

MELBOURNE, 2020. MEGACORPORATIONS OWN THE CITY, THE INNER SUBURBS PATROLLED BY CORPORATE ELITES. FURTHER OUT, CITY POLICE BATTLE TO KEEP PEACE IN THE BURBS, FIGHTING OVER EVER SHIFTING BOUNDARIES. BEYOND THIS... NOMADS, BOOSTERS, STRUGGLING FARMERS AND AGRICORP FORTRESSES CLASH FOR SURVIVAL.

YOU KNOW YOU ARE ONE OF THE BEST, FASTER - STRONGER - MORE ALERT, CYBER TECHNOLOGY GIVING YOU THE EDGE.

BUT WHEN YOU CROSS ONE OF THE WORLDS LARGEST CORPORATIONS.....

WHAT DO YOU DO?

WHERE DO YOU RUN?

AFTER ALL, THERE'S ONLY SO FAR TO GO—

**When
Chie
Are
Open
Down
the
Down**



CYBERPUNK

**A CYBERPUNK 2020 SCENARIO
BY CHRIS W. YOUNG**

THE BACKGROUND STORY

Terrence Webbs (ex. Interpol), corporate extraction agent extraordinaire, has recently obtained a computer chip containing the plans for NASA's newest deep space craft. He had a young netrunner (Tom Fields) hit NASA using some programs Webbs provided, and once the job was completed, he shot Fields to ensure his silence. The data obtained was downloaded to a storage module; however, Webbs then had a Tech by the name of Gary Ottman download the information into a computer chip and encode it for protection. Webbs then destroyed the original module. He couldn't kill Ottman (who was protected by a solo at all times).

Webbs soon realised that the Euro Space Agency (ESA) would pay VERY well for the information and has contacted them to arrange a pick-up at midnight. As it happens, NASA wants the plans back and is being aided by the Japanese Aerospace Bureau (JAB). If Webbs can survive until the midnight rendezvous, the package will be taken from his hands. With a new passport, face and fortune, Webbs feels confident of evading pursuit.

Unfortunately for him, his trail has been picked up several hours ago by both NASA and JAB. NASA has hastily engaged a couple of goons to kill both Webbs and whomever he meets, while JAB intends to enlist the barman to fix Webbs a drink which will stop him in his tracks.

The ESA contact is a corporate ninja, with more cyber than all the players put together, who's watching from a corner of the bar. He expects a simple handover, not realizing how fast NASA and JAB have moved—

And you're right in the middle. As the chips come down.

THE PLAYERS

Macinta

Born of Russian parents, posted at the embassy in Canberra, you led an isolated childhood as your parents tried to shield you from the "Australian Decadence". But maybe your parents weren't so wrong. At sixteen you ran away to Melbourne with your first lover, a street kid named Mark. Two months later a bored gang razed your apartment block in the combat zone. You were woken by the screams of other tenants and by the sound of your own door being broken down. Mark was forced to watch as they brutally raped you; then they turned on him—laughing as they slowly tortured him to death. You were left for dead in the ruins of the block; of the thirty eight residents, only a handful survived. As a result you suffer severe anxiety attacks; unable to commit yourself to action due to an irrational fear of consequences.

After living on the streets for a few weeks you met Roxanne, a hard-edged rocker with whom you shared a flat for the next four years. Her determination to succeed in the harsh realities of the rock scene, and to leave behind her own tortured past as a prostitute, helped you get your act together and to return to your studies. Your discovery of the Net while studying at college fired your imagination, and you quickly developed a persona to guard your fragile reality. You are known as "Lillith" (after a character of ancient mythology), and your net image is that of a ghostly female, accompanied by a "familiar" which seems to act of its own accord, performing actions which you yourself would fear to commit. This persona ensures that you are not affected by your anxieties once within the Net. (What the familiar looks like is up to you !!!)

In fact, once within the Net you are really HOT, you melt bases and crack codes just for fun and anyone who throws Black ICE your direction better duck, else they'll get caught by the shrapnel. Often your

"familiar" (actually a modified *Imp* program running *Killer* and *Worm*), seems to act before you have time to think (in reality your subconscious acts much faster than you do, and often surprises you by leaping into the fray).

A few months ago you moved into the 19th floor of an old office block in South Melbourne, sharing it with Roxanne and four guys. There's Cheetah, a rough but capable nomad, and three guys who did an army stint together. A weird mix which seems to work, and it feels more like home than the embassy ever did. You do your bit, getting information, or cracking a database to help with a particular job. They all seem a bit violent, but then who isn't these days...

Notes:

Due to your anxieties, you will freak out under any stress situation, reducing your CL stat to 2 (and you to a screaming wreck), until the stress passes. This does NOT occur once you are in the Net.

Shadow

Life on the streets hasn't been particularly kind to you. At fifteen you spent 6 months in hospital, the result of a street fight that almost killed you. You spent two weeks blind before the optics went in, leaving you pretty much on edge about being in the dark.

Joining the "Adders" seemed like a smart move, and being a gang member was your life until you "got involved" with Ruth - Unfortunately Talonn, the leader of an opposing gang called the "Iron Sights", had similar taste in 'skin', and he'd already decided that Ruth was HIS.

She and you both ran, and lay low till you thought the heat had died off. Eventually you joined the army, only to have Ruth murdered while you were away on manoeuvres. You're pretty certain which scum did it, but there isn't much you can do against a gang lord... yet.

Although effectively an "ex" member of your old gang, you're still on good terms and sometimes exchange favours. While in

CREDITS

When the Chips Are Down

By Chris W. Young

With Thanks to:

Anne Lawrence, Michael Bock, David Cecil, Paul Duncanson, Phillip Keast, David Potter, Stuart Thomson, James Turnbull & Russell Waters.

Originally written for Conquest 1990

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ANGEL

Type: Hallucinogen,
Aphrodesiac, Euphoric

Difficulty: 54

Strength: 3

Duration: 1-2 hours

Cost: \$1350.00

/dose

A high powered
hallucinogen and
Psychedelic. Very
addictive.

the army you obtained quite a rep as a gofer, trading anything from drugs to tech. Hawk was one of your few friends in the service, and Tuttle's med skills saved your butt more than once, so when you mustered out around the same time, it made sense to stick together.

Back on the streets, you've been hard at work, gradually building up contacts and forming ties. Currently you are dealing in drugs (dorph, glass, angel, etc.) and small volumes of ex-military automatic rifles and grenades. You sometimes act as a go-between handling high tech gear for Tuttle, but it isn't really your scene.

You are currently living on the 19th floor of an old office block in South Melbourne, sharing it with Hawk and Tuttle, a nomad called Cheetah, and two girls; Roxanne and Macinta.

Notes:

You currently have a very small stock of drugs for sale (or personal use !):

- 5 doses - Stim
- 4 doses - Synthcoke
- 2 doses - Dorph
- 1 dose - Blue Glass
- 2 doses - Angel (see sidebar)

Detailed notes on drugs, can be found in *Cyberpunk 2020*, pg. 112. Rolls on your Street Deal skill may be required to obtain drugs; identify your cost margin and purities. Speak to your GM if you wish to pursue this.

Roxanne

You grew up on the streets; no parents, no home. Prostitution seemed like the only answer to cover your addictions to a series of drugs, culminating in your current addiction to "Angel" (which is used by pimps to ensure "service", since it is highly addictive, very expensive, and a each dose renders the user effectively 'out of it' for two hours). However, the body sculpts you were given to increase your value eventually led to a way out. Now you have some powerful friends and the start of a new career as a rockergirl. You had the cybersnake installed many years ago, a last ditch protection in a dangerous profession. You only used it once, on the pimp who owned you for so long - and he won't be

telling anyone. Although nobody knows about it, you still practice sometimes when you are alone, since any edge (no matter how unpleasant) is better than none.

You met Macinta a few years ago, a homeless wreck with no street sense. You befriended her, fearing she was headed for the same fate you had just escaped. You've been through much together, and you both shared a flat for four years while she put herself through college. You now live on the 19th floor of an old office block in South Melbourne, sharing it with Macinta and three guys. You make an unusual group of misfits who are trying to eke out an existence in the urban mess. None of your new friends know of your drug addiction, though you still need your daily McCoy (air hypo shot) to keep yourself together—you don't have the nerve to go cold turkey, and you don't have enough money to visit a clinic—yet !

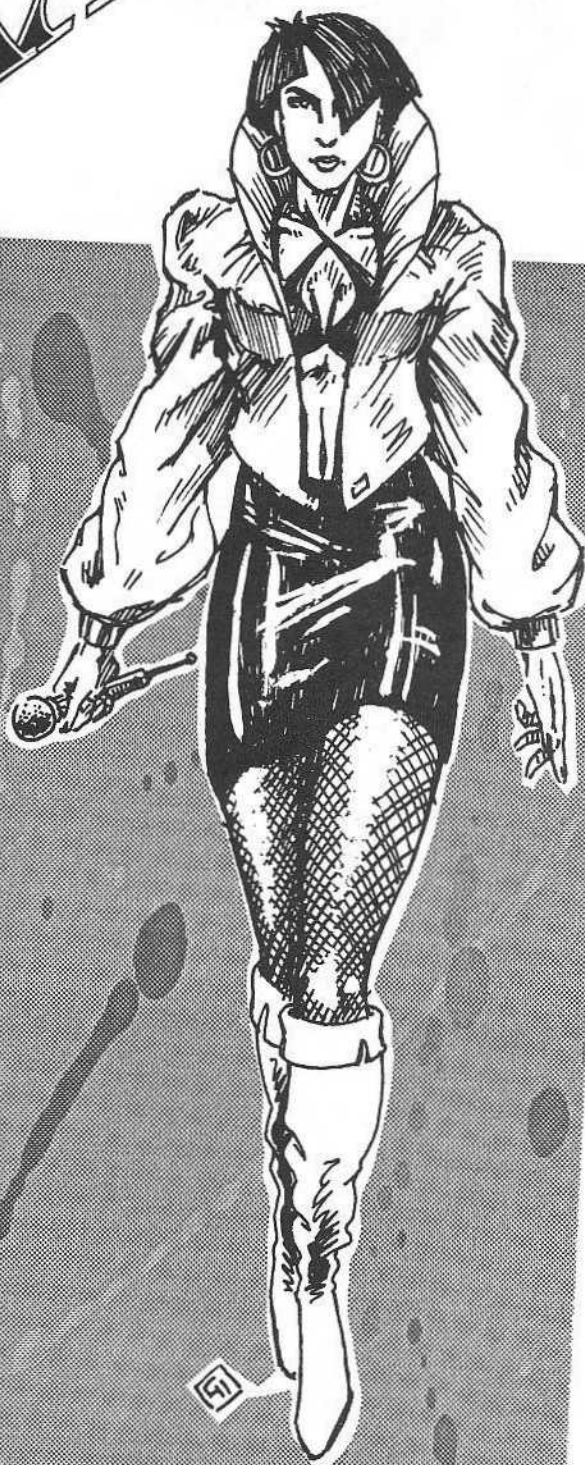
Performing has become central to your new life. With two sets of interface jacks you become one with the sitar-amp that is your only valued possession. A mixture of hard rock and haunting lyrics, your first solo project, *Is It Good Enough?* is number 45 and rising, and for once things are looking good. The critics think you a bit cynical, but that's life...

Notes:

The *cybersnake* is an extremely unpleasant cybernetic implant weapon which is implanted in a body orifice (in this case in your chest cavity via your throat). On a mental signal it uncoils out of your throat about one metre, with the base remaining attached within your chest. It is covered in lubricant gel to prevent blood and flesh sticking to it. The stats for the cybersnake are given on the Data Screen. Due to it's design, and rarity, it is unlikely that anyone will realize you have it. It will also not be detected by security monitors.

You must have a dose of Angel at least every 24 hours, otherwise you will quickly lapse into violent fits. These will last until you either dose or cold turkey (which will take at least a week). You currently have three doses left.

ROXANNE



Handle: Roxanne Nova

(Stella Mandell)

Sex: Female

Role: Rocker

Age: 24

Nationality: Australian

Int: 7 Tech: 6

Ref: 7 Cool: 8

Luck: 5 Attr: 9

Emp: 7 MA: 6

Body: 5 Run: 24

Leap: 2.4 Throw: 15

Lift: 100 Carry: 25

Notes: You have had a body sculpt to increase your attractiveness and to look "Polynesian".

Outfit: Clothes, Shades, Pocket TV, Car(Hyundai-interfaced), Militech Avenger Pistol (2 Clips), Electric Sitar/ Amp., Angel (3 doses).

Cyberware: Neural Processor, Interface Plugs (2 Sets) Optics (Pair-aquamarine w/ Anti-Dazzle) , Machine Link for Sitar, Audio (Wearman) Cybersnake.

Skills: Charismatic Leadership+2, Athletics+6, Handgun +4, Martial Arts+4, Dance+2, Drive+2, Awareness+2, Japanese+2, Compose+4, Play Sitar+6, Sing+6, Persuasion/Lie+2, Human Perception+4, Seduction+6, Streetwise+6, Wardrobe/Style+4

Cash: 23eb

Weapons: Militech Avenger Smart Pistol
Cybersnake

WHEN THE CHIPS ARE DOWN

A 2020 ADVENTURE

Handle: Tuttle

(Lou Kemia)

Sex: Male

Role: Med Tech

Age:24

Nationality: Australian

Int:7 Tech:8

Ref:7 Cool:6/8

Luck:5 Attr:7

Emp:6 MA:6

Body:6 Run:24

Leap:2.4 Throw:18

Lift:120 Carry:30

Outfit: Clothes, Shades, Armor Jacket, Tool Kit, Medical Kit, Army Knife, Colt AMT 2000 Smart Pistol(2 Clips), Laptop Computer, Cellular Phone, Video Camera, Video Recorder, Pocket TV, Interface leads(x8) **Chips:** Rotor Pilot(+2), Rotor Tech(+2), Aircraft Tech(+2), Av-4 Pilot(+2)

Cyberware: Neural Processor, Chip Socket Smartgun Link, Interface Plugs, Audio(w/Phone Link, Radio Splice), Skin Watch

Skills: Med Tech+6, Athletics+4, Handgun +4, Rifle+2, Motorcycle+2, Drive+2, Awareness+4, General Know+8, Japanese+4, Gamble+2, Basic Tech+4, Cyber Tech+5, Photography+2, Scrounge+4

Cash:40eb

Weapons:

Colt AMT 2000 Smart Pistol
Knife

TUTTLE



SHADOW



Handle: Shadow

(Malcom Contente)

Sex: Male

Role: Fixer

Age:24

Nationality: Australian

Aborigine

Int:7

Tech:5

Ref:7

Cool:9

Luck:5

Attr:7

Emp:6

MA:7

Body:7

Run:28

Leap:2.8

Throw:21

Lift:140

Carry:35

Outfit: Clothes, Pocket Computer, Cellular Phone, Shades.

Cyberware: Neural Processor, Smartgun Link, Chip Sockets, Interface Plugs (1 set ea.) Optic (Left-brown w/ Microcamera, Low Light, Image Enhancement) Audio(w/Phone-Link, Scrambler, Recorder, Radio Link, Bug Detector)

Skills: Street Deal+4, Athletics+2, Handgun +4, Rifle+4, Brawling+2, Drive+2, Awareness+8/10, Drug Know+6, Ditch+5, Stealth+6, Japanese+2, Gamble+4, Seduction+4, Persuasion/Lie+6, Human Perception+4, Streetwise+6, Intimidate+2, Wardrobe/Style+2

Cash:50eb

Weapons:

Dai Lung Streetmaster
Smart Pistol

WHEN THE CHIPS ARE DOWN

A 2020 ADVENTURE

Handle: Hawk

(Rick O'Shea)

Sex: Male

Role: Solo

Age: 28

Nationality: Australian

Int: 6 Tech: 5

Ref: 8/10 Cool: 7

Luck: 5 Attr: 6

Emp: 3 MA: 6

Body: 8 Run: 24

Leap: 2.4 Throw: 24

Lift: 160 Carry: 40

Outfit: Clothes, CD Player, 10 CD's, Fighting Knife, Colt AMT 2000(2 Clips), FN-RAL Smart Rifle(2Clips), Armor T-shirt, Kawasaki 1100 Motorcycle, Gyrojet Pistol(2 Clips) in Arm, Endorphin(3 doses)

Cyberware: Neural Processor, Smartgun Link, Vehicle Link, Interface Plugs (Left Wrist), Optic(Left Mirrored, Anti-Dazzle, Infrared, Target Scope), Optic (Right Mirrored, Anti-dazzle, Image Enhancement, Telescopic), Kerenzikov Boost, Cyberarm (Gunmetal Grey, 20 SP Armor, 9mm Gyrojet, Military Shielding, Secret Space, Dorph Injector)

Skills: Combat Sense+4, Athletics+4/8, Handgun +6, Rifle+6, Brawling+4, Motorcycle+3, Drive+2, , Awareness+6/12, General Know+2, Stealth+2, Gamble+4, Explosive Tech+5, Basic Tech+2, Aircraft Tech+2, Med Tech+2, Intimidate+2, Streetwise+2.

Cash: 8eb

Weapons:

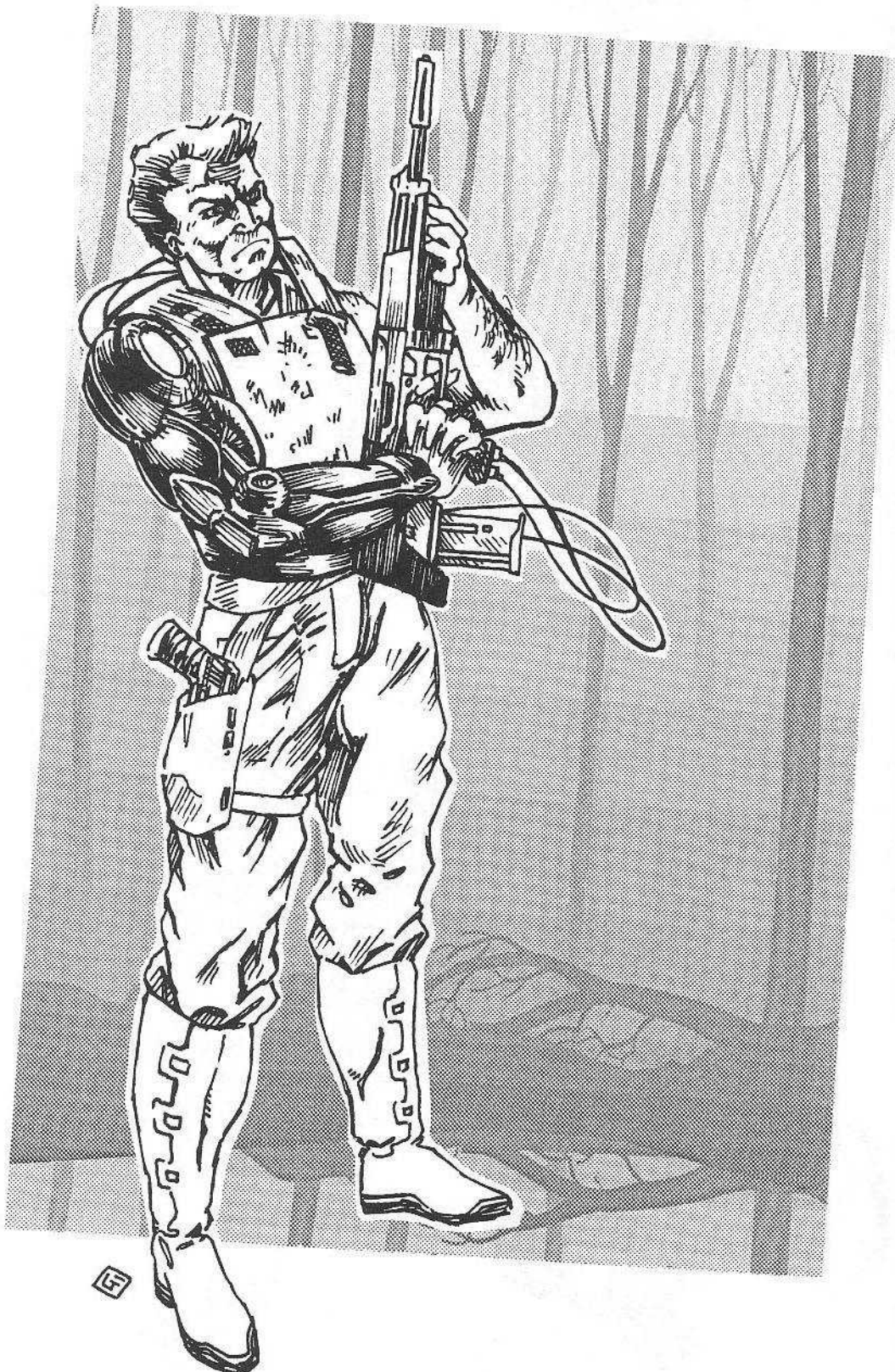
FN-RAL Smart Rifle

Colt AMT 2000

Fighting Knife

TA 351 Gyrojet Pistol

HAWK



MACINTA



Handle: Lillith
 (Macinta Toshova)
Sex: Female
Role: Netrunner
Age: 20
Nationality: Russian
 Int:9 Tech:7
 Ref:9/11 Cool:6(2)
 Luck:5 Attr:8
 Emp:5 MA:7
 Body:7 Run:28
 Leap:2.8 Throw:15
 Lift:100 Carry:100

Outfit: Clothes, Personal Stereo, 35mm Camera & Film, Medical Kit, Mirrorshades, Ono-Sendai VII Cellular Cyberdeck.
Programs: *Invisibility, Hammer, Speedtrap, Imp(KillerIV, Worm)*

Cyberware: Neural Processor, Cybermodem Link, Interface Plugs, Processor, Sandevistan Reflex Boost, Scratchers.

Skills: Interface+5, Athletics+6, Handgun +4, Rifle+2, Dance+2, Martial Arts+2, Motorcycle+2, Awareness+8, General Knowledge+6, Common Russian+5, Technical Russian+7, Gamble+2, Draw+4, Play Flute+2, Sing+2, Wardrobe/Style+2

Cash: 15eb

Weapons:
 Dai Lung Cybermag 15
 Scratchers

WHEN THE CHIPS ARE DOWN

A 2020 ADVENTURE

Name: Cheetah
(Grey Wolf Sanchez)

Sex: Male

Role: Nomad

Age: 18

Nationality: American
Indian

Int: 6 **Tech:** 4

Ref: 8/10 **Cool:** 8

Luck: 5 **Attr:** 8

Emp: 6 **MA:** 8/12

Body: 9 **Run:** 48

Leap: 6 **Throw:** 21

Lift: 160 **Carry:** 40

Outfit: Clothes, Shades, Leather Jacket, Leather Pants, Armor Shirt, FN-RAL Rifle (2 Clips Ammo), Armalite 44 (2 Clips), Knife, Sleeping Bag, Basic Toolkit, Harley 2000 Motorcycle (Armored Tires SP10, 20 SP Armor on bike, Alarm)

Cyberware: Neural Processor, Vehicle Link Interface Plugs, Sandevistan Reflex Boost, Audio (Radio Splice), Cyberlegs (Chrome.)

Skills: Family+6, Athletics+6, Handgun +4, Rifle+6, Motorcycle+3, Drive+2, Melee+2, Awareness+3, General Know+2, Gamble+4, Basic Tech+2, Intimidate+2.

Cash: 12eb

Weapons:
FN-RAL Rifle
Armalite 44 Pistol
Knife

CHEETAH



Hawk

You were just another dorphed-up grunt until you lost that arm, trying to return an enemy grenade. In the field, a military cyber arm was the only option. Why bother having it replaced? Mind you, the built in Dorph injector wasn't exactly an option, but you won't need it ... next time. The shielding in the arm hides the other options pretty well, even through the best security gear; which has saved you more than once.

While recovering from the op you did some thinking, and since then you've acquired a rep as something more than just another cyber-soldier. Over the next two years you built a reputation, and the knowledge to back it, as an explosives expert. You found yourself more in demand as time progressed, first it was simple things like ordering explosive artillery and ammunition. Soon you were being brought in on big strikes, helping to plan major hits against installations; working out how much of which explosive would be used, and how it would be delivered. Now you're back in the civilian pit, but there are corporates (and others), who can use skills like yours, and they pay real well ... if you survive.

Shadow was one of your few friends in the service, and Tuttle's med skills saved your butt more than once, so when you mustered out around the same time, it made sense to stick together. There's always more chance to survive as a team. You are currently living on the 19th floor of an old office block in South Melbourne, sharing it with Shadow and Tuttle, a nomad called Cheetah, and two girls—Roxanne and Macinta. Things were real grim for a while, but luck's started picking up. You're not sure yet where things are going, but you're damn sure that it'll be hard and fast.

Cheetah

Life on the open road has always been home, a Harley 2000 chewing up the k's and an HK to do your talking. Things were pretty cool until your "accident". The mine field was obviously set up by a corporate, designed to remove your family for good. Lucky for them you were out front - not so lucky for you though. Still you survived,

and technology enabled you to be repaired. But cyberware isn't cheap in the wilds and your survival needed fast work, costing the Family heaps. At least the new legs work pretty well; you can't leap tall buildings, but you can manage a decent long jump. And now you can dance something wild.

You decided it was time to head into the concrete jungle and get yourself an "education"; at least till you can earn your way as a real asset to the family. A few months back you shacked with a couple of ex-army types (Hawk, Shadow and Tuttle), and are currently living on the 19th floor of an old office block in South Melbourne. You are now sharing it with the guys and two girls. Roxanne seems to know the streets pretty well and Macinta, well ... she seems useful to have around. You get on fine with this temporary "Family", and Tuttle even picked you up a reflex boost. Extractions and hit jobs aren't really Family style, but you don't have time to be fussy. Besides, you wanted experience ... right ?

Notes:

Under your biker leathers you sport a pair of chromed cyberlegs. These have no extra options, but give you incredible running speed and jumping ability (see pg. 10).

Tuttle

Yeah, you saved lots o' lives for the army boys; it was how you did it that turned you off. The army doesn't recognize terms like "Cyberpsychosis" or "Cybernetic Rejection Syndrome"; they prefer to call it "Low Probability Battle Fatigue". Whatever; the drug injectors (Dorph, Black Lace, or worse), massive cybernetic replacements, pain blockers, and enhancements like "remote neutralization" or "cranial bombs" jarred your already tarnished visions.

Now you're out, but what next? News is that the corps are worse, and the good jobs; *Trauma Team* or large hospitals, are pretty rare. Freelancing gives you options, but work's been pretty scarce so far, just the odd ripperdoc wanting a few hours help on a big job, or a carved-up booster struggling for life. Still, the five hours on that solo last night may pay off; he seemed grateful, and knew he should have been dead...

"The mine field was obviously set up by a Corporate, designed to remove your Nomad family for good...Lucky for them, you were out front—not so lucky for you though..."

"Only the two tanks employed as bouncers keep the unstable crowd from breaking into a full firefight—just to liven things up..."

You knew Shadow and Hawk pretty well in the force, they were both "under the knife" more than once. So when you mustered out it made sense to stick together. You may be the only one who knows about Hawk's arm—the cyber is obvious and all that, but the Dorph injector, surveillance shielding and the military issue gyrojet are pretty rare.

You are currently living on the 19th floor of an old office block in South Melbourne, sharing it with the guys, a nomad called Cheetah and two girls. They seem pretty efficient, although Macinta is a little weird and you have some ideas about Roxanne - some times she seems pretty spaced out (but then she is a rocker).

PART 1: LIVE & LET DIE

11 .00 pm:

The scene: The characters are sprawled around a table at a booth in their favourite (cheap) dive, *The Blowtorch*, trying to get drunk so they can forget that they don't even have enough money to get properly drunk. It's dark and dirty, and outside a fierce wind whips insistent rain against the window. This bar is full of people, drunk, stoned, and almost all really weird; the sort of people you try to avoid even in main streets during the day. Four bar-people serve behind the counter, which is riddled with scars from previous nights battles. Only the two tanks employed as bouncers keep the unstable crowd from breaking into a full firefight. Just to liven things up.

The characters are approached by a somewhat nervous-looking male in his mid-thirties. He is wearing an expensive suit and speaks with a strained English accent. The only obvious signs of cyber are his mirrored optics. He orders a round of whatever they are drinking, and a Martini (dry, shaken, not stirred) and begs their indulgence.

He offers a total of \$1,000 (\$500 up front) for protection by the group for the next

hour. This is a pretty good deal, and he will only go as high as \$1,500 if pressed but will try and belittle the characters if they hold out too long.

The two thugs hired by NASA (see pg. 29-30) have appalling timing, and will appear on the scene just as the group agrees to the deal. Since they see the \$500 change hands they believe that this is actually the meeting Webbs has planned for later tonight. While the thugs are pretty good, they are definitely no match for this group of armed punks. But, the ensuing firefight should heat things up.

If the players delay too long, then they will find themselves in the middle of a firefight anyway.

The players are pretty broke. Unfortunately for them, whatever they're drinking is disgusting. Even \$500 bucks should seem like a fortune right at the moment. Also, Webbs only has \$525 left on him after buying drinks, the rest is supposed to come from the meeting.

Don't kill Webbs. Yet.

Also, remember Hawk's Dorph injector has only 2 shots left. This whole thing should *definitely* stress Macinta.

Aftermath:

As the dust and bodies settle, the characters can each have an (Awareness vs 15) roll to notice a dark clad Asian leaving the bar, casting a furtive glance in their direction. They can give pursuit, but this ninja (Tapia) will easily escape for a later encounter.

11.45 pm:

Give the players time to settle down again, chat (chat up?) and generally relax. Webbs will not leave the bar until after the meeting and will say very little, just sit and drink. Once everyone starts to relax thenWebbs chokes suddenly on his drink and throws himself violently off his chair, clutching his head in agony.

Unfortunately for him, this is his last act as the poison fed to him by the barman, courtesy of JAB, takes effect. He collapses, dead.

On searching the body, only a wallet containing \$25 (\$525 if they didn't deal), a business card (see handout), a Trauma Team card, and a small shrink-wrapped package are found. When the characters open the package, it is found to contain a blue computer chip, about the size of a thumb-nail, with no identifying marks.

Within two minutes a screaming whine is heard as the Trauma Team™ makes its appearance, and Webbs' body is dragged off. If the players hang around for more than five minutes the police will arrive. Obviously they are prime suspects since they were sharing a table. While the police won't actually try to arrest them they will hassle a bit. If this also degenerates into a firefight use the "Generic Police" stats in the NPC section. The three cops are backed up by an AV4 which will give chase for a while but refrain from shooting in the main streets. The police will take samples of Webbs' cigarette, drink etc. for testing.

The players may decide to collect samples of drinks etc. themselves, however this must be done before the police arrive. Analysis must be done by a lab, and will cost \$120 - no bargaining. It will show that the drink contains a high strength synthetic poison, possibly from a biotech lab in Japan.

Don't forget to let them find the chip.

Later on:

There is nothing that can be found out about the chip (or anything else) until morning, but let them try if they like. Eventually they will return home ...

Transport of delight: Note that Roxanne has a car and Hawk and Cheetah have bikes. These are parked in a car-park near the club. If they forget them, (ah, well) they will find the vehicles in the morning, somewhat stripped (tires, radio, interface electronics, etc.).

Yes, it's raining isn't it..?

The journey to the vehicles is cold and wet, stumbling through slush filled with rotting garbage. Neon signs and display boards provide islands of garish light in an

otherwise dimly lit haze. People huddle in doorways, around meagre fires or simply lie in puddles in the gutter. Police AV4's, advertising blimps and Trauma Team vehicles regularly break the silence and dark, moving off into the night sky.

As they turn the final corner, an alarm is heard. The characters are greeted with the sight of five punks around and under Roxanne's car. The punks will run as soon as they realise the owner is approaching (with friends) since they were only thinking of stripping it a bit (but the characters don't know that). After all, they could have been planting a tracing device, or even a bomb...

PART 2: HOME SWEET HOME

The office block where you live is a 45 story concrete relic of the previous century. On arriving home (it is now at least 1.00 am) you discover that the external lights are out. Reaching the ramp down to the carpark you find the key-card access device ripped off its post, and the roller door buckled and bent inwards.

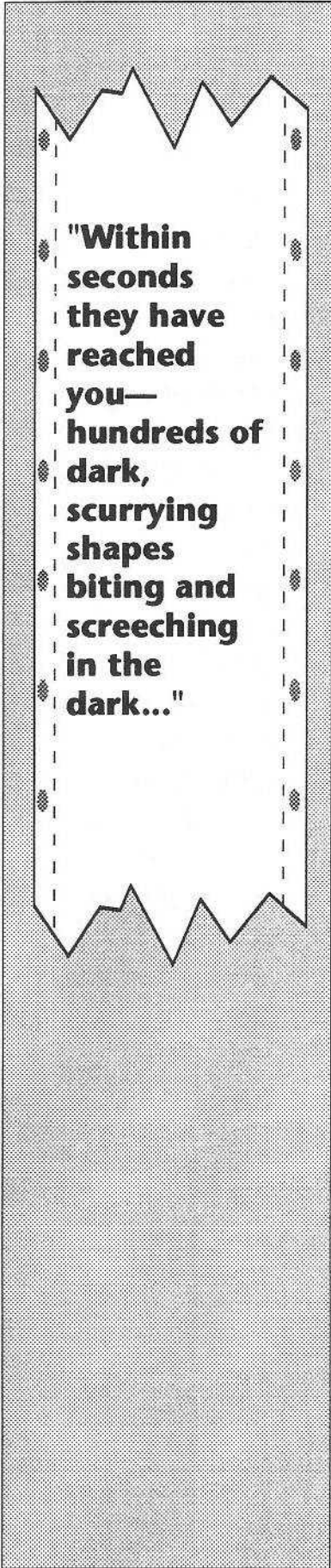
The storm has taken out the power to the whole area. Not only the lights, but also the security access system to ALL doors. Some idiot has already forced his way into the car park by ramming the door, only to leave again on being unable to open the fire escape.

Whilst they are trying to get in the group is disturbed by a scraping noise just around the corner of the building. This noise will continue for a few minutes and will appear to be loitering with intent. If they don't blow it away, eventually a small cat darts past (surprise, surprise).

They have 3 options:

- 1) Force one of the doors open
 - Front door, Body vs 20 roll (can combine efforts, but only 2 at a time).
 - Fire escape, Body vs 30 roll (can combine efforts, but only 2 at a time).
- 2) Climb in through that open third story

"The journey to the vehicles is cold and wet, stumbling through slush filled with rotting garbage. Neon signs and videoboards provide islands of garish light in the dim haze. Police AV's and Trauma Team vehicles punctuate the silence..."



"Within seconds they have reached you—hundreds of dark, scurrying shapes biting and screeching in the dark..."

window (Ref vs 15 roll or take 1D3 killing damage from falling). This is someone else's room, and they will call the police unless the offending character can fast talk or seduce their way out. (both vs 20)

3) Make lots of noise and wake a disgruntled first or second floor neighbour...or two...and possibly get shot at.

Blasting the neighbour's cat will also bring the police. A car containing two officers will turn up within five minutes and the party can explain their predicament. Use the "generic police" stats if they decide to fight, following which the riot squad will turn up fifteen minutes later.

In the Dark...

Oh dear, no power inside either? Gee, what a shame—it's only nineteen floors up with NO lifts working. Also, it's very dark in the fire escape and there are hungry rats living in there...

Oh, and Shadow doesn't like the dark—remember? Read this:

As you enter the hall you realize with disgust that all the power is out. The lifts don't work, and it will be a long dark walk up to the 19th floor.

If they head up the stairs, they'll get to the eighth floor, when.....

Actually you know it is very dark, and there are some extremely unpleasant scurrying noises emanating from up ahead. Those with optics suddenly see small hot shapes running around the corner of the stairs ahead. Within seconds they have reached you, hundreds of dark shapes biting and screeching in the dark.

These rats are really hungry and will attack anything. Roll a random "hit" on the group each turn, causing 1 point of damage to the victim (a Light Wound), as the rats score a successful bite through their boots/trousers. The only way past is to run up the stairs through the rats; they will give up once the characters get ahead. Once they start running, make four more random attacks, then let them "escape". Until the players leave this area of the stairs (one way or another), they will keep taking damage.

Since Cheetah has cyberlegs, he takes no damage if selected (on the other hand, the rats will!).

Hangover

The next morning dawns slowly, and, for most, painfully. The lights are still out, and it is cold and raining outside. The heater works if someone turns it on (it's gas), but not much else. There isn't terribly much to eat or drink either, except some slightly stale bread.

By the way, the milk's gone off and these days NOBODY drinks the water.

Anyone for Answers?

A few hours pass, while everyone recovers from the events of the night before. Round about ten, wake them up with the cheery sounds of a fire fight just outside their flat (it doesn't have anything to do with them, but there's nothing like the smell of napalm in the morning to get you up and at 'em.)

The group now has about \$500 dollars between them, so at least they can do some shopping. Anyone for some fresh soyamilk?

Sooner or later, the players will get around to wanting to figure out what went on the night before. There are a number of places where they may look for information, each listed under its own separate heading.

- Business Card
- Personal Contacts
- The Net

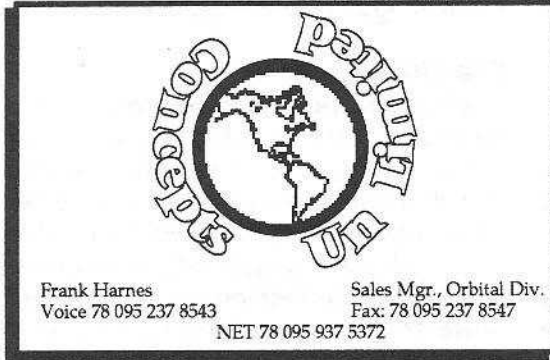
About the Phones... The phone connection points on their floor have been disconnected by vandals and other tenants, so they will have to tap in to the circuits from the switchboard in the basement. On a Tech vs 15 roll, someone can tap a line from the basement, and make a call from there. (This includes netrunning). This will take about 10 minutes. A second roll of Tech vs 20 is required to connect this live connection to the 19th floor. This takes about 20 minutes. If they fail either roll, it can be attempted again, taking just as long for each try.

Business Card:

The business card found in Webbs wallet contains a number of completely useless

facts, and one useful one. These are listed in separate headings below. If anyone asks about the information overall, then on an Int vs 15 (Macinta gets +4) they will realize that the 938 number on the back is a Net node address.

they will have to wait five minutes, and will finally get a different whining voice who introduces herself as Freeda. They will get hung-up on within about two minutes, and the only reaction of interest will be if they mention Webbs—in which case they will get:

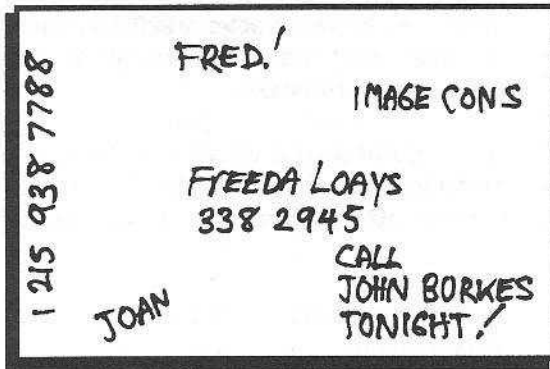


"Webbs! That slimy little bastard owes me! You tell him that nobody cheats Freeda! I'll have his hide if he comes near me or my place again!"

If they mention Webbs is now dead, Freeda will respond "Good!". There is nothing to be obtained here, unless... no, I guess not.

If they get the address (say from directory assistance) they find a run down three storey terrace house in North Melbourne, with a red light out front. They will not be able to contact Freeda in person, but they may have some fun trying.

1 215 938 7788: Had to be something useful here somewhere. This is a (relatively) secret Net node number, and is in fact a NASA R & D centre (in the United States)



Note: A Net map and full description for the NASA installation is provided in the on page 30.

About the Card:

The front: Completely useless garbage. The characters might decide to visit this guy at the Palace in Session 2, or just call him— either way he doesn't know Webbs or anything about what is going on . He's just a really boring and obnoxious salesman who will give his card to anyone.

The names: More useless garbage. These people have nothing to do with this scenario whatever.

338-2945: O.K. so we lied a little—this is Freeda Loays number!! If they call it, the phone rings twice, and is answered by a whining female voice.

"Loays Lays. Address and credit number please."

It should be obvious what this place is. If the gang insists on talking to Freeda herself

Personal Contacts:

Most of the characters know lots of people they might ask for info. Hawk knows other solos, Roxanne has lots of contacts and some fans who can help dig up some stuff for her, Cheetah can call on his extensive nomad family, Tuttle meets all sorts of people and has a number of techie friends, and Shadow can find out just about anything, given enough time.

While Macinta will probably spend some time in the Net, let the others chase around wherever they want. You should let each of them dig up one item from the following information (using the most appropriate of the rolls given) for each sensible idea the players come up with.

If they don't make an effort, they won't find out much will they...?

"Zara's Nightclub destroyed last night by bombing and subsequent fire. 25 reported dead and 30 injured. Motive as yet unknown..."
 —Victoria Police Net report 7/21/20

How to use those contacts: The first name given in the list below is the character most likely to turn up the information. Any names in brackets are secondary sources who may find out the information if the first character is not being played or is having rotten luck. Where a roll is given against a stat (not skill) then applicable skills can be added for benefit.

- Tuttle (Shadow): (Med Tech vs 10 or CL vs 15) The Trauma Team patched up a guy last night who was carrying some really new cyberware. If the characters ask for a description it matches that of Webbs.

- Tuttle (Shadow): (Only if specifically asked— Med Tech vs 12 or CL vs 15) The guy from the Blowtorch survived, just, but he won't be talking for days. He had been poisoned using a nasty synthetic poison, possibly something out of the biowar labs in Japan.

- Roxanne (Cheetah): (Charismatic Leadership vs 10 or Emp vs 15) Rumour has it that the regular barman at the Blowtorch struck it big last night (He resigned this morning and has left town).

- Roxanne (Shadow): (Streetwise vs 12 or Int vs 15) An unknown Asian male has been really living it up around town the last few days. He seems to be very heavily cybered, and has a healthy credit balance. (This is actually the ninja from the bar).

- Shadow (Tuttle): (Streetwise vs 12 or Scrounge vs 15) An electronics tech, by the name of Gary Ottman, who is known to both Tuttle and Shadow, has recently (last two days) been spending up big. He lives in Melbourne.

Note: The player characters should really get the information about Gary Ottman. It is up to them how they use it.

- Hawk (Shadow/Cheetah): (CL vs 15) The hit-men who attacked the group at the Blowtorch were hired by a Japanese guy, probably some sort of corporate exec (Actually they were hired by NASA, but let's not make it too easy).

- Hawk (Shadow): (CL vs 15 or Int vs 15) Several solos have been given a retainer by a certain American suit to keep an eye out for a guy dressed in a very "British" manner, who could be using a name such as Webbs, Webber, Webb or Walker. If they ask, the description given matches Webbs (This is ESA at it again, like we said....).

The Net:

Macinta can gain the following information from bulletin boards or encounters in the Net. Other characters can pick up any of this information by talking to some Netrunners, however this is not easy. If the players ask, the best place to try is *The Green Roach* (a popular Netrunner watering hole). However, it requires an Int vs 10 or CL vs 15 roll to find someone who will give them the time of day. Once managed, a couple of decent drinks (worth at least \$20 per major piece of news) should be enough to get these sorts of rumours.

For the purposes of this scenario we recommend the following timing for the Net, so that the other players are not just sitting round.

- Travel between nodes is effectively instantaneous.

- Each "round" of cyberspace combat, running a *Killer* etc. takes ONE REAL ROUND.

- Alternate with the "real world" 1 round at a time where possible.

Locations to Check Out in the Net:

Victoria Police Public Bulletin Board:

- Information requested on whereabouts of one Hiroshi Shibata wanted for numerous drug offences.
- 16 deaths reported previous night within the Free Fire Zone.
- Report on near death of a patron at the Blowtorch, possible food poisoning; however, murder is suspected. Information wanted.
- Zara's Nightclub was destroyed last night by a bombing and subsequent fire. Twenty-five reported dead and 30 injured. Motive as yet unknown.

Firefighter (The "Official" NetRunners Bulletin Board):

This is not protected, and a large number of Netrunners can be found around here. See the Net Encounters" section below.

- Lancer is looking for support for run against a big corp; big \$\$ for black ICE specialist.
- Anyone got any particularly good glitch routines? Contact Scarab@ Firefighter ASAP.
- For sale—hot new programs at low prices— see the Boss.
- One off, modded Fairchild deck, 15% cache, Mitsui fast-load RAM with primary overload and dual expansion it's a steal at \$2K. If you want the best, call Maritech@Gnet.

The NASA Database:

The NASA database node number is provided on the business card, and should make an interesting play sequence if Macinta hits it. The only thing that can really be gained from this database is confirmation that it has recently been hit—although Macinta can obtain a copy of the deep space craft plans that is not encoded, if she really tries hard.

Play this hard and fast - and remember the notes on Netrunning above.

If Macinta travels to the NASA Fortress, then read the following:

"Suddenly you are at the fortress, and you realize you are not alone. The insidious shape of a Hellhound is lurking close by. This foul parody of a program is obviously waiting for a fellow Netrunner, or possibly even you. It seems to sniff the air, its evil intent palpable in the electronic ether. What do you do?"

Macinta may decide to run here. Even if she doesn't, waiting for any length of time will show that the Hellhound isn't interested in her. However, this is one of the worst forms of ICE, and Lillith should react to such an affront. It is very much in character if she sets the *Imp* onto it, and she can easily take out this beast using the *Imp's* Killer program. Her *Invisibility* will also work against it.

If she attacks and kills it, read:

"As the cloud dissipates, a final synthetic scream rips the void. Behind you a voice says, "Wow, incredible" and you turn to see the sketchy outline typical of a "Weefle-runner". He leaves quickly, obviously scared of upsetting you, but you know the feeling of success - and that your reputation is about to get a boost.

"You turn, and for the first time have a chance to view the Database itself. It is enormous, a megalith of twisting geometries with data streams flashing in all directions. High up towards the "top" of the structure a corporate symbol blazes in crystal neon, phasing through a rainbow of colours. It reads.... NASA."

Note: If Macinta decides not to visit NASA, then have the *Hellhound* encounter happen elsewhere.

INTERFACE TO FACE CHAT

Assuming Macinta doesn't take the big brainburn getting into the NASA database, or the others don't end up dead in some alley while tracking down a personal lead, here's what you'll eventually find out about your targets:

Tom Fields: Tom Fields was a young Net runner who got in far too deep. Webbs set him up with programs for the run against NASA and killed him afterwards. Fields was broke and his flat hardly contains anything, not even furniture.

The address for Fields is in the directory as flat 17, 123 Brunswick Rd, and is across town; about a thirty minute drive from the office block. It is a rundown block of flats just on the edge of the combat zone. Rubbish is strewn around the balcony and stairs, and movement can be seen in some of the flats. Fields' flat, which is on the 2nd floor, looks dark and deserted.

Trying the door, or even knocking, will reveal that the door swings open, and that the lock has been broken. No one has been through here since the police collected the body, and they were not particularly inter-

Net Encounters:

Within the Net itself both programs and NetRunners can be encountered. The following encounters give Macinta some roleplaying opportunity.

• **Scarab:** This guy is hanging around Firefighter. He has a great looking persona of a Scarab beetle with jet black eyes but hasn't done much of anything yet. He talks a lot about the latest games, and is a good source of rumours. Amongst other things, he can tell Macinta that someone hit NASA in a big way last week and that they have really boosted up security.

• **Drone:** Looks like a high tech surveillance drone, he "speaks" in a raspy metallic voice. This guy(?) is pretty good, and when met will be talking to Taser.

• **Taser:** Kind of a hard dude to catch on to, with a persona that looks like a cloud of black insects and talks in a low voice accompanied by a constant background hum. He will be talking to Drone, and will stop when Lillith drifts in. He will say:

"Hey, hot lady! What's the action on the Edge? I hear rumours you're setting up for another big one."

Taser knows Lillith's rep, and will be eyeing the "familiar" warily during all this encounter. He will be happy to help if asked, since Lillith once pulled him out of a bad spot. He does know that a relatively young Netrunner by the name of Tom Fields was found shot dead, but no one knows what his Net alias was or why he was killed. (In fact, Webbs murdered him.) The characters should really get the information about Tom Fields. It is up to them how they use it.

If Macinta asks about the conversation, they will remark idly that they were just discussing new games, and refuse be pressed further.

NET NOTES

A "prom" is a particular kind of chip which can only be programmed using special equipment.

ested. A cheap cybermodem lies on the floor amongst a pile of books. Looking closely at the chips still installed, the characters can see four programs (*Invisibility*, *Killer VI*, *Flack*, and *Worm*).

Macinta will be aware that a *Killer VI* program is rather expensive, and also rare. She also knows that any runner removes program chips almost as soon as they jack out, unless someone or something intervenes.

A good look at the deck will reveal that something had been inserted in the fifth slot, and then removed quickly, damaging the connections. An Int vs 15 (Macinta gets +4) will realize that this was probably a storage module used to download some data from the Net.

A careful search of the flat will reveal:

- A used pack of imported English cigarettes.
- A large collection of porno magazines under the mattress.
- A copy of *The Netrunner Handbook* (complete rubbish).

Gary Ottman: Gary is a crash-hot tech who knows all there is about electronics, chipware, etc. He is also a really cool dude, who amongst other things always has a solo around (which is why he is still alive). Gary lives in the upstairs of his tech sales store, which is guarded by an impressive collection of electronics. He knows all sorts of relevant stuff, since he created the chip the characters are now carrying, from the storage module Webbs had obtained.

Gary is not particularly phased by threats (even Tapia would not be much of a problem for his security system). He will be happy to copy the data on the chip for around \$200, but cannot crack the code without significant risk and cost to himself, and will refuse any offers.

If the characters attack Gary, point out that he is very well defended, and that he knows Shadow and Tuttle. If they persist, kill them (oh, you know; computerized lasers, gas etc.).

If the gang drops in:

"Hey (Shadow/Tuttle) what's the go guys? Haven't seen you round for a while; guess success has finally caught up with ya. You wanna buy some hot gear? I got this radio booster thats got more range than the proverbial AK-47 and this solar pack'll drive one a those cyberlimbs forever."

Gary doesn't know Webbs by name, but if provided with a good description, or if asked about the chip, he will wax lyrical:

"Oh yeah, him, reallll weird kind. Thought he was some kinda super spy or something. Yeah, well anyway, he comes in one night late, just before close an' offers me fifty k to burn a prom, no questions asked. Why, I thought he was having me on till he produced the E-juice—cash for christ sake! So then he goes on about needing this data module dumped into a chip, and he wants it encoded so it can't be read, and all this within one hour!"

"Weeelll, for that kinda money..I dumped it in a real high density chip I'd picked up from MAAS a month back, and encoded it like he wants. Then he thanks me real nice, asks me to forget it all, and leaves."

Gary thought the guy so cracked that he doesn't mind telling someone. If actually asked about the chip he will remember that it was blue. He can also identify it if the characters trust him enough to show him (the chip is a one-of-a-kind prototype, and Gary was wondering how to ditch it before MAAS came looking). If asked about the code he'll smile real wide and say.

"Yeah, I know what that code was—but I can't give everything away for nought."

After some bribery, buddy talk, or whatever..

"OK, it weren't nothing really, it looked to me like the kind a code one of them orbital types used. I checked up later, it was an old ESA code no doubt about it. Whatever he had. it was aoin to ESA."

The code is about two months old, and will be almost impossible to crack. If the characters persist in trying to find someone else to crack it, then they will eventually be

offered a deal at a bargain price of \$2 million (No, we're not kidding).

That Evening

This encounter is set on the 19th floor of the office block where they are living, however it might happen, and can occur wherever necessary.

The power is back on by this time and the lift and doors all work.

On returning home they will find a strange man relaxing in their living room. He looks somewhat familiar, and is in fact the same Asian gentleman who was seen leaving the Blowtorch after the fight. His name (which he will NOT provide) is Tapia. His stats are given in the reference section at the back. Read this:

"In front of you an Asian male reclines comfortably in your only armchair. Although he smiles pleasantly, his overall bearing is one of concealed menace, and a chill runs up your spine at his apparent lack of concern at seeing you."

Tapia has no obvious signs of weaponry but he is unperturbed by any armaments the characters may be waving about. He will only fight in self defence, and even then will only attack those who attack him.

Assuming the entire party is not removed in this manner, he will then smile and, in stilted English, say:

"I have a message for you. It is very important. You have something which belongs to my employer. I have been advised not to attempt to take it from you, it appears I am too well known. It is in your best interest to deliver for me, you will be given \$100,000 each on delivery. This envelope contains the time and place, and other necessary items for the drop."

He places an envelope on the table, and continues:

"Please co-operate. Otherwise we will become very... unfriendly. I will see myself out."

Tapia then turns and leaves, quickly disappearing into the darkness of the fire-escape.

The envelope contains:

- Four to six boarding passes for Flight 19 to the Crystal Palace Orbital station, leaving at 4.00 pm Thursday 20th July (tomorrow) from Melbourne Spaceport (these are in the characters names and are NON-negotiable).
- Bookings for 2 night's accommodation at the Crystal Palace Hilton Hotel.
- An unmarked smartcard (a debit card with 10,000 eb which only works in Crystal Palace. Macinta can jack the smartcard into her cyberdeck and work this out, but it cannot be altered).
- A small card on which is written "Saturday 22nd July, 4.00 pm, room 73a/2/5n".

PART THREE: SAILIN' AWAY

Melbourne Spaceport is Australia's major commercial spaceport and can be considered as a larger and more paranoid version of today's Melbourne Airport. Security is now very tough, most importantly in restricting ANY weapons onboard flights. Signs, metal detectors, nasty sniffer dogs and LOTS of security personnel should convince the characters that weapons are not legally permitted into space. (Please note the word LEGALLY).

At ALL stages of the trip, the characters will be warned that no weapons are allowed in orbit. A battery of detectors, cameras, and searches is used to enforce this point. Equipment can be checked into a locker at each point, otherwise it will be confiscated if found. This includes cyberweapons; gadgets like rippers are disabled before anyone is allowed to board.

The group will have two notable exceptions to this:

- Hawk's arm is specially shielded and, although it is obviously cyber, the additions will not be detected. He can fit

"Suddenly, there's a jarring jolt and the lights flicker and die...your spacecraft is damaged beyond repair, and your air leaking out into space!!!"

one clip for the gyrojet pistol into the secret space, with a second clip loaded.

- Roxanne's cybersnake will not be detected, or disabled.

Anything else obvious will be found, but there are a couple of outs:

- 1) Plastic or ceramic weapons, and caseless ammunition, hidden in a secret compartment have 10% chance of getting through.
- 2) One shot optics will not be disabled, however any additional ammunition will certainly be confiscated.
- 3) Normal cyberware including limbs (without weapons) will be allowed through without a problem.
- 4) Although rippers will definitely be detected and removed, Macinta's scratchers (which are after all just sharp finger nails) will not.
- 5) Black market sales and ripper docs exist in orbit too!!!

Flight 19

Actually any flight will do (the players may try to take another flight if they are really paranoid).

Their flight is on the "Orion", a Hermes 11 spaceplane. After customs checks, including metal detection etc. for weapons, they are let onto the flight. The spaceplane is like a comfortable bus, with stunning views from "windows" on all sides. However, after one hour they will start to feel the effects of Zero Gravity coming on (Body vs 15 or use the little bag under the seat). The stewards now walk around in velcro slippers and advise all passengers to remain seated.

The transfer via Johnson Space Platform is fairly dull. You are put through another round of customs, this time floating and feeling ill, and are then packed into a small enclosed Orbital Transfer Vehicle (called an OTV). This OTV has no windows, and contains eleven other passengers and two stewards.

During the next few minutes there will be lots of panicking, screaming; people and objects floating about, etc. Play it up; scream, yell, panic yourself — THEY ARE ALL GOING TO DIE !!!!

(Well not really, but let them think so).

The OTV has been sabotaged by JAB in an attempt to stop the chip reaching ESA. It is not completely disabled, however, and they can continue to Crystal Palace. Read the following:

"You feel miserable. Your stomach wants to crawl into your mouth. Those few people who are moving around drift, with accentuated slowness, via handholds on the roof. You are uncomfortable, bored, and nervous. After all, there is nothing outside that thin wall but space, no air... no ground...."

"Suddenly there is a jarring jolt, and the main lights flicker and die. Someone screams, and in the dim red glow of the emergency lights you can see the fear reflected on the faces of your companions. Even through the fear-induced haze you can tell that your craft is now tumbling out of control, probably damaged beyond repair, and your vital air is leaking out into the cold depths of space!"

Make a roll for CL vs 15 (no modifiers or skills) for each character, Macinta will definitely get stressed again so she will use a CL of 2. Anyone who fails is now panicking.

Characters who are panicking make all rolls at -10 for the rest of the session.

Everyone can attempt to put on the skin suit under their seat. This is a very tight, rubberized coverall, with a helmet and a 40 minute air supply. The suit distributes warm air around the body, and also holds it together in vacuum. If they fail a roll of Ref vs 15 they will find themselves floating across the room, leaving the suit behind. Characters who are floating can attempt to manoeuvre back (takes two turns), or to grab someone else's suit, on Ref vs 15. Then they can try again.

If they get the suit on, then a roll of Int vs 15 is required to get it right. Suiting up takes 3 turns if they get it right first time,

otherwise they will have to spend another 2 turns to try again.

Any characters (probably all or most) who do not have on a suit after 6 turns will begin to experience breathing difficulty, pains in the chest etc. Roll 1D10 each turn for each player, on a roll of 4 or less they lose consciousness.

After nine turns, all characters not in suits will black out.

Lost In Space

The OTV is still tumbling out of control, although those characters who passed out have been got into skin suits by others.

The door to the flight deck is jammed shut and there is no response from the pilots. They are quite dead, and there is a large hole in the front cabin which makes it impossible to re-pressurize the ship until it is patched. The door is stuck fast, but no longer airtight, and will require a roll of Body vs 20 to open. Two people can get to the door at once, but the highriders without cyberlimbs cannot open it.

Remember that they are in Zero G (Ref vs 15 to control any movement) and that there is no air; those without radio links will have to communicate with sign language or touch helmets.

You may also like to remind Macinta that she is wearing a space suit, and any sudden movement of her right hand may well slice it open (scratchers, right). Don't actually let this happen, but it's good for a scare.

Read the following to the previously "unconscious" players:

You awake in Hell, the air is fetid and damp and the only light is a sickly pulsating red glow. Around you, strangely demonic creatures swim through the turgid muck. You realize that someone has got you into a suit and that, at least for now, you are still alive.

You also have a terrible headache.

As your brain slowly returns to normal function and the initial panic passes, you look around more carefully. You notice three figures drifting

together near the front of the compartment, staring intently at the door to the front cabin, and nodding and gesturing at one another. You also notice that three of the eleven other passengers are not moving at all, although they do seem to be in suits.

On an Int vs 10 roll the characters will realize that the highriders up front (two stewards and one highrider passenger) are using a radio link, and those who have one can tune in. This should give them the gist of the problem, and either they can offer to help or they will eventually be asked.

What a Mess!

Once the flight deck door is opened those who helped are confronted with a nasty sight. Read this:

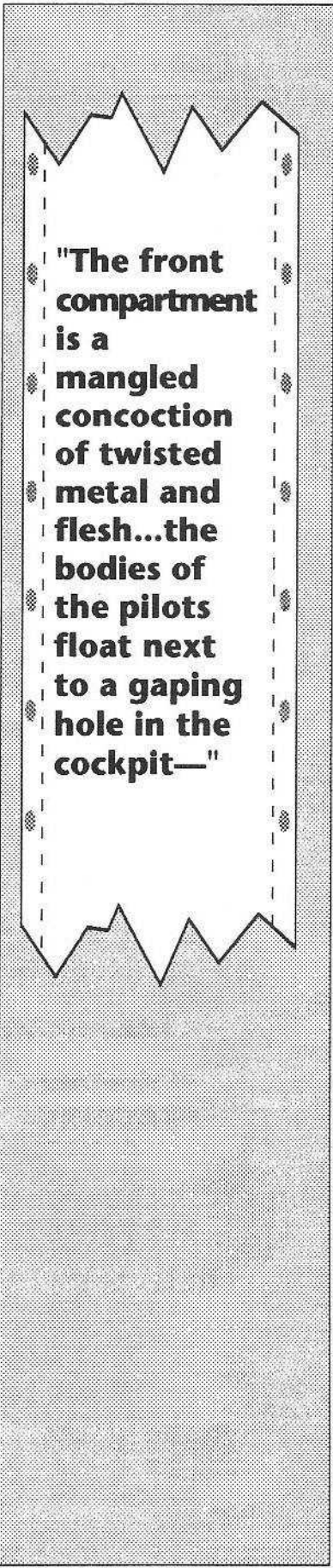
"The door finally swings aside to reveal a mess. The front compartment is a mangled concoction of twisted metal and flesh, and it is obvious that nobody has survived. The bodies of two pilots tug pathetically at the seat harnesses, and a hole about 25cm wide gapes to one side. One of the crew, whose suit name tag reads "Raz", begins examining the controls, while the other starts sealing the hole with some form of patch. Those of you listening over the link can hear curses and groans, and it is obvious that the controls are completely dead."

If any of the characters look closely at the damage, they may realize (Int vs 15; Hawk gets +5) that the damage does not appear to have been caused by entry of an object—in fact it looks like an explosion from inside. But then, we're just getting paranoid, right?

The panel is badly damaged and will require a roll of Basic Tech vs 20 or Aircraft Tech vs 15 to enact basic repairs. This will take about 20 mins.

Eventually someone, at least one of the crew, will fix the controls if the players can't, and off they go again. Within this time the hole will be patched, and the OTV repressurized.

The stars swim slowly before your eyes, and small shudders can be felt throughout the craft. You begin to breathe a little easier as



"The front compartment is a mangled concoction of twisted metal and flesh...the bodies of the pilots float next to a gaping hole in the cockpit—"

the OTV stabilizes, and begins to sluggishly turn back on course.

By now the pressure is back up, and Raz will ask everyone to return to their seats and strap in.

PART FOUR: IT'S A LONG WAY TO THE TOP IF YOU WANT TO SELL YOUR SOUL

Background:

In order to offload the chip, the characters will have to work out who wants it, and whether they want to sell. Interested parties are:

NASA - Who would really like it back, thank you.

ESA - Who want it real bad and have/will kill to get it, and who IN NO WAY want to spend any more money on this deal.

JAB - Who just want to help tie up a deal with NASA so that things can get done.

INTERPOL - Who have absolutely no idea what is going on. But these guys aren't stupid and will quickly notice all this activity in the Palace.

Even if the characters do a deal with one party, they will not get home alive without help. NASA will provide an escort to a special return flight, ensuring that they will make it back. If they do not take this up, or do a deal without this guarantee, they will be in big trouble.

Crystal Palace

Through the open flight deck door you have a restricted view out the pilot's view ports. Ahead you see the shape of a large rotating cylinder, five massive toruses rotating in the emptiness of space. As you approach you can make out the shapes of other OTVs already docked, attached like parasites to the skin of some huge floating creature.

Docking and Entry: This has a piloting difficulty of 15, (not a real problem for Raz) but roll dice anyway and look worried.

Read this:

"You see the huge structure rise toward you, walls of glittering metal and glass rushing uncomfortably close. Ahead, the round features of a docking bay rolls into view, but it seems to be rushing up fast. Your pilot curses, wrenching at the controls and shouts "hang on". You feel the deceleration as she tries to correct her mistake."

Ask what they are doing. Anyone who is strapped in their seat is OK, otherwise make a Body vs 20 for those standing or Body vs 15 for those on the floor. Anyone who fails will take some minor (no points) bruising. Read on:

"There is a solid bump, but miraculously you seem to have made it. Raz collapses onto the console, the rush of adrenaline which supported her efforts fading with the stress. Around you, in the main cabin, a solitary cheer is picked up by the other passengers as the realization that you have arrived sets in."

"So this is the Palace...."

"You are put through another set of routine checks, but this time compounded by questions about the accident. Officials will take names etc. and ask lots of stupid questions. You then undergo a sickening elevator ride in Zero G, you're not sure in which direction, to reach the first torus from the docking bay. Then, another elevator takes you "down" one spoke, to deposit you (at 0.8 G) in Hab 1. Eventually, tired and hungry, you find yourselves standing on a raised platform in the middle of a park - there are even trees !!!"

The characters are now within the Palace proper. It is 7.30pm, but this is the Crystal Palace, and it is still very much alive.

An enormous valley stretches up and out of sight in two directions, while on either side the torus walls climb overhead, meeting in a roof of glass through which you can see the spokes and central cylinder glinting in the sun.

The characters now have to climb down a set of stairs to the ground level of the park. From here it is up to them whether they wander around the shops or nightclubs, or head straight for accommodation. Refer to the map provided for the layout of Hab 1.

Emphasize the size and richness of the palace whenever possible. Everything is sparkling clean, large and opulent. The majority of people they will meet in Hab 1 (where the hotel, shops and nightclubs are) are incredibly rich. They all have attractiveness of around 9 or 10, and spend money with complete disregard. Clothing ranges from incredibly extravagant evening dresses and suits, to skintight lycra bodysuits or complete nudity (often accompanied by wild body art or cybernetics).

Furthermore, anything bought up here costs ten, to a hundred, more times that of earth. Drinks are \$50 dollars each, a good jacket or dress \$5,000 and cyberware is extremely expensive (ten times costs in book).

Only the workers, who are rarely seen for long, are "normal". They ignore the characters, intent on their own affairs. Uniform gray coveralls are worn, adorned with a lots of complex unit patches in a variety of colours and patterns. (These show workgroup affiliations and position)

Palace Highlights:

- The Palace itself. Each torus is about 15 km in circumference, with 2.5 km long spokes, and the central hub is 1.5 km long.
- The parks, including trees, a miniature lake and mountain, and huge open spaces.
- A greenhouse, which is a model of the original "Crystal Palace".
- Weird lighting effects: a mixture of hidden lights, huge chandeliers and the sun outside.
- The Black Hole bar, with holographic swirling gas pouring into the dark opening.

- Electric trams to transport guests and crew around each torus.

Tourists Galore:

Here they can meet several obnoxious salesmen, including that wonder of wonders, Frank Harnes (whose business card they had earlier; remember?). The goodies being sold include such gems as:

- Canned Zero G! Crystal Palace models, complete with snow! *I've Been to The Crystal Palace* T-Shirts.— etc.

Hotel:

If they are silly enough to go to the hotel room they are booked into at the Hilton then they will find it very bugged. Shadow's bug detector will go off the minute he enters the room, and they will find them all over the place. Keep rolling D10 on the following table until you get four different locations.

- | |
|---------------------------------|
| 1 - Behind a picture |
| 2 - Under a vase |
| 3 - In phone |
| 4 - Under the couch |
| 5 - In a bedpost |
| 6 - Under the mat in the toilet |
| 7 - On a door frame |
| 8 - Under the bathroom basin |
| 9 - In the shower head |
| 10 - Inside a light fitting |

Three of these bugs were planted by the hotel management for security reasons, the fourth is highly sensitive (would pick up anything from the whole suite) and was planted by ESA.

There are actually three places to stay at the Palace, all hotels. The **Hilton** costs \$1200 per night for a standard suite (2 bedroom, lounge and bathroom), which is the lowest model; the **Talarna**, a very nice hotel at \$1029 per night for a one bedroom suite; of course they **MUST** have two...right, or the **Pompador**, which is pretty plain at only \$850 per night for a two bedroom suite. All these costs are for the lowest standard at each hotel; prices range to ten times these amounts for really high quality accommodations. Initially, of course, they have the smartcard (which has a \$10,000 credit line, if they think to use it).

"Room Service"— a cleverly hidden gas cannister in the trolley, filling the room with knockout gas faster than you can get to it—

Any suite will be *very* comfortable, will contain a large bathroom with shower, television with internal house movies, a spa and a fully stocked bar.

The players are now on their own and must make the decisions from here on by themselves. The arranged meeting with ESA is scheduled for 4.00 pm on Saturday, so they effectively have from Friday morning to Saturday afternoon to look around, shop, gamble and decide what to do.

PART FIVE: SOMEONE IS WATCHING YOU...

While they are wandering around gaping, or whatever else, the characters will begin to get the suspicion they are being watched. This is in fact true. The table below gives awareness rolls required for the players to notice particular members of their "fan club", summary stats and skills for the tails are provided in the NPC section later. Skills such as *Evade* can be used here to lose some of these guys, temporarily (after all, Crystal Palace is only so big).

The characters may try to lose, confront or fight one or more of their tails and may well attempt to arrange meetings with NASA and/or JAB before meeting ESA. The possible endings are listed in detail later.

Jumping Jack Flash

This episode will take place sometime when the characters are in their room/s (whichever hotel they go to). If they order room service, then GO FOR IT; otherwise just

it to the hall what they are wearing; after all, this suite contains a shower and a spa. Read this:

"There is a knock on the door and a voice calls "Room Service"."

If the door is opened a tray is wheeled in consisting of a variety of food and drink (as ordered). The boy will wait for a moment for a tip (this guy is actually a real hotel employee - he is only 17, has an ATT of 8 and a COOL of 5 - and his name is George), and will then leave (disgruntled if no tip).

An Awareness roll (Aw vs 20, but vs 10 for those with audio) will notice a quiet hissing sound. Each turn roll vs Body for any character in the room not holding their breath. This starts vs 15, and increases by 5 each round until they leave the room or fail. Those who fail will black out. Any character holding their breath roll on Body vs 10, also with +5 per round, due to lack of fresh air. It takes 3 rounds to cross the room, open the door, avoid the cluster of other characters, and reach the relative safety of the hall.

A cleverly hidden gas canister in the trolley is currently filling the room with knock-out gas faster than the ventilation can clear it.

Play around and draw this out. Someone must be left conscious, however. If some of the party were somewhere else they can return just as the last person in the room collapses.

The first characters into the corridor will see two figures coming down the hall towards them. A male (white) and female (African) dressed in standard Crystal Palace employee overalls, who look very surprised to

THE TAILS

• Young Chinese female	(Lee Tin)	NASA agent (Aw vs 10)
• Overweight Italian male	(Con)	ESA solo (Aw vs 20)
• Nondescript Japanese male	(Haikamura)	JAB solo (Aw vs 15)
• Mysterious French female	(Chanel)	Interpol (Aw vs 25)

have it appear whenever as "on the house". Niote: It's worth asking anyone who makes

see the characters, and will quickly turn and run. Pursuit can be made through a winding path, via the spoke lifts through Zero G, only to eventually lose them in Hab 3.

Little Boy Lost

Upon leaving their hotel room later that day, one of the group will almost fall (roll dice) over a small figure huddled up against the door. This pathetic figure is a small, and obviously lost, young boy who has been crying profusely. He will begin again at having been stepped on, and is only capable of a few simple words such as "Mommy" between the tears.

The players may decide to be overly nice here, or might realize that helping might give them a contact with the highriders. If they do nothing, then fine. If they hurt the child then they can expect no help from highriders - who may not be sure it was these guys but the grapevine will quickly put out the word to ignore them anyway. If they try and help, the child will eventually stop crying, but is still unable to give them any directions.

If nobody wakes up, roll lots of dice and then point out Tommy is wearing a jumpsuit with his name "Tommy" and a stylized symbol embroidered on it. Any permanent resident (Hotel Staff, etc.) can direct them to the Workgroup which uses this symbol (who reside in Hab 3).

Hopefully they will take this waif in tow to Hab 3, where they will be met by a relieved group of workgangers who were trying to work out where he was. This group will be the characters first actual encounter with real highriders; the people who make the Palace what it is. Point out that they now realize that these type of people had been purposefully ignoring them up 'till now. One of the highriders, who will introduce himself as Grant, will say to them:

"We thank you for your help and concern. It is unusual for tourists to take any real notice of us, they are usually too busy with their own affairs. Please sit down and have a drink, perhaps there is some way we can repay you."

If they accept he will call for drinks. His wife Julie, who he will also introduce, seems friendly and will join them. The drinks are non-alcoholic, but pleasant. Grant is a hive of knowledge on the Palace, and quite willing to answer questions. If the charac-

ters do not bring it up, he will eventually say:

"I have gathered that there is much interest as to your presence here. I hope you realize that you are being watched by many people. A number of the major powers around here, as well as Interpol, seem to be very interested in your activities. Also, we have heard rumours that ESA intends to "remove" all of you. Anyway, thanks again, and—we never met, right."

Grant will stand, and it is obviously time to go. If they hang around much longer they will be asked politely to leave the Palace, by lots of "concerned" highriders....

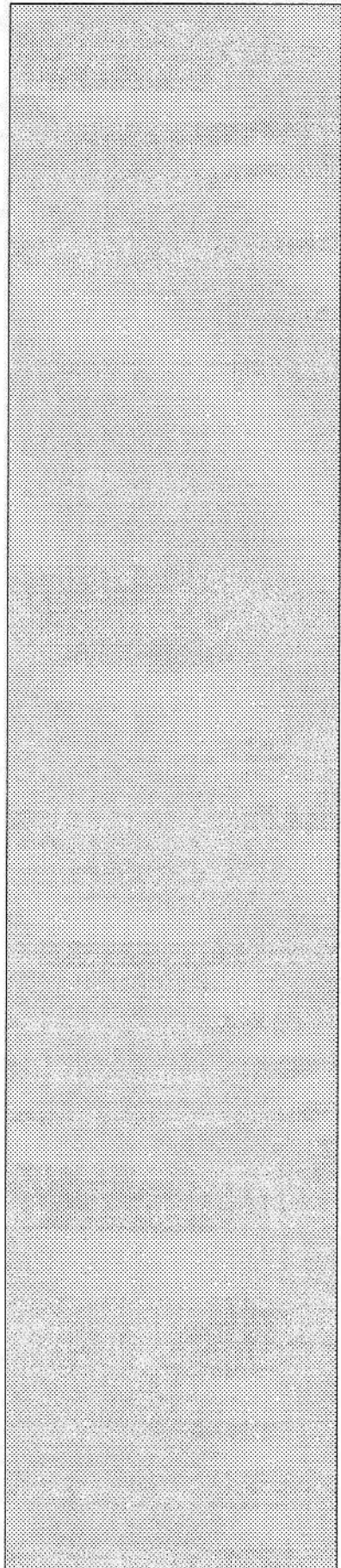
The Net From Orbit

Macinta may well decide to enter the Net from the Palace. No specific events will take place, however, read the following description.

You feel the familiar falling sensation as you plunge headlong into the Net, around you an incredible world is revealed. Behind you looms a massive data structure, obviously that of the Palace and the many systems used within it. Otherwise you float in an incredible emptiness, the usual clutter of databases and exchanges replaced by empty void. You feel an indescribable thrill of power, hanging far above the mundane structure of the world below, four heavy bands of neon showing you the major traffic from relay stations to the Palace itself.

If Macinta explores then she will notice the following:

- Travel between nodes is significantly slower (-2 to Interface skill). These are microwave and laser links, not fibreoptic land lines.
- A number of smaller lines also leave the palace. These are security and personal lines for a variety of corporations and individuals based in the Palace. Both ends of any of these lines are laced with black programming.
- It is reasonably easy from up here to



pin-point the gateway access points so that she can return from below. The delays are significant however.

THE BIG FINALE

There are five possible endings for this scenario. We've listed each option below, with separate details for each one.

1) Return the chip to NASA:

This is the preferred option. The characters can request a meeting with NASA by contacting them via the Net or phone or by approaching the NASA tail directly. They will quickly be advised to meet at room 117C/1/2 (i.e. room 117C on level 1 of Torus 2). If they go, read the following:

"You are met at the door by an attractive blond woman, who directs you into a large and opulent suite. This room is big! A huge window looks out into the depths of space, while large chandeliers float at dangerous angles from the ceiling. The walls are decorated in numerous original paintings and designer wall hangings. One wall consists of a full size display screen, currently showing images of running water and trees, while quiet music fills the room. It is obvious that this is how the rich live, and is something of a shock since your own rooms seemed rather luxurious.

"The room contains four people other than yourselves. The woman who met you at the door, and a man, who are both immaculately and expensively dressed, and a male and female who appear more functionally dressed and are both carrying flechette pistols."

The woman, an American who will introduce herself as Alex, will conduct negotiations. She will offer the characters \$120,000 to be credited to an account (or accounts) of choice, for handing over the chip (She can be bargained up to \$200,000 total, but NO MORE). They will also provide safe passage back to any earth port via a guarded flight later that day. Alex will readily answer any questions she can, including:

- The chip contains stolen plans of a NASA space ship.
- NASA does not require the chip, but obviously does not want anyone else to get it.
- She is offering as much as she can - especially considering it belongs to NASA in the first place.

• Yes, other sources may pay higher, however the characters will probably not survive a deal with any of the other parties. Firstly because they will almost certainly be double crossed and secondly, NASA will track them down and enact revenge.

The solos will stand back, and it is obvious they are ready to react at the first sign of trouble. Any attempt to leave will show that the door is not locked, however Alex will become quite insistent that the chip be returned to her, and points out that the other groups involved are sure to know that they have met and will probably act quickly to rectify the situation.

2) Sell Chip to ESA:

Oh dear, they don't really want to do this do they? Oh well...

If the players request a meeting they will be advised to meet at room 73A /215 (level 2 of torus 5), where they will be met by three ESA representatives. If they go, read the following:

"You are met at the door by a smiling Asian male who you quickly recognise from your meeting planetside. He directs you into a large board room. The walls are wood panelled, and an enormous rectangular table extends down its length. The room is remarkably devoid of decoration, the only major features are the table and a well stocked bar in the far corner.

The room contains three people other than yourselves. The ninja (Tapia) you already know. There's another Asian male, also carrying flechette pistols, and an immaculately dressed male who remains seated at the far end of the table."

The male, who speaks with a German accent, is an egotistical, sexist, obnoxious bastard. He will introduce himself as

Karl and announces he will conduct all negotiations. He will offer \$100,000 per character (!!!) to be credited to accounts of their choice, for delivery of the chip. He will also offer safe passage back to any earth port required. Karl will refuse to answer any questions, and if pressed for information regarding the chip will reply:

"You have involved yourself in something much larger than yourselves, but at least you had the sense to bring the chip as advised. You need only know that it belongs to us and be grateful for the payment you will receive."

During proceedings Karl will stare obviously at the girls, yet will direct all conversation to the males. Any questions from female members will be treated with contempt and his brush offs will consist of cliché's such as:

"Why don't you and I cover that later in my suite?"

or

"You really don't need to know that, but I might consider telling you in private."

They are really in trouble now. Tapia and his companion are VERY good at being corporate heavies, and Karl is also quite capable in a fight. If the characters try to bluff their way out they will fail. If they have not brought the chip then they will be asked its location; Karl will contact someone by radio link to pick it up. If they refuse he will point out that the information can be obtained quite easily without their consent (drugs, torture, etc.) and that they cannot really escape.

The keyboard which Karl uses to transfer money, and any phone/Net connections in this room are actually connected to an ESA computer, running a complex interface which will make transfers and phone calls seem real; but actually it is all fake. The room is shielded so that the characters cannot have those outside check up on the dealings.

Tapia and the other solo will stand back, both looking mildly amused at proceedings. Any attempt to leave will show that the door is locked, and Karl will become quite insistent that the chip be returned to

him. If the characters attempt to force their way out, or take any violent actions, they will probably all be killed or captured and ESA will get the chip anyway (stats are given for Tapia and his mate if it comes down to this). The only real joy to be gained is that they might rid the world of Karl.

It would also be a spectacular ending to the game...

3) Cautious Inquiries:

If the players are cautious, and request a meeting with any party somewhere else they will be met by the appropriate "tail", who is being watched and guarded by others, carries a mike, has audio with radio splice and scrambler, etc. The characters will be offered the appropriate deal as above, but cannot ask questions. Any attempt at violence and not only will the goons retaliate, but the Palace security forces will become heavily involved in finding the characters and having them removed from orbit.

Of course, this way they have the option of comparing offers, but see the next section.

4) Paranoid Inactivity:

If they decide not to deal with anyone, to just go home, or some other inconclusive activity then point out.

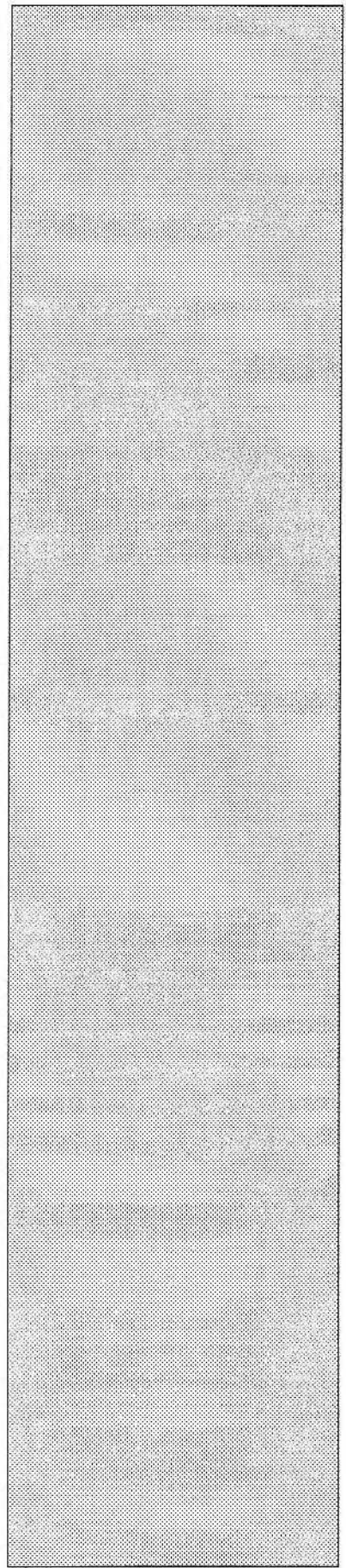
- They are only booked into the hotel for two nights, and it's likely that the smartcard will stop on or before then - the cheap rooms here are \$850 per day, and they will discover that the "return" flight tickets have been cancelled.

- Once the meeting date originally specified on the card is out, then they are probably fair game as hit material by ESA.

- Not doing anything is *terribly* un-cyberpunk and they should all die horrible deaths if they don't do something really clever to make up for it....

5) Set up ESA:

The one real face saver here will be if they set ESA up, via NASA; say give them a dud copy of the chip. DO NOT PROMPT THEM! THE PLAYERS MUST THINK THIS UP THEM-



SELVES. ESA will surmise that Webbs stuffed up, and won't take this out on the characters, while NASA would actually pay as much as the \$100,000 per character if they offer this. Let them bargain up from the original \$100,000 total price themselves.

THE WRAP

HERE'S THE FINAL OUTCOME OF EACH DECISION:

(1) If they do a deal with NASA (or JAB) they will be returned home, \$100,000 richer.

Congratulations all round. The End

(2) If they do a deal with ESA they have a big problem. NASA will be really pissed, and are unlikely to give them any protection now while JAB will be down right dangerous. If they take up ESA's offer of safe passage they have a really unpleasant ride back in the cargo bay of an ESA OTV. If not, advise them that they have several days of being harried before they can get a flight back. No matter what methods they use, when they hit earth they will discover no money was ever really transferred into their accounts.

Better luck next time. The End

(3) They may try to do some sort of double deal. If they deal with both parties (allowing ESA to copy the chip and then returning it to NASA) they are treading the fine line, and their trip home will depend (as above) on whose offer for passage they take. They may get the \$100,000 dollars from NASA, but the \$400,000 from ESA was never real! It will take NASA at most six months to find out, and they will definitely decide to remove the characters - you can point out that they would need to completely change their identity and current careers (could be a big problem for some characters) to avoid this fate, which will cost about \$20,000 each, or else they will easily be found.

Better luck next time. The End

(4) If they **decide not to deal with anyone**, i.e. keep the chip and try to run home or ask Interpol for protection, then they will get nothing. They will be killed (by NASA, ESA or JAB - whoever gets to them first) before they can leave.

Better luck next time. The End

(5) If they **double-cross ESA**, with NASA's help, they will be returned home, at least \$120,000 richer - possibly significantly more.

Congratulations all round. The End

GOOD GUYS & BAD GUYS

Summary information of Non-player characters for this scenario:

Terrence Webbs

Role: SPY (Ex Interpol Agent)
Int 8, Ref 7, Tech 7, Cool 8, Att 8, Luck 5, MA 8, Body 7, Emp 4

Cyberware: Interface plugs, chip socket, N-processor, twin optics with anti dazzle, target and infrared, cyberarm (left) with Minami 10 and rippers. Chips include Eurotheatre Law +3, Japanese +3.

Main Skills: Combat Sense +6, Awareness +8, Athletics +6, Handgun +9, Rifle +5, Martial Arts +6, Melee Weapons +4, Japanese +4, Shadow +5.

Personality: Motivation: Greed. Competence: High but blatant. Aggressiveness: Low unless pushed. Glitches: Over-confident, facade of "English" spy (i.e. Bond). Smokes imported cigarettes and drinks martinis.

Generic Thugs

Role: THUG !!
Int 4, Ref 8, Tech 5, Cool 5, An 4, Luck 0, MA 8, Body 8, Emp 4

Cyberware: Interface plugs
Single optics with anti dazzle and low light rippers.

Main Skills: Combat Sense +2, Awareness +6, Athletics +4, Handgun +5, Rifle +4, Streetwise +6, Brawling +5

Personality: Motivation: Drugs, sex, & money. Competence: Low. Aggressiveness: Very High. Glitches: Brash and arrogant.

Generic Police

Role: COP

Int 6, Ref 8, Tech 5, Cool 8, Att 6, Luck 4, MA 7, Body 8, Emp 5

Cyberware: Interface plugs, N-processor, Twin optics with anti-dazzle, target and infrared, audio with radio splice.

Main Skills: Authority +4, Awareness +8, Athletics +5, Martial arts +4, Handgun +6, Rifle +2, Streetwise +4

Personality: Motivation: High social morals. Competence: Medium. Aggressiveness: High. Glitches: Bored, nervous and would like to make it home in one piece.

Tapia Nungyia

Role: SOLO (ESA Ninja)

Int 7, Ref 12, Tech 5, Cool 10, Att 7, Luck 7, MA 50, Body 50, Emp 4

Cyberware: Full torso plating; twin optics with anti dazzle(2), target(1), infrared(1), one shot(1), image enhancement(1) audio with bug detector, radio splice and scrambler cyberarms with rippers(right) and secret space (left), paired cyberlegs, reflex boost (Sandevistan)

Main Skills: Combat Sense +6, Awareness +10, Athletics +6, Martial Arts +9, Handgun +5, Rifle +4, Melee Weapons +6, Japanese +8, English +4, Shadow/Ditch +6, Stealth +4, Interrogate +3.

Personality: Motivation: Loyalty to company. Competence: Brilliant. Aggressiveness: High but restrained. Glitches: Tapia is the result of a long and expensive research program by ESA into reduction of trauma effects associated with large scale cyber installation. He is literally a corporate built killing machine, but many months of drug treatment and training have helped to keep him essentially human.

Lee Tin

Role: SOLO (NASA Agent)

Int 7, Ref 8, Tech 5, Cool 7, Att 8, Luck 6, MA 8, Body 5, Emp 6

Cyberware: Interface plugs, N-processor, twin optics with anti dazzle, target and infrared, audio with radio splice.

Main Skills: Combat Sense +2, Awareness +6, Athletics +4, Martial Arts +4, Handgun +5, Rifle +2, Japanese +9, English +6,

Shadow/Ditch +2, Wardrobe/Style +4, Human Perception +2, Seduction +2.

Personality: Motivation: Do well on first big job. Competence: Low. Aggressiveness: Low. Glitches: Nervous, young (23) and very impressionable.

Con Papadopolous

Role: SOLO (ESA Agent)

Int 6, Ref 8, Tech 4, Cool 8, Att 5, Luck 5, MA 6, Body 8, Emp 6

Cyberware: Interface plugs, N-processor, vehicle link, smartgun link, twin optics with anti dazzle, target and infrared, audio with radio splice.

Main Skills: Combat Sense +4, Awareness +6, Athletics +3, Brawling +4, Handgun +5, Rifle +4, Italian +8, English +5, Shadow/Ditch +4.

Personality: Motivation: Get this job over with. Competence: Medium. Aggressiveness: Medium. Glitches: Oversexed and frustrated, bored and hungry.

Haikamura Tanichya

Role: SOLO (JAB)

Int 9, Ref 8, Tech 6, Cool 9, Att 7, Luck 7, MA 7, Body 6, Emp 7

Cyberware: Interface plugs, N-processor, audio with radio splice.

Main Skills: Combat Sense +5, Awareness +6, Athletics +6, Martial Arts +4, Handgun +6, Rifle +2, Melee Weapons +6, Japanese +8, English +6, Shadow/Ditch +6, Stealth +2, Interrogate +4, Human Perception +6.

Personality: Motivation: Loyal to current employer. Competence: High. Aggressiveness: Medium. Glitches: Very honourable, rather dull.

Chanel DeLarn

Role: SOLO (Interpol)

Int 9, Ref 8, Tech 7, Cool 10, Att 9, Luck 8, MA 8, Body 5, Emp 5

Cyberware: Interface plugs, N-processors, twin optics with anti dazzle, target and infrared, audio with radio splice.

Main Skills: Combat Sense +6, Awareness +10, Athletics +8, Martial Arts +5, Handgun +7, Rifle +5, Melee Weapons +6, French +9, English +4, Shadow/Ditch +8, Stealth +6, Disguise +5, Interrogate +4, Wardrobe/Style +6, Seduction +4, Human Perception +4

Personality: Motivation: Personal success.

Competence: Very high. Aggressiveness: Very High. Glitches: Likes to feel superior to others, particularly men (this is usually not difficult).

Karl Manx

Role: CORPORATE (ESA)

Int 8, Ref 8, Tech 7, Cool 10, Att 9, Luck 8, MA 8, Body 7, Emp 4

Cyberware: Interface plugs, N-processor, twin optics with anti dazzle, low light and microcamera, rippers, biomonitor, Skin watch, audio with radio splice and Wearman™

Main Skills: Company +8, Awareness +10, Athletics +5, Handgun +5, Rifle +2, German +9, English +7, Wardrobe/Style +6, Seduction +4, Human Perception +4

Personality: Motivation: Personal success. Competence: Very high. Aggressiveness: Very High. Glitches: Arrogant, Chauvinistic pig.

ESA Heavy #2

(Tapia's sidekick):

Role: SOLO

Int 6, Ref 12, Tech 5, Cool 8, Att 6, Luck 6, MA 7, Body 8, Emp 4

Cyberware: Twin optics with anti dazzle, target and infrared, cyberarm (Left) with rippers and secret space, pop-up flechette pistol, audio with radio splice, bug detector and scrambler.

Main Skills: Combat Sense +6, Awareness +8, Athletics +6, Martial Arts +6, Handgun +6, Rifle +6, Interrogate +2.

Personality: Motivation: Company loyalty. Competence: Medium. Aggressiveness: High. Glitches: Wants to perform as well as Tapia (fat chance).

Alex

Role: CORPORATE (NASA)

Int 8, Ref 7, Tech 7, Cool 8, Att 8, Luck 7, MA 8, Body 6, Emp 6

Cyberware: Interface plugs, N-processor, vehicle link, chip sockets, twin optics with anti dazzle, low light, skinwatch, audio with radio splice, Wearman™, voice analyser.

Main Skills: Company +6, Awareness +8, Athletics +6, Handgun +4, Rifle +2, English +7, Wardrobe/Style +4, Seduction +4, Human Perception +5.

Personality: Motivation: Personal success.

WHEN THE CHIPS ARE DOWN

A 2020 ADVENTURE

Competence: High. Aggressiveness: Medium.
Glitches: Relatively nice girl.

Generic NASA Heavy

Role: SOLO

Int 5, Ref 1 1, Tech 6, Cool 8, Att 6, Luck 6,
MA 7, Body 8, Emp 4

Cyberware: N-processor, chip sockets, twin optics with anti dazzle, target and infrared, cyberarm (left) with DynaTech taser and secret space, audio with radio splice, bug detector and scrambler.

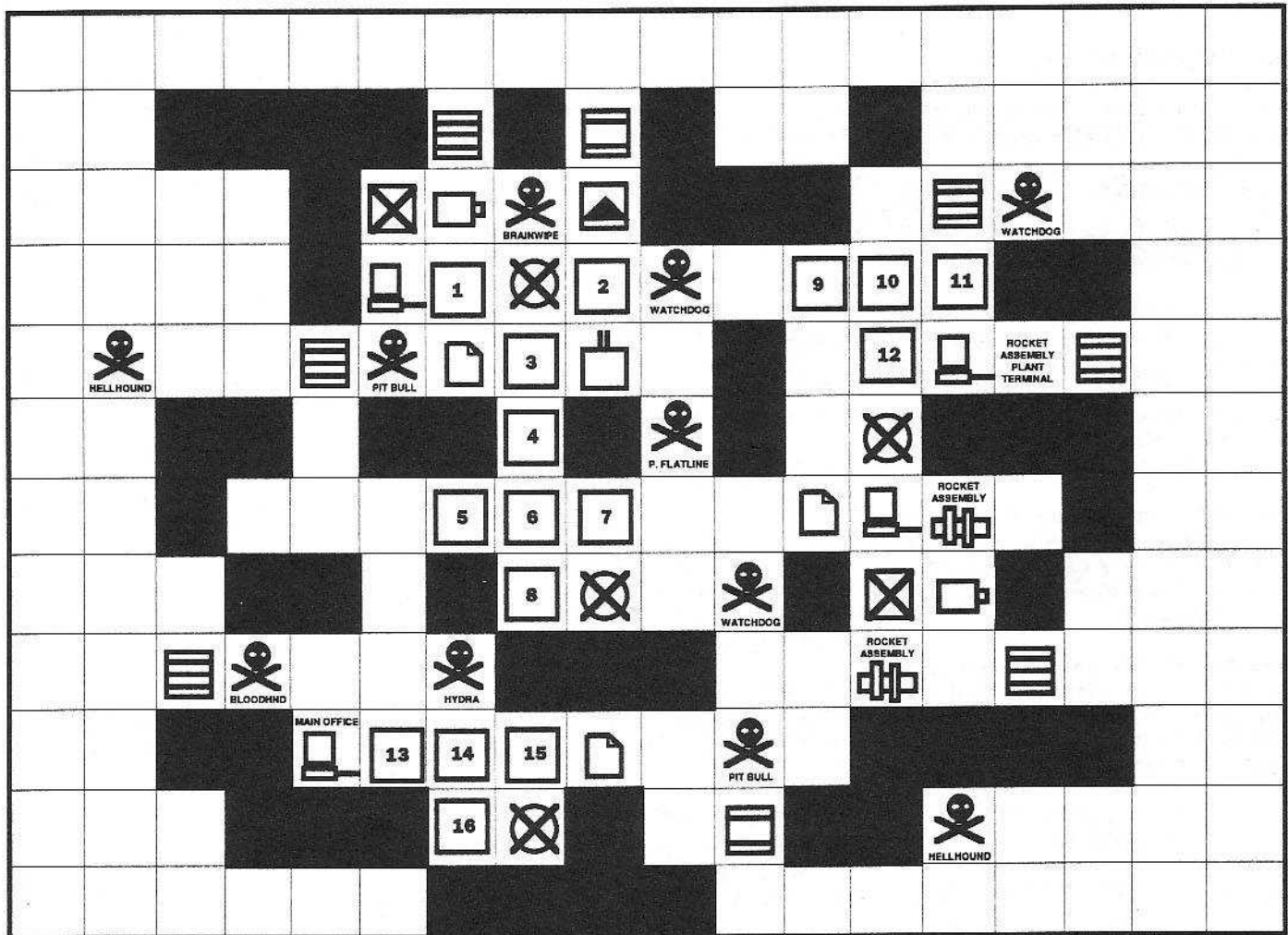
Main Skills: Combat Sense +6, Awareness

+8, Athletics +6, Martial Arts +2, Handgun +6, Rifle +6, Interrogate +2

Personality: Motivation: National loyalty. Competence: Medium. Aggressiveness: Medium. Glitches: Nervous

THE NASA RESEARCH FACILITY NET

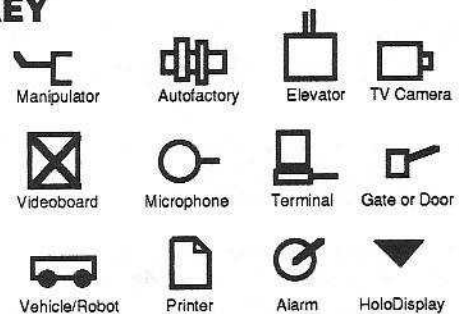
NOTE: PLANS ARE IN MEMORY #1

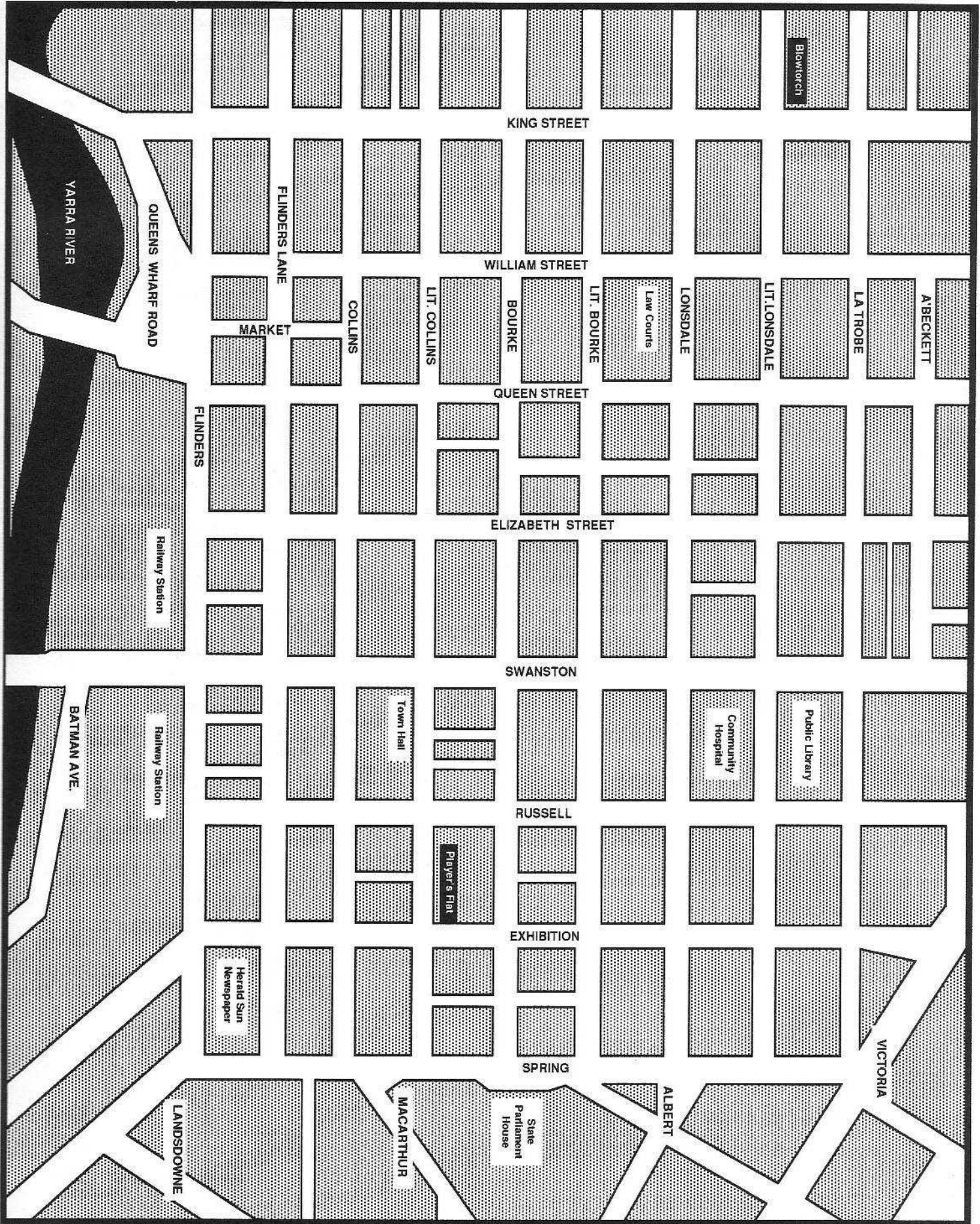


MEMORY INFO

Memory	Contents
1	Spacecraft Plans
2	Virtual Lunar Base Simulation
3	Virtual Mars Base Simulation
4	Research on Propulsion System files • Mars Lander plans
5	Virtual Conference/Houston
6	Financial Transactions • Payroll Database
7-8	Business Records • Inter office Memos
9-12	Operating Programs for Rocket Assembly Plant
13-16	Grey Ops files • Database

KEY





CYBERPUNK

Sect. 2 Getting Cyberpunk

pg.15—Character Points 2) Roll 1D10 [instead of 2D6] for each stat, rerolling any scores of 2 or less.

pg.16—RUN: To determine how far your character can run in a combat round (3.2 seconds), multiply MA by 3. You can run 3x this distance in a 10 second turn.

pg.19—Body Type: The table that tells you how far you can throw is on Pg. 89.

pg.19—Body Type: You may carry up to 10x [not 5x] your BT in kg. You may also dead lift 40x your BT in kg.

Sect. 4 Working

pg.39—Chinese/S.E. Asian has been added to the language families. This includes Burmese, Tibetan, Vietnamese, Thai, Mandarin, and Cantonese.

Sect. 5 Fitted for the Future

pg.49—Encumbrance: A C'Punk character can carry around as many kilos as his Body Type multiplied by 10. His deadlift ability is 40 times his Body Type stat.

pg.52,53—SPM-1 Battleglove damage is 3D6/2D6, NOT 3D6/1D6+3

pg.53—Grenade Launchers (150eb) may be attached under most assault rifles, or hand-held. Range is 200m. HVY 0 L/N R varies 1 1 ST

pg.57—BattleGloves: "a Battleglove delivers 3D6 crushing and 2D6 punching damage and has three spaces for holding any standard cyberarm option."

pg.57—Linear Frames: Type Σ is Sigma.

Sect. 6 Putting the Cyber into the Punk

pg.66,67—Skinwatch code is SWTC, not SKW.

pg.66,67—Kerenzikov H.L. is 1D6/2D6.

pg.66,67—Neuralware: Olfactory Boost (N) (OLI) Increase Awareness via smell +2. Allows scent tracking. Cost 100eb. H.L. 2pts.

pg.66,67—Interface Plugs H.L. is 1D6/PAIR.

pg.66,67—Gills are good for 4, not 6, hours.

pg.66,67—Radiation Detector code is RAD, not RD.

pg.66,67—Scratcher damage is 1D6/2, not 1D6.

pg.66,67—Teleoptics ability is 20x, not 30x

pg.66,67—Thermograph Sensor H.L. is 1 pt.

pg.68,69—Voice Stress Analyzer code is VSA, not VS.

pg.68,69—Tight-Beam Radio Link code is TBR, not TB.

pg.68,69—Cyberarm: 4 options allowed, Cyberleg: 3 options allowed

pg.68,69—Ripper Hand code is RPH, not RIP.

pg.68,69—Spike Hand damage is 1D6+3, not 2D6.

pg.68,69—Cyberweapons: no Shotgun in this version. Weapon has been made part of Weapon Mount&Link option.

pg.68,69—Linear Frame Σ is Sigma.

pg.71—Coprocessors, Kerenzikov: "Kerenzikov boost can be installed at two levels of augmentation (+1 or +2 to Initiative, H.L. is 1D6/2D6)"

pg.72—Coprocessors, Machine/Tech Link: This also allows control of smaller machines and appliances not in a factory situation.

pg.73—Implants: note, Motion detectors, Radiation detectors, and Chemical Analyzers are 360° systems. Radars and Sonars are 180° systems.

pg.73—Implants, Gills: good for 4 hours only.

pg.75—Cyberweapons, Rippers: damage is 1D6/2.

pg.76—Cyberweapons, Wolverers: damage is 3d6 per hand.

pg.76—Cyberoptics, Targeting Scope: "In game terms this allows you to add +1 *only* to smartgun attacks."

pg.77—Cyberoptics, Dartgun: "Poison dart will penetrate lt. Kevlar armor with a lethal dosage. Takes up three (3) spaces."

pg.78—Cyberaudio, Amplified Hearing: adds +1 to any sound-related Awareness check.

pg.78—Cyberaudio, Sound Editing: adds +2 to any sound-related Awareness check. Can be used with Enhanced Hearing Range.

pg.79—Cyberlimbs, Options: A limb can hold up to 4 built-ins maximum. A hand or foot is considered one option.

pg.81—Cyberweapons, Popup Gun Table:
V.Weak to Weak limb= light pistol only
Average to Strong= medium pistol or light SMG
Very Strong= heavy to v. heavy pistol, or medium SMG, or small shotgun (2 shots, 1/2 normal range)

pg.82—Cyberweapons, Grenade Launcher: note, a standard cyberlimb storage space can hold 2 launcher-style grenades.

Sect. 7 Friday Night Firefight

pg.88—Actions: •Move up to your full Movement (3x your MA in meters) per round.

pg.89—Weapon Ranges Table: Throwing grenades= 10m x Body Type, -1m/very 0.5kg. over 1; other items= 3m x BT

pg.89—Weapon Modifiers Table: Aiming gives +1/round, up to 3 rounds.

pg.89—Grenade Table: after rolling for direction if grenade misses; roll another D10 for distance in meters.

pg.89—Common Cover SP's Table: Sheetrock Wall=5

pg.90—Martial Arts Forms and Bonuses Table:
Boxing(1) Strike +3, Block +2,
Dodge +1
Thai boxing(4) Strike +3, Kick +3,
Block +2,
Grapple +2
Tae Kwon Do(4) Strike +3, Kick +4,
Block +2,
Dodge +1

pg.91—Damage, Hit Location: aimed shot is a -4 accuracy penalty.

pg.93—Common Cover SP's: Sheetrock Wall=5

pg.96—Ranged Weapons, Reliability Table:

Very Reliable
3 or less
Standard
5 or less
Unreliable
8 or less

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pg.97—Airguns, Drug & Poison Effects Table: Nausea Drugs, Illness, -4 REF

pg.97—Airguns, Acid: effect lasts 3 combat rounds.

pg.97—Tasers: "Tasers can be recharged from wall current, taking 1 hour to reach full charge."

pg.98—Bows, X-Bows, Spears, and Throwing Stars: all non-grenade thrown weapons have a range of 3x your BT in meters.

pg.99—Grenades: Grenades can be thrown up to 10x the character's Body Type in meters, -1m/0.5kg. over 1.

pg.101—Explosive Ranges Table:

Plastique
1kg, 4m, 7D10
C6
1/2kg, 5m, 8D10
TNT
1stick, 3m, 4D10

Sect. 9 Drugs

pg.115—Cost Example: cost will be 650eb per dose.

Sect. 10 Netrunner

pg.123—Both illustrated cyberdecks have 1 CPU as part of their stats.

pg.132—Program List: Wizard's Book strength is 6 vs. Code Gates, 4 vs. everything else.

pg.132—Program List: VIRAL 15 costs 590eb, not 600.

pg.132—Program List: Hellbolt and Sword's costs are reversed.

pg.132—Program List: Open Sesame costs 130eb, not 150.

pg.133—Program List: PadLock strength is 4, not 6.

pg.143—Attacks against Systems and Cyberdecks: Attacking program's STR + D10 VS. Code or Data Wall's STR + D10

pg.161—Virtual Limits Table:

Virtual Conference Room
1MU
Virtual Office
2 MU
Virtual Rec Area
4 MU
Virtual Building
8 MU
Virtual City
16 MU
Virtual World
32 MU

pg.163—Virtually There, How Long Will It Take:

1 object
1sec.
100 objects
2min.
103 objects
15min.
104 objects
2hrs.
105 objects
24hrs.
106 objects
240hrs.
109 objects
2400hrs.

Sect. 11 All Things Dark & C'Punk

pg.175—Bell-Boeing V-22F Osprey: cost-2.5 to 10Million eb.