: 1,000 kg
Maneuver: -2	Type: Snowmobile
Mass: 1 ton	Cost: 40,000eb.
SDP: Body 30, Cab 10, Engine 25, Tracks 25.	
SP: Body 15, Cab 5, Engine 15, Tracks 15.	
Equipment: Alarm, Cold-Weather Survival Gear (2), Cybernetic Link, First Aid Kit, Navigation Computer, & Radio.	

This rather ponderous vehicle was designed to scale glacial formations and survive extreme weather conditions. Its caterpillar tracks make it a truly off-road vehicle. It is, however, very slow. The enclosed, heated cab seats 8 people, making it preferable to Kolchenko's Wolverine. (Chapter 4)

Skidoo Snowmobiles (2)

Top Speed: 90/30 MPH	Acc/Dec: 10/10 MPH
Crew: 1	Range: 400 miles
Passengers: 1	Cargo: 100 kg
Maneuver: 0	Type: Snowmobile
Mass: 400 kg	Cost: 10,000eb.
SDP: Body 10, Engine 15, Steering Skids 10, Track 15, Windshield 10.	
SP: Body 10, Engine 20, Steering Skids 10, Track 10, Windshield 10.	
Equipment: Cold Weather Gear, First Aid Kit, Flaregun (3 shots), Radio, Sleeping Bag, & Survival Tent.	

These basic snowmobiles are for individual transport, though a sled may be hauled. (Chapter 4)

Snowmobile Performance Modifiers

The following general modifiers should be applied to the performance of the Wolverine (or other snowmobiles) due to the strain of the added weight of the PCs. It is conceivable that the 'punks could use the Wolverine all the way though to the end of the scenario, or even drive down the Nome-Taylor Highway on it. These modifiers should prove useful for some of the obstacles the group encounters in this adventure.

- -1 to the driver's control modifiers for every 200 pounds on the vehicle. In a pinch, three people can fit on the seat.
- If the players Jury-rig some sort of travois or sled, reduce the modifier again by -1, with an additional-1 for every 400 pounds pulled.
- Reduce maximum speed to 50 MPH off road if an improvised sled is used (30 MPH on icy roads).

Cars and Trucks

The following stats are for cars and trucks used mostly by Thorne and his men in chasing the PCs in Chapter 5.

Grizzly Off-Road Vehicle

Top Speed: 80/60/40 MPH	Acc/Dec: 10/30 MPH
Crew: 1	Range: 400 miles
Passengers: 8 (2 cab, 6 back)	Cargo: 500 kg
Maneuver: 0	Type: Truck
Mass: 2.5 tons	Cost: 30,000eb.
SDP: Body 45, Engine 2, Tires 10, Windows 15.	
SP: Body 15, Engine 20, Tires 10, Windows 15.	
Equipment: Cybernetic Control Link, Heated Enclosed Cab, & Radio.	

This heavy-duty, off-road vehicle is slow and ponderous, but effective over difficult terrain. The Grizzly has little storage area, though the passenger compartments may be used for additional storage. (Chapter 4)

Thorne's Mitsubishi Sedan

Top Speed: 100/40/25 MPH	Acc/Dec: 15/40 MPH
Crew: 1	Range: 400 miles
Passengers: 5	Cargo: 300 kg
Maneuver: +1	Type: Car
Mass: 1 ton	Cost: 70,000eb.
SDP: Body 6, Engine 20, Tires 10, Window 10.	
SP: Body 15, Engine 20, Tires 5, Window 15.	
Equipment: Alarm, Cellular Computer Terminal, Cellular Phone, Cold-Weather Survival Gear, Cybernetic Link, Fire Extinguisher, First Aid Kit, Portable Road Barricade (wooden), Radar Detector, Radio, & Road Flares (10).	

This car is Thorne's personal sedan (one of the perks offered to him for use on this job). The car is basic gray and unobtrusive. (Chapter 5)

Thorne's Men's Ford Pickup Trucks

Top Speed: 100 MPH	Acc/Dec: 15/40 MPH
Crew: 1	Range: 400 miles
Passengers: 2	Cargo: 1,500 kg
Maneuver: 0	Type: Pickup truck
Mass: 1 ton	Cost: 20,000eb.
SDP: Body 45, Engine 20, Tires 10, Windows 15.	
SP: Body 10, Engine 20, Tires 5, Windows 10.	
Equipment: Radio.	

Note that there is only a half tank of gas left in any of the trucks. (Chapter 5)

Lincoln Sedans (1) and (4)

Top Speed: 80/40/20 MPH **Acc/Dec:** 15/40 MPH
Crew: 1 **Range:** 400 miles
Passengers: 5 **Cargo:** 300 kg
Maneuver: 0 **Type:** Car
Mass: 1.5 tons **Cost:** 80,000eb.
SDP: Body 40, Engine 20, Tires 20, Windows 10.
SP: Body 10, Engine 20, Tires 5, Windows 5.
Equipment: Blanket & Radio.

Note that there is only a half tank of gas left in any of the sedans. (Chapter 5)

Toyota Light Truck

Top Speed: 90/60/40 MPH **Acc/Dec:** 15/40 MPH
Crew: 1 **Range:** 400 miles
Passengers: 2 **Cargo:** 1,000 kg
Maneuver: 0 **Type:** Truck
Mass: 0.5 ton **Cost:** 20,000eb.
SDP: Body 45, Engine 20, Tires 10, Windows 15.
SP: Body 10, Engine 20, Tires 5, Windows 10.
Equipment: Mechanic's Tool Kit & Radio.

Note that there is only half tank of fuel left in this truck. (Chapter 5)

Alaska State Patrol Cars

Top Speed: 100/40/30 MPH **Acc/Dec:** 20/40 MPH
Crew: 1 **Range:** 400 miles
Passengers: 3 **Cargo:** 400 kg
Maneuver: +1 **Type:** Car
Mass: 1 ton **Cost:** 80,000eb.
SDP: Body 6, Engine 20, Tires 10, Window 10.
SP: Body 15, Engine 20, Tires 5, Window 15.
Equipment: Alarm, Cellular Computer Terminal, Cellular Phone, Cold-Weather Survival Gear, Cybernetic Link, Fire Extinguisher, First Aid Kit, Portable Wooden Road Barricade, Radar Detector, Radio, & Road Flares (10).

Note that a steel mesh partition (separating front and rear seats. (Chapter 5)

Ford 1/2-Ton Pickup Truck

Top Speed: 100/40/30 MPH **Acc/Dec:** 15/40 MPH
Crew: 1 **Range:** 400 miles
Passengers: 2 **Cargo:** 1,000 kg
Maneuver: +1 **Type:** Truck
Mass: 0.5 ton **Cost:** 30,000eb.
SDP: Body 40, Engine 20, Tires 10, Windshield 10.
SP: Body 10, Engine 20, Tires 5, Windshield 5.
Equipment: Blankets, First Aid Kit, Navigational Computer, & Radio.

This truck has a full tank of gasoline. (Chapter 5)

Heavy Equipment

The following equipment appear in Chapter 5, and perhaps in the storage sheds in the earlier chapters.

Street Grader/Snowplow (2) (2)

Top Speed: 40/40/30 MPH **Acc/Dec:** 10/10 MPH
Crew: 1 **Range:** 20 miles
Passengers: None **Cargo:** 200 kg
Maneuver: -2 **Type:** Heavy equipment
Mass: 3 tons **Cost:** 60,000eb.
SDP: Body 90, Cab 10, Engine 20, Plow 100, Tires 15.
SP: Body 25, Cab 15, Engine 20, Plow 100, Tires 20.
Equipment: Enclosed Cab, First Aid Kit, Heater, & Radio.

These vehicles are used to clear the roads.

Cold Weather Effects

The following guidelines should give you an idea how to handle intensely cold weather, and the hazards associated with it in *Cyberpunk*. You need not use all of these rules — only enough to make the characters feel the effects of the weather.

Perhaps the most dangerous hazard the 'punks will face is the weather. Because of the squall, the team is forced to spend the evening camped at the crash site. It would be pure suicide to attempt to move in this weather. If some insane death wish prompts the PCs to travel at night, allow them to encounter the areas indicated on the maps with zero visibility. Plunging down a glacial rift in a snowstorm should teach them not to move about in a blizzard. Add an extra 10% to the hypothermia count due to wind chill.

Hypothermia Count

Every hour, recalculate the hypothermia count for each player, adding or subtracting for each appropriate measure they take. Recalculate from scratch each hour; the count is not cumulative. Now roll a percentile against this value. If one of the PCs falls under the hypothermia count value, he begins feeling the effects of a cold. This is not a simple cold, or even pneumonia; it is far more dangerous. Each hour, any affected PCs should be told which symptom (listed in order in the next section) they experience. If nothing is done to counteract the symptoms, the character in question eventually dies.

The hypothermia count modifiers are as follows.

- Nonretractable hand razors add 5% to the hypothermia count. (Solution: wear gloves.)
- Exposed data jacks add 10% to the hypothermia count; 25% if they are mounted in the skull. (Solution: wear head gear.)
- If the PCs brave the storm, and the atrocious wind chill that accompanies it, add 20% to their hypothermia count. (Solution: wear proper clothing, which subtracts 10%.)
- If the characters rest outside without proper protection, such as Robyn's survival dome, add 10% to the count. (Solution: wear proper clothing or use a survival dome, which subtracts 5%.)
- By using the snowmobile to move around, the PCs can get out of the area faster. Doing so, however, increases the wind chill. Add 10% to any passenger or towed player; +5% to the driver. (Solution: although wearing proper clothing has no effect, if the towed player is enclosed in, say, the dome tent, then are not thus affected.)
- Soaked or wet characters add 15% to the count. (Solution: the only way to avoid this is to dry the clothes. If one of the players has a portable Microwaver as a personal weapon, he or she can use this to heat or dry objects, food, or clothing.)

Hypothermia Effects

For every hour of travel, roll a percentile dice for each character. Use the hypothermia modifiers to calculate the base roll. If the roll is less than the hypothermia count, the PC is becoming incapacitated by the cold. When this event first occurs, inform the player that his character's fingers and toes are becoming numb from the cold. Keep track of the attribute effects indicated in Table 1 (on page 59) following the symptom.

The next time the PC rolls under the count he is affected by the next symptom and so on, for each subsequent roll below the count (see Table 1). These symptoms are cumulative and ultimately result in the PC's death. Each time the percentile is rolled and the result is over the count value, the PC remains stable. All symptoms (and their attribute effects) remain until treatment is received.

The treatment for hypothermia requires the

patient's internal core temperature to be raised, allowing the extremities (including the brain) to resume an adequate flow of blood to keep the patient alive. This treatment is not difficult. The easiest and most reliable way is either a warm bath, or for two characters to share their warmth in a sleeping bag. Allow 10 minutes to recover each percentage point lost on the hypothermia count.

Do not tell the PCs that they have developed hypothermia; just tell them which symptoms they are experiencing. Hypothermia can be very deadly because its victims are often unaware that they are being affected by the cold. A sure sign that a character is developing hypothermia is when his or her muscles stop shivering. This is because the body is trying to heat its core and is leaving the extremities, including the brain, to freeze. After an hour in the cold, tell the players that their characters are no longer shivering; this could be an important clue for their survival.

Hypothermia isn't an extreme or cruel rules addition; it is a fact of life in the north, and as such, is important to the realism of this scenario. The unprepared and unfortunate often perishes in this situation, but dozens of people get hypothermia yearly and recover with simple treatment and basic prevention.

Example

Nick Flanders, a rather unfortunate Solo, has found himself stranded in the middle of a raging Alaskan blizzard. Nick is outfitted with an Arctic parka (which qualifies as proper clothing, so only 10% is added to the count). Regrettably, the jacket is soaking wet (add 15%). The totaled hypothermia count is 25%. The GM rolls for Nick; he rolls a 16 on the percentile dice. Flanders is rapidly developing hypothermia.

Flanders struggles through the storm for another two hours, making two more rolls against his hypothermia count of 25%. As a result, Nick's REF score is already -1 which indicates the numbness of his extremities. Next hour he has to make another roll, which he fails. Nick is now beginning to experience a stiffening of his joints (and another -1 to his REF score). Unless Flanders gets out of the storm and the cold, he will eventually succumb to hypothermia and will die.

Table 1
Symptoms & Effects of Hypothermia

<i>Stage</i>	<i>Symptom</i>	<i>Check</i>
1	Numbness of extremities (fingers toes).	REF - 1
2	Stiffness of joints, limbs.	REF -1
3	Shivering stops.	BODY -1
4	Thoughts become disjointed, Navigation impossible.	INT test
5	Balance goes, walking becomes difficult.	REF test
6	Character must sleep.	MA test
7	Character will die.	BODY test -5 each hour to avoid death

Cold Weather Effects on Cybernetics

Cybernetic parts may be affected by the cold, especially if no precautions are taken to protect the exposed equipment. For example, cybernetic eyes can be protected by goggles that keep the ambient temperature of the optics above zero (and keep condensation from freezing to the eyes). The following problems are presented as guidelines, and hardly take into account every possibility. The remedy for each problem is in parenthesis.

- An exposed limb suffers failure as the hydraulic fluid begins to freeze. Reduce the Strength and Reflex for an affected limb by 1 for every hour exposed; likewise, add 10% to the PC's chance of developing hypothermia. (Solution: covering or heating restores the complete function of the limb. Vigorously exercising the cybernetics allows normal movement for at least five minutes, if the PC is unable to cover the limb.)

- Thermal scanners are less effective due to the intense cold. This is not a mechanical problem, but one of calibration. (Solution: anyone in the team with cybertech-related skills may adjust the optics.)

- Any chromed, metallic, or noncoated replacements adhere to any warm exposed skin. If ripped apart, an amount of skin equal to the contact area on the cybernetic part is removed. (Solution: although this hurts, damage is only temporary, lasting until minimal first aid is applied. In combat, allow 1d6 of extra damage only if exposed skin is struck. Note: Do not be afraid to let experienced NPCs use their cybernetics against flesh as a close combat tactic. After all, nothing adds life to an adventure like ripping the face off of an opponent.)

Snowblindness

Snowblindness is also a problem in the Arctic. This occurs when the optic nerve is overloaded by the intense glare of the sun reflected off of the snow. Given enough time with no protection, the retina can be damaged so severely that the blindness is permanent. In the event of snowblindness, the characters should be able to catch it in time to prevent further damage, unless they are completely oblivious to their surroundings.

Note that, on the morning after the squall, the sky is clouded over for a time. This overcast quickly dissipates, however, allowing the sun to once again shine fully on the team. Mention to the players that the sun is very bright. If the team does not take any precautions following such a broad hint, there is no option but to punish their carelessness; after an hour have one or two of them succumb to snowblindness. Roll 1d6 to see how long (1d6 x 10 minutes) the period of complete blindness lasts. Following this period, there is usually one hour of blurred vision.

Some precautions to snowblindness include wearing sunglasses, hats, or cardboard masks with slits cut into them and wrapped around the eyes. Anything that reduces the overall brightness of the reflected light is effective. Keep in mind that snowblindness is a physical phenomenon and that cybereyes without flare compensators are similarly affected by the brightness; they can just as easily burn out an optic nerve through overstimulation as a meat eye.

References & Acknowledgements

The following books were helpful in creating *Northwest Passage*.

Alaska's Magnificent Parklands published by the National Geographic Society

The Alaska Wilderness Milepost published by Alaska Northwest Books

The authors would also like to thank the following organizations and individuals.

Alaska State Parks, Nome, Alaska.

Barre Sinister, Inc., RPG Editorial Service: Piers Brown, Fraser Cain, Nigel Findley, Andrew Lucas, Ian Mitchell, & Jeff Ranger.

Brendalyn Avender for the UEC logo.

Grizzly Trucks, North Vancouver B.C.

The Chambers of Commerce of the Villages of Deering and Shishmaref, Alaska.

The City of Nome, Alaska.

Howling Mongol Horde Playtest Group.

The Pacific Marine Training Institute, Vancouver BC.

Richmond Public Library, Richmond, BC.

Vancouver Stock Exchange, Vancouver BC.

And my parents, for not understanding what I was doing, but thinking it was weird anyway.

Player Handouts

The following pages contain handouts for player use. Feel free to photocopy the following pages (you have our permission) and clip the handouts along the dotted lines.

If the players fail to stop Petrochem's takeover bid, give them the following Handout 1. If the 'punks get the data file to the Zurichs in time, give them Handout 2 instead.

The information in Handouts 3 and 4 may be found in the news or accessed over the Net. If the PCs get the information via the news services, read the information aloud. If they access it over the Net, let the players read it for themselves. Handout 3 can be found by monitoring the news or the Net over the next two weeks. If the players get the information to the VSE before 8:30 AM, have them discover this item. If the information gets to the broker after 8:30 AM, have the PCs discover the item listed in Handout 4 instead. (This handout could also be the basis of a follow-up gaming session.)

If the 'punks cause a lot of collateral damage or civilian deaths, give them Handout 5. With Handout 5 also comes a nationwide law enforcement warrant for the team. Judge how severe the damage caused by the team was, and (if you think it is appropriate) allow them to hire a Fixer to erase the warrant. This type of data meddling will cost big bucks, but then maybe the group should be more responsible in the future.

Handout 6 should be given to the players at the outset of the adventure (see Chapter 1). Ω

Handout 1

Commodities Section

The Vancouver Sun Friday/November 13/2020

UEC Announces Merger with Petrochem

By Willy Coyote
Berlin

United Energy Coalition today announced plans to merge with corporate chemical giant Petrochem. Market analysts were stunned by the news. Most analysts never expected these bitter rivals to ever see eye to eye, let alone amalgamate.

UEC insiders attribute this radical shift in policy to recent changes in the company's upper-level management. This reshuffling is apparently a result of frenzied trading in UEC stock over the October 10th weekend, resulting from the premature announcement of a massive oil find in Alaska. That announcement has since been discredited.

A spokesman for the newly combined companies issued a statement indicating that, with the merger, the two companies will no longer be direct competitors, and, with a new spirit of cooperation, will be able to streamline their operations. When asked if said streamlining would result in lower costs to consumers, the spokesperson declined to comment.

Handout 5**CIA/LED ALERT****11/15/20****• PRIORITY CLEARANCE REQUIRED •**

All agents are to be on the lookout for a band of terrorists believed to be operating out of bases in Alaska. Authorities in the state have confirmed that the group known as the Polar Bear Activists have recently entered the lower 49 states. The group has yet to officially communicate any demands. However, anti-terrorist experts believe the group may be trying to establish a reputation with various underground movements before exposing their existence to the general public.

Law enforcement officials within the State of Alaska are treating the threat posed by the Polar Bear Activists with utmost caution. Any agents learning of the group's activities should contact their section commanders. The threat of this new terrorist activity appears to be aimed at the global oil market; however, the key players in the Polar Bear Activists are not concerned about civilian casualties. They are to be considered extremely dangerous, and should not be approached without armed backup.

Cut Along Dotted Lines

Handout 2**NIGHT CITY
TODAY**

October 13, 2020
Volume CCVI, No. 30

VSE Implicates UEC in Insider Trading

Vancouver, BC — The Vancouver Stock Exchange was stunned today by accusations of insider trading. The incident is allegedly related to an unprecedented run on Unified Energy Coalition stocks early this morning. Sources close to UEC management believe a rogue employee collaborated with an outside party in some sort of hostile takeover attempt.

Details are sketchy at this time. The VSE, however, felt confident enough in their information to freeze all trading in UEC shares. They have also issued a warrant for one Colin Nueman, a high-level executive, who was recently terminated by UEC.

Handout 3**NIGHT CITY
TODAY**

October 27, 2020
Volume CCVI, No. 33

Former UEC Employee Held in Stock Scam

Vancouver, BC — Airport authorities successfully apprehended a fleeing felon today. Former United Energy Coalition employee Colin Nueman was sought for questioning concerning allegations of insider trading related to an aborted takeover attempt of UEC by Petrochem.

Both companies were cleared of wrongdoing, denying any complicity with Nueman and have been exonerated of all charges. UEC stocks have resumed trading on the Vancouver Stock Exchange. Nueman had successfully avoided the police until now. The minimum sentence for corporate insider trading is 20 years. The Canadian government is pursuing extradition proceedings. Night City police have cancelled the bounty on warrant #H93-7340.

Handout 4

NIGHT CITY
ENQUIRER

October 25, 2020

Volume CCVI, No. 30

On the Town

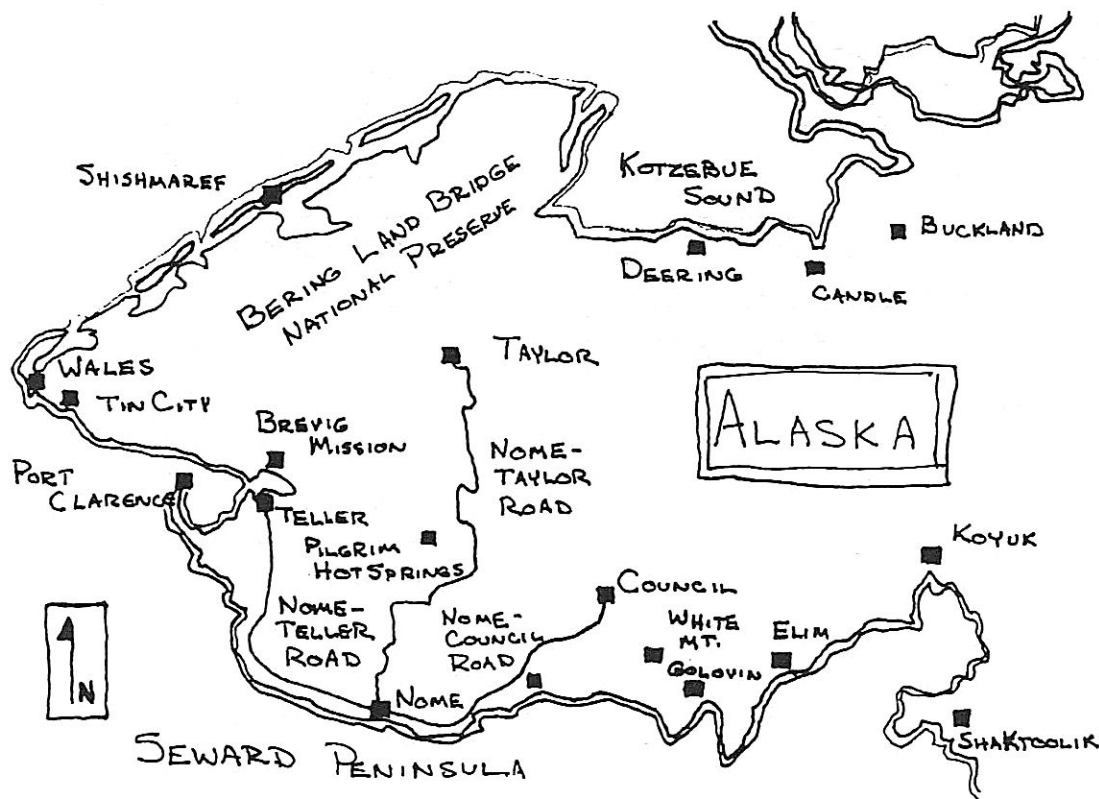
With Scarlet Fire

There's a new star in the Night City sky. Petrochem last night introduced the city to its newest and brightest Vice-President, Colin Nueman. Formerly a star player with the Berlin-base United Energy Coalition, Nueman made his fame (and, it's rumored, a consid-

erable fortune to boot) in the recent surprise merger of the two megalithic oil conglomerates. Since his arrival in Night City, however, Nueman has placed pleasure before business. At a recent fundraiser for victims of gang violence, Nueman stunned the town with his suave style and *haute couture* fashion sense.

A confirmed bachelor, Nueman is noted for his brash fashion sense and an often voracious style of business. The fresh, young executive looks to be bound for the very top, and this young lady's money is betting on him getting there. The Christmas season is almost upon us, and I'm sure most of the City's elite are asking themselves, "What would Mr. Nueman like under his tree?" No one seems to know for sure, but one thing's for certain: Whether he's been naughty or nice Colin, will surely get what he wants.

Handout 6



Cut Along Dotted Lines

About the Contributors

Andrew "Skywalker" Lucas (Media)

Originally a British citizen, Andrew Lucas was reared in the fine Celtic traditions of his homeland. Upon reaching the tender age of four, he emigrated to the wild interior of British Columbia to seek his fortune in the colonies. After many years of study, funded by indentured servitude to the food preparation industry, he was recruited by the telephone company. Ripped away from his loved ones, Andrew was assigned to the corporate arcology in Vancouver, B.C.

To date, Andrew's writing credits consist of a number of short stories and poems published in various small press magazines. Andrew was awarded first prize in the 1988 Okanagan College poetry writing contest. Andrew's roleplaying game efforts include articles for *Challenge* magazine, *Creature Collection*, and *Whispering Vault*. He is presently working on projects for a number of companies. These projects include work for *Shadowrun*, *Earthdawn*, *Underground*, and *Whispering Vault*. Andrew met Jeff Ranger at science fiction convention in 1989, and immediately joined forces with him for a *GURPS: Cyberpunk* campaign (in which they kicked).



Stats

INT 6 REF 8 TECH 9
COOL 6 ATTR 6 LUCK 3
MA 6 BODY 4 EMP 6/5

Skills

Brawling +2, Composition +3, CyberTech +1, Fencing +2, Handgun +4, Interview +2, Language +1, Library Search +1, Martial Art 1 +3, Oratory +2, Seduction +2, Social +1, Stealth +3, Streetwise +3, Teaching +1.

Equipment

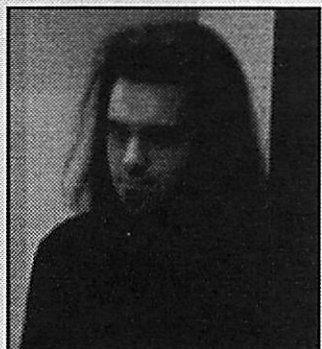
Cellular Phone, First Aid Kit, Heavy Leather Bomber Jacket, IR Goggles, Kendachi Mono-Katana, Kevlar T-Shirt, Laptop Computer, Militech Arms Avenger, and Small Subcompact Car.

Cybernetics

Chips, Interface Plugs, Mr. Studd, Smartgun Link, and Vehicle Link

Jeff "The Repo Man" Ranger (Rockerboy)

Meanwhile, in another part of Canada, Jeff Ranger was whiling away the hours in scenic Chilliwack. It was here that Jeff developed a love of subversive literature, counterculture, and alternative music. Chilliwack, the cultural center of the province, wearied the jaded Ranger, forcing him to seek his diversions elsewhere. Eventually he found his way to Vancouver, one step ahead of Customs and the RCMP (that's Royal Canadian Mounted Police for all you southerners). Jeff introduced the impressionable young Andrew Lucas to Barre Sinister, a subversive RPG writing group fronted by Fraser Kane and the late Nigel Findley. Since that time, local authorities, specifically government collection agencies and BC transit, have kept the pair under close surveillance. Jeff's writing efforts include contributions to *GURPS: Talislanta*. Jeff is also a member of the successful Vancouver band, Fourth Man. He is also regarded as one of the best GMs in the city — a title claimed by many, but truly owned by Jeff.



Stats

INT 7 REF 9 TECH 5
COOL 10 ATTR 5 LUCK 2
MA 10 BODY 6 EMP 7/4

Skills

Brawling +3, Charismatic Leadership +5, Dance +1, Intimidate +4, Motorcycle +3, Perform +3, Personal Grooming +2, Seduction +1, Wardrobe & Style +3.

Equipment

Armored Boots, Colt AMT Model 2000, Electric Guitar, Heavy Leather Pants, Keyboard, Medium Armor Jacket, Mirror Shades, and Minicell Phone.

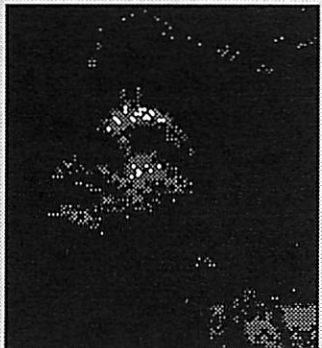
Cybernetics

Cyberarm, Light Tattoo (Cat in the Hat), Mr. Studd, and Smart Gun Link.

C. Brent Ferguson (Rockerboy)

Cyber Brent Ferguson claims to be 23 years old, and has applied himself as a freelance artist for five years, working for a number of major and minor gaming companies. Brent is currently Art Director for Atlas Games in Minneapolis, MN. Prior to his career as an artist, C. Brent worked in a graveyard, a leather tannery factory, a supermarket meat department, and at the corner of 46th and 6th Avenues handing out fliers. Comic book fans will recognize this artist for his work on *Terminal Drift*, a comic book published by Neotek Iconography, Ferguson's own comic book company. Aside from these meager-paying hobbies, however, C. Brent is most noted for his work as a founding member in two industrial noise bands: M. T. Hed (based in Milwaukee, WI) and Nervous Sys-op (based in New York), and, most recently, Null (based in Minneapolis, MN).

Though his birth certificate claims him to be human, rumor has it that computer hacker Ångström Ferguson built Brent in his basement, assembling the artist from telephone wires, a Heath kit, and spare parts from a 19" Motorola television.



Stats

INT 8 REF 11 TECH 5
COOL 8 ATTR 8 LUCK 10
MA 7 BODY 7 EMP 5

Skills

Athletics +6, Combat Sense +9, Drive +5, Kung Fu +8, Melee +6, and Seduction +5.

Cybernetics

Left Cyberarm (with "Wolvers"), two Cyberoptics (with Antidazzle, Color Shift, IR, and Lowlight), Interface Plugs, Reflex Chips, Stylin'® Kung Fu (chipped to +3), and Targeting Scope.

Possessions

Black Duster, Chinese Broadsword, 10eb, Kundalini Shiva Motorbike, Stylish Shades, and an attitude.

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FIREPOWER • AND • ICE

It doesn't take long for the cold to take effect: 10 minutes at most, before exposure to the wind brings a sharp, burning pain. It begins almost imperceptibly — first in the chrome tips of your fingers, then in the motorized joints of each knuckle. Slowly, it cuts through nerve and sinew, wire and rubber, slicing its way up your arm. Like an icy-hot shot of molten lead, it cold-burns the veins, nerves, and muscles in your arms.

You grit your teeth and try to ignore the pain, knowing you can't stop, can't delay. The distant sounds of whining snowmobiles and howling wolves roll across the ice-bound hills, masking the pain, driving you on. You must escape, must run harder and farther in spite of the pain, in spite of the searing cold in your hands and feet.

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