" I'm offering 50,000 XDR for the laptop. I'm offering zero for Donny Lester.
  If you want to know what's on the laptop, that'll cost you 100,000.
  Think carefully about what you really want."
– Nelson Rockefeller, cracker

Liberty Boost

This adventure is an introduction to the setting of Bleeding Edge. This adventure is set in the storied country of Liberia, on the west coast of Africa. Liberia's lax weapon-control laws will give players the freedom to use their proscribed equipment and weapons. This adventure should offer a mix of information-gathering, breaking-and-entering, computer-hacking, and combat skills.

-- Post #43bc59bf-1b8b-696e-438f-190085ed0203--------------------
Location: **Liberia**
Subject: **BOOSTED**

Need one or more enterprising individuals to acquire physical goods from Liberia. Offering ¤50,000 XDR. Offer expires in three days. Serious inquiries only.

It is NOT okay to contact this poster with unsolicited services or offers.

Readme.txt

Two days ago, an enterprising anonymous hacker (who we will call "**Nelson Rockefeller**") was using a stolen time-share on a server farm to mine crypto-currencies. To keep his account there, he had an inside man – **Donny Lester**, an over-paid over-worked code monkey. One day, Donny decided he didn't need Nelson, and he moved the volume with the cryptos to his own laptop. Donny thought he could liquidate the currency… but the hacker had locked the file with password protection. Donny had just enough smarts to know how to hack a password, but not enough to do it quickly.

Remember the assist bonus! Some Difficulty targets are pretty high, being 15 or more. A single Player-Character could have a very hard time beating that target … but two or more working together could still beat it. Encourage your party members to work together.

Success in the first part can lead to an assist bonus in the next part. For example, successfully getting intel from Sundaygar's gang could give a +2 assist bonus to finding the Gola Overseers.

Use the **Me/us/them questions to spur action.** If a player says they can't think of what to do, ask them one or more of the three personal questions. "How do you see yourself?" "How do your friends see you?" "How do your enemies see you?" Merely asking a question like this can spur someone on to play their role in a fun and novel way.

Nelson, who was understandably upset, put out a hit on Donny. Donny left the country to Liberia, a country with lax law enforcement and lots of broadband access. Donny rented an office from **Janjay Quaiyan**, a slum-lady in Paynesville.

Donny wasn't in Liberia for more than 24 hours when he mouthed off to **Sundaygar** the gang-boss and his gang of water-sellers. The gang members abducted him, worked him over, then shot him and tossed his body in a dumpster. Janjay, annoyed that her guest was making trouble that she didn't need, sought to make a quick buck by selling off Donny's only worthwhile possession – his laptop, to her cousin **Garmuyu.** Garmuyu is one of the enforcers for the **Gola Overseers**, a group of armed slavers who are operating an illegal diamond mine in the neighboring forest. Garmuyu turned the laptop over to his boss, a Russian Mafioso named **Charne Slager**.

At the start of this adventure:

- ◙ Donny Lester is dead, a rotting corpse in a dumpster.

- ◙ Janjay is back to business as usual, renting and selling real estate.

- ◙ Sundaygar & company are stealing water and selling it to the locals at high rates

- ◙ The Gola Overseers are patrolling their open-air diamond mine

- ◙ Charne Slager is trying to break the encryption on the laptop.

Getting the Players Involved

If this is the first adventure, the Game Host can just give each Player-Character an excuse to be in Liberia. In the world of the Permanent Emergency, Liberia is home to some of the best telecommunications industry, as well as a port of convenience for several legal and not-so-legal shipping companies.

If this isn't the first adventure, the Game Host should find a reason the players would accept this job. Perhaps they've worked with Nelson Rockefeller before.

Once players have accepted the job, tell the Players to add "**Get the laptop to Nelson Rockefeller**" to their list of Goals.

If the Player-Characters successfully get the laptop to Nelson, they will earn a reward of a new gift, as chosen by the Game Host. The most common reward is "Insider with Nelson Rockefeller"... but players who go above and beyond may earn better gifts, such as "Veteran", "Master Occupation", or a Skill Specialty. The new gift should reflect something the Player-Character did during the adventure.

Who is Nelson Rockefeller?

Nelson only communicates via text. He (or she?) is an identity thief and highly skilled hacker. After all, Nelson encrypted the files that hold the crypto-currency keys at an expert level (Difficulty 30).

Nelson has a deadline of three days because crypto-currencies are notoriously speculative. In three days, the other miners of this type of coin, all over the world, will have mined so many other valid keys as to make the value of the stolen coins to drop in value. If the Player-Characters can do some convincing (Difficulty 20), they can convince Nelson to extend the deadline for a few more days. It's a bit easier (Difficulty 15) to convince Nelson to forward them an advance (up to ¤10,000, with good rolls) or to "acquire" other services for them (such as plane tickets).

Trying to hack the net to find out who Nelson really is, is rather difficult (Difficulty 25)... and if they try, Nelson will call down his Bot-Net, which will raise the Difficulty by 10 for a while... and will make Nelson pretty mad.

Nelson will use a burner email account to send the Player-Characters all the information he has on Donny Lester. (This file counts as a Database Software on Donny Lester, which takes up 1 Program slot and gives a +2 bonus on rolls relevant to Donny Lester.)

The Trail to Liberia

Donny Lester is a reasonably effective criminal. He took a domestic flight from Ronald Reagan International Airport (Washington DC, US) to Roberts International Airport (Harbel, LR). Even in 2047, the Robertsfield airport is still just one single airstrip with very little security.

Liberian landscapes are still off-road, and the auto industry is so back-dated, that taxi service is still done by human drivers. (If your Player-Characters decide they need a friendly cab driver, you can use Mardea Marah, a lean faced woman who has seen it all. If they tip her well, she may give assist bonus to rolls, and the +2 or +3 from high rolls could help.)

Ask the Players what skills and abilities their characters have to find information. Do they want to talk to the locals? Do they want to hack into the local airport cameras? The minimum Difficulty for finding any trails is 10. (Don't forget the possible +2 assist bonus from using the database software.) If our heroes can get any leads at all, all evidence points to Donny Lester getting in a cab and going to Paynesville.

Paynesville and Omega Town

At the dawn of the 20th century, Liberia was in the throes of its second civil war. The capital city of Monrovia, and the eastern suburb of Paynesville, were the sites of widespread slaughter of civilians. After 2003, democratic elections settled, and Monrovia enjoyed a tech boom, with many businesses moving in.

In the last decade of austerity following Mad Tuesday, a wave of neoliberalist government sentiment has privatized many services. Rising unemployment has led people to look for work elsewhere, and large stretches of Paynesville are still derelict. A few seaside locations suffered earthquake damage from the Ring of Fire quakes and still haven't been repaired.

Mardea Marah ♀ Taxi Driver (Monrovia-Paynesville-Harbel, LR)

Str -1, Dex +1, Con -1, Int 0, Wis +1, Cha 0

Master Taxi Driver (+5 to do a taxi driver's job)

Local Knowledge of Liberia (+5 to all rolls to know stuff in Liberia)

Driving skill (3d6+2 or 12, increases to 3d6+7 or 17 when driving a taxi),

Observation skill (3d6+Int+Wis or 11)

Sport Outfit (Armor +2, Athletics +2)

Headset Phone (Social Media)

Small Pistol (25m+, 2d6+2, Effect Damage 14, Critical Effect 16, Ammo: High)

Dodge 2d6+2, **Soak** 2d6+2

The trail after Donny Lester leads to Omega Town, an inland borough of Paynesville, and one that was hit hard by the bust economy. Once there, he disappears. There's no credit or debit trails. Getting more leads on Donny will require more legwork. Players may want to double-up and to assist one another. Paynesville has numerous security cameras to be hacked into, people to be interviewed, and trails to follow. Ask your players what talents and abilities they can bring to bear, and then work with it.

Beating a Difficulty of 10 will reveal signs that Donny Lester was here. He was a loud, obnoxious, pasty-faced American who made no friends. Rolling 15 or more will get evidence (from gossipy locals, or blurry surveillance footage, etc.) that Donny got into a fight with some guys, who then rode away on a ten-wheeler truck. The more inventive your players are, and the better they roll, the more details you should give out.

Donny Lester is the sole renter in a simple two-story office building. The building couldn't look more drab: concrete, brutalist construction, with wireless cameras. The building is owned by Janjay Quaiyan, but there's no record of Lester renting it.

Dealing with Janjay the Landlady

Janjay has a public phone number and email address – she is a realtor, after all, and she owns way too much property in the Omega Town district that she wants to unload. Subterfuge to get an interview with her is relatively easy (Difficulty 10). Rolls to gather information on Janjay can be used as an assist bonus on later attempts to convince her to give up Donny.

If confronted about Donny, Janjay will lie and claim she doesn't know him. Beating a Difficulty of 15 will get her to admit that she rented him the property… and that she knows that Sundaygar's gang were seen roughing him up.

But Player-Characters will have to somehow beat a Difficulty of 20 or more to get her to give up that she knows Donny is dead and that she sold off his stuff. Then she'll give up that she sold the stuff to her cousin Garmuyu, who is one of the Gola Overseers.

The Empty Office Building

Breaking into the office building is no trivial task. The locks are physical, and the office has cameras. Only skilled thieves could get in, undetected. (Difficulty 15, and coming back at night with the cover of darkness would give a +2 assist bonus.)

Once inside, the place is empty, with doors wide open and wide "will divide to suit" spaces. Only two interior doors are locked: the utility closet (which has the vacuum robot, cleaning supplies and the building's computer) and office #13. The interior locks are easily forced (Difficulty 10). Office #13 has been vacuumed recently (unlike everything else, so suspicious!). Good intel gathering rolls (10 or more) will reveal indentations in the carpet, crumbs from food, marks of a sleeping bag, etc. – all signs that someone was living here. Most notably absent are Donny's things.

Successful intel gathering on Donny's last whereabouts should give a +2 assist bonus (or more) on future rolls to find him. Player-Characters with unusual science or forensics may find clues such as DNA traces, obscure footprints, etc. that will lead to where the last fight took place.

Sundaygar and his Water-Sellers

In this period of austerity, good drinking water is hard to find. Most everyone in Paynesville resorts to bottled water. Corruption runs rampant, with various criminals bribing, stealing, and killing to control the bottled water supply.

Omega Town is under the control of Sundaygar. He has his boys pick up the water directly from the Nuraco Bottling Plant on the coast, then he sells it to the locals at a huge markup. Donny Lester made trouble on the first day, and then said some things he shouldn't have, to some gangsters who were having a bad day and who had no patience for some fat American who didn't understand how things were done. Donny was taken back to Sundaygar's warehouse, worked over, killed, and thrown in the onsite dumpster, where he'll be picked up in a few days.

Sundaygar's men spend the day driving around in three stolen trucks, making the rounds to sell bottled water to locals. At night, they either hole up in the warehouse to play video games or to party... or they go into Monrovia proper, to party. His warehouse is protected on all sides by an opaque wall and automatic gates, with ladar motion sensors and other sophisticated systems to keep his competitors out. (It's at least a Difficulty 15 to get past it.) Getting into his compound and searching will turn up such things as his arms stash, his drug stash, and the dumpster with Donny's body in it. (No laptop.)

Player-Characters eager for violence may get into a fight with Sundaygar's men. (Engaging in violence in the city limits will raise the Player-Character's profiles by +1 or more.) The gangsters will assume any plain-clothes people that they engage with are with a rival gang.

If the players interrogate Sundaygar, or any of his men, they will freely confess to murdering Donny Lester because he was a loud-mouthed jerk and they didn't like him.

The only loot the gang has is in their safe: ¤700 in kruggerands and five kilos of cocaine that they can't find a buyer for. (It's possibly worth ¤20,000 or more.)

Gola Rainforest National Park and Secret Diamond Mine

The Gola Rainforest National Park Forest is about 60km northwest of Omega Town in Paynesville, and it's over the border into the neighboring country of Sierra Leone. It was once teeming with wildlife. However, years of poaching from the desperately poor have left only a few desperate animals and small game. The only taxi driver who would even brave driving through here is Mardea, and even she can only take the players to the Lofa-Mano National Park, on the Liberian side of the border (which is about 40km).

Water-Sellers ×9 ♂ Gangsters (Paynesville, LR)

Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0

Job: Criminal (+2 to do a criminal's job)

Insider with Omega-Town Water Sellers (+5 to all rolls to deal with Omega-Town Water Sellers)
Local Knowledge of Liberia (+5 to all rolls to know stuff in Liberia)

Evasion skill
Shooting skill

Gang Outfit (Armor +2, Streetwise +2)

Burner Phone (Social Media, Expires, Untraceable)

Submachinegun (50m++, 3d6+2 or 12, Effect Damage 12, Critical Damage 15, Ammo: High)

Dodge 3d6 or 10, **Soak** 2d6+2

Sundaygar ♂ Head Gangster (Paynesville, LR)

Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1

Master Criminal (+5 to do a criminal's job)

Insider with Omega-Town Water Sellers (+5 to all rolls to deal with Omega-Town Water Sellers)
Local Knowledge of Liberia (+5 to all rolls to know stuff in Liberia)

Evasion skill
Shooting skill

Gang Outfit (Armor +2, Streetwise +2)

Burner Phone (Social Media, Expires, Untraceable)

Submachinegun (50m++, 3d6+7 or 17, Effect Damage 13, Critical Damage 16, Ammo: High)

Dodge 3d6+2 or 12, **Soak** 2d6+3

Gola Overseers ×4+1 (Garmuyu) ♂ Slavers (Gola, SL)

Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0

Job: Mercenary (+2 to do a mercenary's job)

Insider with Russian Mafia (+5 to all rolls to deal with the Russian Mafia)
Local Knowledge of Sierra Leone (+5 to all rolls to know stuff in Sierra Leone)

Evasion skill
Observaton skill
Shooting skill
Veteran (+2 to attacks, counters, and dodges)

SWAT Outfit (Armor +2d6+2, Policing +2, Social Media, Sensory Enhancement)

Assault Rifle (100m++, 3d6+4 or 14, Effect Damage 15, Critical Damage 20, Ammo: High) + 3 reloads

Dodge 3d6+2 or 12, **Soak** 4d6+2

Charne Slager ♂ Russian Capo (Gola, SL)

Str +3, Dex -1, Con +1, Int +1, Wis +1, Cha +1

Master Mercenary (+5 to do a mercenary's job)

Insider with Russian Mafia (+5 to all rolls to deal with the Russian Mafia)

Computing Skill
Evasion skill
Fighting skill
Shooting skill
Cyber Body
Veteran (+2 to attacks, counters, and dodges)

Paramilitary Outfit (Armor 2d6+Str; Policing +2, Sensory Enhancement, MILSPEC Intrusion Counter-Measures, 2 more slots: Injection Attack, Social Media)

Machine Pistol with Smart Sighting (25m+, 3d6+9 or 19, Effect Damage 13, Critical Damage 16, Ammo: Low) + 6 reloads

Dodge 3d6+2 or 12, **Soak** 4d6+4
Tap Cyber Body for one +5 Soak Bonus

The Gola Diamond Mine can only be reached on foot through 20km of thick forest. (Difficulty 10, at least.) Within 10km of the place is a perimeter of wireless cameras which need to be evaded. (Difficulty 15 to defeat, through hacking or stealth or what have you.) Gola Overseers carry RFID tags that don't set off any alarms (Difficulty 20 to fake those).

The mine is about 30 workers, all pathetic people stolen from their homes and forced at gunpoint to dig. The edges of the mine are draped in camouflage netting, but the pit itself is visible from the air. The pit is a cone, 400m across and 40m deep. (This area is blurred out on most satellite photos due to hacking – Difficulty 20 to circumvent this.)

There are always at least 3 mercenaries on duty, with 2 of them with overlapping zones of fire. (In game terms, with take-10 and assist bonus on guard duty, that's a Difficulty of 14 to get past them.)

There's four barracks: two with no air conditioning, one with good air conditioning, and one with a fantastic air conditioner, a gasoline generator, and a satellite dish. This fancier trailer belongs to Charne Slager, the Russian Mafoso. He has the laptop and he's trying to decrypt it to get into the files. (He doesn't know what they are, but he figures he should try.)

The Player-Characters will have to figure out how to get the laptop out of this fortified place. Many Player-Characters will try to sneak in, or perhaps to infiltrate the compound by pretending to be one of the slaves or even one of the Overseers. A robot jockey could try to sneak a drone past the sensors. Heavily-armed Player-Characters might consider direct combat. Charne and the Overseers will fight to protect the mine, but they will give up if they suffer 50% or more casualties, and they will flee into forest.

If Charne survives, he and his Mafia will become a future enemy of the Player-Characters. Make a note, and when later Watch Checks come up positive, the Russian Mafia may take action.

Aftermath

If the Player-Characters can get the laptop within the three-day time limit, they may call into Nelson, who will arrange for an overnight shipment to a random destination in the US. Once the players drop the package off in the city for shipping, Nelson will transfer the money. (He's not that worried about getting ripped off, at this point.)

Returning the laptop to Nelson accomplishes the goal and earns a free gift. The most common award is "Insider with Nelson Rockefeller", which gives the Player-Character a +5 bonus to convince Nelson to help them in the future. (Most players will elect to retain this gift for the +5 XP…. But they may wait an adventure or two before cashing in.)

The Player Characters may try to liquidate the crypto-currencies themselves. Decrypting the laptop requires brains (Int) and social-engineering (Cha) and will need to beat a Challenge of 300, with a maximum of 10 tries, one per hour – harsh, but not impossible. If the players can crack it in the first three days, they can liquidate the cryptos on various dark.nets for ¤5,000,000. If they take longer than that, the market crashes, and they're lucky to get ¤500. When Nelson finds out about the liquidation, they will have earned him as an enemy.

Your players may come up with some other strange way of resolving everything. Have fun! The adventure is yours to behold.

After the adventure is over and the game session has ended, *debrief* the players. Ask them what worked and what didn't. Are there any rules they were confused about? … Whether they have any criticisms or not, participating in the debriefing is worth +1 XP.