

Night City Stories



An Official Adventure Supplement
by Scott Mackay

CYBERPUNK

Doug '91

Night City Stories

by Scott Mackay

CYBERPUNK[®]

ATLAS GAMES • 1992
CHARTING NEW REALMS OF IMAGINATION™

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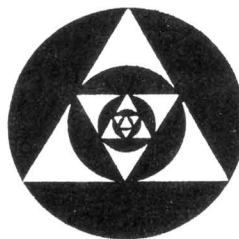
THE **CYBERPUNK®** RPG IS PRODUCED BY R. TALSORIAN
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NOBODY GETS OUT OF HERE ALIVE

Night City. 2020 AD. NorCal, U.S.A. 02:30 HRS.

LOOK UP...

...and you can see the red pulse of an AV marker as it slides across the night sky. Downtown — towards the Corporate Sectors and the huge highstacks where the money lives. The parties, the payoffs. That's where it's at.

LOOK AROUND...

...and you can see the flickering orange glow of a street blaze two blocks away. The Combat Zone — the wail of sirens and the distant rattle of automatic weapons. The battles, the blood. Its all you've got.

LOOK DOWN...

...and you can see the faint glow of a light tattoo on a dead arm. The Street — killing just to stay alive and *anything* to get ahead. Puppets and psychos, friends as foes. You close your eyes and a message flashes across your new Kiroshii optics...

...LOOK OUT...

INTRODUCTION

Welcome to *Night City Stories*, a resource book of four complete, ready-to-play adventures for the *Cyberpunk® 2020* role-playing game. Each adventure has been designed so that it can be played alone, but they also interconnect so that, if you wish, you may play them all as a months-long campaign in the dark future.

If you play *Cyberpunk*, then you know Night City as an urban setting described in the rulebook. You may also own the *Night City™ Sourcebook* that R. Talsorian Games produces. *Night City Stories* is fully compatible with the *Night City Sourcebook*. While we recommend that you have that book (it will make for a richer campaign, and give you lots of ideas for your own events and adventures to supplement these stories), it is not a prerequisite for use of this volume. All you really need are the *Cyberpunk* rules and the usual supplies: dice, paper, and imagination.

ADAPTING THIS CAMPAIGN

The Night City portrayed in the following pages is located on the West Coast of North America, in the Ecotopia Free State of Northern California (as detailed in *Cyberpunk® 2020* and the *Night City Sourcebook*).

You could adapt these adventures for another metropolis. There are things to consider if you're contemplating this move. For instance, the adventure "Slow Boat from Chiba" focuses on the Night City docklands. It would be easy enough to move it to the docks of another coastal city, preferably on the West Coast. The scenario could be modified to fit an inland city, but doing so would entail a great loss of atmosphere (or at least require substantial imagination). Before deciding on another city for these adventures, be sure to read them

through and consider what modifications will be necessary.

If you have been using Night City in your game already, some details in this book might contradict things you've made up. There are two easy solutions: change the setting (as per the last paragraph); or change details in this adventure so that they mesh with the work you've already done.

If you already have an ongoing campaign in a place other than Night City, it should be a simple arrangement to have your team visit, get transferred to, or wake up in, the Night City of these stories.

Sequences

It is not necessary to play these adventures in the sequence given here (although it is advised) if this does not fit your campaign.

HOW TO USE THIS BOOK

Within these pages you will find four adventures centered in Night City; and just in case a few regular *Cyberpunk® 2020* players thought they could skip past this part I'll say this now — *Don't!* We've included a few special items in this publication which you haven't encountered before.

Network News 54 for example. Yes, I know you've heard of them; but between these covers you will find Net 54 updates placed here and there. These don't have anything to do with the adventures as such, they're just for filling out the time when the netrunner is busy in the net and everybody else is pillaging the refreshments. They add a little realism and flavor to your Night City atmosphere. Alongside these updates you will find items marked **What's Happening?** These are much the same as the Net 54 updates, only you don't hear this type of news from Kristi Andrews. Instead you catch what's happening on the streets of the



Carmen, the infamous nightclub singer

Zone. Who's hot, who's running; that kind of thing. It's usually pure nonsense — but don't tell your players that!

You probably don't want to tear these pages out of your book (especially the pages that have referee's adventure information on the other side!). The best thing to do, therefore, is to make photocopies to hand out to your players. You have permission from the publisher to make such photocopies, so long as they are strictly for personal use.

There are more handouts in the back of the book: NPC dossiers, datafiles from data fortresses, and so forth. These also are props for distribution to your players. Instead of saying, "Well, in this datafile you find a memo..." we've *given* you the memo — so you can hand it to the player: "Here's hardcopy of the datafile you downloaded from the Net54 fortress." We

think this will add pleasure to your game.

Like the *Net54* and *What's Happening* tidbits, these handouts may be copied for personal use.

THE TEAM

Regular *Cyberpunk*® players will know that the difference between 50 character points and 60 is enormous when it goes to the Edge. The adventures contained here are designed for a group of 4 or more with 50-55 character points each. If your group is smaller (and especially if your players are inexperienced), then give your players more points to spend at the start of this campaign. Professional skills like Combat Sense and Jury Rig should start no lower than +6.

Their Equipment

Your characters should have access to some heavy equipment, but if your team is experienced and rich then boost the bad guys a tad. There's no point in giving the enemy a Ronin assault rifle if your boys have military AVs.

The Roles

Almost any role can be played in this series; A solo or two is essential and a Netrunner is strongly advised. Rockers and Corporates aren't particularly suitable unless you have a large team. Cops are fine — as long as they're real dirty.

THE CROSSROADS

In my own Night City, the Crossroads (which you will find mentioned in this book) is at 53rd and Quill. Your players should have a local hangout where they can meet familiar faces and live quietly. Use this name, make up your own; or, if you're using the *Night City Sourcebook*, pick from any of the many fine establishments therein, from Club Atlantis to

Combat Rolls

To make this adventure easier to use, we have included *Combat Scores* for each NPC that might engage the PCs in combat. These numbers total bonuses and penalties for the character in normal conditions, so that you need not look up all the information yourself. For instance, each weapon has its vital stats summarized for ease of play (#Shots, rate of fire, damage, and reliability), and then the bonus that character receives when using the weapon is given — taking into account such factors as weapon accuracy, character skill and reflexes, smartgun links and cyberoptics, and penalties for the encumbrance of the armor worn by the character.

For martial arts, a single bonus is given; it *does not* reflect key attack bonuses (see *Cyberpunk*® rules, p. 90) for that martial art.

For armor, if no score is given for a body area,

assume the SP value protecting the area to be zero.

If unusual conditions prevail, you may wish to revise figures accordingly. Suppose a character unloads her MetalGear™ — that relieves 2 EV, and in effect raises any scores that are based on reflex (initiative bonus, weapons bonuses) by +2.

A common initiative modifier is Sandevistan Speedware. When activated by subvocalized command, it gives a +3 bonus to initiative on the subsequent five turns. Then it must be activated again, after two turns *without* the speed. Since this modifier switches on and off through a combat, we have indicated initiative bonus totals with asterisks (*) when the +3 Speedware bonus is included. Be sure to subtract 3 from the total when it's an "off" turn — the first turn of combat and between boosted states.



Pier 3 Paradise. The characters should start as a group and be generally well regarded.

USUAL STUFF

I know I don't have to say it but... Read this thoroughly before you start. If you're playing these as a campaign (and you should) it makes for a better game if you know what's going to happen next before the players do.

NIGHT CITY, SUMMER 2020.

TIMES ARE SLOW. THE COMBAT ZONE IS UNNATURALLY QUIET, THE DEMAND FOR YOUR TALENTS UNUSUALLY LOW. BUT A PHONECALL SOON CHANGES ALL THAT.

A CHIBA CRIMELORD IS MAKING MOVES IN NIGHT CITY. HE NEEDS YOU TO HELP HIM AND HE'S WILLING TO PAY.

ITS ALL SO SIMPLE: HIT THE RIGHT BAR, PICK UP THE RIGHT MAN, BRING HIM BACK AND SPEND THE WINNINGS.

RIGHT!

**ITS A SNAP...UNTIL YOUR MAN GETS KILLED BEFORE YOU CAN LIFT HIM
AND SUDDENLY EASY MONEY SEEMS LIKE A HARD LIFE.**

**YOU NEED TO FIND A PACKAGE BUT YOU DON'T KNOW WHAT IT LOOKS LIKE,
ARAB GUNMEN ARE SHOOTING AT YOU BUT YOU DON'T KNOW WHY,**

EXPLOSIONS AND ELVIS,

A JAPANESE BEAUTY AND A EUROSOLO,

BOATS AND BULLETS,

**THEN, WHEN YOU LOCATE THE DATA IN THE DOCKLANDS, YOU FINALLY DISCOVER
THE ANSWER.**

YOU FIND OUT WHAT REALLY ARRIVED, ON...

THE Slow Boat FROM Chiba

BACKGROUND

For four years Fargo Wells languished as a lowly courier for Akaromi BioCorp of Chiba. Unnoticed, he moved around the world for Akaromi, making deals, meeting people, building his database, biding his time...

That time arrived six weeks ago when Akaromi completed their test subject, Napoleon: a purely vat-grown Andalusian stallion worth approximately \$20 million. In a perfect operation a team of Solos extracted Napoleon from the Akaromi Research and Development center near Chiba city and smuggled him out of the country. Fargo Wells then began his trip around the world to find a buyer, whilst the stallion was transported in secret to Night City. As an experienced courier, Fargo Wells easily evaded those sent to catch him by changing names and constantly moving from city to city. Wells knew where to go: Riyadh.

The Arabian passion for horses was famous once. There would be men willing to pay a fortune just to sit on a horse — who knew how far they might go to own one? With his buyer safely found and the deal struck Fargo Wells hid in the place he knew best, his home turf — the Night City Combat Zone. He had friends there once, he knows the score, they'll never find him...

Synopsis

Fargo Wells is wrong; he has been found. The Arabs have followed him, bringing with them the attention of Namsei Namura, a powerful Yakuza crime lord hired by Akaromi to find and return the stallion at any cost. Namura hires the characters to pick up Fargo Wells, a simple enough task even for Zone Drones.

Not so. The Arabs are intent on stealing the horse, not paying for it, and Fargo Wells is killed before the characters can reach him. So begins the chase for the elusive "Genetic Data," with the characters just one jump ahead of the ruthless Arab gunmen. A car chase and a gunfight provide the team with its first clue, leading it straight into an explosive trap in a cheap sex parlour. A tough night all in all, and for what? The characters still haven't found the data. All they have is a long shot scribbled on a flyer in ultraviolet ink: A time and a place for a meeting, but who was Wells meeting there, and why?

The meeting pays off. The Japanese woman Fargo Wells was working with turns up. She doesn't have the data, only another link in the chain. The material is somewhere in Night City docklands, but where?

The team has clues, but which one do the characters follow? Do they search her hotel room and risk another explosion? Or do they follow the paperwork to the Night City Customs computer?

In the end it might not matter. Each road is equally dangerous, and fruitful. The Customs Computer provides the location and the hotel room provides a way in. All they have to do is do the run and snatch the data.

All goes well. They've taken out the guards and boarded the ship. This isn't so tough.

Only then do they discover that the genetic data is a live horse, and just when they figure out how to move it the Arabs arrive...and the Customs men...

Looks bad, doesn't it?

Notes

The characters are about to receive the phone call which pulls them into the adventure. The player characters should be formed into a team, either through previous adventures or a bit of off-the-cuff roleplaying. Also, they should be just about out of money (and looking for a way to get some). As referee, you should select a single character to receive the call and act as business manager for the group. A fixer would be preferable but this is not essential. The group should have no current enemies and be generally well regarded around the Crossroads.

CHAPTER ONE: THE CALL TO ARMS

In which the characters receive a strange telephone call, run about in the rain, witness a murder, and agree to perform a discreet investigation for an undisclosed sum of money.

THE LO-LIFE

The Lo-Life is a neon bar on the edge of the combat zone. Here the rich kids mix with the serious

PROLOGUE

Damarith Docks in Night City

Lorenzo Damarith looked out across the ship's bow with a taste of barely-contained ecstasy in his mouth. The thousands of lights in the Night City docklands were not just comforting; they were objects of desire. The constant throbbing of the ship's engine pulsing loud in his enhanced hearing, courtesy of Chiba-Tech. The dark, black waters of San Morro Bay splashed against the ship's hull as it ploughed towards the dock

Lorenzo inhaled deeply. Sea air—it was supposed to be good for you, but all he could smell was acid and the burnt-oil fragrance of CHOOH_2 lying on the surface.

The Eurosolo had that unspeakable fear of deep water which is common amongst owners of paired cyberlegs. The chromed limbs had cost

him dear in Chiba, forcing him to take this job. Five weeks on water: Chiba to Night City, and a dozen ports in between. All that ocean. What a nightmare.

The company hadn't been that great either. The Americans were crass and slow, and the bimbos preferred to keep to themselves, but that didn't worry him as long as they played their part on deck. All in all Napoleon had been the most likeable travelling companion, but it wasn't conversation that pleased Lorenzo. Napoleon was his most lucrative extraction subject to date. He didn't like Fargo Wells, who was too arrogant and soft, and had a neck you could snap like a breadstick. But it was Wells who had put this deal together and it had been smooth enough... so far.

mercenaries and the corporations hire their men for in-house hostilities.

You have been idle, living rich on the proceeds of the last run. The drinks are good and the place is lively. The band hasn't started yet and maybe it won't; this crowd can get a little mean.

A crowd of Sophistikatz is sitting at the next table, swishing their tails and twitching their implanted whiskers. One of them gets up and walks to your table. As he approaches you see orange cat's eyes quickly contract when the strobe hits them. He walks towards you and stretches out a clawed hand...and a cell-phone.

"Yo, chom...it's for you. Hand it back when you finished, 'kay?"

Quietly and slowly the androgynous voice on the other end of the line sets out the situation in an English accent too smooth to be real:

"Say nothing, only listen. When I ask for an answer you say yes or no, nothing more. Warehouse 214. Wellborn Street. West 31st Street. If you desire employment be there at 2 AM. The work is dangerous but rewarding and brief. Shall I expect you?"

No discussion is entered into; the answer is either yes or no. The voice on the end of the line may allow a few



seconds of silence but no more than that. Once the answer is given the line goes dead.

What was all that about?

Even a brief audio call can be a source of information to those who are quick enough. Allow the character who received the call to make all, some or none of the following skill checks as you see fit.

The conversation may be transmitted to others via a radio link or tight beam radio link (but the players must think of this, and in time to work out the technical details). Radio link distortion adds 1 to the following difficulty numbers.

- **Basic Tech** [diff 15] or **Electronic Security** [diff 10]: The voice has been filtered in some way, making voice print identification impossible.
- **Japanese** [diff 10] or **Awareness** [diff 15]: The voice belongs to a Japanese male.
- **Human Perception** [diff 10]: The person who is speaking is unnaturally calm or has a form of psychosis.
- **Human Perception** [diff 20]: The set pattern of the speech would indicate that the person has performed this routine more than once.

Well, what do you know?

A quick glance at the skin clock shows that the team still have two and a half hours until the rendezvous. Enough time to find out a few things, if they want to.

- **Streetwise** [diff 10] or **General Knowledge** [diff 15]: The warehouses on West 31st Street are derelict. Usually inhabited by squatters, if they aren't already burned out.
- **Streetdeal** [diff 10]: The barman saw a Japanese guy hanging around Sherry, one of the regulars, this morning.
- **Streetdeal** [diff 10]: For a few bucks Sherry informs the characters that the Japanese guy was asking questions about them, what time they usually got here, where they sit. All that kind of stuff. Sherry was pretty wasted so she can't remember much but she does know that he spoke better English than she can and that he was a Corporate type.
- **Interrogation** [diff 15] or **Human Perception** [diff 20]: The Sophistikat who gave them the cellular phone has no idea who was on the line or how they got his number. He is also quite afraid of the characters.

- **Streetdeal** [diff 22] or **Streetwise** [diff 27]: A major Japanese crime lord is rumored to have arrived in Night City.

Summary

The team of characters should now be aware that a Japanese gentleman was looking for them this afternoon and that he knows a great deal about them. For low-lives this is unusual, scary and perhaps even a little flattering.

Of course, dead men have no appreciation of flattery.

WAREHOUSE 214

Warehouse 214 is simply a meeting point. The following description is the same no matter what time the characters arrive there. Namsei Namura's representative arrives exactly on time and apparently unarmed. Wilbur arrives 5 minutes before the characters.

Sirens fade into the distance. The constant hiss of the rain bouncing high off cracked asphalt is now the only sound you can hear. Not far ahead is the battered and rusty door of the warehouse. Number 214 writ large in fading white paint. Better on foot from here.

A small entrance door set into the large vehicle port provides access to the interior of the building. Darkness, but not complete darkness; Lo-Lite provides an adequate view. A figure steps forward, out of the shadows. Rumpled leather armor and leggings and a Militech Crusher strapped outside his right boot. An ugly face breaks into a dirty smile.

"Hi, I'm Wilbur."

Wilbur is not the man on the phone. He is a victim. Lured here by a Japanese voice and the promise of a big pay-off, Wilbur is about to be killed. This is a favour which Namsei Namura is performing for a friend.

Wilbur is 38 years old. Too old to be on the street. In his youth he was a dangerous guy. Now he is slow and overweight. Many years of booze and drugs have had a debilitating effect upon his mind, however, and Wilbur is convinced that he is as good as he always was. He is also quite certain that each job will bring him that one big score. As referee you should portray Wilbur as likeable but stupid.

"Hey guys, don't you worry. Wilbur's on the job and that means all is well, choomba. I've been around. I know what's what. That's why they picked me to lead this mission. I'm on the ball."

network news 54

Hi, I'm Kristi Andrews
and this is Net 54 at 18:04.

Business events dominate world news this evening, with the worsening global economy producing fierce competition in all industrial areas. Our first pictures this evening come from the Los Angeles Industrial Region, where Petrochem came under attack from an unidentified terrorist group using military weapons. In spite of the fire raging behind him, Petrochem spokesman Dolph Fungun struck an optimistic note:

...all I can say, Larry, is that production will not be affected. We will continue to maintain current output levels...

Petrochem stock slid another five points today, despite the confidence of the boardroom, and has now reached its lowest point in seven years.

In the small Caribbean island Republic of Michelais today, former Economic Minister Victor Desyeux spoke out today. He topped last week's surprise resignation with allegations of human rights abuses by the ruling Tarragou régime. A government spokesman denied the claims.

Desyeux's descriptions of torture were

allegedly garnered from government documents to which he had access.

Thousands of persons have "disappeared" in Michelais. The government blames extremists and foreign terrorists.

The Canal Zone witnessed yet more destruction today as the undeclared war between Langard Shipping and FTL Freight continued. Two tankers currently block the Canal and twelve lives have been lost thus far.

Authorities in the area describe the situation as delicate since both vessels carry large quantities of CHOOH_2 and the possibilities for destruction are endless.

Any protracted closure of the Canal would have a severe effect on the world economy, with experts predicting financial ruin for many large corporations.

Coming next: A profile of Kurt Wulf, singer and guitarist with Ragnarok, following his tragic and somewhat bizarre death.

Also, Ronald Reagan dies at last. Net 54 was there with the crowd for the big event.

What's Happening?

This section is the unofficial news: The gibe people talk as you wander past, the open secrets and the not-so-open. You never know, some of this stuff might even be true.

- The word is that everywhere south of 51st is rife with Arasaka Security. Nobody knows why, but 4 armed AV-6's have been seen and gunfire reported. A netrunner friend tells you that there has been some strange activity up by the Arasaka Night City fortress.

- Carmen, the singer/dancer at the Last Waterhole, is supposed to be dead. Some folks say it was the Mirror Man. Some folks say it was the Lizzies.

- Arms sale! Redblock is moving some rather nice Uzi MiniAutos at low prices. Ammunition he also has.

- Vivaldi's is opening this week and 4 boostergangs have already claimed it as their turf. The big fight is expected to be

this Saturday, so steer clear of 43rd and Merryweather.

- Drugs in short supply are Rain and Gold. The good news is that Elvira is selling Klute in The Batter. Nobody can fail in there tonight. No matter how ugly you are.

- The hot spot in town right now is Chez Mannie. Apparently some celebrities have been spotted in there of late, enjoying the quiet atmosphere that it's famous for not having.

- Rumors are running throughout the Solo community that someone is hiring large numbers of guns for a raid on a Night City corporation. No Canal Zone veterans. Apparently the candidates must have a radio link.

- Several corporations are secretly working on ways to "cure" cyberpsychos. Only problem is the treatments make you a vegetable — if not something worse.

Despite what he says, Wilbur is anything but on the ball. Off the planet might be more like it! Any questions the team have which Wilbur cannot answer brings out his stock reply,

"Too early to say, too early to say."

After allowing a few moments for the team to become familiar with Wilbur and to discover that he is harmless, Namura's representative arrives.

Above Wilbur's constant chatter the sound of splashing footsteps can be heard, the sound of a single man running towards the building. Soon after, the small entrance door opens and a silhouetted figure steps inside. A small man, perhaps 5' 6" in height, wearing an old style raincoat and beneath that a suit. Rain drips steadily from the brim of his hat as he closes the door and turns to face you.

"Good evening gentlemen, I am so glad to see you all here. I also see that you have all met Wilbur. Good."

The voice is similar to the one on the phone, but not the same. As the small figure removes his hat and unbuttons his coat it is obvious that he is Japanese. Moving forward he gives a broad grin which seems more chilling than cheery. He extends his hand to each character in turn giving a vigorous handshake to any who return the gesture. He leaves Wilbur until last and, placing an arm around the older man he speaks:

"This is Wilbur. Undoubtedly the best man alive for the task at hand. Isn't that right Wilbur?"

Wilbur smiles another dirty smile as the mysterious Japanese contact claps him on the back in friendly fashion.

"As you will have guessed, this is merely a meeting point. My employer waits not far from here. If you will all follow me..."

With that he guides Wilbur to the small door through which he came, gesturing in polite fashion for the still-smiling Wilbur to precede him. The old street punk steps out into the rain for the last time. In a single fluid motion the contact draws and fires. A single shot, to the back of the head and Wilbur falls forward into the road.

"My apologies. Wilbur was asked to come on a different matter and will not be joining us for this mission."

Stepping over the body he does not bother to look down, but strides forward into the ever-pounding rain and on to the rendezvous proper.

Scans or excellent Awareness rolls might reveal that the contact man — who shall remain nameless — is carrying double cyberoptics. He also has an impressive array of cybervideo options including radio link, recording capability and independent transmission functions. Unless detected by the characters, this equipment operates constantly. Should the characters fail to detect it or remain silent, Namsei Namura overhears all that transpires in warehouse 214.

WAREHOUSE 123

From the outside, Warehouse 123 looks like all the other abandoned warehouses in this district, mostly whole but derelict and rundown. This is only an illusion. Namura has had the warehouse sound-proofed and the walls reinforced. Each outside wall has armor SPs of 45 and an SDP value of 50. The door to area 1 is normally left open but the double doors to area 7 are always locked.

Area 1 • Scanning

This area is untidy. Dust and rubble lie strewn across the floor and the door hangs badly, banging continually. The only light in the room is the faint and distant glow of red LED banks to your right and left. One of these disappears as your guide slides a card into the wall. The door to your left opens, filling this area with a bright white light which momentarily dazzles those without suitable cyberoptics.

As the characters pass through this area they are scanned in turn. Namura's sensors are well hidden and focus more on recording and transmission equipment than on weapons, although these will also show up.

For each character roll 1D10. If the result is less than the reputation of the character then he or she has been correctly identified. The only exception to this is the player who took the phone call; he or she is automatically identified.

SKILL CHECKS

- **Awareness** [diff 10]: The lock to the other door would probably open with the same key. Any attempt to force these doors would be futile.
- **Awareness** [diff 20]: There are camera lenses in the corners of the ceiling.

Area 2 • Meeting Room

This room is the location for the meeting between Namura and the characters. Referees should attempt to induce in the characters a sense of danger and uncertainty by focusing on the fact that they are completely at the mercy of what lies beyond the mirror.

As your vision adapts to the light within this room your attention is immediately drawn to the far wall, which is completely covered by a huge mirror. All the cyberoptics in the world won't help you here; what lies beyond the mirror is masked to your vision. As you stare into the reflected room you see the guide step into the room behind you. He closes the door and the security bank lights up. The room is sealed...

Those who are calm enough to concentrate hear the faint white noise hiss of heavy duty ASD systems kicking in before a disembodied voice begins to speak; a flat, featureless English accent; Chip Chat.

"Welcome, ladies and gentlemen...I hope that you are well. I am informed that you are persons of honor. I hope that this is correct.

"I have a need for companionship, and it would please me greatly to hear the conversation of a particular person who resides here...his name is Fargo Wells and I would like you to find him and bring him here to me. It is a task for which you will be paid of course. My assistant has all the relevant information. Contact him when you have succeeded.

"Your fee will reflect the level of your success...that is all."

Namsei Namura despises questions from his underlings but may answer a few before becoming annoyed. He never discusses payment and any questions regarding Fargo Wells he refers to his assistant. Natural questions like "Why us?" are answered cryptically. "I am sure you can answer that yourself, Mr. [character name]" would be a fine example.

The characters are handed the dossier on Fargo Wells and his crew when they leave the room.

TERMINOLOGY

Chip Chat: A street term for using MRAM language chips.

ASD System: Active Sound Dissipation System. This works by creating walls of white noise which sound cannot penetrate.

Namura Considers Victory

So Wilbur was dead and Namsei Namura had cleared a debt of honor from his shoulders. Only one man now remained before Namura could leave this infernal city. The team he was about to hire would soon enable him to complete his final, most fulfilling, task.

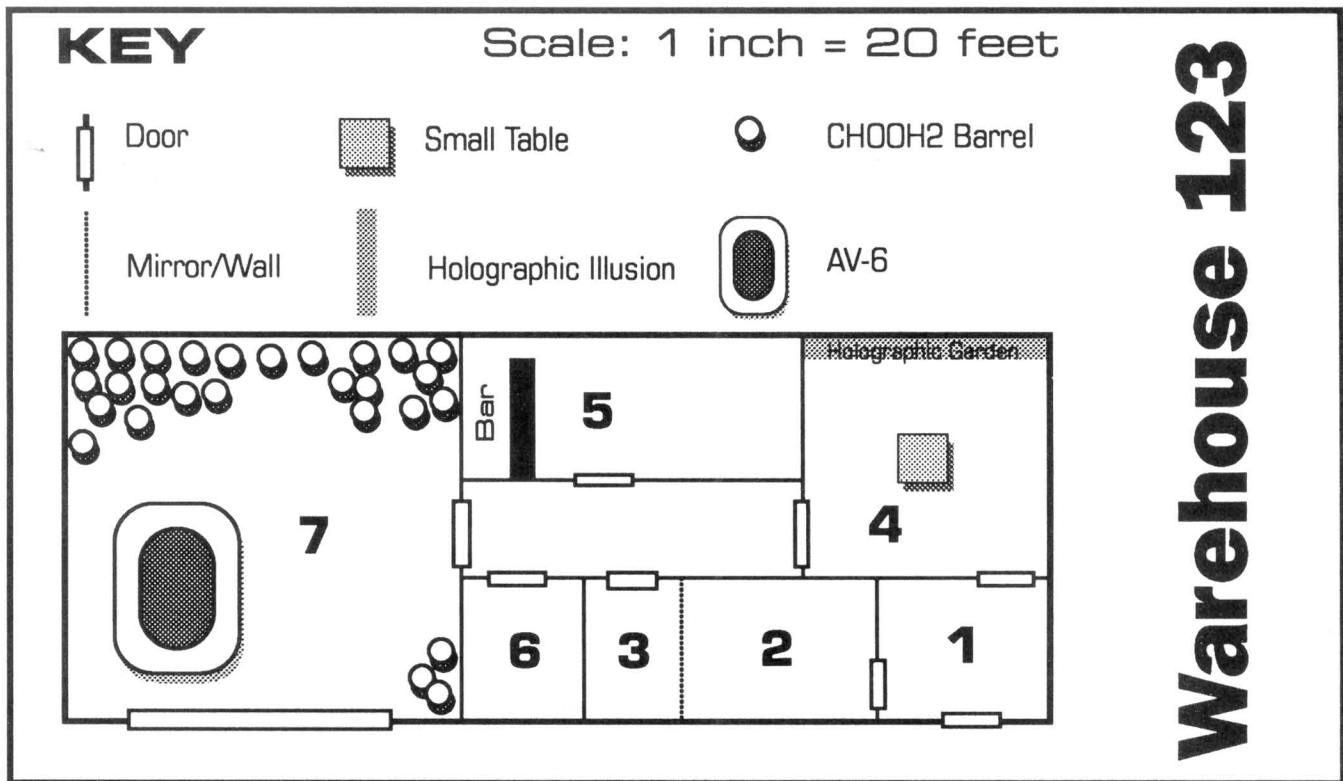
Namsei Namura was not a man to be thwarted. And Fargo Wells had done just that. Carefully he stared at the photograph of the man whom he had followed around the world. Each time he thought he'd caught the elusive courier, he found that his quarry had slipped away. Each time Namura failed, his rage grew. Perth, Paris, Rio and finally Riyadh. Riyadh most of all — he had even seen Wells there, he had come that close.

But Night City was different. Reality, Akaromi's intelligence, had predicted that Fargo Wells would run here to hide and it had been right. Now Namura was ready.

He had to maintain a low profile in Night City. No word of his presence must reach the Crime Lords here. He did not fear them, but they would become agitated. They might interrupt his business and that, above all, must not happen. No, Namsei Namura would not reveal himself, he would use local men; inferior gaijin talent which would not look out of place in this city...

SKILL CHECKS

- **Human Perception** [diff 10]: Only persons who heard the phone call may attempt this check. Success indicates that the character has identified Namura as the caller.
- **Streetwise** [diff 20]: Although the man did not ask for secrecy, he does expect it.
- **Streetdeal** [diff 15]: If he has given his word to pay you then he will. He is obviously a man of rank and his word means a great deal to him.
- **General Knowledge** [diff 20]: The word of a Japanese man of rank is a bond of honor only when given to another of the same race and rank. A promise to an outsider, whilst it is still a promise, is not regarded as carrying the same weight.



- **Electronic Security** [diff 10] or **Basic Tech** [diff 20]: The voice has been filtered, making identification almost impossible.

Area 3 • Namura's Room

This is one room which the characters should never see. Protected by a security door, this room contains very little: a chair for Namura, and a Barrett-Arasaka 20 mm cannon which is focused on Area 2. When holding meetings with underlings, Namura sits here in darkness behind a two-way mirror which separates him from his employees. He is joined by three bodyguards, one of whom mans the cannon. (If necessary, use the stats from area 6, below, for these solos.) It is for that reason that the characters may enter area 2 with any weapons except grenades.

Area 4 • Dining Room

Being the quintessential Japanese businessman and having a deep loathing for Night City, Namsei Namura has constructed this dining room as a haven from the city beyond the warehouse walls.

Entering this room causes momentary confusion in those unfamiliar with the decor. Three walls of this area are hidden behind traditional Japanese screens and at the far end of the room lies a Japanese garden, adorned with Geisha girls and Bonsai trees.

The garden is of course a holographic illusion, despite its disturbing realism, but the screen walls are real. A Notice check [diff 10] is required to spot the other door.

In the center of the room there is a low table, rugs and pillows.

Although the characters might pass through this room they will never be invited to dine here.

Area 5 • Hospitality

The room has eight large chairs of modern European design covered in the best leather and arranged in loose and informal fashion. The bar is done in spotless black ceramic which provides deep and dark reflections of the room. The bottles behind the bar sparkle in the beam of the corner spotlights which softly illuminate the room.

SKILL CHECKS

- **Awareness** [diff 15]: Namsei Namura is not a social creature. The bottles behind the bar are completely untouched.
- **Wardrobe and Style** [diff 15]: This place does not belong to Namura. It is fitted in a style which does not belong to him. Someone has created this place for him.

Namura entertains here. Those whom he respects are invited to this room. This applies only to those whom he

might still treat as equals. Anyone whom he regards as superior to himself would be entertained somewhere far more luxurious. The player characters might be allowed here later in the scenario.

Area 6 • Security

Dark Asian eyes narrow momentarily as the last figure passes beneath the scanners and a deep crease furrows Sarturo Mishima's rarely-troubled brow. Something was wrong. Switching cameras he found a better view. The last man. Sarturo jabbed the screen.

"Track target," he instructed the unit, and the last of the group glowed faintly on screen. "Augment scan," and the picture changed once more to display the subject's wealth of cyberware. "Identify target" Sarturo commanded.

"Identification not possible." the computer replied. Sarturo cursed. His senses were warning him of danger but the machines could not confirm his fears. There was something wrong here, something about that last man which the scanners couldn't see...then his target turned and looked, for a second, into the lens, staring up at Sarturo and smiling.

"Hold image," Sarturo whispered. As he stared at the screen the pale and ragged scar line on his left cheek began to tingle ever so slightly, a souvenir from a knife fight in a Tokyo bar. It was only when Sarturo noticed himself scratching that scar that he remembered the name of the last man...

This area is the communications center for the six solos on duty in the warehouse at all times. It is crammed with electronic equipment, mostly for scanning and communications. There is a Net access point here which is disconnected when not in use. It is manned constantly by two solos.

SOLOS

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

Cyberware

Cyberoptics (Anti-Dazzle, Targeting, Image Enhancement, Lo-Lite), Cyberaudio (Radio Link), Adrenal Boosters, Speedware, Smartgun Link

Skills

Combat Sense +6, Handgun +5, Rifle +4, Brawling +5, Karate +6, Drive +4, Pilot AV +5, Heavy Weapons +4

Equipment

Each solo has a Sternmeyer Type 35 handgun and a Kalishnikov AK-80. Only the handgun is smart-linked. They wear light armor jackets.

Combat Scores

Initiative: +17*†

Stun/Death Save: 9

Body Type Modifier: -3

Sternmeyer Type 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +16†

Kalishnikov Assault Rifle (#Shots 35/ROF 25/DAM 6D6+2/Rel ST) +13†

Karate: +14†

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

†Add +1 to these rolls if the Adrenal Boosters are in use.

Area 7 • Hangar

A fully armed AV-6 inhabits this large hangar, which takes up almost half the space of the warehouse. Fuel, spares and maintenance equipment take up most of the space. The hangar doors can be opened from inside the cockpit of the vehicle.

Any combat within the room would be deadly. The first stray bullet to penetrate a barrel of CHOOH2 starts a chain reaction which eventually destroys the entire building and everyone in it.

For each bullet that fails to hit the intended target the player must roll another 1d10. A result between 8 and 10 indicates that a barrel has exploded. A chain reaction ensues and characters must evade the flames or die a fiery, agonizing death. The places of safety within the hangar are the doors and the interior of the AV-6.

Each character may attempt to outrun the explosions by making checks against their Movement Allowance. The level of their success indicates how much damage they sustain. The success level achieved might be modified for starting positions.

Easy	[10+]	Instantaneous Vaporization
Average	[15+]	Double Grenade Damage
Difficult	[20+]	Grenade Damage
Very Difficult	[25+]	Just made it. Need new haircut.
Almost Impossible	[30+]	Show off!

BROWN ENVELOPE

The meeting, over you turn to leave and are confronted once more by your enigmatic contact. He

holds a large brown envelope in one hand and a cell-phone in the other.

“All the information you require is contained in here,” he says, extending the envelope towards you. “When you have found him, use this to contact me and I will relay...” He pauses, unsure of his software. “I will give you further instructions, dial two-four.” With this he hands you the cell-phone and opens the door.

The contact has no personal knowledge of Fargo Wells and deflects all questions regarding the subject to the materials contained within the envelope. He might also warn the team not to return to the warehouse uninvited.

The dossiers (the first of the handouts at the back of this book) are printed on normal printer paper and the asterisks represent areas where information has been visibly censored. It is still possible that the characters might gain some clues from the documents.

SKILL CHECKS

Here's some info that may be gleaned from the dossiers

- **Stock Market** [diff 20]: A Japanese firm interested in Genetic Data with the initials “abc”? It can only be Akaromi BioCorp.
- **Medtech** [diff 15]: The blank spaces on each dental record could be missing or replaced teeth, cyanide capsules, storage space or something else — who knows?
- **Medtech** [diff 20]: The drug Ice produces feelings of contentment for a period of several months. Prolonged use induces paranoia, delusions and nervousness.

Assuming that the characters go elsewhere to view the material and don't just stand in the street, they may decide to check what they have been given. If they run a check on the cell-phone...

- **Electronics** [diff 15]: The cell-phone has been fitted with a transponder, a homing device that constantly beams its location to a receiver. The receiver is doubtless in the possession of the team's employers.
- **Electronics** [diff 20] or **Electronic Security** [diff 25]: The cell-phone is also rigged with a well concealed bug which transmits constantly.

CHAPTER TWO: A NIGHT TO REMEMBER

In which the characters meet two women in one pair of shoes, run about in the rain, witness a murder, chase a car, nearly get blown up, and agree to perform some further investigations for an undisclosed sum of money.

221 C BAKER STREET

It's late, Baker street is quiet, and the rain has slowed to a dull drizzle which hangs in the air like mist. A long black sedan hushes along the rain-soaked street and pulls up in the arc of soft light which emanates from a nearby street lamp. Street lamps. You don't get many of those east of 22nd street, none that work anyway. But this is corporate ground. Conacts by Harris and Company for mid-level execs. Whatever Caitlin Jones is, she isn't cheap.

221 is a four-story building with an old fashioned look to it, those big bricks like you see in old movies. The front door opens easily and then you reach the inner door. It looks like wood but gives off the aura of heavy steel. To one side is a panel of call buttons and a vidscreen. For Visitors' Use, the sign says.

SKILL CHECKS

- **Electronic Security** [diff 15] or **Electronics** [diff 20] or **Basic Tech** [diff 25]: Unlock the front door without a key (tools required).
- **Awareness** [diff 15]: There are cameras in the entrance way.
- **Streetwise** [diff 15]: There will undoubtedly be cameras and scanners inside.

Apartment C. Cautiously you reach out and press the button. The dark screen flickers into life.

“Yeah, wadda ya want?,” the screen grunts before the picture appears. Who is this burn victim? Fargo Wells sure has lousy taste. The face on the screen is wide, even accounting for the ten pounds these things put on you, a pig-featured woman with no

neck and a large scarlet mark on the left hand side of her face.

"Don' jus' stand there gawpin', wadda ya want?"

This is actually Caitlin Jones. Her answering system has the capability to alter her face and voice with such realism that the image is almost indistinguishable from a real face.

The façade drops as soon as the characters mention a business arrangement or Fargo Wells. One character and one character only is allowed to enter the building to discuss this matter with her. She selects the character — usually, the male character with the lowest ATTR score.

Suddenly the grotesque features dissolve from the screen to be replaced by those of a beautiful woman. A pale golden complexion framed by a mane of tawny curls — This must be the real Caitlin Jones...you hope...



Caitlin Jones

Stepping into Miss Jones' apartment is like stepping into a different world. Soft lights, soft music and a beautiful woman. This is what life should be like.

"Drink?" she asks, holding a decanter of scotch over two glasses...like you might have said no. Concentrate. What was it the team had said? Business, strictly business.

"There you are," she smiles as she speaks. Your hands are large compared to hers. She smiles again.

This isn't going to be easy...

Caitlin Jones has her own agenda here. Money is of no consequence to her, but Fargo Wells is. Aside from their personal relationship, Caitlin Jones is an Infocomp employee. It is her job to obtain information and that is exactly what she intends to do, by telling the characters all she knows about Fargo Wells, his friends and his hangouts and allowing them to track him down. In this one-on-one encounter inside her apartment she will attempt to place a bug/tracking device on the player character, allowing her to follow him with ease.

In the event that the character notices her planting the bug you may assume that she is successful in placing two, only one of which will be found.

Caitlin suggests that Fargo Wells might be hiding in one of two places: The Garbage Pail or Fast Eddy's. They are both in the Zone and they both stink. Nobody in their right mind would go there, so that's where he'll be. "That scum never did have any class."

SKILL CHECKS

- **Human Perception** [diff 10]: Miss Jones really despises Fargo Wells. He must have dumped on her pretty badly.
- **Human Perception** [diff 20]: Caitlin Jones is a professional and not the kind to hold grudges. Something doesn't add up here.
- **Human Perception** [diff 25]: Little Miss Jones is lying; she doesn't hate Wells. She is, however, telling the truth about where he might be.
- **Awareness** [diff 10]: Caitlin seems to enjoy sitting close to you.
- **Awareness** [diff 25]: Caitlin just attached something to the back of your jacket.

The player may roll on each skill once, attaining the knowledge indicated by the level of success obtained. This information is only what a character can confirm by use of his skills. A player succeeding an awareness check with a total of 25, for example, could confirm that Caitlin is only getting close to plant electronic devices; a less observant character might be under the impression that he's about to get lucky.

Of course these skill checks are a secondary source of information. The clues should flow from referee-player interaction. Even the least observant character might work out that Caitlin Jones wouldn't be interested in Street trash.

From this point, Caitlin Jones ceases to become relevant to the plot of this adventure. Her bug/tracking device will eventually be found, but not before she plants another one somewhere else. It can be assumed that Ms. Jones overhears every conversation after this meeting, unless that conversation has special security precautions. A personal security sweep reveals the location of all listening devices on the body and (barring other bugs on objects, such as weapons and vehicles) keeps the character private until the next time they walk into a large crowd. Then one of Jones's operatives lightly plants another. As an experienced Infocomp operative, Jones should be more than a match for the players.

Every once in a while you might like to allow the players an Awareness check; a result of 25 or better might spot the distinctive motorcycle which Caitlin Jones drives. She is not easily caught, however.

The characters are then committed to Infocomp files. Their actions during this adventure may be used as blackmail at some time in the future by anyone with enough money and enough reason to pay Infocomp for the information.

FAST EDDY'S POOL HALL

Fast Eddy's is nowhere. Hidden in an alley just off 24th street, it doesn't even look open as you approach. Only when you pull up beside the door do you see the grime on the windows. This place is old. The door and window frames are wooden. The windows themselves are probably glass. Unhurried, you step inside out of the rain. The place is gloomy and the only light comes from a covered bulb dangling above a threadbare pool table at the back of the room. There are two men at the table, one of whom leans into the light. He does not seem to have noticed you as he bends across the baize to

Caitlin Jones Hits the Streets

The rhythmic click of her heels was the only sound in the underground car park of 221 Baker Street. Caitlin Jones walked through the darkness to the black outline of her Shiva Custom.

The Kundalini bike wasn't exactly management transportation, just a dream come true from her days in the real world. The shield drew back with an electric whine and she fixed the receiver to the tank. Her visitors were miles ahead of her, heading back uptown, towards the Garbage Pail and Fargo Wells.

Now she knew. It had puzzled her for a long time, why Fargo Wells had stuck with that dead-end job with Akaromi. The big score. He had cut them deep and now the talent had come to collect him. She knew the type and she had talked, because streetpunks will do crazy things if they don't get what they want. And they knew where she lived.

But now things were different. If Akaromi had something worth stealing then she wanted to know what. According to the receiver, her buddies had a 2 mile jump on her...no problem.

Plugs in and the Kundalini starts automatically. Harley-Davidson? Never heard of him.

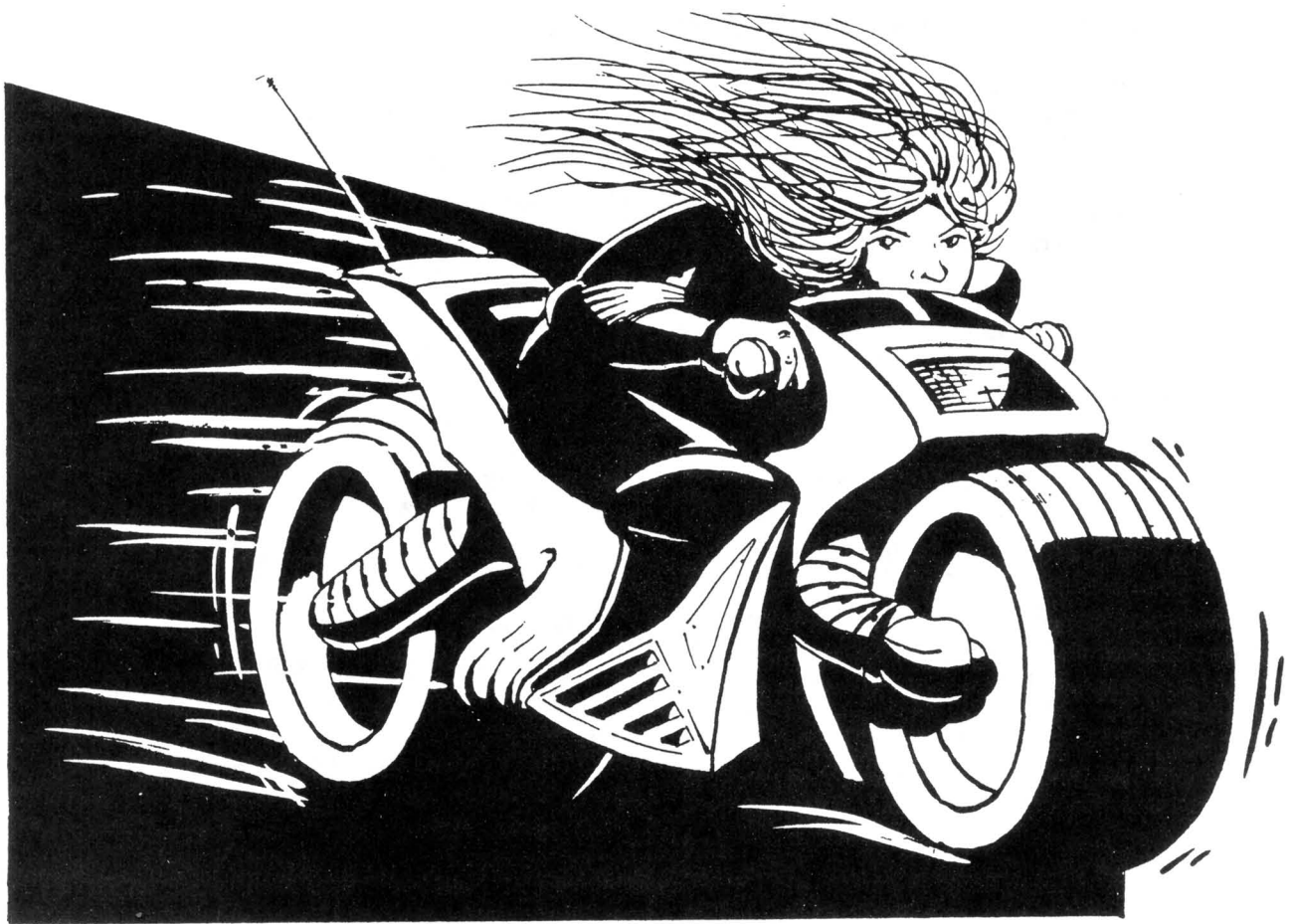
play his shot. The other stands beside the table, his face hidden in the smoke-filled darkness.

Cyberoptions...Lo-Lite shift and the other face comes into focus. An older man, he must be Toothpick.

The two men are aware of the characters; they just don't care very much. The younger of the two is called Fast Eddy because of the amount of time he spends here. He has no combat capability.

The older man is Toothpick, the contact named on Fargo Wells's dossier. They are the only people in the entire hall.

As you probably realize, it's important that, before they learn about the Arab gunmen, the characters make contact with Caitlin Jones. Your players, of course, don't know this. No matter...If they are determined to investigate Fast Eddy's first, a minor script adjustment is all that's needed: The old man, Toothpick, suggests the characters ask Fargo's old input, Caitlin Jones, his whereabouts. "Lives somewhere on Baker Street, in



the conapt.” Sometime after the team leaves, the Arabs arrive to press their own inquiry. Toothpick rattles off a list of public establishments, figuring it’d be just as well if these groups of Wells-hunters don’t run into each other.

Supposing the characters have just spoken with Caitlin Jones, this is how the scene goes:

“Before you say it,” says the older man, “I ain’t seen Fargo Wells in a year. I don’t want your money and I won’t change my mind.” Toothpick leans into the light to play his shot. “Now, its just like I told them other fellas. You can wreck the place if you want, but it won’t change what I’m sayin’.”

Three Arabs came into the pool hall approximately an hour ago, looking for Fargo Wells. They threatened Toothpick to begin with, but once they realized he didn’t know anything they backed off. After a while they offered him money for what he might know, like where Fargo might be.

Toothpick went through a whole list of places but the only one they paid any attention to was a place called The Garbage Pail. Toothpick doesn’t know why.

The old man happily communicates this knowledge but he doesn’t just spill his guts. Mainly because he doesn’t think it’s important. The players must ask the right questions or succeed in Interview or Interrogation skill checks. The interview will be quicker if some money changes hands.

The real reason the Arabs were interested in The Garbage Pail is because that is the one place Toothpick mentioned which they had not yet checked.

THE GARBAGE PAIL

Eight blocks west of The Crossroads is the lowest point in the Zone: The Garbage Pail. The cheapest, dirtiest deals are to be found here alongside the cheapest, dirtiest people...

You had heard about the Garbage Pail, but it’s worse than that.

The light which spills through the doors is the only illumination for a block and a half which isn’t a street fire or headlamps. Walking towards the doors, the sound of your footsteps is lost in the roar of the chromebeat from within. A puppet tugs your arm as

you make your way through the crowd and when you turn to shrug her away you see that the last guy must have cut her. There's a hole in her cheek the size of a old silver dollar and she's so far gone she hasn't noticed yet. Getting no response, the blank-eyed female moves on.

Take a look around. If you ever fall this far, it's as good as over.

If the characters have already been to Fast Eddy's Pool Hall, then allow each an Awareness check here [diff 20]. Solos may add their Combat Sense to the roll. Any character who is successful notices a brand new Toyota 4 x 4 parked across the street. Standing next to it are two men of Arabian appearance, including the white headgear. They are obviously armed and no one is going anywhere near them.

As you move inside a wave of nausea overcomes you. The Garbage Pail is aptly named. Basically a long room with a bar at one side. You see that the floor, if there is one, is covered in mounds of trash. Rumor has it that raw flesh has been found here in the past.

The music emanates from behind a bulletproof barrier located at the end of the room and the band, although loud, can hardly be seen behind the variety of substances plastered across the inches-deep plastic.

Each character entering The Garbage Pail must make a stun save against light wound or double up in the doorway and add their last meal to the ever-growing pool.

Finding Fargo Wells is not a difficult task; an Awareness check [diff 15] spots him with ease, but not even the fastest reflexes can save him.

Scanning the crowd for your target, he is easily found. Immaculately groomed hair is rare in The Garbage Pail, as is the tanned complexion — the result of travel beyond the confines of the Zone. Fargo Wells seems almost to spot you at the same moment, his eyes registering instantly the danger in your presence. But the real danger lies elsewhere. Even as you look on Wells' head explodes across the room and his body slumps to the ground. For a second you glimpse an Arab with a smoking gun. Then he too drops below the level of the crowd as he bends over the body.

It is quite obvious that the Arab is looting the body of Fargo Wells, which should alarm the players. Only the few Chromers in the immediate vicinity of Wells are aware that someone has been killed since the level of

noise in the bar drowned out the gunshot. Communication is all but impossible in here.

Having taken something from the corpse, the Arab now makes his way towards the door with all possible speed, ducking and diving through the crowd. Although he is easily seen and tracked, it is almost impossible to get a clear shot at him through the crowd [diff 25] which is completely unaware of what is going on.

The Arab is heading for his companions and the Toyota 4 X 4 with Fargo Wells's hotel key. As referee you should only allow him to make it if the characters have their transportation nearby. You should make it quite clear that the Assassin is getting away with something and entice the characters to chase him, since the hotel key is integral to the plot. If, after all possible hints have been given, the team still does not chase the Arabs, then the assassin himself is killed by random fire from an unseen assailant and his comrades attempt to retrieve it from his corpse with guns blazing. (If you prefer to be tough on your players, and are willing to do some extra work, you could let the Arabs get away; then you'll have to ad-lib the characters' tracking down of the assassins to recover the key.)

Arab Assassins (3)

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

Cyberware

Cyberoptic (Infrared, Lo-Lite, Targeting), Cyberarm (right arm; Micro-missile); Skinweave, Smartgun Link

Skills

Handgun +5, Aikido +6, Fencing +4, Resist Torture +6, Drive +4, Awareness +7, Rifle +2

Equipment

Each of the Arabs has a smart-linked Sternmeyer 35 (with 3 spare clips of ammunition) and a monokatana. The Toyota is not cyber-rigged but does have a mobile phone. There is also a Militech Ronin Light Assault rifle beneath the front seat and 4 clips of ammunition.

Combat Scores

Initiative: +7

Stun/Death Save: 7

Body Type Modifier: -2

Sternmeyer 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +15

Militech Ronin Rifle (#Shots 35/ROF 30/DAM 5D6/Rel VR) +10

Monokatana (DAM 4D6) +12

Aikido: +13

Armor: All SP 12

Toyota 4 X 4: Being an off-road vehicle, the Toyota is sturdy but lacks straight line speed. It has a maximum speed of 100 mph and 60 Structural Damage Points. On roads and other smooth surfaces the Toyota has a control modifier of -2, but off-road this modifier swings to +4.

The Arabs have no qualms about hanging out the windows and firing to discourage unwelcome pursuit.

Referee's Note

Should your team decide to indulge in vehicle to vehicle combat, then ramming damage is calculated using the difference in speeds between the two vehicles. For example a Ford-Nissan doing approximately 140 mph which crashed into the rear of a Toyota travelling at 80 mph would be regarded as travelling at 60 mph if they were both going in the same direction. Using the damage rules, this would give a total damage of 9D6 (60 mph / 20 = 3D6 multiplied by 3 for the weight of the vehicle = 9D6; cf. FNFF, pg 103).

If both cars are still moving, however, the weight modifier may be reduced by two to x1 since the target vehicle is not stationary and will move on impact. This would return the damage to a more reasonable 3D6. Damage should be rolled separately for both vehicles and each driver would have to make an immediate driving check [Difficulty at referee discretion, depending upon speed] to maintain control of the vehicle.

When the team does eventually win the firefight or force the Toyota into a crash, they will retrieve the hotel key more or less intact.

But they have failed.

The task which they were given was to find Fargo Wells and then call the Japanese gentleman who gave them the dossier. This obviously cannot be done, and a new question presents itself. Do they follow the obvious lead to Fargo Wells' hotel? or do they report to the men who hired them?

Other questions arise, such as: What pay if any might they receive for the work done so far? If the team decides to follow the lead without consulting their employer then proceed straight to the Palace of Puppets.

Or...

Having decided that it would be best to keep the Boss informed, you pick up the cell-phone and enter the code. It rings once then the line goes

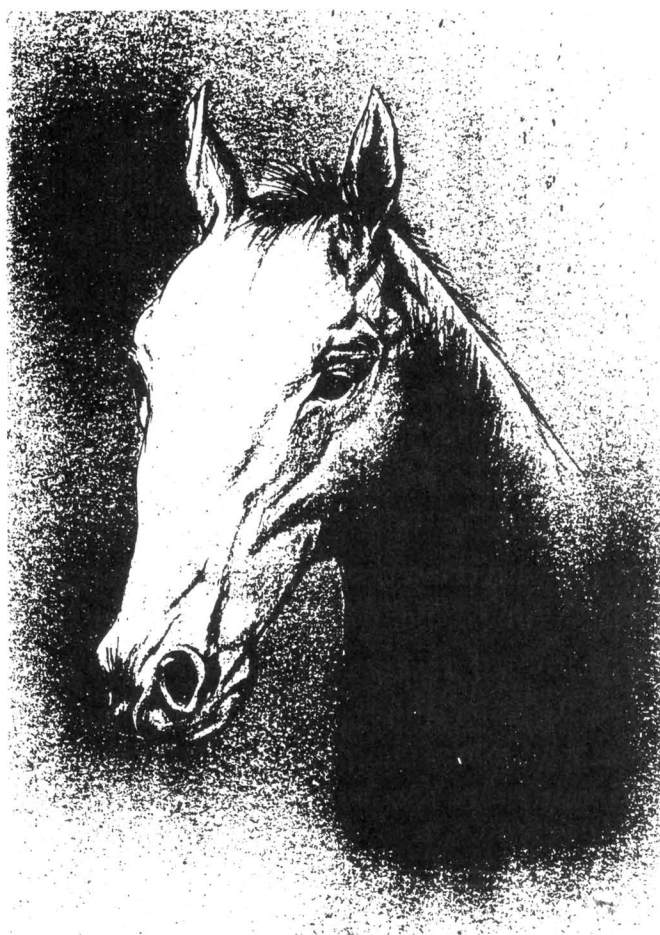
dead. A few seconds later it is ringing at your end. When you pick up the phone you recognize the computer-generated monotone of your mysterious Japanese employer...

Namsei Namura is a man of remarkable calm and composure, not about to display anger or frustration within earshot of his employees. He is absolutely silent as the group manager describes what has occurred.

He then briefs the characters in the following manner. As before, this conversation may be transferred through radio link or tight beam radio link.

Fargo Wells was a thief. He has stolen from my superiors what can only be described as genetic data. I must return what he stole and you will help me do this. It is clear that he came here to sell the data and it must therefore be hidden in the city. Find the data and you will be paid well.

This speech may be given at a later time, if the characters don't immediately check in with their employer, but its contents are not expanded upon.



Napoleon, "Genetic Data"

network news 54

Hi, I'm Kristi Andrews
and this is Net 54 at 09:09.

Through the night the world has watched and waited for news concerning the stricken Orbital Crystal Tower, which was rocked by internal explosions in the early hours of Pacific time. All Orbital Air Spacecraft have been diverted to assist in evacuation as the fate of the multi-billion dollar facility hangs in the balance. Net 54 reporter Hamilton Bland was one of the first on the scene and sends us this report.

As you can see even from this distance, the Crystal Tower, hailed as a miracle upon its completion six years ago, has been severely ruptured. In the interests of safety we are forbidden to move closer and only rescue craft may approach. Official sources are estimating a death toll around 200, but commend the safety measures of the platform. No indications yet as to the reason behind this tragedy, although there are rumours that a left-wing terrorist faction may be involved. We'll keep you posted as it happens. Hamilton Bland, Net 54, in orbit.

More on that story as it comes in.

Heavy gunfire was reported today in the ongoing battle within the Canal Zone. Unconfirmed reports are still coming in. It seems clear that the tanker Aqua Warrior owned by FTL Freight is ablaze and that all traffic through the Canal has been blocked for the time being. Net 54 asked several leading businessmen what they thought the reason for the conflict was.

Gordon Mallice, Petrochem:

There can be no reason beyond madness.

James Quebec, Microtech:

I have no idea but this won't solve the problem.

Alan Washington, Infocomp:

No comprende Englese.

There you have it.

Next, a preview of next week, when we'll be running our yearly special, *Best of the News*, and our new feature, *Best of the Weather*.

What's Happening?

serious drug-taking.

More exaggeration and deceit from the streets and bars in the Combat Zone. Not all of the following is untrue — but that was the first lie.

- If you know anyone who wants to buy some instruments and a P.A. system, tell them to check out the Goblin. The barman there came into some unexpectedly after Harry and his band got wasted by the Fingerbobs.

- Latest news is that the Netrunner friend who told you that strange things were happening at the Arasaka fortress has like *completely* disappeared. Last seen in the Meringue Club, he hasn't checked in with anybody since.

- Hot news on Carmen the Murder Victim. As far as anyone knows, she isn't actually dead. Some say she moved to Idaho to live with her Aunt Beatrice, some say she went off planet, and some say that *there never was anybody called Carmen*; she was just a side effect of

- A highly paid team is supposedly being hired in the Combat Zone to travel to the Canal Zone. The team is supposed to be dealing with everything from pollution to the shipping wars. No veterans are required.

- Ever hear of free trade, Choomba? Not in 2020. This techie I know who has an ear to the ground says unidentified, space-based missiles took out a good bit of the Chinese space program last weekend. Orbital Air wants to keep its monopoly, you know — and they've put the squeeze on the media to keep quiet about the whole incident.

- A couple of old faces have reappeared in town: Glass the fixer and Pinto have returned after a barely-noticed absence. Word is they were involved in the Petrochem thing in Los Angeles.

PALACE OF PUPPETS, COFFIN 246

The key which the Arabs stole from Fargo Wells is a coffin hotel key card. This particular key is metallic purple in color, with the words *Palace of Puppets* scrawled across its surface in gold. In the corner, almost worn away, is the number 246.

SKILL CHECKS

- **Streetwise** [diff 20]: Palace of Puppets is a cheap love hotel which is located near the Corporate Sectors on 16th street.
- **Streetwise** [diff 10]: The doorman isn't going to let more than two enter with only one key. If everybody did that he wouldn't make any money.

The Palace is anything but a palace. From the outside it resembles a cheap, sleazy cinema. The desk attendant calls to you as you flash your key, brings you over to check that the key isn't out of date. Mostly he just wants to look you up and down, maybe even manage a little conversation.

It won't take long to find the coffin. Number 246. Level 2, chest height. You can hear the sounds from the other compartments that you pass. Some of the noises you recognize, others you can only imagine, as the patrons of the Palace enjoy themselves behind the smoked glass doors. There's a lot going on and its not sleep.

In the cheaper places you can see through the doors with a decent set of optics but that's not advised. You might not like what you see.

244...245...246.

You slide the card along the slot and the green light illuminates the darkened balcony. A quick look around and then you lift the door...

The coffin is booby trapped! If the characters do not disarm the bomb within 12 seconds of opening the door, then everyone within a 40' radius suffers 8D10 points of damage, everyone between 40' and 80' sustains 2D10 points of damage. Beyond that no damage occurs.

The bomb can be detected from outside the coffin by use of a Security Scanner. This requires a Tech roll of 20 or over to recognize it as an explosive device. A successful roll of 15 or over will identify the signal as non-standard electronics. When the coffin is actually opened, an Awareness check of 15 or better is required

to notice the bomb, which is located just beneath the suitcase, placed in the center of the foam mattress. Simply lifting the suitcase causes the bomb to detonate.

Three skills can be used to deactivate the device: Demolitions [Diff 15], Electronics [Diff 20] or Basic Tech [Diff 25]. A Tech scanner reduces these difficulty numbers by 5.

Referees who feel that their team is too inexperienced for such cut-throat tactics as exploding coffins should simply forget about the bomb altogether; or reduce the damage it does to 2D10 to those within 40' feet, and no damage (except nasty ringing in the ears) to persons farther away.

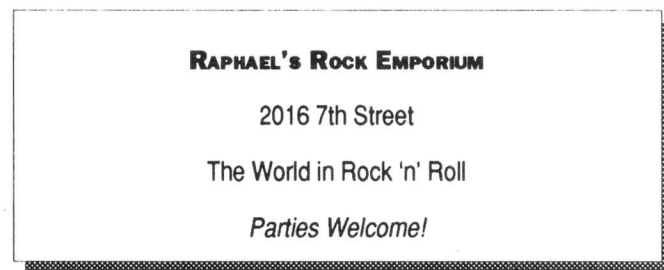
With the exception of the suitcase and its contents, the coffin holds nothing of interest for the team.

The suitcase itself is fake leather and has obviously been in use for quite some time. There are no secret hiding places within it, but it does have a thin wire mesh sown into one side. This is normal courier practice. The wire is designed not to show up on a metal detector, yet is clearly visible to X-Ray. This baffles certain types of cheap scanning equipment. It also makes the suitcase worth approximately 650 eb. An Electronic Security or Streetdeal check of 20+ allows a character to deduce this knowledge about the suitcase.

The other contents are not quite as obscure:

- 1 Battleglove, well used, malfunctioning.
- 1 Bank Chip, Bank of Hong Kong, HK\$ 720.00 balance.
- 1 Vox Analyzer with telephone mount.
- 1 Suit, cream color, blatantly out of fashion.

Within the suit pocket are to be found two things, a card:



and a key:



The card is battered slightly but it does hold a clue. An Awareness check [diff 15] detects a faint glimmer on the card surface which, when examined under ultraviolet light (or a normal spectrum of light through UV cyberoptics), reveals the following:

"Elvis 2, Saturday 17th, 7pm."

The key is fairly self-explanatory. It opens one of 8000 lockers in Night City International Airport. It's just a pity that it doesn't say which one. The key can be decoded. This just takes a little time and some complex equipment. Several skills may allow access to the key: Programming [diff 15], Electronic Security [diff 20], and Forgery [diff 20]. Before any of these skills can be used however, the character attempting the task must first make a successful Basic Tech roll of difficulty 15 to recognize or operate the right equipment — namely, a micronic Tech Scanner linked to a CodeDecryptor.

This task requires at least two hours work and some privacy, which gives the group a chance to grab some well earned rest. They may use the coffin that Fargo Wells so kindly paid for, or they might return to their own place.

Having obtained the number and code of the locker from the key itself, the team may now travel to Night City International to discover if the data is there. It isn't.

If your characters are keeping in touch with their employer, he informs them that the data is definitely not in the locker. *He* knows that the data is a horse and there is no way you could put it in an airport locker. He does not tell them how he knows that it is not there, just that it isn't. They might like to check out the locker anyway, since they can't do anything else until the time of the meeting noted on the card for Raphael's Emporium.

NIGHT CITY INTERNATIONAL

Night City International. 5 square miles of ferroconcrete runways interspersed with patches of yellow, dying grass. Eight terminals and 12,000 staff. NCI shuttles millions of passengers annually to destinations too numerous to think about. The monorail moves slowly across the endless parking lots, filled with burnt-out wrecks stolen from the city, along the last mile to Terminus Central II.

A Qantas jet hit Central I in 2001, killing almost everyone inside the huge glass structure. Central II is not made of glass and it's nowhere near as pretty. It looks more like a 15-story bunker, the building itself suspended in a framework of reinforced pillars 30 feet thick. The roof of Central II is the largest Night City heliport and as you approach you see perhaps a dozen black-windowed helicopters drop out of the bleached-bone glare that is Night City daytime. This is normal traffic here.

Finally you get inside. This place is ugly but at least it's cool...

The lockers are in a monitored area. Night City police are used to cyberware, however, and won't take action unless the team becomes violent or dangerous. If this does occur, then you can assume that the police are aware of everything the characters are carrying and can easily modify tactics accordingly.

POLICE

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

Cyberware

Cyberaudio (Radio Link), Cyberoptic (Anti-Dazzle, Lo-Lite, Targeting), Smartgun Link, Pain Editor, Nanosurgeons

Skills

Authority +6, Awareness +4, Handgun +5, Human Perception +4, Athletics +3, Education +3, Brawling +6, Melee +5, Interrogation +4, Streetwise +4

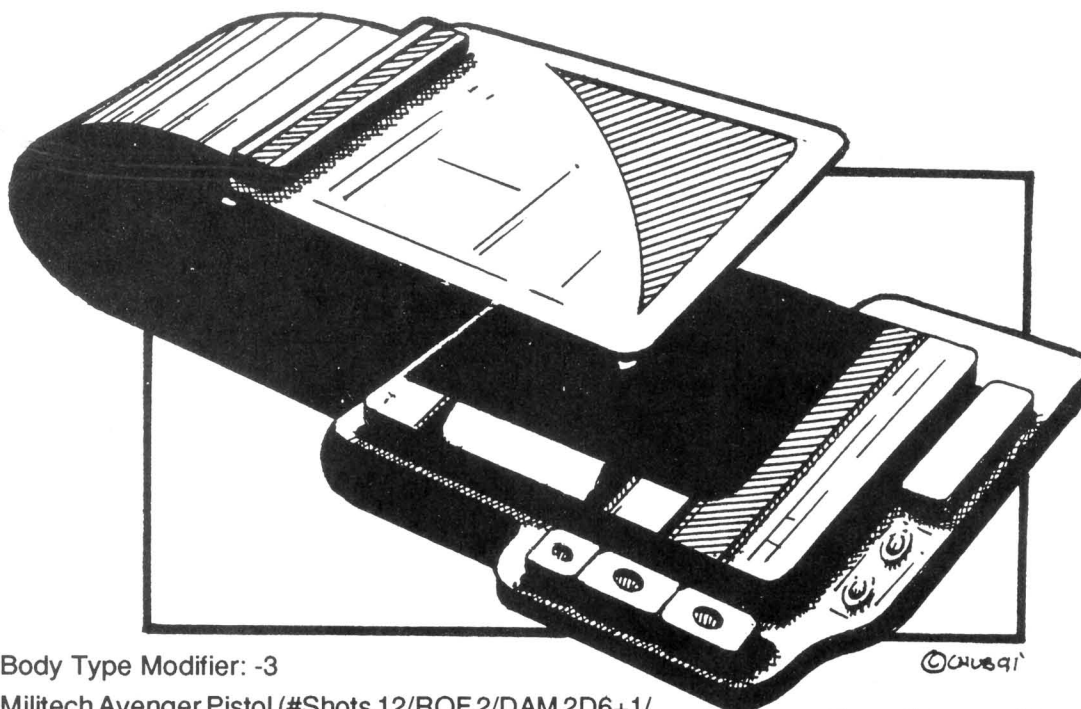
Equipment

Militech Arms Avenger, Nightstick (treat as club), Nylon Helmet, Light Armor Jacket, Kevlar T-shirt

Combat Scores

Initiative: +8

Stun/Death Save: 8



Body Type Modifier: -3

Militech Avenger Pistol (#Shots 12/ROF 2/DAM 2D6+1/Rel VR) +16

Armor: Head 20, Torso 24, R.Arm/L.Arm 14, R.Leg/L.Leg 0

Note: Using the Authority skill, policemen have the ability to intimidate characters. This works in the same way as a face-down, with the police officers substituting Authority for Reputation. Characters who are police officers may also do this. Any characters who lose the face-down operate at -3 to all tasks for the duration.

These stats may be used for police officers anywhere in Night City.

What's in the Box?

This locker contains no explosive surprises for the characters, just pleasant surprises.

- An NWO hold-all containing four suits of radically different styles and cost.
- Other sundry items of male clothing which are also of vastly differing quality.
- Approximately 700 eurobucks value in a range of six different currencies
- A paper envelope containing 3000 Eurodollars in new notes.
- A small box which holds a pair of diamond earrings — 800 eb value.

- A passport for a 27 year old male, resident in Paris.

THE KING LIVES

The fairly obvious clue found in Fargo Wells' suit should lead the characters to Raphael's Rock Emporium, the 21st Century waxworks. The information given below regarding the building is easily discovered by anyone who visits Raphael's. The only exception to this is the Neuro Scramble field in area one, which can only be detected by scanning or from suffering the effects.

Raphael's is dedicated to Rock 'n' Roll. Vat-grown dummies closely resembling the entertainers of the past perform a loop of tunes throughout the day. The Emporium is open from 9 AM until 9 PM (just in case your team decide to stake it out when it's closed).

During the day Raphael's is crowded with people of all ages, but for the most part the clientele are middle-aged. At the time of the rendezvous (7 PM), however, it tends to be a little quieter. The exhibits are heard through small earplugs hired from reception for a fee of 10 eb. The music is then transmitted into the plugs when the customer stands in front of the exhibit which they wish to hear.

Overhearing a conversation by electronic means is almost impossible in Raphael's, due mainly to the many overlapping radio transmissions from the exhibits themselves. Anyone who wished to overhear the rendezvous would therefore have to get very close.

Area 1 • Reception

A wide lobby with a reception desk on either side. Smiling tour guides mill around at the far end of this area in ra-ra skirts and bobby socks, hair in pony tails and faces almost devoid of cosmetics. It's the uniform of Raphael's.

The team is quickly scanned and asked to leave their weapons at the desk, although the scan does not reveal small non-ferrous weapons such as monoknives or nunchucks.

Those with cyberlimbs are asked to provide identification which is recorded and transmitted to the police should any emergency arise. This is because the scanners in this area are not capable of penetrating a cyberlimb or detecting a weapon hidden within one.

No one wearing armor of any kind is allowed to enter Raphael's.

Directly between the desks is a Neuro Scramble field which cuts in automatically when the security alarm is activated. This field is easily detected with a security scanner [Tech roll diff 10]. Any character passing through the activated field must roll beneath Cool/Will or fall unconscious for 2 minutes. They also sustain four points of damage regardless of body type or armor.

Assuming that the characters decide to enter peacefully, they are given a set of earplugs for 10 eb and told how they work.

Area 2 • Documentaries

This part of the museum is given over to six large video boards (five meters by three meters) which constantly play documentaries and docudramas on the legends of Rock 'n' Roll.

Area 3 • The Beatles

This section of Raphael's is dedicated to a different special feature each month. This month that special feature is an ancient band known as The Beatles.

The images which fill the board are of a four-piece band in square suits and thousands of screaming fans. What these women are screaming about, you have no idea. The text which scrolls along the bottom of the screen informs you that one of the singers was assassinated in 1980 by Mark Chapman. Whoever these guys are, they're a long way back from the Chromatic Rock you're accused to.

Area 4 • Offices

These offices are manned by a clerical staff of four. Two off-duty tour guides are present at any one time. These open-plan rooms are filled with computer equipment; the staff here deals mainly with organizing tours of the museum.

Area 5 • Offices

This spacious office is the control room for the video boards and other exhibits. Security is also handled from here, and three large screens show different views of the Emporium interior. There are always two men here: the manager and an aging security guard who will not confront anyone who looks more dangerous than himself. He wears light kevlar and carries a Sternmeyer 35, which he fires in self-defense only.

Area 6 • Exhibits

The largest area of Raphael's contains a multitude of exhibits. Rock musicians and bands from the 1950's to the present day. Almost everyone from the world of rock and roll has been displayed here at one time or another, and many present day bands make personal appearances at the opening of their exhibits.

Each exhibit is backed by a holographic stage setting. The dummies are dressed in costumes, often contributed by the performers themselves. The choice of exhibits is changed each week. The current batch ranges from Chuck Berry to Chin Chin and their famous debut single "Girritinye."

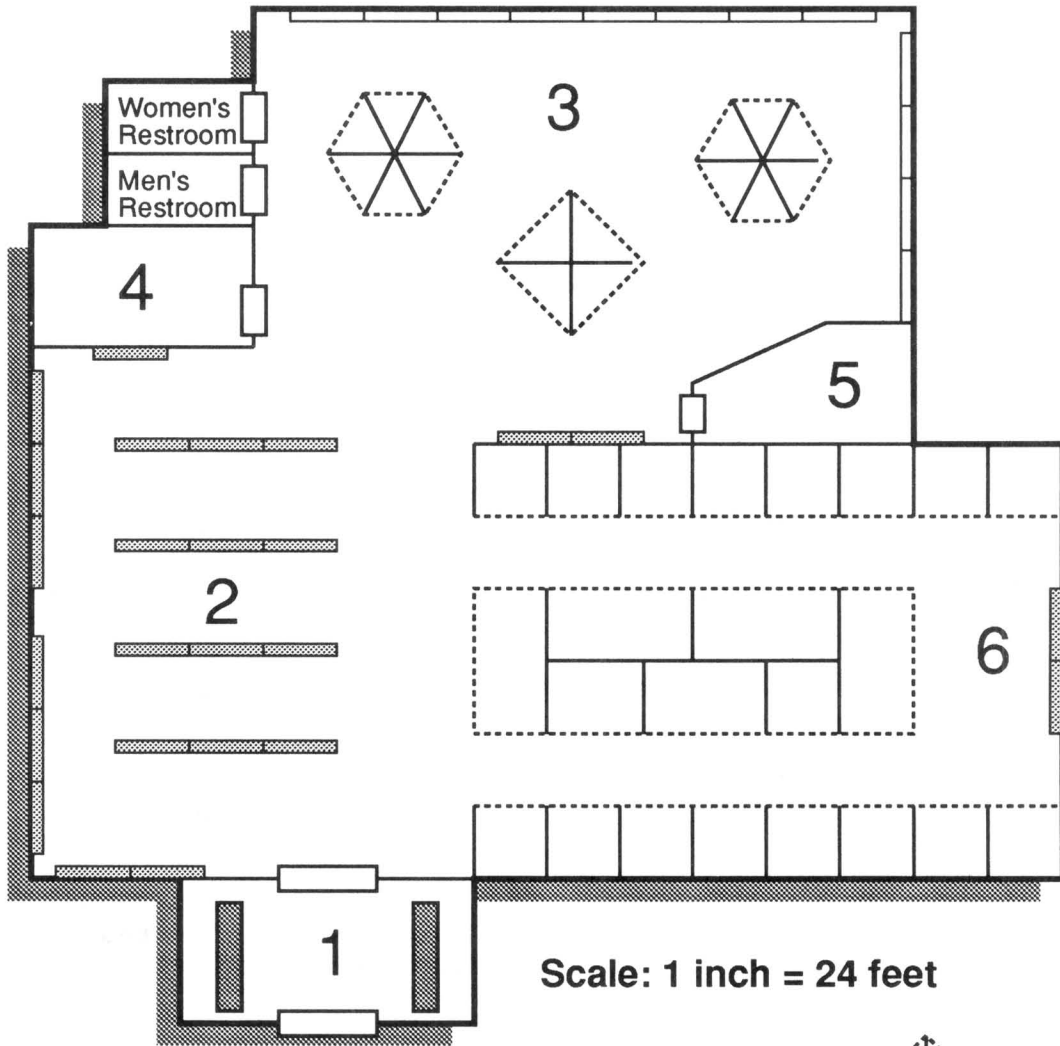
The King

At the very rear of Raphael's stands one of the few permanent displays: three representations of Elvis Presley. Here the man labelled as "the King" can be seen as he was at various stages throughout his life. Elvis 2 portrays the legendary performer as he was when he made his musical comeback after a poor film career.

At precisely 7 PM a stunningly beautiful Japanese woman appears and stands in front of the Elvis 2 exhibit, as Elvis belts out "Wooden Heart."

Those who have studied the dossier recognize the thinly disguised features of Mitshiko Anasho, an accomplice of Fargo Wells. Miss Anasho was a courier/hostess for Akaromi BioCorp and is not familiar with danger of this type. She is nervous and hopes to get this meeting over with as soon as possible.

RAPHAEL'S ROCK EMPORIUM



KEY



Reception Desk



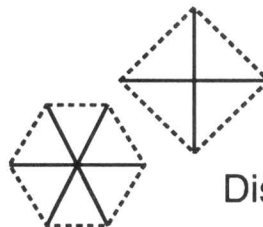
Door



Video Board



Holo Exhibit
(Glass-shielded)



Large
Displays

MITSHIKO ANASHO

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

Cyberware

Cyberoptic (Infrared, Image Enhancer)

Skills

Streetwise +5, Grooming +5, Wardrobe +4, Handgun +3, Aikido +6

Equipment

Federated Arms X-22 (green/yellow), Bank of Hong Kong bankchip (with credit of HK\$2315)

Combat Scores

Initiative: +6

Stun/Death Save: 5

Body Type Modifier: -2

X-22 Pistol (#Shots 10/ROF 2/DAM 1D6+1/Rel ST) +9

Aikido: +12

Armor: None

SKILL CHECKS

- **Awareness** [diff 20]: Miss Anasho has been followed: There are Arabs approaching.
- **Human Perception** [diff 15]: Miss Anasho is very nervous and should be easily intimidated.

Initially Mitshiko Anasho is willing to deal with anyone. She simply assumes that they are messengers sent by Fargo Wells. She is still owed 3,000 eb for her part in this affair and hands over her package to anyone who gives her this amount (the money at the airport was for her).

Miss Anasho has brought a Night City Customs manifest to show that the ship has arrived and is berthed in Night City. This manifest was purely for Wells's benefit, but it could also act as a valuable clue if the characters can obtain it.

This can be done in one of two ways: Buying it from her with the money from the airport, or lifting it from her dead body after the Arabs attack.

ARAB ASSASSINS (4)

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

Cyberware

Cyberoptic (Infrared, Lo-Lite, Targeting), Cyberarm (right arm; micromissile), Skinweave

Skills

Handgun +5, Aikido +6, Fencing +4, Resist Torture +6, Drive +4, Awareness +7, Melee +4.

Equipment

The Arabs have only a monoknife each (they were scanned, too), and are generally unskilled in using the micromissiles in their cyberlimbs.

One of these micromissiles, however, could and should kill Miss Anasho; you may present it as a *fait accompli* to begin combat.

Combat Scores

Initiative: +7

Stun/Death Save: 7

Body Type Modifier: -2

Monoknife (DAM 2D6): +12

Aikido: +13

Armor: All SP 12

The Way Forward

Miss Anasho's handbag not only contains her X-22, it also contains the manifest and her hotel key: a high security card for the Hotel Pallazo, which as everyone knows is located in the very center of the Corporate districts just southeast of Downtown.

Each of these items is useful to the players in one way or another: The gun for the combat with the Arabs, the manifest for the location of the data, and the hotel room key for the location of the eurosolo, Lorenzo Damarith.

Note that as soon as the Arab assassins fire the first micro-missile, the manager of Raphael's calls the police. The characters only have a limited amount of time, therefore, to dispatch their attackers, grab the clues and run.

COMBAT NOTE

The large video boards and exhibits scattered around the building are well built and capable of stopping even a micro-missile.

THE HOTEL PALLAZO

Another Hotel Key

The key found in the handbag of Mitshiko Anasho is dark green in color, with the name printed in silver gothic

script across the top. The characters know how these work, and there is no way this is as simple a device as the Palace of Puppets would distribute.

Using the same technology and skills which cracked the airport locker, the team discovers the following information about the key and the level of security in the Hotel Pallazo.

Firstly, the key has a transponder embedded within it, detectable by simple radio equipment. Secondly, the key has a code embedded within it which is used in the same manner as the key for the airport locker. The code must be entered when the key is used. Thirdly, the key has a digital signature recorded upon it—the voice print of Miss Mitshiko Anasho.

These facts correspond to the three levels of security utilized by the Hotel Pallazo to prevent anyone from doing exactly what the characters intend to do.

First the transponder alerts an automatic security system that a guest is entering the building. If the guest's face does not match that held in the security records, then that person is relieved of the key and forcibly ejected from the premises, if not reported to the police. Getting past this obstacle will require a plausible story and some Fast Talk (Diff 15 — but make your player state his character's excuse); or the transponder will have to be disabled before entering the building (requiring appropriate tools and a Tech skill roll: Basic Tech [Diff 25], Electronics [Diff 20], or Electronic Security [Diff 15]).

Second, the lock upon the door requires a four figure code before it will register the third and final code: A voice print from the guest who resides in the room. This four figure code can be obtained from the card with a CodeDecryptor, just as was possible with the airport locker key.

Third, the voice print. This can be faked, but a VoxDecryptor is required and they are simply not allowed in the Hotel Pallazo. It would be like letting someone into a present-day hotel when you know they are carrying a crow bar and a set of lockpicks. A Decryptor could be smuggled in in small pieces, however, and assembled inside.

At this point your team may be wondering whether or not searching the room is worth the trouble. Remind them gently that the genetic data may be inside and they must leave no hotel room untrashed in an effort to find it. The information to be obtained within the room is by no means essential in retrieving the data, but it would be extremely helpful.

The Hotel Pallazo is a grandiose structure located in the very heart of Corporate District 3. It is surrounded by other structures of similar esteem — the Night City Opera house and Government Hall, for example. Only the very best of clientele are allowed inside, and by definition that rules out the characters.

The Hotel Pallazo is also well-known for its security, which is more than capable of identifying dodgy persons with dangerous appliances. The rules are simple: No weapons are allowed inside. Not even bodyguards are allowed to carry them.

The Security operatives can easily eject any troublemaker, but they are only called upon when the scanners reveal weapons or when the desk staffs think that there may be a problem with a member of the public. Anyone with no cyberware, or inoffensive cyberware such as cyberradio, who is decently dressed can simply walk into the hotel and up to their room. A large crowd cannot simply walk in, however, without proving that they are there for some legitimate purpose.

The Foyer

The Pallazo is opulent indeed: pile carpets, wooden furnishings and not a suit in sight worth less than \$3,000. The foyer is filled with glittering high fashion as the corporate rich prepare to embark upon their entertainment. You have other things upon your mind, however, as you move towards the shimmering bronze doors of the elevator.

With an almost silent hush the doors open and two people step out: a small, stout man wearing a black tuxedo and a white bow tie with an angel on his arm. She must be four inches taller than him. What a pleasant fellow this man must be...taking his niece to dinner...Stepping past them you turn, catching her eyes as she glances over her shoulder. Lustrous blonde hair, sparkling violet Kiroshii 260's, and a look that says everything...mercifully the doors hush closed once more.

Eighteen floors later the elevator stops, the corridor is empty, and the route to the room is clear. If the character(s) do not open the room door in the first three attempts then they have only 45 seconds of a start on the ever-present security men who have a lift available solely for their own use.

Room 1812

The data is obviously not in this room. Mitshiko's possessions are packed and ready to go in a suitcase which lies upon the large bed. The room is filled with

every convenience: mini-bar, vid-phone, braindance and bullet-proof windows.

No amount of searching finds anything tangible. The suitcase is filled with high quality clothing in Miss Anasho's size; there is a chip player and a variety of American music chips. Her passport is also there. She is listed as a Japanese national and her occupation is described as courier. The passport could be modified to suit someone else, but is worth 2500 eb on the black market in its current state.

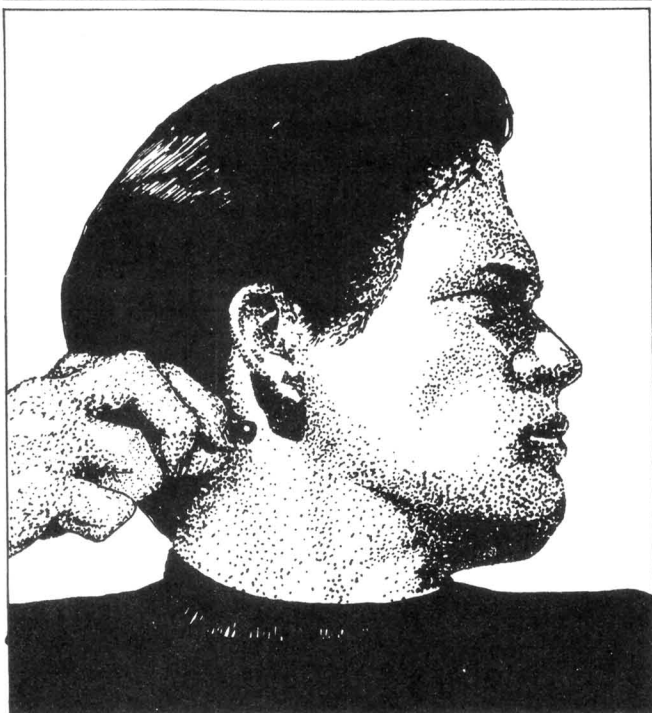
A Word from our Sponsors

Your attention is finally drawn to a red light winking slowly on and off in the corner of the room. The vid-phone. Beneath the screen which currently displays the room service menu, a small button is lit up in red...Messages.

Pressing the stud, the screen goes momentarily blank and then returns again filled with the image of a dark-haired man wearing silvered sun glasses. The face is familiar...Lorenzo Damarith, the eurosolo from the dossier.

"Anasho," he says in a smooth European lilt, "I hope you got the parcel I sent 'round. Listen, I hate these things, so I'll make it brief. We move tomorrow. Subject, equipment and everything else. We'll wait until dark and we'll clear the dock. I absolutely will

Lorenzo Damarith, Eurosolo



not wait any later than that. If Wells doesn't show then too bad. I'll sell it myself." He pauses for a second and ducks out of picture for a moment showing a blank white wall behind him. Then, sitting up once more, he continues: "The documentation is coming through now. Take a hardcopy and wipe this chip. I don't like seeing my picture in the papers."

A glimpse is afforded of a document, and when the picture clears once more Damarith says, "The scanners will be off coming in and going out. A total of 5 minutes. The clowns Fargo hired will probably screw up but that should be long enough. I won't see you again so...good luck."

The document is a transportation company booking form. It is still on the chip, which is easily removed from the machine.

The form indicates that the Shift-It company has been hired to provide a large truck for movement of unspecified materials from Night City Docklands to an unknown destination. The fee paid is \$950 and the customer name is Jean Martine.

The booking form has very little else to offer in the way of information.

NIGHT CITY OVERSEAS CUSTOMS

The characters should now be in possession of the Night City Overseas Customs manifest for a ship berthed in Night City docklands. But where? As Night City residents, your characters are aware of the magnitude of the docks and the uselessness of a physical search. The ship could be anywhere from the Upper and East Marina districts downtown to the vast South Night City port on San Morro Bay. The docks are huge and time is limited.

SKILL CHECKS

- **System Knowledge** [diff 15]: Night City Overseas Customs is in the Net. It lies on the outskirts of the NC sub-grid, beyond EuroBank and the Internet LDL.
- **System Knowledge** [diff 15]: The information on the manifest could be of some use on a Netrun.
- **System Knowledge** [diff 20]: The Customs system is not a black ICE fortress, but is rumored to have some serious defense programs. There is definitely no AI capability.

network news 54

Hi, I'm Kristi Andrews and this is Network News 54 at 21:12.

Our top story tonight is still the Crystal Tower disaster in Low Orbit. Details have been coming in throughout the day concerning the tragedy and only now have the events of early morning become clear. James Cameron sends us this report.

Crystal Tower, modern miracle six years ago, is now just space junk. It would appear that a previously unknown left-wing terrorist group has destroyed the multi-billion dollar installation as a protest against the elitist wealthy who live there. We tried to contact the owner of Crystal Tower, Miss Ellen Trieste, but were told by a spokesman that she was not available. The spokesman also said that they would be releasing details of the methods used by the terrorists in the next 12 hours. James Cameron, Net 54, Low Orbit.

We will of course be bringing you up to date with the story as it unfolds.

Shauni Kalnier, DMS Braindance star, held a press conference today to announce

the retirement of her co-star Billy Witch from her Braindance series. When questioned, she denied that this was a result of Billy's involvement in the Blue Oyster Club scandal of a month ago. She claimed the move was made for "artistic reasons." Shauni, who was voted most popular actress by the public last week, was staying tight-lipped about the identity of her new co-star and evaded all questions regarding her new season.

Next Up: The latest from the battle in the Canal Zone, where the Aqua Warrior is still blocking all sea traffic. Also, you can win seats for two in our Identify the Bodies Competition. Corpses are taking part from Combat Zones around the world.

What's Happening?

A lorra, lorra lies chuck!

- Vivaldi's is closed again. Turned into a smoking wreck by the boostergangs. The *subject* isn't closed, though, since the Liver Birds and the Flashmen intend to fight this Friday over whose turf the wreck is.

- Carmen has returned. Apparently she took a trip to Paris but didn't like it. She advises not to go to Europe unless you've been there already and gotten used to it. She should be resuming her singing career within the next few days, but nobody knows where yet.

- Apparently some guy got killed in the Yess! puppet parlour. They found him spread all over the inside of a coffin. The two guys that found him puked their load and they're used to stuff like that. He was turned inside out, apparently.

- People are asking about your Netrunner friend. People in suits and

people in uniforms. A lot of Euro is being passed to those with information. It could be Arasaka, it could be Netwatch, it could be Microtech. It could also be the end for your netrunner friend.

- While in a bar you hear that The Black Pig won't be accepting cash anymore. It was raided by city police for not paying their dues. This is the third place this week. The city police must be asking for too much.

- A big motorbike race is being set-up by the Dutchman. It's going to be run in Van Massen Park, or what's left of it. The race is two weeks away, but if you're competing you have to put your name down this week. The barman in the Dutchman's Place is the man to speak to. There's going to be prize money and stuff, not to mention a few deaths.

It should be clear that a netrun is the only way in which the characters can locate the ship quickly. If your team has not followed Mitshiko Anasho's key to the hotel Pallazo, then they are probably ignorant of just how much time they don't have and may need gentle prodding from Namsei Namura.

Namura authorises a Netrun if asked and may even provide some expenses up front for any new programs required — provided that the characters are convincing enough in their appeal. It is Namura's suspicion that the team is close to its goal. If shown the Shift-It order form, he tells the team that "they" are preparing to move the data and must be caught before they vanish altogether. He will probably warn them at this stage that the data is very fragile and must be retrieved completely intact.

Customs Control

You are nowhere, the major constructs far behind you as you streak out past the Internet LDL at a speed you can't match in realspace. Far below, in the low-rent region, you see the minnows of the Night City sub-grid. Easy money if you were after a quick hundred.

Not today. Today is the day for big fun. With the equalizer running you see Night City Customs on the horizon. A shining silver globe with that military look. That's what they think. The word on the boards is that NCC isn't that tough. One good hit and she should crack like an egg. That's what they say, at any rate...

Night City Customs shouldn't be fatal, but they are no soft touch. Should any CPU fail then the nearest programs to it at that time de-rezz instantly. The higher level protection programs are then operated by further distant CPUs.

Special Note: Night City Customs is a private corporation operating under the authorization of the U.S. Customs Service. Customs inspections, like many other forms of policing, are farmed out to private agencies in 2020, to encourage efficiency and reduce costly government bureaucracy. NCC relies on corporate mooring fees to maintain the docks, pay the Feds their cut, pay the Night City Harbor Police, and possibly even make a profit. To retain the government contract, and the confidence of the customers, NCC has to run a spotless service: Shady dealings may lead to a costly Federal investigation, and even a hint of lax security may send cargoes and their precious fees to San Francisco or L.A. No one wants to move goods through insecure docks. In consequence, if the netrunner is discovered inside the fortress then dockside security is stepped up for a

period of twenty four hours. This cuts by half the reaction times of any Night City Harbor Police which the characters may encounter later on.

THE FORTRESS

Level One

- Control center for two unmanned air surveillance drones which patrol the docks for security purposes. They have visual and audio functions, including infrared.
- Microphone radio link to between the four motor launches and the single helicopter which patrol the bay area. Launch response time 1D6 minutes. Helicopter response time 1D3 minutes.

Level Two

- Elevators inside customs office
- Customs office alarm system
- Doors in customs office
- Terminals for ship control; traffic management
- LDL link to San Francisco Customs office

Level Three

- Video board links to Night City passenger terminal
- LDL to the U.S. Customs Service data fortress in Washington, D.C.
- Video surveillance of customs offices
- Terminals for ship finances, office management and cargo control.
- Holo Imager used in Bay traffic control, much like an air traffic control radar scope

Level Four

- Management Terminals
- Doors to Office secure area

MEMORY FILE LISTINGS

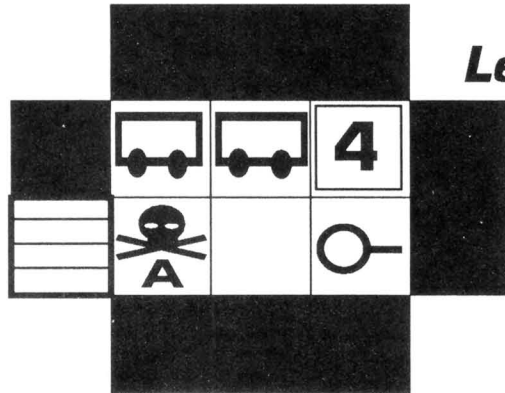
CPU One

- 1: Ship listings and history
- 2: Bay traffic
- 3: Dock listings

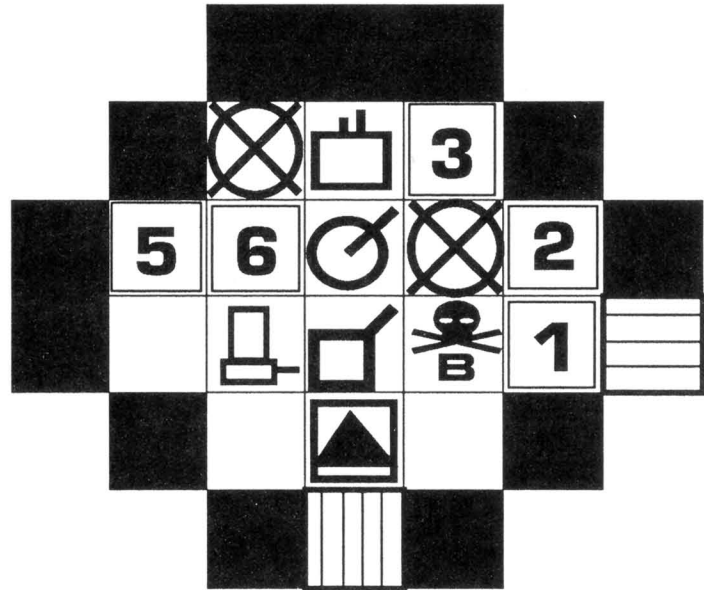
NIGHT CITY CUSTOMS

Net Subgrid

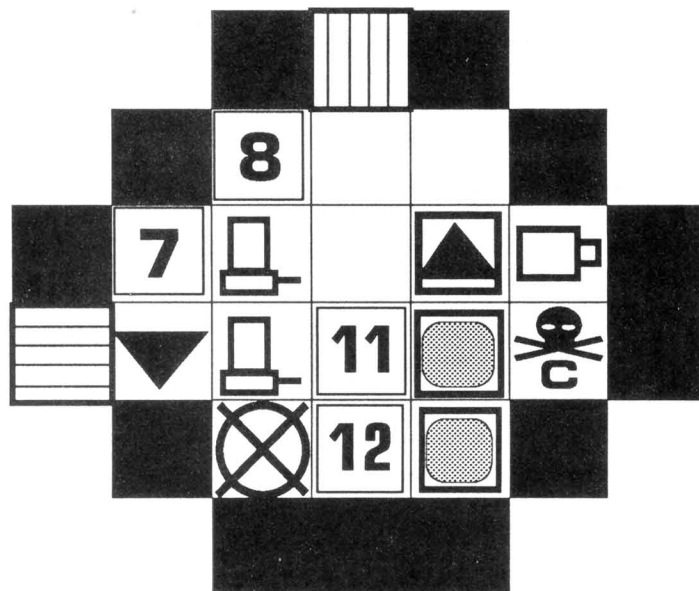
Level One



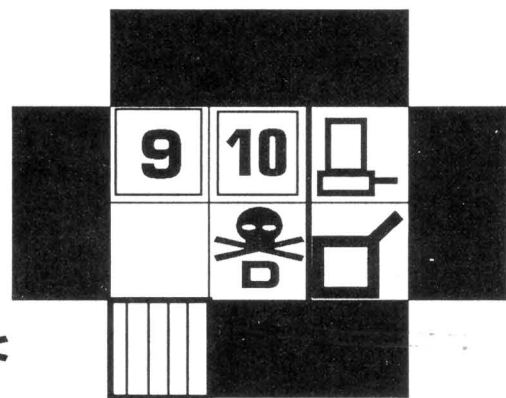
Level Two



Level Three



Level Four



4: Cargo and crane management

CPU Two

5: Minerals and machinery (freight and tankers)

6: Security control

7: Produce (freight vessels)

8: Passenger vessels

CPU Three

9: Office management and communications

10: Financial records — dock bills, maintenance and mooring.

11: Personnel

12: Financial II — “Irregular” records. Careful study of these documents reveals that the bribes — really, that’s what they are — are exorbitant, and are not accepted for any actions or “oversights” that run serious risk of endangering NCC’s reputation or standing. The NC Harbor Police are not made aware of bribes; NCC agents provide them with false documents and smokescreen directives to keep them from uncovering anything remotely suspicious.

Note: All files are locked at strength +3, except those controlled by CPU Three, which are locked at +4.

THE ICE

Data walls are at +3 except level four, which is protected at +5.

PROGRAM LISTING

- a) Glue
- b) Knockout
- c) Stun
- d) See Ya
- e) Speedtrap
- f) Firestarter
- g) Speedtrap
- h) Pitbull
- i) Hellbolt

Using the customs manifest, a netrunner can find the location of the vessel in the following places:

- File One, Ship Listings: The Lollipop 5 is docked at wharf P47 under the heading freight vessel. Note that the characters may only spot this if they have the name of the vessel.

- File Three: Listed here under the ship code number and terminal number shown on the manifest. The Ship is called The Lollipop 5.

- File Ten: Listed under Jean Martine, recipient for all bills concerning the Lollipop 5. Registration number ADE-4127-KE.

- File Twelve, Bribes. The Lollipop 5 is found here under Jean Martine. A fee of 12,000 Euro was paid so that a passenger vessel might dock at freight wharf P47.

Referee Notes

Now that the netrunner has penetrated the Night City Customs fortress, he should have some idea of how it is laid out and what can be achieved within it. The communications, air-drone control and interior alarms might all be useful later in the scenario when it comes time to board the Lollipop 5. By scrambling communications the characters might remove or at least delay the Night City Harbor Police from the gunfight later on.

NIGHT CITY DOCKLANDS

Towering above the warehouses which line the bay shore, huge cranes dominate the South Night City skyline. At night they become outlines of light, warning the AVs of their size and looking for all the world like constellations against the clouded and starless sky over San Morro Bay.

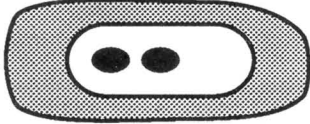
Seen from a distance they look almost romantic, as the multiple searchbeams play across the wharves and the backs of the huge ships in search of cargo. Up close that’s not the case. When the beams hit the cargo the huge grapple falls out of the sky at frightening speed, stopping only feet above the target. The dimensions are measured electronically, and with the gentlest of pressure the pads grip the container. A modern crane can lift a dozen eggs with greater precision than a human. A single, drawn-out whine follows as the gears mesh high above and the cargo is whisked skyward into the darkness.

The docklands are filled with the noise of machinery 24 hours a day: the cranes, the AVs shuttling back and forth across the bay, and the dock workers in their exo-loads as they shuffle to and fro with the smaller items. Night City docks never sleep.

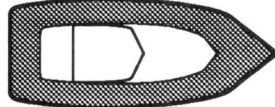
Wharf P47

Scale: 1 inch = 35 feet

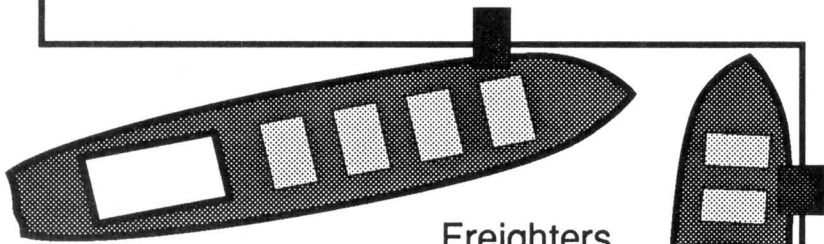
Tugboat



The Lollipop 5



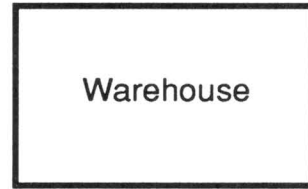
Exo-Loaders



Freighters

Exo-Loaders

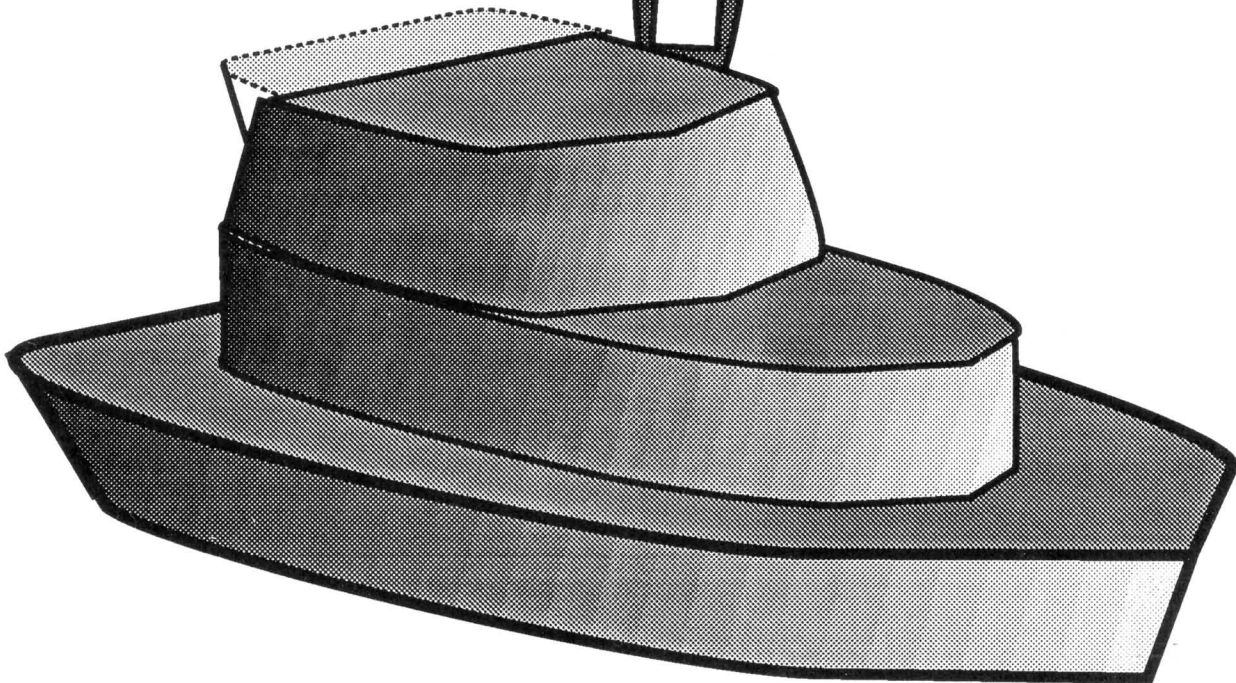
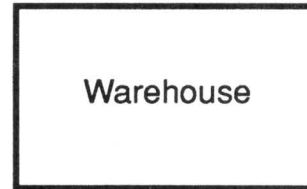
Warehouse



Gate Station



Warehouse



The Night City docklands are the location for the grand finale of this adventure.

WHARF P47

This is a maintenance wharf for the small vessels which are based in San Morro Bay. It currently holds the Lollipop 5 and a small tug boat with engine problems. On the other side of this wide stone jetty two small freighters are currently unloading cargo. The cargo is being lifted by 8 men wearing exo-load frames who shuffle constantly around the dock lifting crates.

The Time Has Come

It is now time for the final assault on the Lollipop 5. Your team should indulge in a little surveillance before blindly rushing in, but if they don't then wish 'em luck and let the bullets fly. Read them the following description of the dock and vessel.

The Lollipop 5 looks like floating money, in stark contrast to the bleak cityscape of South Night City. Fifty feet long, sleek lines, bronzed windows, and sitting on the top deck are two beautiful women. No sound can be heard from the vessel above the continual clanking of the dock workers moving cargo around with their exo-load frames.

Twenty-five meters from the vessel sit two Night City Harbor Police officers at a gate station. The docks are ringed by a high chain link fence. You see no warnings concerning voltage, but that doesn't mean much. There is no sign of Damarith...yet.

How your team decides to handle this is entirely up to the players. If they are aware of when the data is being moved, they may decide to wait until then and strike while Damarith has other things to worry about. Surveillance provides the following information:

- The harbor police are heavily armed and armored: Sternmeyer 35s, armor jackets, flak pants and nylon helmets.
- The gate station is controlled from a local computer point in the guards' office. There is also a scanner bank on each side of the gate.
- There is always at least one person on deck. That person is usually armed.
- There are two males and two females on the vessel. There has been no sign of Damarith or any other crew.

SKILL CHECKS

- **Awareness** [diff 10]: There are no other guards at the Lollipop 5 or the tug boat moored alongside.
- **Awareness** [diff 20]: One of the men wearing exo-loads is simply standing around or moving cargo from one place and returning it to that same place.
- **Pilot Ship** [diff 15] or **Basic Tech** [diff 25]: The Lollipop 5 looks capable of Hydrofoil operation.
- **Awareness** [diff 25]: The two women are armed with pistols which they conceal in their clothes.

The Lollipop 5

The Lollipop 5 is a luxury yacht/hydrofoil designed to hold up to 12 people in the greatest of comfort. With the pollution in the seas, however, yachting has lost much of its appeal. The craft has been converted to hold Napoleon on a temporary basis.

1. **Head.** Pile carpets, gold-plated taps.
2. **Galley.** All kinds of potentially dangerous weapons are arranged here in racks. Despite the excellent cooking facilities here, all the surfaces, including the floor, are covered in fast food wrappers.

A trap door and ladder leads down from this area to the level below.
3. **Dining room/lounge.** Two solos are to be found here, if the ship is taken by surprise. The walls are wood-panelled and several obscure modern paintings are hanging from them.
4. **Napoleon.** A large white Andalusian stallion makes this large room seem very small. Napoleon (if alive) goes wild at the first sound of gunfire. Anyone entering the room from that moment on must roll 1d10. A roll of 1 indicates that Napoleon has managed to kick them for 4D6 points of damage.

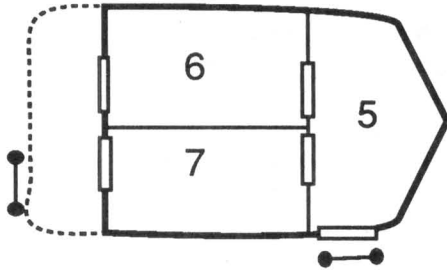
To calm Napoleon, a character must have absolute silence and succeed on an Empathy roll [diff 20].

5. **Bridge and Navigation.** Although Navigation was once immediately below the bridge, that room has been converted to hold Napoleon. The bridge is where Lorenzo is to be found if the team takes the ship by surprise.

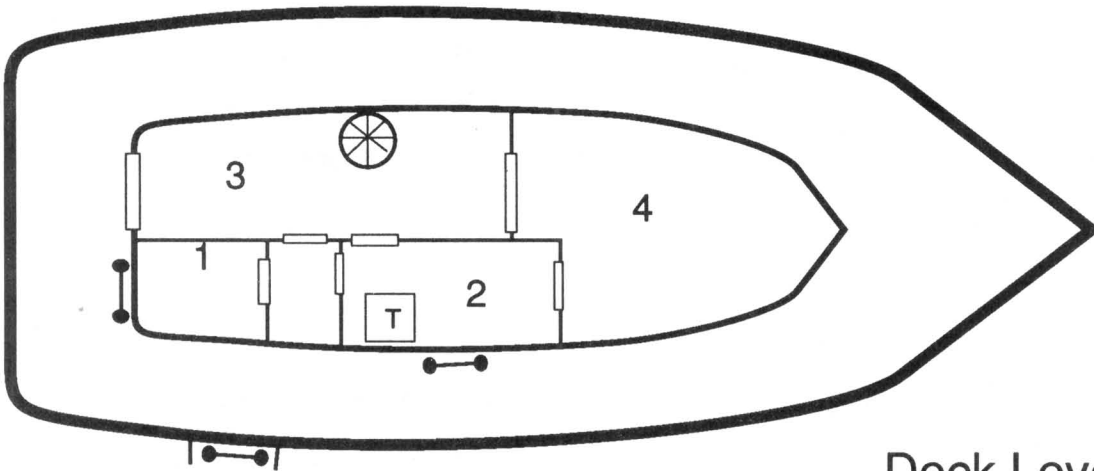
The captain is also here, but has no combat capability and surrenders to anyone waving a plastic spoon.

The Lollipop 5

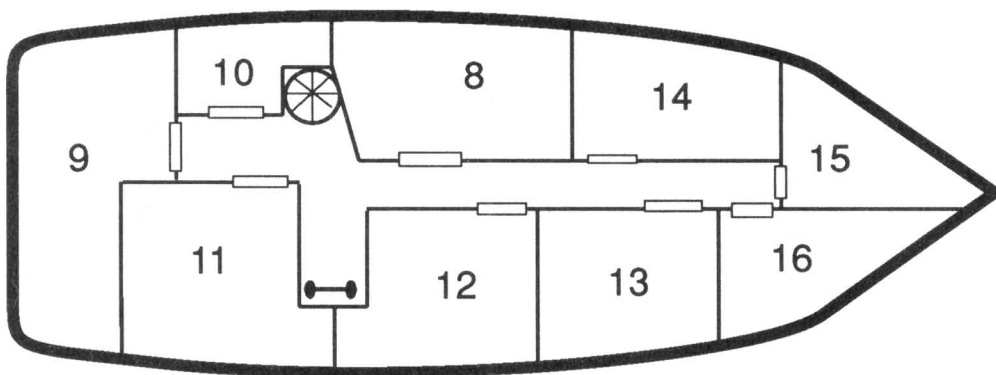
Scale: 1 inch = 3 yards



Upper Deck



Deck Level



Below Deck

6. Captain's Room. This large room is not the most comfortable on the ship but is comfortable nonetheless. It is officer-neat, the bed covering stiff as a board.

7. Large Bedroom. Double bed. No possessions in plain view.

8. Large Bedroom. A bedroom similar to the one above. The bed has obviously been slept in but there are no possessions here.

9. Engine Room. There is an eight in ten chance that the engine is quietly ticking over when this area is entered. A mechanic is fast asleep on the other side of this huge and powerful machine and does not wake up no matter how much noise is made.

10. Washroom. A shower room and head. This area is also a complete mess, with towels and clothing strewn across the floor.

11. Bedroom. Lavishly decorated but completely trashed.

12. Bedroom. Identical to that described above. Gun holsters hanging from doors, etc.

13. Bedroom. This bedroom is of the same form as the two described above, but is very neat. Clothes are arranged neatly on the bed, two monoknives laid out beside them. On the table a pack of cards and some gambling chips lie loose. This is Damarith's room.

14. Bedroom. Obviously unused for quite some time.

15. Storeroom. This room is used for storing Napoleon's horsefeed and medical supplies. (The feed looks just like kibble).

16. Supply Room. This room holds the supplies for the crew. Everything from cleaning materials to emergency oars can be found here.

Everyone aboard the vessel except the Captain and the mechanic can be combat ready in under thirty seconds. The extraction team have mastoid communication links and are aware of any attack in one round.

BAMBI AND THUMPER (FEMALE SOLOS)

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

Cyberware

Smartgun Link, Cyberoptic (Targeting, Lo-Lite)

Skills

Combat Sense +4, Awareness +5, Handgun +5, Wrestling +6, Melee +3, Swimming +4, Athletics +4

Equipment

Stermeyer 35 (Linked, armor-piercing rounds), 1 Stun grenade, 1 Incendiary grenade

Combat Scores

Initiative: +11

Stun/Death Save: 8

Body Type Modifier: -3

Stermeyer Type 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +15

Wrestling: +13

Armor: None

Combat Note: When fighting on the deck of the ship these solos attempt to throw their assailants into the water, using their wrestling skill.

MUTT AND JEFF (MALE SOLOS)

INT 4	REF 8	TECH 5
CL 6	ATT 3	LK 3
MA 7	BODY 9	EMP 3

Cyberware

Smartgun Link, Cyberoptic (Lo-Lite, Targeting, Infrared), Extended Hearing, Cyberarm

Skills

Combat Sense +4, Awareness +4, Handgun +6, Assault rifle +6, Karate +5, Heavy Weapons +3, Melee +5

Equipment

Armalite 44 (Linked, armor-piercing rounds), monoknife, mastoid commo.

Combat Scores

Initiative: +12

Stun/Death Save: 9

Body Type Modifier: -3

Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +17

Karate: +13

Armor: None

EXO-LOADER

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

Cyberware

Skinweave, Cyberoptic (Infrared, Digi-Cam)

Skills

Awareness +4, Brawling +6, Handgun +5, Swimming +3

Equipment

Armalite 44, Mastoid commo

Combat Scores

Initiative: +5

Stun/Death Save: 10

Body Type Modifier: -4

Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +10

Armor: All SP 12

The guard in the exo-loader is slow and clumsy. It takes him two rounds to shed the machine from his limbs. He is also big and stupid and fights to the death against overwhelming odds.

LORENZO DAMARITH

INT 6

REF 11

TECH 6

CL 8

ATT 8

LK 6

MA 8

BODY 12

EMP 4

Reputation 8

Cyberware

Cyberlegs (2), Muscle and Bone Lace, Cyberoptics (Anti-Dazzle [2], Targeting, Lo-Lite), Smartgun Link, Skinweave, Independent Air Supply.

Skills

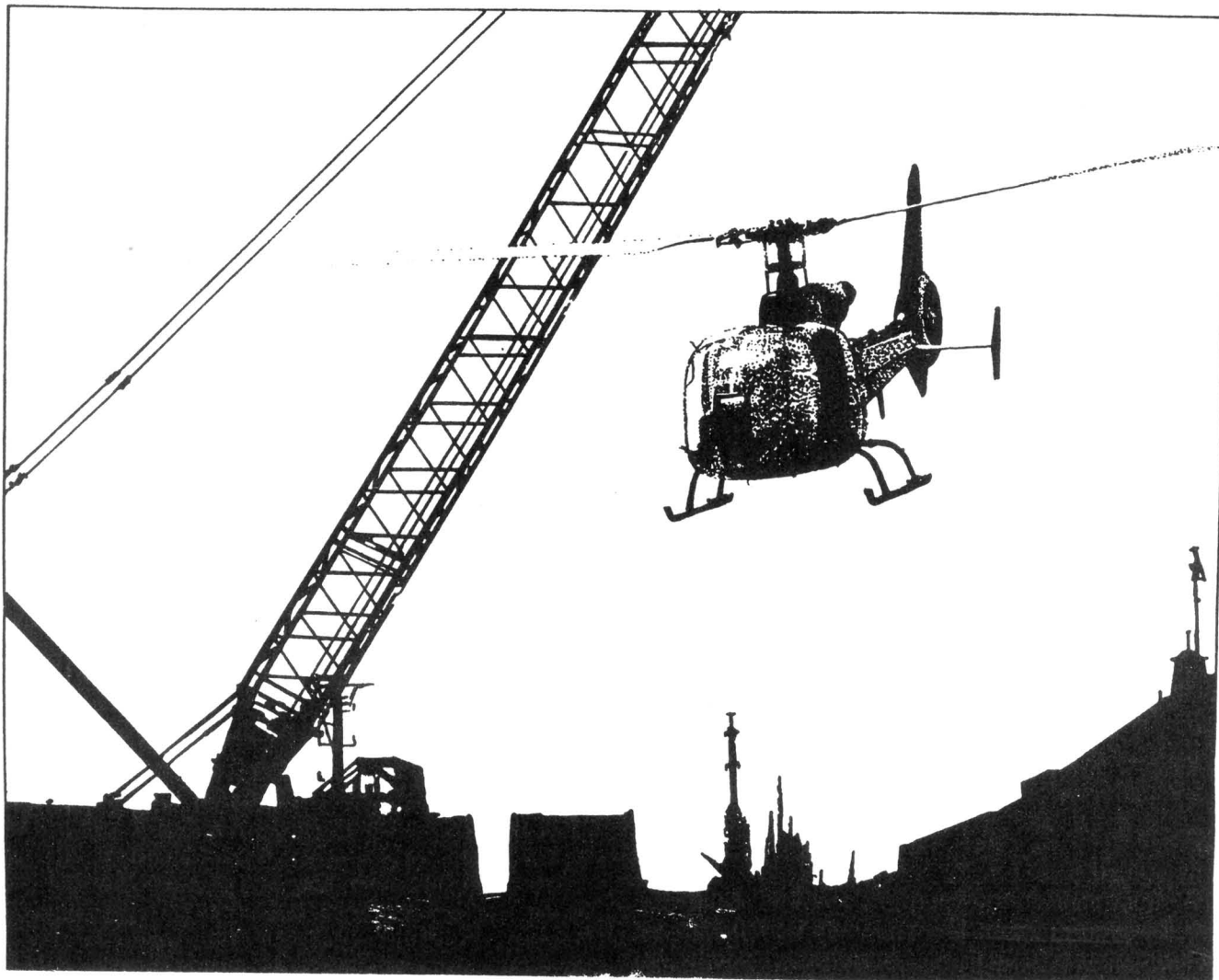
Combat Sense +9, Awareness +7, Thai Kick Boxing +9, Handgun +5, Assault Rifle +5, Fencing +5, Melee +7

Equipment

Colt AMT 2000 pistol (Linked, armor-piercing rounds), Monokatana, Mastoid commo, Light Armor Jacket

Combat Scores

Initiative: +20



Stun/Death Save: 12

Body Type Modifier: -5

Colt AMT2000 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +19

Monokatana (DAM 4D6+4): +17

Kick Boxing (DAM 4D6+13): +20

Armor: Head 12, Torso/R.Arm/L.Arm 26, R.Leg/L.Leg 12

Lorenzo Damarith is deadly. His favorite tactic is to surprise opponents and kick them to death. His Thai kicks cause incredible damage.

When confronted by an opponent, Damarith often gains advantage by his cool and reputation. (Use facedown procedures, p. 44 of the *Cyberpunk* rules.) There are not many who can out-cool Damarith.

If your team decides to assault the ship, remember the Harbor Police. They are alerted as soon as combat begins and arrive as individual response times indicate. (See Customs Net map description, Level One.)

HARBOR POLICE

INT 4 REF 6 TECH 5

CL 4 ATT 5 LK 4

MA 6 BODY 8 EMP 6

Cybernetics

Smartgun Link

Skills

Authority +1, Handgun +6, Melee +4, Heavy Weapons +3, Swimming +7, Rifle +5

Equipment

Stermeyer 35 (linked), Hand-held microwaver, Nylon Helmets, light armor jacket, Flak pants

Combat Scores

Initiative: +6

Stun/Death Save: 8

Body Type Modifier: -3

Stermeyer Type 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +14

Microwaver (#Shots 10/ROF 2/DAM 1D6+special/Rel VR) +9

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

Combat Note: The harbor police are unaware of the identity of each combatant and fire indiscriminately at both sides. Their arrival can be hindered by Netrunner interference in the Customs database.

Should your characters decide that attacking the Lollipop 5 is too difficult (it isn't easy) and wait until Damarith decides to move the data, then the transportation for Napoleon arrives at 19:30 hours when the city is dark. If your players have not assaulted the craft by then, they can easily see that the "genetic data" is a live horse.

Two vehicles are allowed through the gate station at 19:30 exactly: a Shift-It truck and a Porsche 1620 two-door sports car. The truck is then manned by two males from the Lollipop 5 and one female. One of these solo guards rides in the rear with Napoleon. Lorenzo Damarith and the other female ride in the Porsche. The female drives.

This convoy is heading for a small airstrip to the north of Night City, where an AV awaits to take them to safety. It is Damarith's expectation that Fargo Wells is meeting him there with a buyer for the horse and an AV to take him to Las Vegas.

The AV is there but Fargo Wells is not. Upon arrival Damarith loads the horse into the AV and takes off. If your players do not prevent this, the horse is flown from the city and never seen again. Namsei Namura is not impressed.

SUCCESS

There are varying degrees of success possible in this adventure:

Water Coup

If your team manages to extract Napoleon unharmed or just slightly injured then its members are rewarded well: 12,000 eurodollars each and high praise from Namura. (He might even give them a drink upon their return to the warehouse.)

Napoleon Blown Apart

If your team manages to annihilate Napoleon in the process of recovering him, they are paid 3,000 eb each and dismissed with a warning about secrecy. Note that the \$3000 is only paid so long as they have a carcass or can prove that it has been destroyed.

Other

The one alternative completely unacceptable to Namsei Namura is for the horse to remain in other hands, dead or alive. The Japanese crime lord expresses grave disappointment in the team and gives them only 1,000 eb each. They are dismissed with a strangely calm attitude. Too calm.



EPILOGUE

Caitlin Jones: Camera Girl

So that was it: Akaromi BioCorp and a white stallion. Caitlin removed the black helmet and swept the hair from her eyes. Looking down, she stopped the motor and switched off the bike's onboard camera. The tape clicked into rewind and after a few seconds the control screen lit up, illuminating her smile.

She had it all... Stallion, Zone team and Damarith. She couldn't prove the Akaromi connection, but that didn't matter.

The screen flared as the combat she witnessed less than an hour before intensified for the second time. As Caitlin Jones watched through the hazy droplets of water which covered the images, she realized that it wasn't just rain that was falling.

Even as she smiled Caitlin Jones shed tears for Fargo Wells. They had been something once and now he was dead. In the chaos of the Garbage Pail she hadn't even stopped to say goodbye, and that felt bad.

For a long time she sat there in darkness astride the Kundalini with her eyes closed. When she opened them again the screen was blank. Wiping tears and rain from her eyes, Caitlin hit the ignition. The Shiva roared into life, piercing the darkness with the single powerful beam from the headlamp. Plugs in, she circled the wasteground slowly before dropping gently onto the road. The last thoughts of Fargo drifted from her mind and she opened the engine up full.

In Night City there's no time for regrets.

FALL 2020, AND LIFE IS ON THE UP.

UNTIL THERE COMES A CALL FROM FRANCESKA, A
CROSSROADS FIXER.

SHE DOESN'T SAY A WORD, SIMPLY COCKS HER HEAD TO
ONE SIDE AND RAISES HER RIGHT HAND TO CUP HER
EAR. STREET-SIGN FOR "DANGER". BOTH HANDS COME
INTO VIEW, HER LEFT, PALM UP IN FRONT OF HER.
QUICKLY SHE SKIDS HER RIGHT PALM OFF HER LEFT,
JABBING HER FINGERS AT THE SCREEN. "GET OUT!"

HER FACE LOOKS SERIOUS AND AS THE IMAGE VANISHES
THE WORDS **CALL TERMINATED** PULSE GREEN ON THE
SCREEN, THE ONLY ILLUMINATION IN THE DARKENED
ROOM.

IN THE NEAR DISTANCE YOU CAN HEAR THE HEAVY DUTY
SCREAMING OF AV ENGINES AND YOU'RE BEGINNING TO
THINK THAT FRANCESKA MIGHT JUST BE RIGHT...

SWEEP *part one* **REVENGE**

Judgement Call

From high in Network 54's Night City tower, Stromberg gazed down on the streets as the members of the board filed out of the conference room behind him. A high-toned beep preceded his secretary's voice.

"Sir, I have Alan Washington on the line."

"Ask him to call back, will you, James?"

"Yes, sir."

"...and James,..."

"Yes, sir?"

"Get me Crime."

"Yes, sir."

"Karl," the disembodied voice intoned in a whisper that brushed him like a lover's kiss. He preferred Crime to his wife.

"Crime, I need an evaluation. What do you think of the Kalnier plan?" Stromberg gazed into blank space as he spoke. There was a momentary pause and then Crime spoke again. "Memo A/404/12B has both merits and weaknesses. Mr Renaldo has confidence in his abilities and his reasoning is adequate. The data regarding DMS is recent and the projections are realistic. Overall, the plan seems feasible. Of course, there is a down side."

"Such as?" Stromberg inquired.

"Two Factors. First, the mercenary team may not perform as expected. The mission might fail or DMS Security division might catch them too early."

"And second?" Stromberg inquired.

"Dionysus." Crime answered abruptly and the hint of annoyance was not lost on Stromberg.

"Crime, who is Dionysus?" The Night City CEO was becoming intrigued by the AI's reaction to the name.

"The AI who controls the DMS global datanet." But it was gone. Crime had retained her composure.

"You say 'who', not 'which'. Why is that?"

With infinite patience Crime replied, "Dionysus possesses French citizenship. He is a resident of Lyon."

"You think he could interfere?"

"No, not directly. The local facilities are too small to contain Dionysus. It is possible, however, that Dionysus is behind the plan." The AI spoke with a bland matter-of-factness.

Stromberg was worried. The last thing he needed were suggestions from DMS.

"I thought we had checked this. Renaldo was interrogated at my instruction."

Crime paused for a moment before continuing, "Records indicate that Renaldo has been subjected to only rudimentary interrogation under Sodium Pentathol. It is possible that he is unaware of outside interference. Deep implantation techniques could have erased his memory of the suggestion itself."

"How likely is this? How much damage are we talking about here?" Stromberg tugged at his ear as he waited, a sign that he was nervous.

"Failure would result in substantial short-term financial losses and likely ground lost to DMS in the long term. If DMS proved an attempt by Miss Bergenox to copy material shot by Shauni Kalnier, there would be serious repercussions. Miss Bergenox would be discredited as a Braindance artist with a corresponding fall in ratings and Miss Kalnier would undoubtedly rise by a similar amount.

"But the possibility of Dionysus being involved is less than one in ten."

"Why?"

"Two reasons. One, the Dionysus intelligence is a marketing specialist. Black operations require flexibility which he does not possess. In that area I am superior."

"And two?"

"It's not his style."



The introduction given here is relevant to all groups of characters. For those who have met Caitlin Jones in the previous adventure, this is the result of their visit to her apartment. If your players did not visit Caitlin then it can be assumed that she was in The Garbage Pail when Fargo Wells was killed and followed the characters from there. Those referees using these adventures in a sequence different to the one given here may presume that Caitlin Jones found the characters in her search for a mercenary team to be recommended to Harvis Renaldo. In all these cases the introduction is the same...dangerous.

INTRODUCTION

Fall 2020, and life is on the up. After an explosive summer, you managed to save a little. The group looks different; a little hospital care, a little surgery and some new rags have got the team looking chill. You've even arranged some basic security in two small conapt on the Northern edge of the Zone. The D.J. takes care of the power and water and with a little Tech know-how you've even managed to get the elevators working. Looks good...

The vid-phone gives a high pitched squeal calling your attention.

"Receive," you say. More Tech know-how.

The screen lights up and a slightly fuzzy image appears. It takes a few seconds but you finally summon a name from the back of your mind...Franceska. A Crossroads fixer.

She doesn't say a word, simply cocks her head to one side and raises her right hand to cup her ear. Street-sign for "Danger". Both hands come into view, her left, palm up in front of her. Quickly she skids her right palm off her left, jabbing her fingers at the screen. "GET OUT!"

Her face looks serious and as the image vanishes the words CALL TERMINATED pulse green on the screen. The only illumination in the darkened room. In the near distance you can hear the heavy duty screaming of AV engines and you're beginning to think that Franceska might just be right...

Each character should now make Movement Allowance checks as an unmarked AV descends to a position opposite the conapt windows. Each character should roll a Luck check; a success of 10 or over indicates that the character is in the other conapt or near the door. Anyone who fumbles this check must add 5 to the difficulty number of the following Movement check.

The AV is an unmarked Network News 54 security vehicle and this is Harvis Renaldo's introduction to the characters. The missile which is about to destroy their apartment is not actually intended to hurt them. Franceska has been paid to give the characters the message. The AV crew has instructions to wait until all have cleared the apartment before firing, but this doesn't mean that it won't get hot.

MOVEMENT ALLOWANCE

Deduct two from the player's final roll for each possession which their character stops to pick up: cyberdeck, weapons etc. Anything which cannot be carried in one hand — vid-phone and tech equipment for example — deducts 5 from the player's final result.

14 or less, Character thrown into the corridor by the blast. No damage sustained. Stun Save at -3.

15 +, Feels the heat and is thrown from feet unless a successful Stun Save at -1 is made.

20 +, No ill effects. Half way to the stairs before the blast hits.

Skills such as Athletics may be added to the roll.

The hallway is filled first with the rush of hot air and the bright flare of the explosion. Even at the speed you're moving the dust flies past as if you're standing still. The light of the blast dies amidst the smoke and the corridor is plunged into darkness again as the power cuts out.

It's gone, you know that. But, dropping your arms from around your head, you see that it's not over yet.

The faint glimmer of light from your burning apartment silhouettes the figures of your companions as they rise from the rubble, but your attention is drawn to the corridor ahead where a small green light flicks on and off with electronic regularity. Only I.R could penetrate this gloom, and even then it wouldn't help much.

"Good evening," intones a voice from the darkness ahead. A deep, rich voice. Calm and collected.

This is the voice of Harvis Renaldo. The green light is an explosive device placed approximately two meters in front of the characters. Harvis Renaldo and his bodyguard stand another five meters beyond that, near the stairs which lead to the roof. The device projects a weak explosion in claymore configuration. Detonation would bring a 2D10 blast towards the characters, and little or

no blast back towards Harvis Renaldo. It can be detonated remotely by Renaldo or by tripwire.

"My name is John Coral and I have a job which you might be interested in. When you are ready, meet me at the Hotel Pallazo. I believe you know where that is. If you are interested in better accommodations and considerable financial gain, be there in three hours. I will be in the Carter Lounge."

With these words hanging in the air the corridor goes silent.

Who Is This Maniac?

SKILL CHECKS

- **Awareness** (hearing only) [diff 20]: John Coral is ascending the stairs and he is not alone.
- **Awareness** (hearing only) [diff 20]: The clanking noise made by his companion would suggest heavy armor or armament.
- **Human Perception** [diff 15] or **Streetwise** [diff 20]: John Coral has a local accent. Expensive, but local.

The AV takes off from the roof moments later and whisks Harvis Renaldo to the Hotel Pallazo. Any characters who had trouble here in the past will be nervous, of course, and those who feel that they might have been identified should not attend the meeting.

Harvis Renaldo vouches for the characters when (or if) they appear, no matter what their appearance, but the Hotel Pallazo absolutely cannot relax the statutory weapons ban, no matter *who* vouches for them.

Renaldo has underestimated and misunderstood much about the nature of Zone teams and has made a critical error. He has signed into the Hotel Pallazo under his own name. This does not help the characters at the moment, since he has not given them a room number, but may assist them later.

In the corporate world, Renaldo gains what he desires by threats; it is his way. Threatening the team may not scare the characters, though; it may have just the opposite effect — it might make them mad. As referee you should not be discouraged. The characters don't have to like Renaldo. In fact, the adventure becomes more interesting the more they grow to *hate* him.

Renaldo has destroyed their apartment for two reasons. Firstly, he is aware that the characters have spent money on security and appliances; by destroying these, he is forcing the characters to start again and ensuring

network news 54

Hi, I'm Kristi Andrews and you're watching Net 54 at 12:34.

One hundred twenty billion dollars were wiped from the Dow Jones this morning as Petrochem fell another two points. The giant corporation is as yet unconcerned about the slump in the value of the company which began some two weeks ago. We have an exclusive interview with CEO Colin Sheridan on the fortunes of the world's biggest CHOOH2 producer.

Kristi: Colin, just what is the cause of this dramatic slump for Petrochem?

Sheridan: Well, Kristi this isn't too remarkable, as you know. It happened several times to the major oil producers of the nineties. We do not expect it to continue beyond the end of the month.

Kristi: So there can be no truth in the rumour currently abroad that Biotechnica is close to completing a biological plastic base?

Sheridan: I have no comment on that subject at this time.

That interview was taped earlier this morning. We asked several business lead-

ers if they thought the rumor was true.

James Quebec, Microtech:

I have no idea. Not that it matters, since Petrochem still has CHOOH2.

Alan Washington, Infocomp:

Ich spreche kein English.

It's the Night City report now, as we take a weekly look at what's been happening locally.

On Tuesday, South Night City alderman Climie Wdowczyk was re-elected in a record low voter turnout, with only 5% of the electorate turning up to vote. Wdowczyk was running unopposed and 20% of the ballots were spoiled.

Thursday scored the highest body count this year. In official figures Police said that crime was up by almost 6% in Night City last year but could not comment upon any link with last year's six percent rise in population.

Winner of our luxury suicide competition was Mr. M. Wilson of Pacifica who was forced to eat fourteen bars of soap by three topless models late last night.

What's Happening?

Lies, damn lies and the Fixer's word of honor...

- This guy called Fellini, a Solo, starts mouthing off at Mabaranda the Bouncer in Hergé's. Mabaranda says go away and die. Two weeks later — they finds the guy all shrivelled up in his apartment and he's got this look of terror on his face. Scary stuff, homeboy.

- Mohican, a drug addict from around here, he was down by East 63rd Street in an old abandoned night club. He's lying in a corner trying to get some sleep and he feels this rock under his jacket/pillow. He can't get to sleep, so he reaches under to get rid of it and pulls out a diamond as big as his eye. Didn't get to spend it, though. Some Boostergang saw the sparkle, came over and done his head.

- Rumor around town now is that Carmen hasn't started her singing because she's actually pregnant. This

might not be true, though, since Carmen used to be Carmichael before he had the operation.

- The Fingerbobs hit another band last night and half a dozen gigs have been cancelled because of it. Some bands are still playing, though, and there's a lot of work for Solos in the bodyguard business.

- Junkies: Big Time! Latest voices say that Vicki the Fixer got some whole new batches of Gold, Rain and Daddy. The prices are cheap at the minute, but buy now — they might be a lot more expensive later today.

- The MacLean nomad tribe is said to be heading to Night City for the Dutchman's big bike race. The MacLeans set a whole block on fire last time they were here. There are over 250 of them and they take up a lot of space in a bar. It was Thumper's Bumper last time, so don't head down there unless you need some trouble.

Caitlin at Work

Caitlin Jones didn't like Harvis Renaldo; something about the man grated on her nerves. But she wasn't paid to like him, she was paid to take care of his needs. Harvis Renaldo wanted a mercenary team. Security purposes. Multi-talented, flexible, tough. It hadn't taken her long to deduce that a black operation was going down. She pulled his file from the datanet before making the call.

Network News 54. Sub-executive position. Marketing Manager, Night City only. Infocomp account balance: Eb 235,000.

The face on the screen showed no personality. Dark brown hair, blue eyes, blank expression. Harvis B. Renaldo was a man with no soul: A corporate machine on his way up.

It was a lot of money just to find a security team. More than enough. She punched in his private number and the screen came to life.

"Renaldo," the voice stated crisply as his face appeared on the screen. "Miss Jones," and a faint smile flickered across his face when he realized who she was, "you have some news for me I hope."

Caitlin paused for a moment, she felt uncomfortable when he stared at her. "Yes, Mr. Renaldo, I believe we have found a group which matches your requirements." It was all she could do to keep her voice steady.

"And where are these men at present?"

"They are here in Night City," she replied.

"Excellent. Transfer the relevant information to me along this line and deduct the charges from my account...and keep yourself available, Ms. Jones. I may want you later."

The implication was not lost on her and by the time the screen faded Caitlin knew what it was that she disliked about Harvis Renaldo. She had seen it in his eyes when he looked at her and again when she told him that the search had been successful.

Renaldo was hungry. Too hungry.

that his money offer seems substantial. Secondly, he is displaying his power, making sure that they know what he is capable of.

THREE HOURS

It is 19:07 by the skinwatch when you finally locate the trip wire for the device in the hallway. The Hotel Pallazo is way across town, but even taking it easy you only need an hour to get there. Two hours. You can do a lot in two hours...

Caitlin Jones picks up the characters when they leave their apartment block. If they split up, Jones follows the largest group. They cannot possibly outrun her, but by noticing her they might force her to cease surveillance. Caitlin has a Shadow/Track total of +16.

THE HOTEL PALLAZO

For some of the characters this might be a pleasant trip down memory lane, depending on how they fared in the last adventure. If you are using these adventures in a different sequence than the one given here, refer to "The Slow Boat From Chiba" for details of the Hotel Pallazo's security techniques. An easy streetwise roll [diff 10+] informs the group that absolutely no weapons are allowed inside.

Harvis Renaldo has reserved rooms for the characters under their real names, if they have one. By giving their names at the door they can gain entrance, but only if they satisfy the strict security precautions.

Getting In

The exterior of the hotel Pallazo is busy at this time of night. Limousines constantly arrive and depart as the corporate players move to and fro.

You look out of place as you approach the door, and it doesn't take long for them to notice. Before you hit the first step the doorman approaches you. He's holding a small electronic device and you guess security have already been alerted.

"Good evening," he says with a broad, false smile. "How may I help you this evening?"

The doorman is thoroughly convinced that the group is not suitable for the Hotel Pallazo and treats the characters with thinly veiled contempt. This posture becomes

aggravated should the players display violent tendencies.

Security relays information to the doorman via the small screen he holds in his hand, including details of in-built cyberware and weaponry.

Those characters without offensive cyberware are admitted without question and a porter appears to lead them to the reception desk.

For those dressed to kill, there is no possibility of admittance.

Upon taking your names the doorman, dressed in a grey and green suit of dubious style but excellent quality, produces the false smile once more, and continues in his slightly superior tone. "Thank you sir. Hollis will assist you from here." He raises the small box once more and a figure appears close by: a young man with black hair, wearing a suit similar to that of the doorman. He nods his head and the resolution flickers slightly. The hologram is aptly named. "Good evening," he says in smooth chip-chat tones. "If you will follow me..." The ghostly figure turns and leads you inside.

Hollis is available anywhere inside the hotel. His services are not free; charges appear on the room bill. For those who prefer a female guide, he can be transformed into Helen, a hologram as beautiful as Hollis is handsome.

THE MENU

- **Hotel Guide:** The Hotel Pallazo is a large place: six conference rooms, three ballrooms, seven lounges and a wealth of other facilities, as well as 2,300 rooms. Some of this might take a little finding. Cost: Varies.

- **Page:** When one guest desires to find another, a Hollis appears in each public room and calls for the person sought. Cost: 120 eb.

- **Night City:** For those new to Night City, Hollis can provide information about the city itself. This is drawn from the Pallazo datanet files. Cost: 45 eb.

- **Room Service:** For residents of the hotel who prefer the personal touch instead of the vid-phone, a Hollis appears inside the room to take the order and listen to requests. Hollis can obtain anything from eels to escorts. Of course, he cannot deliver them. The deliveries are made by staff selected to please the client. Charges and tips are passed via the room key. Cost: Varies.

- **Entertainment:** Hollis has access to all public information regarding entertainment inside and outside the hotel. Hardcopy is available, but Hollis would quite happily recite everything. Cost: 50 eb.

- **Financial:** Hollis can access customer accounts and relay the information to that customer. Cost: 35 eb.

Hollis is not artificially intelligent; he is just a very complex program. Witty repartee is somewhat beyond his capabilities. He cannot make suggestions and does not begin conversations; he merely reacts to orders from the guest. Hollis is a huge drain on datanet capabilities, and each time a guest calls for one there is a one in ten chance that the system is overloaded. If your players call for Hollis roll 1d10. A result of one indicates that they cannot access Hollis immediately. They must wait 1d10 minutes until he becomes available. There are of course exceptions: The residents of the penthouse are automatically assigned priority Hollis time for example. Each guest is greeted by Hollis in the same manner as the characters were. Physical tasks, lifting baggage for instance, are left until the guest is comfortable within the hotel.

The hologram leads you across the foyer, which is filled with Night City's elite. Amongst the crowd you see many other manifestations of Hollis, and gazing around you are astounded at the wealth of the Hotel Pallazo. Those objects which are not antique are shining bronze. If you could steal a building, this would be the one to pick.

Passing through the crowd, you attract some attention. Words drift across the bustle; Chrome Stars, Artists, fumigators, fumigated. Looking around, you see only money. Clothes, carpets, jewelry. The women are wearing more money than you make in a year and their perfume probably costs more than the clothes on your back. It could get annoying, but you don't have the time.

"Here we are sir," Hollis says and you realize that he has brought you to the front desk, a huge block of copper marble the length of a small car. Behind it stands a cute blonde.

"Here is your key, sir," she says with a smile. "Your rooms are ready and there is a message." She produces a small slip of paper upon which is written, "John Coral. Carter Lounge. Table Six. 10 PM."

The Carter Lounge

Hollis leads the group to the Carter Lounge when they are ready. If your team decides to check out the rooms first, then proceed to *The Thirteenth Floor*, below.

The Lounge is one of many and is decorated in the style of the 1940's. The waitresses wear updated versions of Second World War service uniforms.

The Carter lounge is bizarre: velvet upholstery and a candle on each table. The chairs have high backs intricately worked with gilt wire, and a mirrored globe sends spots of light spinning around the large room in gentle circles.

The attentions of those seated in the Carter Lounge, however, are fixed upon the stage and the remarkable Willow Stevens.

A haunting song drifts out from the stage and across the audience as Willow Stevens's low whisper tells of love lost. Ms. Stevens resembles some ghost of the theater. Her blonde hair, white dress and pale skin combine under the lights to produce a misty luminescence which masks her form.

Slowly she sways to and fro. Then, when the words stop and the sax begins, she turns away. The long dress is backless. You watch her graceful form as she steps to the rear of the stage, out of the spotlight. A flicker of U.V light catches her as she does so, revealing a wraith-like white panther tattooed across her back, its tail curled around her neck. The saxophone stops, the light dies, woman and panther vanish.

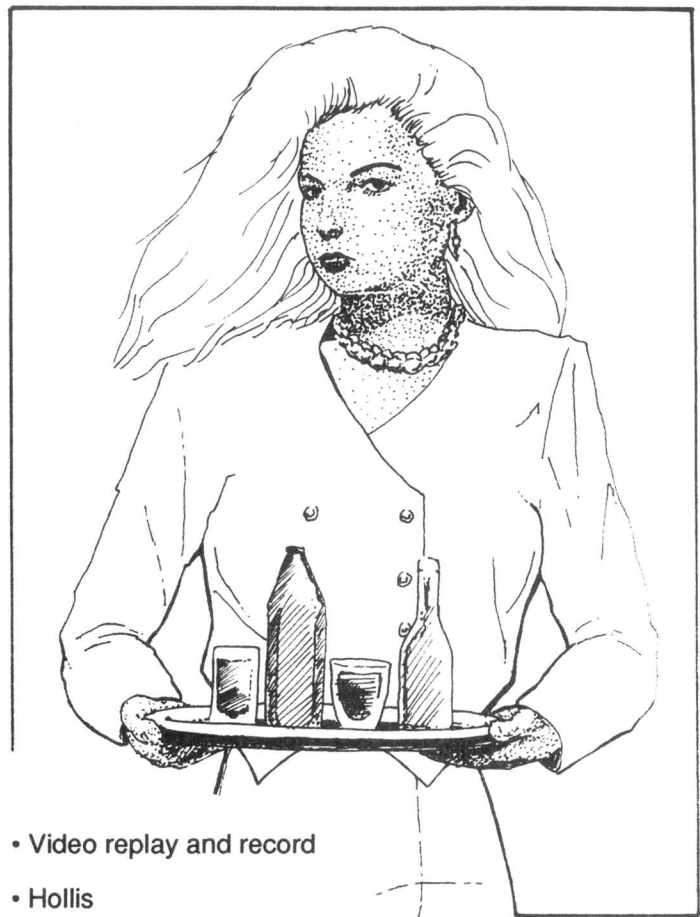
"This way sir" says Hollis. Suddenly he's not so impressive.

Table six is a booth at the rear of the Lounge and seated in the booth is a dark-haired man wearing glasses and an expensive suit. He looks approximately 30 years old and stands when you approach. He buttons his suit and extends his hand with a smile.

This may seem like a very public place to be discussing a black operation, but the proprietors of the Hotel Pallazo are aware of a guest's need for privacy. The low table in the center of the booth may seem like a solid mahogany block but actually contains a wealth of electronics.

A vidscreen displays the options:

- Cocktail menu
- Wine list
- Security menu (visual and audio security)
- Exterior phone line
- Interior communications



- Video replay and record
- Hollis

"Pleased to meet you. I am John Coral. There is no need for introductions, I already know who you are. Please...sit down." With this he gestures to the seats in the booth and reseats himself in the same position.

You lower yourself into the large and comfortable seats, hearing the creak that only genuine leather can give. Sounds good, but you have other things on your mind.

After ordering drinks, John Coral/Harvis Renaldo pulls up full security to discuss the reason for this meeting. He is open and friendly and gives no hint whatsoever that he attempted to kill the characters just a few hours beforehand.

The drinks arrive and a panel slides away on the mahogany table in front of you, revealing a vidscreen. After paying for the drinks John Coral calls up the menu. A familiar white noise hiss surrounds you as the dissipation walls come up. The front of the booth goes hazy. The stage can be seen but not clearly. Expensive security...

When roleplaying this encounter and the character of John Coral do not portray him as friendly or likeable.

John Coral doesn't make jokes and won't make the characters laugh.

"I'll start at the beginning," opens John Coral. "You have heard of this lady no doubt," and the screen changes. Willow Stevens is replaced by the unmistakable beauty of Shauni Kalnier, the world's premier Braindance star. You would have to be dead not to have heard of her.

"I am an employee of Miss Kalnier, and she needs your help. As you know, Miss Kalnier is an employee of Diverse Media Systems, and it is with DMS that the problem lies. They have acquired an early braindance of hers, which she would prefer them not to have. The recording is...of poor quality. If DMS retains the master copy, Miss Kalnier will be stuck with them. She will also be forced into a salary cut which she would prefer to avoid."

Obvious questions arise, but Mr. John Coral has an answer for each.

The fictional John Coral is an assistant to Shauni Kalnier and also works for DMS. He has discovered that DMS is not yet aware that Shauni is in the recording. The single Master copy is being held within the DMS building here in Night City. DMS must eventually discover that Shauni is in the braindance, and thereafter have complete power over her career and life.

Miss Kalnier has asked John to retrieve the recording and has assigned him some money to complete the task. He would now like to hire the characters for a run on DMS.

The tapes are held in a special room within the DMS building and cannot be scrubbed via the computer system. The media giant switched to this system after losing several important tapes to virus vandals and interior human error.

Their mission, should they choose to accept it, is to breach DMS security and retrieve the tape. Obviously they might try to copy it, so John Coral will accompany them into the building. He knows exactly where the tape is within the store and has the access code to obtain it.

MONEY

John Coral has used his DMS expense account to reserve rooms for the characters on the thirteenth floor of the Hotel Pallazo. There is money available for equipment and programs should the team request it, but John Coral would prefer to obtain these for the characters himself. If they insist on buying their own, however, he can be flexible.

The money is not endless, but Shauni Kalnier is very rich. As payment for success, John Coral offers them each an apartment in a building in Night City which is owned by Shauni Kalnier. On top of that he offers them 15,000 eb each, to a maximum of \$90,000. The apartments are valued at \$175,000 each but the team would not own them; they get to live there for 2 years, rent free (a value of 40,000 eb).

SKILL CHECKS

- **Awareness** [diff 15]: John Coral treats himself better than he treats the characters. The vidscreen bills the drinks to room 2020 on the twentieth floor.
- **System Knowledge** [diff 15] or **Streetwise** [diff 20]: With his room number the characters could access Coral's files from the Hotel Pallazo datanet.
- **Human Perception** [diff 15]: Coral is too calm. The fact that the characters could kill him with their bare hands or that they might not take the job does not seem to worry him.
- **Human Perception** [diff 25]: John Coral is lying. He's not telling everything he knows.

The characters need not decide immediately whether or not they accept the job. They might prefer to sleep on it, and what better place to do that than on thirteenth floor of the best hotel in town? If they decide to accept the deal tomorrow all well and good. He has information and plans which they need to see, if they are to be successful.

John Coral bids them good night. Each room has been credited with 800 eb for use by the characters. The money has been spent — it would be foolish not to use it.

The Thirteenth Floor

The windows look out onto the Opera House dome and the street below. The glass is bulletproof, or so the leaflet says. Of course it isn't bullets that certain people have been firing at you lately. There's a braindance unit on the wall near the bed. Keying through the options, it doesn't take long to find a few Shauni Kalnier dances. What else did you expect?

The sheets are silk, the drapes are clean white cotton, and after years of coffin foam mattresses the double bed looks the size of a football field. Too big to sleep in alone.

The vid-phone displays the room service menu: food and drink that you've never heard of and half

of it you can't even pronounce. The array of choices is bewildering...and all you have to do to keep enjoying it is agree to work for John Coral, a man who blows up buildings just to get your attention.

There are no bugs or listening devices within the room except passive sensors to listen to requests and questions directed at Hollis. The braindance recordings are held in the same manner as a jukebox, although no money is required.

The phone lines do not give access to the Hotel Pallazo datanet fortress.

This is probably the best accommodation that the characters have ever experienced, and all of it paid for by John Coral. A man who tried to blow them up just a few short hours ago is now showing them the time of their lives.

You can take the man out of the Zone, but you can't take the Zone out of the man. Street instincts don't just disappear when you leave the street. There is something not quite right about John Coral. It might be a good idea if the team found out what.

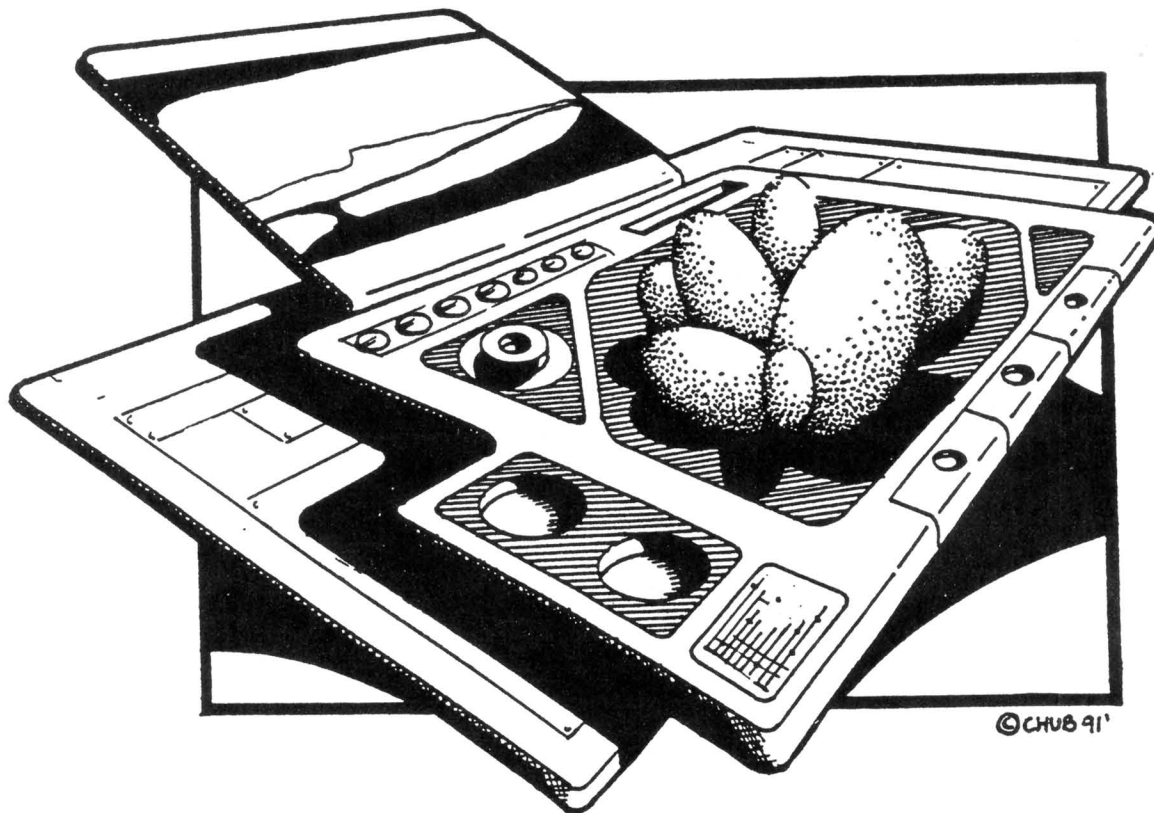
The Truth

John Coral is lying and not just about his name. He is not an assistant to Shauni Kalnier and he doesn't work for DMS.

John Coral is Harvis B. Renaldo, a marketing manager for Network News 54 in Night City. In his position he sees a lot of figures and amongst those are the sales figures for Catherine Bergenox and Shauni Kalnier. Shauni Kalnier always out-sells Catherine Bergenox in braindance retail. The public have an insatiable appetite for her which Miss Bergenox has never been able to rival. Catherine Bergenox is popular and famous and rich. Shauni Kalnier is all of these, only doubly so.

In two weeks' time the new season goes into production. Until then the master tapes are held in secret. There are only two copies and their location is known to only a few.

Harvis Renaldo has discovered that the master tapes for the new Kalnier season are held in Night City and it is his intention to steal them. The plotlines will then be recorded with Catherine Bergenox instead of Shauni



Kalnier, and released early. This renders useless any stock which DMS has managed to produce *and* leaves Shauni Kalnier without a new season. Catherine Bergenox, on the other hand, has double the material in every Braindance outlet from Alaska to Antarctica. At least that's the plan. Harvis B Renaldo has every confidence that this may wreck Shauni Kalnier's career. He's right, it would...

If it wasn't for those pesky cyberpunks...

Easy Money

Upon hearing "Coral's" plan, your team may decide to run straight to DMS with his tale, tell them all about it and pick up some easy money. It would certainly be a lot easier than dodging bullets inside the DMS building, even if the pay is a little less.

DMS's Security division soon ascertains that no one by the name of John Coral works for or has ever worked for Shauni Kalnier. On the chance, therefore, that John Coral is merely a pseudonym, DMS pays the characters to meet him again. The scenario should then play in the same manner as the second of the four choices given below.

Choices

SHEEP

If your characters are naïve in the ways of the world, then they fail to investigate John Coral and fall into his trap. The run is successful and John Coral pays them. They move into the apartments and enjoy two weeks of comfortable living before DMS is tipped off by Harvis Renaldo. The DMS security division soon arrives, and it is DMS which reappears in Sweet Revenge II.

SLY

The characters decide to investigate John Coral and find an evil scheme at work. In a hidden file they discover the basis of the real plan, which includes making them the scapegoats for this entire affair. A little advance revenge is in order, and the team go to DMS, which without explaining why tell them to go ahead with the run. They assure the characters that the security personnel will be firing blanks. (This is a lie.)

The run is successful and both Network News 54 and DMS pay the team. Then, whilst Network News 54 is shooting the new Catherine Bergenox with the stolen plotlines, DMS releases the original Shauni Kalnier versions. Network News 54 wastes a lot of money and

Harvis B. Renaldo appears as the hated enemy in Sweet Revenge II.

STUPID

The characters discover the vile treachery that Harvis Renaldo has planned for them and decide to do the run and then steal the tapes. Network News 54 and DMS are both angry and attempt to kill the characters. DMS, however, loses ratings in the new season due to lack of material and return in Sweet Revenge II to exact punishment upon the team for their insolence.

SON OF A...

It is entirely possible that your players might choose a different path. If this does occur then the best you can hope for is to play along. Do not try to force them to follow one of these options, since doing so would ruin their game. Presented below are the main locations, information and personnel for this scenario, but remember: No matter what happens, *somebody* has to lose. Net 54, DMS or Harvis Renaldo. Whoever it turns out to be, they spend their time between Sweet Revenge I and II tracking down the characters and devising a plan for killing them.

INTO THE NET

Rez up, and it's into the net! The Hotel Pallazo sits in the very heart of the Night City sub-grid. Civic center. Corporate Sector 1. The netspace has that heat haze quality here, as your equalizer struggles to comprehend the data flow.

The Hotel Pallazo is easily found. You can pick it out from a distance: a dark green block on a nine-layered highstack. The silver script aglow with computer power.

No time to admire it, though. In Corporate Sector 1, Netwatch is ever awake, and the last thing you need is to see that familiar blue strobe.

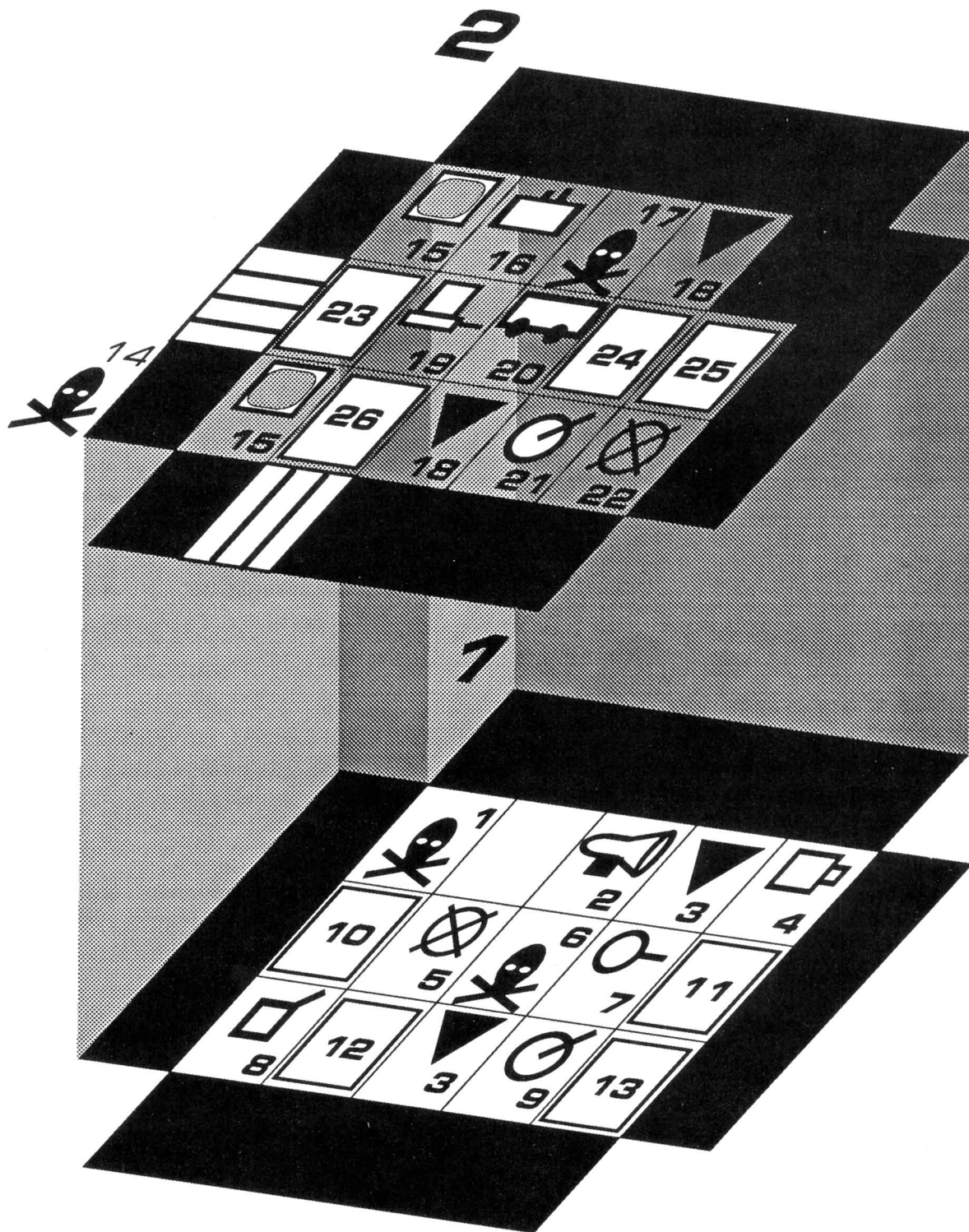
Hotel Pallazo: The Datanet Fortress

LEVEL ONE SUBGRID KEY

Data Walls at +4

1. Knockout.

HOTEL PALLAZO NET SUBGRID



2. **Speaker Control.** Thousands of hidden located speakers as well as directional speakers line the Hotel Pallazo. Hollis speaks through these.

3. **Holographic Imager control unit.** These units generate Hollis images.

4. **Video Surveillance Control.** This is the control center for all cameras inside the hotel.

5. **CPU #1.**

6. **Psychodrome.**

7. **Microphone Control.** This is the central control for all microphones inside the hotel. They register requests for Hollis.

8. **Door Control.** Almost every door in the hotel can be opened immediately although, room doors require a security operative to be in attendance.

9. **Backup Alarm System.** Usually not functioning.

10. **Datafile, CPU#1.** Hotel Management and personnel (locked at +3).

11. **Datafile, CPU#2.** Accounts/wages (locked at +5).

12. **Datafile, CPU#1.** Guest list (locked at +3).

13. **Datafile, CPU#2.** Closed Guest list/Black info (locked at +4).

LEVEL TWO SUBGRID KEY

Data Walls at +3.

14. **See Ya.**

15. **Video Boards** in the conference rooms.

16. **Elevator Control System.**

17. **Bloodhound.**

18. **Holo Imager.** Same as level one.

19. **Terminal Control.** Front desk, accounts department, etc.

20. **Robotics.** Lighting robotics for stage acts in lounges and ballrooms.

21. **Main Alarm System.**

22. **CPU #2.**

23. **Datafile, CPU#1.** Security (locked at +4).

24. **Datafile, CPU#2.** Hollis (locked at +2).

25. **Datafile, CPU#2.** Hollis (locked at +2).

26. **Datafile, CPU#1.** Bookings and information. (Unlocked)

WHERE IS IT?

Information on John Coral can be found in two places. Player handouts with this data are provided at the end of the book.

File 23, Security. Harvis Renaldo can be found here under the entry "Room 2020"; he has been charged for three special security requests:

- A security guard placed near Table six between 10 PM and 11 PM. Charge: \$250.
- Special admittance request: A number of individuals who do not comply with regulations to be admitted as guests. Charge: \$350.
- Precautionary Measure: Mr. Renaldo not to be paged by name at any time. No calls to be accepted. Charge: \$75.

File 12, Guest List. Room 2020 — Occupant: Harvis B. Renaldo. Credit: \$1890.

Charges: Hollis — 10 min. 27 secs., \$170. Room Service \$437. Drinks —CL—, \$84. Security Charges, \$675. Total Charges: \$1366.

Billing Address: S. K. Holdings, Dodge Building, Cordova Avenue, Corporate Sector 14, Night City.

Considerations: No calls, no paging, no messages. Car hire: Car to be available 1 AM; Silver BMW, license plate 4037 LHK, assigned.

Effects of a Netrun

The Hotel Pallazo has little to fear from a netrun in financial terms. The only manner in which a netrun could gain instant financial reward is in the accounts/wages file. All material within that file is also contained on backup chip, however. When an intruder is detected, the file is frozen and the backup chips consulted.

The Hotel Pallazo does not appreciate Netrunner activity which disrupts service to their clientele. If this does occur then a defensive Netrunner is drafted in for the 48 hour period immediately following the intrusion. The netrunner covers computer shortfall as well as defense.

network news 54

Hi, I'm Kristi Andrews and you're watching Net 54 at 1:11.

Final figures just in on the Crystal Tower disaster in Lo-Orbit: 207 dead and 412 injured with sixteen still unaccounted for.

Panic in the Net today as Netwatch, the data protection force, found itself unable to deal with a disturbance in the Night City area. Krome, Inc., completely vanished in an astonishing act of commercial terrorism unrivalled in the history of Net crime. Leonard Vargenstein of Night City Netwatch was rendered speechless by the attack, in which he lost two of his best men. The first of two reports comes from Larry Waterboy in Netwatch headquarters.

The situation is one of confusion here at Netwatch headquarters, as desperate Netrunners try to trace the criminals who brought down Krome Incorporated in tonight's spectacular act of terrorism. I'm joined now by Leonard Vargenstein of Night City Netwatch.

"I have here a statement which I would like to read. At approximately 23:47.08, the Krome database was attacked by three individuals. Their actions resulted in the collapse of the database and the deaths of two Netwatch offic-

ers. Four fatalities are reported at the Krome Facility itself, as well as severe damage. An arrest is imminent. I have no further comment."

There you have it. Commander Vargenstein is giving out no indications as to the reason for this attack. He also stated that an arrest would be made shortly, but I doubt if we can believe that. This is Larry Waterboy, Net 54. Handing back to the studio.

Thank you Larry. Our second report comes from Krome Incorporated and is brought to us live by Andy Craig.

As you can see behind me, there's very little left of Krome Incorporated, a small Night City company doing cybernetic research until just a few hours ago. The cause of the blaze which gutted the building is completely unknown and witnesses report that there was no gunfire. Looks like corporate politics without the noise.

Thank you Andy, more on that story as it comes in.

After the break we'll bring you pictures of the crash from the Night City Net, and we'll launch our new *Which Corp Dunnit?* competition.

What's Happening?

Really? I don't believe it!

- Anyone with 9,000 Euro to spare? Susans, the netrunner, is asking that much for 3 MU of hot data. He's usually on the level but he's also been taking a lot of Ash lately.

- Good money to be had in cyberware these days. Local ripperdoc is looking for a new supplier since his last one got busted. Won't take South American stuff, though.

- Naomi, the Combat Zone's resident nutcase and split personality, finally met her inevitable end after a particularly clear fantasy about being the world's top netrunner and attacking the Arasaka data fortress with SuperCalc 2.

- Special S & M night at Rick's Place! \$450 gets you in, as much Klute as you need, and your own holo recording of the entire evening.

- Carmen — She's actually dead after all. Some boostergang got tired of hearing about her and took her apart. It's a shame, really, because she'd just signed some deal with DMS.

- Somebody else found dead in the coffins of the No-Tell Motel last night. This one wasn't turned inside out though. He was filleted: a long gash up the back where his spine should have been.

- The bike race is postponed. The Dutchman's waiting for some high rollers. This gives you another week to get your name in. Unless you're scared of course.

- Latest price list: Carbons \$320 (Cheap), Chaka \$140 (Expensive), Red \$720 (Expensive), Nightline \$110 (Expensive), Ice \$40 (Very Cheap), Gold \$100 (Usual)

SKILL CHECKS

- **General Knowledge** [diff 15]: Corporate Sector 14 is a non-residential business area populated mostly by small businesses.
- **Stock Market** [diff 15]: As a small business in Night City, S. K. Holdings should be registered in the Night City business directory. The directory is accessible through the net by the public for a mere 5 eb.

S. K. Holdings does not exist, as far as Night City authorities are concerned. It cannot be found in any business directory.

HOTEL PALLAZO: REALSPACE

Because of the intense security presence within the Hotel Pallazo, it is all but impossible to achieve anything constructive within it — breaking into Room 2020, for example.

John Coral/Harvis Renaldo does not sleep there and has no documentation there. Very little help.

He can be followed, however, and this may be of some help. John Coral leaves for the lobby at 00:45. At the front desk he deposits his key and picks up a set of car keys. At the front door a silver BMW awaits him. He then travels to Corporate Sector 14 and enters the Dodge Building. There he spends approximately 1 hour before travelling to the Network News 54 tower in Corporate Sector 3. There he disappears, reappearing at the Hotel Pallazo at 10 PM the following evening to meet with the characters.

By following him, the team discovers the existence of S. K. Holdings and the fact that John Coral can enter the Net 54 building at will. This should be impossible for a DMS employee.

NET NEWS 54: REALSPACE

The Net 54 tower stands in the central Night City plaza known locally as the Wheel of Fortune. Looking down across Lake Park the huge, black-windowed construction stands a dozen stories above most other buildings in the city.

At night the park side of the tower becomes Net 54's biggest screen. Advertising, trailers and hourly news bulletins in four languages radiate from the screen. Visible from most of the city the Tower is, perhaps, the city's most memorable landmark.



Harvis Renaldo

Nightly, awestruck onlookers gaze at the beauty of Catherine Bergenox and Kristi Andrews displayed in glorious color on a backdrop 30 stories high.

Crowds gather when the live pictures come in. Combat Zone firefights, explosive corporate politics and AV touchdowns in a hot Landing Zone half a world away. It is every reporter's dream to broadcast from here, every starlet's wish to see herself in those lights. And as the crowds look up, the faceless men behind the façade stare downward with smiles on their faces...Let them dream.

Network News 54 is massive, almost 200 stories. There are employees beyond counting and rooms without number. Night City is not an old place, and when construction began the media were already a powerful force in day-to-day life. Space was made for them and their presence acknowledged. Network News 54 filled that space and more. The massive corporation has more power in Night City than it would care to admit, and behind that power a massive organization. Employees from all walks of life are based in the Night City tower: streetpunks, security guards, executives and cleaners.

You never know who might be reporting to the Tower.

A physical attack on Network News 54 is suicide. Most employees don't know half of what the building contains or where anything of value might be found.

INTO THE NET

A netrun is the only possible way to hurt Network 54 or gain anything from them.

Online. Deck's humming, adrenaline surging. The final LDL folds away and you're back in the Night City sub-grid. Downtown, the Wheel, you're headed for the blackest IC in Night City. It's not going to be easy but if you knew you were coming back, there'd be no point in going.

You streak out of the LDL and west to the Boogie Board, where the part-timers play, and then you turn. In the distance you see the glittering white

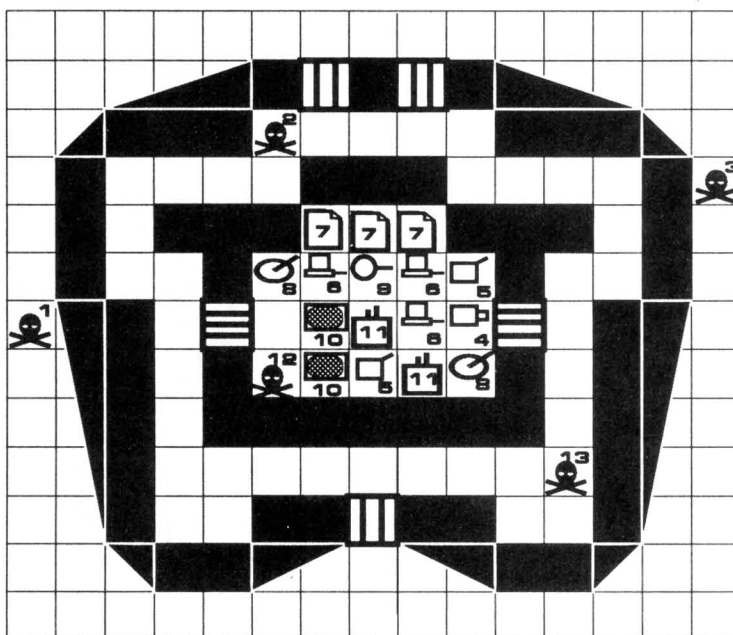
block of EBM, the place where old Jockeys go to die. It looms large in your vision as the equalizer brings it up to its full height. Electronic chuckles. Their security is probably going haywire as they detect your approach...But not today, my friends.

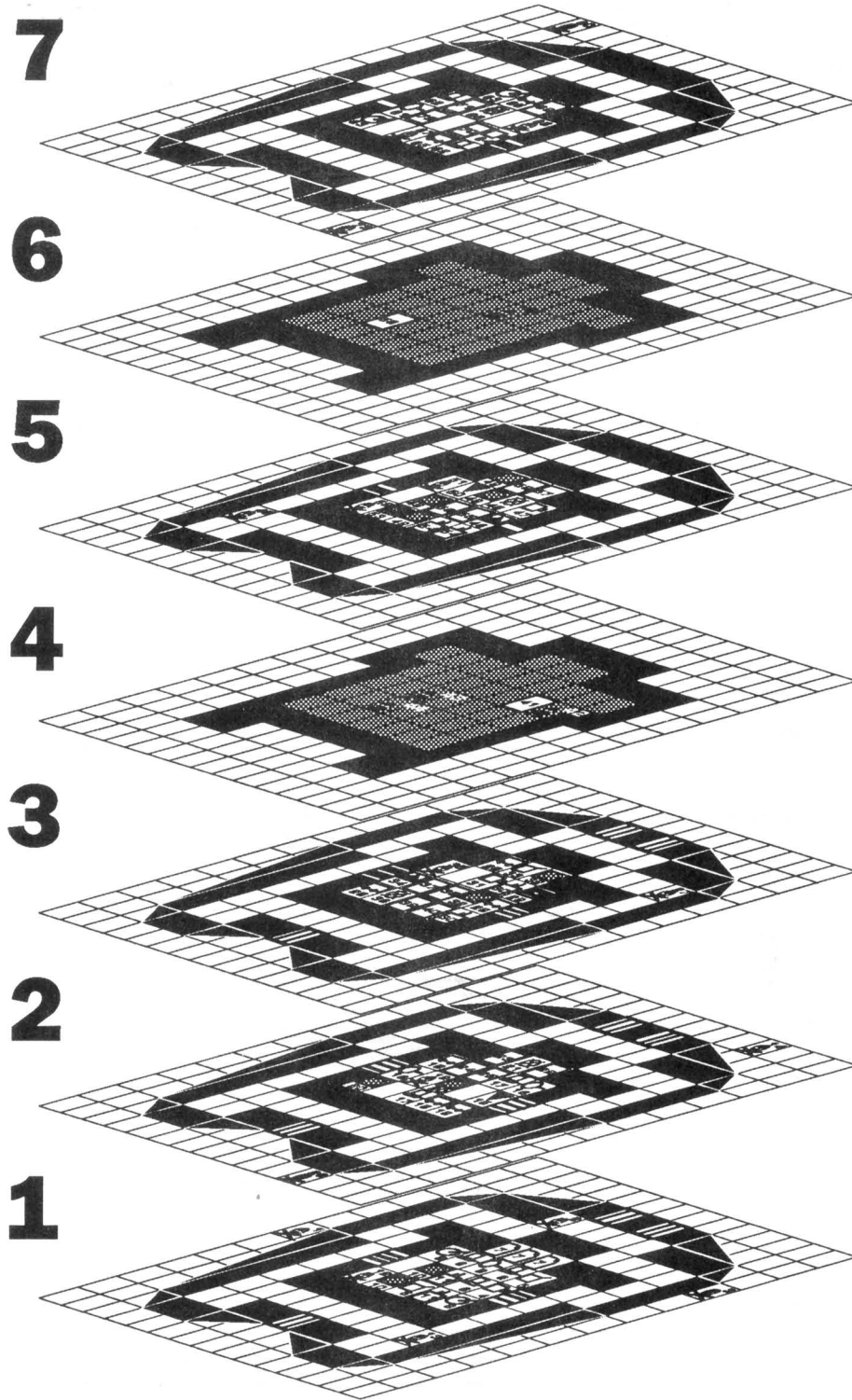
You duck beneath EBM and less than a heartbeat later the black monolith of Network News 54 blocks your vision. Code gates everywhere and none of them easy. You know what they say... Fortune favours the stupid.

The Network 54 IC is portrayed within the Net as a huge black tower. Code gates can be seen on the lower half of its height but further up, in the realms of power, the IC is as smooth and sheer as black glass. This is no accident; the datanet construct was designed to look like the realspace tower. On one side of the tower digital pictures are displayed in the same manner as the realspace counterpart at certain times.

EBM is bigger but Net 54 has more style.

Net 54 Night City Data Fortress Level 1





NetNews 54 Data Fortress: Schematic Overview

SKILL CHECKS

It would be foolish for any netrunner to attempt a run on Network News 54 without doing a little homework.

- **System Knowledge** [diff 15] or **Stock Market** [diff 20]: The Net 54 global datanet is run by an AI. This AI could easily be resident in the Night City fortress.
- **System Knowledge** [diff 20] or **Interface** [diff 15]: The AI which operates the datanet need not be alerted to a Netrunner presence.
- **Streetwise** [diff 20] or **Interface** [diff 20]: The Net 54 fortress is hell. Multi-layered ice and fatal control programs.
- **Interface** [diff 20] or **Programming** [diff 15]: The defense programs could include Liche and Hellhound.
- **Streetwise** [diff 15] or **Interface** [diff 10]: A corporation the size of Net 54 must have defensive netrunners inside the fortress.
- **Interface** [diff 20] or **Streetwise** [diff 25]: Rumor has it that the Net 54 data fortress is protected by a new kind of ice. If you don't hit it in just the right place it explodes on you. Instant death.
- **Interface** [Diff 20]: The serious money and information is contained in the upper levels. Unfortunately, the ice is deadliest there.

The information given above isn't just sitting in the characters' heads. They should have to pay for most of it.

Detailed information on the Net 54 fortress, safe attack routes and so on, might be available on the streets...for a price. It is up to you, the referee, to decide how much information can be gained and at what cost.

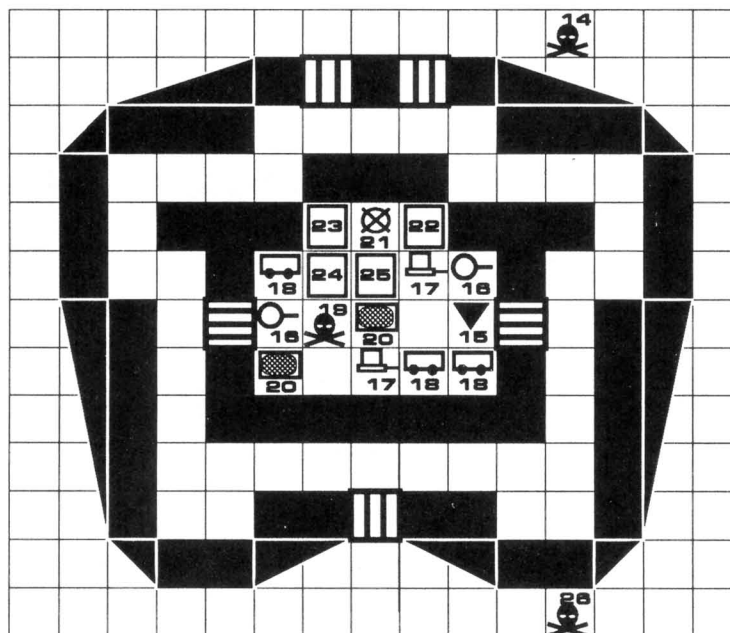
Remember Network 54 is one of the toughest. If your netrunner is inexperienced he may need more advance help.

Special Note

The netrun on the Net 54 fortress may take a while to play. Don't worry. This is the netrunner's greatest hour in the Night City Stories campaign. Everybody deserves a chance to show off occasionally.

Network 54 won't simply disappear if a netrunner manages to intrude upon the central core. The fortress is too big to change drastically. This means that with minimal work the Network 54 datanet can be used again and again in your cyberpunk campaigns.

Net 54 Night City Data Fortress Level 2



sounded and security is increased.

Crime

The Artificial Intelligence which operates and oversees the Network 54 global datanet is called Crime. Her Icon is the form of a beautiful woman and she functions at Intelligence 12 inside this Net 54 fortress. (Her true intelligence is 18, but it can fully come into play only in larger fortresses.)

THE FORTRESS

Data Walls

The outer wall of the Net 54 fortress is protected by a special form of data wall. These are shown by triangular, white-outlined shapes. If any program except a worm is used upon these walls an electronic explosion is created. This data blast scrambles the Netrunner's icon and equalizer, dropping him instantly out of the net. The alarms are

Crime appears in the Night City fortress when any CPU fails or if 3 or more intruders are detected. Crime doesn't mind losing data, but when it comes to terrorism she takes serious action. It takes 12 rounds to summon her and she cannot be permanently dispelled. Defeat in net combat means that she vanishes for a period of 12 rounds before appearing once more.

- All programs listed in the data fortress may be used by Crime.
- Crime operates in the same manner as a netrunner and can perform 3 actions in a single turn.
- Anti-personnel programs which cause physical damage have no effect on Crime whatsoever.

Level One

OUTER DATA WALLS AT +2/INNER DATA WALLS AT +2

1. **Speedtrap**
2. **Watchdog**
3. **See Ya**
4. **Video Security.** This unit controls video surveillance equipment in the lower third of the building.
5. **Gates and Doors.** The many security doors in the lower third of the tower can be operated remotely from here.

6. Terminal Control

Units. These areas contain the control and access data for the terminals in the lower half of the building. The terminals are used by reporters and other office staff.

7. Dataterm Printer Control. A bank of printer control units, linked through separate lines to the hundreds of Dataterm outlets in Night City. It is through these that screamsheets are printed.

8. Alarms. Controlling all alarms on the bottom half of the building, only one of these units is functional at a

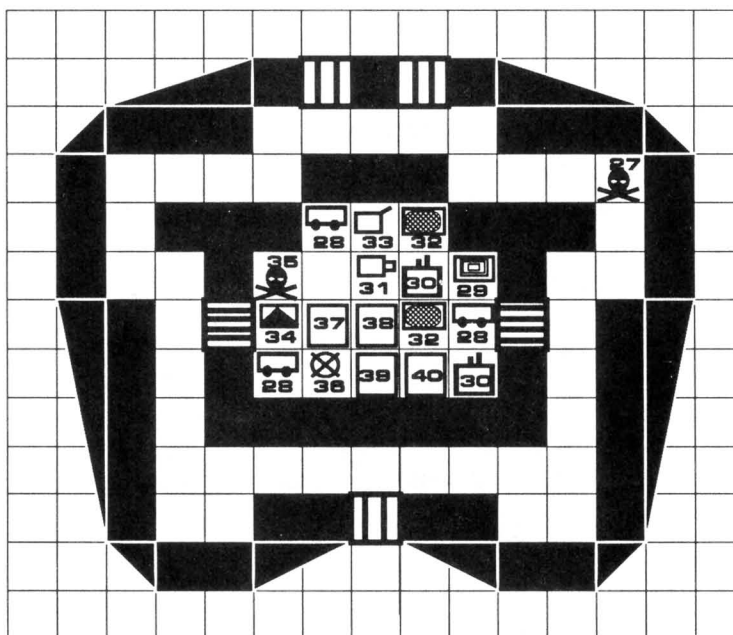
given time. Should that unit register failure, the other system kicks in.

9. Journalistic Control Center. This communications center maintains control over Net 54 journalists all along the West coast.

10. Video Boards. The units on this level control internal video boards in hundreds of offices, updating reporters with news and events from Night City and around the world.

11. Elevator Control. These units control the elevators between the ground floor and floor 72. Beyond that floor, the Elevators are switched to the control of units on Fortress level 3.

Net 54 Night City Data Fortress Level 3



work News 54 studios within the Tower.

19. Spazz

20. Video Boards. Same as those on level one.

21. CPU #1. Datafiles 22 through 25, attached to CPU #1, contain active stories. All of these files are locked at +4.

22. Data File. Sports/Leisure.

23. Data File. Scientific/Medical.

Level Two

OUTER WALLS AT +2/INNER WALLS AT +3

12. **Sword**
13. **PitBull**
14. **Watchdog**
15. **Holo Imager.** Used to create the holographic effects seen by the viewers.
16. **Microphones.** These units control the sound quality in the News studios.
17. **Terminal Control.** Systems similar to those of level one.
18. **Cameras:** Automated camera systems used in the Net-

- 24. **Data File.** Political/Corporate.
- 25. **Data File.** Media/Entertainment/Criminal.
- 26. **Bloodhound**

Level Three

OUTER WALLS AT +3/INNER WALLS AT +3

- 27. **DeckCrash.**
- 28. **Drones.** The massive blimps which cross and re-cross Night City advertising Net 54 and monitoring traffic flow are controlled here.
- 29. **Gateway.** This point marks the safe passage area through level four. Travelling upwards from here the netrunner need not smash his way through the level of IC which makes up most of Level 4.

30. **Elevator Control.** Control through floors 73 - 146. Beyond that these elevators cannot travel. Those who work in the upper floors have access to express elevators controlled from Level 5.

31. **Cameras.** Visual surveillance control in the second third of the building.

32. **Video Boards.** Just like those on levels one and two.

33. **Gates and Doors.** These systems control access through security doors in the second third of the building.

34. **LDL.** Long-distance connection to San Francisco and Los Angeles only.

35. **Murphy**

36. **CPU#2.** Database. This is the resource tapped by newswriters for the background of stories. It includes facts, like an encyclopedia would, as well as archival footage going back even to still photographs, long before the invention of tri-D. All files are unlocked.

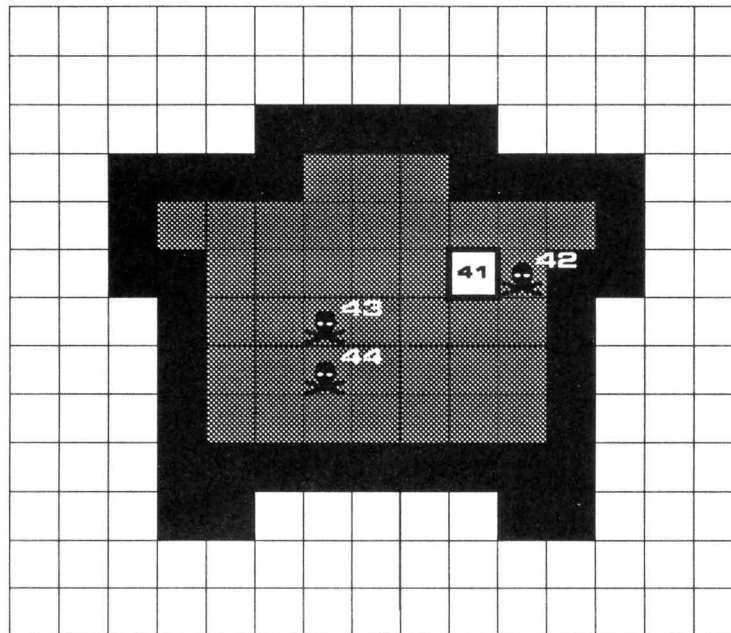
- 37. **Datafile.** Scientific/Medical.
- 38. **Datafile.** Political/Corporate.
- 39. **Datafile.** Media/Entertainment/Criminal.
- 40. **Datafile.** Sports/Leisure.

Level Four

DATA WALLS AT +4/ INNER IC AT +1

41. **Netrunner Lounge.** A low grade virtual reality, this area resembles an airport lounge. A defensive netrunner can usually be found here [8 in 10 chance], and is always here if a net alarm has been sounded.

Net 54 Night City Data Fortress Level 4



NETRUNNER

Runner: INT 7, REF 6, Interface +6.

Deck: Speed +1, Memory 20.

Programs : Succubus II, Invisibility, Stun, Sword, Hellbolt.

The Netrunner is automatically alerted to any intrusion through Level four by the **See Ya** defense program also resident in this level.

42. **Brainwipe**

43. **See Ya**

44. **Stun**

Level Five

OUTER WALL AT +4/ INNER WALL AT +3

45. **Speedtrap**

46. **LDL.** This is an restricted access link (management only), giving direct communications between each Net 54 datanet fortress.

47. **Cameras.** These systems conduct visual surveillance in the remainder of the building. Upper hallways, however, often have no surveillance.

48. **CPU #3.** Programming. All files (numbered 55-58, below) are locked at +2.

49. **Video Boards.** Unlike the lower video board systems, these units control the massive display which can be seen on the outside of the Network News 54 tower.

50. **Holo Display.** A conference facility used very infrequently.

51. **Liche**

52. **Hellbolt**

53. **Gateway.** This point is identical to the area on Level 3 and indicates a passage through the layer of IC which constitutes level 6.

54. **Elevators.** These control the luxury express elevators used by the stars and senior officials of Network News 54.

55. **Datafile.** Net News Local.

56. **Datafile.** Tomorrow.

57. **Datafile.** Today.

58. **Datafile.** Program Control.

Level Six

OUTER WALL AT +5/INNER IC AT +2

In all respects Level Six is identical to Level Four, including a defensive

Netrunner (in the artificial reality numbered 58) and See Ya alarm program (59).

Level Seven

OUTER WALL AT +6/INNER WALL AT +5

60. **Pit Bull**

61. **Surveillance Microphones.** Upper management has bugs all over the building, to monitor possible leaks and espionage. They are all routed through this controller.

62. **Management Terminal Control.**

63. **Alarm Systems.** These two units run simultaneously. It is almost impossible to deactivate both at the same time.

64. **Roof Cameras.**

65. **Defense Robots.** This controls the robotic defense system on the roof and upper floors of the realspace tower.

66. **CPU #4.** Management. Each file is locked, but at different difficulties.

67. **Sword**

68. **Zombie**

69. **Datafile.** Personnel (1), locked at +2

70. **Datafile.** Private Files, locked at +4.

71. **Datafile.** Personnel (2), locked at +4.

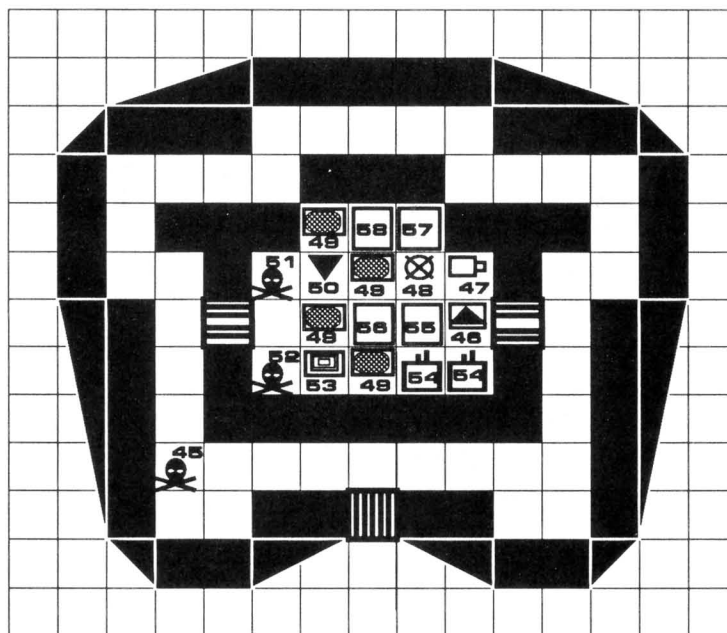
72. **Datafile.** Communications, locked at +3.

73. **See Ya**

EFFECTS OF A NETRUN

Network News 54's trade is information, so a loss or theft of the same aggravates the powerful corporation. An investigation follows any Net intrusion

Net 54 Night City Data Fortress Level 5



which pierces the inner data core.

Where Is It?

Information regarding John Coral/Harvis Renaldo and the events which the characters are involved in can be found in a number of places within the Network News 54 datanet fortress.

The CPUs on levels two and three are controlled and operated by the local news team. There is no information regarding this operation in any of these memories.

Players seeking background knowledge, however, may access these. Most recent information can be found here — anything from cookery to crucifixions.

The upper level CPUs are where the information is, but finding it won't be easy.

Once again, player hardcopy of these files is at the end of the book.

CPU 3, FILE 58, PROGRAM CONTROL

A memo regarding Harvis Renaldo.

MEMORANDUM P/397/27M

TO: Editorial Board

FROM: Malcolm Evans,
Finance Division

RE: Resources

It has come to my attention that Marketing Manager Harvis Renaldo has spent the sum of Eb 12.9 million on products which do not, in actual fact, exist. Whilst I do not accuse Mr. Renaldo of embezzlement as such, it seems clear that some impropriety has taken place. I suggest that this expenditure be examined at the highest level.

CPU 4, FILE 69, PERSONNEL (1)

From this file a character can access the normal personnel files. The files do not contain any mention of Harvis Renaldo but *do* contain information on Malcolm

Evans. He is listed as deceased. The cause of death was a car crash which occurred two days ago.

CPU 4, FILE 71, PERSONNEL (2)

NETWORK NEWS 54

EMPLOYEE-MS M02/C14

SUBJECT: Renaldo, Harvis B.

STATUS: Manager

DEPARTMENT: Marketing & Sales

RESIDENCE: Reagan Media Conapts

PERSONAL DETAILS

D.O.B: 02-04-88

HEIGHT: 1.8 meters

WEIGHT: 104 kg

HAIR: Brown

EYES: Blue (Lantech)

IMPLANTS:

• Cyberaudio (Phone splice, Digital record Link, Level Damper)

• Cyberoptic (Anti-Dazzle (2), Image enhancement, Times Square Marquee)

EMPLOYMENT HISTORY

HIRED: 11-12-13: Reception staff

PROMOTED: 07-17-15: Promotion staff

PROMOTED: 08-21-19: Promotions Manager

PROMOTED: 02-11-20: Marketing Manager

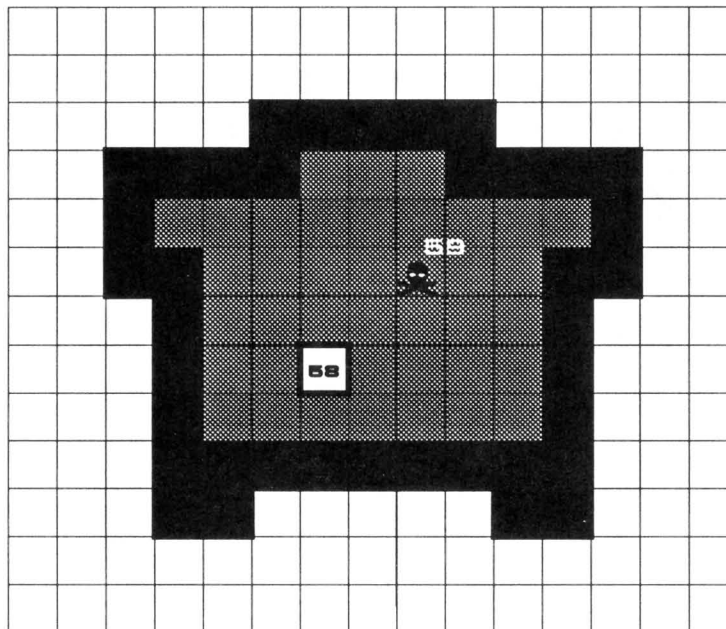
EDUCATIONAL HISTORY

S.A.T COMPOSITE: 1380

COLLEGE: NONE

PSYCHOLOGICAL

Net 54 Night City Data Fortress Level 6



Main concern is power addiction. Strong drive for retribution. No dependency on money or chemicals. Weaknesses are beautiful females (15-27 years) and flattery. Extremely resourceful. Good concentration.

NOTE: Renaldo was proved to be the cause of I. Jamieson's death only after lengthy investigation and received his promotion to Marketing Manager on the basis of that execution.

CPU 4, FILE 72, COMMUNICATIONS

MEMO A/404/12B

TO: Editorial Board

FROM: Harvis Renaldo, Marketing & Sales

RE: Catherine Bergenox/Shaulni Kalnier

In all polls and ratings Miss Catherine Bergenox, who is undoubtedly Net 54's biggest media star, is consistently beaten in Sales by Miss Shauni Kalnier of DMS. I propose a plan which will reverse these roles in less than a month.

a) Hire a team of mercenaries under false pretenses.

b) Steal the Master tapes of Shauni's new season

c) Tape the same plotlines with Miss Bergenox in place of Shauni Kalnier

d) Tip-off DMS as to the location of the mercenary team.

e) Release the material early to prevent DMS doing so.

This plan should produce the following results.

1) DMS will be too busy worrying about chasing mercenaries to think about Network 54.

2) Bergenox will have twice the material come the new season and Kalnier will have none.

3) Without new sales Miss Kalnier's career will wither.

Enquiries have been made and a sum of Eb 200,000 deposited with Infocomp, which is currently searching for a suitable team.

My confidence in this plan is such that I intend to accompany the mercenary team into the DMS building to retrieve the tapes.

BOARD RESPONSE: Plan approved without modification. Level 3 resources allocated. K.S. B014R.

CPU 4, FILE 70, PRIVATE FILES: STROMBERG, KARL

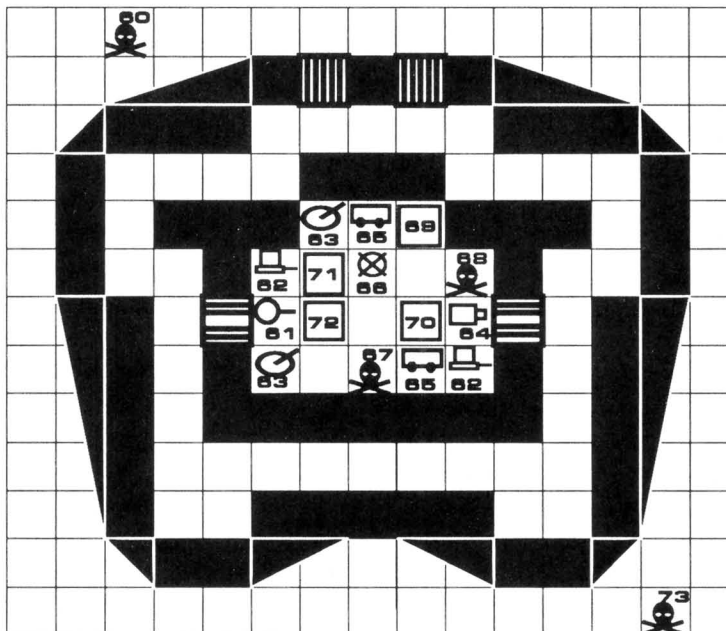
FILE B014R BERGENOX/KALNIER

The level 3 resources allocated thus far have proved adequate for the retrieval of the tapes but greater finances will be required for the taping of the plotlines.

Miss Bergenox' nerves are once again at recording levels.

S.K. HOLDINGS

Net 54 Night City Data Fortress Level 7



The Dodge building is a four-story block on Cordova Avenue, a little-known street in Corporate Sector 14. Del Coronada Bay lies just to the north, and for the most part this is a quiet and deserted area.

Small businesses operate from here. Most are one- or two-man operations providing obscure services to obscure clients.

How your team found this place doesn't really matter. Those groups who followed John Coral discover that he inhabits a few rooms on the top floor of the building by spotting him at the window. Those groups who obtained this address

from the Palazzo datanet fortress may find the name S.K. Holdings on the resident list at the front of the building.

Harvis Renaldo/John Coral cannot allow himself to be caught in a vulnerable position. He is quite happy to talk with the characters in a suitable location such as the Hotel Palazzo, but not when they have the upper hand.

THE DODGE BUILDING

The front door was easy. A credit card could have opened it, or a good hard kick. The elevator is dark and something smells bad, but you don't know what. It's only four floors but the carriage rattles upward at a frustratingly slow pace. Finally the doors open onto a dimly lit corridor. Not a sound can be heard.

Along the hallway, at regular intervals, you see clusters of small amber lights which mark the locks at each doorway. More cheap security. At the far end, hidden in the shadows, you find the door to John Coral's hideaway. A cheap kind of place for a DMS high-roller. "S. K. Holdings...." Maybe it's something DMS shouldn't know about.

This door looks just as cheap as the others. A rusted steel panel with scorch marks around the lock...no problem.

SKILL CHECKS

- **Electronic Security** [diff 20] or **Pick Lock** [diff 20]: This lock looks suspicious; the scorch marks could be the result of work done recently.
- **Awareness** [diff 15]: A faint blue light can be seen shining beneath the doorway.
- **Awareness** [diff 20]: The sound of a printer at work can be heard from inside.
- **Basic Tech** (Only with Tech Scanner) [diff 15]: There is more complex security inside the door.
- **Basic Tech** (Only with Tech Scanner) [diff 20]: The complex device is a set of screamers, designed to cause pain and stun the intruder by overload of visual and audio perception.

The screamers are activated when an intruder steps into a sound field which lies just beyond the door. If this

Caitlin Gets a Surprise

Caitlin Jones hated a mystery. It was her nature to be curious, and not knowing what Renaldo was doing in the Dodge building was like having an itch she couldn't scratch. Was this a Net 54 safehouse? Or something the corporation didn't know about? Either way, she wanted to know. Harvis Renaldo was beginning to annoy her; she couldn't get a handle on him — no dirty past, no debts, no friends, no weaknesses. The man wasn't human.

She ducked quickly back behind the pillar when Renaldo exited the building and stood silent as the twin beams from his BMW danced erratically through the burnt-out frame of the 7-11 she was hiding in.

She watched patiently as the lights played off to her right. When they were gone she waited. A few seconds, no more. Just enough to be sure that Renaldo was really leaving.

The seconds dragged by... 12 thousand, 13 thousand, 14 thousand, she counted. Her thoughts were punctuated by the slow and regular dripping of rain water from the roof to the floor. Caitlin drew her matte-black Armalite from the shoulder holster and plugged in with a soft click. The thin yellow bar along the grip lit up all the way — fully loaded. The neon blue cross-hairs appeared in her visual field and she was ready to go.

Caitlin stepped out three drips too early. She was halfway across when more headlamps swung into the street. Caitlin didn't have time to count them, there was no time to think. Instinctively she turned, two, three, four steps and threw herself back behind the pillars landing heavily. The other side would have been easier to get to, but the Kundalini was here and she might have to run.

The vehicles pulled up outside the building Renaldo had just left. Doors open, kickstands down. The dark figures moved towards the building, fanning out, checking the angles. But who were they?

Caitlin shifted optics. Lo-lite zoom and it all came clear: The Zone team, the group she had found for Renaldo. They weren't here for a meeting or they wouldn't have missed him. So they must be...checking him out.

Caitlin Jones smiled like a kid on a sunny weekend. If they were checking him out, then she didn't have to. A tracer here, a bug there and the secrets of Cardova Avenue would be her's to sell. Caitlin unplugged the Armalite and walked back to the Shiva to collect the equipment she needed, de-activated the alarm and watched the shield draw slowly back. Time, she thought, to make a few calls.



sound field is disrupted by anything larger than an egg, the screamers go into action. Their effects are twofold:

Strobes: Anyone who does not have anti-dazzle optics is blinded by a localised strobe which flashes at a flux-frequency designed to baffle the human eye. Anti-dazzle optics cancel this effect as long as the wearer does not roll 1 on 1d10.

Scream: A high pitched siren which deafens the intruder, causing 1 point of damage per round regardless of body type. Cyberaudio level dampers cancel this effect completely. Those with enhanced hearing, however, suffer double damage.

The door opens and you see that the light was only a vid-unit. The printer is churning out a message and...suddenly you're in a world of pain. Your vision explodes with fluctuating light and darkness, your ears overloaded with a scream like hell waking up. Pain, black and white agony — you have to get out of here —

The screamers continue until they are switched off or destroyed. Those with the necessary cyberware have no problem in walking through to de-activate them.

This defense is not designed to kill, just slow down an opponent and give the occupant time to get away. If your team is after John Coral/Harvis Renaldo, then they do not catch him here.

Assuming that eventually someone staggers out of the field and manages to neutralise the screamers, there are some valuable clues to be gained here.

This small split-level apartment doesn't look like any business you've ever seen. The lower floor is sparse indeed. In one corner there is a desk and chair. A terminal and printer/fax take up most of the desk, the rest of which is littered with papers. The other furniture is of better quality. A comfortable leather easy chair sits at the window. Beside it a small table holds the latest in vid-phone technology and a glass of expensive vodka.

The Printer

The documents coming through on the printer are on unheaded paper but they do have some intriguing information on them. (A handout version of this faxnote is provided at the end of the book.)

Dear Harvis,

Further to our recent discussion regarding possible, theoretical fluctuations in the fortunes of DMS and Network 54, I have found many others interested in that very subject. All of them agree with you and I that DMS may suffer a dip quite soon and it would be better for those who hold shares in that company to sell whilst the price is good, perhaps to buy them back at a later date for a lower price.

Of course there is little sign that such a dip could occur, with Miss Kalnier's career going from strength to strength. Whilst those shareholders we were hypothetically discussing would profit, I am sure they would not wish her any bad luck. Even if it were for a sum such as...Eb 1,200,000.

Approximately.

Very interested,

Jonathan Baker-White

The letter is unheaded but a return Fax number is printed at the top of the sheet. By the digits of the transmitting number, it can be seen (on a General Knowledge roll [diff 20]) that this letter was sent from Low Earth Orbit.

Should the players call this number or trace it they easily discover that it belongs to a Merrill, Asukaga & Finch office in Low Earth Orbit. Jonathan Baker-White is a minor broker in that large company who deals in the off-world stock market.

The Vid-Phone

There are two messages upon the vid-phone recording chip which the characters might find interesting. The first is a call from Caitlin Jones.

Flicking through the messages a face appears, a face you almost remember, soft brown hair and deep, drowning blue eyes. "Mr Renaldo," she says, looking at you. "I got your message but I need more time. The group in question is very shady and it might be a lot of money wasted. They are well regarded in the Zone so any dirt is going to cost a lot." She pauses, looking a little nervous. "I'll leave it with you; get back to me with a decision."

The second message follows directly after the call from Miss Jones. If your players have met Miss Jones allow them an INT check to recall her name [diff 15].

The screen goes dead for a second, static snow dancing in front of sore eyes, then another face appears. A man at least 50 years old. His hair is black, shot through with distinguished white. He speaks in smooth, expensive tones with an air of easy calm. His eyes tell a different story however.



"Renaldo, this is Stromberg. Costs are running a little high, I think, but we're in position. Team 12 is in Paris, Team 9 is in Tokyo and Miss Bergenox is in Denver with Team 1. We should be able to go anywhere inside 20 hours. I'm trusting you here, Renaldo. Don't frack this up."

With that sour note the screen goes dead. There are no more messages.

The Desk

Amidst the mess on the desk is a scrap of paper with the following memo, which may be of interest.

TO: Harvis Renaldo

FROM: Zara Miller

RE: Memo A/404/12B

Harvis, I have revised the figures according to the data you gave me. This is what I came up with. The numbers look a little wild, but I've double-checked them.

network news 54

Hi, this is Kristi Andrews with the Net 54 bulletin at 05:55.

Our top story this morning is the electronic terrorism which last night spelled the end of local medical research company Krome Inc. A new computer virus made a shell of the Krome Intrusion Countermeasures in just a few short seconds. Explosions quickly followed at the Krome laboratories, leaving four dead in the fire. Two more died at Netwatch headquarters as the Data Protection Police tried to prevent the terrorist Netrunners from leaving the area.

Promises of an imminent arrest by Netwatch commander Leonard Vargenstein have shown no results thus far. The business community is growing more and more nervous. We gathered comments from around the corporate community.

James Quebec, Microtech :

Net security is vital to a corporation like ourselves. We need protection, and that comes down to Netwatch.

Alan Washington, Infocomp:

¿Qué?

Global news now. The Canal Zone was cleared last night by Panamanian government forces. FTL Freight has surrendered all rights to the stricken tanker Aqua Warrior, which was broken up by explosive charges. Langard Shipping had no comment to make concerning the battle between their own vessel and the FTL tanker, but FTL was vocal with its anger.

This isn't over. Langard won't get away with this piracy.

Local news: Night City baseball stars gathered in McCartney Stadium to meet the new owner of the team, Ms. Lynn Richman, the 69-year-old billionaire. When asked why she bought the team, Richman said, "I like their buns!"

Join us in a few moments for pictures of last night's combat in the Combat Zone. We'll also have an interview with Jay "I remember" Livingstone, the man behind the cult classic *Laser Donkeys Eat Blackpool*.

What's Happening?

GET OUTTA HERE! YOU GOTTA BE JIVIN' ME!

- *Stand Up 2020!!* It's that time of the year again, out by the Gibson Underpass: the Night City Stand Up Championship. Sponsored by the Dutchman, of course; the best and worst of the Combat Zone get in the arena and you don't leave if you can stand up. Unless you are the last one standing, that is. No blades allowed. First punch at 22:00 on Saturday.

- Look out for the Nut Squad! Apparently the police team that deals with the psychos is out in force in your sector. They are randomly arresting those with visible cyberlimbs, and people in any kind of body-plating or linear frames are being attacked on sight. Word is that even the Flashmen are living quietly these nights.

- Another body found in the bizarro murders: some young puppet dangling

from a ceiling in the warehouse district with her feet cut off at the ankles and a smile on her face. Rumor has it that a woman was seen running away.

- Legendary debtor Groo Vinniston is back in town. There is a 70% chance that he owes you money even if you have forgotten. At least a hundred bucks. It is also said in quiet circles that Groo has returned to pay off his debts. Either that or he's got some painful terminal illness anyway and wouldn't mind dying quick-like.

- Somebody is organizing a riot. Free drugs at the corner of 12th and Corvette! Weapons are requested but should not be fired before 24:10. The signal will be the song "Fraak U" by Jubbly the Dog.

- Grenades to be had at the Cheap. Special on Dazzle grenades down at The Dangly Thing. They have all types but they are Brazilian-made — none too reliable at the best of times.

BERGENOX, 44%

KALNIER, 29%

EMMA J, 16%

CONNERY, 07%

PROJECTED PROFIT FOR NET 54: Eb 2407 m

There is a player hand-out for this document, as well as the note in the trash (below).

The Computer

On a chip stored in the computer are detailed accounts of the characters. These dossiers look a lot like their character sheets. Annoying comments like 'Not very intelligent' can be found on each and every one.

The Trash

In the waste paper basket sitting beside the desk are two things of interest.

- A Sternmeyer 35 handgun. Smart-linked, armor-piercing ammunition. Laser targeting.
- A piece of paper with the following information scrawled upon it: "Plaza Concord, Statue, 04:30 hours. Eb 9000."

THE PLAZA CONCORD

The Plaza Concord is a derelict area on the south side of the Combat Zone. It was refurbished as a cultural spot in 2012 but is now a ghost town.

The buildings in this area are inhabited by the poorest Night City low-lives. A general knowledge [diff 10] check allows any character to know where the Plaza Concord is but a physical search is required to locate any statue.

Harvis Renaldo is going there to meet a contact whose name he does not know. Neither does his contact know Renaldo's name. It is Renaldo's intention to buy from this person the inner security details for the DMS building in Night City. The price is 9000 eurodollars.

Should your players be in time to catch this meeting, the following occurs...

Plaza Concord. In an overcrowded city, this vast empty silence is a little unnerving. Four square blocks of vast empty buildings, most of which look

usable: The Plaza Concord is a modern day mystery. Why it should be so desolate is unknown, but not even boostergangs would claim this for turf. There are many theories — too far from the center, not enough living space or amenities. The list goes on and on, all the way down to haunted buildings. Who knows?

After a long search you have found the remains of a statue and fountain in a large square, near the center of the Plaza Concord. The silence is overpowering as you gaze out, through the broken glass of a ground floor window, across the wide concrete void of the square. The only sign of life is a fluttering glow from a fire, across the plaza and some 15 stories up, and then that too disappears.

A noise, so faint that you first wonder if its really there, rises in the distance. A heartbeat later you recognise the distinctive Whup, Whup, Whup of helicopter blades. Across the square a figure steps out of the shadows and limps slowly to the statue. A dishevelled, crippled figure dressed in street rags.

The helicopter appears overhead and circles the square before beginning its descent between the towering buildings. It spins as it drops but the searchbeam finds no one in the upper floors.

As the chopper nears the ground the stooped figure pulls his rags tighter around himself. The garbage in the square starts to slowly circle, pushed by the unseen hand of the blades.

The helicopter finally touches down and the door opens. John Coral disembarks, stooping in the same manner as the one he has come to meet and steps into the beam.

They meet for only a moment and objects pass between them, then John Coral steps back into the helicopter. All this time the blades have not stopped and the Bell 920 lifts away with ease. The figure stands still for a moment before turning to leave the square, but that is a long way. He does not make it. Just a shadow in the darkness, the hunched man falls only a hundred meters from the fountain.

SKILL CHECKS

- **Awareness** [diff 20]: The helicopter is unmarked but the pilot is wearing a helmet which bears the Net 54 logo.
- **Awareness** [diff 15]: The helicopter does not leave immediately when it clears the buildings. It lands momentarily on one of the lower rooftops.

Should the characters approach the fallen figure, they notice instantly that this is not a man but a young black woman of approximately 19 years of age.

- **Medtech** [diff 15]: The limping is caused by a broken leg which was badly set years ago.
- **Medtech** [diff 22]: She is unconscious and dying. A success here stabilises her but does not bring her round.
- **Awareness** [diff 15]: She holds in her hand an envelope containing \$9000. Apparently John Coral didn't have her shot to save money.

The girl's name is Theresa and she is dying. She is also protected: In one of the upper floors of a nearby building, her friend Malcolm has a Militech Ronin Light Assault rifle trained on the characters. If it seems that they are helping her then he does not fire. If on the other hand it seems that they are merely stealing her money (and this would occur to Malcolm first) then he opens fire.

As mentioned previously, the nearest cover is 100 meters distant. The statue is a crumbling wreck which can offer cover for one character only. Malcolm doesn't really want to kill anybody, but he won't let Theresa be harmed in any way.

He might talk to the characters but only from the safety of his window 6 stories up. He might also pay them if they can help save Theresa's life. Really, it depends on how bad your players are.

DIVERSE MEDIA SYSTEMS (DMS)

INTO THE NET

Your fingertips move lightly across the board as you bank around the Wheel. At least DMS isn't in there. Heading out to the industrial park, you don't spot it straight away amongst the various other constructs, but finally it comes into view.

A multi-level spike. At its base the IC is a pale, pale blue, but further up in the realms of power the walls are a purple so deep as to be black. This is the

barrier which stands against the netrunner who would steal like a thief into the tombs of the pharaohs.

SKILL CHECKS

If your netrunner character(s) have been wise enough to check out DMS before interfering with the fortress itself, then the following information is available. Your players may know some of it, but the remainder they must purchase from experts.

- **System Knowledge** [diff 15] or **Interface** [diff 20]: DMS Night City has no AI capability.
- **System Knowledge** [diff 20]: DMS has unauthorized black programs at its disposal.
- **System Knowledge** [diff 15], **Interface** [diff 20] or **Programming** [diff 25]: DMS fortress IC is designed to isolate the netrunner so that the serious programs can deal with him. The glue keeps you there so the Hellhound can grab you — that sort of thing.
- **System Knowledge** [diff 25]: Recommended programs for DMS intrusion are Force Shield, Worm and Invisibility. That's not to forget a good killer, mind you.

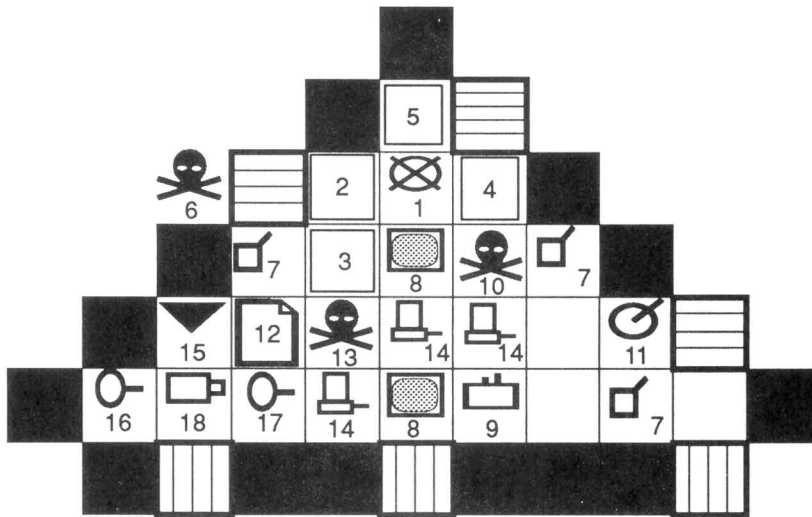
THE FORTRESS

Level One

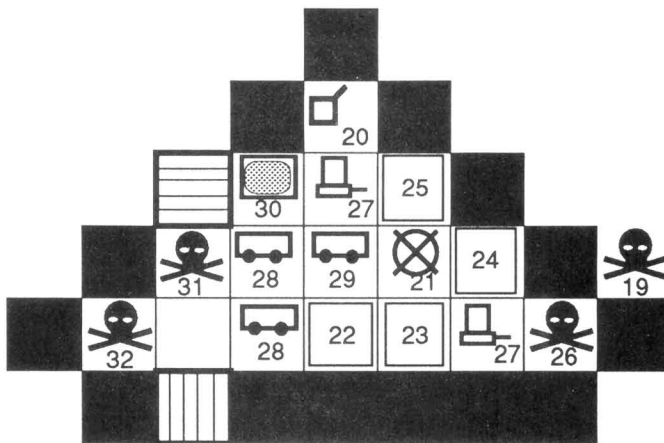
DATA WALLS AT +3

1. **CPU#1.** Attached datafiles (numbered 2-5) are for the DMS local news network. They are all locked at +3.
2. **Datafile.** Media/Crime stories.
3. **Datafile.** Sport and Leisure stories.
4. **Datafile.** Personalities stories (celebrity interviews, etc.).
5. **Datafile.** Technology stories.
6. **Bloodhound**
7. **Controllers.** Gate and door control units for the lower levels of the DMS building.
8. **Video Boards.** They display stock information from London, Wall Street, Tokyo and Luna.
9. **Elevator control units.**
10. **Hellbolt**
11. **Alarm.** Lower level alarm system.

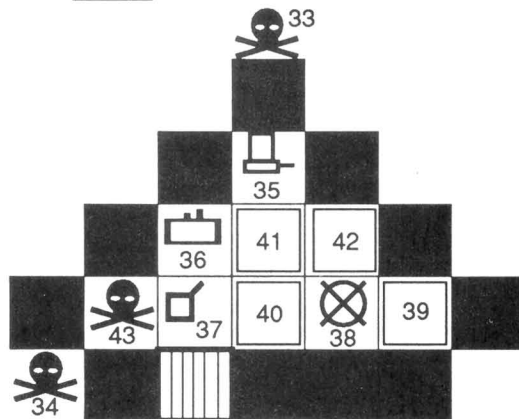
DMS Night City NetSpace



Level 1



Level 2



Level 3

12. **Print Control.** From here DMS controls its dataterm units in Night City.

13. **Glue**

14. **Terminal Systems.** There are countless terminals inside the building, but these systems control only those on the lower levels.

15. **Holo Imager.** This system operates the massive holo display which generates the letters DMS. These letters are some 45 feet high and emanate from the roof, bathing the DMS building in a neon blue glow.

16. **Microphones.** The first of the two microphone systems on this data fortress level is used in the DMS studios to control sound generation.

17. **Microphones.** Audio surveillance of lower offices.

18. **Video Cameras.** Video surveillance throughout the DMS building.

Level Two

DATA WALLS AT +4

19. **Watchdog**

20. **Controller.** Gate and door control for all but the highest levels. This system can override the lower door control units.

21. **CPU#2.** Attached files (numbered 22-25) are Central Program Control. All are locked at +4.

22. **Datafile.** Research & Development.

23. **Datafile.** Local control.

24. **Datafile.** Network link.

25. **Datafile.** Advertising.

26. **DecKrash**

27. **Terminal Control.** As level one.

28. **Robots.** Automatic, robotic camera systems inside the DMS studios.

29. **Robot.** Robotic laser system on the 27th floor, activated and controlled from here.

30. **Video Boards.** Unlike those on Level one these units control video bill boards which DMS has spread across the city to advertise their channels.

31. **Jack Attack**

32. **Zombie**

80

Level Three

DATA WALLS AT +5

33. **See Ya**

34. **Speedtrap**

35. **Terminal.** Management Terminal control.

36. **Elevator.** Express Elevator control. These elevators are normally stationed at the roof for incoming V.I.P's

37. **Controller.** Gate and door control on the highest, most secure levels.

38. **CPU#3.** Attached files (numbered 39-42) are for Management. All are locked at various levels.

39. **Datafile.** Research (dirt). Locked at +4.

40. **Datafile.** Black Operations. Locked at +5.

41. **Datafile.** Office Management/Accounts. Locked at +3.

42. **Datafile.** Personnel. Locked at +3.

43. **Hellhound.**

Where Is It?

DMS and Network 54 are corporations operating in the same market and they function in much the same way. Since the task before the characters involves retrieving a physical item, there should be no need for a netrunner to raid the files.

The DMS fortress is included here so that your netrunner character(s) have something useful to do on the run itself. For example, they could help their comrades in arms immeasurably simply by controlling the door and elevators.

This fortress may also be useful in "Sweet Revenge II."

DMS REALSPACE

Diverse Media Systems is nowhere near the size of Net 54, but that doesn't mean that they're easy. The DMS building is a 40-story block. It looks like sandstone, but that's a facade; the pillars are the worst kind of ferrocrete and the doors are as tough as anything EBM or Arasaka might have.

The information you have doesn't make you happy: armed guards with assault rifles and heavy hand-



guns. Response time of less than a minute and serious weaponry close by. Whatever you decide to do, it'd better be quick.

Coral leaves the attack strategy in your hands and emphasises how much he trusts you to do the job. It's great to have confidence, isn't it?

INFORMATION (PLAYERS)

Following is the information provided to the team by Harvis Renaldo. Hardcopy for your players is located at the back of the book.

- Getting into the DMS building isn't a problem. It's open to the public. Facilities include a small shopping mall and a cinema triplex.
- The entire ground floor, including the mall, can be accessed through only three doors. These doors are scanned constantly.

- The tape storage area is on the 27th floor, in the building's high security area. There is no access between the guest elevators and the 27th floor.
- There are 3 large secure elevators near the rear door. These each contain an armed guard and an alarm button. They are reserved for secure freight and authorized personnel.
- Visual surveillance covers the entire ground floor, including most areas within the mall.
- There are six security guards on the ground floor alone. Response time is a maximum of thirty seconds.
- All outer doors can be closed at the discretion of security control.
- Guards' equipment includes: Militech Ronin light assault rifles, Sternmeyer 35 autopistols, nylon helmets and flak pants. Smartgun links and cyberoptics are a possibility.

The Twenty-Seventh Floor

Assuming your team figures out a way to get here, the players are aware of what might face them in the following areas. (Again, this is on the handout.)

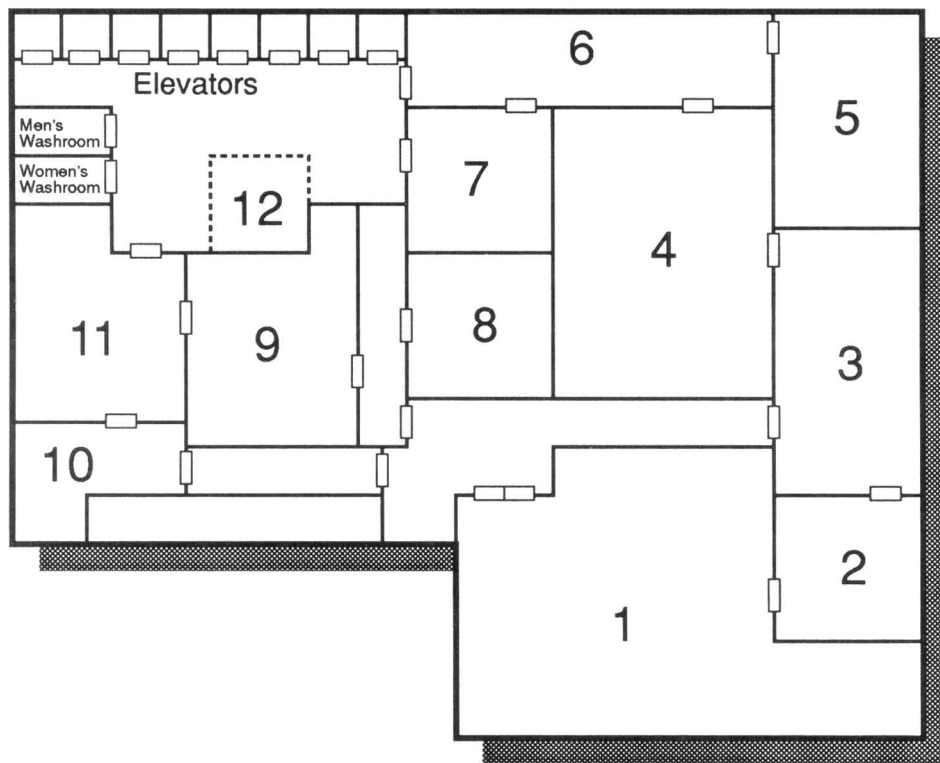
- Most doors are security doors. These can be opened by a netrunner inside the fortress or a techie on the spot.
- Area 1 is the main chip store. All local programs are kept here and can be accessed at any time.
- Area 4 is the target area. All high security materials are kept here. The tapes are stored in steel compartments which are not numbered. The compartment opens when the computer within the room is given the code for a specific tape.
- Area 5 is the covert maintenance section where the technical crew works on DMS weapons, bugs and other highly illegal devices. Do not enter this area, do not fire in this area.
- Area 6 is a secure hallway with visual and audio surveillance. A ceiling mounted laser activates upon any breach in this room. the laser can hit any point inside the room.
- There are normally four security guards on this floor. Up to 10 further guards can reach this level inside one minute should the alarm be raised. These guards have equipment similar to those on the ground floor.

Combat Note

The response times and equipment noted above may differ drastically if your players are working for DMS when they raid the building. In that event it can be assumed that the guards are slower in responding and they carry smaller weapons. The characters also manage to exit the building and make their escape with greater ease.

DIVERSE MEDIA SYSTEMS

Night City DMS Tower Twenty-Seventh Floor



Scale: 1 inch = 36 feet

It should also be noted that teams working in collaboration with DMS are prohibited from stealing anything but the tape in question.

INFORMATION (REFEREE)

DMS SECURITY GUARDS

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

Cyberware

Smartgun Link, Cyberoptic (Targeting, Lo-Lite), Cyberaudio (Radio Link)

Skills

Awareness +4, Brawling +6, Handgun +5, Heavy Weapons +4, Rifle +6, Driving +4

Equipment

Sternmeyer 35, 2 Dazzle Grenades, Militech Ronin Light Assault Rifle (smartlinked), Nylon helmet, Flak pants, light armor jacket

Combat Scores

Initiative: +6

Stun/Death Save: 9

Body Type Modifier: -3

Sternmeyer 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +11

Militech Ronin RIF (#Shots 35/ROF 30/DAM 5D6/Rel VR) +15

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

Ground floor guards in elevators should manage to press the alarm when stunned. Should this not occur then other guards raise the alarm when gunfire is heard.

THE 27TH FLOOR

Area 1: Main Tape Store. Most of this area is filled with large tape storage vessels linked into the net via CPU 2.

Area 2: Office and work area, filled with technical equipment for the production of broadcast material. There are always at least 3 technicians here.

Area 3: Programming Manager. The programming manager can be found here during business hours only. The manager has an alarm button in her desk.

Area 4: Target Area. This large room has only a single desk and chair. On the desk is a terminal and behind the desk a non-combatant recording technician. The walls are lined with sectioned chrome. Each section has a red light which is lit constantly. This changes only when a specific code is entered into the terminal. One red light then changes to green, marking the appropriate material.

Area 5: High Security Area. As described to the players, this area is filled with illegal technology. The amount of ammunition in this area is what makes it so dangerous.

Area 6: Secure Hallway. This hallway is constantly monitored by camera and microphone. Any security infringement activates a laser in the ceiling.

The laser can hit any point in the room and is operated remotely. A roll of 4 or over on 1D10 indicates a hit for 4D6 points of damage. The laser fires twice in a round.

Area 7: Security. Three of the four guards on this level can be found in this room if no alarm has been sounded.

Area 8: Technical Services Manager. The woman responsible for the maintenance of broadcast material works from here.

Area 9: Broadcast Scheduling. Twenty staff members work from this room, planning broadcast schedules and timing for DMS News channels. These are non-combatant personnel, but may prove troublesome if they start to scream, shout or run around in panic.

Area 10: Editorial Conference Room. All sections use this as a meeting room for editorial discussions and so forth. There might be as many as twenty people in here, or as few as two.

Area 11: Advertising Control. The advertising sequences are organised here by a staff of fifteen.

Area 12: Reception. A single woman can always be found here. She greets those visitors with business on this floor. It's an easy task since there aren't very many. In her ample spare time she performs miscellaneous secretarial duties.

HOTEL PALLAZO REPRISE

Whatever your characters did in the intervening 24 hours, Harvis Renaldo/John Coral is there to meet them at 22:00 in the Carter lounge. He has with him the plans obtained from the Plaza Concord and willingly discusses what lies ahead...providing the players have agreed to his terms.

As you are finally settling into the luxury of the Hotel Pallazo, Hollis appears. The message is obviously a verbatim rendition from John Coral: "Mr. John Coral awaits your company in the Carter Lounge, Table Six."

The elevator doors open and you cross once more the huge lobby. Different rich people; but they're still rich. The Pallazo never changes.

Neither does the Carter Lounge. The beautiful Willow Stevens is on stage once more and her ghostly presence induces an eerie sense of déjà vu.

John Coral awaits you at the same booth and greets you with a replay of the night before. Smile, suit buttoned, hand extended.

NEGOTIATIONS

If your players have discovered that John Coral is Harvis Renaldo, then they are in a powerful position as far as negotiating is concerned. They must know that Harvis Renaldo is being pressured from above to make this operation work.

Should your players confront Renaldo with the truth, he does not panic and does not abort the operation or negotiations.

Within that moment his features change. A dead calm comes over his eyes and his faces transforms into an impenetrable mask. This lasts for less than a second, however and a smile follows.

"Good, good. You have found out who I am. I was told you were talented. I must admit that I find it easier being myself. If you have discovered who I am, then no doubt you have discovered that I am not an employee of Shauni Kalnier and that the tapes we will steal are not early dances at all. So be it. Does this mean you are no longer interested?"

Harvis Renaldo has more money at his disposal, if the players are demanding. He happily re-negotiates to a maximum of 25,000 eb per person involved. Should your team bring up Memo A/404/12B, this is his reply:

"So it was you. The Network was very unhappy about that particular intrusion, but no matter. That part of the plan has been discarded. I know you must find it difficult to trust me, but believe this.

Crime, the Network Intelligence felt that advising DMS of your location was an unnecessary risk. If DMS managed to catch you then our plan might fall apart when they questioned you. I admit that it was my idea, but when she speaks the executives listen. Nobody ignores Crime.

I'll tell you what: I'll give you another 5000 eurobucks and we'll forget about the apartments. If I don't know where you are, then I couldn't tell DMS even if I wanted to."

If your players are working for DMS when they come to this meeting, be hard on them. Any mistake or slip-up may be picked up by Renaldo, who has a Human Perception total of 13 + 1D10.

In the area of negotiation and persuasion Harvis Renaldo has few equals. At this meeting he should be portrayed as a much more likeable fellow who blames his previous cold manner on the strain of being someone else.

TIMING

As previously stated, Harvis Renaldo/John Coral is prepared to leave the plan of attack to the characters. The only imperative is that the raid takes place within 4 days. Until that time he happily pays for their continued residence in the Hotel Pallazo.

THE LONG SHORE

Even if your characters were working for DMS when they made the run, the following attack might still happen. If the team is fit and healthy less than two weeks after the run, then the assailants are DMS, alerted to the characters' location by Harvis Renaldo. If the characters were working for DMS, that corp is "just trying to make it look good."

No matter what transpired in the adventure, DMS appears and the bullets are real. DMS doesn't really mind if the characters die.

THE LONG SHORE BAR

As you sit in the Long Shore Bar, quietly sipping your hard-earned profits, you notice the large windows at the front of the bar start to shudder faintly. Are those the screaming engines of a descending AV? The clientele starts to get nervous, and with good reason: A fully armed AV-4 hovers twenty meters out and 10 meters up. The side door shoots open and you see a Barrett-Arasaka come around on the building. The air of panic which has been slowly building finally bursts and screams are heard as the slowest are trampled underfoot.

You see it all in slow motion and you know that it is you they have come for. The windows fall with a silent crash; you can't hear anything except the Chakka-Chakka of the gun and the screams of its victims.

Not everyone is panicking, especially not the four nomads sitting at the rear of the room. With consummate calm they reach to the zipper bags at their feet, drawing helmets and weapons. They are the real danger here.

NOMADS

INT 4	REF 7	TECH 4
CL 6	ATT 3	LK 4
MA 5	BODY 9	EMP 4

Cyberware

Smartgun Link, Cyberoptic (various features), Cyberlimb (right arm)

Skills

Family +4, Awareness +5, Endurance +4, Rifle +3, Drive +5, Basic Tech +3, Wilderness Survival +3, Brawling +6, Handgun +4

Equipment

Stermeyer 35 (Linked), AKR 20 Medium Assault Rifle, Nylon helmets, Medium Armor Jackets

Combat Scores

Initiative: +6

Stun/Death Save: 9

Body Type Modifier: -3

Stermeyer 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +12

AKR 20 Med RIF (#Shots 30/ROF 30/DAM 5D6/Rel ST) +9

Armor: Head 20, Torso/R.Arm/L.Arm 18, R.Leg/L.Leg 0

THE AV 6

Armor Value of 45 SPS and SDP of 100. The Barrett-Arasaka causes 4D10 damage and the gunner has a total Heavy Weapons skill of 12. After creating a good dose of chaos to distract the team and cover the nomads' action, the AV departs.

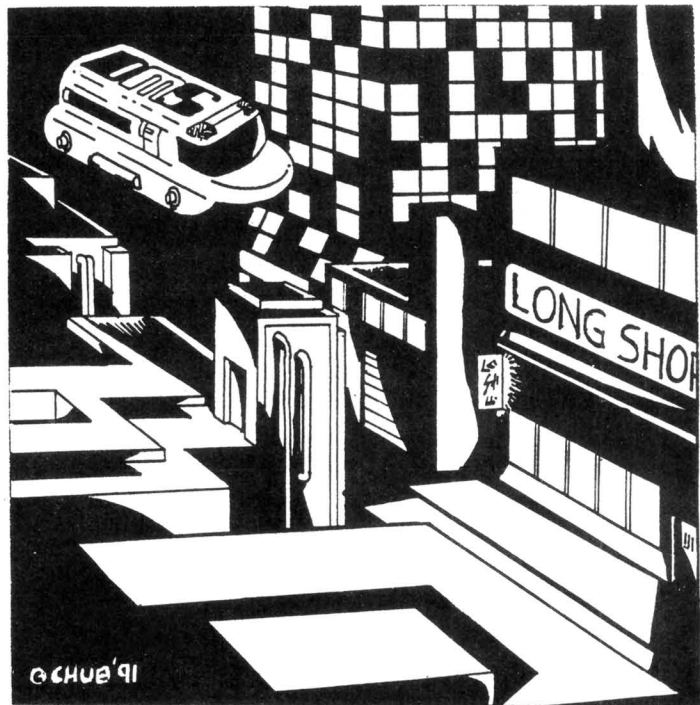
SUCCESS

Success in this scenario is staying alive. Give your players more IP if they managed to manipulate Harvis Renaldo and less general improvement if they completely succumbed to his trap.

MONEY IS ITS OWN REWARD

Your players may measure their success by the money made. A great deal of equipment is also available. Those teams who dealt with DMS and Network 54 should earn more, for example, than those who simply dealt with Net 54.

Stealing the tapes from both corporations would be a silly thing to do, but whoever said players were always smart? The Master tape is worth a great deal, but the best your players should get would be in the region of 100,000 eurodollars. Make sure they don't get to spend it.



However much they managed to make, some of the characters' money would be wisely spent on a change of face and address...not that they have an address.

SWEET REVENGE II

Now that you have completed Sweet Revenge, note the name of the person or corporation who suffered most through the characters actions. This person will be the unseen villain in "Sweet Revenge II."

EPILOGUE

Late at night in the Infocomp offices, Caitlin Jones worked under a single lamp, compiling the data she had just obtained. Once again, her Zone team had led her to gold: a Net 54 operation to topple Shauni Kalnier from being on top of the world to the bottom of the barrel. As she transferred the last clip, Caitlin wondered how strange it might be to be that famous and to have people you've never seen risk their very lives to take it away from you.

There. It was done and Caitlin packaged it up. A report was always required, but this one wasn't for her boss. This one was going to the top. She keyed the address personally.

*ALAN WASHINGTON, CEO CODE ***4.*

The code itself had cost her a fortune and her account was almost wiped out, but that didn't matter. It would be worth it if he came through.

She was about to go home when the idea came to her and with firm resolution she sat down at the vid-phone. The most exclusive restaurant in town would never let her in, not Caitlin Jones.

"Collini's Brasserie, how may I help you?" A blond beauty with vacant eyes appeared on the screen,

and normally Caitlin would have hated her brainless glamor. But not tonight.

"Yes," Caitlin replied with calm authority, "I would like a table at 10 o'clock."

The blond seemed troubled for a moment and then asked tartly, "We don't normally seat single women, miss; may I know who the table is for?"

"Why of course," Caitlin answered sweetly. "My name is Washington, Mrs. Alan Washington."

The green eyes developed a look of fear as the bimbo realized who she was talking to.

"Of course, Mrs Washington," she finally said. "And how many will be dining?" Caitlin recalled the dinner invitations she had received lately and pictured each candidate in turn. "One," she said finally.

"Until ten o'clock then, Mrs. Washington."

Of course they would find out who she really was when they brought her the bill...but by then she would have eaten. They couldn't throw her out when she was already leaving...

Night City. You'd have to be crazy to live anywhere else.

network news 54

Hi, this is Kristi Andrews for Net 54 at 13:13.

News is just coming in of a large-scale Federal investigation which has moved into the Night City area. Chief Investigator Samuel Pinkerton would not comment on the reason for his presence in the city, but reliable sources indicate that he may be chasing the Mirror Man.

The psychotic murders by the Mirror Man, which occurred late last year in Washington D.C., are amongst the most disturbing in recorded history. Most disturbing of all is the part that mirrors play in these gruesome crimes. Each victim has been found surrounded by at least 3 or 4 large mirrors.

At first the Mirror Man killings were thought to be the work of more than one individual and possibly as many as five. The victims positively attributed to the killer include three female college students and one heavyweight wrestling coach.

No reports have been filed of similar crimes taking place in Night City, but inside sources are saying that Chief Inspector Pinkerton wouldn't be in Night City without good reason.

Stock Market news:

Zetatech stock flourished on the market today as Lantech stock suffered a substantial slump. The battle of the cyber design houses seems to be all but over, and financial experts attribute this to a lack of confidence in the Lantech stockholders.

A takeover is expected as Lantech continues to weaken. Euro Business Machines and Petrochem are the favorites to pick up what's left of the company that pioneered cyber design.

The entertainment world was stunned today by the announcement early this morning that Braindance star Emma J died late last night. Doctors have attributed her death to nervous system failure following experimental surgery to heighten her nerves. The ageing star was to be 29 next week.

Next on Net 54: Exclusive footage of the final, explosive performance by Bango, the Man Who Eats Bullets...

What's Happening?

I believe you, I believe you! Give it a rest!

- Hot Flash: Carmen ain't dead. She's the Bizarro killer. It all fits, guy! What has she been doin' these past few weeks? Disappearin'! that's what. Disappearin' to murder who ever she finds. Who would murder men AND women? A woman who was a man, that's who. Stay away from Carmen if you know what's good for you! You've been warned.

- Stripe is paying a thousand for knowledge. He wants to know if anybody sees a guy with pink hair and shift tacts. The guy's a lace junkie who sold him out and he wants to give the scum a little payoff for the big favor.

- The new Connery braindance tape is being shot in the Combat Zone. It's gonna be real violent and they're looking for extras. Anybody vaguely straight in the bars they go to gets to be in it. A tall

albino is the man to talk to when you see him.

- If you stole an antique '94 Harley two weeks back then Dizzy wants to talk to you in the Bar-L. He don't mean no harm *and* he'll give you \$5500 for the bike.

- The supposedly haunted Nightclub "Ecto" has finally closed down. They found the manager in a cupboard skinny as a rake, with white hair and a strange look on his face. He had white hair before though, so maybe it wasn't really the ghost. You never can tell.

- False passport for a male available at the ultra-cheap price of \$4000. The passport is Saudi Arabian but you get an MRAM chip at level 3 thrown into the deal. New SIN number and the name of your choice! These things take forever to make, and if you are desperate...

- Don't forget what I told you about that Carmen witch!!!

NIGHT CITY, OCTOBER 2020, 03:18.25.

LANTECH SECURITY DIVISION IS QUIET. IN THE BASEMENT OF THE TWELVE-STORY BUILDING A CORPORATION NETRUNNER JACKS OUT OF THE NET, UNAWARE OF WHAT HE HAS DONE. HIS SIMULATED ATTACK ON LANTECH IC HAS ACTIVATED THE LAST LINE OF DEFENSE...SPATZ MARINO.

DEADLINE

PROLOGUE

Caitlin Gets a Call

Caitlin Jones looked around with bright-eyed satisfaction. Furniture by Geiger, clothes by Elliott, shoes by Gucci and champagne by Bollinger...she had it made.

Her face did not mirror her pleasure or the fact that her mind was elsewhere. Instead it showed calm and steady concentration as Alan Washington outlined the parameters of her new post.

Alan Washington was CEO of Infocomp USA. He knew more about the Fortune 500 than anyone else alive, he had more contacts, more information than the average corporate security division...and she was his assistant.

A single lamp provided the illumination in Alan Washington's private cabin, throwing into shadow the dark, baroque furniture. Caitlin could not comprehend the detail but the strange, grotesque fittings placed Washington at ease. It was part of him, part of what he did. The ghoulish masks, the demonic cherubs, the entire cabin was a wealth of obscure minutiae. Just like his life.

"NCL in 22 minutes, Mr. Washington," the pilot's voice announced. Alan Washington did not even look up. For a second Caitlin wondered whether he had heard, his concentration was so complete. Should she tell him? No, she wouldn't make that mistake. Alan Washington never missed anything, even if it looked like he had.

As her new boss lapsed into silence, studying the report which lay across his lap, the vid-phone light began to flash.

Caitlin sat quietly, trying to appear relaxed.

When Alan Washington finished the page his hand reached out, gently pressing "receive."

"Yes, Mary," he said, not looking at the screen. Mary was his secretary. Face like a hawk and a mind like a chrome flick-knife; quick, sharp and vicious. Caitlin didn't like her, she didn't like Caitlin.

"Call for Miss Jones on line 1," Mary stated, and the tone of disapproval was clear. "It's her sister."

Alan Washington looked up. Caitlin had surprised him, something he did not know. "Indeed...would you like some privacy Caitlin?"

Loaded question. Caitlin's mind started turning. Did she have something to hide here? Was he just being polite? Before she could answer, Alan Washington stood up. "I thought you might," he said and moved off into the darkness.

Caitlin moved towards the screen where Mary's disparaging face awaited.

"Put her through, MIZZ Meyer."

The screen filled with static. Mary's controlled inefficiency, Caitlin thought, and then finally Holly appeared. Changed.

Holly had three bright yellow chem-skin slashes on her left cheek, her long black hair was tangled and unruly, her mascara streaked across her face where she had wiped the tears away...the signs weren't good.

When the call was over, Alan Washington returned to his seat.

Caitlin sat quietly staring down at the floor of the cabin, her mind spinning, in a desperate search for the way out of this. Holly was in trouble, she was calling for help and Caitlin couldn't ignore her.

"Bad news, Miss Jones?" Washington said in his quiet, polite tone. Caitlin looked up into the clear blue eyes which were scanning every line of her face for information.

"No," she replied as her thoughts came clear. "Not bad at all." A broad smile appeared as she said it.

She had the very team for the job.

SYNOPSIS

“Spatz” Marino died two years ago on a raid inside Lantech’s security division, and his body was sold by those of his companions who survived.

He now exists as a “ghost” inside the Lantech datanet fortress: a personality construct programmed to defend the data contained inside to the best of his diminished abilities.

In a sense Spatz has cheated death and attained immortality, but this form of immortality is a mere shadow of life. With no fears, dreams or feelings, Spatz would prefer to be dead.

The simulated attack has awakened him. Although he can move around the fortress to some extent he cannot erase himself or escape.

Spatz phones an old girlfriend, Holly Jones, and begs her to help him. It is Holly who arrives at the condo to hire the characters. She hasn’t got much money but she does have contacts — namely her sister, Caitlin Jones, the Infocomp operative who has been secretly using the characters for the past six months.

Caitlin Jones is persuasive. A few video pictures and the team couldn’t be more helpful. Holly is greeted with smiling faces until she tells them what they’re in for: A run on Lantech Security in the next four hours.

The security is tough but not too tough; it should be easy...if it weren’t for a few irritating problems.

The characters need some special equipment, but the techie who operates it has a few chemical quirks. They’re being followed by an unknown quantity and they haven’t the time to deal with him. Even after they dodge the bullets, beat the solos, and escape with the “Ghost,” the pay-off is less than desirable: a vague hint that there is money to be made in a corporate sector night club. It could be nothing, but they can’t take that chance. Only when the characters find out what lies behind the night club façade do they really take an interest, but by that time its too late... Their mysterious shadow has stepped into the light and now they have a new employer.

They will survive, probably, but only if they can slip the tightening noose of Lantech Security and satisfy their new boss by completing the most dangerous raid yet.

The introduction given here applies to those groups playing these adventures in their proper sequence. For those referees who are using a different sequence, simply change the names of Caitlin and Holly Jones.

INTRODUCTION

Starting again wasn’t easy, but you’ve done it: a smart uptown condo. They’ll never find you here amongst the execs. At least that’s what you hope.

The rain buffets constantly against the shaded glass of the windows and you settle in for the night, a scotch in one hand and your little black book in the other. Kristi Andrews is on Net 54 giving the latest Zone body count and you happily ignore her. Now that you’ve made money, you don’t need the Zone. A single click dispels Kristi Andrews but the screen doesn’t stay dead for long. A picture appears, and a beautiful brunette flashes on screen for a second. Then the picture changes again. You know that face.

It’s you.

The transmission lasts for a only a few moments, video footage cut to display your very best killing technique. You look great but you wish you didn’t. The pictures vanish and the brunette returns to the screen.

“I am Caitlin Jones and that was you. This chip,” she says, holding it up to the screen, “would be of great interest to certain corporations, I’m sure you’ll agree. But I don’t want your money...I want your help.” She puts the chip out of view and looks at her watch. “A woman will be calling on you in just a few moments. Help her tonight and I will see that this information is destroyed. If you fail to help her or she comes to any harm at your hands, I will ensure that all interested parties receive this footage and more.” She pauses a moment, thinking of what to say next then continues.

“Perhaps I should know better than to underestimate you. Believe me when I say that I mean you no harm. I’ve had this data for many months and I would never have used it, but this is an emergency. Do me this favor and perhaps one day I might be able to return it.”

With those words she cuts the line and as the screen goes black the intercom buzzer sounds. It is building security. You have a guest who says that she is expected.

SKILL CHECKS

- **Awareness** [diff 15]: The video footage was real. The pictures were actually of you.

- **Awareness** [diff 20]: Whoever shot the pictures must have been following you closely for almost the last six months.
- **Human Perception** [diff 20]: Caitlin Jones means every word she said.
- **Human Perception** [diff 25]: When she mentioned the girl who is now in your lobby, a certain emotion showed in her voice. Your visitor must mean something to Caitlin Jones — lover, relative or very close friend.

The Girl

The girl is beautiful. She has black, medium length hair and big brown eyes. She enters nervously, unsure of her reception, but seems to calm down when you don't shoot her immediately.

The leather jacket she wears makes her seem small and her voice is as soft as a child's.

"I'm Holly," she says. "Did Caitlin call you?"

Holly is Caitlin's sister and has no idea who the characters are. She does not know what Caitlin said or even if she called. Holly was once a gun-girl but now she sings in a bar called The Chancer's Arm.

In life Spatz Marino was always accompanied by a female of some description. For the most part these women were friends and associ-

ates who enjoyed his company and collaborated in his work.

All except Holly.

In the cut-throat world of 2020 it is rare for a relationship to assume much importance, and in the two years since Spatz's death many of his friends have forgotten him. Holly hasn't.

She doesn't know a great deal about the Net, but she was a Solo once. She speaks openly about Lantech Security Division and may answer a few questions about Caitlin, but the object of the mission she keeps secret for now.

The purpose of her visit here is to impress upon the characters the need for urgency. They have only 5 hours to achieve their goal or all is lost.

SKILL CHECKS

- **Awareness** [diff 20]: Holly has a handgun in her jacket. She also has Zetatech optics.

- **Human Perception** [diff 15]: The nervousness is exaggerated. She isn't quite that frightened.

- **Human Perception** [diff 20]: When she says it's urgent, she means it. Holly is really worried about something.

HOLLY JONES

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



Cyberware

Smartgun Link, Cyberoptic (Anti-Dazzle, Times Square Marquee, Targeting), Cyberaudio (Extended Hearing, Level Damper, Wearman)

Skills

Combat Sense +4, Awareness +6, Perform +7, Guitar +7, Handgun +6, Rifle +4, Karate +5, Personal Grooming +4, Wardrobe and Style +5

Equipment

Colt AMT 2000 pistol (smartlinked), heavy leather jacket and pants, nylon helmet, kevlar t-shirt

Combat Scores

Initiative: +13

Stun/Death Save: 8

Body Type Modifier: -3

Colt AMT 2000 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +18

Karate: +14

Armor: Head 20, Torso 14, R.Arm/L.Arm/R.Leg/L.Leg 4

First thing's first. The raid on Lantech, she tells them, needs some specialized equipment and information. These are to be obtained from an old friend of hers. There probably won't be time to return to the apartment, so the team should gather what they think is necessary.

Opportunity Knocks

The man with the information is Huey Green, a 40 year old techie with a drug problem. Holly doesn't know what state he's in but she does know where he lives, just above 29th street.

When you arrive at the address, Holly leads you towards a dark alley. As you walk towards it, a scream is heard. Holly runs on and reaches the corner before you've made a move. Street instinct: Don't get involved. It's not your problem. That's good advice, but Holly is your problem. When she looks down the alley she screams, "Leave him alone, frackers!" and her Colt 2000 roars into life.

There are five thugs in the alley. Three are working on Mr. Green and another two are trying to enter his apartment. These men are employed by a Mr. Cyrus Redblock, who is owed a substantial sum of money by Mr. Green. The characters can either fight them or pay what Huey owes (9,500 eb).

THUGS

INT 3	REF 7	TECH 4
CL 3	ATTR 3	LK 3
MA 4	BODY 9	EMP 3

Elementary, My Dear Sparky

Cyrus Redblock eased back into the pseudo-suede seats of his cadillac with a pensive look upon his large, round face.

"Why is it, Sparky," he did not look at his driver as he spoke. "Why is it that a team of professionals, trained killers, go to the death for a sold-out junkie?"

Sparky didn't like answering questions. It was against his nature, and knowing Cyrus Redblock the wrong answer would bring a torrent of abuse. When it was clear, however, that Mr. Redblock actually wanted an answer, he spoke quietly.

"Maybe they're just his friends?"

"No." Sparky cringed inside, but there was no hint of anger from Mr. Redblock. "No, I don't think so, Sparky. If Huey had friends like that, I'm sure he would have mentioned them before this. No, this must be something else."

Cyrus Redblock fell silent again and Sparky's shoulders visibly relaxed. As Redblock counted his options, Sparky stared straight ahead, without speech or motion. You didn't interrupt Cyrus Redblock when he was thinking. Eventually Redblock spoke again: "You know something, Sparky?" It wasn't really a question. "I think there's money behind this." He clicked on the vid-phone positioned in front of him.

Cyrus Redblock didn't like to lose without knowing the reason why, but this group was too much for his men. He needed talent, serious talent.

The screen filled with a smooth and handsome face and Cyrus smiled when he saw those piercing eyes. "Vegas! Just the man I was looking for..."

Cyberware

Skinweave, Cyberarm

Skills

Awareness +4, Brawling +5, Handgun +5

Equipment

Armalite 44 handgun

Combat Scores

Initiative: +7

Stun/Death Save: 9

Body Type Modifier: -3

Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +12

Armor: None

Cyrus Redblock is a local fixer with large ambitions. As the team decimates his men, he views the scene from his car, which is parked nearby.

There is no possibility of him entering combat since he is a large and heavy man who moves around with a great deal of difficulty. He is not a vengeful man and cares little for the welfare of his men, but the team interests him; first as a curiosity and then as a business opportunity. From his car he calls for more and better men (stats given later) and watches the alley just in case the team does anything interesting.

Convinced that there is money to be made this night, he has the team followed until they hit Lantech. Once they escape from that place Redblock assumes that they have stolen equipment or data which might be worth something.

When the characters leave Huey Green's apartment, Cyrus Redblock has it bugged.

Huey Green's Apartment

The battle won, you enter the door to Huey's apartment and wince visibly at the smell which assaults you. Huey leads you up the darkened staircase, warning you about the dodgy steps as he goes. The lights don't work, so either he has cyberoptics or an excellent memory. You don't think it would be safe to trust his memory.

The apartment itself looks out onto 29th street, or it would if you could find the windows. The room you enter looks like the result of an explosion in a television factory. Across every surface within the room electronic junk lies strewn around. Wires, screens and casings are mixed together in haphazard bundles which have no logical function.

Holly is now ready to tell everyone exactly what's going on. In a sad, soft and almost lyrical voice she begins the tale.

"Spatz Marino was a netrunner friend of mine and Huey's for a long time. He was quite a character.

"Well, two years ago we made a raid on Lantech Security Division after a tip from a fixer we knew. Only three of us made it out, and Spatz wasn't one. We found him dead — sprawled out across a burnt-

out deck. Riley sold his body and we split the money.

"That's the background. Spatz died two years ago, but I got a vid-call from him just a few hours ago. He's still dead. Thing is, Lantech has his personality on file in their database. We can't go in through the net because then they'll realize that he's not under control and he'll disappear again. We have to go tonight because they'll realize he's out when the Lantech operators jack in tomorrow morning.

"Huey here will provide the hardware to contain him, and he'll make the extraction. The rest of us just provide covering fire."

Holly looks at her watch before continuing. "Caitlin should be here any minute but until then we just wait."

Holly cannot provide much detail on the interior of Lantech Security and she doesn't know much about netrunning. She may speak about Spatz or Caitlin, but not in any great detail.

Huey Green is a mess of a man. He has the shakes and his mind doesn't seem too clear. Any help from a player techie is grudgingly accepted, however, and once he starts to work Huey seems almost normal.

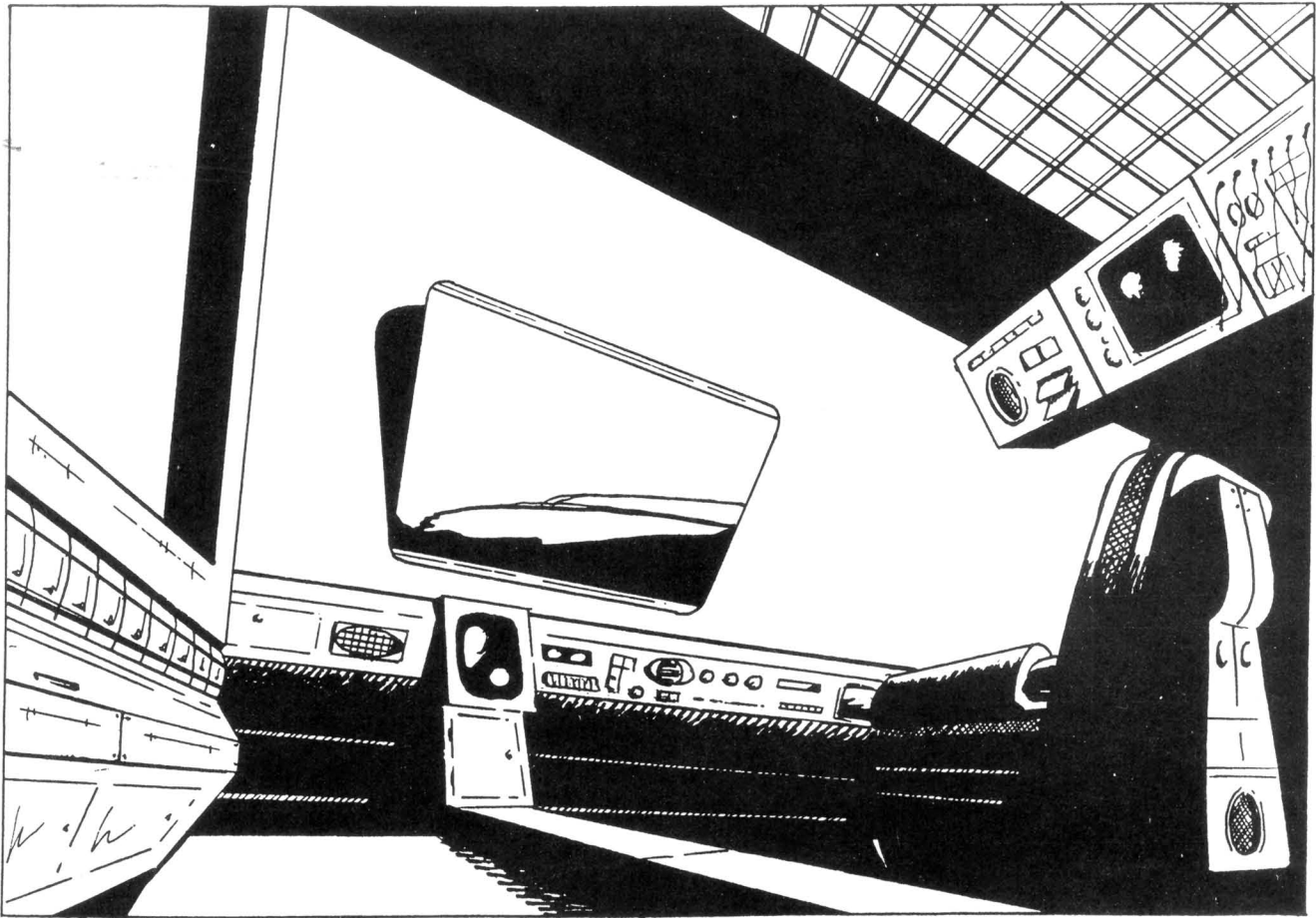
The hardware box which is to hold Spatz takes almost an hour to complete. Caitlin Jones appears in half an hour.

The door opens silently and a leather clad figure steps inside. When the helmet is removed you see the familiar beauty of Caitlin Jones. A silent hug is all the greeting she gives Holly but seeing them together you finally notice the resemblance.

Caitlin has the maps of Lantech Security Division and some other information which might be helpful. Players' copies of Caitlin's maps are to be found at the end of the book.

Caitlin Jones looks at each of you in turn and her eyes betray her nervousness. She should be nervous — It isn't often someone forces you to work pro bono. Satisfied that you aren't going to kill her yet, she steps forward a little more confidently and sweeps a pile of junk from one of the tables and onto the floor. Huey looks up with distress on his face but remains silent.

"These are the plans of the floors you told me about, Holly; the ground floor and the twelfth. The ground floor is completely covered by camera surveillance, probably microphones as well, but I'm not sure.



There should be three guards on the ground floor: two behind the front desk and one in area 8.

"Other guards are positioned on the 5th and 6th floors.

"The twelfth floor is much easier. There shouldn't be anyone there, but each office has internal security — though what form this security takes is unclear.

"Final points. The alarm can be heard all over the building and response times are probably in the region of 45 seconds. There are approximately 10 men in the building, so your best option is to avoid them completely; how you manage that is up to you.

"Last but not least: Lantech has Arasaka protection. When the alarm goes off, you have five minutes before an AV-6 arrives with ten solos. You do not want to get caught by these men."

Before the team leaves for Lantech, Caitlin takes Holly aside and almost begs her not to go. The characters cannot overhear the entire conversation, but much of it centers around the team having done this before, being professionals and used to this type of danger. It is quite

clear that Caitlin doesn't want Holly to go, but her protests have no effect.

BACKGROUND

Caitlin has brought the maps for the twelfth floor because Spatz can only be downloaded from a management terminal. Holly has the access code (given to her by Spatz), but it is useless on any floor except the twelfth.

It's Not As Hard As It Sounds

The alarm won't go off. Spatz might not be able to do much, but he *can* move around the fortress, and this allows him access to the alarm control systems. Do not inform the players of this; they must think of it themselves. Unfortunately he cannot prevent an alert intended for Arasaka, since this is hardwired into another system. As referee, it is your choice when the alarm to Arasaka is triggered and the five minute countdown begins.

Unless your team is using grenades, those who inhabit the upper floors do not hear the team approach.

Refereeing the Raid

Since Spatz is inside the Lantech database, you might want to include him in the action. By using the tannoy system he might update the team as they go, counting down the seconds to Arasaka's arrival. His face might be seen on terminals which they pass, etc.

THE LANTECH BUILDING

GROUND FLOOR

Area One • Reception

Always quiet at night; the only occupants are two guards behind the desk. The desk itself is wooden and has an SP of 5. Guard stats are at the end of this section.

Note that this area is directly linked to Area 8, and any disturbance here is automatically heard by the two solos in that area.

Area Two • Sales Office

An empty office filled with many desks and terminals. Each of the terminals displays the face of a young man with fiery green eyes aglow, wearing a trilby hat.

Area Three • Public Enquiries

A long counter behind which lies an area similar to area two.

Area Four • Complaints Department

A room in layout identical to area 3.

Area Five • Distribution

A larger office area. There is a slight chance (1 in 10) that this area is occupied by one or two people working late.

Area Six • Manager's office

One desk and a terminal.

Area Seven • Manager's office

Similar to area six.

Area Eight • Security.

At night this area is quiet. There are two solos here who activate the Arasaka alarm on detection of any disturbance. Note also that their reactions depend entirely upon the size of the group. If your team (including Holly and Huey) has more than four members, then these two solos won't attack. No use getting killed needlessly! Instead, they assume defensive positions and wait for Arasaka to arrive.

The room itself is filled with monitors which have access to the video surveillance covering most of the building. At the time of intrusion, however, the monitors are tuned to a football game.

Combat Note

The elevators on this floor are capable of reaching all floors above. Unfortunately, the floors above are not open to the public and a code is needed. The code for the twelfth floor is especially complex.

FLOORS 2 THROUGH 11

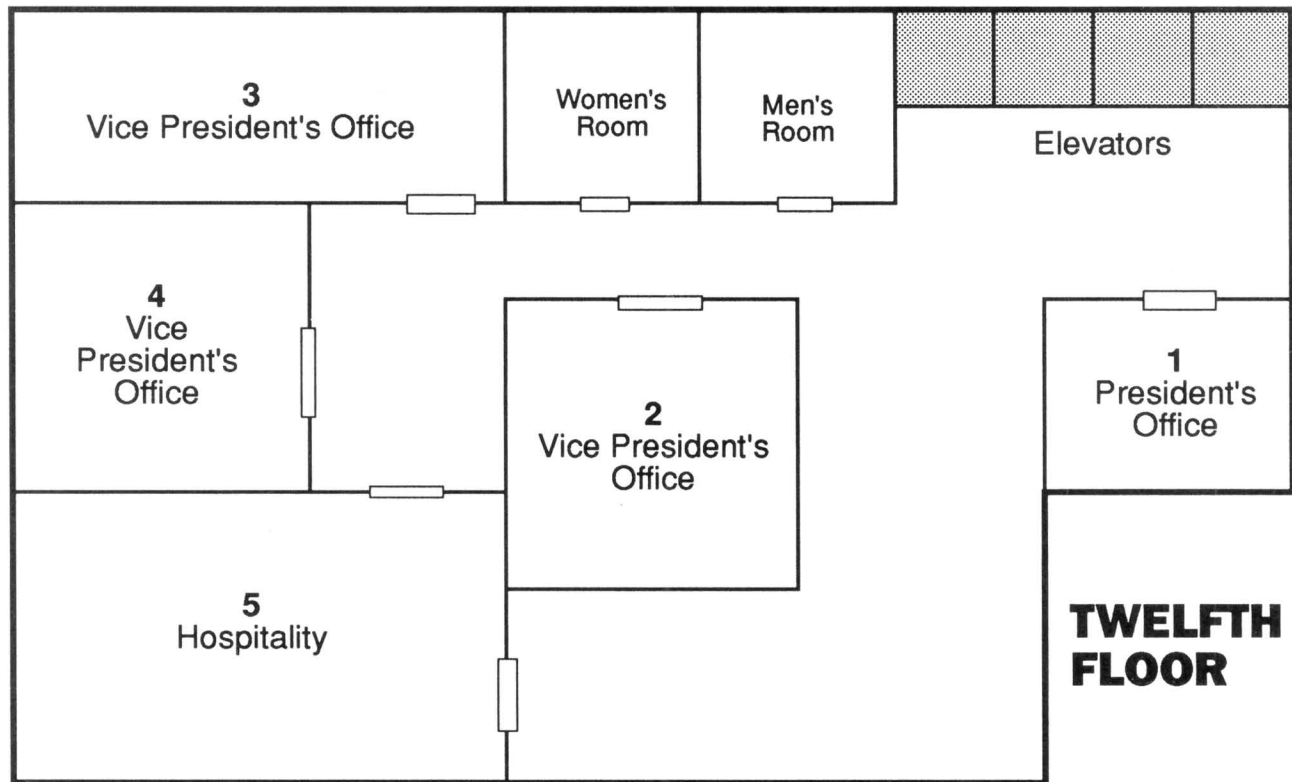
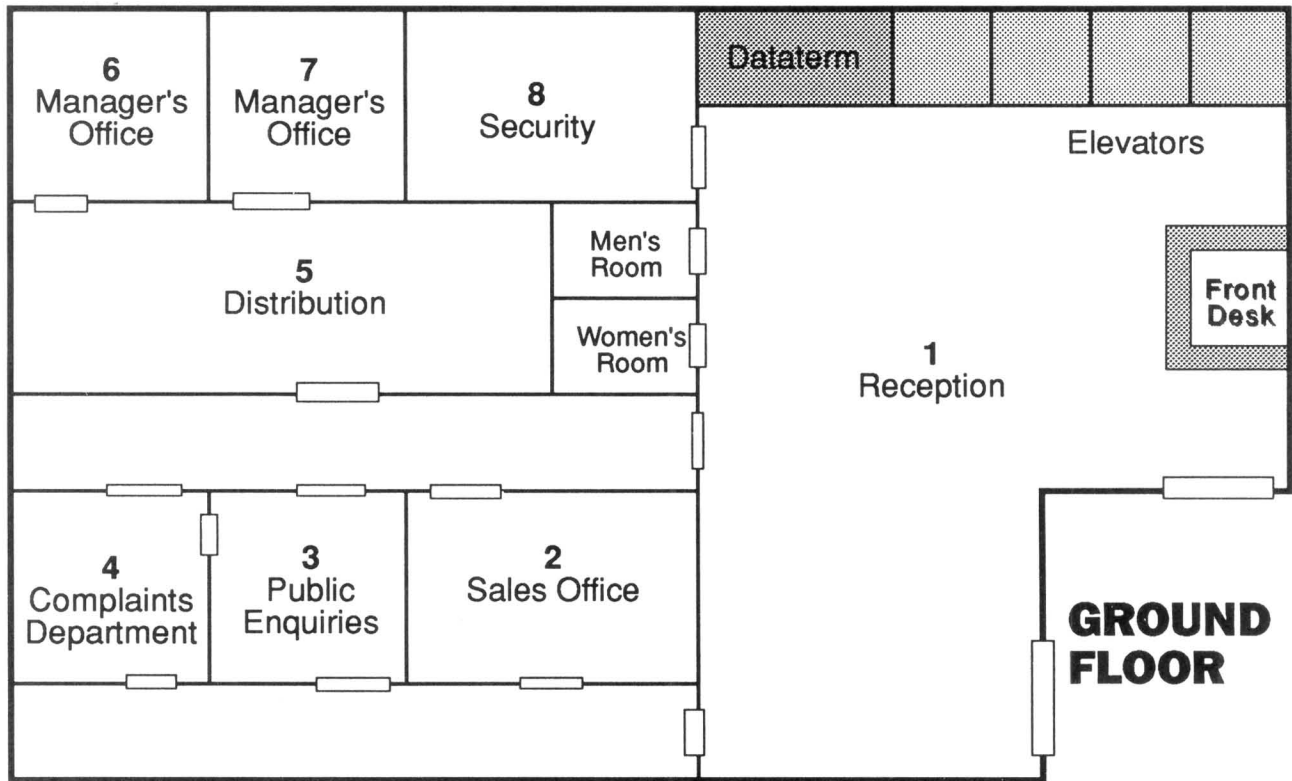
- **Electronics** [diff 15] or **Basic Tech** [diff 20]: Success required to bypass code.
- **Electronic Security** [diff 15]: Success required to fake code.

The same skills grant access to floor 12 but each difficulty number given above is increased by 5.

Failure in any of these attempts will alert the Security in Area 8 that unauthorized elevator use has been attempted. Unless the elevator's security camera has been disabled (a **Basic Tech** [diff 15], **Electronics** [diff 10], or **Electronic Security** [diff 10] roll), the solos (supposing they have not yet been disturbed by the team) will switch their monitors to view the team. They might then decide to call Arasaka immediately. If the camera *is* disabled, then one of the solos will notify security on the twelfth floor that there may be intruders, while the other goes to examine the elevator. (It might be malfunctioning equipment, after all.)

LANTECH BUILDING

Scale: 1 inch = 18 feet



FLOOR 12

The doors on this level are security doors which must be opened in the same manner as the elevators were. **Electronics** [diff 20], **Electronic Security** [diff 15], or **Pick Lock** [diff 20] will succeed, but only with the correct equipment. The two exceptions to this rule are areas four and five, which are occupied.

There is no visual or audio surveillance anywhere on this floor.

Area One • The President's Office

The president of Lantech in Night City work from here.

If the door is forced, a wall mounted laser is armed. The laser fires twice per round for 3D6 points of damage. A hit is successful on a roll of four or less on 1D10.

The room is massive and a large oak desk sits opposite the door in front of the black bullet-proof windows. A Tech roll [diff 20] is required to open the door without tripping the alarms. The laser has 10 SPs of armor and 30 Structural Damage Points. When it has sustained 15 points of damage its firing becomes erratic, firing only once per round and hitting on a roll of 3 or less.

Areas Two and Three • Vice Presidents' Offices

These offices are similar to that of the president. The only difference is that the defense system is not a wall-mounted laser but a screamer field. (Details of this device can be found in the S. K. Holdings section of "Sweet Revenge I").

Referees note that activation of any security on this floor not only alerts the two solos in area 4 but also alerts Arasaka *automatically*.

The screamer field can be detected using a security scanner: [diff 15] to detect, [diff 20] to identify.

Area Four • Vice President Mapplethorpe's Office

In this office two solos await their employers. A successful awareness check [diff 15] warns any character approaching that areas 4 and 5 are currently in use. Unless the team has activated any security devices upon this floor or are being particularly noisy, the solos do not hear their approach.

Area Five • Hospitality

This large room is the hospitality area within the Lantech building. The room is split-level; the lower half is taken up with sunken couches, whilst the upper half is dedicated to a large and extensive bar.

Two men inhabit this room. They've clearly been trying on each other's suits, since both are in a state of partial undress. At the first sign of any gunfire these men hide, grab the phones and attempt to summon help.

Lantech Security Personnel

BYSTANDERS

These are the people found in areas 5 on levels 1 and 12. They have essentially no combat ability, strictly cosmetic cyberware, and if the team is sadistic enough to flatline them, they'll crumple with one shot or blow of any weapon.

There's no reward for blowing away these petty corporates. In fact, you can make life more difficult for characters who do. Next time a sweet deal is about to be cut, or a helpful NPC is about to save a character's neck, have the NPC stiffen up and say: "Wait a minute! You're the punk who flatlined my brother in the Lantech building! The deal is *off*, slimeball."

GUARDS

INT 4	REF 8	TECH 4
CL 3	ATTR 4	LK 4
MA 5	BODY 8	EMP 3

Cyberware

Smartgun Link, Cyberoptic (Infrared, Targeting), Cyberaudio (Radio Link)

Skills

Awareness +4, Dodge and escape +5, Handgun +6, Melee +4, Stealth +4

Equipment

Stermeyer Type 35 pistol (smartlinked, armor piercing rounds), Nylon Helmet, Light Armor jacket, Flak pants

Combat Scores

Initiative: +7

Stun/Death Save: 8

Body Type Modifier: -3

Stermeyer 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +16

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

network news 54

Hi, I'm Kristi Andrews
and this is Net 54 at 15:55.

Our top story this afternoon follows this morning's dramatic developments on the stock market. Petrochem fell a further six points today to its lowest point in a decade as the stockholders cried for the resignation of the CEO.

Bob Paterson, our Dallas correspondent, joins me now.

Bob, just what is the situation at Petrochem headquarters there in Dallas?

Well Kristi you've joined us minutes too late. Just a few short moments ago the Senior Media Officer for Petrochem came out through those doors to issue a statement. In effect what he said was that there would be a change at the top for Petrochem and that the company would soon recover, when the global economy starts moving again. No new CEO has been named and the ousted Colin Sheridan was unavailable for comment.

Chief Federal Inspector Samuel Pinkerton today left Night City, having failed to find the Mirror Man serial murderer during his stay. He stated that the crimes which brought him here did not exhibit the original touches of the Washington crime scenes.

In local news, our reporters in the Night City Combat Zone have obtained information which could implicate a major corporation in the recent violence within the Zone.

For the past few days the Night City skyline has been alight with missile fire and the strobe lights of AVs. We will have a special report in our main bulletin this evening.

Trauma Team™ today picked up customer number 30 million. The lucky man was Mr. Albert Square of London, who tried to kill himself by slashing his wrists. Fortunately he forgot to cancel his Trauma Team account. The medics on duty estimated that Mr. Square had been dead for some 7 minutes when they found him, but added that he was not too difficult to revive.

In honour of the event the unconscious Mr. Square was presented with a set of solid silver steak knives especially created for Trauma Team.

Next Up: A fond farewell to Richard Branson as he tries to cross the Atlantic Ocean on a water biscuit.

What's Happening?

Aye Right !

- So Captain Scarlet won the Stand-up. It's hardly surprising — he's indestructible, I don't think there's a meat limb on him, and those Savate kicks are deadly. What's the good of money, though, if you haven't got a brain to enjoy it with? I swear the guy is going to stand in a corner until next year.

- OH NO! Carmen committed Bizarro suicide. They found her in her apartment with blood everywhere. It must have been pretty difficult, though. They found her hands tied behind her back and you will never guess what she was holding in those hands.

Her own head!!!

Man, that's pretty Bizarro.

- How dumb can you get? That guy called Burger actually took the bike back to the Bar-L. He better not stay long, or they'll be callin' him Burger Queen tomorrow.

- There was a big explosion down at The Dangly Thing today. From what I hear all those dummy Brazilian grenades went off in the box. Killed the guy who was sellin' them, so if you bought some there won't be any refunds.

- New supplies of Reflex chips — Glass is sellin' them down by the Chancer's Arm. For half-price. Can you believe that?

- There's a new disease on the streets. Nobody knows how you catch it but it's deadly fatal. Apparently you can't eat for about 6 weeks and you just starve to death. It's like being in a coma with your eyes open. Only you're not in a coma. Trauma Team can't save you; nothing, but nothing can save you. The guy in The Ecto? That's what he got. The guy who jived Mabaranda?...he got it too. Best idea is to get out of this city.

- Hey! Who's that? Yo! It's Carmen. Hey Carmen baby, over here with the guys!...

SOLOS

INT 5 REF 9 TECH 5
CL 5 ATTR 5 LK 4
MA 6 BODY 10 EMP 2

Cyberware

Smartgun Link, Skinweave, Kerenzikov (+2), Cyberoptic (Infrared, Targeting), Cyberaudio (Phone Splice)

Skills

Combat Sense +7, Awareness +4, Brawling +3, Melee +5, Savate +7, Athletics +6, Stealth+6, Handgun +6

Equipment

Armalite 44 (smartlinked, armor piercing rounds), 1 stun grenade, 1 dazzle grenade

Combat Scores

Initiative: +18

Stun/Death Save: 10

Body Type Modifier: -4

Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +18

Savate: +16

Armor: All SP 12

Arasaka Forces

SOLOS

INT 5 REF 9 TECH 5
CL 5 ATTR 4 LK 4
MA 5 BODY 9 EMP 1

Cyberware

Smartgun Link, Cyberoptic (Targeting, Lo-Lite, Infrared, Anti-Dazzle), Cyberaudio (Extended Hearing, Level Damper)

Skills

Combat Sense +4, Awareness +4, Handgun +6, Brawling +4, Melee +4, Karate +4, Rifle +4, Submachine gun +5, Stealth +2

Equipment

H & K MPK-9 (Smartlinked), BudgetArms Auto 3, Monoknife, Light Armor Jacket, Nylon Helmet, Flak Pants, Mastoid Commo and 1 fragmentation grenade each

Combat Scores

Initiative: +13

Stun/Death Save: 9

Body Type Modifier: -3

H&K MPK-9 Submachinegun (#Shots 35/ROF 25/DAM 2D6+1/Rel ST) +17

BudgetArms Auto 3 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel UR) +14

Monoknife (DAM 2D6+1): +14

Karate: +13

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

TACTICS

Arasaka is a highly organized fighting force. The ten solos operate in three groups of 3, with the tenth man coordinating the operation from the AV-6 which hangs over the building.

Within these smaller groups one man carries a video transmission unit. This may be helmet- or shoulder-mounted, or even strapped to the barrel of his weapon.

Arasaka guarantees its customers certain levels of success. Even if the team manages to slip away, an investigation is commenced to find the characters.

SAFE AT LAST

Back in the chaos of Huey Green's apartment, you now have ample opportunity to access the MRAM construct which contains Spatz Marino.

Spatz happily answers any questions the players might have and warns them of the serious nature of Lantech IC. He thanks the characters, and has a gift for them.

The hastily constructed hardware produces poor-quality resolution, but the faint image is recognizable: a young man with a trilby hat and lit cigarette, his eyes glowing a fiery emerald green.

"I don't have much to give you guys, but when I was waiting inside the fortress I did a little snooping around. Lantech has some big operation going. A guy by the name of Kristoff Masters arrived in Night City about three months ago and according to the files he is one of their best negotiators. But he isn't doing anything.

"All his affairs are being routed through a place called Block One, a nightclub in Corporate Sector 5. The club makes approximately 250,000 eb per month, but Lantech is pouring in almost double that. I don't know what all that means, and in this state I can't even try to guess, but maybe you can.

"There might be money in it, there might not. I'm sorry I can't do better, but that's all the thanks I can give you."

END OF THE LINE

When Spatz stops talking, Holly lifts up the box and retires to another room where Spatz passes his final moments. When she reappears her face is set in a grim mask. She is happy to join the group for any venture which causes Lantech financial loss.

REDBLOCK'S RETURN

As the team settles in for some hard-earned rest, tending wounds and finding somewhere to sleep amidst the wreckage, a knock is heard upon the door to Huey's apartment.

Having earlier bugged the apartment, Cyrus Redblock has overheard the speech made by Spatz Marino and is interested in Block One.

In refereeing these negotiations you should portray Cyrus as a fat, wheezing man who is likeable but



Cyrus Redblock, Fixer

dangerous to know. He is willing to put cash up front for any raid which might take place and is more than happy to pay for any medical treatment which the players need following their run on Lantech.

His men enter the apartment with him but are armed only with handguns which are not displayed openly. So long as the party is cooperative with Redblock's plans, there should be no bloodshed.

SOLOS (3)

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

Cyberware

Kerenzikov Boosterware (+1), Cyberoptic (Lo-Lite, Targeting, Ultraviolet), Skinweave, Smartgun Link, Pain Editor

Skills

Combat Sense +6, Awareness +1, Streetwise +4, Hide/Evade +4, Shadow/Track +5, Handgun +7, Submachine gun +6, Aikido +4

Equipment

Armalite 44 (smartlinked, armor piercing rounds), H&K MPK 11 (smartlinked), 1 stun grenade

Combat Scores

Initiative: +16

Stun/Death Save: 10

Body Type Modifier: -4

Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +19

H&K MPK 11 SMG (#Shots 35/ROF 25/DAM 2D6+1/Rel VR) +18

Aikido: +13

Armor: All SP 12

VEGAS

INT 6	REF 11	TECH 4
CL 8	ATT 3	LK 6
MA 6	BODY 11	EMP 3

Cyberware

Smartgun Link, Muscle & Bone Lace, Cyberoptic (Targeting, Infrared, Times Square Marquee, Anti-Dazzle[2]), Cyberaudio (Radio Link, Amplified Hearing)

Skills

Combat Sense +8, Awareness +7, Brawling +5, Fencing +5, Tae Kwon Do +7, Rifle +4, Handgun +7, Athletics +4, Stealth +5, Expert: Weapons +4

Equipment

Colt 2000 (smartlinked, armor piercing rounds), Light Armor Jacket, flak pants, 1 Dazzle grenade.

Combat Scores

Initiative: +19

Stun/Death Save: 11

Body Type Modifier: -5

Colt 2000 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +21

Tae Kwon Do: +18

Armor: Head 0, Torso/R.Arm/L.Arm 14, R.Leg/L.Leg 20

Notes: In a close-range fight, Vegas always shoots for unprotected areas such as the head (if opponent is wearing no helmet). At extreme close range, he often fires multiple shots in a single round while still aiming for the head. Standing 6'2", he is an impressive figure who always wears red if he can. His optics are visible and are blood-red in color. Vegas is a gambler and it is his willingness to risk everything that earned him his name. He always goes to the edge in any confrontation and has no fear whatsoever of being outnumbered.

BLOCK ONE

Whether or not Cyrus Redblock is part of the team, the characters might like to take a look at Block One.

6969 Carmine avenue in Corporate Sector 5 is a large building, detached from those around it. The front of the club is covered entirely in black glass, through which the words "Block One" shine in purple neon.

The rear of the building is a wasteground which is used as a parking lot. This fact can be deduced by the team upon examination of the damp earth and discovery of the tire tracks which cross and recross this area.

Block One isn't just a nightclub. Behind the façade lies a black market clinic dealing in the latest cyberware, and a deadly arena where men fight to the death for the amusement of corporate playboys. Of course the team doesn't know this...yet.

The first thing you notice about Block One is how popular it is. The large concourse leading up to the sleek black exterior is filled with vehicles and pedestrians trying to enter Block One.

Above the heads of the throng you see the words "Block One" glowing in neon letters 10 feet high. As you approach, the floodlights at the front of the building kick on, flooding the area with light and sending roving beams into the night sky. The crowd

lets out a cheer and the PA system pours out the chromebeat. You can't hear anything as the music explodes across the crowd; you can feel the power vibrate through your body as the speakers pound it out at levels too high to be legal.

The amplifiers are producing sound at a level high enough to cut all communication in the crowd. Within 150 meters of Block One it is impossible to hear the person next to you even if they shout.

Like all the most popular clubs, entry to Block One is limited, as the numbers of customers far exceeds the capacity of the building. Those who gain entry are selected by the security force, which maintains a rigid line across the entrance way. This is the reason for the floodlights.

There are almost no limits to the cyber technology you may wear inside Block One. Firearms must be checked at the door, but this is simply to ensure the safety of the famous bands who play here. No one with built-in micromissiles may enter, unless all the missiles from the launcher are removed.

The crowd is constantly scanned within a 50 meter range of Block One as Lantech Security selects the best of the best for the arena (see below).

Fighting your way to the front of the crowd isn't easy. To reach the front, or get within 50 meters, a character must make checks on the following table until a result of 10 or higher is achieved. Each roll indicates a time period of ten minutes.

Roll 1D10:

1: Large person picks you up and throws you behind him. Way behind him. Deduct 3 from your next roll.

2-3: Somebody gorgeous kisses you. Now you aren't so sure you want to go inside after all. Deduct 2 from next roll.

4-5: You sucker! By stopping to help a trampled victim to his or her feet, you've slowed yourself up. Deduct one from next roll.

6-7: Nomad pack ahead. Either outcool the rear guard (CL 1D6+4, REP 1D10-1) or lose an extra ten minutes as you move around them.

8-9: Crowd Heave! Your feet are no longer on the ground, but you're still moving forward. Add 1 to your next roll.

10: Large person picks you up and throws you in front of him, way in front of him. Congratulations, you've made it!

Note that it is possible to be thrown back continually. This represents the crowd passing someone around, a common sight at concerts and such like. It is also possible that someone ends up with a result of 2-3 on a regular basis. If it occurs three times running, simply do not allow that character to proceed any further. (The player may, however, record it on the character's Lifepath sheet under "Fast affairs and hot dates.") Do not allow characters to play around here indefinitely. If they haven't reached the front of the crowd in two hours (12 rolls), then they simply won't be getting inside. They'll have to join one of the many parties outside instead.

Those allowed to enter are split into two groups. The larger group is the customers who look good or strange, giving Block One a unique atmosphere. The smaller group consists of the seriously vicious street fighters who are bound for the arena. Any character seeking entrance must look combat capable or have Attractiveness score of 7 or over.

Assuming that at least some of the players' characters make it inside...

Area 1

This huge glass-walled foyer is designed to allow the huge crowds who flock to Block One to pass through at a slow pace. Scanners imbedded in the ceiling then pick up more detailed information on possible arena combatants.

The foyer leads into the bar area.

Now that you are inside Block One you can almost hear yourself think. The bar is crowded and the area before the stage is already packed with Night City's beautiful and bizarre. Everyone's looking at everyone else, checking their moves, checking their gear. A few people shout at you, but you don't want to be tied down this early.

The walls are a dark, steel blue where they aren't covered in video boards. Tonight's band is Schockin', the new rave group from Papua New Guinea, and if you weren't here for business it would be a great night out. But you are here on business, however much fun it looks...

Here the scenario becomes fluid as the players attempt to discover the secrets of Block One. Listed below are details of the building, the people within it, and the information available. It is up to your players to move the adventure in the way that they see fit and to make money from Lantech's misery. If they decide to give up, all well and good: Nothing ventured, nothing gained.

Personalities

HAZARD (FIXER)

Hazard has brown hair and white cyberoptic lenses. He is the resident fixer in the Block One and pays Kristoff Masters (see below) 800 euro a night just to operate here. All the security men within the Block One are his friends, and attempting to intimidate him within the bar does not work. Information can be bought from him for a price. The cost of the information is dictated by how much the characters are willing to pay. Note that the more they pay the less likely he is to tell Kristoff Masters that they have been snooping around.

Hazard always wears a Confederate uniform of some description; he has a large collection, but they are mostly of the lower ranks: privates, corporals and so on. A cheery soul, Hazard appreciates openness and humor. Business is business, however, and Hazard gives nothing out of simple friendship.

ANGEL (WAITRESS)

At ATT 7 Angel is far from ugly. She wears the standard revealing outfit common to all female staff inside Block One; she has blonde hair and her original blue eyes. Angel is a simple soul with little interest in drugs or violence. Whilst she accepts tips, she does *not* accept money given to her for anything other than bar service. Block One doesn't pay much, but Angel would rather do this than be a puppet.

Most of all she is a romantic, looking for Mr. Right. Information can be obtained through her by befriending her or sweeping her off her feet, or even just pretending to.

COINBOX (SOUND TECHNICIAN)

Scruffy is a word which completely describes Coinbox. He is a large man (Body 11) but non-violent. He *always* wears poor quality second hand clothes, and *never* does his hair. Coinbox is a technical wizard (Tech 9) but not very intelligent (Int 3). Information can be gained from him by trickery or friendship. He would never think that someone was snooping for illicit purposes if they were asking questions. After all, if you don't ask questions, how are you supposed to learn?

SHALLOW (JUNKIE)

Shallow is a young man (18 years) with serious chemical problems who hangs out around the Block One, joining in the parties for free drugs. He sleeps nearby and knows everything that occurs through the day. He has

every symptom ever seen: shakes, sniffs, can't concentrate, but perks up a great deal when a few Derms are waved in front of him. His clothes are sometimes dirty, sometimes clean. This entirely depends upon which drugs he's been using lately.

WASTELAND (SOLO)

Wasteland is a serious mercenary who has made the Block One his regular haunt. He occasionally fights in the arena for something to do when he doesn't like the band. (If you need to, use the stats for Lorenzo Damarith from "Slow Boat From Chiba," or make up your own.) Tall, strong, and possessing very little empathy, Wasteland takes an instant dislike to the characters for no apparent reason.

When the team enters Block One, Wasteland probably sees them and becomes suspicious. He then makes it his task in life to thwart the team members at every turn.

KRISTOFF MASTERS

Kristoff is the top-line Lantech negotiator who manages



Kristoff Masters

the Block One. It is he who finally selects the arena combatants and it is he who entertains the guests. The Block One is really a playground for the Corporate movers. Lantech uses it as a hospitality area for business deals. It's a lot more expensive than taking clients to lunch, but Lantech gets a lot more business out of it.

The arena is basically his idea for showing off the new Lantech reflex boosts which provide the user with speed beyond belief.

Kristoff Masters is 5'10" and looks good in anything. His conversation is smooth and charming and his suits are never worth less than \$2500. He has black hair and yellow inset optics (Lantech, obviously). His skin is a golden color, purchased at great expense in Low Earth Orbit.

BLOCK ONE (CONTINUED)

Area Two

In this sumptuously decorated room drinks are passed around for free, as well as a host of unknown chemical pleasures. Here the guests who have come to gamble in the arena relax before the evening starts. A two-way mirror provides a view of the stage. At least three available escorts of ATT 9 occupy this room as long as the club is open.

Area Three

This office is used by Kristoff Masters. It is from here that he manages Block One for Lantech. His protected computer terminal contains guest lists and accounts for the club, including payment to fighters for their efforts in the arena. All manner of illegal activity is recorded here, too. The computer records hint at money received for new cyberware and surgery, but give little information as to what this might be.

Area Four

This dressing room is used exclusively by the Beast (stats given later). The room is bare apart from a hospital bed and a poster of Braindance star Shauni Kalnier. Entering this room whilst the Beast is still there could prove dangerous. As a rule he is more dangerous before a fight than after, but he's *always* dangerous.

Area Five

This area has been made over into a bar, seats done in red velvet. The room could hold perhaps 60 people, but holds 30 comfortably. One wall is made entirely of plate glass and looks out onto Area 6, the Arena.

Area Six

The arena can be entered through two sets of wooden double doors. At each set of doors a flight of three or four steps leads down to a grey ash fighting surface. This is kept damp for better grip. Light is provided by weak lamps set into the walls. There is nothing in the area which could help an ailing fighter, and there is nowhere to hide.

Areas 7, 8 & 9

These are dressing rooms for the combatants selected from the Block One crowd. Each contains an old hospital bed, a table with bottles of liquor and several glasses. There are three battered wooden chairs and a washbasin, beside which stand three half-empty bottles of body oil. These rooms are used often and the fighters don't always come back to pick up their belongings.

Way Out

This exit leads to the car park at the side and rear of the building. When Block One is in use there are at least 10 cyber-rigged limousines here, each protected by a solo or two. The door is a security door requiring a tech roll (Basic Tech or Pick Lock) of 25+ to open.

Security

Throughout the Block One building Lantech security is ever present. This force is a mixture of run-of-the-mill security guards and high powered solos. The guards are present in larger numbers, of course. Statistics are given below.

As a rule, security is tight in the clinic during daylight hours but at night the security is focused on the bar and Arena.

GUARDS

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

Cyberware

Smartgun Link, Cyberoptic (Infrared, Ultraviolet), Cyberaudio (Radio Link, Sound Edit), Skinweave

Skills

Awareness +4, Dodge and Escape +5, Handgun +6, Melee +4, Stealth +4

Equipment

BudgetArms Auto 3 (Linked), Flak Pants, Kevlar Vest

Combat Scores

Initiative: +7

Stun/Death Save: 8

Body Type Modifier: -3

BudgetArms Auto 3 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel UR) +15

Armor: Head 0, Torso 10, R.Arm/L.Arm 0, R.Leg/L.Leg 20

SOLOS

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

Cyberware

Smartgun Link, Boosterware (+1), Cyberoptic (Lo-Lite, Targeting, Anti-Dazzle [2]), Skinweave

Skills

Combat Sense +6, Awareness +3, Streetwise +4, Hide/Evade +4, Shadow/Track +5, Handgun +6, Submachine Gun +5

Equipment

Ingram Mac 14, Colt AMT 2000 (Linked, Armor Piercing), kevlar vest

Combat Scores

Initiative: +17

Stun/Death Save: 9

Body Type Modifier: -3

Colt AMT 2000 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +19

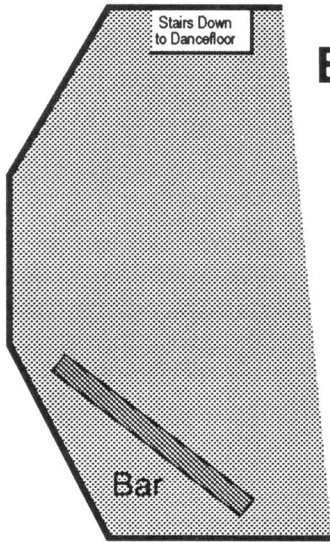
Ingram Mac 14 SMG (#Shots 20/ROF 10/DAM 4D6+1/Rel ST) +15

Armor: Head 12, Torso 22, R.Arm/L.Arm/R.Leg/L.Leg 12

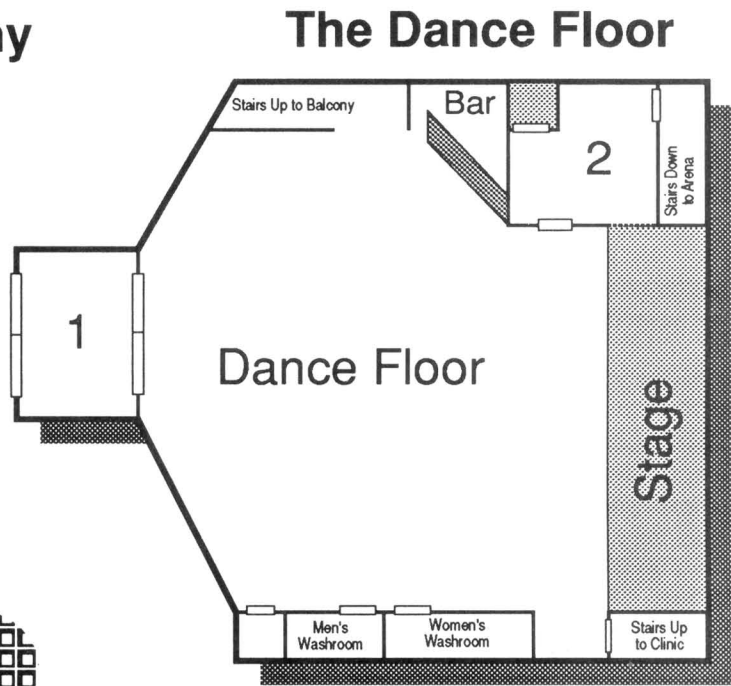
Notes: Use as many security personnel as your group warrants. Block One is a new building and information regarding its structure is not easily available. Caitlin Jones is no presently in town and cannot help your team here. As referee it is your duty to penalize those players so foolish as to attempt a raid upon the building without first researching the place.

Block One/Lantech Clinic

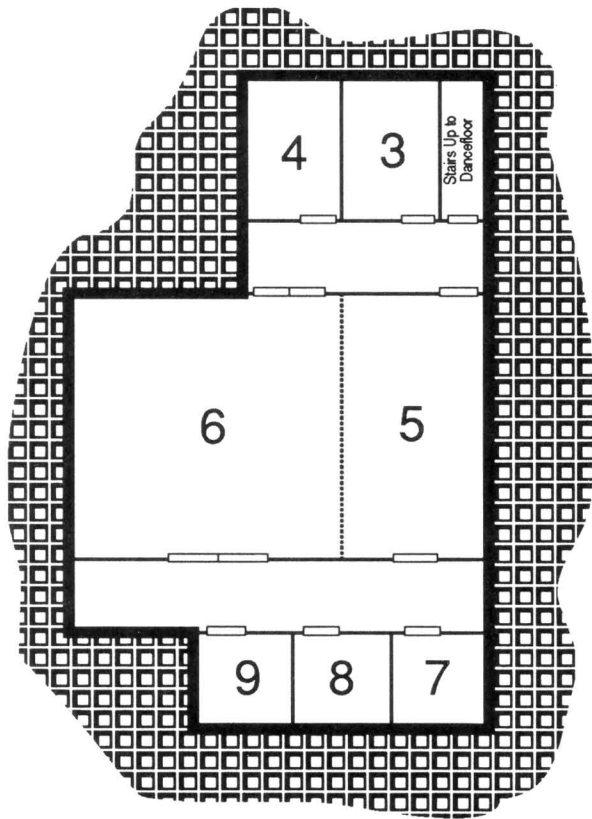
Scale: 1 inch = 36 feet



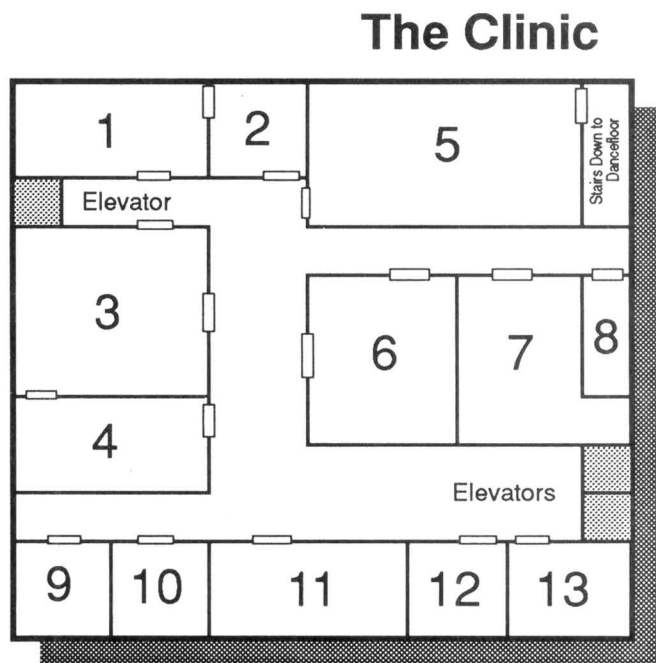
Balcony



The Dance Floor



The Arena



The Clinic

Apart from the personalities listed above, there is another method of gaining information about the illegal activities which Block One is covering...

FIGHTING IN THE ARENA

Block One is in full swing and there seems little evidence of any spectacular activity, but just when you had decided to enjoy yourself you notice a mean-looking guy scoping you. Even at this distance you see the faint crosshair lines in his cyberoptic as he moves across the room towards the far side. People part in front of him as he goes, but his eyes never leave you. Your spider sense is tingling and you would give a lot to have an Armalite 44 right now. He continues the face-down from across the crowd and the sweat is starting to show on your forehead.

Right about then you feel a tap-tapping on your shoulder and with the adrenaline still high you spin quickly, only to be confronted by a short man in an expensive jacket. In one hand he holds a cocktail stirrer and your hand stops inches from his face. Silently you berate yourself. Stupid move, homeboy — if that had been a Kendachi knife instead of a plastic stick, you would be dead now.

"Greetings," he says with a cold smile, "I am glad to see that you are feeling well."

The man is called Kado. He is short but he is also a deadly master of the martial arts. It is his job to select those who fight in the arena. He is not afraid of the men he selects, since he could do just as much with the plastic cocktail stick as he could with a Kendachi monoknife. He does not show his talents, however, being the humble type.

The proposition is this: one hour's work for a minimum of 2,000 Euro. All negotiations to be held in Area 2.

Looking around for a moment you notice that the mean mother across the room has disappeared, but somehow that doesn't relax you any.

The short guy with the strange accent leads you through the crowd and for some reason beyond your comprehension people move aside for him as well; probably because you're standing behind him. He leads you to a blackened door near the stage, beyond which lies a room filled with beautiful money people.

Kristoff Masters greets every new fighter as a guest at first, standing beside him and watching whatever fight

happens to be in progress. He asks them questions about style and strength, he makes sure that they have everything they could possibly want — drugs, alcohol or even a pleasant companion. This is simply to ensure that the fighter feels at ease and knows what is going on.

The Arena works upon Roman lines and the bouts are, for the most part, evenly matched, since this provides a longer and more desperate fight.

Weapons are used rarely are because they also shortens the contests. A beautiful woman (ATT 10) whose name is never mentioned makes the life and death decisions within the ring.

Through the plate glass you see two men struggling and it's already clear to you who is going to win. The corporate audience however doesn't seem to know, and some are still cheering for the poor victim of this spectacle. At last, a few seconds later, it is all over as the chrome-limbed victor stands over his opponent.

All heads turn to a beautiful lady standing at the far end of the window. Slowly she brings up her fist to the glass.

Thumb Down.

The crowd goes wild and even those that cheered for the dead man smile and shout as the winner raises a crimson fist...

Kristoff Masters offers 2000 Euro to start with, but goes higher for fighters of reputation. A win within the arena tonight may earn the character a shot at the Beast and the very latest in cyberware implantation. He tells the character not to worry: There is a full crew of medical staff within the building. If he dies, they can revive him. All medical treatment is free; the money offered is pure profit.

Kristoff may drop more hints about advanced cyber technology or the clinic if properly probed by a player, but does not instantly tell the fighter about it.

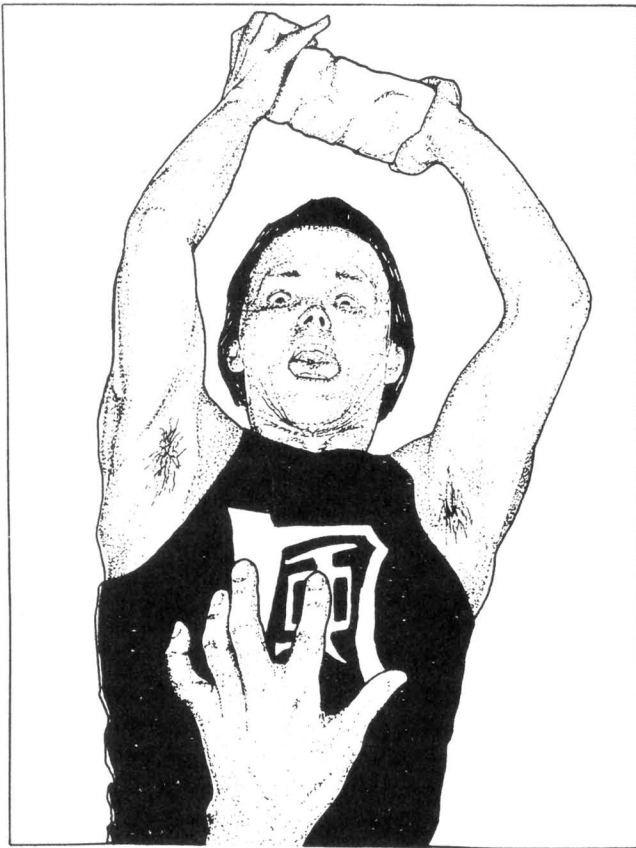
When refereeing this encounter, highlight the fact that the fighting isn't all that dangerous and that the rewards are worth the risk.

Remember also that only solos may fight in the arena; anyone else would be a lamb led to the slaughter (and consequently not very interesting to watch).

• **Fighting Random Opponent:** 2,000 - 3,000 Euro.

• **Fighting the Beast:** 3,000 - 6,000 Euro.

Kristoff Masters also pays bonuses for spectacular



fights, but is not keen on those which end quickly.

Lady Death

The attractive lady who decides whether or not the injured combatants live or die was the wife of a past fighter. He is now dead and Kristoff Masters owns her almost completely, although she despises him. Her real name is Laura.

Her decisions are not arbitrary. If a man has fought well then she spares his life.

Arena Opponents

INT 4	REF 9	TECH 3
CL 5	ATT 4	LK 3
MA 6	BODY 10	EMP 2

Cyberware

Kerenzikov (+1), Vampires, Scratchers

Skills

Combat Sense +6, Intimidate +4, Strength Feat +5, Brawling +4, Handgun +5, Martial Art (select at random) +5, Melee +4, Dodge/Escape +5

Combat Scores

Initiative: +16

Stun/Death Save: 10

Body Type Modifier: -4

Vampires (DAM 1D6/2+2): +13

Scratchers(DAM 1D6/2+2): +13

Martial Art: +14

Armor: None

Notes: When a character is fighting in the arena against these men and women, the player must first roll for intimidation. These opponents have a reputation of 2-4 (roll 1D6, divide by two, and add 1). The Beast has a Reputation of 5.

Skill Checks

- **Wardrobe & Style** [diff 15]: By the suits and accents you guess that the clientele of the Arena are executive-level corporate employees.
- **Awareness** [diff 15]: The conversation within the room is mostly light-hearted, but occasionally Kristoff Masters mentions a deal or two, involving several million Euro. These deals always revolve around Masters, who is selling unidentified merchandise.
- **Awareness** [diff 20]: Many of the people in the room mention a man known as The Beast. This fighter has a fearsome reputation and is rumored to have speed beyond belief.
- **Human Perception** [diff 15]: The lady dressed in black has a melancholy look upon her face. You also note that although she is the most attractive female in the room, no one talks to her.

Unless your characters have a reputation of 5 or above, they are not allowed to face the Beast immediately. One or two lesser fights must first be endured. Should a character succeed in these contests, however, a large crowd is gathered for the bout against the Beast

THE BEAST AND THE LANTECH BOOST

Lantech Security Corporation (Cybertech Division) has developed a revolutionary reflex boost which grants the recipient speed beyond belief. At +4, anyone with the new reflex wiring can compete with the very best. Unfortunately this technology is not perfect; the greater speed has a greater effect upon the subject's humanity.

Lantech Cybertech Division has developed the boost in two forms: temporary boosts along the Sandevistan lines or permanent augmentation in the Kerenzikov format.

- Sandevistan: +4 for 5 rounds, 3D6 Humanity Loss
- Kerenzikov: +4 permanently, 4D6 Humanity Loss

This huge loss of humanity would be bad enough, but the Lantech boost has an additional, more serious humanity cost: Once per month the recipient must make an Empathy check. Those who fail to roll less than or equal to their current empathy value then lose a further 1D6 points of humanity. Although the initial humanity cost of these reflexes may be regained upon removal, the humanity points lost in failed Empathy checks are gone forever.

The Beast

The first subject to receive the new Lantech reflexes was a local solo by the name of John Inman. John is the current arena champion and is almost completely cyberpsychotic.

INT 4	REF 9	TECH 3
CL 6	ATT 3	LK 6
MA 7	BODY 12	EMP 0

Cyberware

Lantech Kerenzikov Boosterware (+4), Smartgun Link, Nanosurgeons, Enhanced Antibodies, Skinweave

Skills

Combat Sense +7, Awareness +3, Intimidate +5, Athletics +6, Melee +5, Savate +7, Handgun +5

Equipment

None

Combat Scores

Initiative: +20

Stun/Death Save: 12

Body Type Modifier: -5

Savate: +16

Armor: All SP 12

A Note on Damage

Normally Body type 12 bestows a damage modifier of +4. The Beast, however, is almost completely cyberpsychotic and his insane rages cause fluctuations. His damage modifier is +1D6, reflecting the superhuman strength which madness can induce.

Victory

Any character who defeats the Beast is promptly offered his position at a starting salary of 10,000 eb per week. The Corporation also includes free Nanosurgeons and Enhanced Antibodies, but the position requires that the character accepts the Lantech boosts.

Defeat

Those who do not fall into coma state but are merely unconscious are given medical treatment in the clinic free of charge.

Help Wanted

The Corporate audience is always on the lookout for new talent. Anyone performing well in the arena may be offered a post in a random corporation.

THE CLINIC

Above the Block One, behind the bright spotlights and the roar of the crowd, a sinister clinic operates. Dr. Sharon Glasgow, a respected physician who works for Lantech not quite voluntarily, runs this surgical facility as a research station. She is aware of the drawbacks in her new reflex augmentation methods and uses arena fighters as guinea pigs in her search for an answer which does not induce psychosis.

Area 1 • Operating Room

This small surgical station is fitted with state-of-the-art equipment. A total of 1.2 million Euro was spent by Lantech on this room alone.

Area 2 • Scrub Room

Area 3 • First Aid

Located next to the elevator from Area 2, this room is the emergency facility for badly-injured arena fighters. Here they are stabilized before being moved on to observation rooms.

Area 4 • Pre-Op

This area is reserved for those who are headed into surgery. The room is filled with observation equipment and emergency resuscitation facilities.

Area 5 • Staff Room

The doctors and nurses who man the clinic spend time here when not actively engaged in patient care. The room also has communication links with all other rooms, in case staff members are needed in an emergency. At least five people can be found here at any time of the day or night.

Area 6 • Supply room

Normal supplies can be found here: linen, bedpans, syringes and other equipment.

Area 7 • Supply Room

This room is reserved for perishable supplies, such as food and synthetic blood.

Area 8 • Supply Room

Filled with all manner of medical drugs, special freezers in this room hold over \$150,000 worth of chemicals.

Area 9 • Intensive Care

This room holds three large cryotanks for those whose wounds exceed the clinic's capabilities.

Areas 10-12 • Patients' Rooms

After a weekend these rooms often contain two or three patients each, but during the week there is only one per room.

Area 13 • Dr. Glasgow's Office

The computer in this room (which is not linked to the net) is the only place within the clinic where the details of the Lantech boost can be found.

Elevators

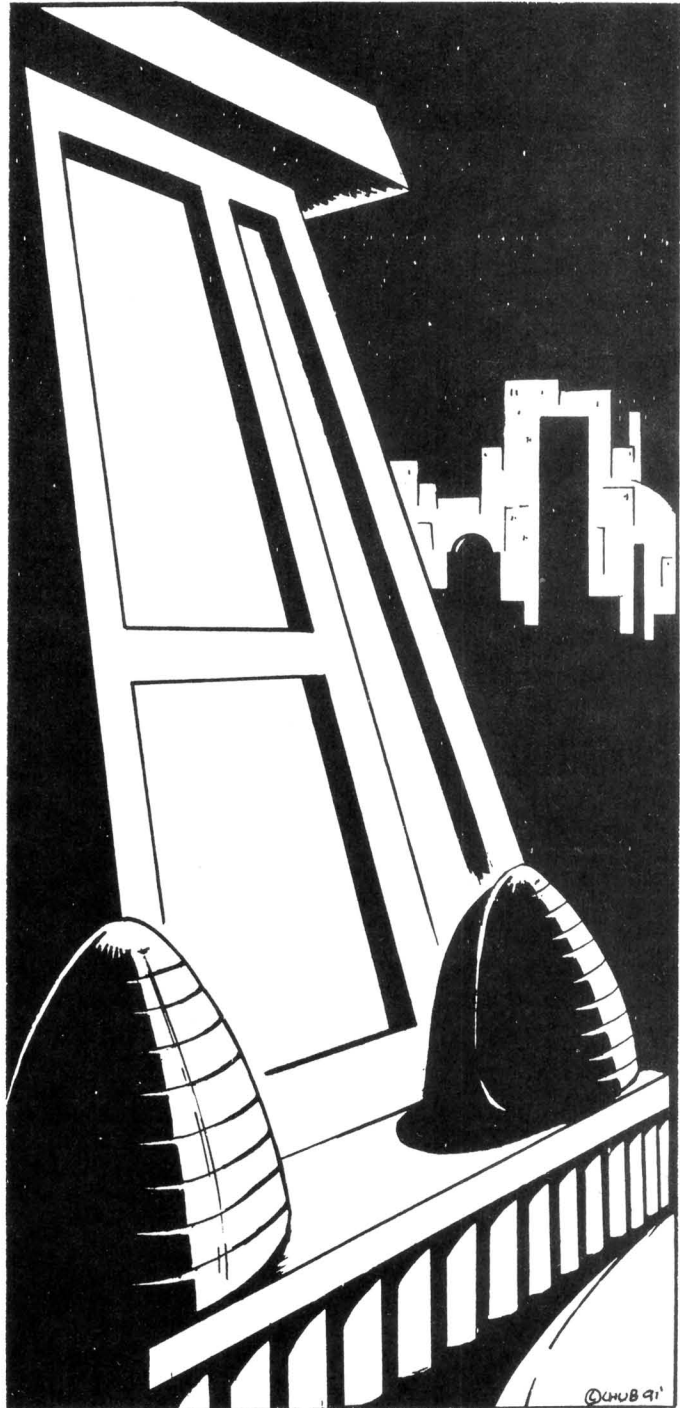
The bank of two elevators just outside area 13 lead to the roof only. There is a helicopter pad there where unmarked Lantech AV-4's land to ferry away corporate high-fliers and to transfer surgical clients to other, larger establishments run by Lantech.

MAKING MONEY

Now that the characters know what is happening behind Block One, one question remains. How do they make any money?

- **A media story.** The cruelty of the arena, high-flying execs and beautiful women...a good story if they can find the proof. If you have a media in your team, all well and good. If you don't, you'll need a fixer to negotiate a price with one.

- **Grab the Data.** The characters might infiltrate the club and steal the secret of the Lantech boost. Caitlin Jones would buy it for Infocomp at a price of 150,000 eb, or the characters could go straight to Zetatech for 200,000.
- **Rob the Joint.** There is a fortune in medical hardware within the clinic. It wouldn't be too hard to lift some of it. Total available: 2.7 million eb. Someone like Redblock would have to fence it, of course, which may lead to some questions being asked.



- **Extraction.** High level corporates, famous rockerboys... Some of these people could do with a change of scene. Depending on the personality, they could be set up for life.
- **Dr. Glasgow.** An attractive woman with a lot to offer. 300,000 Euro is a fair price for a fair lady, if kidnapping is up the team's alley.

SUCCESS

However the characters manage it, the only true reward in this adventure is financial. Lots of money makes the effort worthwhile. Cyrus Redblock takes a cut, of course, but even after that the team should be left with a tidy sum.

Friends. Besides the money the team might have made a few new friends through their efforts. Making Cyrus lots of money is one good way of keeping him sweet. Having helped Holly Jones, the team has made a friend for life in her sister Caitlin, who is now a high-roller in the Infocomp organization.

A WORD ABOUT ROMANCE

Ever wonder how the characters managed to get into those romantic dilemmas on the lifepath table? Here's how.

If one of your team makes advances towards Holly Jones, play along. She's attractive, intelligent, and after the Lantech raid she's probably very grateful. Roll on the Romance Lifepath table to see how it's going to develop and bring it up in the middle of your next adventure. A streetwise solo might be able to handle crazy boostergangs, but can he remember a birthday?

EPILOGUE

Caitlin Jones gazed at the chip once more.

Excellent footage. Faces, names, conversations. Enough evidence to put her pet team out of the action for good and now she was about to destroy it. She had given her word.

It wasn't the fact that she would no longer control them. That did not matter, but her memories did: Akaromi BioCorp, Fargo Wells, Shauni Kalnier and now the Lantech raid for her sister Holly.

Her team had given her everything; a job with Alan Washington, a penthouse apartment and the chance at a golden future. The least she could do was give them a little security. With the decision made she slammed the chip into her deck and the control screen changed. Slowly she typed it in...

ERASE...

Her finger lingered for a moment above the glowing stud marked ENABLE and the images appeared in her mind once more: Fargo Wells in the Garbage Pail and Huey Green in a dirty Zone alleyway. The way they moved and operated, the risks they would take. She knew her team better than she knew anyone; what they liked, what they hated... In a strange way they were like friends and erasing this chip would be like burning a family album.

And Caitlin couldn't do that.

Deleting what she had typed, Caitlin pulled up her personal file list and began again:

STORE...

That completed, she removed the chip and turned out the light. It'll never be used, she assured herself, failing to see the irony in her earlier promise. At the time, she meant it.

In Night City, promises don't last long.

CHRISTMAS, 2020.

**LIKE EBENEZER SCROOGE, YOU FEEL HAUNTED
BY GHOSTS.**

**OUT OF YOUR PAST COMES CAITLIN JONES,
BEARING A WARNING. DOES SHE EVER HAVE
GOOD NEWS?**

**THEN NAMSEI NAMURA, YAKUZA BOSS,
CORROBORATES CAITLIN'S FEARS.**

**SOMEWHERE OUT THERE IS A THIRD GHOST,
SOMEONE FROM YOUR PAST WHOSE ENMITY
IS NOT YET LAID TO REST.**

Sweet Revenge II

Caitlin's Folly

Caitlin Jones enjoyed her work and entered the Infocomp building bright and early each morning. Only two people reached the upper floors before her: Alan Washington and the dreaded Ms. Meyer.

A frown darkened Caitlin's face as she thought of Alan's secretary. The old woman reminded Caitlin of a car wreck and it had taken her a long time to realize just how dangerous she could be. Washington trusted her implicitly and would not hear a word against her, truth or lie.

Each morning Caitlin rode the elevator with a prayer on her lips, only to be disappointed when the doors slid open and she saw the smiling Ms. Meyer behind her desk.

Today was no exception. The dragon smiled as she entered and thrust a sheaf of papers at Caitlin without saying a word. "Good Morning Ms. Meyer, are these my messages?" Caitlin said cheerfully. "Why thank you sooo much!" It wasn't advisable to let Ms. Meyer get to you and Caitlin lifted the papers lightly from her hand before entering her office.

Sitting at her desk she performed the now familiar routine; messages set aside, ease back in the chair and switch on the terminal.

Caitlin was just about to call for Ms. Meyer and order coffee (because the old witch hated that) when she noticed the boot-up screen.

PRIORITY ACCESS - CH0IR 7- 05:24:46.4

Someone had been in her terminal already this morning, accessing private files. Choir 7, she didn't know that code.

"Ms. Meyer," she snapped into the terminal mike.

The old woman's face appeared. "Yes, Miss Jones?"

"Who accessed my terminal this morning?"

"Mr. Washington did. He needed some information." The face held a look of smug satisfaction.

"Is he available now?"

"He has ten minutes before his next appointment, I believe. Would you like me to contact him?"

"Yes...No, no, I'll go myself."

Caitlin rose quickly from her chair and passed Ms. Meyer without even a glance. She did not bother to knock on Washington's office door. He looked up from his putting practice with only a faint hint of surprise.

"Caitlin, do come in." Then, resuming with his putter and ball, "How can I help you?"

"You accessed my files this morning." Caitlin was angry but her tone was one of measured calm. "What for?"

Washington laid the putter aside after playing a mediocre shot, well wide of the target. "I needed a local zone team. Our files had a few, but they had to be good. I remembered the group you deal with, but I couldn't find their files in our database. At first I thought the information was lost but then Ms. Meyer suggested that you might have it...and she was right. Why is that Caitlin? What makes this team special?"

Caitlin was lost. She should have known better than to confront him. "They're a good team...I know how they jump...I don't like to use them on just any old thing." But her words were unconvincing, they sounded hollow, even to her.

"Your team was specially requested, Caitlin. I couldn't say no, not in business. I couldn't say no to a client." Washington eyes scanned Caitlin for signs of emotion. "I'm sure you agree."

"Yes," Caitlin replied calmly, "Yes, of course."

INTRODUCTION

This short scenario is designed for use with your own cyberpunk campaign. Ideally the enemy here should be Harvis Renaldo or Shauni Kalnier.

This adventure should not take long to play (it should easily fit into a single session) and is best left for that session where your players fly through your prepared material, leaving three hours to fill.

Those referees who are not using these adventures in their given sequence or who have not met Caitlin Jones need only select a relevant enemy and then play the scenario as it is written here. An enemy might be someone from the lifepath of a player characters or from an adventure you have already played. The enemy you select doesn't even need a good reason for hating the characters, as any imagined insult will do.

SYNOPSIS

In "Sweet Revenge Part One" the characters were hired to perform a task by the untrustworthy Net 54 manager Harvis Renaldo. That sorry tale has already been told, however, and we will not resurrect it here. During that adventure your players made a rich and powerful enemy who has a passion for vengeance. That person has waited a long time, and now the moment has come to strike.

The characters are warned by Caitlin Jones that their existence and location has been compromised but she does not know the reason why. She tells them to be on their guard and that if it means trouble she might be able to help them, and will certainly try.

True enough, a stranger approaches the characters with a job offer. It seems up front, but can they be sure?

Namsei Namura doesn't think so.

A victim of his own success, the Yakuza boss has been permanently posted to Night City, a place he hates with holy passion.

It has come to his attention that the team is being betrayed. The job offer is a phoney and the best idea would be to leave Night City and never come back. But that means a life on the run for the characters, constantly looking over their shoulders for the man with the lucky bullet. Namsei Namura has other ideas: Not only can they get rid of their unseen opponent they can also make money.

Money...a magical word.

Against all good sense the characters take the job and place their trust in Caitlin Jones, the woman who got them into this in the first place. The night before the raid she finds the base from which the plan is being executed. Only by knowing in advance what is going to happen can they avoid their own deaths. A little sabotage might give them a chance. Even then it won't be much of a chance...

PLAYERS' INTRO

December 24th, 2020; the rain has turned to grey sleet and everything has stopped moving.

Christmas Eve used to be a big event but now its as drab as everything else. Even the tinsel and paper snow in the uptown stores seems a little less bright.

In an apartment high above the zone you mingle with the Dutchman's other guests. A four piece band is playing some smokey jazz and the party is in full swing. But it doesn't seem right somehow. It's been an explosive year and not altogether bad for the finances. You've come through a lot and perhaps you should be happy. But you're not.

More than any other year, 2020 was a time of opportunity, and you're still here. The Dutchman's place might be a little higher up, but it's still the Night City Zone.

From the balcony you see the silent flash of gunfire in the streets below; the Zone — it never really sleeps.

Turning back to the celebrations, you smile at the antics of your companions. At least you're alive.

Almost Midnight, and someone tugs your arm.

Caitlin Jones, the beautiful brunette, looks up at you as surprise registers on your face. "We have to talk," she says quietly and although her lips continue to move, her words are lost in the din.

"MERRY CHRISTMAS!!" the crowd yells and the party moves up a gear. Caitlin holds your arm and drags you into a side room where your friends soon join you.

Caitlin Jones is here to ease her conscience. Since she promised that the Infocomp materials would be destroyed she has come to warn the characters that their location and capabilities are known. Each character is brought to the room separately but she speaks to them now as a group.



"First off, I'm sorry. Somehow somebody must have made a copy of all the information I had. I work for Infocomp but I guess you knew that. Anyway, somebody, I don't know who, has bought that information. They might be harmless, but I doubt it. My guess is they'll contact you soon if they are going to contact you at all.

I feel bad about this, especially after what you did for Holly, so if there's anything I can help you with just give me a call.

It might be nothing but I thought you should know.

Caitlin is sorry but she can tell them nothing else. Her promise is genuine but she can't advise them what to do except sit and wait. It might be a job offer for a black operation which they would like to accept; she simply doesn't know.

The party continues on until the early hours of Christmas day. The characters know they are safe in the Dutchman's apartment and can therefore enjoy themselves.

The next morning is different.

What a party! When you wake up the next morning you are blinded by the glare of Night City daylight which streams in through the windows of the

Dutchman's balcony. Slowly you extricate yourself from the mass of tangled sleeping bodies strewn across the floor and, lifting a bare leg from across your chest, you shakily rise to your feet, arms outstretched in an effort to keep your balance. It doesn't work. Your inner ear goes wild, throwing you backwards...luckily you don't hit the floor. Someone grabs you and leads you out of the bodies, sits you down in a chair and presses a cold glass filled with red liquid into your hand.

"Drink that, it'll make you feel better," a loud voice booms.

"Okay, okay," you reply. "Just don't shout so loud." And with that you lift the glass to your lips. It's awful and only your iron constitution prevents you from being sick.

"What is this?!"

"Raw egg and ketchup," the voice booms again. "It always works for me." Looking up you see a huge man sitting beside you; Lord, is he ugly or what? That's what you get for drinking too much raw egg and ketchup.

"Name's Klaus. Been looking for you. Where are your friends? Need them too."

network news 54

Hi, this is Kristi Andrews with the latest from Net 54 around the world at 19:29.

The business community was stunned today by the death of Mr. Harvey Rabet, recently appointed CEO of ailing Petrochem, to replace ousted Colin Sheridan. Mr. Rabet, age 68, was pronounced dead of a heart attack late last night. Rabet's wife, 27-year-old Mandy, stated that Harvey had been under a great deal of stress during this crisis for Petrochem. Petrochem stock fell a further three points today.

EBM troops saw action today as a riot started in Wellington, the EBM neighborhood in the suburb of Heywood, southeast of the Night City. Sandra Rennago was on the scene for Night City News:

Directly behind me you see an AV-4 armed with cannons and ready to take off. It belongs to EBM Security, who were called to this suburb early this afternoon when a riot involving some 200 nomads and local citizens broke out in the streets. Only a few blocks from here, the battle continues as EBM tries desperately to contain the mob. I asked EBM Security

Manager Ralph Connor why they were having such trouble.

"Well, Sandy this normally wouldn't be any trouble at all, but these dirty bikers are camped in the middle of a residential area and we've been trying to move them with the minimum of fuss and damage. We've lost three men, but it'll be over in an hour or two now."

Finally, entertainment news.

The Dabs, recently voted the worst group in the world, held a press conference today to announce a change of name. Since nobody likes them, they have decided to be known by a more fitting appellation and will henceforth be called "Oh No It's the Dabs!" You heard it here first.

Klaus is a mercenary of some renown. His ugliness is famous in the United States and across Europe, his passion for risk taking is only slightly less famous.

Klaus stands six feet seven inches tall and gives off a powerful aura of violence. His reputation of seven is well-deserved and any solo character rolling under that on 1D10 has heard of him. He wears a combination of chainmail and leather which provides him with armor SP of 10 everywhere but his head without loss of reflexes. He is not scared of gunfire; the armor is more for visual effect than anything else.

After gathering everyone in the group from their various locations around the Dutchman's apartment, Klaus suggests that they adjourn to a bar to discuss his proposal. His vocabulary is limited and he simply assumes that everyone knows what he knows and are as crazy as he is.

Upon leaving the Dutchman's apartment Klaus picks up his FN-RAL assault rifle, a weapon which looks much smaller in his hands.

Klaus has an offer of employment for the characters to be discussed immediately at any location they care to name.

THE PITCH

Very pretty lady needs help. Needs to get something back that rich man stole. Will pay well for return of items. Items in secure area so I need good team. You supposed to be very good. You supposed to be best in city. Obviously I come to you.

Payment for success: quarter million euro. Expenses deducted first. Profits split equally.

Clearly the characters are going to have a lot of questions but Klaus doesn't have very many answers. He too is being duped in this revenge plot against the characters, and knows nothing of their past. The story he has been told involves the famous socialite Sara Lexington (Social Diff 15 to recognize the name), who is being blackmailed by Ricardo Almanet, President of Militech in Night City.

Mr. Almanet has some rather interesting photographs involving Miss Lexington and a few friends, which Sara would prefer not to see in the screamsheets. She is offering 250,000 euro for the safe return of these photographs and the negatives.

These pictures are being kept in Ricardo Almanet's office in the Militech sales building near Night City. To

get the money all the team have to do is go in and retrieve them.

KLAUS'S PLAN

"I already have plan," says Klaus, whose English is far from adequate. "I am AV pilot. We use two AVs. I drop you inside the compound. You go in and take photographs. Take no longer than 5 minutes. I return 5 minutes later in second AV with Militech painted on the side. Everyone think I'm Militech security but instead of stopping you I take you away. Hand over photographs and negatives. Spend money."

The AVs are already being hired by a friend of Miss Lexington and maps of Militech are being provided. Klaus must meet Miss Lexington's agent for final negotiations and briefing. He promises to return within 24 hours with the plans so that he and the team might go over an attack strategy.

SKILL CHECKS

- **Human Perception** [diff 10]: Yes, Klaus is as dumb as he looks.
- **Human Perception** [diff 20]: Klaus may look slow but he's not. He might be capable of anything and even he probably doesn't know what he's going to do next.
- **Combat Sense** [diff 15] or **Streetwise** [diff 25]: Klaus can Pilot an AV and he is deadly. You have never heard of him being sneaky however, as his reputation runs more to foolhardy camaraderie.

As you make to leave the bar a voice calls you back. Looking around, you see the barman signalling for you to approach. When you do so he turns his back and lifts something from between the glasses stacked along the bar. Without a word he slides it across the bar.

A small blue book of matches advertising Rigoletto's in intricate white script. But on the inside another place is mentioned.

Warehouse 123. Wellborn St. West 31st.

This is Namura's Night City residence of months ago. The summons is just his style, and that leaves only one conclusion: He must be back. Prod the players gently if their memories are poor.

Answering Namura's summons is by no means essential but the players should be encouraged to do so. Only

Namura can tell them that the job is a trap and only he can offer them a job with a real pay-off.

If your players have played "Slow Boat From Chiba" and are familiar with Namsei Namura and his methods, they already know the location of the warehouse and how to get in. Those groups who succeeded in retrieving the horse are invited into Area 5 and finally get to share some sake with the Yakuza boss.

Those who have not played the first of these adventures, or fracked it up, are brought into Area 2.

The following description is for the first of the two groups mentioned above:

Sitting in the genuine leather chairs of Namura's bar you watch patiently as he fills each cup with warm sake. He pours none for himself, however, and eases back into his seat. Seeing him up close you notice for the first time how young and healthy he looks. He is slim and has an ageless face, one which could be thirty or sixty. He is silent and you wonder what he is waiting for...

HE'S WAITING FOR A DRINK!

It is Japanese custom that no person pours his own drink and Namsei Namura won't be impressed if one of the characters doesn't do the polite thing.

A successful Social of 20+ or Japanese language of 15+ allows any character to remember this particular point of Japanese etiquette. Should any character be Japanese, however, you should not ask for a skill check; simply remind the player.

In the disastrous event that no one in the group works this out, one of Namura's solo bodyguards pours his boss a drink with a cold stare at the team.

"Kam Pai!" Namura states loudly before draining his cup.

"Well my friends, we meet once more. I have employment which may interest you. Do you wish to hear of it?"

"An enemy is stalking you. It has come to my attention that you are about to be offered a job. I have no doubts of your abilities but this task will prove to be more than you. It is not a task but a trap.

"Who your enemy is I do not know, but you will die if you assault the Militech building. Ricardo Almanet is an evil and devious man. He has approved this plan for his own reasons but it will profit you nothing if you should attempt to steal from him."

Namura has good information about Almanet for one simple reason: He hates him. Although Night City is the worst place in the world to Namura he finds Ricardo Almanet even more loathsome. The man has no honor and Namura cannot stand that.

"I see it in this way," Namura continues. "You can run from this challenge and spend many years hiding in fear, or you can profit from your unseen enemy by working for me once more. If you can steal something for me from the Militech building I will reward you well. To do this, however, you will need to know who your enemy is and how they plan to betray you. When you have discovered this we will talk further."

Namura is quite pleasant but absolutely does not reveal what it is he wants them to steal until the team has discovered who its enemy is. As a cautious businessman Namura doesn't want to step on the toes of anyone who might prove to be too dangerous for him.

Ricardo Almanet possesses a large collection of antique vinyl records, the most recent of which was made in 2002. The collection itself is worth only \$195,000 but Namura is willing to pay \$200,000. Any expenses he must foot for the operation (e.g., supplying equipment to the PCs) would be deducted from this price.

When your characters negotiate this deal is entirely up to them. Namura leaves all plans in their hands.

PRIVATE INVESTIGATIONS

At this point in the scenario your team must attempt to discover exactly who lies behind this devious plan and what they intend for the characters...

The plan is this: The team of characters is hired for a raid on Militech to uplift some compromising photographs and negatives which do not exist. Flown in by AV, the team has a limited amount of time within the building. Klaus flies off in the AV and returns in another which has Militech markings and identification codes. The characters are ambushed inside the building and when they attempt to escape in the second AV they discover that Klaus is not aboard. He has been replaced by a Militech security team which devastates the group with the immense firepower of the AV.

The team is now dead and the unseen enemy laughs a hearty laugh.

Or not.

If your team decides to follow Namura's advice and preempt this strike, they must perform some investigations on their own. In the scenario "Sweet Revenge I" the two likeliest candidates for our unseen enemy are Harvis Renaldo (if your team discovered his plan and foiled it) or Shauni Kalnier (if the team went along with Renaldo's plan and ruined her career).

The two main locations for information are therefore the Datanet fortresses of Network 54 or DMS. Since these fortresses cannot change much in the months between these adventures, you should use the descriptions and plans given in "Sweet Revenge I".

Before they can discover the plans, however, the team must find out who it is that wants to see them dead. The following sections outline the likely plans of these two enemies and how the characters can discover what is intended for them.

The team has only twenty-four hours before Klaus returns with the details of Militech security and the plan of attack. If, in that time, they can obtain proof that treachery is planned, then Klaus offers to join them in any actions they decide to take.

NETWORK NEWS 54/ HARVIS RENALDO

Working through an agent, Ivana Brandt, Harvis Renaldo hires Klaus to approach the characters while the agent sets up the operation.

SKILL CHECKS

- **Shadow/Track** [diff 15]: Klaus meets a woman who gives him certain materials and further instructions. The woman seems to be a solo but this is not clear.
- **Shadow/Track** [diff 16+1D10]: The woman then travels to the Network 54 building.

The difficulty for this check is based on Ms. Brandt's Awareness/Notice success. If this roll is fumbled then no skill check is necessary to follow her.

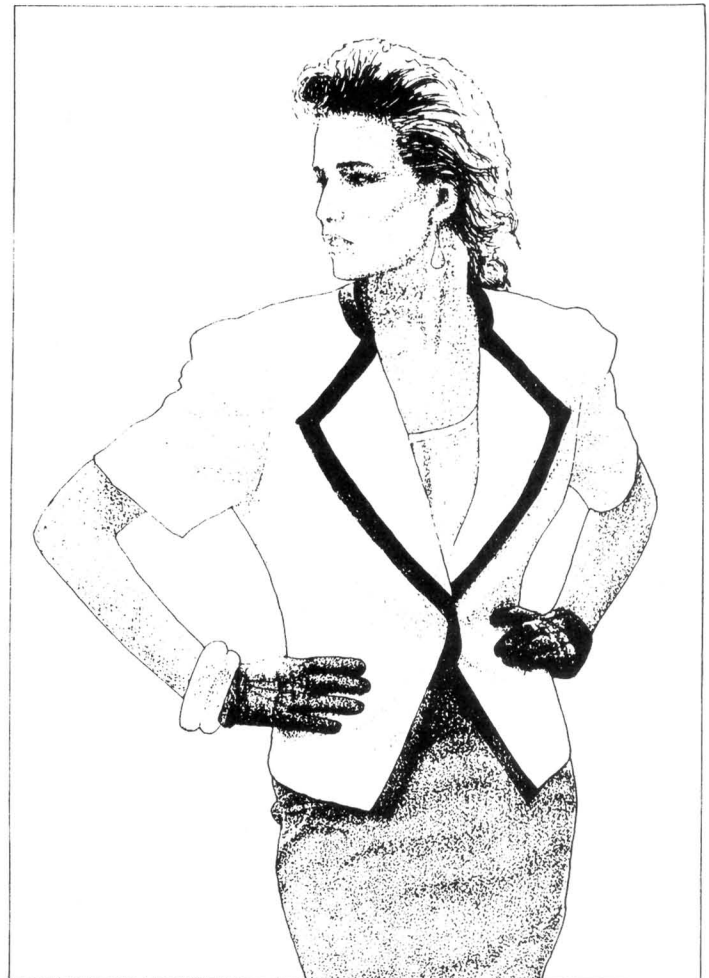
- **Streetdeal** [diff 20]: The PC group has been the subject of much discussion on the streets and an attractive blonde has been asking questions.

- **Streetdeal** [diff 25]: A great deal of money is being spent by a large corporation in and around The Crossroads. That corporation is rumored to be Net 54.
- **Streetdeal** [diff 30]: The female is a solo who once lived in the zone. Her name is unknown but she was once a member of The Brady Bunch.

Now that your team suspect that Network News 54 is behind this plan, they might decide to have a look at the files in the Net 54 fortress once again. The information can be found there but...

WHERE IS IT?

The following file contents are reproduced as player handouts in the back of the book. We provide them here as well, for the referee's reference.



Ivana Brandt

CPU 3, File 58, Program Control

A memo regarding lack of credibility on the streets of Night City.

MEMORANDUM P/852/35K

TO: Editorial Overview Board

FROM: J. Mastrick, Research Manager

RE: Research difficulties in Night City

It has come to my attention that our research employees are suffering a lack of credibility on the streets of Night City. Further investigations reveal that this stems from our treatment of a local mercenary group and the activities of one Harvis Renaldo. Such a reputation damages our information-gathering potential as well as our ratings. It is unclear who this individual is but I strongly suggest that some action is taken to quell the rumor that this corporation treats employees badly. Action against Harvis Renaldo may also be a possibility.

I formally request an increase in the resources allocated to this department until the situation is normalized.

CPU 4, File 71, Personnel (2)

A report on Harvis Renaldo's activities.

SUPPLEMENTARY REPORT KS/F4

SUBJECT: Renaldo, Harvis B

The endeavor proposed by Harvis Renaldo and accepted by the board earlier this year has created a Class 7 Security breach and despite Mr Renaldo's excellent history within the corporation this cannot be allowed to stand.

Renaldo has therefore been assigned Level 5 resources to eliminate the possibility of further damage to the corporation. I have made it clear that no further breach will be tolerated in the same manner and he has produced a plan which I feel is adequate. This plan is detailed in his communication marked A/605/24V and is available to all board members.

CPU 4, File 72, Communications

A memo from Harvis Renaldo to the board outlining his plan to kill the team,

MEMORANDUM A/605/24V

TO: Editorial Oversight Board

FROM: Renaldo, Harvis B. (Marketing Manager)

RE: Security Breach

The security compromise which followed the Kalnier experiment is still in operation and clearly needs to be dealt with. I propose the following:

A. That we re-hire the team using an innocent agent without telling them who they are employed by.

B. We pay them to attack a remote Militech sales building where a Net 54 security team awaits them.

C. As a failsafe we use their own escape vehicle to contain them within the area until the security team succeeds in liquidating them.

This should have the following results

1. The team is terminated on neutral ground and the security compromise is no longer an issue.

2. The members of this group die in the perpetration of a crime, satisfying any investigation which might follow.

3. As criminals any evidence they leave behind which may have hurt the Corporation is rendered almost useless.

I am satisfied that this plan is adequate and intend to be on site to ensure that all goes as planned. Two AVs are standing by at the unused Brock Facility some 10 miles outside the city.

Response: Level 5 resources allocated. Cross Reference Board members only, supplementary report KS/F4.

REFEREE NOTE

Obviously these files can only exist in this form if Harvis Renaldo survived "Sweet Revenge I," a circumstance which should not be too difficult to arrange. If, however, your players killed Renaldo then simply substitute the name for Karl Stromberg

DMS/SHAUNI KALNIER

If your players' characters stole the master tapes of Shauni's new season and handed them over to Network 54, thus wrecking her career for a year or two, it would seem only reasonable that she would want to get even. But how do the player's discover that it is she who intends to kill them?

The DMS plan is identical to the plan outlined in the section for Network News 54. The only real difference is that the DMS plan is being handled by a male solo named Ford. The skill checks used to track Alexander Ford and to buy information about DMS are identical to those listed in the previous section for tracking Ivana Brandt.

There is information helpful to the players inside the DMS Datnet fortress but,

WHERE IS IT?

Once again, there are handouts of the following files for the players.

CPU 3, File 42, Personnel

EMPLOYEE FILE SK/004/PSYCH

SUPPLEMENTARY PSYCHIATRIC EVALUATION

SUBJECT: Shauni Kalnier

Following her failure to release anything last season Miss Kalnier has fallen into a state of severe depression. While realizing that only hard work will restore her career to its previous height, she cannot dispel the Bergenox theft from her mind. Much of the problem lies in the fact that she considers that season to be her greatest work and that Catherine Bergenox is getting the adulation which should have been Shauni's.

In my opinion only a victory over those who stole her material would snap her out of it. When I suggested that she work to defeat them the initial response was pleasing. She took an interest in her work and a greater interest in her lover, Billy Witch.

My recommendation would have been to cease psychiatric support until I discovered that her intention is not to defeat them through Braindance art but to physically kill them.

I am now forced to recommend a period of rest at a corporate clinic.

Dr. Fred Sigmund

CPU 3, File 40, Black Operations

An outline of the plan hatched by Shauni Kalnier after her psychiatrist's suggestion.

OPERATION 12/17/NC/D

Subject: Revitalization of Kalnier Career

The psychiatric evaluation of Shauni Kalnier indicates that her career and work might be re-established more quickly through her revenge upon the individuals who perpetrated the raid on DMS some months ago. To this end I have formulated a plan which gives her a clear hand in their downfall.

1) As criminals these persons excel at violence. I suggest we hire them to commit a crime similar to their raid on the DMS building. By deceiving them about what they face we can guarantee their demise and the safety of Miss Kalnier, who has requested attendance.

2) Using the vacant Brock facility south of Night City, this plan requires two AVs and the help of Militech CEO Ricardo

Almanet. Mr. Almanet is a close friend of Shauni Kalnier and she anticipates no difficulty in gaining his acquiescence.

3) A go-between has been selected and he too will be eliminated, ensuring that no security crisis results.

4) This unused facility will require some security but I do not anticipate a need to go beyond level 7.

Report Compiled by A.M. Ford

The facility mentioned here cannot be found in any DMS files. It was once a broadcast station but has not been in use for some 10 years. There is no equipment there.

THE BROCK FACILITY

However your group comes to know about the Brock facility, it is clear that there will be an interest in this place. There are three ways in which they can discover the location of this rundown broadcast station.

Caitlin Jones

Having sworn to help them, the location of the Brock Facility wouldn't seem too much to ask. Caitlin Jones can provide the exact location within two hours by hiring for the team a man known as Lancelot.

Namsei Namura

Using Namsei Namura to obtain this information commits the characters to working for him later in the scenario. He too points them in the direction of Lancelot and pays the nomad's hiring fee.

Lancelot

Lancelot is approximately 40 years old and runs the Knight gang from a bar in South Night City. This pack has nearly 150 members and his word is law amongst them.

The Knight family operates in the wastelands around Night City, running various transportation and extortion rackets. This organization is based in a large roadhouse, just off Highway 928, which is known as the Round Table.

If your team does not think to contact Caitlin Jones or Namsei Namura, they may contact Lancelot directly on a successful General Knowledge check of 20+. Alternately a fixer achieving a Streetdeal success of 20+ may buy the name in the Zone.

THE ROUND TABLE

This large roadhouse has few customers who are not members of the Knight family and is dangerous to enter uninvited. The Knight family moved here from the midwest after hearing the name of the place. Now each of their children is named after famous knights of the past.

Walking into the Round Table you have the strange feeling that you're never going to walk out again. The place is filled with smoke as long-haired nomads puff lazily on their pleasures.

The music does not stop, but the conversation does. Even though chromatic rock legend Hirsute is pounding out of the jukebox the place seems eerily silent... Your information is correct, however, and after asking for the right beer (which they don't have), the conversation begins once more.

A tall fellow approaches you, his face is covered in green tattoos and his jacket in green glare paint. "How can I help you?" he asks in a quiet voice which throws you momentarily.

Led through the tables and the haze, you arrive at the dimly-lit rear of the room where an older man sits alone. Aged about forty, he has straggly hair and an unkempt beard. Waving a cigarette at you, he speaks in a voice which is husky from many years of smoking. "Sit down."

Lancelot

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

Cyberware

Smartgun Link, Cyberoptic (Targeting, Infrared), Cyberarm (left), Chipware Socket, Skinweave

Skills

Family +9, Awareness +8, Endurance +7, Melee +8, Rifle +6, Motorcycle +7, Basic Tech +5, Wilderness Survival +5, Brawling +9, Athletics +3, Human Perception +7

Equipment

AKR-20 Medium Assault (Linked), Zippo Lighter, Motorcycle, Nylon Helmet, leather armor jacket

Combat Scores

Initiative: +8
Stun/Death Save: 8
Body Type Modifier: -3

AKR-20 Med RIF (#Shots 30/ROF 30/DAM 5D6/Rel ST) +17

Armor: Head 32, Torso/R.Arm/L.Arm 16, R.Leg/L.Leg 12

Lancelot runs the family with a mixture of authority and compassion and is fairly adept at judging characters. If your team attempts to lie to him he will not only refuse any offer of employment but might also have the characters beaten up or killed.

His chipware socket contains nothing but roadmaps and terrain details for the local area, his knowledge of the Night City area being nothing short of comprehensive.

He knows where the Brock Facility is and how to get to it. His pack is for hire, but the price reflects the manpower available. For a single assault he charges \$1,750 per man to a maximum of 50 men. No suicide missions.

What He Knows

The Brock Facility is a few miles southeast of the suburb of Heywood. A road does go there but that route is not advised, since it would be subject to extensive surveillance. It would be better to go across country on motorbike or four-wheel drive. As far as Lancelot is aware there has been no activity there during the three years that his family has been here.

THE BROCK BUILDING

This location can only be reached safely by crossing the deserted wastelands which surround Night City. Four driving checks are required, with a success of less than 20 requiring a success of 25+ to recover. If a recovery is not made then the vehicle crashes, sustaining damage and possibly injuring the occupants. These difficulty numbers are modified by speed and light conditions.

Of the building itself there is virtually nothing left, except a few low sheetrock walls. The two AVs and the Corporate security team are housed in a large building nearby which might once have been a warehouse or small aircraft hangar.

The perimeter is clear for 120 meters, giving those inside a unobstructed view to that distance. Screamer fields cover both entrances (See "Sweet Revenge I," S.K. Holdings, for details).

The walls of the building are completely intact although the roof is no longer there. The two large aircraft are berthed inside, each being with large tarpaulins.



Not wanting to attract attention, the Corporate group has not posted guards and uses only the minimum of light. Unless the team brings an independent (and powerful) light source, Lo-Lite, Infrared or Ultraviolet must be used to fight effectively inside the building.

If your group does not yet have the Militech plans, they may be found here in the data store of a cyberdeck hidden on one of the AVs. This takes a great deal of time to discover.

The following stats should cover all sides in any battle which takes place here.

Corporate Solo (Ivana Brandt or Alex Ford)

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

Cyberware

Smartgun Link, Cyberoptic (Targeting, Ultraviolet, Anti-Dazzle (2)), Cyberaudio (Extended Hearing, Level Damper), Vampires, Vehicle Link.

Skills

Combat Sense +7, Awareness +6, Handgun +7, Brawling +5, Melee +4, Aikido +6, Rifle +5, Athletics +8, Stealth +4, Pilot Vect Thrust +7, Heavy Weapons +5

Equipment

Light Armor Jacket, Nylon Helmet, Armalite 44 (Linked), 2 Stun Grenades, Mastoid Commo

Combat Scores

Initiative: +17
Stun/Death Save: 10
Body Type Modifier: -4
Armalite 44 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel ST) +20
Vampires (DAM 1D6/3+2): +14
Aikido: +16
Armor: Head 20, Torso/R.Arm/L.Arm 14, R.Leg/L.Leg 0

Security Team (9 members)

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

Cyberware

Skinweave, Nasal Filters, Cyberoptic (Lo-Lite), Cyberaudio (Enhanced Hearing)

Skills

Awareness +4, Handgun +5, Athletics +5, Heavy Weapons +4, Brawling +6, Basic Tech +5, AV Tech +5

Equipment

Nylon Helmet (including Anti-Dazzle shield), Sternmeyer Type 35, Mastoid Commo, Kevlar Vest

Combat Scores

Initiative: +8
Stun/Death Save: 9
Body Type Modifier: -3
Sternmeyer Type 35 Pistol (#Shots 8/ROF 2/DAM 3D6/Rel VR) +13
Armor: Head 20, Torso 10, R.Arm/L.Arm/R.Leg/L.Leg 0

The security team has very low morale. Remaining members attempt to flee as soon as five or more of them are killed. The corporate solo fights to the finish.

Nomads

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

Cyberware

Skinweave, Interface Plugs, Cyberoptics (Anti-Dazzle (2), Infrared), Cyberaudio (Radio Link)

Skills

Family +6, Awareness +6, Melee +5, Rifle +5, Motorcycle +9, Brawling +6, Athletics +4

Equipment

Militech Ronin Light Assault Rifles, Leather armor, Steel helmets, 4 clips of ammunition

Combat Scores

Initiative: +8

Stun/Death Save: 9

Body Type Modifier: -3

Militech Ronin RIF (#Shots 35/ROF 30/DAM 5D6/Rel VR) +14

Armor: Head 14, Torso/R.Arm/L.Arm/R. Leg/L.Leg 4

Morale

No member of the Knight family runs from a fight in which his family is involved unless he rolls above his Family Skill score on 1D10.

Klaus

INT 3 REF 10 TECH 7

CL 6 ATT 2 LK 6

MA 4 BODY 11 EMP 4

Cyberware

Cyberoptic (Anti-Dazzle, Targeting, Lo-Lite), Muscle/Bone Lace, Skinweave, Interface Plugs, Smartgun Link

Skills

Combat Sense +7, Strength Feat +6, Intimidate +4, Awareness+5, Expert: Weapons +4, Athletics +5, Handgun +6, Pilot Vect Thrust +5, Rifle +4, Karate +6

Equipment

Colt AMT 2000 (Linked, Armor Piercing), Chain & Leather custom armor (SP 10)

Combat Scores

Initiative: +17

Stun/Death Save: 11

Body Type Modifier: -5

Colt 200 Pistol (#Shots 8/ROF 1/DAM 4D6+1/Rel VR) +19

Karate: +16

Armor: Head 12, Torso/R.Arm/L.Arm/R.Leg/L.Leg 22

Notes

It is not essential that your group attack this installation; indeed, if they did not meet Namsei Namura then there is little chance that they know of its existence. In that case the final showdown takes place at the Militech Sales Building.

Klaus informs the characters that the first AV (Piloted by him) will pick them up from a piece of wasteground near

the Crossroads at 22:00 on the evening of December 26th.

Those groups which first eliminate the corporate force at the Brock Facility (with or without the Knight family) find that both AVs already have their flight plans logged with the authorities and that the flight computers contain security clearance codes for Militech airspace between 22:10 and 22:30 on the evening of December 26th.

Skill Checks

- **General Knowledge** [diff 15] or **Pilot Vect Thrust** [diff 15]: A company like Militech is certain to have aerial enforcement capability. This would make it almost impossible to approach the building by air at any other time.
- **General Knowledge** [diff 15] or **Combat Sense** [diff 10]: It would take far too long to reach the safety of the city in a ground assault.

MILITECH SALES BUILDING

If your team has neutralized the corporate threat presented by either Network News 54 or DMS, then they have already overcome the greatest hurdle to success.

Having discovered that the easiest way to attack the Militech building is by springing the trap which is being set for them there, the team follows the flight plan already set in the flight computer.

Only now they have some idea of what they are up against.

Lancelot, impressed by the team so far, offers to supply extra men for the assault. This time is more expensive however. He is asking 4,000 euro per man.

Streetdeal [diff 15]: 4,000 euro per man

[diff 20]: 3,500 euro per man

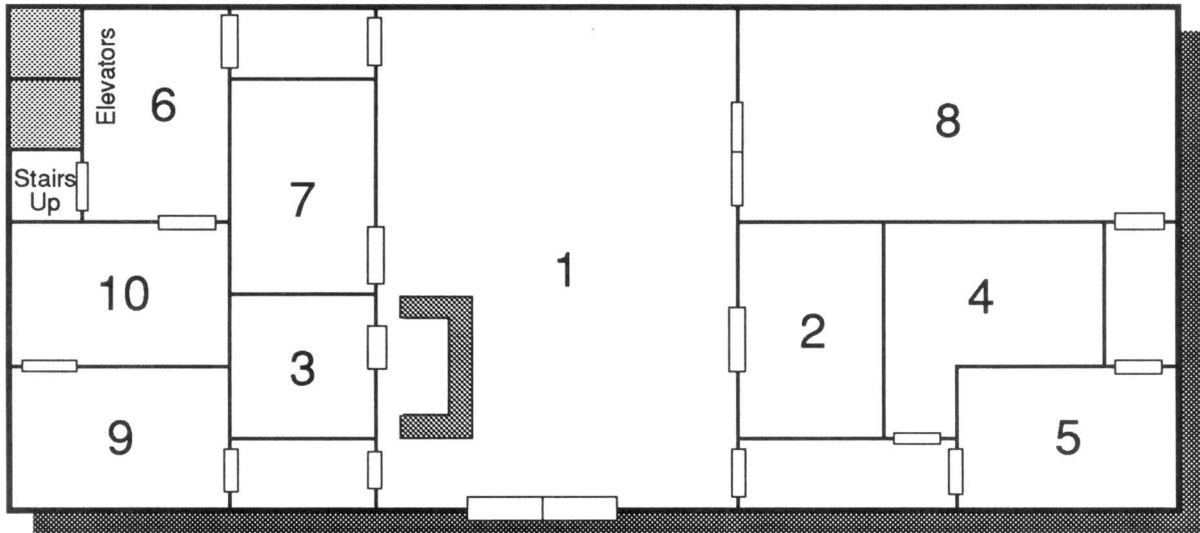
[diff 25]: 2,800 euro per man

[diff 30]: 2,000 Euro per man

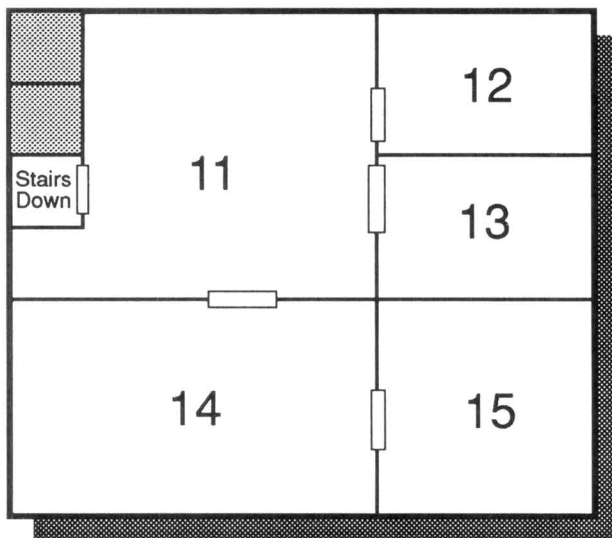
Below \$2000 it simply isn't worth the risk, and Lancelot does not allow any of his family to accompany the team.

Militech

Ground Floor



Second Floor



Scale: 1
inch = 24
feet

THE MILITECH BUILDING

This small two story building is surrounded by a 500-meter fence protected by a defensive missile system. If your team has decided to brave this system without relevant security clearance then destroy them without mercy.

The building processes the work of just three men: David Ferrand, Vincent Cicconi and Ricardo Almanet. It has a private helicopter pad but when the characters arrive there is no helicopter present.

1. Main Foyer

This large area is plushly decorated with bronze marble floors. There are even some plants here.

2. Security

This room is the central security control for the building. There are always four armed guards here (stats given later). The walls facing into Area 1 are bulletproof, two-way mirrors. This room also contains the controls for the outer defense systems.

3. Switchboard

This area contains a large communications network which links Ricardo Almanet to other Militech installations worldwide.

4. Offices

A normal office area which filters out information not worthy of the men who work in this building.

5. Offices

As above.

6. Hallway

A security guard is present here 24 hours a day. (Stats are provided later.)

7. Hospitality

This large bar has the best in expensive wooden furniture and is always open. At least 4 mid-level execs can be found here around the clock. There is also a noncombative bartender.

8. Showroom

This room is constantly alive with video images which emanate from all four walls. The pictures depict Militech

hardware in action in a variety of combat situations. The ample floor space is taken up by scale models of Militech hardware.

9. Office Area

As area 4, above.

10. Secretarial Pool

During daylight hours this room is occupied by men and women who perform tasks for visiting executives. At night, however, this area is completely deserted.

11. Secretaries' Office

This room is the workplace for the secretaries who work for David Ferrand, Vincent Cicconi and Ricardo Almanet. At the time of the characters' arrival the secretaries are not here.

12. David Ferrand's Office

The young Vice President for Military Sales and Marketing operates from here. The office is done in blue. Taped to the underside of his desk is a smartlinked Armalite 44 with armor piercing ammunition.

13. Vincent Cicconi's Office

It is in this area that the team's enemy lies in wait. Be it Harvis Renaldo or Shauni Kalnier, the foe is accompanied by a large group of armed men. As soon as the team enters the upper floor this group make its move.

14. Ricardo Almanet's Office

This huge room has a conference table to seat 16 and a luxurious bar. Almanet's desk is made of a single block of salmon-pink marble. Unauthorized access to this room activates all alarms inside the building and summons, if possible, assistance from outside.

It also releases an invisible nerve gas into the room, detectable only by chem analyzer (death or 8D10 damage: see FNFF, p. 97, in the *Cyberpunk*® rulebook). Anyone not wearing Nasal Filters or using an independent air supply is likely to die.

15. The Penthouse

In this room Almanet entertains his VIP guests. The windows are darkened and bulletproof and in a long cabinet next to the bar a custom sound system is to be found. The collection of vinyl records is there also. The

entire set weighs nearly 80 kilograms.

Security Guards

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

Cyberware

Interface Plugs, Cyberoptic (Targeting, Infrared), Cyberaudio (Tight Beam Radio), Pain Editor, Nasal Filters, Smartgun Link

Skills

Awareness +6, Handgun +6, Rifle +5, Heavy Weapons +5, Brawling +6, Endurance +4, Dodge and Escape +5, Intimidate +3

Equipment

Militech Arms Avenger (Linked, armor-piercing rounds), Medium Armor Jackets, Flack Pants, Nylon Helmet, 1 Gas grenade (Soporific).

Combat Scores

Initiative: +17

Stun/Death Save: 8

Body Type Modifier: -3

Militech Avenger Pistol (#Shots 10/ROF 2/DAM 2D6+1/Rel VR) +15

Armor: Head 20, Torso/R.Arm/L.Arm 18, R.Leg/L.Leg 20

COMBAT NOTES

Only the guards on the second floor have grenades or helmets.

Neither Shauni nor Harvis has any real combat potential.

SUCCESS

Success in this scenario is not easy to come by but can be achieved. By eliminating a personal enemy (i.e., Harvis or Shauni) the characters have removed a threat. The greatest success possible would also include obtaining Namura's prize and escaping with their lives.



network news 54

Hi, this is Kristi Andrews with the news at 04:30.

Fourteen dead in fighting today in Heywood. Our Network 54 team was there to bring you these pictures. Our reporter is Hamilton Bland.

Down below us re the streets of Heywood, a quiet beaverville far from the Combat Zone — until today, that is. In broad daylight gangs of wandering nomads roam the streets, bringing havoc wherever they go. They may have good reason. No jobs, no money. The causes do not matter. All that does seem to matter is the fact that today and probably tonight these nomadic families will not be the only victims of a worsening economy and life's injustice.

This particular neighborhood belongs to the giant EBM corporation, and right now EBM troops are struggling to control a band of Nomads. Superior firepower means nothing. Since the houses, people and vehicles belong to EBM, destroying them is useless.

On the East Coast, the worst earthquake in 60 years hit New York city earlier today. Measuring 3.9 on the Richter scale,

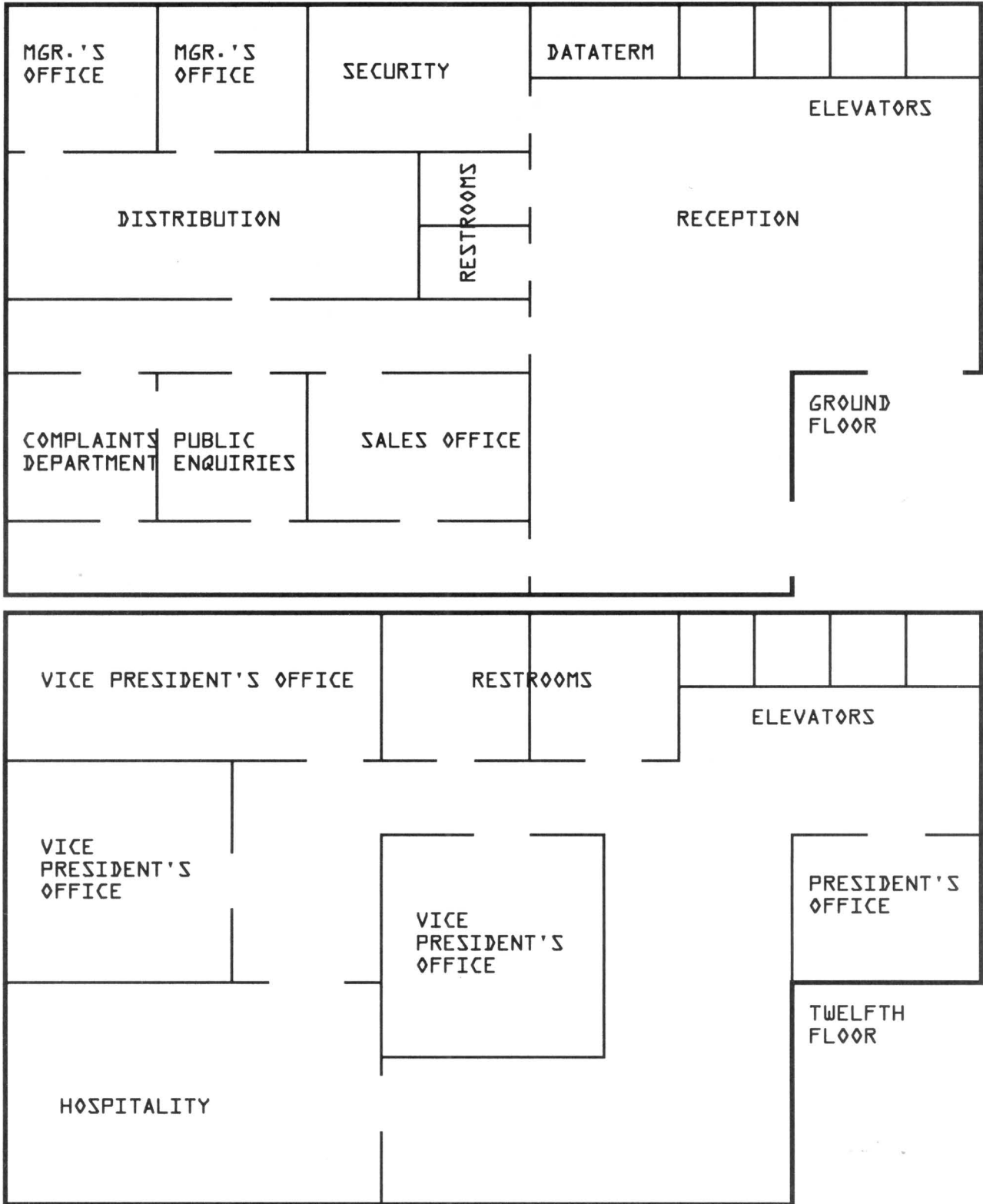
the quake was small compared to those normally suffered by the West Coast. Little damage was caused, but one elderly gentleman did die in a freak accident involving a bowl of cherries.

Netwatch today announced that it had arrested two men for the destruction of the Krome Inc. corporate database: Sheldon "Clue" Whitaker and Mario "Brush" Anderletti were indicted at noon today. A third person, rumored to be a woman, was released due to lack of evidence. The trial is initially set for mid-August and a guilty verdict is expected; bookies at the Hacienda are giving three-to-one odds. The odds on there being no trial shortened considerably today when Anderletti said in court that he would bring others down with him.

No information has yet been uncovered concerning the virus which the two men allegedly used, and as a result the men do not stand charged of that offence.

Next on the Night City Network: An interview with Fifi Trixibelle Geldof. She talks about her father, her mother, why she shot them, and why the judge let her off.

LANTECH BUILDING
SCALE: 1/4 INCH = 18 FEET



BEGIN RECORD

SUBJECT: WELLS, Fargo

POSITION: Courier *****, Operational.
 LANGUAGES: English, Jive, French, Japanese, Arabic, German
 (non-fluent)

PHYSICAL INFORMATION

HEIGHT: 1.59 m EYES: Blue [Zetatech]
 WEIGHT: 71 kg HAIR: Black [Original]
 SEX: Male [Original] SKIN: Caucasian
 NATIONALITY: Anglo-American

IMPLANTS - Cyberaudio Unit .EH.RL.SE.DR.
 Cyberoptic Unit .CF.TA.TSM.LL.
 Neural Unit .PLG.WLNK.
 Body Implants .DGR.MD.***.

2018, NOV. Gunshot wound: lower abdomen. Minor surgery at
 ***** clinic, *****.

2019, APR. Flatline: 1m 24s. Heart, lung transplant. Unit 347A,
 Vat# *****.

EMPLOYMENT INFORMATION

Hired 2015, for tasks in USA and Europe where Asian operatives
 are too noticeable.

Failure - 2016. Removed finger for two month period.
 Absolutely no advancement possible.
 Embezzlement proven but within accepted levels for Eb involved.

CONTACTS

DAMARITH, Lorenzo : X-Ref ***** **.
 ANASHO, Mitshiko : X-Ref ***** ***.

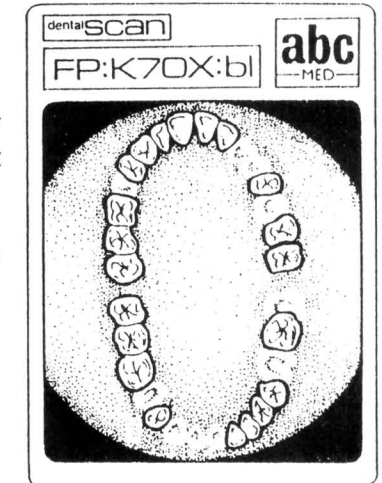
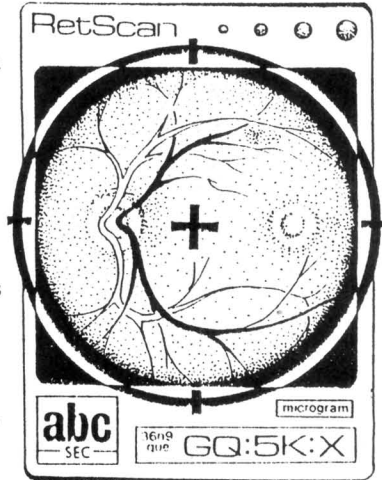
Cross-Reference: JONES, Caitlin. Female lover in period 05/16/
 18 - 09/17/18. Infocomp operative. Currently resides: 221 C
 Baker Street, Night City, Calif., USA.

TOOTHPICK [no other name known.]. Proprietor of establishment:
 Fast Eddy's Pool Hall. 24th St., Night City, Calif., USA.

END RECORD



IDENTIFICATION



BEGIN RECORD

SUBJECT: ANASHO, Mitshiko

POSITION: Courier ***** , Operational.

LANGUAGES: Japanese, English, Chinese

PHYSICAL INFORMATION

HEIGHT: 1.52 m EYES: Green [Lantech]
 WEIGHT: 65 kg HAIR: Black [Original]
 SEX: Female [Original] SKIN: Asian
 NATIONALITY: Japanese

IMPLANTS - Cyberoptic Unit.IR.IE.

2018, MAR. Knife wound: left shoulder. Cosmetic surgery only.
 2018, OCT. Admitted to ***** , clinic, ***** . Drug
 rehabilitation and psychiatric evaluation.

EMPLOYMENT INFORMATION

Hired in 2017 to work as hostess for entertainment functions and
 personal secretary. Initially found unsuitable. Reprimand
 required.
 Suspension in 2018 followed incident of insubordination when
 client cut Miss Anasho. Verbal abuse ignored in light of more
 serious physical retaliation charge.
 Addicted to Ice for six month period; admitted into corporation
 rehabilitation program.
 Courier activities suspended after failures at first two
 attempts. Miss Anasho passed board of inquiry at request of
 Fargo Wells. Courier ***** .

CONTACTS

WELLS, Fargo : X-Ref **** **** .

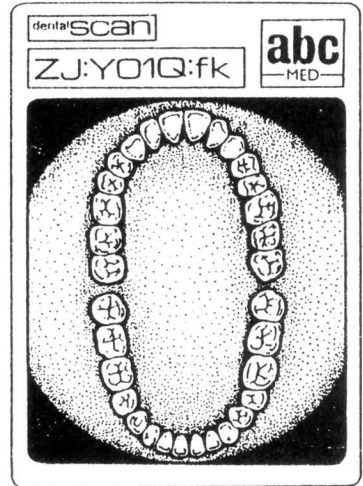
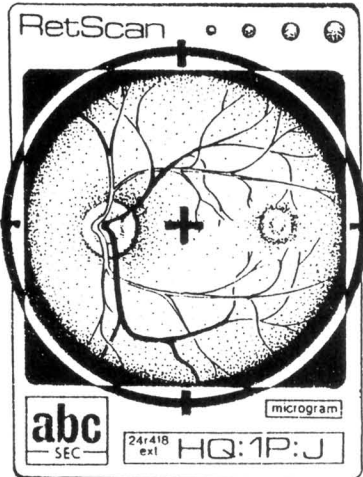
FURTHER NOTES

Following recent absence, employment to be terminated.

END RECORD



IDENTIFICATION



BEGIN RECORD

SUBJECT: DAMARITH, Lorenzo
 aka MARTINE, Jean
PROFESSION: MERCENARY, classification: BLACK
LANGUAGES: Italian, English, Jive, French

PHYSICAL INFORMATION

HEIGHT: 1.8 m EYES: Brown [Chiba-Tech]
WEIGHT: 114 kg HAIR: Unknown
SEX: Male [Original] SKIN: Caucasian
 NATIONALITY: Italian-French

IMPLANTS - Cyberaudio Unit .WM.
 Cyberoptic Unit .TA.AD2.LL.IR.
 Cyberarm .WML.GLN.
 Skinweave

HISTORY AND PROFILE

Damarith is classified as a black mercenary/hit man. Known to have assassinated Peter Gübers. Last recorded location: Venice, Italy.

Damarith is ruthless and likes violence. Becomes uneasy and highly volatile when inactive. Only known weakness is gambling. Rumored to have outstanding debts of approximately 185,000 Eb.

Residence uncertain, but possibly Rue Maison, Marseilles.

Favored techniques: strangulation, karate. Favored weapons: Colt AMT 2000, monokatana.

Identification records shown here belong to Jean Martine, a suspected Damarith alias. All records supplied by InfoComp, Toronto, Canada.

Cross-Reference: WELLS, Fargo: X-Ref **** **.

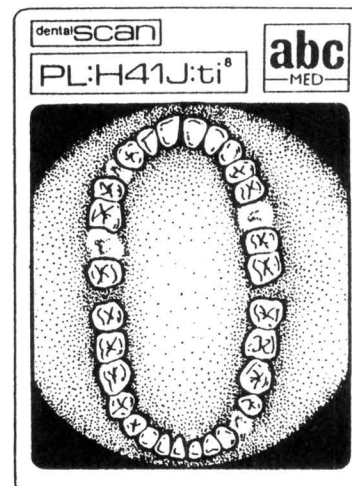
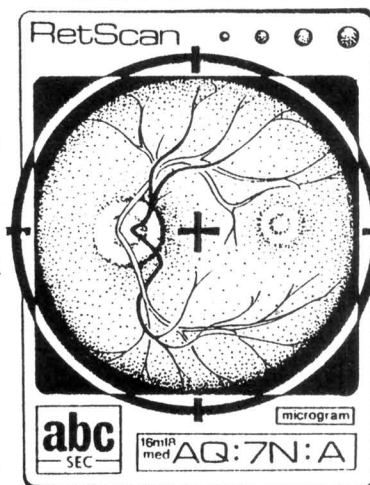
FURTHER NOTES

Do not employ.

END RECORD



IDENTIFICATION



NETRUN RETRIEVAL HARDCOPY REPORT
DOCUMENT: NIGHTCITYHOTPAL, CPU 1, EX FILE 23 "SECURITY
DATABASE", SUBFILE ID "23/2020/RENH"
BEGIN REPORT

Hotel Pallazo
Security Database
File ID: 23/2020/RENH

Room 2020
Itemization of Special Security Charges

Description	Fee
A security guard placed near Table six between 10 PM and 11 PM.	\$250.00
Special admittance request: A number of individuals who do not comply with regulations to be admitted as guests.	350.00
Precautionary Measure: Mr. Renaldo not to be paged by name at any time. No calls to be accepted.	75.00
Total Special Security Charges	\$675.00

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT
DOCUMENT: NIGHTCITYNET54, CPU 3, EX FILE 58 "PROGRAM
CONTROL", SUBFILE ID "MEMORANDUM P/397/27M"
BEGIN REPORT

MEMORANDUM

TO: Editorial Board
FROM: Malcolm Evans, Finance Division
RE: Resources

It has come to my attention that Marketing Manager Harvis Renaldo has spent the sum of Eb 12.9 million on products which do not, in actual fact, exist. Whilst I do not accuse Mr Renaldo of embezzlement as such, it seems clear that some impropriety has taken place. I suggest that this expenditure be examined at the highest level.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT
DOCUMENT: NIGHTCITYHOTPAL, CPU 1, EX FILE 12 "GUEST
LIST", SUBFILE ID "2020RENALD0HB"
BEGIN REPORT

Hotel Pallazo

Guest List

Room 2020

Occupant: Renaldo, Harvis B.

Credit Balance: \$1,890.00

Itemization of Supplementary Charges

Description	Reference	Amount
Hollis	10 min., 27 secs.	\$170.00
Room Service	Steward's hardcopy	437.00
Drinks	- CL -	84.00
Special Security	File ID: 23/2020/RENH	675.00

TOTAL **Room 2020** **\$1366.00**

Billing Address

S.K. Holdings
Dodge Building
Cordova Avenue, Corporate Sector 14
Night City

Considerations

No calls, no paging, no messages.

Car hire: Car to be available 1 AM; Silver BMW, li-
cense plate 4037 LHK, assigned.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY\NET54, CPU 4, EX FILE 71 "PERSONNEL
{2}", SUBFILE ID "EMPLOYEE-MS M/02/C14"

BEGIN REPORT

NETWORK NEWS 54

EMPLOYEE-MS M/02/C14

SUBJECT: Renaldo, Harvis B.
STATUS: Manager
DEPARTMENT: Marketing & Sales
RESIDENCE: Reagan Media Conapts

PERSONAL DETAILS

D.O.B: 02-04-88
HEIGHT: 1.8 metres
WEIGHT: 104 kg
HAIR: Brown
EYES: Blue (Lantech)

IMPLANTS:

- Cyberaudio (Phone splice, Digital record Link, Level Damper)
- Cyberoptic (Anti-Dazzle (2), Image enhancement, Times Square Marquee)

EMPLOYMENT HISTORY

HIRED: 11-12-13: Reception staff
PROMOTED: 07-17-15: Promotion staff
PROMOTED: 08-21-19: Promotions Manager
PROMOTED: 02-11-20: Marketing Manager

EDUCATIONAL HISTORY

S.A.T COMPOSITE: 1380
COLLEGE: NONE

PSYCHOLOGICAL

Main concern is power addiction. Strong drive for retri-
bution. No dependency on money or chemicals. Weaknesses
are beautiful females (15-27 years) and flattery. Ex-
tremely resourceful. Good concentration.

NOTE: Renaldo was proved to be the cause of I.
Jamieson's death only after lengthy investigation and
received his promotion to Marketing Manager on the basis
of that execution.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY■NET54, CPU 4, EX FILE 72 "COMMUNICA-
TIONS", SUBFILE ID "MEMO A/404/12B"

BEGIN REPORT

M E M O R A N D U M

TO: Editorial Board

FROM: Harvis Renaldo, Marketing & Sales

RE: Catherine Bergenox/Shaulni Kalnier

In all polls and ratings Miss Catherine Bergenox, who is undoubtedly Net 54's biggest media star, is consistently beaten in Sales by Miss Shauni Kalnier of DMS. I propose a plan which will reverse these roles in less than a month.

- a) Hire a team of mercenaries under false pretenses.
- b) Steal the Master tapes of Shauni's new season
- c) Tape the same plotlines with Miss Bergenox in place of Shauni Kalnier
- d) Tip off DMS as to the location of the mercenary team.
- e) Release the material early to prevent DMS doing so.

This plan should produce the following results.

- 1) DMS will be too busy worrying about chasing mercenaries to think about Network 54.
- 2) Bergenox will have twice the material come the new season and Kalnier will have none.
- 3) Without new sales Miss Kalnier's career will wither.

Enquiries have been made and a sum of Eb 200,000 deposited with Infocomp, which is currently searching for a suitable team.

My confidence in this plan is such that I intend to accompany the mercenary team into the DMS building to retrieve the tapes.

BOARD RESPONSE:

Plan approved without modification. Level 3 resources allocated. K.S. B014R.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT
DOCUMENT: NIGHTCITY■NET54, CPU 4, EX FILE 70 {UNTITLED},
SUBFILE ID "STROMBERGK■B014R"
BEGIN REPORT

FILE B014R BERGENOX/KALNIER

The level 3 resources allocated thus far have proved adequate for the retrieval of the tapes but greater finances will be required for the taping of the plotlines.

Miss Bergenox' nerves are once again at recording levels.

END REPORT

FACSIMILE MESSAGE TIME 23:08:02 TRANS {011} 999-818-555-2783

DEAR HARVIS,

FURTHER TO OUR RECENT DISCUSSION REGARDING POSSIBLE, THEORETICAL FLUCTUATIONS IN THE FORTUNES OF DMS AND NETWORK 54, I HAVE FOUND MANY OTHERS INTERESTED IN THAT VERY SUBJECT. ALL OF THEM AGREE WITH YOU AND I THAT DMS MAY SUFFER A DIP QUITE SOON AND IT WOULD BE BETTER FOR THOSE WHO HOLD SHARES IN THAT COMPANY TO SELL WHILST THE PRICE IS GOOD, PERHAPS TO BUY THEM BACK AT A LATER DATE FOR A LOWER PRICE.

OF COURSE THERE IS LITTLE SIGN THAT SUCH A DIP COULD OCCUR, WITH MISS KALNIER'S CAREER GOING FROM STRENGTH TO STRENGTH. WHILST THOSE SHAREHOLDERS WE WERE HYPOTHETICALLY DISCUSSING WOULD PROFIT, I AM SURE THEY WOULD NOT WISH HER ANY BAD LUCK. EVEN IF IT WERE FOR A SUM SUCH AS...EB 1,200,000.

APPROXIMATELY.

VERY INTERESTED,
JONATHAN BAKER-WHITE

Plaza Concord, Statue, 04:30 hours
Eb 9000

M E M O R A N D U M

TO: Harvis Renaldo
FROM: Zara Miller
RE: Memo A/404/12B

Harvis, I have revised the figures according to the data you gave me. This is what I came up with. The numbers look a little wild, but I've double-checked them.

BERGENOX, 44%
KALNIER, 29%
EMMA J, 16%
CONNERY, 07%
PROJECTED PROFIT FOR NET 54: Eb 2407 m

NETRUN RETRIEVAL HARDCOPY REPORT
DOCUMENT: NIGHTCITY■NET54, CPU 3, EX FILE 58 "PROGRAM
CONTROL", SUBFILE ID "P/852/35K"
BEGIN REPORT

MEMORANDUM P/852/35K

TO: Editorial Overview Board
FROM: J. Mastrick, Research Manager
RE: Research difficulties in Night City

It has come to my attention that our research employees are suffering a lack of credibility on the streets of Night City. Further investigations reveal that this stems from our treatment of a local mercenary group and the activities of one Harvis Renaldo. Such a reputation damages our information-gathering potential as well as our ratings. It is unclear who this individual is but I strongly suggest that some action be taken to quell the rumor that this corporation treats employees badly. Action against Harvis Renaldo may also be a possibility.

I formally request an increase in the resources allocated to this department until the situation is normalized.

DMS RAID: MISSION PREPARATION DATA

GETTING INTO THE DMS BUILDING ISN'T A PROBLEM. IT'S OPEN TO THE PUBLIC. FACILITIES INCLUDE A SMALL SHOPPING MALL AND A CINEMA TRIPLEX.

THE ENTIRE GROUND FLOOR, INCLUDING THE MALL, CAN BE ACCESSED THROUGH ONLY THREE DOORS. THESE DOORS ARE SCANNED CONSTANTLY.

THE TAPE STORAGE AREA IS ON THE 27TH FLOOR, IN THE BUILDING'S HIGH SECURITY AREA. THERE IS NO ACCESS BETWEEN THE GUEST ELEVATORS AND THE 27TH FLOOR.

THERE ARE 3 LARGE SECURE ELEVATORS NEAR THE REAR DOOR. THESE EACH CONTAIN AN ARMED GUARD AND AN ALARM BUTTON. THEY ARE RESERVED FOR SECURE FREIGHT AND AUTHORIZED PERSONNEL.

VISUAL SURVEILLANCE COVERS THE ENTIRE GROUND FLOOR, INCLUDING MOST AREAS WITHIN THE MALL.

THERE ARE SIX SECURITY GUARDS ON THE GROUND FLOOR ALONE. RESPONSE TIME IS A MAXIMUM OF THIRTY SECONDS.

ALL OUTER DOORS CAN BE CLOSED AT THE DISCRETION OF SECURITY CONTROL.

GUARDS' EQUIPMENT INCLUDES: MILITECH RONIN LIGHT ASSAULT RIFLES, STERNMEYER 35 AUTOPISTOLS, NYLON HELMETS AND FLAK PANTS. SMARTGUN LINKS AND CYBEROPTICS ARE A LIKELY POSSIBILITY.

MISSION TARGET AREA: THE TWENTY-SEVENTH FLOOR

MOST DOORS ARE SECURITY DOORS. THESE CAN BE OPENED BY A NETRUNNER INSIDE THE FORTRESS OR A TECHIE ON THE SPOT.

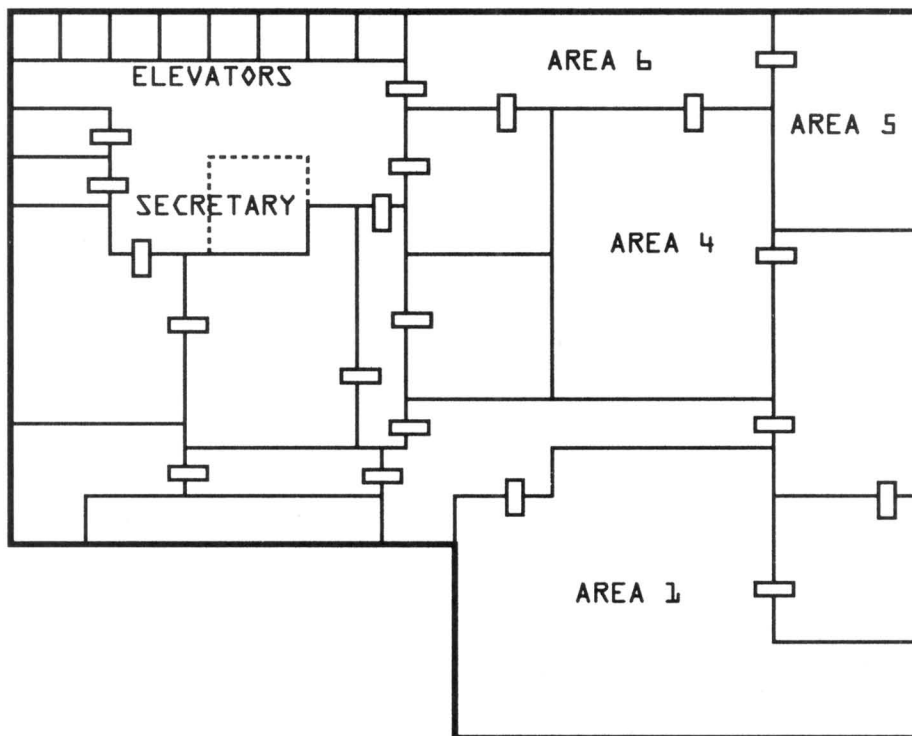
AREA 1 IS THE MAIN CHIP STORE. ALL LOCAL PROGRAMS ARE KEPT HERE AND CAN BE ACCESSED AT ANY TIME.

AREA 4 IS THE TARGET AREA. ALL HIGH SECURITY MATERIALS ARE KEPT HERE. THE TAPES ARE STORED IN STEEL COMPARTMENTS WHICH ARE NOT NUMBERED. THE COMPARTMENT OPENS WHEN THE COMPUTER WITHIN THE ROOM IS GIVEN THE CODE FOR A SPECIFIC TAPE.

AREA 5 IS THE COVERT MAINTENANCE SECTION WHERE THE TECHNICAL CREW WORKS ON DMS WEAPONS, BUGS AND OTHER HIGHLY ILLEGAL DEVICES. DO NOT ENTER THIS AREA, DO NOT FIRE IN THIS AREA.

AREA 6 IS A SECURE HALLWAY WITH VISUAL AND AUDIO SURVEILLANCE. A CEILING MOUNTED LASER ACTIVATES UPON ANY BREACH IN THIS ROOM. THE LASER CAN HIT ANY POINT INSIDE THE ROOM.

THERE ARE NORMALLY FOUR SECURITY GUARDS ON THIS FLOOR. UP TO 10 FURTHER GUARDS CAN REACH THIS LEVEL INSIDE ONE MINUTE SHOULD THE ALARM BE RAISED. THESE GUARDS HAVE EQUIPMENT SIMILAR TO THOSE ON THE GROUND FLOOR.



END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY■NET54, CPU 4, EX FILE 71 "PERSONNEL
{2}", SUBFILE ID "KS/F4"

BEGIN REPORT

SUPPLEMENTARY REPORT KS/F4

SUBJECT: Renaldo, Harvis B

The endeavor proposed by Harvis Renaldo and accepted by the board earlier this year has created a Class 7 Security breach and despite Mr Renaldo's excellent history within the corporation this cannot be allowed to stand.

Renaldo has therefore been assigned Level 5 resources to eliminate the possibility of further damage to the corporation. I have made it clear that no further breach will be tolerated in the same manner and he has produced a plan which I feel is adequate. This plan is detailed in his communication marked A/605/24V and is available to all board members.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY■DMS, CPU 3, EX FILE 42 "PERSONNEL",
SUBFILE ID "SK/004/PSYCH"

BEGIN REPORT

EMPLOYEE FILE SK/004/PSYCH
SUPPLEMENTARY PSYCHIATRIC EVALUATION
SUBJECT: Shauni Kalnier

Following her failure to release anything last season Miss Kalnier has fallen into a state of severe depression. While realizing that only hard work will restore her career to its previous height, she cannot dispel the Bergenox theft from her mind. Much of the problem lies in the fact that she considers that season to be her greatest work and that Catherine Bergenox is getting the adulation which should have been Shauni's.

In my opinion only a victory over those who stole her material would snap her out of it. When I suggested that she work to defeat them the initial response was pleasing. She took an interest in her work and a greater interest in her lover, Billy Witch.

My recommendation would have been to cease psychiatric support until I discovered that her intention is not to defeat them through Braindance art but to physically kill them.

I am now forced to recommend a period of rest at a corporate clinic.

Dr. Fred Sigmund

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY■NET54, CPU 4, EX FILE 72 "COMMUNICA-
TIONS", SUBFILE ID "A/605/24V"

BEGIN REPORT

MEMORANDUM A/605/24V

TO: Editorial Oversight Board
FROM: Renaldo, Harvis B. (Marketing Manager)
RE: Security Breach

The security compromise which followed the Kalnier experiment is still in operation and clearly needs to be dealt with. I propose the following:

- A. That we re-hire the team using an innocent agent without telling them who they are employed by.
- B. We pay them to attack a remote Militech sales building where a Net 54 security team awaits them.
- C. As a failsafe we use their own escape vehicle to contain them within the area until the security team succeeds in liquidating them.

This should have the following results

1. The team is terminated on neutral ground and the security compromise is no longer an issue.
2. The members of this group die in the perpetration of a crime, satisfying any investigation which might follow.
3. As criminals any evidence they leave behind which may have hurt the Corporation is rendered almost useless.

I am satisfied that this plan is adequate and intend to be on site to ensure that all goes as planned. Two AVs are standing by at the unused Brock Facility some 10 miles outside the city.

Response: Level 5 resources allocated. Cross Reference Board members only, supplementary report KS/F4.

END REPORT

NETRUN RETRIEVAL HARDCOPY REPORT

DOCUMENT: NIGHTCITY■NET54, CPU 3, EX FILE 40 "BLACK OPS",
SUBFILE ID "12/17/NC/D"

BEGIN REPORT

OPERATION 12/17/NC/D

Subject: Revitalization of Kalnier Career

The psychiatric evaluation of Shauni Kalnier indicates that her career and work might be re-established more quickly through her revenge upon the individuals who perpetrated the raid on DMS some months ago. To this end I have formulated a plan which gives her a clear hand in their downfall.

1) As criminals these persons excel at violence. I suggest we hire them to commit a crime similar to their raid on the DMS building. By deceiving them about what they face we can guarantee their demise and the safety of Miss Kalnier, who has requested attendance.

2) Using the vacant Brock facility south of Night City this plan requires two AVs and the help of Militech CEO Ricardo Almanet. Mr. Almanet is a close friend of Shauni Kalnier and she anticipates no difficulty in gaining his acquiescence.

3) A go-between has been selected and he too will be eliminated, ensuring that no security crisis results.

4) This unused facility will require some security but I do not anticipate a need to go beyond level 7.

Report Compiled by A.M. Ford

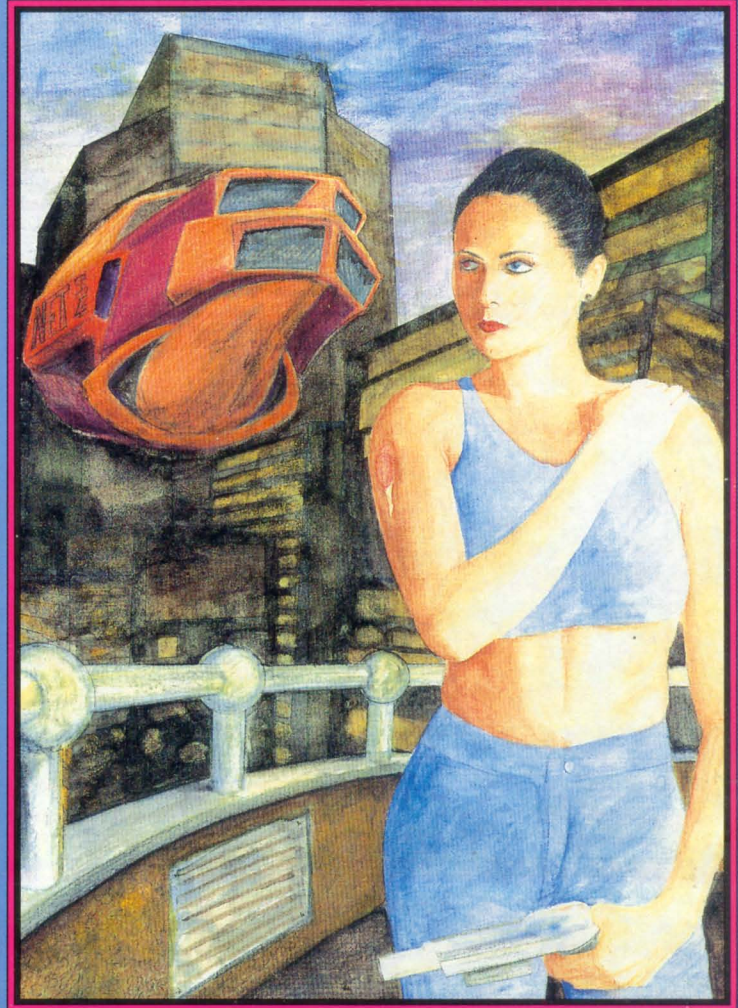
END REPORT

THE
Slow Boat
FROM
Chiba

SWEET
part one
REVENGE

DEADLINE

Sweet
Revenge
II



Night City Stories is an official adventure supplement for the **CYBERPUNK 2020**® role-playing game. It features four interconnected stories of the dark future, set in the merciless metropolis of Night City, California. It is fully compatible with R. Talsorian Games, Inc.'s Night City sourcebook.

This book was designed by Scott Mackay and Delphi Concepts of Scotland, and produced by Atlas Games under license from R. Talsorian Games, Inc.



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