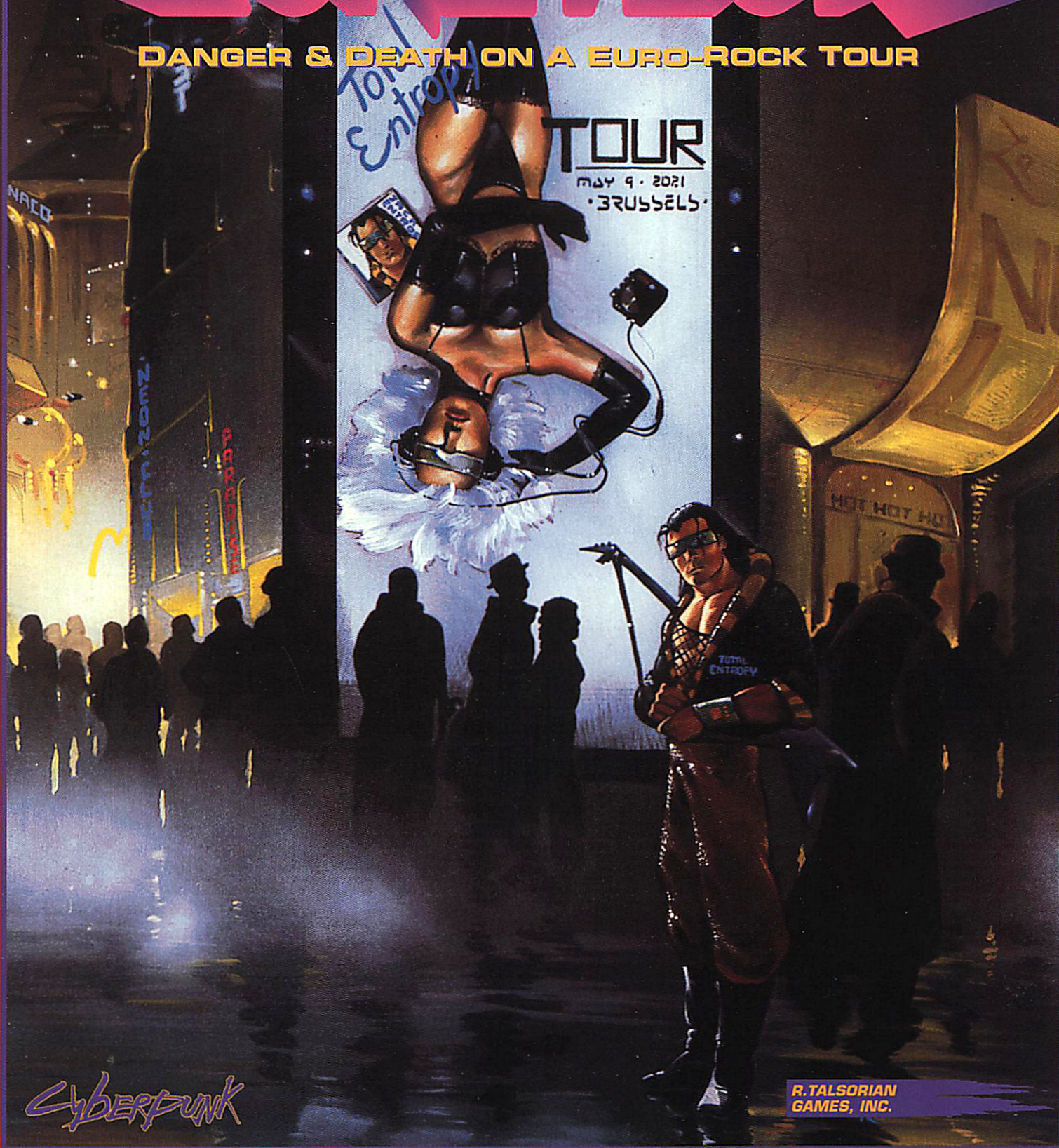


EUROTOUR

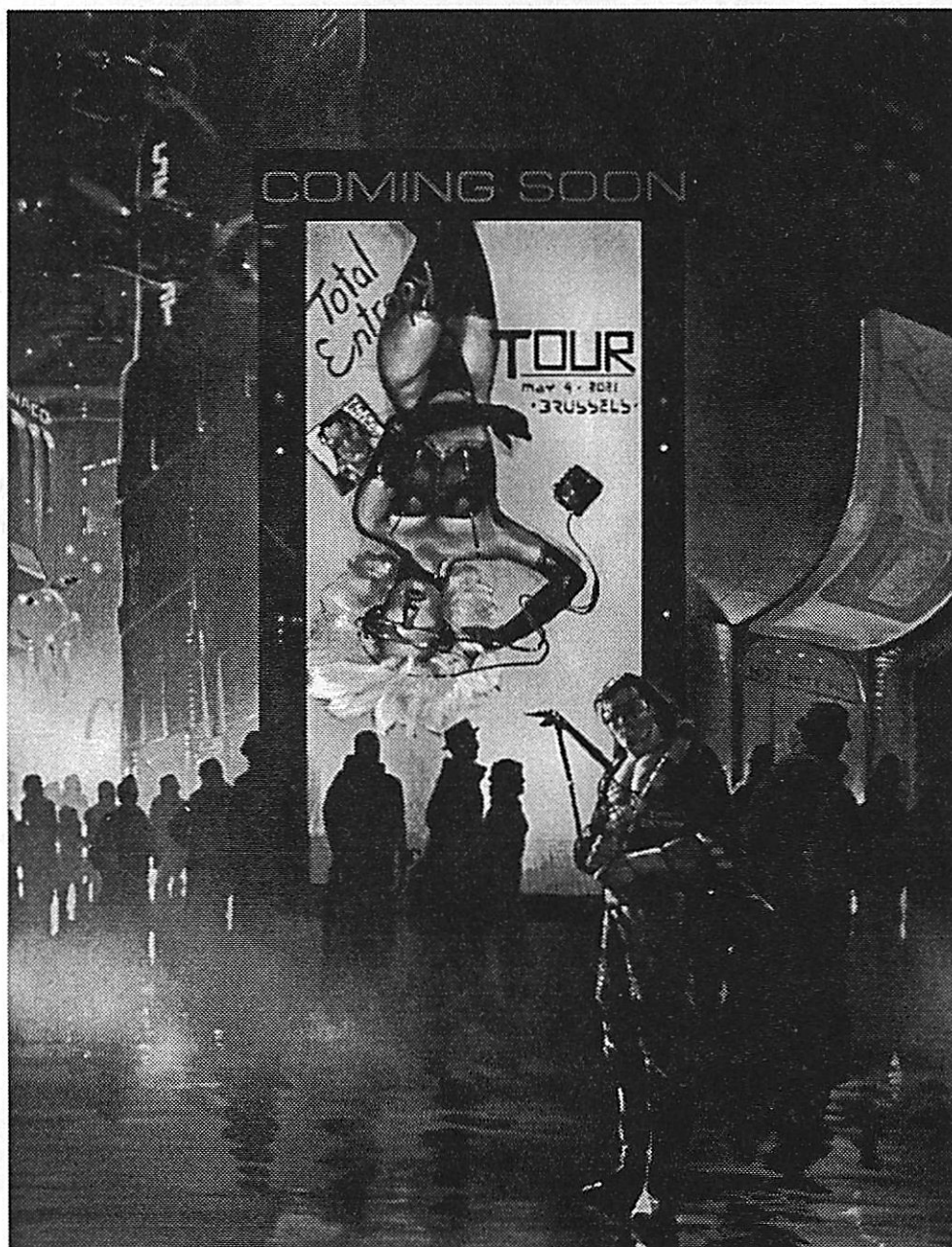
DANGER & DEATH ON A EURO-ROCK TOUR



CYBERPUNK

R. TALSORIAN
GAMES, INC.

EUROTOUR



Danger & Death on a EuroRock Tour

**R. TALSORIAN
GAMES, INC.**

CYBERPUNK®

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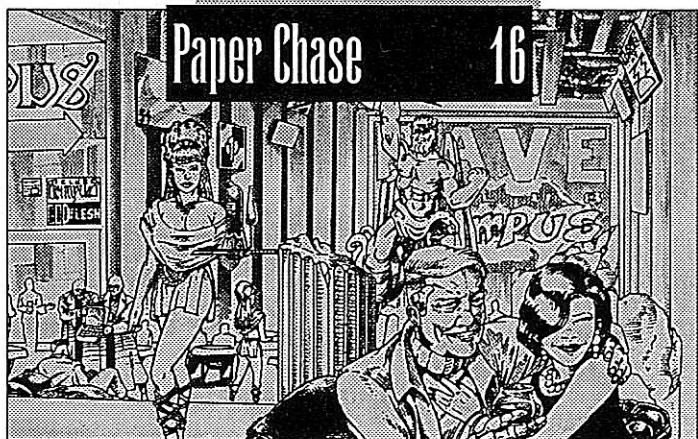
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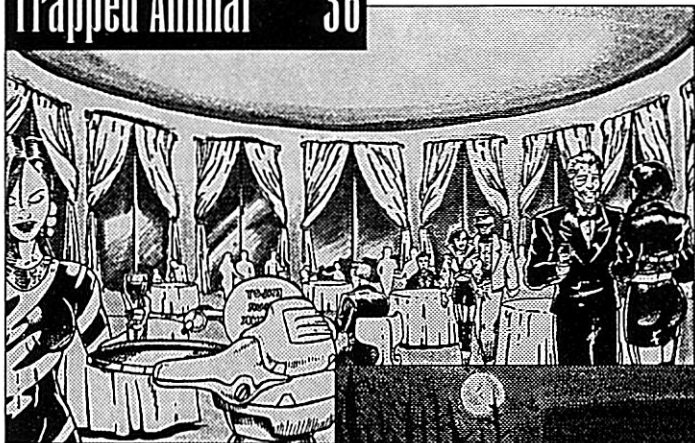
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INTRODUCTION



Music means money, and money means trouble. So what better place for a bunch of icecool *Cyberpunk* characters than the entourage of Jack Entropy, chart-topping badboy of the independent stateside music biz, with six adventures based around his triumphal tour of Europe? Chill music, hot action, Brit streetscum, French goldenkids, rebels, cops, riots, parties, thieves, and martyrs. Just jack in here, smartboy, and see if you can cut it—Eurostyle.

This adventure is geared towards beginning characters. If your players' characters have more experience and higher skills, then beef up the opposition and thicken the plot. There's more than enough material here to confound even the most street-hardened 'punks, provided the gamemaster puts a little creativity into the scenarios.

You should also read up on the New Europe, as detailed in RTG's *Eurosource*. No one can run a convincing campaign without good background knowledge of the area.

GETTING INVOLVED

These adventures will include the characters as part of the road crew for Entropy's tour.

They start out as a group of Americans stranded in Liverpool, but how the characters get there in the first place is up to you.

Let's face it: as near as we can tell, no one likes to run an adventure with canned characters. Your players have created their own personas, and everyone has their own unique background, so there's no way we can gear an introduction to include every possibility for their involvement. Here's some suggestions; mix and match them to your steel heart's content.

The characters could be involved in a black op, perhaps gun-running to insurrectionists, perhaps an extraction. The op goes sour and they are abandoned by their employers. This would be easy to arrange; the characters get hired in Night City, and get briefed and equipped. There's a brief firefight in Night City. They fly to Liverpool, evading the authorities to land in a field outside of town. They drive into town, where one of the corp team members turns coat, and the characters' employer gets blown away. They scamper into the night with the MLA hot on their tail.

The characters could have been hired on to help complete the England-Ireland tunnel (inspiration for Entropy's *Boring Through My Heart*), which runs from Liverpool to the Isle of Man, and thence to Dublin, extending the London-Liverpool transit axis. This has been a major project for some time, but continued corruption and insurrectionist trouble has caused the cost to balloon alarmingly. Additionally, there is political pressure from radicals in both England and

Ireland to block its completion. ("We can't give those English/Irish wankers a direct pipeline into our country!") With the political stigma and violence, few nationals want to work on the project, so the MLA has begun hiring foreign workers desperate for pay. Shortly after the characters' arrival, the project goes belly-up, along with the corporation that promised them return fare to Night City.

Richer characters could have been on vacation, or conducting business of their own, when they got held up by a street gang, scammed by a contact, or roused by dishonest MLA police.

Each of the above three suggestions leaves the PCs stranded in a foreign country without money, work permits, or a way home. This should make the prospect of hiring on with Entropy very interesting indeed.

THE JOB

Entropy Enterprises is a notionally independent corporation, even if Steel Rage Records has a sizeable minority shareholding. It has a core of security, support and marketing staffers, but hires freelance help for major events like the EuroTour. And, although the characters will do the dirty work (adventures) during the tour, they'll also have to pull their own weight in drudge work between crises.

There's always a need for good rockers as backing artists and support acts for Entropy. Rockers may also work alongside nomads and the rest of the roadies just for the experience and the resume, as Jack did when he was just one more hungry axeman on the independent ('indie') circuit. As for solos and cops; crazies, rivals, blackmailers, stage divers, everyone sees Entropy as the way to fame or money. These charac-

ters get paid to keep their bodies (and hopefully wits) between Entropy and trouble. Whether as netsecs keeping the tour from getting trashed through the interface, or straight sysops, good netranners can write their own tickets.

You thought a gig was just axe plus attitude? What about the holoshow, audio, and redundant-feedback cyberMIDI control gear? Who makes sure Entropy's car gets him there on time, and who keeps stars and crew sparking and sharking through a grueling transcontinental tour? Techies and medtechies. And along with tame 'lancers for the publicity stunts, pro-

movids and the tour vid (working title: *High Entropy*), there is also scope for medias preparing stories and strips of their own. Any publicity is good publicity. Entropy has his own management team, but other fixers and corps are being drafted in, street-level operatives able to smooth the tour's way, while retaining some deniability for the official team.

USING THE SCENARIOS

The book contains six adventures covering Entropy's *Total Entropy Tour*, though there's

no reason why you can't inter-

CHARACTERS WILL RECEIVE FOUR KEY BENEFITS:

Cash: They will be hired for at least a month and paid at the appropriate rate (see the table in *Cyberpunk 2020*, p. 48 for a baseline figure), plus a bonus of up to one month's pay at the end, based on performance.

Rep: You can probably get bigger e-bucks elsewhere; the real bonus is a high-profile entry on your resumé, and for non-Euros, the chance to log some time in-country for the next time you want to work for EBM or Biotechnica.

Crash: The tour covers the cost of appropriate lodging, staying in hotels or, in less

secure cities, an exclusive compound with its own accommodation, workshops, etc. Anyone with a relevant Special Ability of 7 or better is treated to luxury standards.

Papers: All associated non-Euros are issued Provisional Alien's Cards—European IDs. A full, one-year PAC is quite an incentive in itself, and a useful way to give US characters the opportunity to get more involved with working in Europe. Basic fire-arms permits and Just Needs Permits for security personnel (see Euro-source, p. 34), are also provided.

perse these with other scenarios of your own design. After all, the tour is primarily a pretext to start the characters scudding through the continent. It also provides a unifying theme, a reason why a corp is rubbing an Armani shoulder with a nomad's leathers.

Give the characters a loose leash. The tour managers will likely have hired or invited them along because they have a rep for initiative and results instead of as drones, so they will likely be pointed at objectives and then be given a fairly free hand as Fire and Forget Free Lances. But don't hesitate to yank the lead if they are getting out of hand, and have them chewed out by their

And the characters better remember The Law. This is not the Night City Combat Zone.

employers or tossed in a European jail for a day or two.

The tour can also be a useful GM's tool when the need arises. A necessary bit of intelligence could be picked up by a promoter and funnelled to the characters through Clements; a nomad making the right Family roll could muster some fellow roadies when the going gets tough with the promise of some smash and a favour owed; mention of the tour might get scruffy streetscum into an exclusive nightspot. Or it might not. If PCs' lives were easy, things wouldn't be half as much fun. Be tough; they'll love you for it.

Skill checks are given in the format Skill(s) @ Difficulty. Hence Credibility, Social @ 20 is a Difficult test of either

Credibility or Social. NPCs' skills and stats reflect their function—basic goons are just listed for their combat-related stats, while hotshots' details will also list hobbies, languages spoken and other data which, if nothing else, helps round out their characters.

PLAYING EUROSTYLE

It can't be stressed too often that this is Europe, not the USA. While there are grim, lawless DMZs, in most of Europe these are islands of chaos, the exceptions and not the norm. Overall, Europe is relatively clean, efficient, polite and wealthy. Typical 'punks, all leathers and ironmongery, stand out like boosters at the opera. People stare at them on the metro and sit on the other side of the carriage; officials give them a hard time, and cops keep pulling them in for random checks. But this is Europe, so they'll do it politely, by the book, calling them 'mein Herr' or 'mademoiselle'.

Being a foreign national is another problem. More in sorrow than anger, it will be made clear that they are the barbarians, here.

Eurofad is, of course, everywhere. Tell the players what people are wearing, have NPCs talk about clothes and hobbies, styles and vidprogs. Euromenschen enjoy the finer things in life, and have different attitudes and vocabularies than street-smart gutterkids and nerve-jacked gunmen from abroad.

And the characters better remember The Law. This is not the Night City Combat Zone. Have no compunction about vectoring heavily armed cops to fall like sledgehammers onto triggerboys whose reflexes are jacked up higher than their IQs. Why do you think we gave you stats for the Aigle? No one goes missing in the Eurostate for long, friend.

If they want gunplay, they better use E-smarts. Jelly rounds (*Eurosource* page 46) are a common non-lethal load and may just keep you out of jail. Sucker the target into giving pretext for 'self defence' - or find some good, cheap witnesses (can you find a reliable fixer?). Find a netrunner to slide some digitised fiction onto the securicams' recorders. A rogue, lone solo is deadmeat on the Euroside of the Atlantic.

PAC A PUNCH

The characters will all be issued yellow Provisional Aliens' Cards (PACs), valid for one year. Unless they can really pull off Eurostyle, they'll be tagged as foreigners at every turn. As foreign barbarians, the Eurocops and other bureaucrats will demand to see the PAC before they'll give the characters the time of day.

Grind it in that they're outsiders, and they can't survive without the PAC. Also point out that if they offend the natives, their PACs can be canceled from on high. Jimenez also has some influence on the characters' PACs; he's not entirely trusting of these strangers, so he's added a clause in the 'Endorsements' section which states simply, "special provision 7." This refers to a portion of PAC regulations stating that the undersigner (the Entropy tour) can revoke the PAC at will. The cops will of course check with the tour before passing anyone through customs. No canny 'punks are sneaking out of Europe on Jimenez's ticket, choomba.

OVERVIEW OF THE EUROTOUR

The characters will get a front-row view of the end of Jack's career, as the rocker who

catapulted himself into the heavens like a shooting star finally burns out.

The tour is set in 2021, running from late May through most of June. 2021 is, conveniently enough, identical to 1993 as far as calendars go.

In the first adventure, the players get a taste of Jack's instability, as he runs off and gets into big trouble with English gangs. Then it's on to Brussels, and the PCs provide protection for some 'unofficial' activities, helping a dreampainter smear Entropy's name on a skyscraper.

From there, the tour goes to France, where Jack flirts with danger in the form of a French goldengirl, who attempts to kidnap him. The fourth adventure pits the characters' wits against a bomb plot.

A cancellation forces the tour to fill some time, and in the fifth adventure the characters get sent to Scandinavia to extract an agent and book a concert in Sweden. In the last adventure, they move from the laid-back hinterlands to the heart of Europe, unstable Czechoslovakia. Here they try to heist the crown jewels, and must make good their escape when civil war breaks out.

And all through this, the players are confronted with clues and information that someone is trying to make sure that Entropy's European tour is his last. And in the epilogue, the final mystery is revealed, and Jack's direct murder is attempted.

THE MURDER PLOT.

While most of the action in EuroTour is already laid out, and the encounters are set, there is one thing that is not set at all: the true identity of Jack's murderer. There are six possibilities for the murderer, each with his or her own reasons.

At the end of each adventure, there is a section called

"clues" with a series of numbers followed by an amount of text. They look like the following.

CLUES:

★1: While on stage during his performance, Entropy's mike seems to explode, sending sparks everywhere. Jack will be unhurt, and the crowd goes wild at another pyrotechnic display.

★2: Etc.

After the concert, Tinker examines the remains of the mike, only to discover a short in the wiring she believes was deliberate.

There will always be six numbers, as there are six potential murderers. When you first read this module decide on what path, or murderer, you

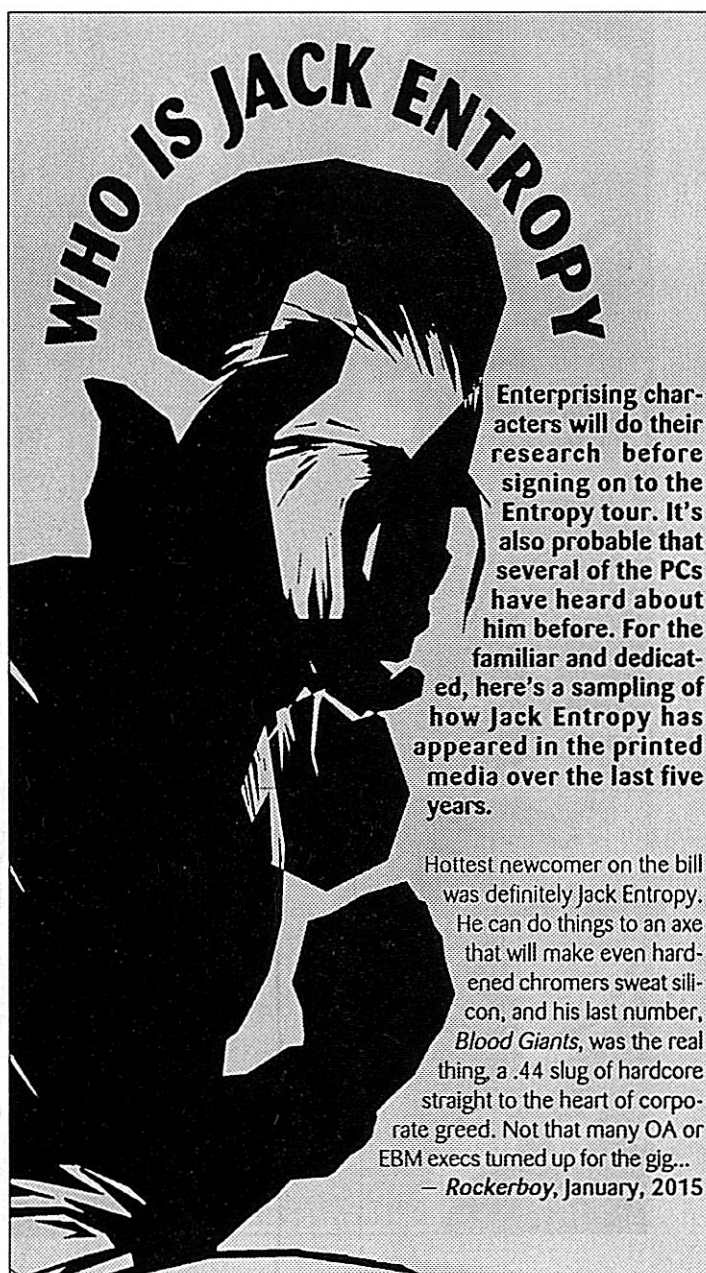
wish to use (only introduce the clues corresponding to that murderer). So if you want to use course #2, you should only introduce clues listed under #2 in the adventures.

The murderers and their plots & Motives are listed in the Epilogue. Also in the Epilogue are several "Red Herrings" to keep the players on their toes.

While some of these might be very useful to the players, they are generic and implicate no one directly.

Also, attempt to place the clues as a part of the scenario. Introduce them during the course of play, not as a note at the end of the adventure.

There. That ought to keep your players busy for a little while.



More hardboy chrome from the fighter who never stops!

— sleeve blurb, *Broken Dreams and Fallen Idols*, April 2016

ENTERTAINER CHARGED

WASHINGTON - Up-and-coming musician Jack 'Entropy' Inkerman was charged on three counts of vandalism and incitement to assault following his open air concert last week. "It was a political protest," explained Inkerman. "We aren't all corporate zombies; some of us are still men!"

— *EastCoast Wire Service*, June 2017

Mergers announced this week included the union of Entropy and Chaos, the independent one-man music label, and Veep Music Services. Veep will continue operations as a wholly-owned subsidiary. Executive John Inkerman could not be reached by this reporter, as E&C lines were jammed with calls all day.

— *Financial Times DBase*, November 2018

Entropy laughs self-deprecatingly, brushing back his trademark black mane. "I suppose I was young and angry, then. Of course, I am still angry about the wanton selfishness of some of the economic giants. I just believe there are other, more effective methods to express that anger." He pauses to look at the panorama around him, and bright Aspen sunlight sparkles on his earring. "In, say, *Ashen Dreams*, I am not singing merely about the end of a love affair, I am talking about the crisis of post-industrial capitalism. Everyone realises that."

— *StratoScan*, Orbital Air in-flight magazine, October 2019

A tearful Tammi-Lu spoke exclusively to *Hotboy InSight*, wearing a low-scooped tight top that was nearly translucent. We could see how she'd attracted Jack's eye, but all was not gold and glitter in Entropy's bed. "He's not the Jack I input," she sobbed. "Since his last augment, he's been shortfused and moody. Two weeks ago, he refused to card me a new Sao Sao." Hardman, that Entropy. We'd certainly never refuse the luscious Tammi-Lu anything!

— *Hotboy InSight*, February 2020

THE TOUR CREW

JACK ENTROPY, THE MAIN MAN

ROCKER, AMERICAN

STATS: INT 9, REF 6, CL 9, ATT 9, TECH 5, LK 8, MA 8, EMP 2, BT 6

SKILLS: Charismatic Leadership 10, Grooming 3, Wardrobe/Style 7, Oratory 5, Social 8, Perform 10, Accounting 9, Awareness 4, Education 5, Stock Market 7, Drive 4, Handgun 3, Judo 2, Motorcycle 5, Pilot (Gyro) 3

CYBER: Lifesaver skinweave, special ShareChecker™ link, plugs, contraceptive implant, adrenal boosters, cyberear (WearMan, level damper, sound edit, audio for ShareChecker™)

OUTFIT: Whatever he wants; habitually designer leathers, kevlar t-shirt, Budget Arms C-13 and platinum TraumaCard.

John Inkerman has made good by looking bad. Underneath his unkempt and untamed media image, there's a smooth and businesslike mind aware of the money to be made as one of the new icons of youth rebellion. Hence the carefully staged fights and tantrums, the lovingly created myths of his youth, and the steady expansion of his portfolio of shares and bonds. Jack has considerable charm when he wants to use it, but this is all veneer - at heart he is half propagandist and creator of his own mythology, and half accountant. What is more, his empathy - never all that high - has become dangerously low. In recent months the normally hypercontrolled Entropy is increasingly erratic, and tension can push him into fits of genuine rage or violent binges of drug and alcohol abuse. (When he's on a binge, consider his INT 2, REF 5 and CL 3, add 4 to all Stun rolls and add Strength Feat 4 to his skills.) What's worse, Entropy has consistently refused to undergo treatment for this mild cyberpsychosis.



THE TOUR CREW

JIMENEZ, GENERAL MANAGER



CORP, AMERICAN

STATS: INT 9, REF 7, CL 6, ATT 6, TECH 7, LK 10, MA 8, EMP 9, BT 5

SKILLS: Resources 8, Streetwise 6, Human Perception 2, Anthropology 8, Awareness 6, Education 10, Drive 4, Handgun 3, Basic Tech 5, Expert: Music Media Theory 9, Expert: Music Law 8, Spanish 6, Italian 3

CYBER: Cyberear (phone splice, bug detector), chipped for three skills (usually a local language, local customs and local law) 2

OUTFIT: Militech taser, cab hailer, gold TraumaCard, cellphone

Fatally attracted by the music business, Professor J. E. Escobar gave up a lucrative career in the Music Media Studies Department at the Harvard Business School to manage Entropy's career. He has no particular ear for music, but has a fascination with the business in general and for Entropy's self-built myth in particular. In fact, his awe of Entropy's media control skills borders on the obsessive; for him, Entropy can do no wrong. Although Jimenez always seems flustered and in a hurry, ultimately everything turns out surprisingly smooth. It is through Jimenez's influence that most of Entropy's female personnel are also attractive (although he lacks the social confidence to do anything about them).



THE TOUR CREW

CATHRINE CLEMENTS, MARKETING DIRECTOR

CORP, AMERICAN

STATS: INT 8, REF 6, CL 10, ATT 8, TECH 6, LK 5, MA 5, EMP 7, BT 4

SKILLS: Resources 7, Personal Grooming 4, Wardrobe & Style 5, Human Perception 5, Education 9, Social 5, Persuasion 6, Expert: Marketing 6, French 7, German 6, chipped for two skills (usually a local language and local law) 3

CYBER: Skinwatch, skill chip plugs

OUTFIT: Gold TraumaCard, Image Wallet, Newsviewer, cell-phone

It takes a lot to flame Clements, but when she does lose her temper, the best thing to do is to hide out (in another continent.) Highly educated and highly polished, she has worked or studied across the globe, and hence she has an extensive network of contacts. Normally, she is reserved and collected, encyclopedic in her knowledge, and forever making others feel like poorly-prepared amateurs. No matter how much time anyone spends around her, they'll never feel they know her. She freely admits she signed on with Entropy to help finance an early retirement.



THE TOUR CREW

'ACE' MCLEOD, HEAD OF SECURITY



COP, AMERICAN

STATS: INT 6, REF 8, CL 8, ATT 4, TECH 4, LK 5, MA 6, EMP 4, BT 8

SKILLS: Authority 6, Wardrobe & Style 3, Intimidate 4, Streetwise 7, Human Perception 4, Leadership 4, Awareness 7, Education 4, Athletics 2, Drive 6, Handgun 5, Thai Boxing 6, Melee 4, Stealth 3

CYBER: Plugs, weapon link, Sandevistan speedware, cyberoptic (image enhancement, targeting, lo-lite, teleoptics)

OUTFIT: Militech taser, Sternmeyer 35 smartpistol, armourjack, mastoid commo, cellphone

Born of an American father and English mother, Don McLeod served on the LAPD Vice Squad, Federal Witness Protection, and finally the LEDiv's Protection Squad (Secret Service division). After a brief and not very successful time running his own security agency, he did a stint as a free lance bodyguard in the UK. He was engaged for the tour on the strength of his rep and basic familiarity with Europe. No grunt, he's a cautious and responsible man, quiet, watchful and with the perpetual suspicion the job requires.

THE TOUR CREW

TINKER, CHIEF TECHNICIAN



TECHIE, AMERICAN

STATS: INT 7, REF 6, CL 7, ATT 8, TECH 10, LK 5, MA 7, EMP 7, BT 5

SKILLS: Jury Rig 8, Personal Grooming 4, Streetwise 3, Seduction 6, Persuasion 7, Awareness 6, Education 2, Basic Tech 9, Cybertech 3, Electronics 8, French 5, Keyboards 4, Guitar 4

CYBER: Plugs, machine link, chipwear socket, cyberaudio (phone splice, sound editing, enhanced hearing, level damper, wearman)

OUTFIT: All the memory chips she ever needs, two techscanners, tech and electronic kits, digital recorder, digital chip player, pocket computer, Dai Lung Cybermag 15

Jean Gardner, aka The Tink, comes from a musical background (her father played acoustic guitar in New Orleans in the 90s), and she gravitated to the technical side of the business. In the last five years she has freelanced for Eurodyne, Love KamiKaze, Blackheart, and lots of other big names. She's a tall, black-haired woman with bright blue/green eyes, always with a bandana round her head and a tool belt round her waist, smiling and cheerful. She wins hearts and breaks them everyday, never quite realising what is going on. Tech she can handle, with people she's not so clued. Characters with some drug experience may notice that she shows some signs of Blue Glass addiction. She is ill at ease around Entropy, Jimenez, and Clements, as they represent authority to her, and she's never known how to deal with that concept.

THE TOUR CREW

ANGUS KESSLER, BODYGUARD

SOLO, AMERICAN

STATS: INT 7, REF 9, CL 4, ATT 4, TECH 6, LK 3, MA 7, EMP 6, BT 8

SKILLS: Combat Sense 6, Intimidate 6, Streetwise 5, Human Perception 4, Leadership 6, Awareness 6, Education 4, Athletics 2, Drive 6, Handgun 6, Tae Kwon Do 6, Melee 4, Interrogate 4

CYBER: Plugs, weapon link, Sandevistan speedware, cyberoptic (image enhancement, targeting, lo-lite, teleoptics)

OUTFIT: Militech taser, X-9mm smartpistol, armorjack, cell-phone, two smoke grenades

Born of purebred Scots parents, Angus learned how to fight early thanks to his first name (which was strange to most of the other kids in the Deep South). He is a genuinely gregarious person, a rare combination these days. He takes a liking to the characters, and it shows.



THE TOUR CREW

TAMMI-LU HONGANJI, ORNAMENT

FIXER, AMERICAN

STATS: INT 5, REF 4, CL 6, ATT 10, TECH 3, LK 7, MA 4, EMP 9, BT 5

SKILLS: Streetdeal 2, Wardrobe & Style 6, Seduction 8, Streetwise 5, Human Perception 6, Handgun 3, Brawling 4, Personal Grooming 8, Social 3, Hide/Evade 3, Dance 5

CYBER: Midnight Lady, contraceptive implant

OUTFIT: Shoulder bag with an incredible assortment of make-up, brushes, etc., lots of lingerie, and a Dai Lung Cybermag in a secret pocket

Raised in the Tokyo megaburb by a Japanese father and an American mother, Tammi-Lu fled to the States and became a naturalized citizen. Her ability to socialize with people got her into the music industry with relative ease, and she hooked onto Jack both as a ticket to the upper class and out of twisted maternal concern. She hasn't really figured out her own emotions about the Rocker, and things have just gotten more confused lately.



From: *Rockers: The Rise and Fall of the Music Scene:*

...and there is the newcomer to this violent, public scene, Jack Entropy. Entropy may not have the flash of a Silverhand, or the torrid past of a Eurodyne, but he has stage presence to spare. His violent songs of corporate protest are all over the Top 10 in any station in the country. He is the very ideal of the "new model" rocker: violent, sexy, and ready to party or fight. The only real question is: how long with this new star burn? Does he have the staying power of a great star? Or is he merely a flash in the pan?

Rockerboy Magazine

New York, December 1, 2019:

Today, Jack Entropy released his newest album, *Loveless Eyes*, and the fans lined up around the block put paid to the idea that Entropy's career was near the end. In a related story, Entropy's publicist announced the listing of 2 upcoming tours, one in the Appalachia region, and a possible European Tour.

Rockerboy Magazine

April 4th, 2021

...still busy with the preparations for his *Total Entropy* Tour of the EEC, Entropy took time out to have a few words with this reporter.

Kim: So, how do you respond to the critics of this tour?

Jack: Critics? You mean not everyone loves me? (Smiles)

Kim: Well, there have been some nasty rumors lately.

Jack: Like what?

Kim: Like the suicide of the Falste girl.

Jack: Hell, why does that always come back to haunt me? I never even met the girl. You heard the Psyche profile. She was living in a fantasy world.

Kim: It was a plea for help.

Jack: Am I Mother Teresa? I'm just a guy who likes to sing, I'm sorry about her, but what's done is done.

Kim: How are things on the tour crew?

Jack: Great! We're like a big family. Jim and Cath have put a great crew together. We kid around a lot. It feels like the early years all over again. I feel invincible.

Kim: Does going to Europe make you nervous, to be playing for the Goldenkids?

Jack: No way, I feel great. This is going to be the best one yet. Tammi has even got me one of those Japanese cat-things for luck. I feel like nothing can go wrong...

Rockerboy Magazine

Tokyo, October 17th, 2020.

It was announced today that Fugitsu World Entertainment has lost its last bid to bring the proposed Entropy Tour to Japan instead of the EEC. On asking Entropy why he turned down such an excellent offer, the rocker had this to say: "Hell, I've always wanted to see Europe. Besides, if I went to Japan I'd probably misplace Tammi-Lu at a local shopping mall!" Interesting reason, but this reporter wonders what the real reasons are?

From January 4th, 2021 broadcast, Net 54 News

... and in the entertainment news tonight, Rocker Jack Entropy officially denied the paternity suit brought against him by Maria Falste of New Jersey. His comment to the news was as follows. "Why would I **** that ***** anyway? Have you seen her? I've seen better looking Joy Girls in the 'zone in Night City. I could have Sharon Glass if I wanted her, why would I settle for this nobody?" Ms. Falste's lawyers have yet to comment.

Ms. Cyborg Magazine

March 20th, 2021

Caught in the spotlight last week was Rocker Jack Entropy, with of all people, Deidre Holland, the famous porn-braindance star. Entropy and Holland were caught stepping out at the Club Ozone in New York. One wonders how poor Tammi-Lu will feel when she returns from her "shopping trip" to Japan? In my opinion she should be shopping for a new input. Ah well, when the cat's away...

Headline, *Nashville Chronicle*,

April 2nd, 2021

ENTROPY TOUR A GO! CUSTOMS PROBLEMS OVERCOME. EEC TO OK PACS FOR ENTIRE CREW.

Rockerboy Magazine

March 15th, 2021

Today Maria Falste was found dead in her apartment, apparently the victim of a Blue Glass overdose. This comes days after the paternity case against Rocker Jack Entropy was dropped.

PAPER CHASE



The characters get hired by the tour to provide additional security for Entropy's first concert date. Shortly after the concert, Jack disappears. The PCs are sent to track him down and bring him back with as little fuss as possible. They pursue his trail through a gambling casino, past a slummy corp club, and into a tunnel project site. Here they must pull the drugged-out rocker out from a fracas involving two English gangs and the MLA.

PLAYING BRITAIN

This is a basic opening scenario set in Liverpool, to get the team working together (if they are not an established group), introduce them to some of the characters on the tour and get the whole ball moving—a straightforward banzai run, play it fast and gritty. Britain is close to the US in its streetsharp violence and high-tempo mayhem, but with the added complication of the Martial Law Authority. The structure is simple and linear, so the emphasis should be on speed and mood.

Remember: Britain is a lot like North America in its gaudy violence, but it's under martial law. Laws are strict, and the PCs should keep getting hassled and monitored. Do they have licenses for those weapons? For that car? Are they carrying PACs? The streets are full of uniforms, and foreigners might have trouble telling an indentured security policeman from a State Telecomms engineer at first glance. Military austerity keeps the cities drab, excepting the ubiquitous and colourful hologanda of the Information Directorate: Join the Army, Save Power, Recycle, Be Watchful.

MEET THE BAND

The characters are approached by Angus Kessler (the right-hand man of security chief McLeod) and Jimenez Escobar. Exactly how they are approached depends on the characters and their situation, but, in a nutshell, they'll get hired for the tour.

Kessler and Jimenez will take a good cop / bad cop approach, with Kessler playing the enthusiastic security man and Jimenez playing the reluctant bean-counter. They'll haggle with the characters a bit over price, perks, etc., but they won't let the PCs slip away. Jack wants US citizens

on his tour; they're more trustworthy, or so he feels.

After all is agreed, Jimenez will provide the PCs with their yellow PACs. Then everyone returns to the tour compound (in a secure hotel relatively near to downtown), and Kessler will show them around. The characters will meet the important people on the tour (listed on page 8-14), and find Jack Entropy quiet and reserved. Each character is assigned a position and will have their duties outlined.

The tour starts, Jack plays his opening gig, and the crowd goes wild. If you want to add a little extra depth here, have the players deal with crazed groupies trying to storm the back door to the concert hall. Nothing tough, but enough to demonstrate their worth to the tour staff.



OPENING ACTS

After returning to their hotel from the first show, the team is summoned suddenly into Jimenez' presence by Kessler. Clearly agitated and worried, Jimenez paces and smokes, never quite able to finish a sentence (this can really bug players). Kessler leans against the wall, quietly. Read the following to your players:

"Entropy has... you know. Look, he's done this before. Gone. He's a really, well, tight-screwed kind of... Well, anyway, sometimes, when the pressure's maxed, he gets a little, yeah... So he ducks out, goes you know... Booze,

drugs, violence... Look, we need him back, onepieced, without any, well, yeah, without any. Quiet, tag me?"

Exasperated, Jimenez leaves the room, much improving the mood. Kessler takes over at this point, clearly agitated under a controlled, professional exterior. Entropy left the hotel more or less an hour ago; the concierge and other lobby staff didn't see him go; he left his car in the garage; all he has with him are his C-13, some electronic gadgets looted from stage props, and his EuroBank card - he doesn't even have his Trauma Card. Get him back, and keep the screamsheets from finding out.

TRACE

There are a couple of obvious ways to try and trace him. One is to see if anyone else is missing. There is, and it's Tinker, the chief technician. A quick search of her room will reveal a small amount of Blue Glass, a phone book open to the 'Taxi Service' section, and a map with a certain street corner marked in red (the location of the Blind Lady). Checking with the hotel operator reveals that Tink placed a call to GreenLine seventy-five minutes ago.

A quick check of the hotel reveals several alternative exits - three fire escapes and the (locked) cargo entrance. The fire escape doors are all closed, and there's no doubt Entropy would have set off the alarm if they'd used one of them. They're simple in design, and practically impossible to fix. There are no external fire escapes; the hotel had them removed for security reasons.

Checking the cargo entrance's lock computer (Electronics, Electronic Security @ 10) reveals that it was opened by someone bypassing the security code some seventy minutes ago.

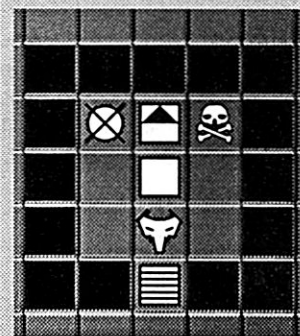


If the team lacks techsmarts or (worse yet) an idea of what to do, Angus Kessler will accompany them. He's a good guy, he likes them, and he'll turn up dead soon.



ENTERING THE EUROBANK DUMBOT:

Given that the 'runner is only after one card, and Kessler can provide the account number and access code, this is not too hard. The Watchdog program will activate the Killer, but if the 'runner tries to access any records without the codes, the LDL alerts the EuroBank sysop, triggering an avalanche of black ice and physical security. Alternatively, 'runners can use the tour's merchant number and pose as a new transaction.



The cargo entrance leads onto a dark, litter-strewn street, lined with long-empty warehouses. Persuaded, cajoled or intimidated, an old vagrant bedded down in a skip full of shredded faxpaper (Awareness @ 11 to spot), recalls a taxi picking up some couple. Pushed harder (Interrogation, Intimidate, Interview @ 15), he remembers it as a Green-Line cab. He readily agrees to any description the PCs provide, so as to get them to leave him alone ('Was he wearing fuzzy bunny slippers?' 'Oh, yeah, he sure was.').

The cab company may let characters patch into the driver (Authority, Credibility, @ 15 Intimidate, Persuade @ 21, depending on the approach) - she remembers (perhaps 50-100eb?) this guy in leathers and a mask with a woman after some hot gambling: she took them to the Blind Lady casino. Armed with Jack's EuroBank account number, the team can get proof that Jack used GreenLine, and might (Persuade @ 15) get a transaction number for the fare.

The money trail is another alternative. Kessler can get Jack's EuroBank card number and PIN for the team from Jimenez, and a smooth choomba might persuade EuroBank Credit Services to detail the card's latest transactions over the phone, but this is tricky (Authority @ 19, Credibility, Fast Talk @ 25, Persuade @ 29, all rolls are easier if armed with GreenLine transaction number). Nor could most netrunners break into the bank's fortress. Possible, though, is to crack a repeater station, a dumbot routing credit data between EuroBank and the various merchant banks (see Dumbot Datamap on page 17). Either way, there is a 75 eb trans to GreenLine cabs, then 10k more to the Blind Lady, thirty minutes ago.

If all else fails, someone in the tour taps in on a media transmission, detailing Entropy's latest shenanigans. That ought to get the PCs movin'.

THE BLIND LADY

The Lady is an ultra-chic casino no just inside the corporate sector: close enough to the police to be safe, far enough into Little Hong Kong that patrons can pretend to live dangerously. The interior is black and chrome, with tame dreampaint graffiti covering portions of some walls. Most Night City 'punks will consider the place to be banal. Generally the patrons are rich and cautiously reckless. Characters may have heard (Streetdeal @ 15,

Streetwise, Gambling @ 20) that the club is controlled by the Seven Feathers triad.

Unless they habitually max-dress, the PCs have trouble getting past the Sumo-type doormen (Wardrobe & Style @ 16, Authority, Credibility, Social, Persuade @ 19 - or a 1-600 eb bribe). The only way someone can get into this club wearing ratty leathers is to come across like a corp who's slumming. The club doesn't want any real streetwise thrashers in here.

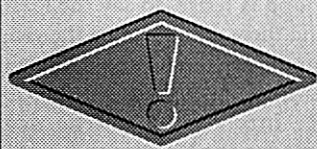
Inside, the place is in uproar: some guy, face hidden in a domino (lucky New Renais-

sance is this month's 'in' fashion) bet 10k on the electrolette wheel, won, then bugged out with the chips before he could be stopped. It only took a quick security sweep to discover that the wheel had been spoofed by a small gadget (no one is sure exactly how, though to know that a specialised variant of a deck could do this the same way a 'runner uses Control Remote, is Electronics, Cyberdeck Design @ 14).

If the players think to check, they'll find Tinker hiding in the ladies' bathroom, aban-

Grisso (center) flanked by his Seven Feather Heavies





Grisso

Solo, British

Stats: INT 6, REF 10, CL 8, LK 9, MA 10, BT 7

One of the Seven Feathers' chief enforcers, Grisso eschews cyber or indeed biotech—he's just very, very good at what he does, for all his appearance of gawky awkwardness. His speech is so quiet and measured, it's almost surprising to discover just how foul it is...

Skills: Combat Sense 9, Strength Feat 6, Intimidate 7, Streetwise 6, Awareness 7, Handgun 9, Karate 8, Melee 7, SMG 9, Cantonese 7

Outfit: ArmorJacket (SP=18), Beretta 97, Ingram MAC 14, monoknife, cellphone

Seven Feather Heavies

Solo, British Kong

Stats: INT 5, REF 9, CL7, LK 5, MA 6, BT 9

Skills: Combat Sense 4, Awareness 5, Athletics 4, Drive 4, Handgun 5, Cho Li Fut 5, Cantonese 9

Cyber: Kerenzikov reflexes, cyberoptic (targeting, IR, anti-dazzle)

Outfit: ArmorJack (SP=18), Armalite 44 smartpistol. One has a Setsuko-Arasaka PMS smartgun (*Chromebook* 1 pg. 44) and SMG 4

doned by Jack and now afraid of the MLA. She's forgotten her PAC in her hotel room. She'll tell the team that Jack put her up to spoofing the wheel (she's lying), as far as she knows, he's straight (lying again), and that he left without so much as a 'thank you'. Then she turns around abruptly, hiding her face, and points out the club's security team, who're just passing.

The characters see a tall, cadaverous caucasian (Grisso - see sidebar) and four tough-looking Kongs (British Chinese exiles) push their way through the crowd, talking (they're saying 'Zhao the Finger spotted him at the Olympus. We'll catch him there' - if anyone makes Cantonese @ 17, else Awareness @ 22 to pick up the words 'Club Olympus'). The five thugs get into a big Mercedes 725SEL and zoom off; following them is straightforward enough (Drive @ 10, but the team is spotted unless a roll is made @ 20). Any character who's pulled duty as a security guard will realize (Intelligence @ 8) that the thugs wouldn't ordinarily leave the club, and that therefore they might be following Jack.

If the characters are completely clueless, have Tinker run to them for protection against one of the Kongs, who suspects her of being Jack's input. He'll hassle her a bit, bringing the team to the edge of a fight, then get called off by the other guards, who, as above, mention the Olympus.



An expensive new club catering for jaded corps and flush streetdealers alike, its theme is Greek mythology, from the armoured beefboy 'Trojans' at the door to the nubile young 'Nymphs' waiting tables. The Club O, though more removed from Little Hong Kong than the Blind Lady, is nonetheless in a

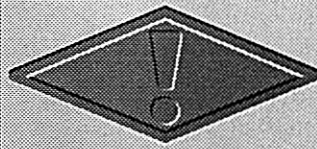
worse part of town. This is a border zone where drug-hungry corporates meet streetdealers clawing their way into the 'real world'.

The Seven Feathers heavies pile in, but the PCs notice one distraught-looking suit on the steps. If they don't approach him, he rushes up and asks to borrow a cellphone to make a call. A junior-level corp, he borrowed his wife's brand-new company BMW for the night and then came here, just for a drink, you understand. Then some nutter in a mask pulls him out from behind the wheel of his beemer and screams off into the night. He'd planned some 'heavy drinking', he set the autopilot beforehand for home, and he's concerned the thief might try something on his teenage bride. He'll give that matey a pinch once he tells the police where to wait for him!

It's easy enough to persuade/force him to pass on the address. It's in a plush part of town, but the autopilot will take the car a little deeper into the Liverpool combat zone before emerging into the tamer parts of the town. The PCs can opt either to chase the autopilot's path or place and trace a call to the corp's cellphone (in his briefcase in the back seat). Or, if they opt to scan the police band, there's a fresh report of an abandoned sedan fitting the corp's car's description.

Once the PCs have decided on a course of action, they attract the attention of the Seven Feathers boys. One of the Kongs (the one who roused Tink?) recognizes the PCs and puts two and two together. Basically, this is an excuse for some fast talking or, much more likely, rough stuff.

Watch the geography of the combat. Brawling in or on the steps of the Club O will cause the Trojans to intervene with their skewers. Gunfire hitting the club forces the two



Trojan

Solo, British

Stats: INT 4, REF 9, CL7, LK 5, MA 7, BT 9

Skills: Combat Sense 4, Awareness 5, Athletics 4, Drive 4, Handgun 5, Wrestling 5, Melee (spear) 2

Cyber: Kerenzikov reflexes, cyberoptic (targeting, IR, anti-dazzle)

Outfit: Medieval armor (SP=14, but only covers 50% of arms and legs), X-9mms (initially loaded with gelrounds, but they also carry standard rounds), spear

Police

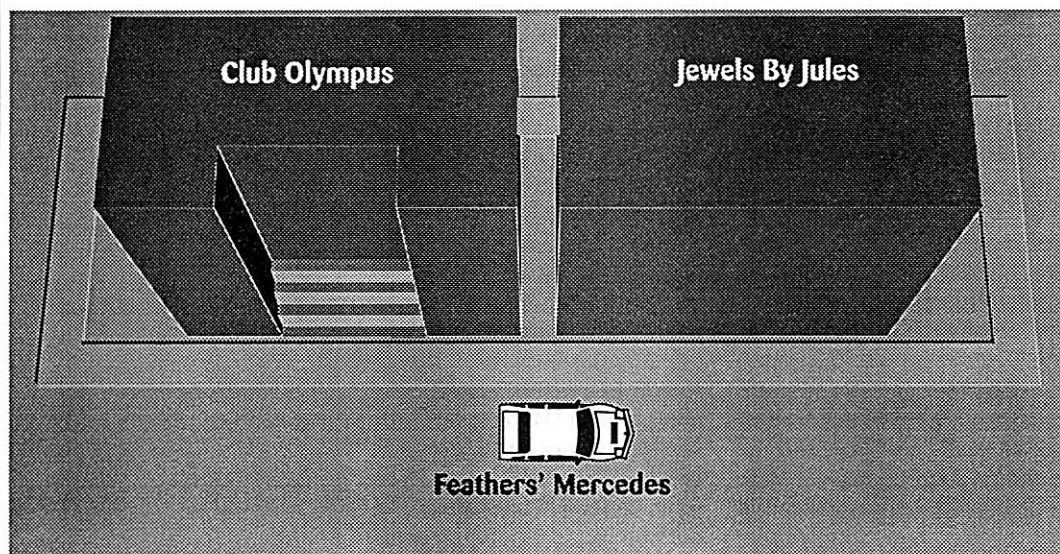
Cop, British

Stats: INT 6, REF 8, CL10, LK 2, MA 7, BT 7

Skills: Authority 4, Handgun 6, Streetwise 5, Melee 5, Interrogate 4, Intimidate 6, Brawling 6

Cyber: Plugs, cyberoptic (targeting, lo-lite)

Outfit: X-9mm, cattle prod, flak vest, kevlar helmet with radio and gas filter



Club Olympus block

'Trojans' to retaliate, while shots hitting the (heavily armoured) window of Jewels by Jules (an artsy store which buys from creative English 'punks') trigger the defensive system, spraying opaque tear gas and setting off a loud alarm summoning a police squad within a minute or three.

Sure hope the characters don't have to blow the corp away to keep the Seven Feathers' people off Jack's trail...

NEEDLE MATCH

After about five minutes on the BMW's track, driving through some less-than-salubrious public housing projects, the PCs come upon the almost entirely stripped chassis of a car. Characters who roll Streetwise @ 20 will figure they're now beyond normal MLA patrol range. The license matches the number given by the corp; it's his wife's beemer. Ex-beemer, that is. If the characters ever get a chance to look at the car, they'll see that apparently Entropy didn't quite care for where the autopilot was heading and put a 5mm slug through it.

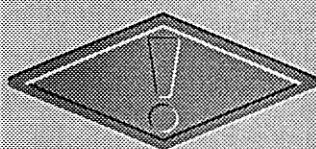
Surrounding the late sedan are a gang of Psyche Needles, resplendant in their multi-coloured full-body tatoos, shaven heads and minimal

clothing. The crowd lingers around the car and trails back into a nearby pub.

As the team ventures closer, everyone stops talking. The

mood is tense, to say the least, and there are signs that the gang members have been fighting. Entropy has just been in the pub. He interrupted a drug deal between the Needles and another gang called the London Bridge Trolls, bought some SynthCoke and a mixed handful of hallucinogens with chips from the Lady, took a massive hit there and then promptly tried to hold up the pub with his C-13!

Trolls and Needles fell on each other with accusations of treachery. Lots of drugs and money was lost in the brawl. The Trolls defeated, wiser heads have come to realize that Jack was indeed a loose cannon. He got lucky and escaped with just one bullet in him, but the Needles are angry and looking for blood, anyone's blood (Streetwise, Fast Talk @ 20 to keep them sweet, Authority, Intimi-



Psyche Needle

Nomad, British

Stats: INT 3, REF 7, CL9, LK 7, MA 9, BT 8

Skills: Brawling 6

Outfit: Knife or makeshift weapon. One has a Dai Lung Cybermag and Handgun 3

Streetwise @ 11 for locals to know anything about them, foreigners roll @ 22. A medium-strength gang, dealers and users.



date @ 28 or a facedown against COOL of 8 to overawe). Luckily this is a 'junior chapter', just gutterkids with blades. Still, there are at least a dozen, and numbers always help.

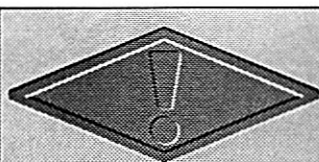
Defeated or out-cooled, the Needles may be forced (Intimidate, Interrogate @ 20) to tell all. Even if the situation degenerates into a brawl, the Needles' leader will still let a few important facts slip. Otherwise, if for example, fleeing, the PC with the highest Awareness spots a blood trail leading from the pub (Track, Survival @ 13). If the players fail their rolls, then the path is obvious enough that a few of the Needles might follow it, forcing the characters to convince them otherwise. Entropy's erratic, stumbling path leads deeper into the fringes of Liverpool.

GENTLEMAN OF THE PRESS

At about this point another problem arises, the insufferably cheerful and persistent freelance screamsheet stringer, EyeSpy. He's intercepted some Seven Feathers and police broadcasts and is interested, even though he has no reason yet to connect events to Entropy.

He'll hum up on his little electroscooter and begin pestering the characters. If threatened he'll back off, but still follow, and be even more intrigued, figuring the perpetrator either hired or pissed off several foreigners. A media might be able to buy him off with the promise of another, juicier story (Credibility, Persuade @ 24), or otherwise prevent the truth from hitting the screamsheets. Every chance EyeSpy gets, he flashes away with his camera, dazzling night-adjusted eyes and generally making a pain of himself.

EyeSpy will not allow himself to be driven off. If necessary, he'll follow so far back that he's not worth the bother of hassling. In the long run, though, this is an advantage, for



EyeSpy

Media, British

Stats: INT 7, REF 7, TECH 4, CL 9, ATT 4, LK 10, MA 9, BT 4, EMP 8



Born an unwanted child and named Irving Spiers, EyeSpy has made a living finding out what people don't want revealed. It's the only way he gets any kind of gratification. He's not stupid, but may seem so, since he's forever in the way. Equal parts desperate for a good story and curious, he pushes his luck to the limit. He is small and wiry, with dark vagrant hair and buggy eyes messing up his chiseled features.

Skills: Credibility 4, Human Perception 4, Interview 4, Fast Talk 4, Awareness 5, Composition 3, Handgun 2, Motorcycle 4

Cyber: Light tatoo (a glowing green eye on his forehead), DataTerm link, optic (Times Square)

Outfit: Kevlar t-shirt, X-22, camera, voice-operated pocket word processor, cellphone, Incauti P33 scooter, newsviewer

if the team gets in trouble, he'll back their story with his doctored video images.

TOURNEY IN BLOOD AND CHROME

Entropy's trail leads through a large hole in a wire fence prominently marked 'Restricted. No

Unauthorised Access. Free-Fire Zone'. The dark hulks of huge machines loom in the night, and beyond flickers firelight. This is the abandoned vehicle park for the abandoned England-Ireland Tunnel project (Education @ 15 to realise this. See map on Pg. 22).

Trial by combat: the Demons caught one of their number about to defect to the Roses, and the 'duel' is over whether she returns to face the fury of her former gang-mates.

Ringed by nine huge diggers is a circular depression lit by a dozen huge bonfires. Facing off are two gangs: augmented vision or nightights reveal one to be all-female, with matching right cyberarms, the other a mixed group in orange colours, with demon logos. Characters may (Streetwise @ 22) recognize these as the Galvanised Roses and Dancing Demons respectively (See sidebar pg. 22). In the middle is a lone, bound woman.

One member steps forward from each group, and they begin to fight, to the jeers and cheers of their fellows; the Roses have a distinctive high-pitched hyena-howl, one Demon has a mega-amp ghetto blaster and a tape of canned applause, which he flicks on when his homeboy scores a particularly good blow. Trial by combat: the Demons caught one of their number about to defect to the Roses, and the 'duel' is over whether she returns to face the fury of her former gangmates.



The Duel

**Galvanised Rose (21)**

Nomad, British

Stats: INT 7, REF 9, CL 10, LK 5, MA 7, BT 7

Skills: Family 5, Awareness 6, Brawling 4, Handgun 4, Motorcycle 4

Cyber: Cyberarm (reinforced joints, EMP shielding, ripper hand)

Outfit: X-9mm, Armor-T's (SP=14). Three also have Sternmeyer Stakeout 10s, and three MPK-9s, with relevant skill 4.

Dancing Demon (23)

Nomad, British

Stats: INT 6, REF 10+3, CL 5, LK 7, MA 10, BT 8

Skills: Family 5, Awareness 4, Dodge 4, Handgun 3, Capeoira 4, Stealth 4

Cyber: Sandevistan boosters, Synthskins (flashing orange when the Sandevistan kicks in)

Outfit: Demons like to get in close, and wear gloves and boots sewn with razors (+2 damage). Ten have guns (and relevant skill 4): three X-22s, four Dai Lung Cybermags, two Crusher SSGs (*Chromebook 1*, pg. 42), one AKM power squirt loaded with hallucinogen/paint mix.**CHAMPION?**

After several savage blows, the two combatants circle each other briefly. During this lull, Entropy suddenly stumbles from the shadows, framed by two of the bonfires. Although his motions are clumsy, they are also fluid and balanced. He is clearly on another plane of existence. The fighters warily stop, and the others look over at him, bemused. Jack strikes one of his stage poses, wobbles a little, and in a slightly thick voice announces to all:

“This woman, bound by the triflings of existence, is my queen, destined to rise up with me above this petty plane. Go now, all of you, back to the worm tunnels from which you sprang.”

One Demon clearly doesn't see Entropy as much of a threat, and steps forward. Jack smoothly raises his hand, and, aiming instinctively, gives the bloke 5mm of reasons to change his mind, straight through the left eye. He goes down, writhing.

A moment's stunned silence, then with a roar the twenty Demons begin unlimbering ironmongery or running forward...time for the team to do something. Opening fire on the



Demons distracts their attention long enough for Entropy to reach the girl and drag her into some sort of cover; smoke grenades and the like would also come in handy. Also, it is very easy for the team to provoke a more direct contest between the two gangs, given their current state. Any character who takes this approach (e.g., a female character yelling "Get the Demons!") has an immediate and positive effect.

The team may also try to make use of the huge, abandoned diggers. Their great capacitor-batteries are still charged, and several hundred tonnes of powered steel always comes in handy. A netrunner

may Hotwire one, or a techie may try manual control (Heavy Machinery @ 15, Drive @ 21). The diggers move at about 10 kph tops, but have SDP=200, SP=30 and run things over very nicely, thank you. Of course, if you don't want the team to get that much of an advantage, no one ever said these things were in the best of shape...

Sometime during the fracas, make a subtle check for each PC with enhanced hearing (Awareness @ 23) to hear the faint but nearing sound of rotors. Similarly, any techs monitoring the airwaves may (Awareness @ 15) pick up scrambled military transmissions.

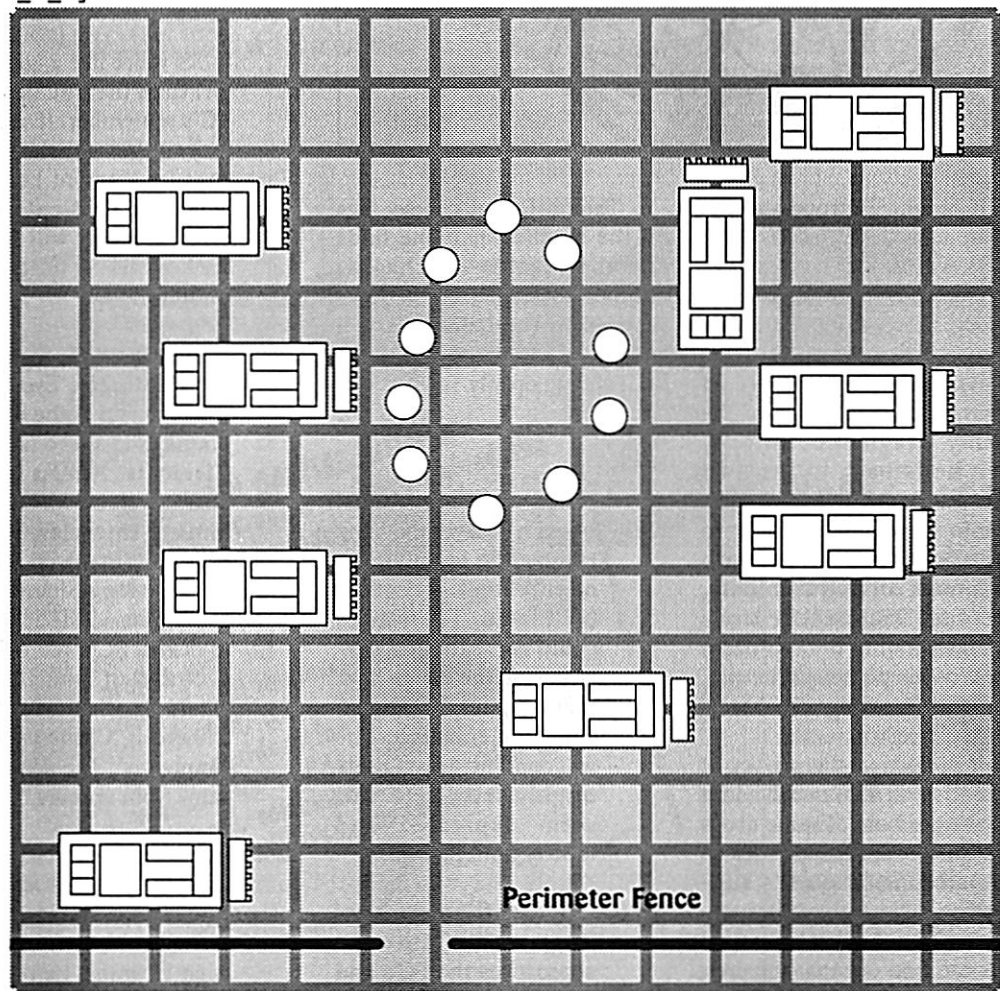
LAW AND DISORDER

This brawl is taking place in a restricted area, and as soon as shooting starts, patrolling Commandant's Service Military Policemen come to break up the party. Introduce them whenever is most dramatic, either to save the team and Entropy (fudge things to keep him alive) or to mess things up if they are having too easy a time.

Suddenly, in a roar of turbines and a glare of spotlights, a chopper appears overhead. The loudhailer blares "Stay where you are, drop your weapons," but doesn't wait for an answer.

10 m

VEHICLE PARK



Commandant's Service MP (12)

(COMSMILPO, or 'Commie')

Solo, British

Stats: INT 7, REF 8, CL 10, LK 5, MA 7, BT 8

Skills: Combat Sense 5, Awareness 5, Melee 4, Judo 4, Rifle 5

Cyber: Cyberoptic (targeting), biomonitor

Outfit: Flak vest, kevlar trousers (SP=14) and helmet (SP=20, integral radio, LI/anti-dazzle visor), FN-RAL smartrifle. One per squad has an FN MG-6 (Eurosource pg. 74).



Agusta-Eurocopter AE-47

A modern, stealthy hunter/lifter, based on a stretched AE-45 attack 'copter: three-barrel 20mm galling (firing the same hypervelocity DU rounds as the Barrett-Arasaka, with practical ROF 30 and laser-sighting for +2 accuracy), two stub wings, each with three hardpoints. These mount a switchable white/IR searchlight and videocam unit on one side, three rockets (as Militech RPG) on the other. Crew: 2+8; Max Speed 300 kph; SDP=100, SP=40; internal ECM (-30% against missiles).

Another helo shows up almost immediately, and each chopper shifts away and drops a squad of six MPs out of sight to take firing positions. A four-cornered battle: MPs, Roses, Demons and the team.

The remaining Roses make a break for their bikes, while the Dancers scatter. The MPs will concentrate their fire on anyone obviously trying to get away, since reinforcements are on the way. The team's best bet would be to grab Entropy and slip quietly away while the Roses are providing such a pyrotechnic diversion.

Entropy refuses to abandon the girl, and she is still half-beaten and thoroughly drugged (MedTech @ 15, First Aid @ 20 to rouse - or try carrying her or stunning him). Still totally out of it, Jack may be persuaded (Persuade @ 24) to leave her with a sufficiently bizarre story ('this is her spiritual crucifixion; she'll return for you').

If the team takes too much time exiting (after five minutes, the place is crawling with police) or are captured by the MPs, they may be able to get off by spinning some yarn about a kidnapping and the need to rescue Entropy (Credibility, Authority, Resources (ie, respectability) @ 20 or Persuade @ 29). As mentioned previously, EyeSpy will back their story... anything to get an 'in' with the Entropy tour.

AFTERMATH

If they get away clear, what about EyeSpy? He might be leaned on or otherwise induced not to go public. Also, a Media PC could always use the opportunity to write or tape a story of his own: Heroic Rockerboy saves Damsel in Distress (Credibility @ 15 to sell the story for 1k-6k eb, Composition, Photo/Film @ 15 to do it well). Of course, such an action would provoke other Medias to do an exposé of their own.



If caught, Entropy and the PCs are immediately jailed as foreigners in a restricted area. Jimenez gets everyone bailed quickly, but begrudges every e-cent, and they can expect little thanks.

As for the girl, she is an embarrassment, not least to the harshly pragmatic Entropy when he is back in his own skull. Characters able to turn her into something useful or to induce her to push off and keep her mouth shut (Intimidate, Streetwise, Seduction, Persuade @ 20, depending on approach) earn brownie points. Otherwise, Jimenez will arrange for her to be taken care of.

If pressed in the privacy of the tour suite, Tinker will admit that she got hold of some drugs for Jack, but that it was back in the states. She says it's supposed to help fight cyberpsychosis. Those with chemical skills can find out that the drug has been tampered with a psychoactive.

Tammi-Lu, of course, flies off the handle when she finds out that Jack was chasing another input. After a showy tantrum in the hallway, she'll end up in the room of a male PC, sobbing openly.

CLUES:

★1: When the Players catch up with Jack at the gang rumble, he seems to be openly belligerent to both sides. The players could swear that whatever effects the drugs have that he is in fact, lucid. After the encounter, he will continue to act thoroughly fried. He will seem depressed and moody until Brussels.

★2: On the flight out of England, Catherine approaches the PC's and thanks them for pulling Jack out of the fire. She

promises a 20% bonus in their next pay-voucher. She makes good on this promise.

★3: When the PC's first bring Jack back to the compound, Tammi-Lu acts like a ice-cube to Jack. The PC's remember her being hysterical when she first heard about his "disappearance." After her tantrum (in the most public place available) she ends up in the PC's room, and tries (quite actively) to bed him.

★4: When the PC's find Tinker in the bathroom at the Blind Lady, she is dressed in a very fancy gown, with a fully tricked-out make-up job. She looks more like a golden girl than the Techie the PC's remember. If asked why the get-up, she says that Jack asked her to wear the "ridiculous" outfit. Players will later see her packing the gown carefully away.

★5: Hours before the flight to the Continent, Eye-Spy will show up at the compound, and ask to talk to Clements. After a long talk, she grants him a ten minute interview with everyone involved with the "Entropy Situation" as he puts it. He mainly asks the PC's for a full account of what happened. If asked why she allowed it, Clements will simply say "The decision came from upstairs."

★6: Ace seems disturbed and quiet for the entire adventure, always looking over his shoulder. If asked what is wrong, he replies "Nothing a change of scenery won't cure."

Memo

Rat: Internal Confidential

Ref: 37262-RDK-272-57

Dat: 21Dec20

Ad: Noël Garaudy

Security Liaison, Bureau of Registration, INTERIOR

Ex: Dott. Carla Respighi

Office of Certification, Bureau of Audio Arts, COMMUNICATIONS

The view of BAA is that permission be given for the proposed tour. While understanding of concern as to possible public security difficulties, BAA believes the aggregate impact will be positive. Psychometric testing suggests that the cathartic value of the tour will outweigh short-term tensions (see BAA's report of 18Dec20), while textual analysis of the lyrics points to a clear shift from violently subversive to utopian and relationship-related themes which serve only to SECURITY BREACH MESSAGE TERMINATED BY SYSOP

- reprinted from N.E.T.O. bulletin board

LIVERPOOL BATTLES INTENSIFY

Insurrectionists seem to have gained the upper hand in Liverpool, causing the 'suspension' of the planned England-Ireland tunnel project. The MLA flatly stated that the project was not being canceled, but merely delayed until the insurrectionists were finally defeated, citing worker safety as a primary consideration in the suspension of work. The sudden loss of revenue in Liverpool, combined with a sudden increase in the unemployed, has caused...

Notes from Underground

(translated from the Danish)

THE DEFINITELY UNOFFICIAL GUIDE TO THE EUROMUSIC SCENE;
VOLUME 11, ISSUE 17, 2021

ENTROPY TOUR ON

Forget all the yak-vac about Entropy's 'selling out' (anyone got ideological objections to getting rich?). Forget the smearsheet whitenoise about alleged c-psychosis (read: 'invented'), this benighted continent is about to get the treat of its sad little life, over a dozen blasts of the chilliest earshine since Silverhand faded. Time to blow that credcard on a trip Up North and some polychrome titanium rippers, then get back here and party! Entropy will invade the cities where he's needed most. His cyber-edged anthems will rock the foundations of the continent's sessile millions, and...

Press Release: Entropy: EuroTour '21

Embargo: 20 January 2021

Contact: Cathrine Clements, tel 3827-766-766, fax 3872-766-272

Subject: Revised Itinerary, Entropy EuroTour '21

Day	Date	City	Location
Wed	26May21	Liverpool, UK	Deaside Leisure Centre
Fri	28May21	Birmingham, UK	Odeon
Sat	29May21	London, UK	Wembley Stadium
Tue	01Jun21	Brussels, Belgium	Europa Field
Thu	03Jun21	Paris, France	Palais Omnisport
Fri	04Jun21	Paris, France	Palais Omnisport
Sat	05Jun21	Paris, France	Palais Omnisport
Mon	07Jun21	Bordeaux, France	Biscay Omnisport
Wed	09Jun21	Lisbon, Portugal	Atlantis
Fri	11Jun21	Venice, Italy	Auditorium W
Sat	12Jun21	Venice, Italy	Auditorium W
Sun	13Jun21	Rome, Italy	Colosseum
Tue	15Jun21	Athens, Greece	Olympia
Wed	16Jun21	Budapest, Hungary	Dome Fifty-Six
Fri	18Jun21	Prague, Czechoslovakia	Hvezda Stadium
Sat	19Jun21	Warsaw, Poland	Government Theater
Sun	20Jun21	Copenhagen, Denmark	Opera House

What Makes Jack Run

by EyeSpy

Jack Entropy seems to live up to his name to those who don't know him well. But the image of a hard-rocking angry metal axeman screaming in front of frantic crowds does not mesh with the man who is calmly consolidating his diverse stock holdings and setting up for a plush retirement. To understand how Jack Entropy rose from the ashes of a young lad named John Inkerman, we must go back to his childhood in Northern Ireland, where Jack was raised in a slum on the outskirts of Belfast. Here he...

American Rockers At Large

Four members of Jack Entropy's tour staff remain missing this evening, casting an ominous shadow over the US rocker's arrival in England. MLA officials are investigating the possibility that the missing personnel were involved in gun-running to insurrectionists, however, without evidence, the EC has supported Entropy against the MLA's accusations. Interviewed this morning at his hotel suite, Entropy said, "No, I don't know what happened to them. Perhaps they're appalled by the injustice here and decided to fight, or perhaps the MLA abducted them as a show of force against freedom-loving youth. You can bet I'll be hiring additional security; free thinkers, too, not your typical cogs."

The four tour hands were reported missing by General Manager J. E. Escobar, and...

EUROPEAN GRAFFITI



The Entropy tour immediately hops cross-channel to avoid any further discussions with the MLA. They go to Brussels, where Jack, inspired by a screamsheet article on dreampainting, decides he wants one of his own. He hires the players to arrange it, unofficially, of course.

The players hunt down and hire a local artist of some renown. They handle a few interruptions from terrorists and the artist's enemies, then sneak their way into the building site. Once they've begun painting, a riot breaks out between striking workers and Romanian scabs and police. With a little luck and elan, they'll escape into the night unscathed.

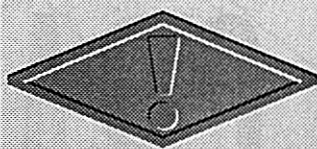
BACKGROUND

Capital of New Europe, Brussels is another rich and comfortable city, although still known as 'Europe's largest small town'. Upscale and clean, it is a model city, and boasts all sorts of high-tech features, including a fully automated metro and an AI city management system. Although most Brussels-based easies live in the EC arcologies that girdle the city, the centre is dominated by the EC Enclave, a state-within-a-state restricted to pass-holders. Even outside the Enclave, most people seem to have some connection with power, money or both. Indiscriminate use of firepower will be crushed firmly and quickly, as the city has a large, if discreet, force of gendarmes and Interpol.

Major gangs include the **Datajacks**, cyberfreaks in full-face mask vidscreens studied into I-face plugs, flashing up images from the wearer's subconscious, and the **Saxe-Coburg** bootboy revivalists with their nineteenth century kit and their habit of blackspraying victims—alive or dead—to protest past colonialism.

OPENING

The tour hits Brussels late on the 29th of May and unloads their luggage in the penthouse floors of a plush hotel. Sunday, after brunch, the PCs are summoned by Cathrine Clements, the marketing director. With her is Jack and an outrageously-dressed middle-aged man, constantly fidgeting and drumming his fingers, one Anton Pantre. Jumping from his chair and pacing back and forth in the small, cramped room, he energetically outlines how far Belgium has been influenced by French ideas such as dreampainting, and particularly, the spread of graffiti-culture. His idea: a graffiti paint-



Anton Pantre

Corp, French

Stats: INT 9, REF 7, CL 8, ATT 8, TECH 3, LK 7, MA 6, BT 5, EMP 8

Several times 'worst dressed man in France', the energetic Pantre is one of France's most effective and original promo gurus, dealing largely with the music industry, marketing American and Asian stars in Europe. Very small and unkempt, he is never less than extremely enthusiastic.

Skills: Resources 6, Human Perception 7, Education 8, Social 6, Expert: Marketing 7, English 5, German 5

Cyber: Digital recorder, audio/vid recorder, wearman



2-FOR-1:

Media characters might get the idea of producing a story on the operation. Clements wants to keep the tour's role quiet, but might be convinced with promises of a 'sanitised' (do I mean 'fictionalised'?) account.

ing advertising the tour, on the face of one of the city's newest and largest buildings, the still-incomplete New Age Office Building. Here is where the characters come in.

Jack explains the task: to locate a French artist in Brussels called Marcel Reve, engage his services, sneak him into the building to work his magic, and then get him away, all within the next 24 hours. There's one catch; there must be no killing during the break-in. This is an absolute requirement, as any deaths linked with something as petty as graffiti would make for bad publicity, and might cause the Bureau of Audio Arts to cancel the tour.

The PCs are given a photo of Reve and the address of his favourite haunt, the Jaded Flower, as well as 1000 eb with which to hire him. Reve does not have a permanent address, so they'll just have to do the best they can. Special equipment may be available from Tinker and the tour's tech section (requiring appropriate Resources/Persuade rolls). If Reve declines or asks for more money, Clements advises them to mention her name and remind him of a certain episode in the Bahamas a couple of years ago. That should do the trick. If the PCs ask for more information, Clements replies that work is what they were hired for, so get to theirs as she has her own to do. One last point: if caught, the tour will not be able to officially shield them from the full force of the law. They can't take official responsibility for the act.

WHAT NOW?

If the characters check up on the Jaded Flower, they may learn from the tourism database (Library Search, Education @ 12) that it is a nightclub near the EC Enclave, popular with young goldenkids and students and a known hang-out for the radical art set. The food is apparently good, the entertain-

ment first class. For men, jacket and tie are required. The streetsmart (Streetwise @ 22) will have heard of some quite heavy drug trafficking at the Flower.

A check on Marcel Reve (Library Search @ 20, Streetwise @ 24) reveals that he is suspected of vandalising a local Biotechnica office, breaking in and spraying a subversive neonpainting causing damage of up to a quarter meg. Biotechnica is offering 2000 eb for information leading to his apprehension, plus an additional 4000 eb if he is later proven guilty (he's actually innocent, but that won't necessarily stop Biotechnica). The screamsheets also hint at affairs with the wives of several high-ranking easies. Educated characters (Education @ 25, Expert: Art @ 15) will have heard of Reve's provocative and iconoclastic brilliance.

Research on the New Age Office Building (Library Search @ 14) reveals that it was due to be opened two months ago, but that all construction work has been stopped by a labor dispute. The site is now deserted, though guarded. The right contacts or means might obtain a copy of the plans from the City Planning Office (Authority, Credibility @ 20, Intimidate @ 26, Fast Talk @ 29). Alternatively, they could be stolen with a netrun against a Data Wall 5, Code Gate 5, Bloodhound and Killer II from Maurois Constructions SA, the construction firm building the edifice. Alert netrunners may also pick up the fact that Romanian scabs are scheduled to run the picket lines Sunday evening...

ON THE STREETS

No sooner do the characters set foot in the streets of Brussels than they are stopped by a well-marked Belgian Police car. Three officers get out, flanking a woman in a trench-coat. The attitude and armament of the police should deter

any characters from getting too rambunctious.

While the officers stand nearby, the woman walks up to the team and says in a silken accented voice:

“My name is not important. My badge is.” She flips open a wallet, displaying an Interpol badge, then puts it away. You notice she wastes no motions in doing so. “We know who you are, and we heard what happened in England. Do not think Entropy’s drones can behave here as they did last year. Understand?”

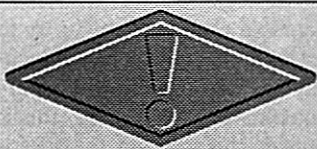
Any response other than ‘yes’ will cause her and the police to give the characters the third degree, checking PACs, passports, performing searches, etc. Threaten to hammer the characters with minor infractions; make them sweat. Then, with merely a ‘bon jour,’ they depart.

See? There is a difference between Interpol and the MLA.

JADED FLOWER

There is always a long queue outside the Flower, and characters trying to walk to its head without the right attitude (Authority, Intimidate @ 20, or a face down against 12+1d10) will be challenged by some young wannabes and caught in streetbrawl. No one wants to get killed just to get in the bar a few minutes earlier, so the wannabes won’t pull guns unless almost beaten. Then they’ll pull them as a threat, but won’t use them unless the characters draw their own. Of course, once both sides have guns out, everything falls under ‘self-defense’.

If the characters lose the fight, they can still get in the Jaded Flower, assuming their clothes aren’t too trashed. Alternatively, they can just join the back of the queue when they arrive, and avoid a brawl altogether. What a concept.



Wannabe Eurosolos

Solo, Various
Stats: INT 8, REF 9, CL 7, LK 5, MA 6, BT 7

Skills: Combat Sense 5, Awareness 5, Handgun 5, Melee 4, Athletics 5, Savate 4

Cyber: Uberrnensch Speedware (as Sandevistan, but only +2)

Outfit: Gibson Battlegear jackets over suits, monoknife, LeRoi Maxi-10 (loaded with gelrounds)



LEROI MAXI-10

P-1 J E 10mm (2d6+3) 10 2
A French automatic with an undeserved street reputation, built largely on its macho chunky styling and clever marketing.



Jaded Flower Bouncers

Solo, French
Stats: INT 4, REF 8, CL 7, LK 3, MA 7, BT 9

Skills: Combat Sense 4, Awareness 4, Handgun 5, Tae Kwon Do 6

Cyber: +1 Kerenzikov reflexes

Outfit: Kevlar t-shirt, paintball guns loaded with KO drugs, LeRoi Maxi-10



The Jaded Flower doormen turn away male characters without jacket and tie or anyone with ATT 3 or less, unless suitably persuaded (Authority, Credibility, Persuade, Personal Grooming, Wardrobe & Style @ 26). They insist guests check equipment larger than a pistol, and they will get their way.

Inside, the Jaded Flower has been decorated to resemble a nightclub in deepest jungle—green plants, palms, huge fan, sort of like a bungalow in plastic and steel. When the band isn’t playing, recorded tropical bird-song fills the air. It is pretty full, though not crowded.

Asking after Marcel Reve, the characters are unlikely (Streetdeal, Interrogate @ 28 Interview @ 19) to come upon anyone who knows anything about his present whereabouts - or admits it - but the word will spread that there are some Americans looking for him. After a while, the team will be approached by a short man in yellow suit and matching sunglasses, who claims to know Reve and is willing to tell them where he can be found. For a suitable price, of course, say, 200 eb, though he isn’t hard to lean on (Authority, Intimidate @ 14). He’s no friend, just a scavenger. He just left the famous Nouveau Internationale art gallery, and saw Reve there.

But at that moment the PCs notice a striking woman pushing her way through the crowd, closely followed by two well-dressed men bearing a resemblance to her (Awareness @ 21). They are about to make the acquaintance of Leona Wilder.

LEONA WILDER

A very rich and terribly spoiled French golden-girl, she had a short affair with Reve and was

distinctly insulted when Reve dumped her. He went into hiding when he realised just how far out of his league she was; Leona’s vindictiveness is part of the modern legend of goldenkid society (Social to know @ 25). Visiting the Jaded Flower with her brothers, she heard of someone who knew Reve’s location and she decided to leave her ex-beau a message. Yellow Suit, showing true scavenger instinct, ducks away immediately and the PCs never see him again.

She marches up and demands in broken English that ‘you go to Reve, you tell that bastard I kill him, tell him that!’ If they deny knowledge of his whereabouts, Leona demands they find him and tell her where he is. If they disavow all knowledge of Reve, including looking for him, she flies into a rage and accuses them of hiding him, being no better than him and so on.

Should her anger get aroused (a very likely occurrence), Leona will order her brothers to teach the PCs some manners, whereupon these two sorry drug-abusers and freeloaders do their best. Chauvenist pigs that they are, the brothers try to ignore female characters, but Leona herself assaults them, accusing them of being ‘Marcel’s whores’ and trying to scratch their eyes out.

Even if it looks like things are going sour, it is possible to maintain good relations with Leona (Persuade, Authority, Credibility @ 25). Male characters might be able to appeal to Leona’s basic nature (Seduction @ 18), while producing guns or other weapons might hold the Wilders at bay (Intimidate @ 20).



Leona Wilder

Rocker, French

Stats: INT 5, REF 8, CL 4, ATT 7, LK 6, MA 6, BT 4

Skills: Charismatic Leadership 1, Awareness 3, Personal Grooming 7, Wardrobe & Style 7, Seduction 6, Social 8, English 3

Cyber: Skinwatch, light tattoo (arching cat, on left shoulder), contraceptive implant

Outfit: Latest fashion clothing, platinum credcard, small can of Mace

Leland & Lucas Wilder

Corp, French

Stats: INT 5, REF 7, CL 5, LK 4, MA 6, BT 8

Skills: Resources 6 (from their parents), Brawling 7, Drive 4, English 2

Cyber: Skinwatch, tactile boost, Mr Studd

If everything fails and shooting starts, not only might stray bullets perforate members of a very select clientele, they will attract the Flower's security to disarm, batter and eject undesirables. If the PCs kill innocent bystanders, they can expect to face the full force of the law in this most lawful of cities. If they defeat the Wilders, especially through fisticuffs or social maneuvering (i.e., *sans* guns), they are the heroes of the night and can expect some notoriety (and free drinks) the next time they show their faces at the Jaded Flower.



COMPLICATION

If you absolutely need to have some sort of gunfight-though this isn't really in keeping with the Brussels way of life-you could always introduce some goldenkid drug dealers who jump to conclusions and take the characters for police officers, or have some gangpunks attack the foreign dogs in an alley. In either case, be prepared to swamp the place with the real gendarmerie. Characters should get the idea they can't flout Eurolaw in the very heart of the Eurostate.



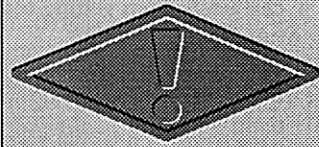
Cautious characters will do a little homework before blundering about upper-class Brussels. A check with tourinfo databases or screamsheets indices (Library Search @ 7) reveals that Nouveau Internationale is a highly respected art forum, open 24 hours a day and catering mainly for the 'Contemporary Reactionist' school, protesting against commercial interest in art. Its current exhibition, *Springtime for Europe?*, includes a relatively tame Reve.

Paranoid characters might try to get floor plans and details of security systems, but as the gallery contains art worth megas, this is outside the scope of the adventure; akin to penetrating an Arasaka system. The floor plans can more easily be found in the folder the characters receive on admission. Ticket cost 20 eb.

The gallery occupies the bottom three floors of a large EC office building and is guarded by three security officers who insist all weapons be checked at the door (Authority, Credibility @ 25 to persuade them to make an exception). The entrance to the exhibitions proper has an integral metal detector. Inside is a large, open area, decorated in chrome and black leather, containing a choice collection of paintings and sculptures, both conventional and holo. A connoisseur (Education @ 25, Expert: Art @ 13) realises that it seeks to portray and capture the influence of commercialism on the collective human mind and the environment as an entity. Naturally, anyone who hasn't had an art education is clueless as to what that all means.

The gallery isn't very crowded, with perhaps thirty people there. Alert characters (Awareness @ 15) note a strange man in a long trenchcoat and an over-large hat: Marcel Reve, in a terrible disguise.

Confronted, Reve will be terrified (Biotechnica weighs heavily on his mind) and try to run away, though mentioning Clements' name or why the PCs are looking for him makes him stop and listen. If the PCs cannot persuade him (Persuade, Bribe @ 23), mention of Clements and the Bahamas embarrasses and quiets him to the point where he will allow himself to be persuaded, as long as he can do it as soon as possible, though he needs to go home first to fetch some equipment. Indiscreet questions about Clements will be rebuffed very impolitely.



Marcel Reve

Media, French

Stats: INT 8, REF 7, CL 7, ATT 8, TECH 3, LK 9, MA 6, BT 5, EMP 9

A sucker for beautiful women, he is otherwise an intelligent artist with solid views on modern society, forever barred from big money by his involvement in salon-subversive groups. He rather likes the rebel artist image, though, and he cultivates it with pale skin, shaggy black hair and occasionally garish lipstick.

Skills: Credibility 3, Paint & Draw 9, Photo & Film 8, Sculpture 6, Forgery 8, Climbing 7, Disguise 1, Perform 2, Human Perception 5, Seduction 4



"I don't consider myself 'politically' aware...just aware."

-Marcel Reve

THINGS GET WILDER

At some point the PCs may notice a disturbance at the entrance: several large men in long overcoats taser the guards and walk calmly into the gallery, stepping around the metal detector. One thug stays behind to handcuff the guards together. If not spotted by the PCs (Awareness @ 18), the team will notice the group after being more or less surrounded.

Should the PCs spot the group first and evade notice (Hide/Evade @ 17), they can search for an alternate escape. With some luck, the team might locate the emergency exit (Awareness @ 15), but this is locked and must be opened (Electronics, Pick Lock @ 25) or the emergency circuits bypassed (Jury Rig @ 22, or Control Remote). On the other hand, the PCs could start a fire - bad idea - and the door will open automatically.

Whenever the PCs and the group face off, a woman steps out from the midst of the thugs, and in a familiar voice, she taunts Reve. For those who speak French, she says:

"So Marcel, this is the stone you crawled under. How pathetically commercial."

Yes, it's the return of Leona Wilder. It didn't take her long to find the man in the yellow suit (from the Jaded Flower) and squeeze him for what he knew. Then she pulled a few strings and got some meatboy thugs to join her and her brothers by dropping hints about Biotechnica's bounty on Reve. It was simple good fortune (for her) that she showed up here when she did.

She launches a scathing diatribe at Reve, who defends himself poorly. After a minute or two she tells him she's taking him home. He refuses. She pulls out a paintball gun loaded



Leona Wilder

(Same stats as before)

Outfit: kevlar jumpsuit, platinum credcard, paintgun with acid

Leland & Lucas Wilder

(Same stats as before)

Outfit: H&K MP5K, long kevlar coat (SP=14)

Meatboys

Solos, Belgian

Stats: INT 4, REF 7, CL 6, LK 4, MA 5, BT 10

Skills: Combat Sense 2, Brawling 5, Melee 5, Handgun 2, Strength Feat 4, Intimidate 6

Cyber: Übermensch pain editor (fails 25% of time), adrenal booster

Outfit: Leather overcoat, four have tasers



with acid and plants a pellet on Reve's largest work. Reve gasps in pain. She sneers, saying (again for the benefit of those who speak French):

"You don't know what pain is, Marcel. I will teach you. Come with me. Now."

She fires again, hitting another of Reve's paintings. Reve agrees to join her as she takes aim on a third. Obviously, the PCs are going to have to stop this, and they may in fact have stopped it before it got this far.

At her command her brothers and several meatboy thugs (enough to make an even fight of it) close in. Large statues, free-hanging pictures and holos allow a deadly game of hide and seek (Hide/Evade @ 15, each round) to get past the thugs or

even to topple things onto them. If characters get to the guards' bodies, they may use their guns: X-9mms with gelrounds. Recovering any weapons the guards took from the team requires expertise or brute force (Pick Lock, Electronics @ 15, Strength Feat @ 22). Once they can get away - and hopefully Reve is unharmed - he insists they leave at once before the police arrive (1d6 minutes after the first window is broken by gunfire).

If the characters can't patch Reve and each other up, they may have to take a trip to a casualty clinic (Credibility, Authority @ 15, Intimidate @ 21 to dodge awkward questions, or 100 - 600 in bribes) or visit a backstreet bodydoc (Streetdeal, Streewise @ 14 with Reve's help).

BREAKING IN

Reve takes the PCs to his hide-out, an abandoned warehouse decorated in true new age style, with astrological sigils painted on the walls, high-tech video equipment standing side-by-side with oil canvases; a confusing mix of old and new, simple and leading edge. He immediately gets on the phone and calls two artist friends, dreampainters who helped him before with his larger works. He pulls out a sketchbook and starts working on a concept while waiting for them to arrive.

When they show, he begins to assemble his equipment, strapping on a utility vest with climbing equipment, picking up a bag of spraycans and then throwing on a Gibson IR Combat Cloak. Fully equipped,

he turns to the team and cheerfully asks to hear the plan.

The New Age Office Building is perfectly situated for the team's purposes: thirty stories high, it overlooks both the Place Sablon and the new European HQ of Network News 54. The floor layout is standard, but only half the levels have floors and the stairs only lead up to floor twelve. The exterior construction elevator can bring the characters wherever they want, but using it will attract attention.

Unfortunately, this is the night Maurois Constructions SA plans to bring in scab workers, and the site is ringed by strikers. Most are clustered by the main gate, along with lots of medias, private security guards and police. Characters could scramble over the perimeter

chainlink fence (Athletics @ 10), but risk being spotted by any or all of the other parties (Hide/Sneak @ 20) unless some distraction is arranged.

Other ways to get in include hiring an aerocab, using a hang glider, impersonating ambulance workers, or even stringing a cable from Net 54's building. Assign difficulty numbers for whatever the players choose based on the creativity, ingenuity, and detail of their plan.

Inside the building are five armed guards; two patrol the completed bottom floors every twenty minutes while the others stay in a security centre on the second floor, although they spend most of their time drinking coffee and watching vid. If the patrolling guards fail to return or report within thirty minutes, the guards in the security room will get suspicious and raise a general alarm.

It will take at least thirty minutes to climb to the top, ten for Reve and his friends to do the work, and another twenty to get back down, making lots of Athletics rolls. As the characters

get higher, the wind becomes stronger and stronger, increasing difficulty levels. Creative options include using an aircraft to get off the building, while—if the guards were immobilised—the great crane at the site could lift characters and artist within minutes (Jury Rig @ 15, Basic Tech @ 21 to get it ready, then Control Remote or Heavy Machinery @ 14 to operate). If they get past the guards unseen, PCs with Reve have an uneasy time while he works, seeing guards patrolling the site far below, sometimes glancing up at the sky. There is a miniscule chance the guards will notice Reve or his friends (Awareness @ 30, after modification for Gibson cloaks) and raise the alarm. Reve is using time delay phosphorescent paint, so they have about thirty minutes to get away once he finishes the painting.

BREAKING OUT

As the party prepares to leave the site, though, they hear the strikers begin to jeer and catcall

as the first armored busload of Romanian workers begins to roll towards the gate. The police begin to clear a path, but one of the private paycops takes a swing at a striker, and in a few seconds, a vaguely good natured scrum becomes a melee.

Small groups of strikers split off to climb or break through the fence and vandalise the site, only to be met by baton-wielding guards. When the guards begin to use gel-rounds, some police get caught in their fire, and one striker retaliates with an Enfield-Ubichi LastChance (*Eurosource*, pg 72). Escalation is inevitable, and soon a police aero is overhead, spraying thick, opaque tear gas, while the sirens of riot vans begin to near. Someone starts a fire, someone else lies down in front of a Maurois bus to stop it. The driver panics and misses the brake pedal.

Somehow the characters must extract themselves from this mess. If they make a break at the outset, they may tussle with any of the participants - and risk being filmed by some



Site Guard

Solo, Various

Stats: INT 6, REF 6, CL 8, LK 5, MA 5, BT 7

Skills: Combat Sense 4, Awareness 5, Handgun 5, Melee 5, SMG 5, Athletics 4, Karate 5, Stealth 4

Outfit: Arasaka Minami 10 smartgun, smartgoggles (IR, targeting), communicator, light armourjack (SP=14), baton

Striker

Nomad, Belgian

Stats: INT 6, REF 7, CL 9, LK 5, MA 8, BT 7

Skills: Family 4, Awareness 6, Brawling 5, Melee 5

Outfit: Leather jackets, make-shift weapons.

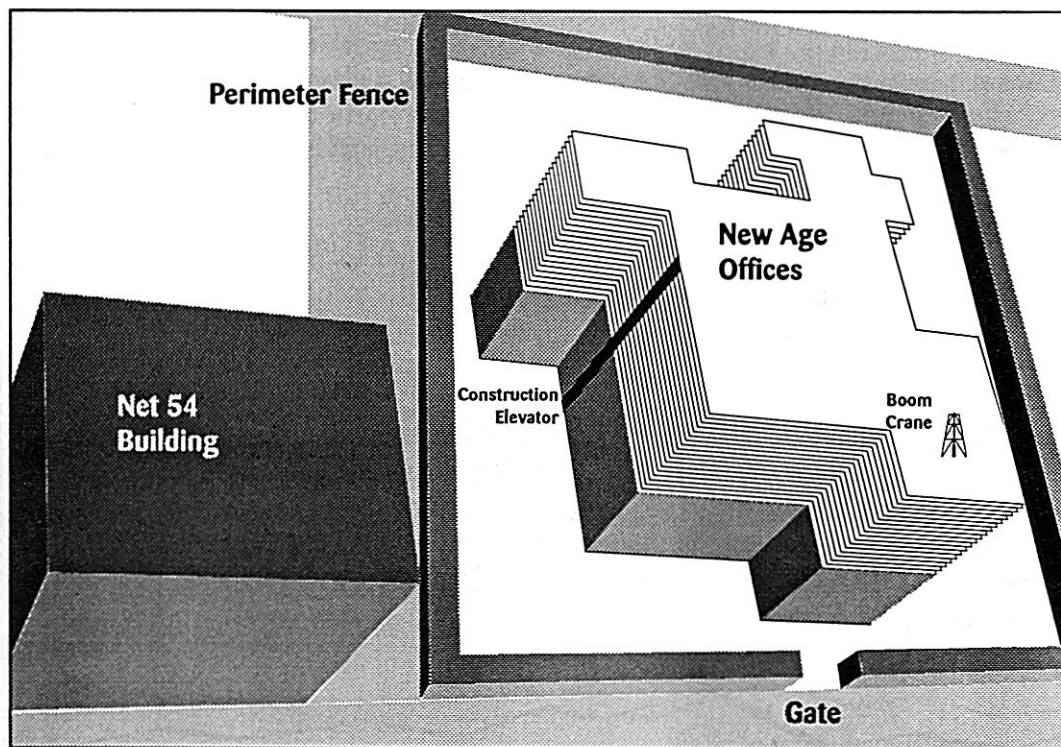
Police

Cop, Belgian

Stats: INT 6, REF 7, CL 8, LK 4, MA 7, BT 5

Skills: Authority 4, Expert: Criminology 6, Handgun 4, Melee 3, Aikido 4

Outfit: X-9mm, tearstick (nightstick with PowerSquirt & 10 doses tear gas), riot helmet with gas filter, armor t-shirt, riot shield



of the medias and having their faces splashed on the breakfast vid. If they move once the melee has started, the medias are thinner on the ground, but the violence greater. If they just sit matters out, above the gas clouds, they risk being trapped behind riot vans, ambulances, fire engines, ghoulish spectators and after-the-event media teams when the graffiti appears and the security guards get curious.

Assuming they make it to the safety of the streets, Reve bids the characters farewell and vanishes into the night. He leaves an open invitation for them to visit him in his den at any time, if this is not the usual luck they carry with them. As they glance back, they can see the blue neon-graffiti bloom into glowing technicolor, hanging like a radiating ghost in the night sky.

It's a giant Entropy logo, scrawled in intermingling sharp-edged wildstyle letters. The background behind the piece is a stylized European coastline. And, finally, the tail end of the 'y' points to a small illustration in the corner; it's a toilet with a sparkling flusher. Small words nearby read, 'Flush Johnny Silverhandle.'

AFTERMATH

If the PCs snafu the operation, Clements will be furious and threaten to fire them. Angus Kessler intervenes on the characters' behalf, however, so instead Cathrine says she'll see to it that the team is assigned boring jobs for the rest of the tour. Either way, she orders them not to discuss this operation with anyone, not even Jimenez. This vandalism was the act of some daring fan. Finito.

Reactions in Belgium are mixed. Entropy's name front-pages the screamsheets and headlines most newscasts. Some blame his fans and try to use this as an excuse to ban his concerts. Others praise their bravery as evidence of the vigor of Belgian spirit. All this generates a lot of interest in Entropy's concerts, and they are a sell out.

If any deaths are connected with the painting, things will be slightly different. With Entropy's name linked to violence, more pressure is put on the EC to ban American rockers altogether to minimise the bad influence they obviously have

on today's youth. A furious Entropy generates new headlines with another sex, violence and alcohol binge.

CLUES:

- ★1: When the players return from the expedition with Marcel, they will see Jack, obviously drunk, crying with his head in Tammi-Lu's lap. If Entropy sees the PC's he will become violent towards them, threatening to have them thrown out into the streets. Tammi-Lu manages to quiet him down.
- ★2: Catherine approaches the PC's as they return from their adventure at the Tower. If they were successful she smiles and rewards them with a 15% bonus, and takes the seeming "leader" of the PC's (if male) out on the town for dinner and dancing.
- ★3: Right before the concert, Tammi-Lu throws herself at the PC she bedded (if she was successful), or

his best friend (if she failed). She'll claim that Jack beats her, and asks if she can spend the night in the "safe" company of the PC. When Jack asks her where she spent the night, she will claim to have stayed in a local hotel after a long round of shopping.

- ★4: The Players catch the tail end of an argument between Tinker and Tammi-Lu. Both girls grow quiet as they sense the Players approaching.
- ★5: A new Techie, a tall man named Anderson, is assigned to the Tour. A local, he and Tinker get in several fights about how things should be done.
- ★6: Right before the tour leaves Belgium, Angus Kessler shows the team a letter that just arrived in the hotel. Postmarked in London, it has no return address. Inside is a single blank page. There's no writing. The paper is black.

Notes from Underground (translated from the Danish)

The Definitely *Unofficial* Guide to the EuroMusic scene; Volume 11, Issue 21, 2021

Euro K Goes Platinum

Try as we do to stop it, continental culture continues to mire itself in pabulum muzak like dinosaurs in a tar pit. The crowning achievement of mindless drivel to date is definitely teen band Euro K's sales figures for their latest installment of Skinner Box music, cuts from which can be heard in every brainless government-sponsored dance club from here to the Med. Euro K's success only underscores the desperate need we have for the Entropy tour. Even now there are threats of cancellation, so everyone write your easie and add your voice to the counter-culture crowd. No letter bombs please, Jack's got enough notoriety as it is.

Entropy on the Rocks

In the wake of the upsurge of violence in England and the cancelation of Jack Entropy's scheduled appearance in London, EC/Communications today released a statement that they are 're-evaluating' the American rocker's tour of the continent. Public opinion seems to favor Entropy, however, and polls show that 45% of the European population believe Entropy had no direct effect on the English violence, while another 37% feel the MLA deserves whatever it gets. Given this kind of grassroots support, it is unlikely that...

MLA Roundup

In an action sure to endear the English warlords to everyone on the globe, the MLA has begun arresting every foreign national and incarcerating them in work camps as a threat to English society. The fact that many of these nationals were brought in by the MLA to help with the now-defunct tunnel project has no bearing on their logic. Legalities are also of no importance, as, according to reports, the MLA has been retroactively canceling PACs. This sweep has had little or no effect on the violence on England, as gangs continue to...

Biotechnica Building Defaced

Work of Art Proclaims Louvre

BORDEAUX - Dreampainters struck again last night, turning the entire north face of the Biotechnica building into a billboard depicting the rape of European civilization by neanderthal American culture. The Bureau of Visual Arts is hunting for the perpetrators, for despite their approval of the theme and skill of the dreampainting, the subject matter is deemed too graphic for the public's tastes. There is a reward for information leading to the capture of these artists, law-abiding citizens should call the...

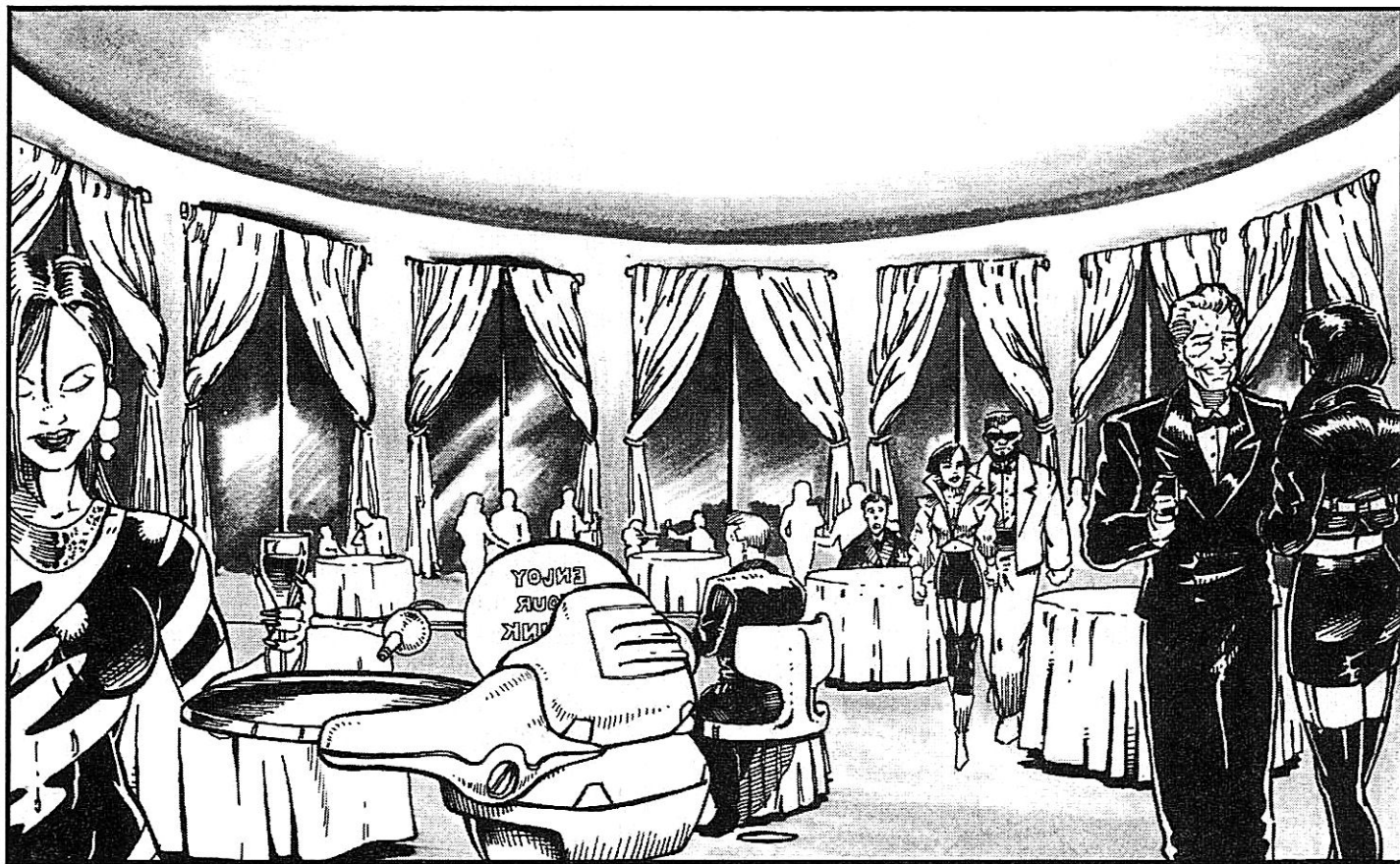
Lost "Morrison Live" Vid Sells Platinum

The bootleg Morrison Live video, released through a legal loophole by publisher Scramble Vidchips, has reached platinum status only two months after its release. Other Morrison Live vids, along with old two-dimensional tapes of the original Doors, are scheduled to be released this month, presumably to ride the wave of popular acclaim blazed by...

Seal / Wortrac Talks Break Down (translated from the Greek)

EC-mediated peace talks between Mediterranean tourist conglomerates Seal GmbH and the Wortrac Consortium have come to an abrupt end today, and experts now predict that economic warfare between the two will now escalate. The two combines have been battling in the stock market, and, allegedly, by more direct means. Both companies deny these allegations, but the many 'accidents' over the last months, which have claimed lives of executives and tourists alike, have caused grave concern among the coastal tourist towns.

TRAPPED ANIMAL



Continuing on the tour, the players end up in Paris, where Angus Kessler sends them to provide additional security at a party. Unknown to them, there is a plot to kidnap Jack Entropy, engineered by the MLA.

The kidnapper is Béatrice Fahida, long-time black op fixer and acquaintance of Angus Kessler. She is working at the behest of Cédric Vernier, an Orbital Air junior exec who hopes to ingratiate himself with his superiors. Cédric has been duped into this role by an MLA spy, who also plans to kill Jack for the trouble he caused in England (including suspected gun-running). The characters will pursue the trail of the would-be kidnappers, starting at the bloody corpse of Angus Kessler and running through the seamier side of high class euroculture.

BACKGROUND

France in 2021 is a wealthy, flashy and frivolous country. Play this adventure in the same mood, sample the upside of eurolife. No more dark alleys or bloody streetpunks, but greedy goldenboys, nasty rich girls, luxurious private clubs and sumptuous houses. France is intense and active, fast and self-confident; can the PCs measure up? Most people they meet won't think so, and be prepared to shower them with patronising scorn and ingratiating contempt - especially if they are foreigners. Paris is a riot of color, and whether on ancient stone or the latest ceramic and thermoplast buildings, every available surface is covered with graffiti and streetart of a sometimes surprising standard. Clean-up crews, each with a registered art critic, are always on the prowl, removing or overpainting those failing to meet government standards.

OPENING

Thanks to the thick presence of Interpol and the French Police, the tour's arrival in Paris is uneventful. The police cordon thins out after new Entropy graffiti appears on the street in several locations. The French dismiss the Belgian event as mere coincidence and let well enough alone. Jack goes out and gets a new plug, which stands out bright and shiny against the reddened skin of his wrist. "For the MIDI."

By midnight the first Paris show is over, and tomorrow the medias will rate Entropy's performance one of the best of the year, but for the moment Jack acknowledges the crew's congratulations with a brief smile before returning to his room with an escort of teenage fans and security agents, dispensing



GOING SHOPPING

Kessler selects the team simply because they have more initiative and self-confidence than his standard security detail. He insists they dress appropriately and adopt a cover or, if they go as themselves, underplay their connection with the tour. It would not take much (Persuade @ 14) to get him to provide up to 300 eb apiece for clothing expenses, but then there is the problem in knowing what to buy. There are endless unspoken codes as to what is 'in' this week and what is not. Unwary buyers (Wardrobe & Style @ 16, Social @ 21) could easily end up making it painfully obvious that they are not used to goldenkid society. Those willing to take less for their allowance can get Cathrine Clements' help (200 eb and Persuade @ 15) in choosing their apparel.

autographs and handshakes on the way. Time to don your finest and head for the waiting Renault-Volvo Imperator limo, because tonight the famous goldenboy Frédéric Germain is throwing a party for Jack. Everyone knows that Germain is a celebrity of the old school, lavishly wasting his money for the simple pleasure of it.

The party is in one of the new arcologies on the banks of the Seine, a multi-faceted mother-of-pearl gemstone along the riverside. It looks to be a classic—two to three hundred people have been invited, a mix of media stars, political hotshots, rockers and execs. Angus Kessler collars the PCs and gets them tickets also, explaining to them that they are there to provide inconspicuous security while pretending to be guests or gatecrashers.

THE PARTY

On arriving, the PCs can do nothing but stare with amazement at the beautiful people, the mountains of caviar and foie-gras, the fountains of Veuve Cliquot champagne. Truly inexperienced characters may have difficulty telling the garnishes from the delicacies.

Jack seems to be enjoying himself, having met a beautiful young woman, Béatrice Fahida; a chrome Venus in her tight silk gown, stars sparkling in her black eyes. She has clearly enchanted the rockerboy. The team notices her—and so does someone else.

Angus Kessler is very nervous, and he will take one (or more) of the characters aside and explain his misgivings. Read the following to the players:

Kessler pulls you over near a large mirror, smiling and taking another drink from his glass. He claps you on the shoulder jovially. Looking like he is having the time of his life, he says

"Glance in the mirror. Do you see that woman talking to Jack? Silk gown? Yeah, thought you did. That's Bax-3. Never knew her real name. Couple years ago, I worked with a Euro team for Orbital Air, on extractions—she was our fixer. Keep your eye on her, I don't like a black op bitch like that getting to Jack's gonads." He smiles again and heads to the caviar table.



Later it may be noticed (Awareness @ 15) that Kessler makes a point of bumping into Béatrice. He tells her that he remembers her, and while he doesn't know what is going down, it had better not be anything that could endanger Entropy or the tour. Béatrice just laughs.

Realizing that with Angus' misgivings she won't be able to nab Jack this evening, Béatrice eventually arranges a private breakfast rendezvous with Jack for the next day in La Galerie, a cafe in the Louvre, for 10am. Characters trying to overhear will be out of luck in the noise and chaos, though those with artificial augmentation may catch the first part.

If the characters talk to Béatrice, she eludes questions with a charming ingenuousness that must be genuine (Human Perception, Interview @ 24 to penetrate). Kessler seems uneasy, but might (Interrogation, Interview, Persuade @ 19) be induced to mutter something about dangerous games, girls and conspiracies. He leaves early.



Béatrice Fahida

Fixer, French

Stats: INT 8, REF 5, TECH 6,
CL 8, ATT 9, LK 7, MA 6, BT
4, EMP 6

Béatrice has the perfect fixer's mask, nature's own MRAM. A cool, careful and sophisticated operator, she can be charming and witty while poisoning your drink and flatteringly attentive while planning a dozen ways to burgle your flat.

Skills: Streetdeal 9, Awareness 7, Handgun 4, Perform 8, Seduction 8, Persuade 7

Outfit: In streetwear: kevlar t-shirt, Beretta 97, cellphone, pocket comp



Béatrice Fahida

McLeod orders the characters to escort Jack back to his hotel room tonight, *without* guests. No matter how they break the news to Jack, this will make him very unhappy with them—he reacts with undue hostility, and seems on the verge of violence. Partly in defiance of this security order, he grabs Béatrice and they lock themselves in a bathroom for a while. The both reappear a half hour later looking very relaxed.

If you're really feeling mean, make the players force Jack to go back to the tour suite. Remember, they're not allowed to hurt him! He's got to be able to play!

THE MORNING AFTER

If one of the players gets up before 9:40, he'll see Angus Kessler in disguise. Kessler has put on jeans and boots of the sort Entropy wears as well as a tour jacket. He takes some styling mousse to his hair, and with a little effort he brushes his hair back into a good approximation of Entropy's trademark black mane. From behind, at least, the effect is surprising.

If asked, Kessler will tell the character that he's heading to meet Béatrice, which is Bax-3's real name. He refuses to let the

characters come along, ordering them to make sure Jack doesn't get up (he's cancelled the rocker's wake-up call).

Kessler takes a *Souris* electrocar to La Galerie, a small but elegant cafe in the basement of the Grand Louvre, under its famous glass pyramid. Béatrice, stunned by the arrival of Angus instead of Jack, nonetheless plays it cool and offers him 5000 eb for his silence. Instead, Angus wants to know what is going on, and threatens to go to the police or even Interpol.

According to Béatrice's plan, she was going to seduce Jack here away from the tour, and kidnap him. If she got the rocker into bed again first, so much the better. Unknown to her, her assistant in this operation is an MLA agent, Nicolas Giraud. Nicolas, a former Foreign Legionnaire, is a skilled sniper drawing a regular stipend from the English warlords to eliminate insurgent allies on the continent.

The MLA thinks that Jack helped his four roadies smuggle guns into England (he did), and they want him dead. So, seeing who appears to be Jack seated with Béatrice, Giraud shoots Kessler with a burst from a silenced FR-F6 sniper's rifle from a Peugeot 909 Légende sports car. The hapless solo is killed in an instant, skull shattered by three well-placed 7.62mm rounds.

Should some of the PCs have defied (or stretched) orders and shadowed Kessler, they find eavesdropping without a bug or (rather unsubtle) shotgun mike (Shadow @ 25 to get close enough) pretty difficult, and then rather baffling: Kessler never spells out his connection with Béatrice or his concern. If they witness the murder, there is nothing they can do to stop it, and Giraud disappears into the traffic. They should be able to get the make of the car (Awareness @ 15) and might get its



Nicolas Giraud

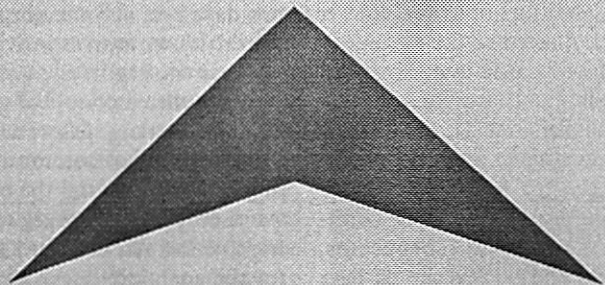
Solo, French

Stats: INT 6, REF 10, TECH 5, CL 8, ATT 5, LK 3, MA 7, BT 8, EMP 4

Skills: Combat Sense 8, Awareness 8, Handgun 7, Rifle 9, Melee 6, Boxing 6, Drive 8

Cyber: Sandevistan speedware, optic (target, minicamera), radar sensor

Outfit: Armourjack (SP=18), FR-F6 smart rifle (*Eurosource*, pg.58), Sternmeyer 35 smartpistol, knife, grenades



license plate (Awareness @ 22). Similarly, Béatrice, shocked by this double-cross, tries to avoid being followed, though the PCs may be able to tail her to the vicinity of Neuilly, where they lose her.

As soon as McLeod hears of Kessler's death, he summons the PCs. He knows the police will investigate, but needs to know if this death could be a threat in any manner to Jack Entropy. He needs someone — someone — to scope this out, ASAP. Any information the PCs give him will only add to his concern, and he'll order them to get to the bottom of this as soon as possible.

CHERCHER LA FEMME

The PCs can try asking Entropy about his new input, but he's not a man to talk about this sort of thing and doesn't want the hired help poking their noses into his private life. He can provide some basic facts like her name (Béatrice), that she is in business, rich and well-connected, but no more. He will not tolerate further interference, and comes close to losing his temper again.

They may be able to secure an interview with Germain (Authority, Credibility, Resources @ 20, Social @ 24), but he doesn't know her very well. He thinks Béatrice Fahida is a kind of midman for many corporates, particularly Orbital Air, EBM or Thomson. He remembers the names Frank Seurat (OA), Delphine Müller and Edouard Casté (EBM) and Gregory Delannoy (Thomson). He doesn't want to give any more details, but thinks that the police will solve the problem very quickly. After all, that's their job!

The PCs can get in touch with the execs mentioned by Germain, who are easy to locate

(Library Search, Resources, Education @ 11), though harder to interview (Authority, Credibility, Resources, Persuasion, Seduction @ 20 or even 25, depending on approach). Corporates and foreign downsiders don't usually mix, but there are ways, and they may be able to provide some useful information (after appropriate Authority, Persuade, Interrogation, Interview @ 20 checks). Béatrice is a fixer specialising in black ops for big employers (especially OA and EBM); she knows a lot of freelancers and has organised several ops with different teams; she's good. Two ways to contact her: a mailbox in a business centre in La Défense (the financial district), or via Karim Bourane, manager of the Lune Noire nightclub.

Scanning the social pages (Library Search @ 13), the players may find captioned photos of Béatrice, and the fact that she frequents night clubs on a certain street and that she always attends openings at the Beaubourg Contemporary Art Museum. These facts will put the PCs within a block or two of the Lune Noire, giving them maybe half a dozen clubs to check. They might also notice (Library Search @ 18) a recent story spanning a week or so involving Béatrice and Karim Bourane. If they try to run up some information on Bourane, they may (Library Search @ 20) discover that he's the manager of the Lune Noire, and possibly also (Library Search @ 22) that he survived an attempted assassination by the MLA for pro-insurgent activities.

Kessler only discussed the rendezvous with one other person on the tour crew, a roadie and long-time friend named Burt Sanchez. He says that Kessler told him he had to 'clear' something, find out 'what this bitch really wants,' and that he was meeting her at La Galerie. Burt thinks he was very nervous and wanted revenge.

Accessing Kessler's employment file (Library Use @ 8, with authorisation from McLeod) turns up that he worked in France before, in '16, but the contact was a letter drop address in La Défense, and apparently he was very secretive on this reference.

If the players decide to follow up on the mailbox, go to Mr. Postman. If they prowl to the scene of the crime, La Galerie, go to Last Rendezvous. If they take the night club approach, go to Lune Noire.

LAST RENDEZVOUS

There is not much to learn about Kessler's death. The waitress and bar staff of La Galerie saw him meet a beautiful and well-dressed woman in her late twenties. The tone of the discussion seemed bitter, and they all believe the official stance that this was some sort of *crime passionelle* (French copspeak for 'I don't want to know'). Few really saw the shooting (they were too busy diving for cover behind other patrons) and none had a clear view of the killer, only of his car, a black or dark blue 909 Légende.

If the police are induced to pass on their findings (Authority @ 15, Credibility, Persuade @ 26), they think the car was stolen and then abandoned somewhere - probably in the Seine. (They are right, and a Media keeping tabs on the airwaves will find this out a few hours later.)

MR. POSTMAN

Béatrice uses this mailbox for first contacts. La Défense is a copzone, with Worldsat, Elf, EBM, Rhône-Poulenc and Hitachi offices. Naturally Béatrice doesn't pick up her mail herself: every Thursday evening, a short, fat, inoffensive-looking man named Ignacio retrieves



Ignacio

Fixer, Spanish
Stats: INT 7, REF 7, CL 6, LK 8, MA 6, BT 6

Skills: Streetdeal 6, Awareness 4, Handgun 5, Drive 4, French 6

Cyber: Chipped for Judo 2, English 3

Outfit: Colt AMT 2000 with laser sight in an attaché case, trauma card, cellphone

Benoît Kraft

Cop, French
Stats: INT 6, REF 8, TECH 6, CL 10, ATT 4, LK 5, MA 5, BT 9, EMP 2

Skills: Authority 4, Resist Torture/Drugs 8, Awareness 6, Handgun 7, Brawling 8, Drive 5

Cyber: Cyberoptics (targeting, lo-lite, Times Square, anti-dazzle), smartgun link

Outfit: Kevlar vest (SP=12), Federated Arms 454 smartrevolver (*Chromebook* 1, pg. 52), C13 in ankle holster

them. He passes them to another man in a confessional at Notre-Dame Cathedral, in exchange for an envelope containing 200 eb. He has never seen the face of the man hidden behind the curtain. Ignacio could be shadowed (Stealth @ 19, Stealth, Hide/Evade @ 25), or induced to tell what he does with the messages (Intimidation, Interrogation, Persuade @ 24).

The courier in the Notre-Dame cathedral is skinny, cold as ice, and always dressed in black. He is Benoît Kraft, a former cop of the Garde Républicaine who now acts as Béatrice's driver and bodyguard. He lives in her villa in Neuilly and brings her the letters. If one or another of the proposals interest her, she gets in direct contact and begins to hammer out terms and pick her team. Shadowing Kraft is difficult (Shadow @ 26), and actually catching and interrogating such a dangerous man is even harder.

LUNE NOIRE

The Lune Noire (Black Moon) is a very select night club near the Beaubourg Contemporary Art Museum. At night the neighbourhood is dangerous, populated by a mix of whores, dealers and gangkids, but the wealthy, ever escorted by their muscle, like to get into bad company. The club itself is flashy and glamorous: rub shoulders with vid or rock stars on the mirror-paved dance floor, have a drink with this popular nouveau philosopher or that sexy holoporn star at the bar or just sit back on a luxurious real leather sofa and listen to the computer-generated music that mixes real sounds, hitech pop, euromuzak and arabian trad. There is no formal dress code as such, but the bouncers are looking to exclude anyone lacking the right confidence and style (corporates, rockers and medias should have no trouble, for others Wardrobe

& Style @ 15 or Persuasion, Intimidate, Social @ 20). The entrance fee is 40 eb, and all the drinks cost at least three times what you'd expect.

The slim, smiling and ever-so-fashionable Karim Bourane, the club manager, is here almost every night. Two giant African solos, twin brothers, watchdog his every move. If the bodyguards let the PCs talk to Bourane (Authority, Credibility, Streetdeal @ 15, Persuade @ 25, Intimidate @ 29), he will be cautious. If they manage to convince him that they are bona fide potential employers (Resources, Streetwise @ 19, Credibility, Streetwise, Persuade @ 24), or if they appeal to his baser nature (Bribery, Seduction @ 23), he may agree to arrange a meeting with Béatrice, but he is naturally paranoid and wants some guarantees. If he learns that the PCs deceived him, he will send some of his 'amis' to hurt them, badly. A rough man who loves only easy money and nasty girls, he respects Béatrice, while fearing her terrible self-confidence.

Given that Béatrice is already on an op, it would be at least a week before she could meet - rather too long for the characters' purpose. Nevertheless, if he is convinced, Karim may provide some useful information. Should the players run out of luck with Karim, they might (Awareness @ 19, or Social @ 13) notice someone else from the party who'd be willing (Social, Persuasion, Interview @ 11) to talk to them.

Either way (through Karim or the other party-goer), the PCs find out Béatrice was here two days ago, and the normally sociable woman spent the entire evening in the corner meeting with a couple of guys. One was a strange fellow named Mick or Nick or something, a big, intense guy, and the other was a corp, a young exec wearing Orbital Air colors. Karim (or the socialite) doesn't know the suit's name, but he is a

friend of Sofia, who is in the club this evening at a table near the dance floor. If all else fails, someone might recognise Béatrice from a description or screamsheet photo and say she was talking to 'Sofia's output'.

A tall and slender blonde with conventionally pretty biosculpt looks and this season's fashionably tight, short and almost transparent white dress, Sofia is a bit-part holoactress. None too bright, she's talkative and impartially friendly. She is with a group of male and female friends, and if the characters aren't too subtle in their approach (Wardrobe & Style, Social @ 15, Seduction, Interview @ 20) they might have to placate these friends, who are protective against outsiders. Once Sofia starts talking, the problem is getting her to shut up. She rambles along something like this:

Of course I know who Bea was talking to, he's Cédric Vernier! He's a very dear friend of mine, sweet man, a big 'dreamer' from OA. Born somewhere in a suburb near Toulon, he's gone far by hard work, incredible foresight, intelligence and perseverance... isn't it amazing? He let me stay with him while I was working on my first movie. I didn't even have to pay rent! He's just about to really break into the big time and reach the top, and then we're going to fly away! Isn't he really cute?

She continues in the same vein until the players manage to get her to stop, or until your brain hurts from thinking so simply. Sofia is thoroughly helpful, blithely thinking that no one could possibly mean her sweetheart any harm. She'll give the PCs one of her many pictures of Cédric in exchange for something like an official tour t-shirt, though since he's just moved she only has his work phone number (Cédric is about to dump her).



Lune Noire Bouncer

Solo, French

Stats: INT 4, REF 8, CL 7, LK 3, MA 7, BT 9

Skills: Combat Sense 4, Awareness 4, Handgun 5, Karate 4

Cyber: +1 Kerenzikov reflexes

Outfit: Kevlar t-shirt, Militech taser, LeRoi Maxi-10

Karim Bourane

Fixer, French Algerian

Stats: INT 7, REF 6, TECH 6, CL 8, ATT 7, LK 7, MA 9, BT 6, EMP 8

Skills: Streetdeal 6, Personal Grooming 7, Wardrobe & Style 7, Human Perception 5, Seduction 7, Social 6, Awareness 6, Handgun 7, English 2

Cyber: PhotoMemory and Maximum Lover chips, skinwatch

Outfit: Astra Style-6 (*Eurosource*, pg.74), trauma card, cellphone, Cookie Cutter badge (out of sight)

Karim's Bodyguards

Solo, Algerian

Stats: INT 7, REF 9, CL 10, LK 5, MA 5, BT 10

Belying their man-mountain image, both are educated, with interests in philosophy and poetry. And big guns.

Skills: Combat Sense 6, Endurance 6, Intimidate 8, Awareness 7, Handgun 6, Brawling 7, Expert: Philosophy 5

Cyber: Cyberoptic (targeting, IR, anti-dazzle), subdermal armour (SP=18)

Outfit: Malorian Heavy Flechette smartpistol (*Chromebook 1*, pg.45) with Tennerec Cookie Cutter (see *Solo of Fortune*, p.22), Cutter badge (worn out of sight)

THE FINAL SCENES

The trick is that both Béatrice and Vernier were double-crossed by the MLA assassin, Nicolas

Giraud. He induced Vernier to hatch the scheme and got Béatrice to plan it. Then he used them both to kill 'Jack'. He has failed, of course, but has managed to get a back-stage pass from Béatrice ("Vernier needs it"), and plans to gun Jack after tonight's concert.

In any event, the PCs have a line to both Vernier and to Béatrice. They can go after either one. Whichever one they find first, that person will explain what they knew of the situation, and also that they feel the other one has double-crossed them. They will then offer to join the PCs to help find the 'would-be assassin' and take care of matters.

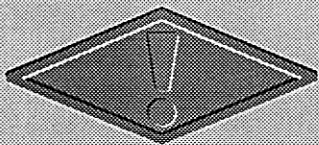
Time the matters so that the PCs are taking care of this last bit of business shortly before Jack's concert (due to the situation, McLeod has arranged for triple rent-a-cop support and tight security).

BÉATRICE'S HOUSE

Bea's villa in Neuilly is well protected, with cameras, window-alarms and three cyber-

enhanced watchdogs leased from Swiss Pike Security Services, and is in the sort of neighborhood that crawls with pay-cops. Béatrice will, of course, fight like a demon to defend herself, but she'll stop if she spots official tour paraphernalia, and try to explain her innocence.

In Béatrice's office, the PCs discover her terminal with locked memory. If opened (Electronic Security @ 26 to bypass the auto-wipe, or a successful netrunk to break through its defences, or Bea's cooperation), it contains files on her contracts. Included is Vernier's 'Project Nemesis,' with Plan A details at Germain's *soirée* and Plan B



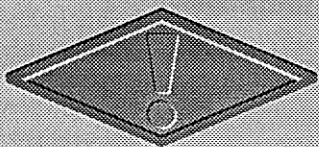
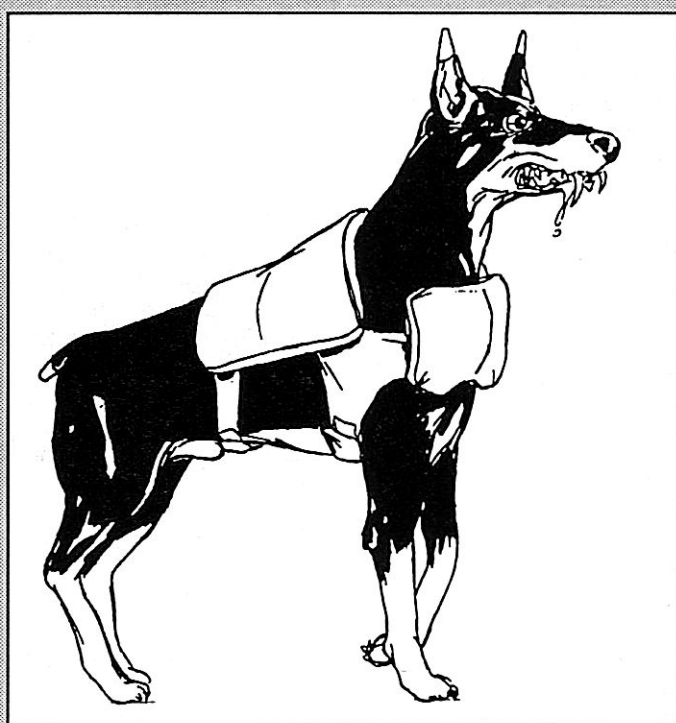
BÉATRICE'S SECURITY

Cyberdogs

Stats: INT 3, REF 10, CL 8, LK 5, MA 10, BT 5

Cyber: Skin weave (SP=12), vampires (d6 damage), cyberoptics (lo-lite, anti-dazzle, microvideo), audio/vid recorders and +1 Kerenzikov.

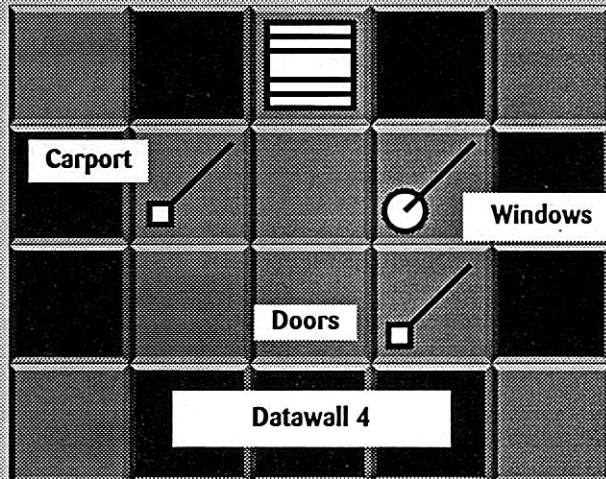
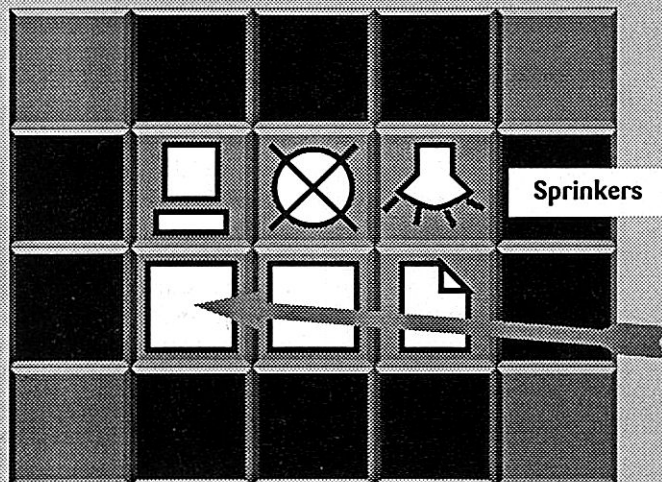
Tough enough as they are, it is a bad move to kill them, as anyone with security experience (or AVE:Education) knows, since on their death an internal radio blips an alarm to the house's security system and the local paycops, who will send a car with three men within 1d6+4 minutes. Stun guns, KO gas and decoys may help, as may the infamous peanut butter trick (dog's can't easily get the goop off the roof of their mouth).



BEA'S ALARMS

Getting through the window alarms involves netrunning or opening the windows (Electronics, Basic Tech, Pick Lock, Strength Feat @ 15) and bypassing the alarms (Electronic Security @ 20 or Electronics @ 24).

First Floor



Ground Floor

Private files (locked, passworded "Balzac" -whose books are most numerous on the bookshelf in her office)

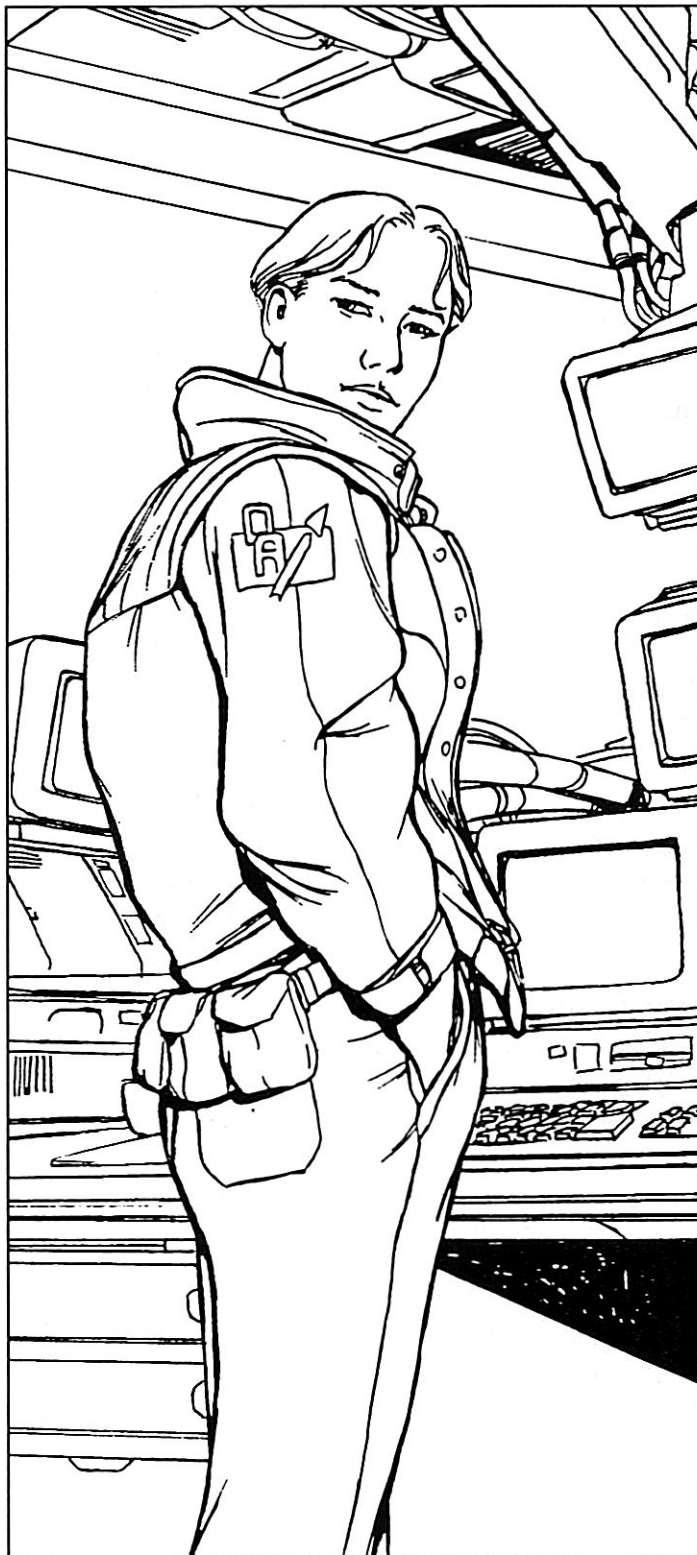
details at La Galerie to support her story. Both include mentions of 'Vernier's Giraud'. It also includes a Failsafe file, and mentions transferring necessities to Vernier for the operation—tonight.

VERNIER HAS A DREAM

Cédric Vernier is a wealthy, arrogant, and above all ambitious junior exec from OA. In 2015 Jack Entropy, younger and perhaps more aggressively anti-corporate, had a hit, *Blood Giants*, about the first corporate war, and in particular the atrocities committed by EBM and OA. For a while, OA toyed with the idea of making an example and arranging his death, but decided involvement in the demise of a well-known personality wasn't worth it. Besides, Entropy himself became increasingly diplomatic in his dealings with the corps as he became richer and more established. The idea was abandoned.

With the tour coming to France, Vernier (and Giraud) hatched a stupid idea: kidnap Entropy and hand him over to his OA boss as a kind of gift, intended to prove his initiative, ability and loyalty. He's a good accountant, but he's really out of his depth trying to play these subtle games, and if he actually carried out his scheme he would probably end up banished to OA's office in Anchorage or face down in the Seine, rather than implicating OA in such a scandal.

Enquiries to his office will be met with the news that he is off work this week. The secretary may be persuaded to provide a phone number or even an address (Authority, Credibility, Persuade, Interview @ 15 for the number, @ 25 for the address). An address may be derived from the phone number either through the directories (Library Search @ 10) or netrunning the nearest phone



**"But Nick told me there wouldn't
be any problems..."**

Cédric Vernier



Cédric Vernier

Corp, French

Stats: INT 6, REF 5, TECH 8,
CL 4, ATT 7, LK 10, MA 6, BT
4, EMP 6

A gutterboy, for all his flashy new toys and chip-learned accent—but a bully, not a bravo. Always ready with a sneer or a smear when the going seems safe; under real pressure, he gets very unrefined.

Skills: Resources 7, Wardrobe & Style 8, Social 7, Persuade 6, Education 4, Handgun 2, Drive 5, Accounting 7

Cyber: Chipped for an educated Parisian accent 3

Outfit: Benson Cascade hovercar (*Chromebook 1*, pg. 18), gold trauma card, cellphone, X-22

JanissarCo guard

Solo, Turkish

Stats: INT 4, REF 8, CL 7, LK
3, MA 7, BT 9

Skills: Combat Sense 4, Awareness 4, Rifle 4, Brawling 4

Cyber: +1 Kerenzikov reflexes

Outfit: Armorjacks (SP=14), Radio, FedArms Light Assault 15 (*Chromebook 1*, pg. 54).

company node. If the secretary is unhelpful, the address may be found in the phonebook (Library Search @ 14).

He is staying at his villa near Versailles, a few miles from Paris, protected by ten bodyguards he has hired from the Turkish government agency, JanissarCo. Although he can seem smart and cold-blooded, he is nothing more than a gutterkid with powerful and dangerous weapons in his hands. He was told (by Giraud) that Béatrice had a failsafe plan to get Jack. His files contain hardcopies mentioning Bea and 'her partner Nick'.

THE END

With the help of Béatrice or Cédric, the PCs apprehend the other conspirator. Bea/Cédric will demand to be allowed to deal with the double-crosser alone. There will follow a terrific argument, as Bea and Cédric each accuse each other of being an under-handed murderer.

At some point, Bea should ask Cédric, "Then why in hell did you need my back-stage pass?" Cédric, of course, makes it clear that he knows nothing of a backstage pass. Bea says she gave it to Nick. Cédric says he thought Nick was her man.

The argument continues, but the PCs should pretty quickly get the idea that a sneaky agent (Nicolas Giraud) has a back stage pass, and can thus get past security. If they need another nudge, have Cédric mention that Nicolas 'came by in your Légende before going to La Galerie.'

Keep dropping these hints until your PCs figure out that there is a real problem. They can't contact McLeod, because the MLA has cut the phone lines at the stadium. It is up to them either to call the police and risk heavy-handed cops turning the situation into a

media farce, or take it upon themselves to scream through heavy Parisian traffic (make a few Drive rolls, and hope they don't attract the attention of the police themselves) to try and save the day.

Bea and Cédric are of no use here, as they are too busy planning on how they'll slit each others' throats. Besides, they're security risks.

If the PCs do it themselves, they'll show up right as Nicolas gets near. If they spot the MLA assassin (Awareness @ 21), there'll be a free-for-all firefight as he doesn't want to be taken alive. Otherwise, Giraud, sensing the extra security, will fade away and plot revenge.

If the PCs just go to the police, they'll show up with hordes of medias hot on their heels. The cops will seal off the arena, take Jack into protective custody, and make everything seem like a massive military operation against a chaotic American rocker. The screamsheets will milk it for everything it's worth, and more.

AFTERMATH

With more violence connected to the tour, Portuguese officials cancel the Lisbon concert.

Jimenez decides to go to Bern, Switzerland, taking the extra days off to rearrange things around Kessler's absence. While going through Kessler's files, it comes to light that two tapes of Jack's studio work have disappeared. One of the PCs gets assigned to the case.

In spite of everything, the Paris concerts are a storming success, and the tour decamps for Venice in relatively good spirits. After the disappearance of Entropy, the shake up in Brussels, and the death of Kessler, surely nothing else can go wrong...

CLUES:

- ★1: Jack will pick a fight with a goldenkid who he claims was making "unwanted" advances on Tammi-Lu. The fight is stopped by Ace and two others, but the players remember Tammi-Lu flirting with dozens of men. The one Jack picked seemed the toughest of the lot.
- ★2: Ace is ordered to stay at the tour site by Catherine, who asks the "leader" PC to escort her to the party. After the party, she takes him back to her suite for a nightcap, and a passionate evening, if he is so inclined.
- ★3: During this time, Tammi-Lu is still sleeping with Jack. She tells whomever she's thrown herself at that "Jack will kill me if I stop." So maybe he's a little strung out, but hey, Jack seems okay. It's just a stressful tour, right?
- ★4: At the party, one of the players will see Jack wander over to where Tinker is, and cop a quick feel. She leans into him for a moment, and he kisses her on the neck. Only one PC will see this. Both Tinker and Jack deny it happened.
- ★5: EyeSpy shows up again, and has dug up some very painful and personal dirt on one of the PCs. He wants an insider's view about Jack, and if the PC helps, the manic media will make sure the character's history never sees print.
- ★6: None

AMERICANS ROCK LIVERPOOL

MANCHESTER - The MLA today announced the apprehension of four American citizens who vanished from Jack Entropy's music tour of England. According to MLA sources, the Americans have been in their custody for several days, caught trying to go back to the States with forged visas. In typically paranoid style, the MLA spokesman expounded at length that Entropy has been supporting insurrectionists for...

Society Column

Frédéric Germain has scheduled another of his famous soirées for June 3rd... among the guests will be controversial musician Jack Entropy, currently touring France

Entropy Art Draws Thousands

BRUSSELS - The Entropy dream-painting on the New Age Office building drew an admiring crowd of thousands yesterday, and Johnny Silverhandle jokes are making the rounds in bars across Europe. Speculation on the artist continues, with Maurois Constructions SA accusing Jack Entropy himself. Tour Marketing Director Cathrine Clements denied allegations that Entropy financed the painting, adding...

Debate over Entropy Continues

Although the Bureau of Audio Arts has not yet ruled on whether to allow Entropy to continue his tour of Europe, the question seems to have been resolved in favor of the Stateside rocker. Nevertheless, Belgian, Portuguese, Greek, and English delegates insist on keeping the debate alive, supported by some representatives of Germany, which has been curiously side-stepped by Entropy's itinerary. In a joint announcement today, these...

Tourism Down Sharply (translated from the Italian)

NAPLES - Continued proxy warfare between the Wortrac Consortium and Seal GmbH has caused a dramatic decline in Mediterranean tourism amid fears that the corporate struggle will spill from the boardrooms and stock markets and into the streets. Both companies are down-playing their differences, but the public remains apprehensive.

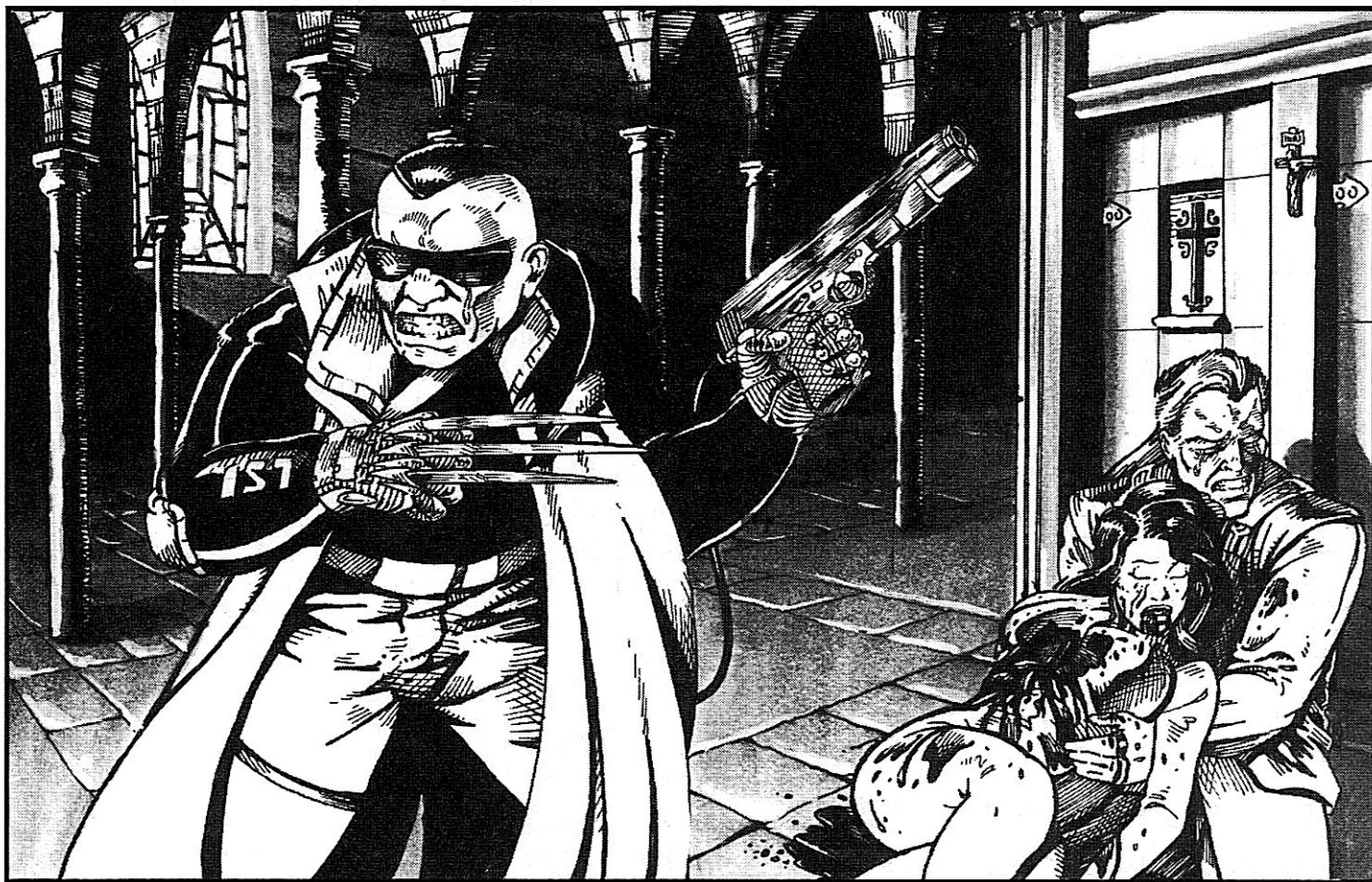
Since the sinking of the Greek liner *Arcadian Sun*, the underground press has had a major impact on public opinion, and subsequent accidents have further damaged the reputation of coastal tourist towns.

Amid vows of Seal victory, Seal President Gephardt affirmed that tourists themselves are in no danger, adding...

/Consulate Bombed

PRAGUE - The German consulate was attacked by a lone Czechoslovakian driving a bomb-packed station wagon into the compound gate. The heavy construction of the gate prevented the car from entering the compound and it blew up immediately, killing 3 guards and 27 civilians. There is no report of the extent of injuries, however preliminary...

MENACE IN VENICE



In this episode, the characters will uncover a bomb plot to kill Jack Entropy while he's performing on a floating stage in Venice. The plot is a part of a Wortrac gambit to bring down their tourism rivals, Seal GmbH, with whom they have had a low-scale corporate war for about a year.

BACKGROUND

After the Paris dates, the tour heads to Venice by way of a mercifully peaceful short break in sedate Bern, Switzerland. (Where Entropy is appearing on 'Naked Truth', the popular vidchat show set in a large jacuzzi.)

Perhaps the most beautiful city in Europe, Venice is dominated by its tourist industry. In 2018, tourist operations in Venice were licensed to the Wortrac Consortium, under the vigilant oversight of the Italian government. Both Wortrac's self-interest and government legislation have gone a long way towards rolling back the ravages of tech on the charm of the old city. Both Venice and Italy are rich, and so the city is as modern as any in Europe, but money and thought has gone into retaining (and sometimes creating) the old facades and buildings. There is no mass transit; tourists and individual travellers must use the picturesque automated gondola-taxis. Advertising holodisplays and the like are conspicuously absent, and the police are well-trained and -paid to maintain their courtesy to tourists... and well-equipped to squash any trouble quickly if courtesy does not suffice.

If any city in Europe looks down on the conspicuous, self-conscious edgeflash of the US cyberpunk, it is Venice, but the Venetians will also be condescendingly tolerant about it, and settle for relieving the rubes of their last euro. Gun laws are unusually strict: even with a Just Needs Permit, weapons larger than a pistol will be impounded on entry within city limits, unless strings can be pulled (Authority, Resources @ 21, Credibility, Persuade @ 30).

AGENDAS

A rival corp, German-owned Seal GmbH, is jealous of the huge profits Venice yields Wortrac (almost a billion euro annually), despite the massive investment Seal put into developing the many Greek islands they own. In the last few months, Seal has launched a smear campaign of propaganda attacks and artful accidents in Venice in a bid to tarnish its appeal.

The department head of Wortrac-Italy, Gianni Mantegna, is planning a response—an 'accident' to blame on Seal, and involving such bad publicity their stock will plummet, making them vulnerable to a take-over bid by Wortrac. After all, a weak corporation is just prey. His plan is to arrange a bombing by the 'Salvare Venezia' group (aka 'SalVen'), eco-terrorists who want to defend Venice from the 'invasion' of foreigners and exploiters, yet is actually - unbeknown to most of its members - a Wortrac puppet. The target? Entropy, of course, who, given his popularity and anti-German sentiment, is a reasonable scapegoat to pin on Seal.

Mantegna has given the responsibility for the assignment to an English solo named Bailey, who is also an MLA agent-in-place. The PCs will be meeting him, too.

ON THE CANAL GRANDE

The concert will take place on the Canal Grande, the waterway that divides the city. A floating stage is being built and anchored by the historical square of Piazza San Marco, with its Palazzo Ducale, the Basilica di San Marco and the Campanile bell tower. More than one hundred Italian techs and workers are

hard at work, including some members of SalVen.

Most of the tour crew is put up at the Hotel Regina, less than 500m from the Piazza. The hotel is full of tourists and fans attracted by the concert, and everyone faces constant attentions from autograph-hunters, Media muckhounds and the like. It's very high profile, which to stateside punks translates to 'dangerous'.

Shortly after the characters first leave the hotel, they are picked up by several of the *Polizia Municipale*. Although it may seem like an arrest to the paranoid, the characters are finally brought to meet Gianni Mantegna (Wortrac-Italy's head). Alert players will notice that this indicates Wortrac has more than a nodding acquaintance with the city constabulary.

Ace McLeod is also present in Mantegna's office, and he explains that Mantegna is convinced that Seal GmbH is going to go after Entropy, using 'their puppet terrorists, Salvare Venezia.' Through an interpreter, Mantegna gives the characters the full line of falsehoods designed to frame his corporate rivals. The characters are dismissed, and McLeod remains to speak further with Mantegna.

SERENISSIMA

The characters will probably have a fair amount of time to try to locate the Salvare Venezia group, so they'll be mucking around the city for a good while. A few suggested situations and encounters are:

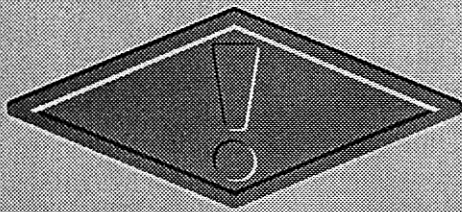
Pickpockets: Crowds in Venice are bad enough, even before the fans came - prime picking ground for pickpockets. Losing your PAC is always bad karma.

Night Life: What self-respecting edgerunner is going to miss out on the nightspots of Venice? Stumbling back at night, though, do watch out for the relatively smooth and stylish but nonetheless dangerous street gangs, such as the nationalist Garibaldi-poser **Camicie Rosse** (Red Shirts); the neo-anarchist **Bandiere Nere** (Black Flags And Artichokes) who delight in such street-happenings as spraying the unwary with fluorescent, near-indelible ink or hotwiring auto-gondolas and sending them on dodgem-derbies, or water-scooter gangs like the **Pescecani** (sharks).

Stranieri E Zingari (Wogs and Gypsies): Despite notional freedom of movement within the EC, there are still large numbers of itinerant workers fleeing the misery of Turkey and Greece. In Venice they provide cheap labour in refuse disposal, personal service and the like. The new instability of NCE has triggered a wave of immigrants from the east, and streetbattles between so-called 'Medies' and 'Easterners' are increasingly common. PCs caught in the middle might be swept in with the rest when the riot vans of the ever-vigilant *Polizia* arrive on the scene, bristling with tear gas jets and water cannon.

Remember Me? Venice is a melting pot. What better place to run into some old friend, enemy, savior or nemesis?

New Input: This is the only mandatory encounter. Find whichever male member of the team is the most woman-hungry (perhaps the guy who was first approached by Tammilu?) and have a very pretty Italian woman and a few of her friends offer to be tour guides. The main woman is Helena, a Seal executive gone undercover



Helena

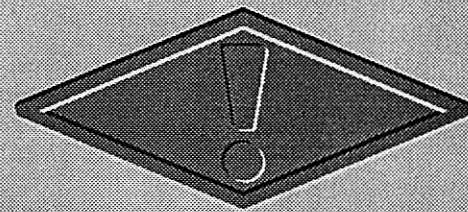
Corp, Italian

Stats: INT 10, REF 4, TECH 7, CL 8, ATT 8, LK 7, MA 6, BT 4, EMP 6

A southerner, dispossessed by corporate agribiz. A hard life has forced her to sheath her natural romanticism in pragmatic opportunism for so long it would take a lot to free the 'real' Helena.

Skills: Resources 5, Personal Grooming 7, Human Perception 7, Interview 6, Social 5, Persuasion 7, Awareness 5, Education 6, English 4, Spanish 2, Greek 2

Outfit: Pocket computer, cellphone, trauma card



Allegra Cagliari

Corp, Italian

Stats: INT 6, REF 5, CL 4, ATT 5, LK 5, MA 6, BT 3

Skills: Resources 1, Human Perception 5, Education 4

Outfit: This year's cut of papercloth jumpsuit in dark blue

Wortrac Shadows

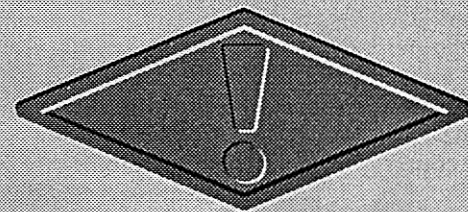
Cop, Swiss

Stats: INT 7, REF 8, CL 9, LK 4, MA 8, BT 6

Skills: Authority 3, Resist Torture/Drugs 2, Streetwise 6, Persuasion 3, Awareness 6, Shadow 6, Brawling 5, Handgun 4

Cyber: One has a cyberaudio (phone splice), one an MRAM socket (Venice/Italy tourist chip)

Outfit: Cameras, cellphones, fake IDs showing German citizenship (Forgery @ 15 to spot), really tasteless tourist outfits



Polizia Municipale

Cop, Italian

Stats: INT 6, REF 7, CL 9, LK 3, MA 7, BT 6

Skills: Authority 4, Handgun 6, Streetwise 4, Interrogate 4, Expert: Criminology: 2, Judo 4

Cyber: 1 cyberoptic w/ image enhancement

Outfit: Beretta 97 smartgun (Eurosource, pg. 58) loaded with gel-rounds, smart-goggles, taser glove, radio, medium armorjack, pocket computer, white uniform with red patches showing the Golden Lion of St. Mark

to keep tabs on the tour security from the inside. Although not seductive per se, she's very flirtatious and affectionate, so the PC will undoubtedly get ideas.

SCARED LITTLE GIRL

At some point the PCs meet a very young woman; either she approaches them or they notice her following them rather ineptly (Awareness @ 10), apparently (Human Perception @ 16) trying the muster the courage to speak. Blonde, her face colourless and fear darkening her gaze, she wants to tell them something important, but somewhere quieter. She asks them to meet her at the small Chiesa di San Giobbe in the Sestiere (district) Cannaregio to the east of the city. Then she turns and disappears into the crowd. If the characters are a little confused, Helena (the Seal spy) offers to show them the way to the church.

If they follow her (Shadow @ 13), the PCs see her go into the Piazza San Marco, drink a cappuccino at an outdoors cafe, then hail a gondola-cab for the San Giobbe, where she waits. They may also notice (Awareness @ 20) two men, apparently tourists, doing the same. They are Swiss Wortrac agents reporting to an English solo named Bailey, who's the chief henchman of Wortrac-Italy department head Mantegna.

If intercepted, these shadows play dumb, insisting they are just German tourists, but the one with the skullphone contacts Bailey, who vectors another couple of agents, armed solos, to follow the girl and arranges for the *Polizia Municipale* to send a couple of men on a swing past the area. The cops are told to make it look like they are on a normal

beat, just hassle the PCs about PACs, and allow the shadows to escape, no more. Bailey is not yet sure what is going on, and doesn't want to over-react. The 'tourists' can be induced to tell all (Interrogation @ 24), but this isn't very much: they are freelances hired by Wortrac (they have a contact codename and a phone number) just to follow the girl.

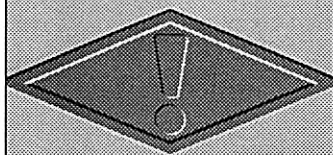
CONFESSIONAL

The small church is almost empty when the team arrives: only an old woman dressed in black changing the water of long-dead flowers, and the girl, Allegra Cagliari, sitting in front of the baroque altar. As Mantegna's private secretary, she is aware of

her boss' plan, and has decided to warn the crew (she's a closet hard-rocker). Unfortunately, she is no actress and Mantegna has his suspicions, suspicions confirmed when his agents saw her contact the team.

The problem is that she is so scared that beyond identifying herself, she is only able to gasp out 'Saturday', 'bomb' and 'Wortrac' between half-mum-





Hitmen

Solo, Italian

Stats: INT 6, REF 6, CL 8, LK 5, MA 5, BT 7

Skills: Combat Sense 4, Awareness 5, Handgun 5, Melee 5, SMG 5, Athletics 4, Karate 5, Stealth 4, one has Throwing 6

Outfit: MPK9 smartgun, smartgoggles (IR, targeting), communicator, kevlar t-shirt (SP=14), throwing daggers

Salvare Venezia

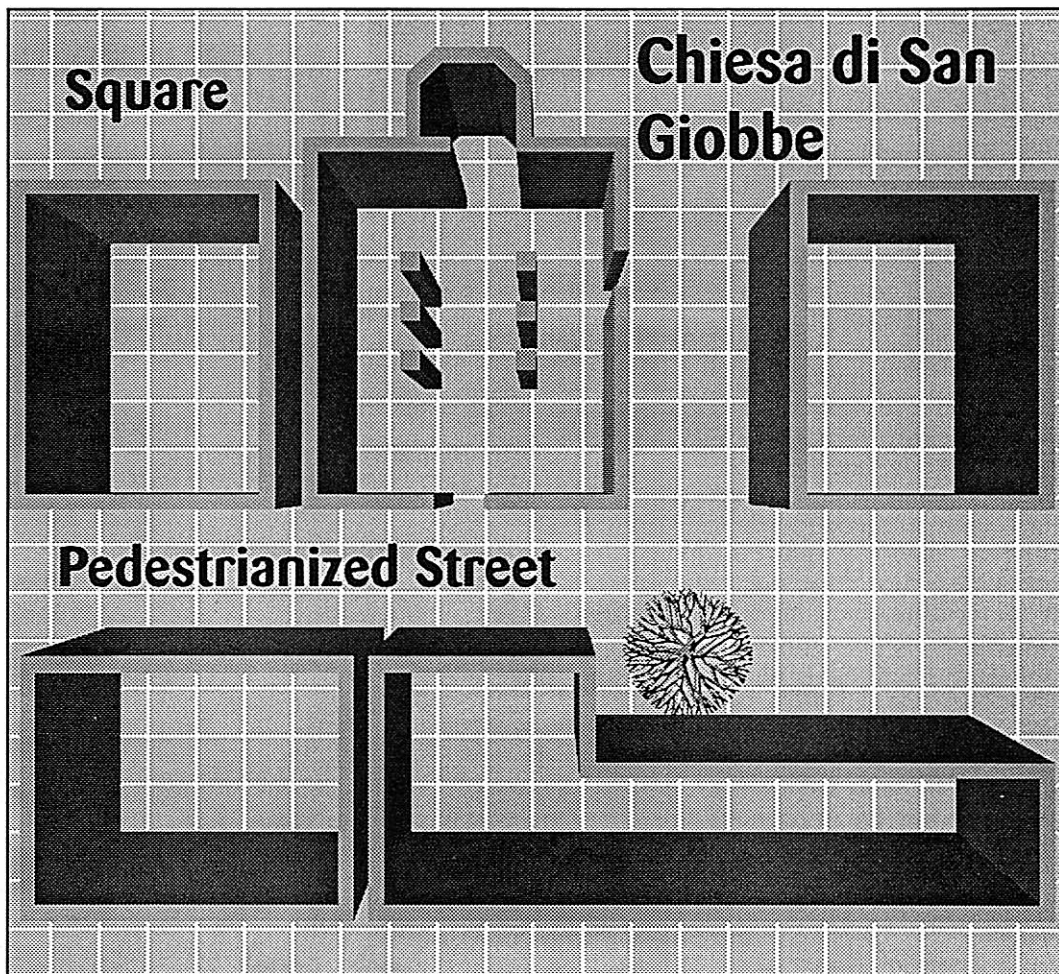
Thugs

Nomad, Italian

Stats: INT 4, REF 5, CL 4, LK 4, MA 5, BT 6

Skills: Family 3, Brawling 4, Dodge 2, Melee 4, Strength Feat 3

Outfit: Most carry make-shift tonfa; one has Cybermag 15 and Handgun 2



bled prayers in Italian, frightened pauses and occasional sobs. Intelligent treatment (Interview @ 17) elicits the sentence 'I no can letta my boss get away with this' from her, along with another snippet or two.

Meanwhile, alerted by Mantegna that she may be a security risk, Bailey has decided to send two solos to kill her, while arranging for some Salvare heavies to get there as a failsafe. The solos enter the church and cross themselves like any Catholic. One pulls a silenced SMG, while the other throws a thin knife which plants itself firmly through Allegra's ribs and into her heart. Allegra's papercloth jumpsuit is immediately soaked. The old woman faints.

The assassins begin to withdraw, although probably the PCs will try to stop them. As long as all gunplay is silenced, no one outside the church will be the wiser, and no cops will show. Soon thereafter, some SalVen goons arrive, ignorant of anything but that the team are foreign enemies causing trouble in a church, and deserve whatever they get. Bailey's idea is for the solos to use this diversion to escape. It is also a trap: if the PCs use firearms against the Salvare Venezia goons, or get involved in too long a brawl, they risk being picked up by the police—and all without Bailey having to get involved.

The thugs, if captured, only speak Italian, and have only two useful bits of infor-

mation. The first is that one of them recognized Helena as she ducked out of the church and away in the confusion (or you could have one of the SalVen thugs call out to her during the fracas). He claims that she tried to hire Salvare Venezia to work for her corporation (they don't know which corp). The other is that their leader, Alessandro Benetti, runs a small trattoria in the Sestiere San Polo. If caught, the solos are tougher (Intimidate, Interrogate @ 22). They were hired by an Englishman named Bailey and take their orders from him, by phone. They have a number to get in touch with him. The number is one digit different from the number carried by the 'tourists' from the previous section.

A FEW CLUES

The thugs are very much on the outside fringes of Salvare Venezia, weekend terrorists, and one could easily get the wrong idea about the group from these drekwits. Minimal research should show that Salvare Venezia is a congregation of serious terrorists, through DataTerm screamsheets (Library Use @ 9), streetwhisper (Streetwise @ 14) or police contacts (Authority @ 20 - it's not that the police don't know, just that the Wortrac-run department deliberately tries to muddy the waters).

PCs who opt to check Allegra's body find her personal ID and Wortrac ID (listing her as 'personal office coordinator/correspondence routing specialist, office of the general manager'). She also has a folded facsimile, a hardcopy of Bailey's Net Wortrac ID file.

As for the scraps the shadows or solos may be able to provide, it is unlikely that Bailey's name alone will help (Streetdeal @ 29 to have heard the name, Library Use @ 25 to find some reference through a DataTerm, Authority @ 20 to find out from the cops - though the latter may alert Wortrac). The word is that he is a top-flight solo from Britain's CZs.

Mantegna's name, and his position at Wortrac, can be traced (Library Search @ 11); little else can be found out.

Bailey's phone number is unlisted, though a very able info-ferret may be able to work out that the code prefix routes it to a trio of large hotels in one block: the Danieli, the Excelsior and the Doge (Library Use @ 18). A netrunner might try and break the city phone company's files, but this would be a tough run as the number is secured. If rung, Bailey does not identify himself, and will soon realize that it is a fake call (his voice

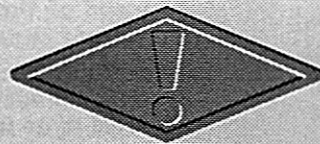
stress analyser helps), but may be suckered (Perform @ 14, Interview @ 24) into giving a clue as to what is going on ('have you plugged Mantegna's leak?').

SALVARE VENEZIA

Should the PCs decide to access the Salvare Venezia connection, they end up pursuing Alessandro Benetti. His followers are generally young idealists, the inner core, and unlike the rent-a-mob at the church, they have weapons and some ability to use them. There are twenty-six in the gang at the moment. Benetti is easily found at his trattoria, which is little more than a hole in the wall like a million others across the world.

Benetti is a cautious man, always armed and with at least a couple of his disciples bodyguarding, but one way or another the team can get at him. He does not know the identity of his backer. He gets his orders through a midman, Giacomo Lampari. Small, well-dressed and urbane, Lampari is every centimeter the image of the Mammasantissima (an Old-Mafia fixer), so Benetti assumes it is indeed Cosa Nostra who has hired him. While either Benetti or one of his closest aides can be 'induced' to talk about Lampari (Interrogate @ 20, Intimidate, Interview @ 26), only Benetti knows that three of his SalVen followers have infiltrated the tour's Italian construction crew at Lampari's behest. He will not talk about them unless really 'convinced' (Interrogate @ 28), and does not know what they will do. If induced, he will give their last names (Verdi, Berluccini and Rinaldi), and only give first names if the PCs note this and press him.

Benetti meets Lampari every Saturday (tomorrow, conveniently enough) in a



Alessandro Benetti

Fixer, Italian

Stats: INT 5, REF 6, TECH 4, CL 6, ATT 4, LK 8, MA 5, BT 5, EMP 7

A fat, bearded man in his late fifties who speaks loudly and thinks little. He doesn't particularly believe in the 'salvation of Venice' or the 'preservation of an historical patrimony,' but wants to be a leader. Two years ago it was maximalism, then revivalism. This year he seems to have hit on something that works.

Skills: Streetdeal 2, Oratory 4, Leadership 1, Awareness 4, Handgun 3

Outfit: Budget Arms Auto 3

Salvare Venezia Terrorist

Nomad, Italian

Stats: INT 4, REF 6, CL 6, LK 4, MA 5, BT 6

Skills: Family 3, Brawling 4, Dodge 2, Melee 4, Strength Feat 3, Athletics 3, Handgun 3

Outfit: Kevlar t-shirts, S&W Combat Magnums; if they have had the chance to arm themselves, they also have six Sternmeyer Stakeout 10s, ten X-22s and one Kendachi Dragon (*Chromebook* 1, pg.48) (and relevant skills 3)

Giacomo Lampari

Fixer, Italian

Stats: INT 7, REF 5, TECH 5, CL 9, ATT 8, LK 8, MA 6, BT 6, EMP 6

By his own lights, an honourable man: once bought, he stays bought. Rebelling against his goldenkid roots, he wants to make his own way, but has all the graces and pretensions of his class, with his Armani silk suit and personalised car number plate.

Skills: Streetdeal 7, Wardrobe & Style 7, Intimidate 6, Streetwise 4, Persuasion 9, Awareness 5, Handgun 5

Cyber: Cyberaudio with radio link, bug detector, chipped for English and French 2

Outfit: Goncz-Taurus pistol (*Chromebook* 1, pg. 44), gold traumacard, newsviewer, cellphone, Alfa Romeo 363bis sports sedan with EBM Carfaxx

Wortrac solos

Solo, Various

Stats: INT 5, REF 9, CL 8, LK 4, MA 6, BT 8

Skills: Combat Sense 4, Awareness 5, Stealth 6, Handgun 5, Karate 4, SMG 5

Cyber: +1 Kerenzikovs, smartgun link, cyberaudio with radio link

Outfit: Kevlar Jacket (SP=14), Sternmeyer 35 smartpistol, tourist disguises, one has a concealed MP-2013, the other has one stun and one dazzle grenade



Seal solos

Solo, Greek

Stats: INT 5, REF 9, CL 7, LK 5, MA 6, BT 7

Skills: Combat Sense 5, Awareness 5, Handgun 5, Melee 4, Athletics 5, Savate 4

Cyber: Ubervensch Speedware (as Sandevistan, but only +2), cyberoptics (targeting, image intensification, thermograph)

Outfit: Armorjacks (SP=16), monoknife, and (licensed) Glock-30 machine pistols (*Chromebook 1*, pg. 43) loaded initially with gelrounds. One also has a Militech Military/Police Shotgun (*Chromebook 1*, pg. 48) in a shoulder bag.

place of the patron's last-minute choosing—Lampari phones ten minutes before each rendezvous. The team could try to intercept Lampari, but he is experienced and guarded by two Wortrac solos, a man and woman, again disguised as tourists. If Lampari is captured, he can eventually be made to reveal what he knows. He works for Bailey, who is targeting the Entropy tour and had him arrange for three SalVen terrorists to be hired onto the work crew. In the interests of deniability, Bailey is not working out of Wortrac offices, and Lampari has the same phone number as carried by the SalVen thugs in the church. Whatever is going on is set for the second concert, and is intended to 'make quite a splash,' in Bailey's words. If Lampari is captured, Wortrac pulls out all the stops to free him - or silence him.

SEAL ON THE SCENE

Helena, who disappeared during the confusion at the church, will reappear at some point. Probably the PCs will brace her to find out what she knows. She will explain everything she can, very matter-of-factly. She openly admits that Seal and Wortrac are going after each other, but intelligence has reached her ears that this concert is unduly important to Wortrac. Seal would have nothing to do with harming a major celebrity; they're trying to damage Wortrac's rep, and most of the fatalities in recent accidents have been due to Wortrac mismanagement of emergency response. Unfortunately, Wortrac has more control of the Euromedia than does Seal, so the facts aren't all getting printed.

Asked about Bailey, she replies that she's dealt with him, and he has MLA connections which have proven helpful. If she is shown Bailey's Wortrac

ID, she will get very upset, as his Wortrac connection answers why Seal has done so poorly in the corp war recently.

She also knows about Salvare Venezia, and explains their basic philosophies to the PCs. She will mention that she has several times tried to buy their services, but that they have another benefactor; she does not know who.

She will certainly not give them the chance to capture, interrogate or trace her. She has a team of four experienced solos on hand to protect her, if necessary (Awareness @ 26 to spot some or all of them).

WORTRAC GETS ANGRY

At some point Wortrac begins to see the PCs as a real threat. Perhaps if they manage to snatch Lampari; certainly once they are seen talking with Helena, a known Seal agent. A decision has to be made; Wortrac has to keep them from cracking the case without alerting the tour. The decision is to arrange an accident.

Bailey picks five good solos, supported by a netrunner working out of Wortrac-Venice, and sends them to injure or kill the strangers, as inconspicuously as possible. The first attempts will be subtle, gradually intensifying. Some suggested approaches are:

- Sudden sinking of an automated gondola-taxi (Swimming @ 15)
- Disabling car brakes (Drive @ 18 to control car, Athletics @ 21 to jump out safely).
- Computer-operated vehicles or equipment going murderously 'haywire' (requiring a netrunner w/Controllers or Athletics/Driving rolls).

- Hard-to-trace poison (Resist Torture @ 20 to avoid symptoms each hour, then Endurance @ 18 to keep going, Med-Tech @ 15, First Aid @ 25 to prescribe immediate cure, otherwise the result is a lengthy stay in a hospital unless priority access to a blood-flush can be arranged, requiring Resources or Bribery @ 16).

- Booby traps (Awareness @ 20 to spot, Demolitions @ 14, Jury Rig, Electronics @ 18 to disable, Athletics, Dodge @ 20 to avoid full strength of the trap).

- The solos may even resort to outright sniping and ambushes, if the team goes into an isolated area.

The characters may call in reinforcements. McLeod will agree pretty much without question (Credibility, Resources, Persuade @ 9), while Seal may be prepared to help, if the characters impress Helena and convince her it is in Seal's interests (Credibility, Persuade @ 13, perhaps even Seduction @ 25). Going to the local police is almost certainly useless (Authority, Credibility @ 28) since they are run by Wortrac (Library Use @ 17 to find this out, Streetwise, Education @ 20 to know it already). A successful result means the team has found that vidflick favourite, the Only Honest Cop In The Force, but a poor failure might have the cops helping Wortrac set up a hit.

Alternatively, they may turn to Interpol or the (government-controlled) Carabinieri. The local Interpol station chief,



Wortrac Assassins

Solo, Various

Stats: INT 5, REF 9, CL 8, LK 4, MA 6, BT 8

Skills: Combat Sense 4, Awareness 5, Stealth 6, Handgun 5, Karate 4, SMG 5

Cyber: +1 Kerenzikovs, smart-gun link, cyberspace with radio link, chips for Demolitions, Basic Tech, and whatever else they need at level 2

Outfit: Kevlar jacket (SP=14), Sternmeyer 35 smartpistol, MP-2013, smoke grenades

The Prof

Wortrac Netrunner, Irish

Stats: INT 8, REF 9, CL 7, LK 5

Icon: A stylised teacher, in flowing black gown and black mortar-board, waving a cane (the man really loves Pink Floyd)

Skills: Interface 5, System Knowledge 5

Outfit: EBM 474p3 cybermodem: speed 1, memory 15, data walls 4; Hotwire, Dee-2, Imp (Worm, Wizard's Book), Poison Flatline, Invisibility, Killer IV. If you fancy introducing a proper 'runner slugfest, give him the EBM 474p5 with memory 20 and an extra Sword (manifests as his swishing cane) and Armor (his gown)

Gunther Mellenthin, may not be convinced (Authority, Credibility @ 15, Persuade @ 24), and will probably be tempted just to cancel the concert as the perfect compromise to avoid trouble without alienating Wortrac, but the Carabinieri are always happy to put some heat on the corp and take less persuasion (as above @ 10 and @ 20).

THE SHOW MUST GO ON

Even if Interpol is minded to close the show down, Jimenez can probably have Mellenthin overruled—not least because Wortrac, ostensibly to avoid the loss of the associated revenue, supports him. Security is, obviously, stepped up—but no one yet knows what to guard against, beyond vague talk of a 'bomb'. The fact is, there is too much money tied up in this concert to call it off without firm evidence.

The characters may need a hint. If they manage to work on Lampari long enough, he may (Interview @ 15) recall that once, after a meeting, Bailey hailed a gondola-cab for the Hotel Danieli. He can also give a description: a short, broad man with no evident cyberware and pale, almost white hair; he tends to dress in practical, military-cut jumpsuits and once or twice drove a Lamborghini Spada speedboat in Venice's 'canal-streets'.

Perhaps they picked up the names of the Salvare Venezia plants from Benetti. If not, they can contact the crew putting the stage together, and check for any new employees. If successful (Interview, Interrogate, Persuade @ 13, Library Search @ 18) they get the same three names (Verdi, Berluccini and Rinaldi); again, the foreman, an informal southern Italian, will simply neglect to give their first names unless asked.

Once they have the identities of the Salvare Venezia plants, they can easily pick them up with McLeod's assistance. If they know the first names, as well, they will discover that one is on 'sick leave' at the moment; otherwise they snatch up an innocent with the same surname, Rinaldi. This provides the opportunity for some confusion, as Verdi and Berluccini prove easy to crack (Intimidate, Interrogation @ 10), while Rinaldi seems far more formidable.

The two SalVen infiltrators are both techs by trade, and know very little; they had been told to wait for orders. Questioning (Interview, Interrogation @ 14) reveals that both spent their national service in the combat engineers, demolitions qualified. No surprise.

Checking the third man's address reveals a cheap, no-questions-asked hostel on the outskirts of town. No one has seen him lately: his dead body is in the room, sprayed with preservative to keep it from smelling. A quick autopsy (MedTech @ 20) puts his death at about the time Wortrac started to target the PCs. Questioning the staff may reveal that a man of Bailey's description visited him (Interview @ 16). If the PCs don't get the point, McLeod can observe that if traces are being covered, the bomb may already be in place. But, this isn't definite enough to justify cancelling the concert. Checking the dead man's work schedules (Library Use @ 8) helps narrow down the parts of the stage where he may have planted the bomb, but this is still a lot of strutwork, floatation bags and dark corners.

The PCs may have Mantegna's name or phone number, but he is ice-cool and razor-sharp, and secure behind the guards and paycops at the Wortrac-Venice offices. 'Punks shouldn't try to go after him with anything less than a paratroop battalion.

RUNNING AFTER WORTRAC

A netrunner might try to break the Wortrac system for vital data. Access will involve cracking black ice, but there is a lot of dirt to be found in the Wortrac-Venice data fortress (see page 54), including Bailey's location and enough dirt to incriminate Mantegna thoroughly. Stolen data is not legal evidence, but the Carabinieri or Interpol will take it very seriously and set up an investigation. Wortrac is no push-over, but you dig a challenge, neh?

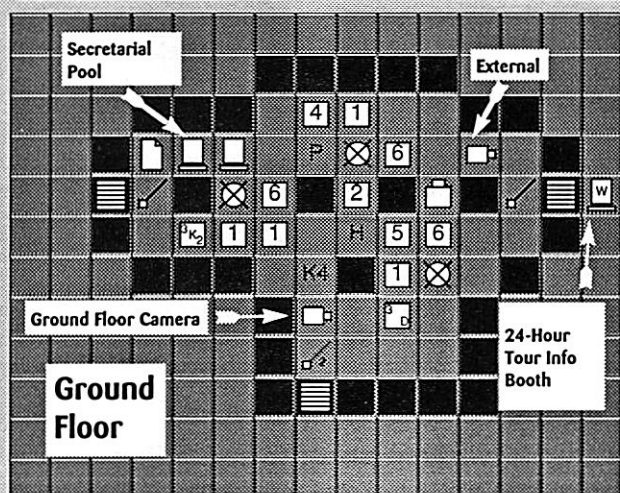
PINNING BAILEY

Wortrac's data says that Bailey is working out of a room in the Danieli Hotel under the name Harmon. If Lampari has fingered the Danieli, it is easy enough to find someone who recognises 'Signor 'Armon' from the description. A real streetmover might pick up clues as to his whereabouts from his upsider speedboat - hardly a common sight, even in Venice (Streetwise, Social, Credibility @ 24, depending on the method). If the PCs manage to penetrate the security of the hotel and seize or flatline Bailey - no mean feat - they discover all sorts of technical plans showing the location of the bomb, and documents referring to Mantegna's role. Quite enough, in fact, to get Interpol or the Carabinieri rolling in.

Or they can take a more subtle approach, and meet Bailey in the hotel. This could be done by simply visiting the hotel lounge and waiting for him to pass by (Awareness @ 10), or calling him and letting him know that someone is aware of his activities (Intimidate, Interview, Credibility @ 20).

If the PCs meet with Bailey, it will be obvious that he has some heavy muscle guarding him (Combat Sense @ 10,

WORTRAC: VENICE DATA FORTRESS



System

INT 15 Data Walls 6 Artificial Intelligence

Appears with the ICON of a stylised chrome Doge (Renaissance nobleman), proud and aloof, yet prepared to interrogate intruders before deciding on a course of action.

Fortress ICON

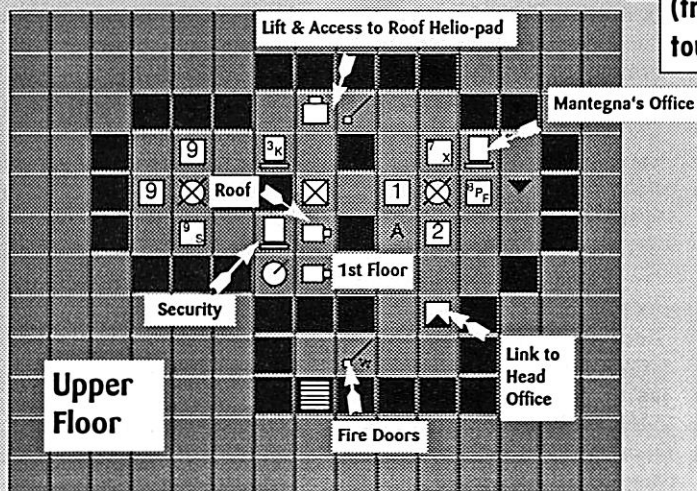
Wortrac: Venice is built in a converted church, and in the Net looks similar, with a high vaulting cupola. All internal ICONs and programs look vaguely medieval or renaissance

IC

W - Watchdog; P - Pitbull;
K - Killer; A - Aardvark;
PF - Poison Flatline;
D - DecKrash; S - Stun;
H - Hellbolt; N - Knockout;
X - Hellhound

Memories

- 1 Databases (misc)
- 2 Inter-Office (memos)
- 3 Business Records (misc)
- 4 Database (employee records - no mention of Bailey)
- 5 Business records (payroll, expenses - includes payments to Benetti's trattoria)
- 6 Transactions (accounts)
- 7 Black ops ('Project Entropy')
- 8 Grey ops (Control of local police)
- 9 Virtual copy of Venice (fractal) for planning and tourist flow evaluation



Awareness @ 16). Asked if he's MLA, he will sidestep the question, but point out that the PCs are already in hot water with the MLA just for being near Jack, who's suspected of gun-running. Then he'll 'speculate' a bit, pointing out that the MLA would strengthen its hand in the Med with something like an assassination to hold over Wortrac's corporate head, and were that the case, the MLA would be sure to have an agent in place to make sure the job was completed if Wortrac and Salvare Venezia screwed it up. He'll close the interview by mentioning that the team has made his life a little less pleasant by hanging out with Helena from Seal GmbH (presuming the team told Helena of Bailey's Wortrac connection).

After they leave, Bailey will hit the team with his goons. He, of course, will disappear.

SAVING THE DAY

Alternatively, the team may find the bomb, by dint of searching and re-searching

(Expert: Construction, Expert: Naval Architecture @ 15, Awareness @ 20). Of course, fate decrees that this be just before the show starts, with the fans and band ready and waiting, or maybe even once it has already started. Evacuation risks sparking panic, and they may try to defuse it themselves. This is a good opportunity really to put some heat on the players ('I must cut the wire, but which one: the blue or the red?'). Lots of rolls against Demolitions, Electronics, etc, but surely you couldn't be nasty enough to let it explode. Surely?

Even if they still have no evidence, they may persuade Jimenez to cancel the concert (Persuade @ 26) beforehand and call in the bomb squad. This would be humiliating and expensive (and the PCs lose a



Bailey

Solo, British

Stats: INT 7, REF 8, TECH 9,
CL 9, ATT 5, LK 4, MA 6, BT
7, EMP 4

Micron-thick europolish over a bare-knuckled gutterkid from Newcastle: hard, mean, fast and nasty.

Skills: Combat Sense 7, Awareness 8, Athletics 5, Handgun 7, Aikido 8, Rifle 6

Cyber: Sandevistan speedware, slice'n'dice, smartgun link, cyberoptic (target, anti-dazzle, thermograph), cyberear (amplified hearing, voice stress analyser)

Outfit: Armorjack (SP=14), Armalite .44 smartpistol, Arasaka Assault 12, Lamborghini L3 Spada speedboat, cellphone



week's pay), but is preferable to the alternative.

If your players are clueless, have Seal, desperate to avoid a catastrophe that would almost inevitably be blamed on them, pass on the locations of either Bailey or the bomb through Helena. After all, Wortrac is close to EuroMedia, and is in a far better position to get its side of the story out on the vidnet.

Let's face it - you are unlikely to want to blow tour, team and middle of the city into low orbit unless you really are tired of rolegaming and fancy taking up macrame, so engineer the most dramatically satisfying ending you can. Remember, though, that Wortrac is a huge corporation and that, if he chooses to exert himself, Mantegna can virtually do whatever he wants.

AFTERMATH

This is a story that is too big to keep quiet. Ultimately, either Seal or Wortrac may leak selected versions. It would take real hotwired inside reporting (Credibility @ 25, or @ 15 if either Interpol or the Italian government have become involved) to put them right.

It certainly generates a lot of interest and adds to the tour hype, but people are beginning to become very worried that, as the *Europaisches Zeitung* puts it, 'Entropy's American machine is cutting a swathe of havoc and misery across our fair continent'. As a result of the violence against tourism, the Greek government cancels Entropy's stop in Athens. This move is fol-



UNDER PRESSURE:

A cyberpunk adventure that doesn't end in a gunbattle? It is allowed, you know. Consciously rack up the tension. One cute trick to consider is to switch to playing real-time, giving the players a reason to think and roll fast. An alarm clock, one of the big, old-fashioned ones that click loudly as time runs out, is a chill prop. Give them lots of rolls to make as they slowly work through the circuitry, with (non-catastrophic) failures making the next roll harder, or perhaps bringing the countdown closer. At some point announce that there is now not enough time to get away, and if the bomb goes, so do the PCs. Give them hell.

lowed the next day by the Hungarians canceling the Budapest show, clearing four days in the schedule and preparing the ground for the next scenario.

CLUES:

- ★1: After the Rome concert, for the first time since the PC's have met him, Jack is serene and mellow, apparently without any illegal substances!
- ★2: During the concert in Rome, one of the PCs spots someone in the crowd with a vidcam. They try to get him, but thanks to the (deliberate?) bungling of the rent-a-cops, he gets away.
- ★3: One of the PCs (preferably a female) who has not been involved with the entire Tammi-Lu situation stumbles on her applying a fake bruise to her eye. "No one believes that Jack beats me," she cries. "He hits me in the stomach so it doesn't show. I have to do something..."
- ★4: One of the Players spot Tinker & Entropy coming back from a "sight-seeing" tour, arm in arm, acting like lovers. They also see Tammi-Lu in the shadows, seething with rage.
- ★5: The PC investigating the missing videos finds a videotape marked 'scratch'. It has some shots of Jack, including some of the missing studio footage, interspliced with video of Jim Morrison. Although the soundtrack is erased, it appears that the tape is designed to make Jack look like a modern incarnation of Morrison.
- ★6: During the concert (but after the bomb is disarmed) a small fire breaks out. Tinker, who was the only person in the area, manages to put it out. She later collapses into hysterics, as she explains that the fire was near several cans of opened paint-remover, and the entire backstage area would have gone up in a fireball had she not been there.

ENTROPY CONCERT MOVES OUTSIDE

VENICE - The Wortrac Consortium announced yesterday that the Jack Entropy concerts scheduled for June 11th and 12th will be moved outdoors to a floating stage in the Piazza San Marco as the centerpiece of their City of Lights celebration. Wortrac-Italy department head Gianni Mantegna said that attendance would be free to all, and a record crowd is expected. Asked about safety considerations, Mantegna said, "Not even Seal or their pet Salvare Venezia terrorists would be stupid enough to try anything against Entropy. We've got security, and the stage is perfectly safe."

Entropy Slams Germans

BERN - American rocker Jack Entropy, who appeared yesterday on *The Naked Truth*, has attacked the very heart of the EC. Asked why his sell-out EuroTour '21 had no tour dates in German cities, Entropy said, "Isn't it obvious? The Germans are nothing but an army of economic Nazis! They don't care what the world is like as long as they get to run it." Although technical difficulties prevented the rest of the interview from being aired, inside sources said that Entropy continued to rail against Germans and...

OA Executive Slain

VERSAILLES - Orbital Air Executive Cédric Vernier was found in the smoking ruins of his villa this morning. According to police forensics investigators, he was bound hand and foot, and was not dead when the fire started. Investigators believe the fire was set by an arsonist. Questioned about the underground press' sarcastic opinion that this was another French *crime passionelle*, police investigators stated bluntly...

Entropy Dreampainting Rejected

BRUSSELS - The pro-Entropy dreampainting on the New Age Office Building in Brussels is scheduled for removal. Despite the sudden sell-out crowds engendered by the painting and the musical ability displayed by the American rocker, the Bureau of Visual Arts refuses to cover the graffiti under the art protection laws. Entropy tour spokeswoman Catherine Clements disavows any connection with the Entropy painting, and said, "it's obvious that Jack is an underground hero on the continent." Asked about the anti-Silverhand slant, Clements said, "Speaking for myself, I...

(from posters seen in Lisbon streets)

Lisbon Concert Canceled

Jack Entropy and the entire tour staff express their sincere regrets that the Lisbon concert date has been canceled by your city government. Full refunds for all tickets will be issued at every outlet. Let your mayor know, in no uncertain terms, how you feel about this attack on your music. Show you're not an EC zombie.

Dream on,

Jack

(downloaded from N.E.T.O. bulletin board, Music section)

Situation is bad for music biz here in Praha. German kids demanding refunds on Entropy tix after talk show. 1000's crossed border to surround promoter's offices. Near riot. Czech civilians very unhappy, esp with collateral damages from violence.

Reprisal attacks reported on Sudeten Germans, but no confirmation. Gen Skroup to appear on vid this eve, prob to reassure that all is fine.

Sure.

TOURING THE MARGIN



The team is sent to Sweden to arrange for a new concert to fill in the gap which has suddenly appeared in the tour schedule. When they arrive, they find that the promoter they were to meet has been kidnapped, so they go on a rescue mission. Afterwards, they choose between two concert deals, and possibly deal with the fall-out of same. Afterwards, they've earned a brief respite in an authentic sauna.

INTRODUCTION

After the failed attempt to join the EC back in the 1990s, Sweden became the focus for the ScandBloc, a coalition of nations maintaining wafer-thin prosperity on the hinterlands of Europe. Relatively safe and comfortable, never think it dull, for it is here, just outside the reach of the EC Police, that many shady deals are arranged and executed. Yet while there are all sorts of nefarious deals and rival conspiracies, the Bloc is noted for its relatively low use of wetware and its stringent gun controls (see below).

Play Scandinavia fairly hygienic and low-lethality, but remember that these are people who survive not by military strength but by commercial acumen; by a reputation for being wily, but true to their word. Central Stockholm may surprise international characters: situated close to an archipelago, it has retained many of its old buildings (or at least the facades). You can even see trees and small parks in the middle of the city. The scenery outside the prosperous cities may turn out to be another matter...

OPENING

Following the cancellations of Athens and Budapest, the tour prepares to hole up in Rome for a while. Jack in particular is not speaking to anyone. But the characters get no rest, for as soon as the news breaks, Jimenez summons the PCs and tells them that they are going to be sent to Stockholm to arrange an extra concert, temporarily attached to Clements' team.

Clements takes the team into her temporary office, and lays out the operation with all sorts of full-wall vidscreen graphs, maps, graphics and

mugshots. Day-by-day analyses of sales have identified a market yet to be tapped to the full—Scandinavia. Apparently the Bloc media hasn't really been following the tour, and so in the light of the new hole in the schedule, the decision has been made to boost sales with a performance in Stockholm. It will also alleviate the financial strain caused by the several tour cancellations and keep the momentum going for the musicians and roadies.

The PCs must weigh alternative deals for the one promising the most media exposure and profit. Clements has lined up an agent in Stockholm, Lars-Olov Skeppsholm, who will meet them at the airport. She appreciates that they are hardly experts, but this is a rush job, and she needs well-rounded hustlers who can hit the ground running and get something lined up fast: something firm is needed within 24 hours. Besides, she can supply chips with languages and relevant laws, and any potential contracts can be faxed back for the immediate scrutiny of the tour's lawyers. If the PCs have a trigger-happy rep, she stresses that this is merely a business trip, no violence is envisaged; besides, bringing weapons into Sweden without special authority is illegal. She dispenses airline tickets, reservation flimsies for the Strand Hotel in central Stockholm, and a debit card good for 2,000 eb (though the team must retain receipts to satisfy Accounts).

BEFORE LEAVING

General info on Stockholm and Sweden is readily available (Library Search @ 8, Education @ 13). Amidst all the tourist whitenoise about wild, unravaged nature and traditional folklore, the PCs probably zero first into the laws, which are



RESTRAINT CHIPS

Minute override chips placed into the cyberware, restraints can be bypassed (Cybertech @ 20), but it is almost impossible to prevent this from being detected when the time comes for them to be removed, at the point of exit (Cybertech, Electronics @ 28 - though the characters shouldn't be certain if they have been successful). In the Bloc, this is a crime with a mandatory prison sentence. On the other hand, the 'punks can always try to sneak out of the Bloc. Then all they have to contend with is EC counter-smuggling systems.

relatively harsh, with heavy restrictions on firearms of any sort, but some of the world's most enlightened treatment of criminals. Applying for a gun permit takes at least two months, and also applies to ranged cyberweapons. Customs officers will confiscate all guns and electronically disable any unlicensed cyberweapons. Confiscated property will be returned, and restraints will be released, on departure from the ScandBloc (see sidebar, pg. 60).

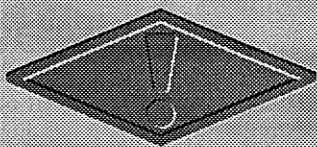
An attempt to check on Skeppsholm will not be that fruitful. International commercial directories (Library Search @ 16) turn up a bland entry as a promoter, while local scream-sheet files - in Swedish - are hard to access from Europe (Library Search @ 23) and reveal nothing more than a respected agent and midman.

TO STOCKHOLM

The Scandinavian Airlines flight from Berlin will pass smoothly through entry procedures at Stockholm's Arlanda International Airport, unless the PCs are trying to pull some stunt and bring illegal guns or other contraband through the system (see sidebar, pg. 60). One way or the other, though, the team will get through, finding an airport like any other: a bewildering array of gates, digi-boards, and mysterious messages over the PA. But no Skeppsholm.

The PCs can help themselves to a white courtesy phone and try to have him paged. After a while, they'll get hold of an English-speaking operator who will help them. There will be no response to the page. Maybe he's just late.

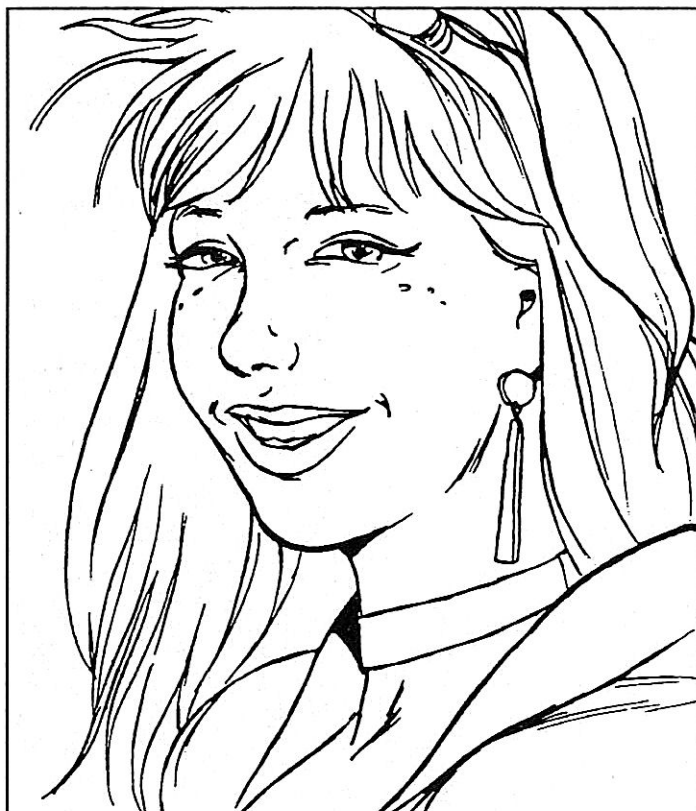
Unknown to the characters, Skeppsholm has been kidnapped by a vengeful rock band whom he recently turned down. The team has his address and phone number, but there will



SMUGGLING

PCs who just can't bear to be parted from their Armalites and plastique will have to make it through Rome's and Arlanda's controls: avoiding the attention of the human watchers (Perform, Cool @ 20), then passing through sophisticated scanners which automatically spot such gross items as hidden guns, and find 'undetectable' plastic pistols, carbon fibre knives, drugs and the like 70% of the time. Baggage is scanned in Rome (where Bribery @ 18 can also get them off the hook) and again at Arlanda.

Smuggling may be able to talk their way out (Authority, Credibility @ 25, Fast Talk @ 29), losing the contraband and gaining a note on their files. Otherwise the best one can expect is an intense interrogation, 1,000 eb fine and a black spot in the file (though what Clements will do to such foul-ups might have them begging for a few years custodial!).



be no reply if they call from the airport.

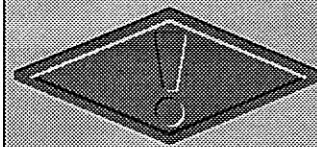
Regardless, they have rooms at the Strand and ought to head there first, a 70 eb cab fare away. The hotel is of international class, one of the best in the city, with an excellent restaurant and bar. Clements has booked single rooms for everyone, with one getting an extra 'executive workstation' with terminal, fax, answerphone and DataTerm access. It's a good base of operations for looking for agents.

They get a few minutes to settle in, then the telephone rings in one of the rooms. A woman introduces herself as Lena Ekenstam and asks whether Lars-Olov is there. When told that he isn't and did not meet them at the airport, she begins to cry softly. Through her tears she explains that she is at his apartment; it shows signs of struggle and she has found blood on the floor, but Lars-Olof is missing and his cellphone

number gets an 'unobtainable' tone. She's also found a note telling her not to call the police if she wants to see him alive. The characters' names and hotel were in his datafax. If the team shows no signs of going over to help or check the apartment, she will add that there are some papers and notes referring to the Entropy Tour.



Lena is a pretty young woman, stylishly dressed, but distraught. Although she has made a few efforts to tidy up, the apartment is still a mess. The notes are of no real use, but there are various other clues scattered amidst the debris. If they make no attempt at a search, Lena may ask one of the more sympathetic PCs to help her clear it up a little. If all else fails, the character with the highest Awareness may spot one of the clues on the way out.



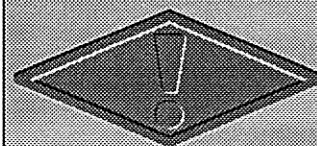
Lena Ekenstam

Rocker, Swedish

Stats: INT 6, REF 7, TECH 6, CL 5, ATT 8, LK 7, MA 7, BT 5, EMP 9

Skeppsholm's input. Not as much of a wimp as she appears at first glance, just knocked sideways by his disappearance. While no PhD, she's articulate, quick-witted and determined.

Skills: Charisma 4, Awareness 5, Grooming 6, Wardrobe & Style 5, Education 7, Seduction 3, Persuasion 4, Perform 4, Social 3



SO WHAT?

It is conceivable that, to the PCs, one Swedish agent more or less will make no difference. Maybe they'll just want to find a new agent on their own. Let 'em. Give them a real cheesy deal. Have Clements bitch at them a bit, and tell them to find something better. Either that, or have them find a great promoter, but he'll only work with Skeppsholm, as she doesn't trust these wild Americans.

There are a few genuine clues as well as a fair number of red herrings: mix the wheat with the chaff, and allow searchers to make all sorts of Awareness checks. Once they have found all the real clues, load them up with more dead ends each time they make another check until you take pity and decide the whole flat has been thoroughly scoured. If the PCs have any wits, they will tap Lena for what she knows about the clues.

- **Plectrum (clue):** A small metal item any Rocker or guitar player (or Education @ 10) recognises as a guitar plectrum (that's a pick for those who don't know). Etched on the side is a foaming dog's head. If asked, Lena will tell them that Lars-Olof didn't play a note, and she has no idea what it is.
- **Ticket (clue):** A used admission ticket to a club called the Rockhålet (Rockhole). Lena can confirm that Lars-Olof went there from time to time and knew the manager.
- **Bullet Holes (clue):** There are a few bullets lodged in Lars-Olov's bed. The soft bedding has left the bullets relatively undamaged. An experienced character (Pistol @ 20) may recognize the lead as coming from an M11-2873, which is a silenced, plastic frame pistol designed for police. It's commonly used by the MLA, among others. Actually, these slugs came from a French NP gun bought on the black market.
- **Key:** A small key. At first Lena has no idea, but she may be reminded (Interview @ 12) that Lars-Olof lost the spare key to his suitcase.
- **Memo:** A StikSlip™, with the words 'Ring PG', underlined twice. There are two PGs in his datafax - a promoter and former classmate, Pauline Ganz, now living in Milwaukee, and Per Gotborg, his dentist (Lars-Olof needed a filling).
- **Brass button:** From his overcoat, lost in the struggle.
- **Notes (semi-clue):** Handwritten notes in Swedish of visits to check out some new bands: **Gustavus Adolfus** (immature, but worth watching), **ExAppeal** (technopop-would do well in European lifts), **Maddogs** (rubbish chrome-maybe Entropy warm-up).
- **Business card:** From Birgit Petri, Executive Vice-President, LioKo. Lena has no idea what this is about. Directories (Library Use @ 10) shows LioKo to be an insurance company. Petri can be rung during office hours: if convinced the call is genuine (Authority, Credibility, Persuade @ 13), she says she contacted Skeppsholm to try and interest him in a new insurance plan... and then tries her pitch on the PC.

■ **Dry-cleaning ticket:** If redeemed (costing 30 eb), turns up three of his old suits.



The team will probably end up directed towards Rockhålet, whether because they need to trace the Maddogs, or to uncover the secret of the plectrum, or just to speak to someone else about what Skeppsholm has been doing. It seems an establishment of some class, and has been visited by several international rockers, whose signed bills hang in the window. A large doorman frisks customers for offensive weapons; any fuss and the characters are thrown out.

The club is decorated like an old English pub, with a small stage for the band. It's not designed to be a dance hall, but a cozy place with decent music where everyone can drink a whole lot of good beer and make a bunch of noise. Surprisingly many of the patrons know Skeppsholm, and he is clearly a popular person, but nobody has seen him for a while; he told one of his friends he's been busy trying to fix the gig of the decade.

As regards the plectrum, probably noone knows anything (Interview @ 25), but the PCs are eventually directed towards the proprietor, Margrethe Auken. She is sitting at a table with a few friends, watching the band with morose despondency (anyone offering to do better wins her immediate attention). Persuaded to examine the plectrum, she will say that it probably belongs to a chromer group called the Maddogs. They've tried to get some gigs at her club, but as they can't even play their instruments, she has always turned them down. Last she heard, they were hassling Skeppsholm for a contract as



THE BAND

That night, a band called *The Men in Trenchcoats and Sunglasses* is playing. As the name suggests, this is a desperate attempt to mimic c-punk style by a trio of clean-shaven Swedes whose idea of edgerunning is to tear up parking tickets. While skilled, their music is simple and foppish. PCs with serious music appreciation feel inordinate pain.

Margrethe Auken

Corp, Danish
Stats: INT 8, REF 5, TECH 6,
CL 7, ATT 5, LK 6, MA 5, BT
6, EMP 7

Languid and ultra-cool. Not unfriendly, but trying to drag Scand music out of the dark ages leaves her habitually depressed.

Skills: Resources 7, Human Perception 8, Education 6, Social 4, Wardrobe & Style 5, Expert: Rockbiz 8, English 5



support group on his new deal. If pressed, she directs the PCs to their usual hide out; the basement of a seamy counterculture store specializing in leathers, bootleg CDs, and drug paraphernalia. She warns them not to go there, though; the Maddogs are seriously bad news. Don't worry about giving the impression that they are cybergorillas or Angel EuroSolos. After all, Auken is judging them by the relaxed Scand standards, not the Night City yardstick. Think of it as another lesson in culture-shock.

THE MADDOGS

While normally the Maddogs can be found squatting with other undesirables in their

basement tenement just outside central Stockholm, at the moment they are not home. They've taken Skeppsholm out of the city, hoping to force him to give them the contract they need to make big euro. They aren't particularly bright, otherwise they would have understood that this scheme is doomed to fail, but they have consumed too much crack, stim and homebrew to think coherently for any prolonged period of time.

Outside the den are two guards, thoroughly, if quietly, drunk (Awareness @ 11 to spot). From inside comes the sound of industrial-strength thrash metal. Light making it through the dirty windows outlines the flickering silhouettes of people moving about inside. Taking the guards is no great

problem. Sneak up (Stealth @ 9) and just push them aside and they fall helpless to the floor. If approached openly, they flick their knives open and tell the PCs to stay out of this. In Swedish, of course (for those of you wondering, it sounds like 'Håll er utanför det här,' but they're drunk, so don't worry about slurring it). They are hardly formidable; in their state they get -5 to all rolls.

As the PCs open the door into the basement, they are met by a cloud of hashish smoke and the loud hammering of a chrome metal CD by Spawn of Speed. A cursory glance will show the people in the basement that these are strangers, and they will pick various melee weapons and advance, intent on beating them into a pulp.

They could conceivably be faced down or sweettalked (Authority, Family, Charisma @ 27, facedown vs 15), but if it comes to a rumble, there are enough groupies and various deranged young chromers to make it a worthy, if winnable fight.

Play this as a backstreet brawl, mean and hectic with people falling over each other, bottles being broken against walls, and chairs bashed over heads. Should the PCs lose, they will be given a good thrashing and dumped in the street, but surely it won't come to that, given that the chromers are in much the same state as their 'guards' and suffer -3 to all rolls.

Once thoroughly pummeled, the inhabitants can be

persuaded or forced to say that the Maddogs have gone to a cabin outside the city. No one knows why, although with a little extra 'incentive,' one of the kids can be forced to give directions, saying, in Swedish (or drawing a crude map), "Take the 276 road north along the coast towards Vättershaga. After about 35km, just past Kulla, there is a little turning to the left, into the woods, near an abandoned hotel. The cabin is about 2km down the track."

While the PCs could hire a car (125 eb), as they leave the basement they will notice the uglies' wheels: six motorbikes and a battered pickup truck. They wouldn't mind handing over the ignition chips, would they? The truck is a truly ghastly piece of chromer-kitsch,

painted like a black and silver viking longboat, with steel horns at the front, and lots of lights and airhorns, and only the most determined Night City 'punks' will be caught dead in it. Remind players, in passing, how the clock is ticking away.



Dirty smoke-stack industries in Poland pump out pollution which for years has washed Sweden's eastern coast with acid rain and airborne contaminants. As the PCs travel north, they will soon see just how fragile Scand prosperity is, since outside the elegant, manicured city limits, the countryside becomes increasingly barren and ruined: no money here to spare on the reclamation techniques that

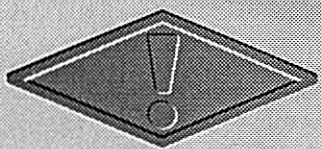
revived the Eastern German ecosphere, and the Eurocorps running the Polish factories don't really care what happens outside EC jurisdiction.

Hence this is a largely barren and thinly-settled area. Everyone with any money has moved away to the remaining forests in western Sweden, and those who remain are largely subs, vagrants, the poor and the desperate. The police patrol regularly in cars and AV-7s, but the area is more depressed than dangerous. Nevertheless, you can throw in some trouble at Asättra, and have the PCs stumble into a swap.

Since Scand is a perfect meeting ground, it is often used for exchanges, and the Bloc just closes an eye in the interests of good relations with everyone. Today British insurrectionists

are exchanging a captured narcotics agent from the French National Police for three gun-runners caught off the west coast of Bretagne.

The swap is being made on a bridge outside the near-deserted town, over a sluggish river populated primarily by dead fish. It is just round a bend, so the PCs will roar straight into the situation (Driving @ 20 to make an instant stop). The four insurrectionists are jumpy and may panic, and this could well start a general free-for-all. One of the smugglers has almost managed to wriggle free of his cuffs and may try to make a break for it or take on the two NP cops holding them. Both groups have transport: the Insurrectionists have a minibus, NP an unmarked sedan.



Maddogs' Friends

Nomad, Scandinavian

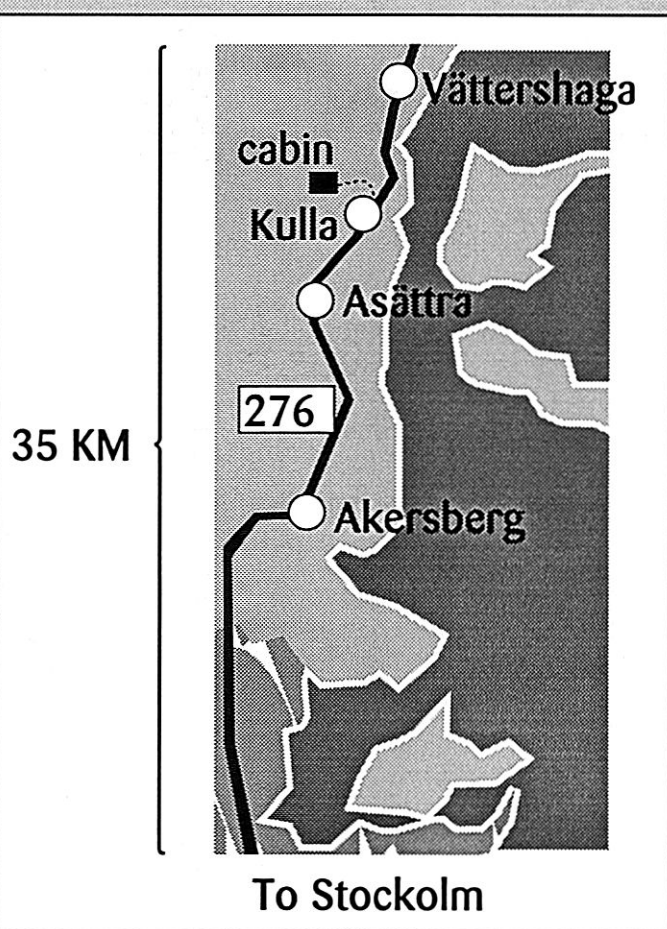
Stats: INT 4, REF 5, CL 4, LK 4, MA 5, BT 6

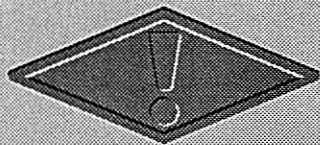
Skills: Family 3, Brawling 4, Dodge 2, Melee 4, Strength Feat 3

Outfit: Leather jacket and pants, various melee weapons

Don't forget to subtract 5 from the guards' rolls and 3 from all the other punks' rolls

MAP TO THE CABIN





NP Team (2)

Cop, French

Stats: INT 7, REF 9, CL 9, LK 4, MA 6, BT 7

Skills: Authority 6, Education 6, Awareness 6, Athletics 5, Dodge 3, Handgun 6, Savate 5, two European languages 4

Cyber: +1 Kerenzikov, cyberoptic (target, lo-lite, anti-dazzle)

Outfit: Executive suits, light armorjacks (SP=14), Beretta 97 smartpistols (*Eurosource*, pg. 58), mastoid comms

NP Sniper

Solo, French

Stats: INT 7, REF 9, CL 9, LK 4, MA 6, BT 7

Skills: Combat Sense 6, Education 6, Awareness 6, Athletics 5, Dodge 3, Savate 5, Rifle 6, Stealth 4

Cyber: +1 Kerenzikov, cyberoptic (target, lo-lite, anti-dazzle)

Outfit: Camo suit, light armorjack (SP=14), mastoid comms, scoped Ronin

This gal is off in some trees to the west (Awareness @ 24 to spot)

Insurrectionists (4)

Solo, English

Stats: INT 4, REF 8, CL 7, LK 3, MA 7, BT 9

Skills: Combat Sense 4, Awareness 4, Handgun 5, Karate 4, SMG 5

Cyber: +1 Kerenzikov reflexes

Outfit: Smartgoggles (target, IR), armorjacks (SP=14) and AMT 2000 smartpistols. One has a MAC-14.

Smugglers

Fixer, Various

Stats: INT 5, REF 8, CL 7, LK 4, MA 8, BT 6

Skills: Streetdeal 6, Handgun 5, Brawling 5, Athletics 5

Cyber: Rippers

Outfit: Clothes and handcuffs

Captured NP Narco

Cop, French

Stats: INT 8, REF 8, CL 8, LK 5, MA 6, BT 8

Skills: Authority 6, Human Perception 4, Awareness 7, Athletics 2, Drive 6, Handgun 5, Thai Boxing 6, Stealth 3

Cyber: Plugs, weapon link, Sandevistan speedware, cyberoptic (image enhancement, targeting, lo-lite, teleoptics)

Outfit: Clothes, currently tied hand and foot with masking tape

Yes, this has nothing directly to do with the PCs, other than the fact that the insurrectionists sold the NP's pistol to the Maddogs, who in turned used it to capture Lars-Olov. On the other hand, if the 'punks aren't very circumspect, they might get both the French NP and the insurrectionists mad at them, and also give the MLA that much more reason to think they're pro-insurrectionist.

THE CABIN

The cabin is a simple one-room log hut in the dying coastal forest, trunks and branches bare and twisted from the acid rain. The water table is close to the ground, producing a swampy, slightly toxic morass. Ordinary vehicles may bog down (the Maddogs came in a four-wheel drive), and footing is treacherous. Actually taking the four Maddogs is in itself not much of a problem, but there is a chance they will be alerted to the team's approach and use Skeppsholm's life as a bargaining chip. If the characters approach at night, with lights, these will be seen. At any other time, one is out relieving himself in the bushes and has the chance to call a warning (Stealth @ 18 to avoid). Maybe one citybred PC blunders into a ditch (Athletics @ 16 to avoid stumbling) or is spooked by something and makes a noise (Cool @ 12 to stay calm).

In theory the Maddogs could be placated and persuaded to let Skeppsholm go by the promise of a contract and some fast talking (Fast Talk, Bribery @ 16, Credibility, Persuade @ 19), otherwise harsher methods may prove necessary. At the moment Skeppsholm is unharmed, save for an ugly bruise on his forehead.

SAVIORS

Lars-Olov's injuries are superficial, and once rescued he insists on taking the team, along



Lars-Olov Skeppsholm

Fixer, Swedish

Stats: INT 8, REF 6, TECH 4, CL 9, ATT 7, LK 8, MA 4, BT 6, EMP 6

Bustling, jovial, almost too generous, a perfect mixer, but always seemingly coming out ahead. Is Scandinavia the only place nice guys can still do well?

Skills: Streetdeal 7, Awareness 6, Forgery 3, Intimidate 5, Persuasion 6, Human Perception 5, Pick Lock 2, Pick Pocket 4, Wardrobe & Style 7, Stock Market 3

Cyber: Times Square Plus (*Chromebook 1*, pg. 38), Wearman

Outfit: Takanaka 'Exec' suit (*Chromebook 1*, pg. 63), newsviewer, broken cellphone



Maddogs

Rocker, Sweden

Stats: INT 4, REF 5, CL 4, LK 4, MA 5, BT 6

Skills: Charismatic Leadership 3, Play Instrument 2, Brawling 4, Dodge 2, Melee 4, Pistol 4, Shotgun 4

Outfit: Leather jacket and pants, various melee weapons. One has a Crusher SSG (*Chromebook 1*, pg. 42), one a Colt .38 and the other two monoknives.



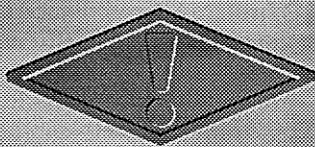
Lars-Olov Skeppsholm

with Lena, to a luxurious meal at a restaurant in Stockholm. Wined and dined, this may be something of a culture-shock for any streetscum characters, who could make fools of themselves (Social, Etiquette @ 14), but regardless, it's a memorable evening overall. Finnish vodka and other Scand spirits flow freely; PCs partaking must roll CL or BT or less on d10+3 to stay relatively sober. Those failing may become embarrassing (violently ill?) if they fail Resist Torture/Drugs @ 16. Skeppsholm asks the characters to meet him outside the Strand hotel (where they're staying) the next morning to meet some potential promoters.

WHAT'S THE DEAL?

When they meet Skeppsholm in the morning, he tells them that he's narrowed the list of promoters down to two; namely Janis Voss and Petra Olsson. Everyone else was too busy, too greedy, or too scared to take the contract. He takes everyone in his car to meet them.

The first promoter they'll meet is the unscrupulous Latvian, Janis Voss; Skeppsholm describes him as a tough customer, but unsurpassed in marketing. Voss works in a plain and simple building in downtown. He lets them all wait outside his office at least an hour, unless they can force past the formidable secretary (Intimidate, Fast Talk, Authority @ 27). A fat, bald man, he just sits back like some Baltic Buddha and lets the team try to sell the idea of the gig to him, then outlines a basic deal based on a heavy, multimedia campaign through a tame vidnet, pre-recorded braindance releases and generally his usual marketing machine. Offering a guaranteed 300,000 eb, at most he can be haggled up to 360k (Credibility @ 24, Persuade @ 29). He presses them to make an



Janis Voss

Corp, Latvian

Stats: INT 9, REF 3, TECH 7, CL 8, ATT 5, LK 5, MA 2, BT 9, EMP 4

Gets his own way... or his own back. A mix of smarts and driving will has dragged Voss from the backstreets of Jelgava (never heard of it? Exactly!) to platinum credcard status.

Skills: Resources 9, Human Perception 5, Education 8, Library Search 7, Persuasion 7, Stock Market 7, Expert: Rockbiz 5

Petra Olsson

Fixer, Swedish

Stats: INT 6, REF 4, TECH 3, CL 6, ATT 5, LK 7, MA 4, BT 4, EMP 9

Eccentric certainly, looking more like a hippy maiden aunt than a music promoter, but her imagination and her encyclopedic contacts put her up there with the best. Not a job for her, a way of life.

Skills: Streedeal 5, Human Perception 9, Education 9, Social 5, Persuasion 6, Expert: Rockbiz 8, English 8



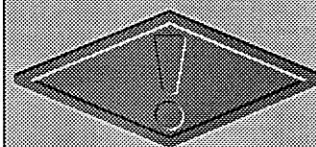
Janis Voss

immediate decision, but will reluctantly give them two hours to consider the offer.

After this, they visit an old acquaintance of Skeppsholm's, Petra Olsson, grand old lady of Scand music. She works out of an office in her home, a quaint and old-fashioned cottage. Her office, of course, is packed with high-tech telecommunications gear. Elderly, grey-haired and wearing a home-made dress, at first she is dubious, then she begins to spark with various ideas. She is prepared to organise a concert in one of the world's largest spherical buildings, the Globe. She doesn't have Voss' machine behind her, but she does have imagination and contacts. She is offering a cut of the proceeds, probably 200-400k euro. Basically, the choice is between a safe, conventional deal or a gamble with a human touch.



Back at the hotel, one of the less combat-oriented characters receives a fax-flimsy marked 'private', containing a phone number. If called, the number gets through to Voss, who asks the PC to meet him in the hotel lobby asap. Large sums of money are involved, and he demands that the PC not tell the others. If the PC agrees, Voss arrives at the hotel in fifteen minutes. He leads the character out of the hotel and into a quiet park, where the PC may note (Awareness @ 13) various thugs hanging about. He produces a brown envelope containing 10,000 eb. He knows the team is shopping for a promoter. Voss tells the PC that if he manages to persuade the rest of the team to accept his offer, especially at the lower rate, there will be another 10k like it. Deal?



Thug

Solo, Swedish

Stats: INT 4, REF 7, CL 6, LK 4, MA 5, BT 8

Skills: Combat Sense 2, Brawling 5, Melee 5, Handgun 2, Strength Feat 4, Intimidate 6

Cyber: Uebermensch pain editor (fails 25% of time), adrenal booster

Outfit: Leather overcoat, switchblades and baseball bats

If the character refuses, six thugs move in for a quick beating, then Voss warns that far worse is in store if anyone else gets the contract. Should the PC defeat them or take the money and fail to deliver, Voss will send more such thugs later to reclaim the money and break kneecaps.

Either way, once the team makes their choice, their job is done and the lawyers take over.

Voss' VENGEANCE

If Voss' offer is accepted and he bribed a character, that PC receives a bonus of 5,000

eb. Yes, Voss promised another ten thousand, but he only pays five. As far as Voss is concerned, everything is peachy keen. After all, what's the PC going to do? Tell Clements that Jack shouldn't play Stockholm because he didn't get his whole bribe? Right. Go ahead and skip ahead to **Aftermath**.

If the PCs blew off Voss' deal, he'll send some thugs to ransack their rooms and leave a note telling them to reconsider. This is a good time to have something of material and sentimental value broken or stolen. The PCs' instincts will probably be vengeful, but Jimenez orders them back to Rome by the next plane to provide extra security for Jack.

When the team leaves the hotel for the airport, a toady will alert Voss. Two cars with rather more effective heavies ('Thug IIs' - the best bioengineering Voss can buy) try to force the team's car off the road (Driving @ 23 to avoid) at a secluded point and administer a proper beating, only resorting to firearms in case of stiff resistance.

To one side of the main road is a concrete berm, to the other some wire-fenced warehouses and scrubland. An old-style ground-rail train track crosses the road, with an auto-



Thug II

Solo, Swedish

Stats: INT 4, REF 8, CL 7, LK 4, MA 6, BT 12

Skills: Combat Sense 5, Intimidate 6, Dodge 3, Boxing 5, Melee 5, Pistol 5

Cyber: Skinweave (SP=12), grafted muscle, bone lace, REF body enhancement (*Eurosource*, pg. 44)

Outfit: Half have clubs, one in four taser gloves, one in four X-22s, with a Stakeout-10 in each car

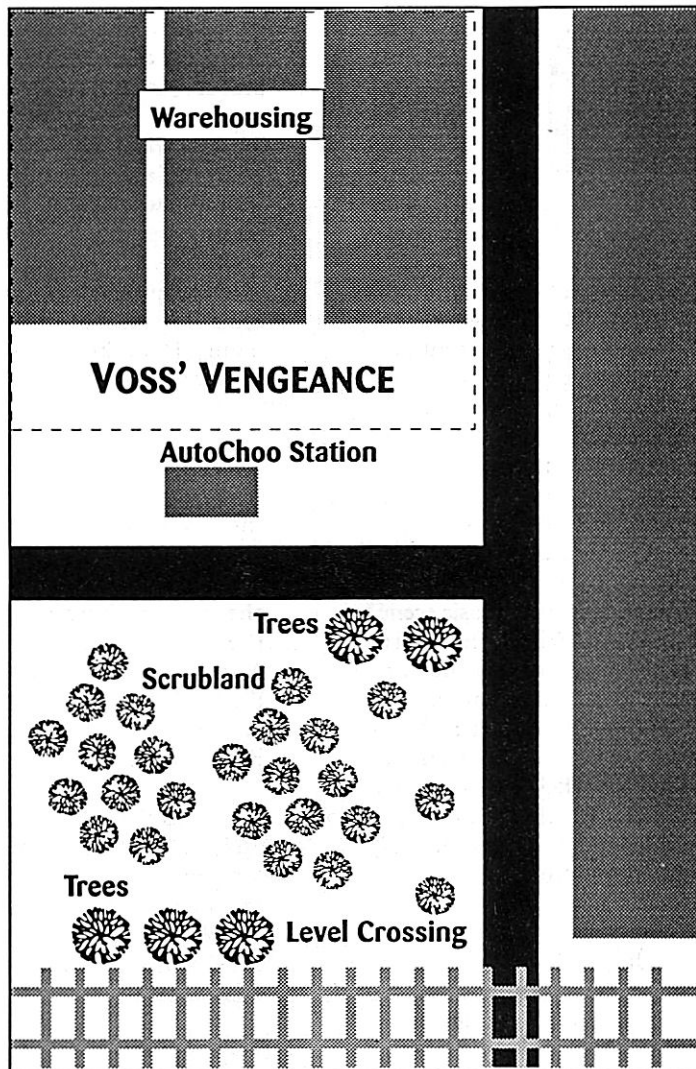
Stockholm Police

Cop, Swedish

Stats: INT 6, REF 7, CL 9, LK 3, MA 7, BT 6

Skills: Authority 4, Handgun 6, Interrogate 4, Expert: Criminology: 2, Karate 4

Outfit: Beretta 97 (*Eurosource*, pg. 58) loaded with gelrounds, taser glove, radio, medium armorjack



mated level crossing. A train may be due, or it may not, and a tech or a netrunner using Control Remote could block the road prematurely, or override the systems that bring barriers down onto to road and flash warning signals when a train really is due. An automatic choo refuelling station is just off the sidestreet: do note that choo is flammable...

Also, remember that police exist, even if they lack the firepower or rapid-response times of their Night City counterparts. Gunfire will summon a car with two men in 1d10 minutes. Of course, the PCs could even call them, couldn't they?

The police are not used to disobedience, and if gunfire continues after their arrival, half the Stockholm force will show in another 1d6 minutes. These guys really hate gunfire, and they'll hammer incorrigibles very hard.

If caught by the police, as long as they are clearly victims, not assailants, the team may just be hastily deported (the Bloc prefers to 'export' foreign criminals) or even let off with a warning if they stress that their plane leaves soon (Authority @ 17, Credibility, Persuade @ 20 - add bonuses if the characters speak Swedish at +3 or better or are chipped for Bloc law).

AFTERMATH

Should the team opt for Voss' deal, Clements may be suspicious unless they come up with good reasons (Credibility, Persuade @ 18) - she might even overrule and go for Olsson, in which case the team could expect a call from Voss as above (e-bucks buys muscle in Europe, too). Jimenez argues vigorously for Voss' deal, perhaps raising suspicions as to whether Voss managed to send him a bribe.

But whichever deal is struck, the stop-over is a big success, and Entropy's hard-driving rock cuts a swathe through the Scand music scene.

Aside from the extra money generated by the concert, the characters have made a friend and a contact in Lars-Olov (who invites them to spend a holiday with Lena and himself in the Norwegian mountains) and quite possibly an enemy in Voss.

CLUES:

- ★1: The morning after the concert, Jack shows up with a new cyberarm he picked up at a Scand bodyshop. It's nice. It's metal. It probably holds some sort of lethal armament. Jack's not talking about it, other than to say he got it 'for protection.'
- ★2: Catherine continues to wine and dine the PC she has eyes on, and unless he attempts to stop it, they will grow into a fairly serious relationship.
- ★3: Tammi-Lu will tell her PC boyfriend (assuming she got him into bed) that she's missed her period. Yeah, pregnant. She doesn't know whose it is, but she thinks Jack's got a valve, so it's probably the PC.
- ★4: The morning after the concert, Jack shows up with a new cyberarm he picked up at a Scand bodyshop. It's nice. It's metal. It probably holds some sort of lethal armament. He takes it to Tinker for fine tuning.
- ★5: During set up, a large piece of scaffolding falls, seriously injuring one of the techs and barely missing Jack himself. If accused, Tinker will say she was nowhere near the place (although Anderson will later tell the PC's that he saw her taking some Blue Grass right before set-up).
- ★6: Ace takes the characters aside before they get on the plane. He asks them to report on anyone approaching Jack that they don't personally know.

ENTROPY TOO CHAOTIC

BUDAPEST - Hungary today joined Greece, Portugal, and England in cancelling a scheduled appearance by Jack Entropy, popular American rock singer. Entropy, who has been touring the continent, has brought violence with him wherever he's stayed, although Cathrine Clements, tour marketing director, flatly denies these allegations.

Nevertheless, Clements' word was not good enough for Athens, where the Entropy tour was even refused entrance into the country. For the moment, the tour remains in Italy, and...

MEDITERRANEAN TOURISM AT ALL-TIME LOW

(TRANSLATED FROM THE ITALIAN)

VENICE - After a bomb scare here during the Wortrac-sponsored City of Lights festival, the bottom has dropped out of the Italian tourism market. There has been a run on airline agencies, who have had to contend with thousands of cancellations on coastal-bound flights. Gianni Mantegna, the department head of Wortrac-Italy, said today that "There haven't been this few tourists in the Med since the Barbary Pirates were active."

Although official sources deny any stories of foul play, rumor has it that a small bomb was discovered in a critical section of the floating stage where American rocker Jack Entropy held his outdoor concerts. This bomb was placed to destroy the floatation devices of the steel grid, and according to one source who spoke on condition of anonymity, "Would have caused it to sink in ten seconds flat." There has been no official response from the band, although Entropy himself is said to be very reclusive.

In Greece and Albania, reports are similar, citing

Notes from Underground (translated from the Danish)

The Definitely *Unofficial* Guide to the EuroMusic scene; Volume 11, Issue 22, 2021

Entropy Update

Well, boys and girls, looks like Jack's really on the rocks this time. Cancellations in the Balkans have definitely hurt the tour, and EC/Communications may well cancel the remainder. Even if they don't, local governments might well follow England's sorry example and stop the shows before things get interesting. Our advice is to see Jack while you still can. Here's how things looks at the present time:

May 26	Liverpool	Sell-out
May 28	Birmingham	Sell-out
May 29	London	Canceled
June 1	Brussels	Sell-out
June 3	Paris	Sell-out
June 4	Paris	Sell-out
June 5	Paris	Sell-out
June 7	Bordeaux	Sell-out
June 9	Lisbon	Canceled
June 11	Venice	Sell-out
June 12	Venice	Sell-out
June 13	Rome	Sell-out
June 15	Athens	Canceled
June 16	Budapest	Canceled
June 18	Prague	Tickets available from Germans
June 19	Warsaw	Tickets available from Germans
June 20	Copenhagen	Sold out

Czechoslovak Unrest Continues (translated from the German)

Prague - Amid the media restrictions, rumors of Czechoslovakian unrest still filter out of that country. The Slovakian Tiso Nationalists claim to be on the verge on a major victory against government forces. Government officials claim that the Tiso movement is overblown, and point to Entropy's pending tour stop as an example of Czechoslovakian stability.

In Berlin today, the German Security Council met to discuss the risk posed to German safety posed by the violence in Czechoslovakia. Also, at the EC,...

MLA Releases Some Foreigners

LONDON - The MLA yesterday freed thirty-seven foreign nationals and allowed them to leave the country. They had been held since early June, following the upsurge in violence in the country. Peder Kaalsen, a Norwegian salesman, told reporters that "The MLA took it all... everything I had. Bastards." When he arrived in Oslo today, Kaalsen had only an MLA prison jumpsuit with him.

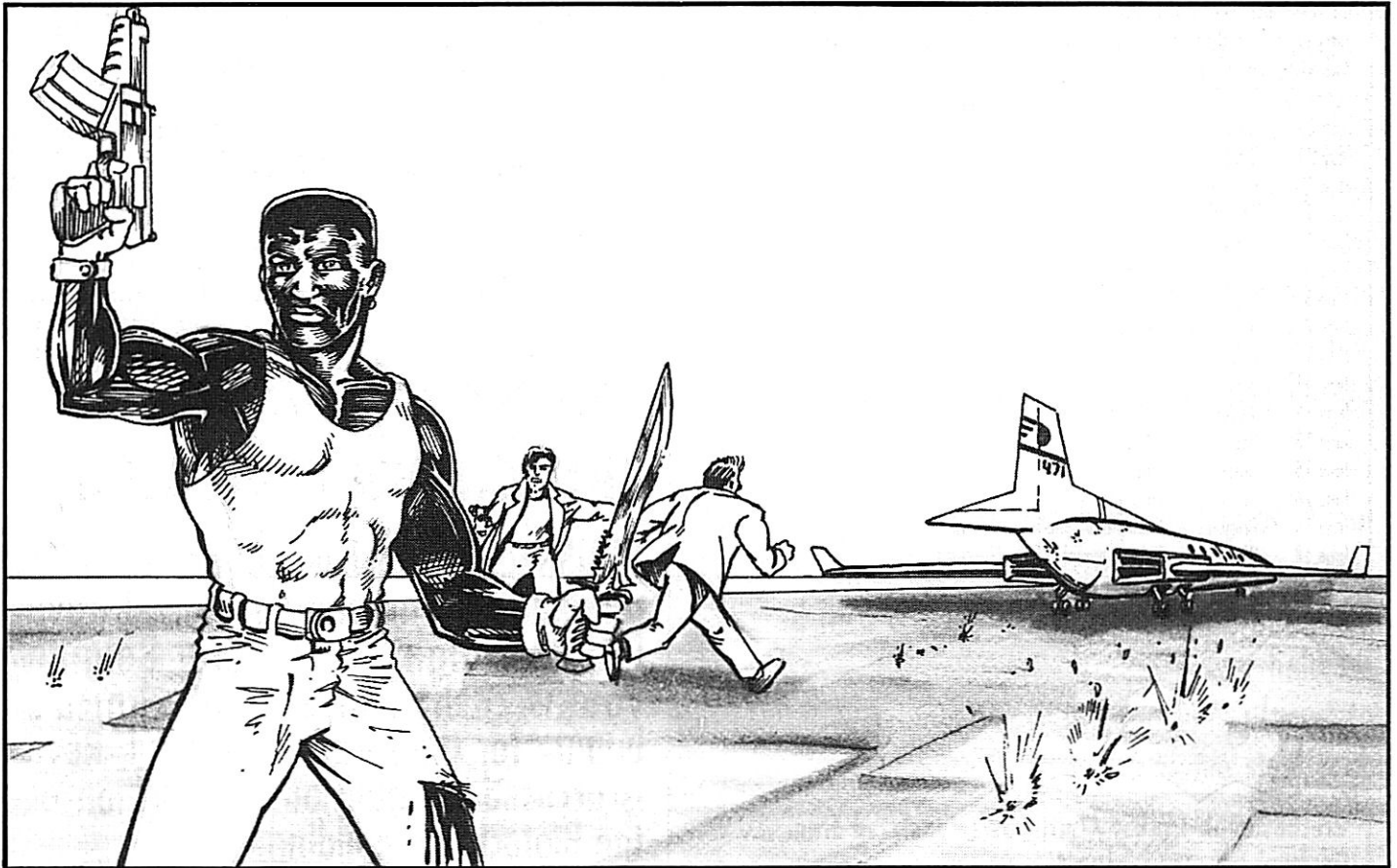
The MLA denied any wrongdoing, saying all confiscations were of militarily sensitive material, adding

BIOTECHNICA TRIAL BEGINS

BRUSSELS - The Law caught up with renegade dreampainter Marcel Reve late last night, as several Belgian youths cashed in on Biotechnica's bounty for the suspected vandal. Reve is accused of malicious destruction of the Biotechnica building.

The bioengineering corporation won the right to an immediate trial, and jury selection will have started by the time this story sees print. There has been no change of venue, and prosecutors stated...

PLUNDERING PRAHA



This is the end of the line in Europe, folks. In this adventure, the team will be strong-armed by a Czech secret police officer into assisting in the theft of the crown jewels. This, and of course the concert, takes place as the fragile political situation falls at last into ruin, and the tour must make a hasty evacuation before it's too late. Rock and roll in a war zone!

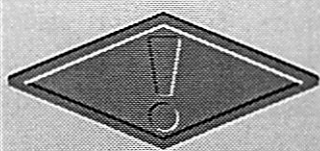
BACKGROUND

New Central Europe may be a colonial backyard, but until recently the Czech Republic was one of the more prosperous satellites. Hence it displays two faces: dingy yet grand facades and technology from the last millenium, and islands of corporate and colonial prosperity. Neighboring Berlin has been the dominant influence in Czechoslovakia, so many of the hottest nightspots have germanic names, German is the most common second language, and conversely, Germans are most at risk from terrorists and streetgangs. Of course, Czechoslovakia is also near civil war, and this will be obvious even to foreigners: new graffiti promising death to the Czechs, Sudeten Germans, or the Slovaks (the latter are a small minority in Prague), police and vigilante road blocks, random ethnic violence on the streets. Play Czechoslovakia for its faded grandeur, the tragedy of rival nationalism driving the country to armageddon, and an increasing sense of anarchy and disunion.

OPENING

Jack Entropy had not particularly desired to visit Prague, but the Czechoslovak government was very keen to attract the tour as a symbol of normalcy; a rather desperate attempt to distract the attention of its people (and especially its international creditors), from the rising tide of chaos. They bid high to see him, and are still spending to make it a glittering, high-profile affair: celebs are being flown in daily, and live vid and braindance hook-ups will ensure the gig is replicated across the globe.

The tour arrives in Prague to find that the advance team has



THE LAST ACT?

This is the final adventure on the continent, and the messiest. A certain amount of extra work will be required before playing this scenario. If you want to avoid having to run certain sections off the top of your head. There are major dynamics at work and powerful actors involved, from the secret police to the army, so the characters should be made to realize that the world does not revolve around them.

Tough.

Keep them off-balance, reacting to events both on and off stage. And remember: it isn't over 'til the fat lady sings...

managed to get most of the arrangements in place, but there remain problems. With the city and the country falling apart, people are out to protect their own skins and look after their own. Hence the characters are assigned the task of troubleshooting, sorting out the series of practical problems that arise. To an extent, this can be as intricate or as sketchy as necessary. The next section outlines various suggestions to use now or later. While in Prague, the tour occupies a closed compound in the interests of security.

TROUBLE TO SHOOT

Theft: The tour is hauling megabucks of state-of-the-art equip, quite a temptation for the local workers hired for much of the grunt labor. No one should really be surprised when the Yamaha-PhotoTex Multimix Holodeck (about the size of a coffin, and worth 225k eb) used for the closing light show goes missing. Everyone else is busy - so deal with it.

It might be possible just to buy a new one and have it expressed to Prague - persuading Jimenez to authorise the expense, getting one ordered (with Resources, Library Search or Education) and then seeing it through customs. This had best be done in person, and might entail bribing (at least 1k eb needs to be spread around) or intimidating greedy customs officers (facedown vs CL 8 and Rep 6-representing the authority of the uniform, not the gink inside it - or Intimidate @ 24). If the PCs are caught in the middle of a firefight or riot getting it back from the airport, they had better make sure it stays intact...

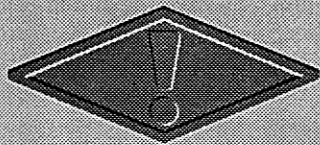
Techies might be able to build a one-use replacement. Not just Tech and Jury Rig skills would be tested; the project would need spare parts and access to a specialised lab, such

as at one of the corporate centres (Resources @ 16, other appropriate skills @ 20) or even the Karolinum (Charles University).

The police might find the deck if pressured to put enough manpower into it. Some silver-tongue might even go on vid and appeal for its return, if only to ensure the good citizens of Prague get one evening to transport them from their miserable lives. Even if it doesn't work, it might elicit a clue...

Street-forged cyberpunks might favor a more direct approach: tracking the thieves (and then killing them). Four workers from the local contract labor agency have disappeared, and the agency might be induced to pass on their addresses (Persuade, Intimidate, Authority, Credibility @ 20). Once the thieves are apprehended, they explain that they don't consider this a theft. They were supposed to pick this up, but were expecting a shipment of arms in the case, not a bunch of useless electronics. They're with 3000. Their contact? She called herself Bax. Said she'd made the arrangements in Paris.

In-Utilities: An operation like the tour requires a lot of back-up, including access to power, water, comms and all the other utilities. In Prague, these days, this can't be guaranteed. Power is particularly short, and brown-outs are a daily problem. The city government might be persuaded to guarantee the supply, but since 3000 bombed the *Kladno-Elektrizätswerkverband* solar station, power is at a premium. A better bet might be power piracy, tapping into the local routing station. The physical approach would involve breaking into the automated centre, bypassing alarms, and installing an appropriate system to give the tour priority, all without attracting the attention of the cops or the local streetgang, the revivalist Taborites (unemployed and



Czech Policeman

Cop, Czech

Stats: INT 6, REF 8, CL 8, LK 3, MA 6, BT 6

Skills: AuthHority 4, Interrogation 3, Streetwise 4, Human Perception 3, Awareness 4, Brawling 3, Drive 4, Handgun 4, Judo 2, SMG 3

Cyber: Cyberoptic (IR, digital camera)

Outfit: kevlar jacket (SP=14), kevlar cap (SP=6), leather trousers (SP=4), radio, breathing mask, handcuffs, flexible rubber baton (2d6+1 damage), vz/101 (license-built AMT 2000), half have Tech Assault II SMGs with gelrounds (standard loads are also carried)

DangerMan

Netrunner, Czech

Stats: INT 8, RE F8, CL 8, TECH 8, LK 3, MA 6, EMP 3, BT 4

Skills: Interface 5, Awareness 4, Athletics 5, Dodge 2, Handgun 4, Aikido 3

Cyber: Plugs, optic (Time Square, lo-lite, anti-dazzle)

Outfit: Decker has Zetatech-Europa 3623 Combat Deck (Speed 2, Memory 10, Data Wall 3, cellular, portable-10,000eb), all have LeRoi Maxi-10 smartpistols, dazzle grenades and lightarmorjackets (SP=14)

CzRA Soldier

Solo, Czech or Slovak

Stats: INT 5, REF 7, CL 8, LK 5, MA 5, BT 6

Skills: Combat Sense 3, Awareness 2, Brawling 4, Rifle 4

Cyber: Officers may have (10%) plugs with datachips or (10%) radio splice.

Outfit: Kevlar flak vest, nylon helmet (integral LI goggles), radio, breathing mask, AKR-20

PUSHING HOTBUTTONS

If you don't have a week or two to get to know a system, the easiest way to build in some priority is to insert a custom-written program that sits quietly until a real priority user logs on, traces, decyphers and mimics the code, and then sits on your ICON until someone notices the trick (Decryption, Trace, Recognition, Memory, Strength 2, Fractal ICON: Difficulty 29).



bitter country boys). Otherwise a 'runner could break into the municipal system and put a priority code on the tour, or, easier but more dangerous, just use Alias to swap the coordinates of the tour and some high-priority customer - but if trying to short-change the RB (the security police) or Arasaka-Prague, better hope they're slow on the uptake, choomba.

Rumble: Soldiers from the CzRA (Czechoslovak Republican Army) are stationed at the compound's main gate for security, though they spend most of the time smoking, gambling, eyeing up passing women and scrounging food from the canteen. One day a dispute over marked cards escalates into a violent brawl between Czechs and Slovaks. McLeod is out on business, so it is up to the team to do something about it before they start shooting: high-power combat ammo can easily punch through brick walls and perforate tour staff and stars impartially. Sheer charisma or confidence may do the trick - or tasers, gas grenades, fire hoses...

PozorniMuzhi: Such high-profile ventures inevitably draw flak, and Entropy has the misfortune to be targeted by the 'DangerMen,' a particularly distinctive gang of technofreaks. Even if their name loses something in translation from the Czech, they are smart and sophisticated hands-on techno-anarchists, combat deckers specializing in a particularly destructive mix of netrunning and gunplay and exulting in the chaos they spread. They work in pairs, one with a deck, one to cover him or her (and take over if necessary). Three or four pairs will penetrate the compound one night when the team are on duty, with the ultimate goal of scrambling the tour mainframe, stealing some of Entropy's trademarks (his Ferrari Pantera?) and generally having fun.

Death to the Cultural Imperialists! McLeod gets an anonymous fax promising information vital to the tour, so he tells the PCs to set up a meet. They have to go into the dingy suburbs to meet Vaclav Tyl, a grubby little man who eventually sells them the information that the eco-terrorist group 3000 is planning to raid the gig, disguised as cops - and that they have an insider in the force. If you're really feeling nasty, this can even be true.

CONTACT

Four days before the concert, all or some of the PCs will be picked up off the street by the RB: the Czech Secret Police - quick IDflash, and bundled into Mercedes by enough burly men to make it stick. They are driven to a drab high-security office and ushered into the presence of the formidable Colonel Dr. Barcak, deputy chief of RB-Prague. Almost aggressively plain and no-nonsense, the businesslike Dr. Barcak prides herself on meticulous planning and mastery of the dynamics of society—and she's worked out that Czechoslovakia's dynamics are going down, down, down. Besides, as a Slovak, her job (and, quite possibly, her life) will soon be at considerable risk, so she has decided it is time she make a move—and she has the ideal opportunity to ensure she won't leave penniless.

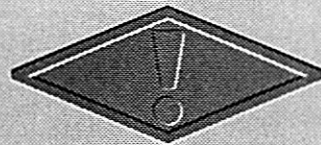
Dr. Barcak is clever indeed. She has followed the tour since it hit England, and watched it like a hawk, reading every screamsheet article she could. She knows that the PCs are odd-job workers, and that they can get things done, including the illegal. Further, with all the controversy surrounding these violent Americans, she knows the European justice system will hammer them hard if they get

caught. No one would believe the head of the Czechoslovakian secret police would hire a bunch of barbarian foreigners. She might even get to lead the prosecution.

So now she wants the team to do her a favor. A shrewd professional of subterfuge, the PCs will have to be very lucky or clever to get one past her.

If the PCs have any skeletons in their collective closet, she will almost certainly know about them. She's a hard worker, and alert PCs will notice (Awareness @ 23) that she tends to use the same terms that EyeSpy did in his earlier exposés. She'll use a mix of threat and bribery to ensure they do her dirty work for her. If any recalcitrant PCs refuse, she'll threaten them with 30 years' hard labor for smuggling firearms and drugs (already planted where she needs them). Further, if Czechoslovakia goes under martial law as she expects, the PCs will be liable for summary execution for their crimes.

What she wants is audacious in the extreme: absconding with the old Czech royal regalia. It is being transferred from Hradcany Castle to a secure holding outside the city, and she has identified a window of opportunity. She'll promise up to 5,000eb as a lump sum on completion, and even some tolerance for any later 'abnormalities,' but her main inducement is negative: she won't arrange for them to be run over in some dark street, shot by a sniper, arrested as spies, or crippled in interrogation. And, just to keep them honest, she'll also remind them that she has the means to find out if they try to tip off other Czechs as to her plans and to reach them if they try to run with the regalia. That stuff, besides, is identifiable and so impossible to fence - she has a reliable buyer lined up (one of the Czech government's



Col. Dr. P. V. Barcak

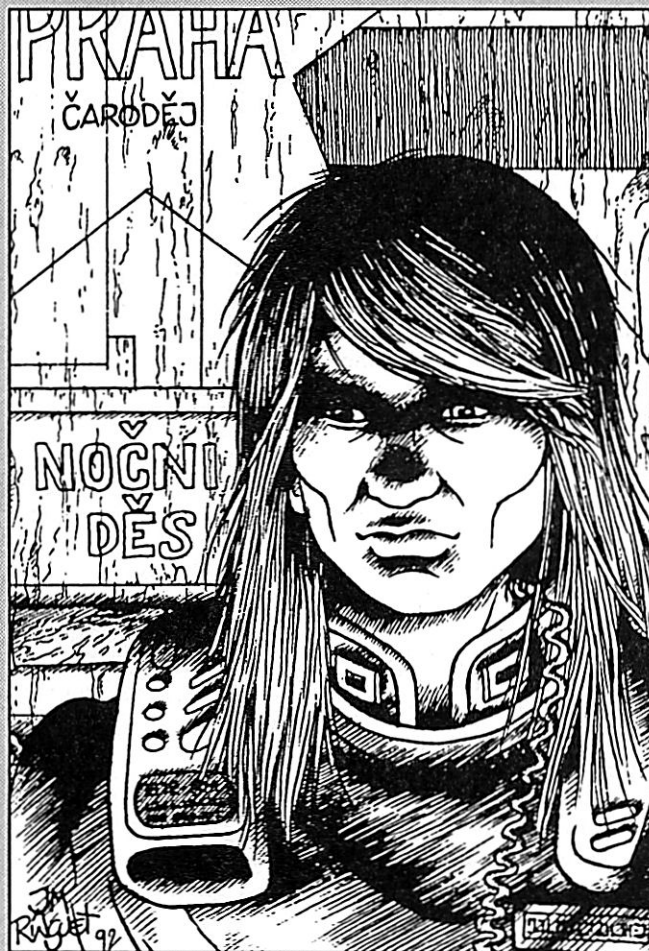
Fixer, Slovak

Stats: INT 10, REF 7, CL 9, TECH 4, ATT 3, LK 3, MA 6, BT 4, EMP 4

Skills: Streetdeal 7, Interrogation 7, Intimidate 4, Resist Torture/Drugs 4, Interview 5, Anthropology 8, Awareness 8, Education 5, Drive 5, Handgun 3, Electronics 2, English 4, Russian 3, German 2

Cyber: Plugs, digital recorder, cyberaudio (voice stress analyser, sound edit, homing tracer), forked tongue (*Chromebook 1*, pg. 35)

Outfit: Off-the-rack bizwear (SP=5 impact-resistant weave), pocket computer, cellphone, C-13



investors), but does the team want to try tangling with Interpol? Make it clear: she is a smart, powerful woman, playing for her life (and don't forget her Forked Tongue implant).

GETTING READY

Barcak has identified a weak link in the operation to evacuate the regalia: the transfer onto the monorail due to whisk it to the security of the CzRA command bunker outside Karlovy Vary. Given the devastating blow it would have on public morale and the credibility of the government's claims (largely to international bankers, and anxious bureaucrats in Brussels), the op is being carried out in secret. So security must be fairly low-key and is camouflaged by the visit of Kurt Süsterhenn, EC Under-Commissioner for Censuses and Population.

After a farewell reception at Hradcany Castle, a motorcade will conduct Süsterhenn (and the regalia) to Praha-Smichov railway station. Kurt is to get on a bullet to Brussels, while the regalia and its small escort splits off at the last moment to a well-guarded and secluded siding to be loaded onto an army train. This is the vulnerable moment: away from the big guns of the motorcade, not yet at the siding.

Barcak provides maps and a precise timetable, and can arrange access to medium or heavy extra equipment. Small arms, ordinary cars and grenades can be transferred 'from stocks' (her secret stash of unregistered equipment) and she will provide a few contacts for the purchase of more destructive or larger goodies, and a slush fund of perhaps 5k eb. Finally, she should be able to keep routine police patrols from the area, and can definitely provide a few loyal flunkies who will faithfully give the cops



PACING

Things are heating up, and the country is falling apart. Speed up the pace of play: make sure the characters no longer feel on top of things. Throw new problems their way before they finish clearing up the last. Crank up the atmosphere, and include elements which aren't directly relevant but establish the new mood: gunfire in the night, a new tension in the air, shops being boarded up, people pestering foreigners to get them out of the country. And food is getting short.

totally misleading yet watertight false information to cover the team, assuming they don't leave any obvious clues behind. Tactics she'll leave to them, though she does note that people are hungry and angry, and a German 'easie' like Süsterhenn is a perfect focus for the people's anger. Some sort of protest or riot would be an excellent distraction.

While preparing, though, the PCs also have jobs to do, and McLeod will get suspicious given half a chance. The heist is due on Friday (the next day), and the concert takes place that same night. As conditions worsen, the decision will be made to hold it with maximum security (everyone on duty), then bug out straight after. The government will scream about not being able to host a post-concert reception, but let them. Entropy and Jimenez, in particular, are getting jumpy; in fact, Jack is looking downright paranoid. As they prepare for the gig, keep up the pressure - throw in more of the hassles from *Trouble to Shoot* and of your own devising. People should expect to have to miss out on meals and sleep, and everyone is being pushed and getting jumpy.

HEIST

The regalia is being transferred in a small convoy: a police prowler car (2 policemen), a light van (6 soldiers), an armored van (the regalia and 4 soldiers), a car (4 soldiers), and a final police car. The heist is set for 9:10am, while the main road is still busy but the side-streets fairly empty. At the siding there are lots of troops, but the only ones the team need worry about are the two armored cars at the gate and the two personnel carriers on stand-by. If there has been any trouble nearby, though, they



VW362 Armoured Van:

SDP=80, SP=40, two firing ports on each side, allowing rifle fire at +3 accuracy, radio.

KWPz-21 Rommel Armored Car:

A German four-wheeler, with a two-man turret armed with a 20mm AutoCannon (*Solo of Fortune* pg. 74) and co-axial MG-6 (*Eurosource*, pg. 74) SDP=90, SP=45

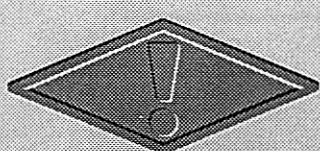
VAB-96-VTT APC:

Aging French army surplus, mounting a remote turret with FN MG-6 (*Eurosource*, pg. 74) and RPG and carrying two crew and six troops. SDP=110, SP=45

will have been sent to deal with it. In any case, it would take several minutes for their officers to realize something was going on, get orders and set out.

Havelska Trida (Havel Avenue), is a busy, modern thoroughfare, with guidetracks for automated mass transit systems. **U bileho jednorozhce** (the White Unicorn) is a huge toy store, stocking everything from the latest holotoys to stacks of kidvid; a good atmospheric place for a chase or gunfight, with stuffed toys exploding into clouds of foam, all to inane, tinny muzak. **Goods Yard 369** is an automated container depot, mainly leased to Dornier Aerospace. There are a few guards, but most of the defences are computerized, including electrified monowire and automated gunstations (High Power 15s, linked to computer control or motion sensors). The government hostel universally called **Cerna vezh** (Black Tower) is a crumbling, near-condemned hulk housing the unemployed and hopeless. Its sullen and bitter inhabitants are no supporters of the regime or the EC, and riot on an almost weekly basis. Of the offices, the smaller block is vacant, the larger is hired out to various small firms. At this time in the morning, the **Pondeli-Nedele** (Monday-Sunday) multi-story carpark is fairly empty, while the **building site** doesn't start up until 10am.

In the net, the automated systems of Havelska Trida can be misused to cause traffic jams or even chaos (fancy shunting two autotrams into each other?), all being slaved to the computerised holographic traffic lights. The huge crane at the building site also has potential; it could block the road with rubble, or even lift the armored van. The offices and toyshop have lots of systems (sprinklers, fire doors, burglar alarms, etc), but these are all important only

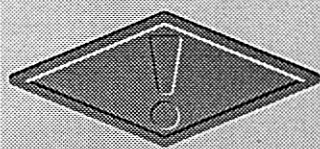


PERSONNEL:

Use stats for CzRA and police in **Trouble to Shoot** section (page 72)

THE AUTOMATED GUNS

Militech HP15
RIF • 2 • N • E • 9mm • 180 • 10 • R
(see *Solo of Fortune*, pg. 50)



NET ICONS

The **White Unicorn** looks like a fantasy castle with silver flags and crystal spires (ice is configured as knights). **Havelska Trida** is a stream of neon green, blue and yellow tracks (priority, automatic and manual), with the vehicles as small white arrowheads. **Yard 369** is a drab, brown collection of blocks, studded with gargoyles' heads (the gun towers), while the **Carpark** is a bland green block. The **Shunting Yard** is hidden behind a high, glossy grey wall, topped with red neon and hazard strips.

within their walls. The hostel has 'blind' access only to the vid, about the only entertainment for its poor inhabitants, while the carpark links an hourly-updated database of stolen cars. **Goods Yard 369** is well-protected, but access could allow free passage through its defences, or even use of its systems against enemies. The government shunting yard has full State ICE—Pitbulls, DecKrashes, Hellbolts, even Zombies—but penetration could break into the troops' command and communications network. Finally, there are the intangible networks of police and utilities. The convoy is datalinked to police HQ, and a 'runner might be able to kill their communications by telling their radios' computers to broadcast on a different frequency—or even blow the rescue hatch, if the van's armor is a bit tough to crack.

Most memories are either empty (the smaller offices) or unexciting, though there is some commercially sensitive data in the goods yard records (worth 500-1k eb to the right contact, **Streetdeal @ 17**), while the memory marked with a star in the toyshop is being used by the Japanese-dominated holding company to store potentially dangerous black ops files while the parent is busy being audited by Interpol (i.e., feel free to introduce a plot hook for a later adventure). It's protected by its own FireStarter.

Barcak helps smooth over minor problems in getting away, such as re-routing a few patrols or slipping a netrunner a priority pass into the police computer to wipe eyewitnesses statements. Then—hopefully—the team merely has to get back to the rendezvous, transporting four sealed steel boxes, each the size of a shoe box and marked with all sorts of security seals.



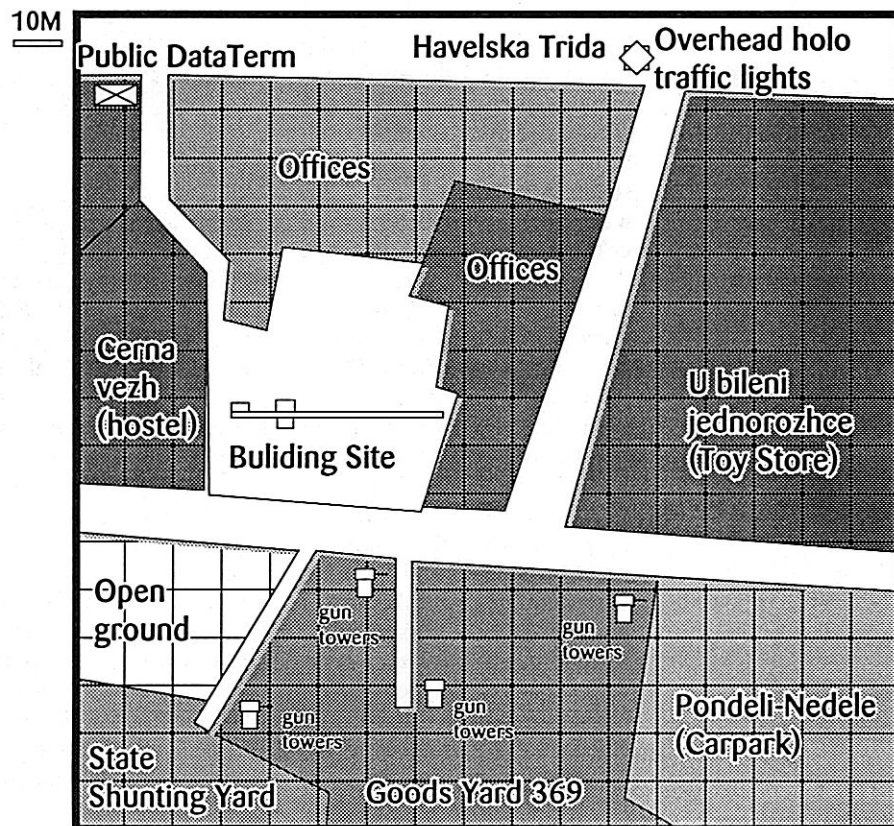
DOUBLECROSS

So does the unscrupulous Colonel Barcak get away with her plan? Is there nothing the PCs can do to stop her? Well, if they refuse to make the heist, she'll just have them arrested. Whether or not they survive the coup is up to you. But even if the PCs do pull off the heist, there are still options.

The PCs could try to slip her fake stuff. If they seal the crown jewel boxes extra well, and slap on thick tape, etc., Barcak may not look inside to check, and then they'll have a lot of jewelry to sell. Once Barcak finds out, though, they'd better spend all that euro on security.

They could turn the jewels directly over to Interpol, although Barcak would probably find out and Interpol would arrest them anyway (they could still turn state's evidence).

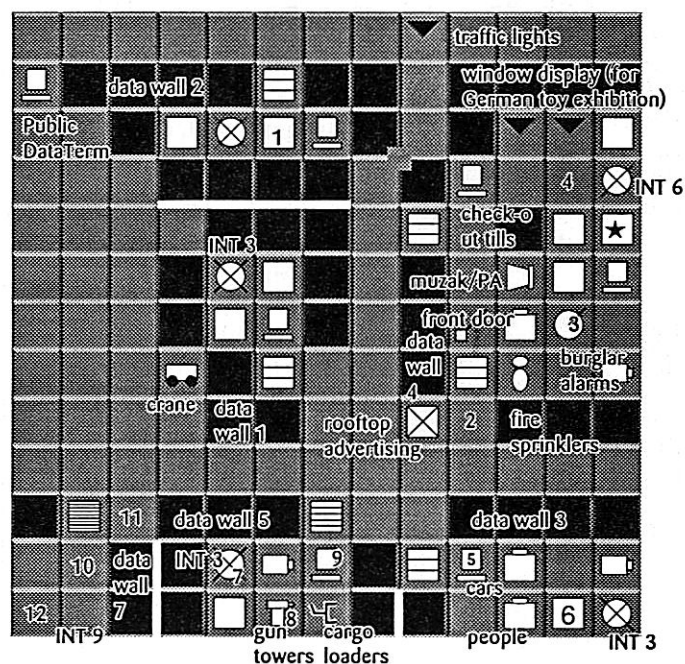
Or, if they take their plight to Ace, he'll suggest planting a powerful transmitter into one of the boxes. Activated by a signal from a geosynchronous satellite, the transmitter would act as a homing beacon. After the tour gets out of Prague (and away from Barcak), Ace will use an Interpol contact to help him track down the jewels and nail the bank which bought them. Barcak may get implicated, or she may not.



THE HEIST

ICE

- 1 Killer 2
- 2 Bloodhound
- 3 Flatline
- 4 Killer 4
- 5 Watchdog
- 6 Murphy
- 7 Watchdog
- 8 Hellbolt
- 9 Watchdog & Murphy
- 10 Pitbull
- 11 Viral 15
- 12 Stun



OFF TO THE GIG

Everyone is tense and nervous as they get ready for the gig. Even McLeod raises his voice, and rumor

has it Entropy nearly brained one of the support act when he hit a dud note in rehearsal. Everyone loads up, with one team of roadies taking the luggage direct to the airport and the rest motorcading to the newly-built Hvezda stadium, fortuitously close to the airport.

A mixed force of McLeod's men and CzRA have been mounting security that day, and the team will be used in their usual role as roving troubleshooters and gap-fillers. Again, this can be glossed over or expanded, and here are a few suggestions:

Maybe 3000 really will make an appearance, striking at Jack as a new corporate puppet (perhaps striking as 'a corporation' against a former 3000 spokesman). This could be a direct attack or a bomb scare, setting the PC's nerves jangling with memories of Venice, hunting a hidden fuel-air explosive that, if detonated, will flatten the stadium with an overpressure blast of near-nuclear proportions. It may be a false alarm (spread by a corp to estrange 3000 and Jack) with all sorts of decoys and scares, but causing panic amongst the assembled techs and medias if not kept under control (Authority, Leadership @ 16). And what an extra story for a Media!

Suddenly one of the computerized lighting units begins to strobe and flicker, then sky-write scurrilous messages, in Czech, on the low smoggy cloud cover. A mischievous netrunner has broken into the stadium's data fortress and is having some fun. Get him or her out.

As the crowd files in, an agent for World Entertainment Network infiltrates, wired for

braindance recordings and intending to pirate the show. A tech character has been monitoring the airwaves and triangulates the rough bearings. Now find out which one of the thousands of fans it is, and neatly cut him out of the action...

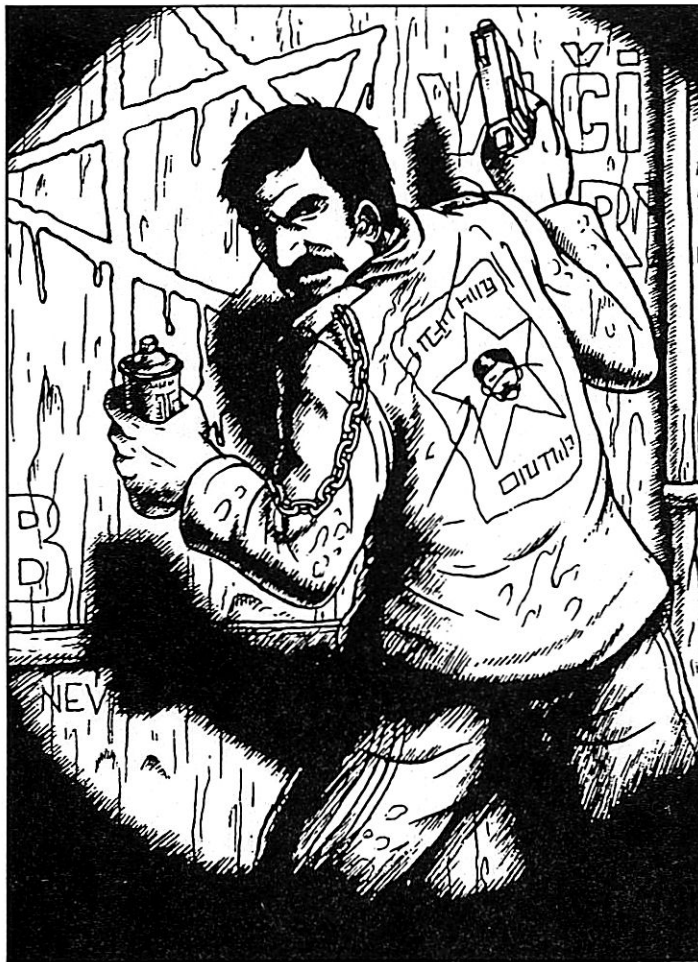
A vidnews team from Outlook are shooting a docuslot on the concert and need a couple of talking heads to wrap. Characters of respectable appearance or decent Wardrobe / Personal Grooming / Social skills may be pressed into service as ad hoc spokesmen. If they don't make fools of themselves (Credibility @ 10, Oratory, Social, Persuasion @ 14) they may gain some rep, and at any rate have the opportunity to try and top each other's tales of problems overcome and heroic feats accomplished.

FINALE?

One way or another, though, the show gets rolling. Entropy is tired, angry and nervy, and exorcises it all in a brilliant performance. As he begins to move into his final act, the pyrotechnic *Sodium Hell* (can't be worse than this), the lasers begin to warm up. Suddenly the techs in the ops room look confused. The flares and holos aren't meant to start up yet. So what's the noise and light? Then an aero screams overhead, and they realize it has nothing to do with the show.

General Skroup, one of the most popular and influential military leaders, has launched a bid for power with the blessing of Brussels, and has ordered his forces to occupy Prague. The government, backed by the Slovak Chief of the General Staff, is mustering resistance, while the Czech nationalist leader Anna Lera has called her partisans onto the streets. Bad News.

The stadium is under no real threat, but as three more



aeros bank overhead in formation, the crowd is unconvinced. There is a stampede towards the exits, with big shots and nobodies fighting to get out the too-small exits. The stadium's automatic systems, designed to stop just such a potentially lethal crush, start pumping out pacifier gases and playing soothing infrasonics to calm the crowd.

BUG OUT!

Meanwhile McLeod calls everyone in and arranges a fast retreat to the airport and out of the country. The team will be bundled into one or more vehicles and sent to ride point and secure a safe route, with the rest of the tour five minutes behind. A few incidents to meet on the way include:

The road is blocked by a burning bus. Barricade or accident? McLeod demands the team clear it (Persuade @ 22 to change his mind). Blow it away with lots of explosives, or put out the fires (there is a hydrant nearby, which a techie could Jury Rig) and tow it onto the sidewalk. Trap?

Sniper fire! Accelerate or try to spot the gunman (Awareness @ 26, checked each time he fires) and retaliate?

A young Slovak is about to be lynched by an angry mob of Czechs. What to do? They might be warned off by gunfire or force of will (Oratory, Authority, Intimidate @ 24), but if this fails, it may provoke a mob attack. Or might gunfire attract some roving CzRA?

The team comes upon an unsavoury posergang, the Uncle Joes. Biosculpted in the



Uncle Joes

Nomad, Czech

Stats: INT 4, REF 5, CL 4, LK 4, MA 5, BT 6

Skills: Family 3, Brawling 4, Dodge 2, Melee 4, Strength Feat 3, Rifle 2

Cyber: Biosculpt, chipped for Russian 2 and MRAM

Outfit: Most carry make-shift tonfa; one in four carries an AK-47

image of Josef Stalin, chipped for Russian (and refusing to speak anything else), they are having fun neonspraying red stars on all the walls and 'liquidating' the odd 'running dog revisionist'. In a good mood, they are unlikely to attack if passed carefully, but if the team comes on too strong to ignore, or seems too weak to pass over, they may get together for a quick purge.

Let's hope they manage to get away, one way or another. Else how will they find out what finally happens to Jack?

GET ME OUT OF HERE

On reaching the airport, it turns out to be occupied by the first wave of European Defence Force 'peacekeepers.' A battalion of German airborne infantry has occupied the main terminal and hangar areas, and two companies of Italian paratroops have secured the perimeter of the airfield and are acting as pickets. This means that there are almost 1000 troops within a mile, so whenever you need another squad or two, toss 'em in.

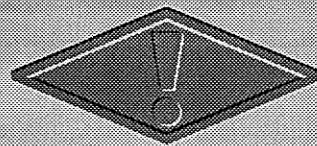
In the spot-lit darkness, it may escape the characters' notice that the soldiers are not wearing CzRA uniforms and have stars-and-shield helmet badges (Awareness @ 16), which characters with military or media experience (or making a Education @ 19 check) recognize as EDF insignia. Should the team come in guns a-blazing, they will be soyburger in a few seconds; if

they approach with confident caution, they should have little trouble being let through and rushed to their plane and away. A hotshot rockerboy cut to pieces by 'friendly fire' would ruin the antiseptic little scenario EuroMedia's spinjockeys have planned.

The next few minutes will likely be hectic and confused, especially with language considerations, but the motorcade is finally admitted and escorted to the waiting jet for final loading. At this point a couple of folks in EuroMedia 'On-the-Spot' news crew coveralls accost one of the characters. It is, of course, the resourceful Dr. Barcak and her obligatory sidekick, Karel.

Barcak will try and persuade the characters to get her to safety, offering more money, sensitive information, forged PACs, illegal cybertech, anything. She might not be able to provide, but she'll promise. If her offer is accepted, a quick conversation with the flight crew reveals just how tight the fit on the plane will be. One more person could just about be squeezed on, especially if one of the seniors is persuaded that he or she is bona fide EuroMedia (Credibility @ 12, Persuade, Authority @ 16). To get a second on would be tricky, involving dumping baggage or equipment, and difficult to sell to Jimenez or Entropy (Credibility @ 21, Persuade, Authority @ 28).

If rejected, she tries threats, then eventually she and Karel take a hostage. She's not stupid here, because she knows that there's plenty of EDF around, but she'll stealthily place a pistol in someone's ribs. And if after some negotiation, Karel realizes he may be left behind, he becomes desperate and murderous, producing the Rakate. This is a good situation for a final firefight. Stray shots may hit fellow members of the tour, aircraft or fuel lines. What if the German commander's car is just passing



EDF Soldier

Solo, Various

Stats: INT 7, REF 8, CL 8, LK 7, MA 8, BT 8

Skills: Combat Sense 6, Awareness 5, Athletics 3, Dodge 3, Karate 4, Melee 4, Rifle 6

Outfit: Smartgoggles (lo-lite, target, anti-dazzle), flak suits (SP=20), nylon helmets (radios, breathing masks that, when fitted, seal suit), bayonet, grenades, various slap patches. German infantry carry FN-RALs, Italian paras have Beretta M-24's (*Chromebook 1*, pg. 46). All guns are goggle-linked.

Colonel Barcak

Fixer, Slovak

All stats as in *Contact*, page 72

Outfit: On-the-Spot jumpsuit over kevlar t-shirt, C-13

Major Karel Mlynar

MedTech, Slovak

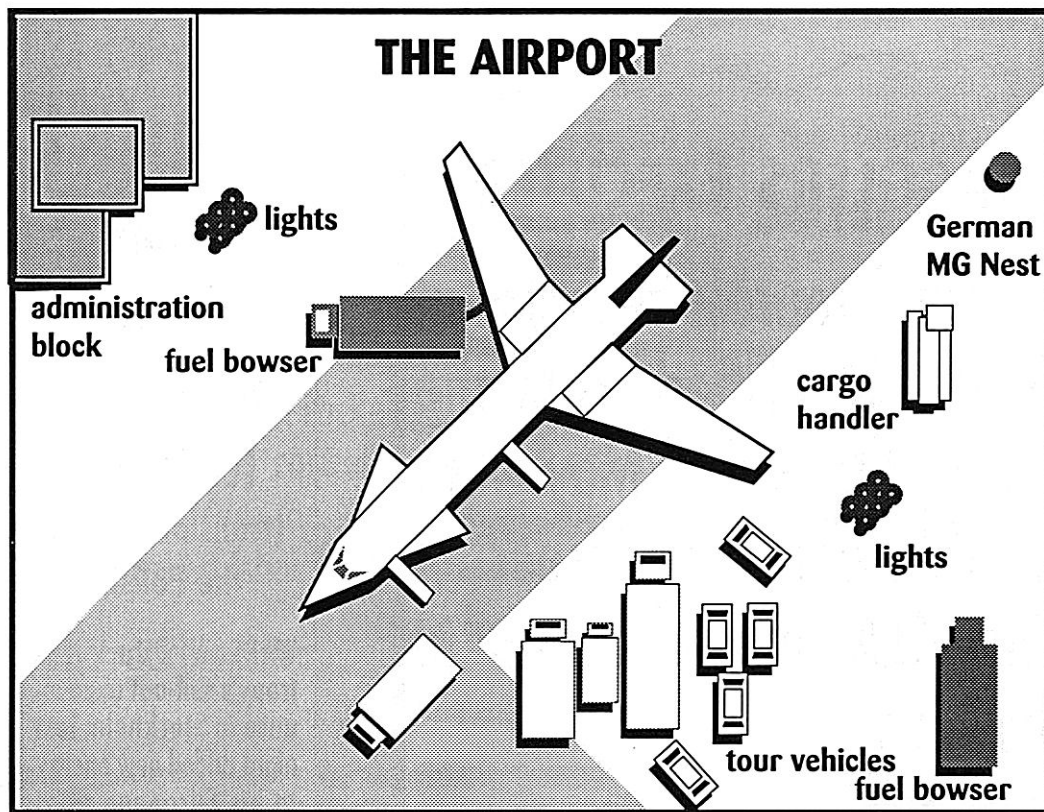
Stats: INT 8, REF 9, CL 6, LK 6, MA 8, BT 9

Not the usual heavy: tall, gaunt, pale to the point of albinism and extremely cerebral. He is an expert in neurology, but found too many unsavoury uses for his skills, and has made too many enemies to survive any change of regime.

Skills: MedTech 8, Strength Feat 6, Interrogate 8, Intimidate 7, Resist Torture/Drugs 5, Awareness 4, Biology 7, Education 8, Expert: neurology 7, Brawling 6, Handgun 5

Cyber: Cyberarm (spike hand, flashbulb, synthskin sleeve), decentralised heart (*Chrome-book 1*, pg. 37), chipped for adrenaline surge

Outfit: Rostovic wrist-rakate (*Chromebook 1*, pg. 49) under dummy vidcam shell, vz/101, On-the-Spot jumpsuit over kevlar t-shirt (SP=14)



CLUES:

- ★1: Jack suddenly gets the urge to play hero, and tries to engage the armed soldiers. Fortunately, calmer heads prevail and he is dragged back to the plane.
- ★2: Catherine simply clings to her new lover during the course of the uprising. She explains to him that Jack must get off the ground safe and in one piece.
- ★3: During the run for the plane, Tammi-Lu breaks a heel, and tumbles onto the tarmac. Jack simply keeps running, with hardly a look over his shoulder. Hopefully one of the PC's (preferably her boyfriend) helps her up. If not, Ace returns for her. When she gets onto the plane, she sobs and falls into the PC's arms, while looking daggers at Jack.
- ★4: During the run for the plane, Tinker grasps her leg, and goes tumbling. Jack returns at a full run for her. When he picks her up, she smiles. Aware PC's will notice that she has no bullet wound.
- ★5: Just as the Plane is readying to leave, a stray shot takes out the pilot. Anderson leaps into his place, explaining that he has logged over 70 hours of solo flights.
- ★6: As the group is about to take off, one of the fuel lines snaps, and Tinker and any others of a technical bent must repair it. It becomes obvious to anyone with demolitions skill that the line was sabotaged. The device that did it is on the ground. After a detailed exam, it is revealed that the device went off early.

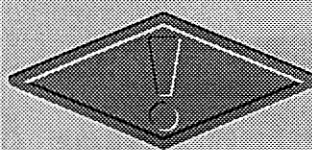
and his bodyguards take this as an assassination attempt? Meanwhile, a file of a dozen captive CzRA are being led out of the administration block by three German soldiers. Might they take this opportunity for a break-out, even try to hijack the plane?

The area makes for a crowded and dangerous battlefield, with all sorts of obstacles and third parties. Two fuel tankers (SP=10, SDP=80) and the fuel lines between one and their aircraft raise the risk of fire and explosion. The percentage chance of shots igniting the avgas is equal to the points of damage done, if the shots were deliberately aimed for that purpose; one third the damage points if not. It's up to you to decide how much fuel is in each tanker: if full, the blast has a radius of 25m, for 8d10 damage and requiring a lot of plastic surgery.

The tour vehicles are a random collection of lorries, busses, cars and trailers, while the cargo

handler is an automated crane/arm/flatbed unit (SP=10, SDP=80), that can be controlled manually (Electronics @ 15 to activate controls) or Hotwired by a 'runner. The area is brightly lit, mainly by two gantry-mounted multiple light units. These can be shot out (small targets 25m up, with one of the eight lights destroyed by each shot hitting). A netrunner using Viddy Master or Dee-2 can assume control, switching them on and off at will. The machine gun nest is a ring of instant-drying, aerosol-sprayed ceramic, SP=25, containing three Germans with two FN-RALs and an FN MG-6. The aircraft, a Shorts-Dassault shorthauler (SP=15, SDP=150), is not yet ready for take-off. This will take several skill checks both by ground staff (Basic Tech @ 15, Aero Tech @ 9 to disconnect the fuel line) and the flight crew (see sidebar).

Let's hope they manage to get away, one way or another. Else how will they find out what finally happens to Jack?



LIFT-OFF?

Bringing systems on-line is Electronics @ 17 or Pilot Any @ 9. Then engines and flight instrumentation need to be activated, which is Pilot Gyro, Vector @ 14 or Pilot Fixed Wing @ 10, or can be done by a netrunner using Hotwire. At this point the aircraft can be taxied at up to 5 kph. A relatively slow, easy take-off is Pilot Fixed Wing @ 8, assuming air-traffic control telemetrics are being provided by the airport or relayed through a 'runner, @ 15 if not. Taking-off with an overloaded plane, over the objections of the ATC and in the middle of a firefight might be @ 20 or even worse.

AMERICAN SMUGGLERS EXECUTED

CALAIS - Underground sources report that four Americans who vanished from the Jack Entropy tour at the end of May were executed earlier this week for suspected gun-running. The MLA refused comment on the matter, however...

Brussels Dreampainter Acquitted

BRUSSELS - Marcel Reve, accused of defacing the Biotechnica building, was acquitted of the charge yesterday. Reve could not be reached for comment, as immediately after the trial he was hustled off by his special friend, Leona Wilder. Biotechnica prosecutors issued a statement today that...

Scand Concert Jacks Up Ratings

(translated from
the Polish)

WARSAW - Jack Entropy's sell-out appearance in Stockholm last night added new energy to his European tour, taking up the slack caused by other recent tour cancellations. The crowd was well-behaved and energetic, and there were only a few reported fistfights. Agent Lars-Olov Skeppsholm said that the disruptions were slightly below the norm for a concert of this size.

The tour's scheduled Warsaw appearance seems to have a green light now, despite rumors of imminent cancellation. There was no mention of...

I Borged Entropy (translated from the Russian)

Jack Arms New Hand, Swedish Doctor Tells All

A *Pravda* Exclusive: Swedish doctor Nils Langenbors spoke exclusively to our reporters, telling about the vicious new cyberarm/gun combo purchased by blood-thirsty American rocker Jack Entropy. According to Langenbors, Entropy's new weapon is a powerful rocket launcher loaded with experimental micro-nuclear warheads obtained from the MLA. Entropy, an admitted anti-German racist, told the doctor that he plans on 'showing those teutonic tinheads that America still rules the world.'

The rockets Entropy claimed to have are capable of...

EYESPY IN COMA

STOCKHOLM - EyeSpy, underground journalist, has become the latest victim in a string of tragic violence surrounding the Jack Entropy tour of Europe. He remains in critical condition after being hit three times with bullets from an M11-2873 police pistol. EyeSpy, the pen name for Irving Spiers, had done several exposés on Entropy's psychology, although sources close to the journalist claim that the near-fatal shooting had nothing to do with the tour. According to these sources, who spoke on condition of anonymity, EyeSpy was working on a story about English insurrectionist gun-running, and was in Sweden following up a report that...

SKROUP APPEALS FOR PEACE

BRUSSELS - Czechoslovakian General Pavl Skroup spoke yesterday in the EC Enclave, asking for EC support to end the violence in Czechoslovakia, adding that should civil war break out in the central European nation, soon every European nation would be involved. Skroup is a powerful and popular figure in the Czechoslovakian military, but has been powerless to stop the upsurge of Slovak and Sudeten disturbances.

EPILOGUE



The tour is over, and Clements manages to charter another airplane to get the crew “back to the States, where it’s safe.” The characters are hustled through customs, etc., at Bern, and it seems that even the laconic Swiss want to have as little exposure to the Americans as possible.

It's possible that the PCs will want to cut and run now, and maybe take up Skeppsholm on his offer for some R&R in Scandinavia. If so, Clements tells the PCs she'll be able to pay them for this last week of work when she gets back stateside. The cancellations, etc., have depleted her tour account, and she can't cover their work at this time. The PCs then head off to Scandinavia, and a day or two later they see a screamsheet article that says Jack's airplane never arrived in New York.

If they remain with the tour to head home, the team is loaded onto a plane along with Entropy, Clements, Jimenez, Tinker, Tammi-Lu, and a few extras. Ace remains in Bern 'to tidy up a few things,' and is last seen driving off with an Interpol agent.

Everyone's beat. The plane takes off without a hitch, and starts the boring transatlantic flight. After half an hour, the plane hits a bit of turbulence and one of the PCs' cellular phones rings. If none have one, then Clements' rings, and she hands it to a PC.

It's Ace. He's calling from Interpol, but his signal is breaking up real bad, thanks to the weather front the plane is flying through. Ace tries to tell the PC he knows who's trying to kill Jack, although this takes a while with static and pops and fades. Finally the connection goes dead. Frack.

THE SURPRISE ENDING

Try as they might, they can't get back through to Ace. Or worse yet, maybe they do get through to Interpol, but keep getting the operator runaround.

Someone wants Jack dead, and wants it bad. The players should have a list of several people to be wary of while body-guarding Jack. At the moment, their list should include:

- ★1: Suicide
- ★2: Catherine
- ★3: Tammi-Lu
- ★4: Tinker
- ★5: The "Company"
- ★6: The MLA

Who is it? You've already decided. Whatever path you have followed, the PC's should have some clues for the killer. With these clues, they should have a good idea for who wants him dead, or at least that someone isn't what he or she appears to be.

We've got suggested outlines below for each killer. Read 'em over, and do what you want. Remember these people have become close to the PC's, play up on that emotion.

Regardless, it's most dramatic to have Jack die or get crippled one way or another. He's been running the Edge for too long, and he's close to burning out. Let him lose control, get smoked, or heroically save the day at the cost of his own life. After successfully protecting him all through Europe, that ought to shake your players a bit.

★1 SUICIDE:

Let's face it folks, it should be painfully obvious to the PC's that Jack's been going off the deep end for some time now. He has, in fact, been cyberpsychotic for at least half the tour. Fortunately, he's a quiet kind of psycho, and has merely done stuff to cause carnage wherever he can; gun-running, promot-

ing vandalism, generally causing trouble. He has also arranged to kill anyone who has threatened to uncover his condition (EyeSpy) and he's been beating Tammi-Lu to keep her quiet. She knows that it's only the last shreds of his emotions toward her which have kept her alive. She also knows that he knows he's going down, and has tried to kill himself on more than one occasion. But now those last shreds of his humanity have gone down the tubes. He doesn't even have the interest to keep himself from becoming a monster.

So during the ride back, Clements starts talking with Jack. She tells him that he's been unusually moody, and she's concerned about his mental health. It's been a stressful tour, etc., etc. Jack doesn't really respond, but Jimenez jumps to Jack's aid. Tammi-Lu, perhaps with the support of her PC friend, adds her input to Clements'. Finally Clements

tells Jack she's going to get him some therapy, whether he likes it or not.

Jack doesn't like this. He blows Clements away with his new cyberarm pop-up gun. Choose whatever you want for this, could be a LastChance, or a wrist rakate, or just a normal 10mm. Whatever floats your boat. So Clements goes down, bleeding badly. If no one else tries to hassle Jack, he'll just sit sullenly in his chair the rest of the way home, watching Clements die. Probably, though, the PCs will take a personal interest in the situation (would you ride for a couple hours in a small plane with a cyberpsycho?), and at that point you've got a full-fledged gunfight in the cabin.

Stray shots will depressurize the plane, and maybe strike the pilot or damage the controls. Jimenez will probably defend Jack, as may Tammi-Lu, depending on how screwed up she is. She still loves him, after all, and would react badly to a direct threat to him.

The possibilities here are too varied to cover. Play it by ear, but it's hard to imagine Jack surviving. As a cyberpsycho, he won't let anyone stop him, even if he has to die. Which is all any popular rocker really wants, isn't it?

★2 CLEMENTS:

Catherine has realized for some time that Jack is borderline. And she, wishing to keep her "early retirement" intact has kept him under watchful eyes for most of the tour. Unfortunately for him, she has decided that he is going to die anyway, and that she needs to "arrange" it so the death will attract most of the media attention.

After take-off, she mixes Jack and Tammi-Lu a set of drinks. Both poisoned. She has already had an expert forger write a suicide note and leave it at their last hotel, it was this note that Ace found.

After Tammi-Lu and Jack drink, they seem to cuddle up with each other and fall into a deep sleep. Any PC that goes out of his way to observe them will notice that they stop breathing after about 5 minutes. If the character act within 8 minutes of the drinking of the poison, Jack and Tammi-Lu have a decent chance of survival.

If nothing is done, Jack and Tammi-Lu simply die in each other's arms. If no one investigates, Catherine will simply go on with her career, trying to lure her PC lover to join her (she likes the mercenary type). She will later tell him exactly what happened. "Here's to crime!"

If confronted, she will say that Jack and Tammi-Lu wanted to die, and she simply granted the last wish of a dear friend. After all, they did leave a note.

★ 3 TAMMI-LU:

This woman is seriously mixed up, and has a real love/hate relationship with Jack. And let me tell you, anyone who's shared Jack's bed for as long as she has would have ample motive to kill him. Leaving her on the tarmac in Adventure 6 was the straw that broke the camel's back. She's been tampering with his drug supply, making him more irritable and prone to cyberpsychosis. She'll try to finish the job on the way back, by giving him a lot of (spiked) drinks to further exacerbate his situation. If the PC she's thrown herself at gets jealous, she'll slip him a drink with a little extra, also, hoping to engender a fight between Jack and the PC. In the resulting chaos, she'll have a chance to plug Jack. Tammi-Lu is not pregnant by the PC, or by Jack; it was simply an attention getting ploy.

★ 4 TINKER:

Tinker's real name is not Jean Gardner. Jean Gardner was killed in 2018; her identity was "borrowed" by a woman named Maria DeVall. Maria was one of Jack's

early inputs, a techie for the 3000. When Jack "sold out" he dropped her like a hot rock. Maria, never one to take such actions kindly, decided to kill him. She is backed by the rest of the 3000, who also wish Jack "removed". She is so obsessed with Jack's death, she had her entire body 'sculpted into a likeness of Tinker. Maria has spent the last two years building up her false life.

Half way through the flight, Tinker (who is sitting across from Jack) whispers something into his ear, and suddenly Jack's eyes open wide with surprise.

Suddenly, Jack's cyberarm starts convulsing a few times, and then tries to strangle him. It could be held back by rolling Strength Feat @ 23, and defeated by Cybertech @ 14, Jury Rig @ 20, or Basic Tech, Electronics @ 24. Don't forget that the arm has a pop-up gun, too! Could get ugly...

If the PC's save Jack, Maria then tries to kill herself before any of them can respond. It's very likely that she will succeed.

★ 5 THE "COMPANY":

Those who run Jack's corporate machine may see Jack's future slipping away. A clear analytical approach indicates that Jack's career will start falling very soon, as his image of anti-corp rebel is rapidly being tarnished by his lifestyle and EyeSpy's recent exposés.

There's no better way to make an artist popular than to have him die. To that end, Jack's company has been recording the entire tour, and plans a heavy marketing barrage soon after Jack dies, making him into the 21st century Jim Morrison. Anderson has planted an MLA-style microwave bomb which will fry Jack's wired brain. Anyone, in fact, who has boosted reflexes will get nailed. Conveniently, Clements and Jimenez are both safe, but some of the PCs might have a whole new life as a mental vegetable ahead of them.

This plot could be uncovered when Anderson's luggage drops from an overhead rack and splits open. The PC investigating the missing tapes (from Kessler's notes, remember?) sees them among the pile. They had been wrapped up in lead sheets to protect them from electromagnetic erasure. This will lead to some nasty questioning, and hopefully they'll find out about the bomb (Interview, Intimidate @ 24, Interrogate @ 20). Then they just have to disarm it. However, it's located underneath the plane, attached to the undercarriage of the wheelwell.

★ 6 THE MLA:

One would think that blowing away several of Jack Entropy's associates would make the MLA content, but maybe not. Perhaps they're convinced that a live Jack will support more gun-running and further sway public opinion in the favor of the insurrectionists. The only way to put a stop to that is to make sure Jack dies in a tragic accident en route back to the States.

An MLA agent has managed to sabotage the airplane's controls (a bomb would have been noticed by the ground crew in Bern). Just when the plane is in the middle of nowhere, the autopilot kicks in, takes over, and sends the plane into a high-speed dive towards the ocean below. The radio cuts out. If you're really feeling mean, have one of the crew, as an MLA agent, produce a parachute from his or her luggage and jump out of the plane. Maybe another member panics and also jumps... without a chute. Urgh.

Fixing the problem would require getting to the cockpit of the corkscrewing plane (Strength Feat @ 22 or Athletics @ 19), deactivating the autopilot (Electronics, Jury Rig @ 14) and

pulling pulling out of the dive (Pilot: Fixed Wing @ 19). Alternatively, the plane could be controlled by interface, in which case a 'runner could enter a micronet to regain control. In either case, failure means the characters plow into the ocean at over 200 kph and make for some tasty shark snacks.



So there you go, smartboys and glorygirls, a taste of eurostyle and a maxiportion of trouble. But when

the dorps wear off and the adrenal booster cuts out, what have the characters got to show for it?

Are they going home in a cloud of glory - or a bodybag?

If the satingirls in Paris and warboys in Prague didn't manage to finish them off, they've got a new menu rolling out before them.

For a start, how did the music biz feel? Left with good refs, they can decide whether to use the capital while it's there and hunt for similar work, or cut and make a total change.

Did they make any useful friends? Will they take Skeppsholm up on some downtime in Scand, or did they hit it off with Helena and reckon that Seal's got potential? If Barcak got out, has she any chill new plans ready to roll?

Do they need to look out for any enemies? If they burned the triads, maybe they'd best skip Britain, but hey, if they made a point of avoiding all their enemies, they'd be living in an igloo by now, no?

And they've got two months left on their pass to work Euro-side. Jimenez asked whether they could cut it here, way, way back, in those good ol' days when Venice meant romance and they didn't know the MLA from PVC. Coming back for more? They'd better think about it.

Skroup Countercoup Victorious

PRAGUE - The forces of General Pavl Skroup took control of the Czechoslovakian government today, ousting rebel forces which had attempted a coup. Skroup's victory was hailed as a major step towards peace in Czechoslovakia, and the EC Council voted to deploy EDF forces to assist Skroup's loyalist forces.

Sporadic fighting continues in Prague and elsewhere, however official sources state categorically that there is no...

Crown Jewels Missing

PRAGUE - The Czechoslovakian crown jewels are missing, apparently stolen by rebel forces during the height of the coup. Investigators are following the case as best they can, but are hampered by the chaos and sporadic violence in the torn country. Czechoslovakian national police coordinator...

Entropy Gone

BRUSSELS - EC/Communications, in an emergency meeting held last night over the situation in Prague, also voted to cancel the remainder of Jack Entropy's EuroTour '21. "We can't ignore the timing of the attempted coup," said Communications spokeswoman Carla Respighi. "Everywhere American music goes, chaos follows. We will not have our cities degenerate into new American battlefields."

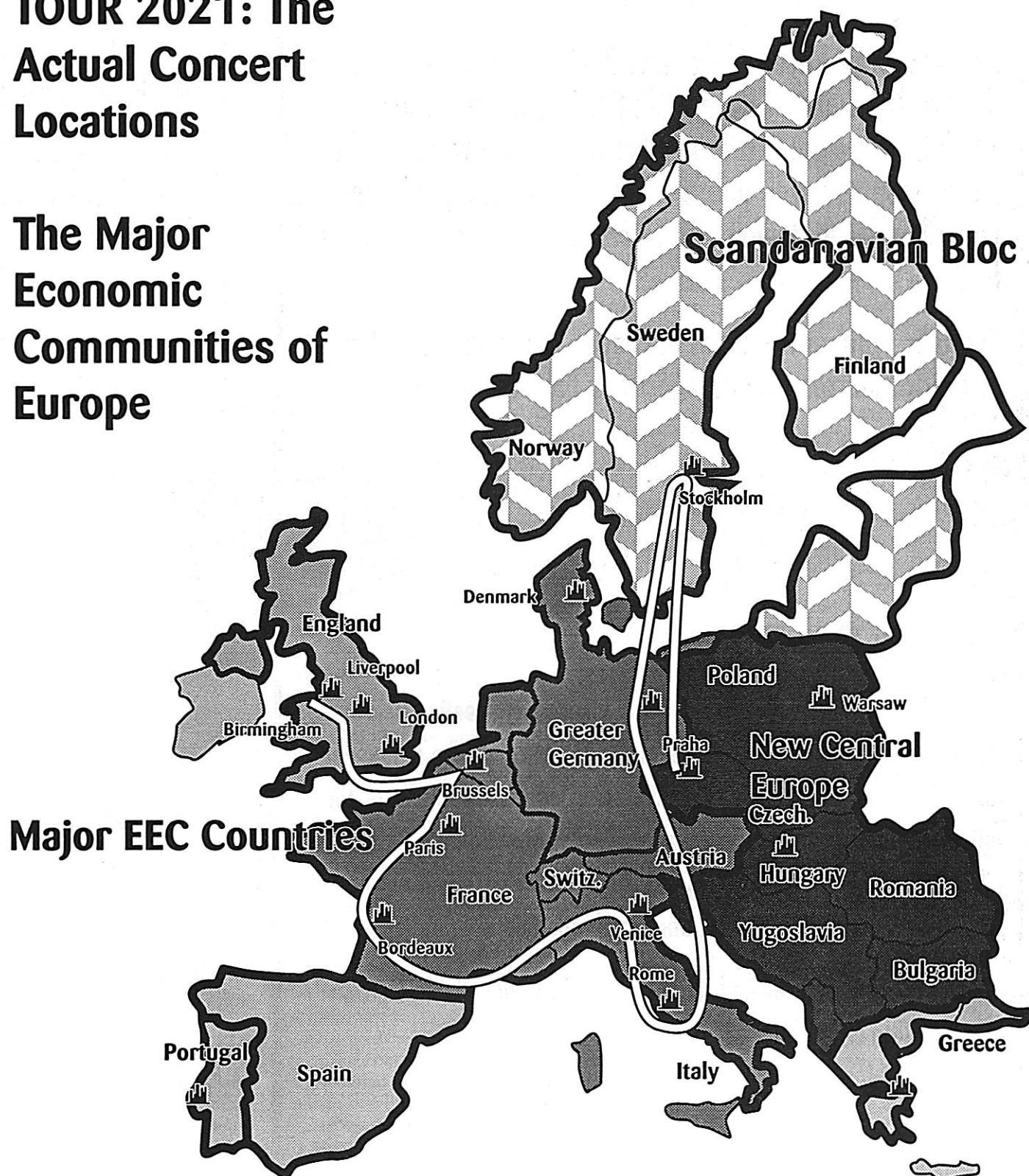
Tour marketing director Cathrine Clements was unavailable for comment in Bern today, but...

Bye, Jack. We'll miss you.

- reprinted from N.E.T.O.
bulletin board

TOTAL ENTROPY TOUR 2021: The Actual Concert Locations

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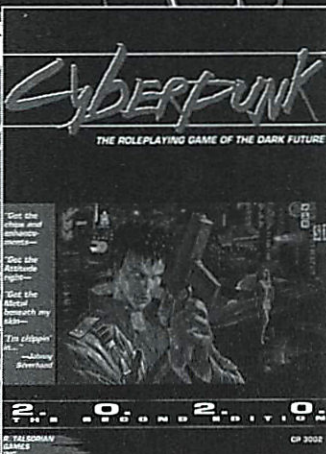
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EUROTOUR

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ISBN # 0-937279-22-6



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