

All the Angels

An Adventure for Cyberpunk 2020

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All the Angels

Part One- The Contract

You look at your chronograph, your contact is already 20 minutes late. You wouldn't mind if he wasn't so important within an orbital corporation, and these guys are generally quite punctual. Besides, downtown ain't exactly the safest place in the world to in after 22:00. The phone call you received was quite enigmatic, not saying much more than the location for the meeting and the fact that it paid 150eb just to show. Oh well, a lot of jobs from hotshot companies tend to come along this way, you're starting to get used to the fact that you never know who you are working for.

Awareness/Notice Diff 20 (audio) to hear the sound of an approaching aerodyne vehicle.

A dark limousine, which you recognize as a BMW 908ap Mark II, slowly drifts down to street level raising a small amount of rubbish with it. It is amazingly silent and you can't help but notice that it has no markings whatsoever over its sleek black surface. Typical.

Streetwise Diff 15:

Solos: This vehicle has enough armor to stop most conventional weapons

Techies: This vehicle has some extremely sophisticated navigation equipment, there is probably nobody flying it.

The rear window descends and an arm emerges. The white leather gloved hand beckons you forward. As you approach a face appears and smiles. The man appears to be in his mid-thirties and has silver eyes and light brown hair.

"The details you may need are all included in this package. Just dial the account number included if you accept the deal. However, please take note that I will not tolerate any mistakes. I only hire professionals. Slip up and your business is terminated along with yourselves"

As he finishes talking he hands you a brown envelope size A4. He then sits back in the shadows of the limo as the tinted glass rises. The vehicle issues a loud hiss and the lifts off. Following the AV with your eyes you notice a glint across the road from the 4th floor window of an old abandoned brownstone building. The glint fades instantaneously.

DM Note: Thermograph: A rapidly decreasing heat source.

Low lite: A dark clad form retreats from the window

Image enhancement: Face is covered with a plain steel mask

Inside the Building:

There is nothing special inside the building but a rope leading up the chimney and an oriental pack of "Lotus Essence" nicotine sticks with three still inside. The person has obviously fled up the chimney and is climbing down the fire escape on the other side of the building. He has a car stashed around the corner and all he is interested in is escaping. He carries with him a smoke grenade to help him if he should run into trouble. The characters should not be able to capture him.

Part Two- The Package

Emptying the contents of the brown envelope onto the desktop reveals the following:

1. A plastic card Account Number 488-6033
 1. Two hardcopy forms titled instructions
 1. A photograph of a young oriental girl in a singing pose
 1. A holo-business card.
1. A copy of Inter-Entertainment Club Magazine

Items:

1. This card has the number players are to dial if they accept the deal and to arrange transactions. The number corresponds to a cell phone that has been rented indefinitely by an unknown company.

2. Instructions

For reasons solely our own we have decided to keep our orbital name off all our documents. You are working for powers far beyond your reckoning. Failure to comply to mission obligations will result in immediate corporate extraction of your team.

You are looking for a man called Karl Sintel. Karl removed a matrix cell from the Blossom Central computer. He has hidden this item, current location is unknown. Karl fled the Orbital but collided with some space junk. He emergency-crashed in South America. He was severely injured and underwent facial surgery and full body limb replacement. He must have had a bad case of memory loss since he has not returned the matrix cell to the US. You are to find Karl Sintel, the man who has forgotten his past. His opponents have not forgotten and hunt him down relentlessly. The matrix cell contains a tracker switch which has helped his enemy hunt him, it has also meant that he has the cell on him.

He has an ex-girlfriend. She is a singer known as Lisa Hiayu. She has received payments into her bank accounts in the region of 10,000eb at different times of the year. Reasons for this are unknown, possible link is also a mystery.

Your Mission Directives Are:

1. Locate Karl Sintel
2. Terminate all Leads
3. Recover Matrix Cell
4. Terminate Sintel
5. Use account number a second time for pick-up of matrix

Payment

5,000eb Per lead obtained/disposed

20,000eb Recovery and delivery of Matrix Cell

5,000eb Termination of Sintel

Expenses Account: 15,000eb

An arms dealer has been recommended in order to obtain any equipment necessary to the mission. All expenses are being monitored and misuse will result in the immediate shutdown of the account as well as the appropriate deduction from future payment.

4. The holo-business card has a hologram of a pair of crossed FN-RAL Assault rifles. The name reads " Skorpio Arms , 32 West Cairn Avenue, Southside Night City." The store is maintained by Michael Skorpio, a grizzled middle aged ex-marine, who now deals in weaponry. There is a ten percent chance of him not having the desired item in stock at the moment, however he can always procure it within 1D4 days. He charges 100% of whatever is listed in the various books. Note, that a lot of the stuff he sells is illegal so the prices he charges are not to be considered excessive.

5. This is the latest issue of the Inter Entertainment Club Magazine, it has articles on various singers and DJs as well as an interview to Johnny Silverhand himself as he explains what is going on with his recently established studio. Amongst the different ads placed (Library Search Diff 15) it is possible to find four oriental clubs which might be hiring Lisa.

Clubs:

1. Visa Death Club- (Streetwise Diff 15 to know that it is Mafia Controlled)
2. Flower Garden - (Streetwise Diff 15 to know that is is Mafia Controlled)
3. Samurai vs. Knight
4. Triad- Starring DJ Ronny Cool

All the clubs are red herrings except for the Visa Death.

Part Three- Lead Number One

The Visa Death Club

Level 1: Street Level

The main entrance to the club is well lit due to a powerful vertical laser array system which prevents cars entering or leaving. A dispenser at the side will issue you a ticket upon placing an LC chip into its slot. The sum of 40eb will be charged regardless of quantity in vehicle. The laser will then be shut off, allowing you to pass safely.

Just past the laser screen is the first security bunker, which evidently controls the screens. There is a car lift and guest lift on this level. Just above your heads a vid-screen informs you of the nearest available parking space.

Levels 2,3,4: Parking

All three levels contain parking spaces, there is also a guest lift to the club level. Phone cubes also exist to the side of the lift doors which are currently flanked by two well-dressed security men. Both wear black jumpsuits and baseball caps with embroidered logos of the Visa Death Club. They both cradle submachine guns, which they wave to the side as you pass by them.

Level 5

As you leave the guest lift two security men step forward and politely ask you to form a line and pass by the security scanners. A laser pans over each person identifying weapons with a red dot. There is a weapons locker to your side charging 50eb for secure keeping. The laser will detect shielded weapons or those concealed within cyberlimbs only on a 25% chance.

As you pass the security system you see the male and female WC. To your side is the stair case leading to Club level one. In front of you is a well dressed waiter taking orders for the restaurant.

Level 6

As you reach the club level you are confronted by a soft porn Kino screen, highly illegal. It is currently showing sex scenes intermingled with scenes of the recent destruction of the Timeweave Club. Very violent indeed.

Streetwise Diff 20 to know that the Timeweave Club is controlled by the Yakuza. It was a rival club to the Visa Death and word on the street says that the Visa Death was somehow involved in its destruction.

The dance floor is packed with the forms of people swaying to the beat put out by the DJ. In one of the corners you see an elegant looking man trying to chat up a tall oriental woman. You chuckle since he is apparently without much luck tonight. To the side of the dance floor is a simstim. This one currently has a Cyberspace program running. Inside it, netridders dance to the feeling of freefalling in the net.

Simstim: Cyberspace

As you enter the club disappears and you are greeted with the sensation of falling. Below you are the neon gridlines of the net. Large geometric designs pass by you with lighting speed. You narrowly avoid colliding with several huge data fortresses as flashes zoom past you from one end to the other signalling messages. The sensation is quite enjoyable (especially to those who have never been in the net before). A cool roll of 12 or more is required to maneuver one's way back to the exit.

Level 7

This level possesses a stage and dance floor. There is a simstim featuring jungle warfare in the corner. The private balcony seating to one end belongs to the club owner. His private lift directly behind the seating is the only way of leaving the residential penthouse level. Two tough looking men stand guarding it.

The Kino screens on this level feature the beautiful oriental girl from the photograph. She dances and sings a number of popular club tunes.

A young man taps you on the back, noticing your interest in the kino screen he says " *She's great huh? Sure got guts singing again after the little incident last week, don't you think?*"

"*Ya didn't hear 'bout the assassination attempt? Two japs in civis attacked her while she was doing her act. One of 'em even managed to launch a dart into her leg, if it wasn't for the Iron Man she'd be dead now, I guess...*"

"*The Iron Man's her personal bodyguard. He's gone totally cyber man, full body plating if ya know what I mean. It's amazing he ain't gone psycho yet, I mean ya should have seen the way he pulled apart those two dudes was sick man*"

" Tomorrow's her first comeback appearance, hope nothin' goes wrong. I wouldn't miss it if I were you"

Simstim: Jungle Warfare

You enter the simstim and feel instantly transported into a firefight. Tracer fire flies overhead while to your left an explosive goes off. The screams of the wounded ring in your head. Suddenly a darkly clad figure drops in front of you, he grins as he draws a large blade and charges towards you.

Jungle Enemy: Attack 15

Defense 14

Run this encounter as a fight allowing the character and the jungle enemy an attack each round. The character has a blade too. Each of them has 20 points and each attack does 1D6. The objective of this game is to defeat the enemy of course. High scores are awarded for fast kills. The current winner is "jake***" with 5 rounds of combat to defeat the enemy. If anybody can beat this he is awarded with free drinks for the night as well as a few IP. Characters take no real damage from the Simstim, of course.

Club Extras:

Drinks

Vodka 2.50eb Red Wine 4.00eb

Double Vodka 3.50eb White Wine 3.50eb

Whisky 3.00eb Smash 15.00eb

Gin 2.00eb Lager 2.00eb

Double Gin 2.50eb Beer 2.00eb

Cocktails 7.50eb Death Head 6.00eb (Club Special)

Drugs

Snapcoke 9.00eb IQ 30.00eb

Nic-Stick 3.00eb Uppers 2.00eb

Psychedelics 3.00eb Downers 3.00eb

Aphrodisiacs 7.00eb

Clothes

T-Shirt with Visa Death 35.00eb

Leather Jacket 120.00eb

Patch 5.50eb

Baseball Cap 6.50eb

Membership Card 75.00eb

DM Notes:

Visa Death Club Security :

REF 8 Armor: 10 Torso

BODY 8 10 Legs

Attack 12

Weapons: Sternmeyer SMG 21 (3D6) , ROF 15, #shots 30

Equipment: All the guards have 2 extra clips for their Sternmeyers as well as carrying radios allowing communication between themselves.

Iron Man:REF

12 Armor: Torso 60

BODY 10 Arms 35

Legs 53

Head 25

Attack 18

Defense 16

Weapons: The Iron Man usually prefers hand-to-hand confrontations, he will pick up whatever is available and use it as weaponry if he is pressed though.

Japanese Mercenaries:

REF 8 Armor: Torso 25

BODY 7 Arms 10

Legs 25

Head 25

Attack 19

Weapons: They carry modified assault rifles which do 3D10+3 dmg, ROF 30, #shots 30
as well as grenades that do 2D8 points of damage (armor is halved) in a circular area with 3 meter radius.

Equipment: They each carry 4 clips

The Cherry Blossom Attack

The Japanese mercenaries (hired by Cherry Blossom) will attack the main entrance security bunker in a black van (Armor 50). They will blow up the bunker and then go up the levels killing the guards stationed at the lifts. They will leave the van on level 4. Six men will then proceed to attack level 5.

Meanwhile, the airparking on the roof of the building is attacked by another 8 men. They arrive on an assault combat helicopter.

Assault Combat Copter SDP: 350

Armor : 50

Weapons: Missiles (30) -Damage 6D10

Mini-Gun -Damage 7D10

Heavy Beam Gun -Damage 7D10

Attack: 15

Cherry Blossom's main intention is to kill Lisa. They have managed to have a tracer dart fired into her leg. This tracer will beat lightly once she leaves the club. This will show as a red pulse under her thigh.

It is in the characters best interest to make sure that Lisa does not get killed. If they decide to kidnap her they must then fight off the club security (namely Iron Man, her bodyguard) as well as the Cherry Blossom operatives. Remind the players that the contract is for obtaining the leads (clues) and terminating (flatlining) them as well. In order to achieve those objectives it would be easier for the team to kidnap Lisa and then interrogate her.

Random Events for Chase Sequence

1D10

1 Pedestrian crosses the road DIFF +3 to dodge

2 Traffic Jam Ahead, DIFF +2 to avoid

- 3 Road Closed due to Construction, +2 on reverse
- 4 Ramp, +3 to control or 3D10 SDP of damage
- 5 Sharp Corner, +4 DIFF
- 6 Police Car joins chase in 1D6 rounds
- 7 Young girl drops her shopping, DIFF +2 to miss her
- 8 Vehicle is clipped on the side, 3D10 damage and control roll required
- 9 On coming traffic, DIFF +4 to avoid
- 10 Police blockade ahead, DIFF +6 to take side street

Police Car: BMW 600 Patrol Cruiser

Bodywork: SP 20

Tires: SP 15

Total SDP: 50

Driver's Skill: 14

Attack Rating: 12 , damage 5D6

Assuming the characters manage to get Lisa out of the Visa Death and are taking her somewhere for interrogation or if on the other hand the Cherry Blossom operatives manage to get their hands on her first and the characters pursue it is likely there will be a chase sequence. Use the random encounters detailed above to add a bit of detail. Just a few should be enough. If the characters manage to remove the tracer from Lisa's leg they will be able to lose Cherry Blossom for good.

Lisa's Chain Information:

She is being paid to belong in an organization known as the Chain which was set up by Karl. Her link partner, and the only way she can get in touch with Karl, is through a man called Hitsuki. Tetsuo Hitsuki works for the NCPD and should be either a friend or a contact of one of the player characters.

"He informed me of Karl's death in South America. His pod blew up and crashed there, he said."

Part 4- Cherry Blossom

After their (supposedly) failed attempt at obtaining the information they wanted from Lisa Hiayu they will attempt infiltrating the team by getting the team netrunner to work for them. They have seen his adverts on the local BBS's and are willing to give him a shot. Their plan is to put him on their payroll, offering him relatively large sums of money for a rather easy jobs which involve testing some new software and doing a few netrums. It is on his first netrums that he inadvertently comes upon some information that will be very useful in the next part.

Cherry Blossom's Offer

"Allright kid, we've seen yer ad, now let's see if you're willing to put the chips on the table. Here's our deal, we're nice guys so we're going to pay you 5,000eb a week for working for us."

"Well, all we want you to do is make a few runs for us, on an extremely confidential basis and for you to test some hackware (software produced by amateurs) we've been getting. You'll be able to work your own hours, one netrunk a week and the only condition is that you turn in your reports and anything else we may have asked of you by the end of the end of the week"

" Ok, good. For your first run we'll provide you with a copy of an experimental intrusion program. For now it is called the Blackbird. We'd like you to test it against the Balboa Aeronautics data fortress (see pg 60 NCSB) located in the following netgrid coordinates. We'll send you the chip to your address and when you're done send it back to us along with anything interesting you may have found inside the fortress. Ok?"

"Ok, now all you have to do is sign here and welcome to Cherry Blossom!"

Stats for Blackbird Program (Taken off Internet)

Name: Blackbird Strength: 7

Cost: 2,840eb MU: 7

Class: Intrusion PROG/DIFF 426/71

Functions: Evasion (10); Stealth (15); Intrusion (15)

Options: Movement Ability (5); Recognition (2); Invisibility (3)

Memory (5); Speed (2); Endurance (3); Superrealistic Icon (5)

Cost Multiplier: x4 (Evasion x2, Stealth x2, Intrusion x1)

There one minute, the next it's gone. A few of my friends (before they were flatlined) said it would be nice to know what's in a data fortress before they made their run against it. Then it hit me! There was a demand for software I could supply. So I developed something that had to have independent movement, classify various signals, remember what it saw, be fast and be able to endure the rigors of the net, as well as doing it without being seen. My inspiration, a poster of an old SR-71 Blackbird during a pre-dawn flight. With it's three spaces for evasion, stealth, an intrusion subroutines, if you buy them from us, the enemy won't see you coming and when you leave, they won't know you've been there!

ICON: A highly detailed Blackbird

Since this program is still in an experimental stage it will tend to behave somewhat erratically. In order to reflect this behavior roll 1D10 whenever the program is used. On a 1 the program crashes. On a 2 it works poorly receiving a -3 penalty towards its next roll. On a 0 (10) it works wonderfully and receives a +3 bonus towards its next roll.

Part 5- Lead Two - Hitsuki

Tetsuo Hitsuki is a friend of one of the members of the team and the next lead given on by Lisa Hiayu. He lives in Japantown (location #12 , NCSB pg. 149) in a small three room apartment. This encounter should emphasize role-playing over combat, though some random J-Town action is OK.

Tetsuo will deny anything to do with the Chain when first approached and a lot of persuasion will be required for him to admit to any knowledge in that respect. However if the netrunner's netrunk went accordingly and he can present the information that links Tetsuo to the black operation he once did for Arasaka he will agree to help them out, even arranging their trip to Brazil through a friend of his at the airport. After all, he says, Sintel is already dead so who really cares. He will of course, want all the information that linked him to Arasaka destroyed.

Tetsuo Hitsuki Role: Cop (Police Psychologist)

INT 9 REF 5 TECH 6 COOL 9

ATTR 6 LUCK 7 MA 6 BODY 6

EMP 8/7

Skills (best ones): Authority 7 , Interrogation 8, Intimidate 9, Drive 8, Awareness 7, Handgun 4

Cybernetics: Skinweave, Cyberoptic with one use laser

What Tetsuo knows:

" Ah, look guys, all that I know is that Sintel crashed in South America. The only information I have is the coordinates of the crash site. I know it is in Brazil. Look, here is the information I have received."

Tetsuo goes to his desk and pull out a small manila envelope. He tosses it over to you.

"Here take this, I don't think I'll be needing it anymore. It's got all the information you'll need."

Let me make a few phone calls and I'll have your trip ready. Wanna leave tomorrow? I'll call you and give you all the details. Oh, and <insert character friend>, take care man."

Envelope:

Inside the envelope are some folded maps of Brazil and a few aerial photos. The crash site is circled in red. You notice that there is what seems to be a town nearby. There is no large city nearby so Tetsuo's offer of a charter flight does not seem too bad.

DM Note: Awareness DIFF 18 to notice that the town is actually a military base with its own

runway.

General Knowledge DIFF 12 to know that there are some political problems currently in Brazil and that there are rebels in the jungle trying to oust the current president.

The next morning you receive a phone call from Tetsuo.

"Hello, everything is arranged. I've talked to some contacts I have in Night City Metro Airport and you'll be leaving at 10:00. Go to hangar 5 in the cargo terminal area and ask for me, I'll be there waiting for you."

Part 6 - Off to Brazil

You pack your stuff rather quickly and head out towards the airport. The sky is dark and somewhat overcast. At least you'll be missing out on some of the bad Night City weather. You hope that your pilot is competent enough to handle the storm that seems to be brewing. You arrive at the airport without any problems and head directly to the private enterprise

hangars that are located rather far from the main commercial terminal building. You find hangar 5 and walk in through a small side door. Inside you see three men taking the fuel links off the large fuel tanks that belong to the Class 2 Cessna Cargo Variant plane that seems ready to taxi on to the runway. The hangar doors are open and you notice an engineer in stained coveralls talking to a man wearing mirrorshades, combat pants and a flight jacket. As soon as he sees you he strolls over to <Tetsuo's friend> and shakes his hand. Removing his mirrorshades he says:

"Hi, you must be <Tetsuo's friend> . My name is Staron, Richard Staron, and I'm really sorry about this."

As he looks at <Tetsuo's friend> his eye glows brightly for a second and then a streamlined laser shoots out destroying <Tetsuo's friends> cyberoptic (or eye if he has no cyberoptic). The engineer and the three servicemen then draw weapons and open fire on the characters.

During the first round, one of the servicemen will activate the electronic hangar doors which will close in 4 rounds. After two rounds of combat sirens will be heard outside the hangar as backup security men arrive.

Stats:

Richard Staron (SOLO)

REF 12, BOD 11

Combat Sense 7

Attack 19

Equipment: Staron packs a Colt-AMT and three clips

Armor: All locations except head are armored with SP 18

Goons:

REF 10, BOD 10

Combat Sense 4

Attack 14

Equipment: The Goons also carry Colt-AMT's with 2 clips each

Aboard the Cessna

It is assumed that the characters will try to fight their way to the plane to escape since with the arrival of reinforcements for Staron will render their escape route cut off. (and since they were planning on heading down to Brazil anyways...)

" The controls seems simple enough and you notice that there is an interface socket and a pair of plugs to the side of the throttle."

Jacking in to the plane gives the pilot a +2 bonus to all aircraft rolls. The difficulty to start the engines and exit the hangar is 15. Once on the runway characters only have 4 rounds in which they can attempt to take off safely. The difficulty for takeoff is 18.

As the characters taxi down the runway they will be pursued by a Cherry Blossom jeep. The jeep is has armor 10 and carries to solos. One of the drives (Drive 5) while the other operates the 5.56mm machine-gun that is mounted in the back of the jeep. The gunner's skill is the same as that of the goons.

5.56mm Machine-gun: WA +1, ROF 10, #shots 100, dmg 5D6 (Max. Metal page 17)

Jeep (Arasaka Kuma Land Rover): see Maximum Metal page 28

Once in the air the onboard flight computer begins to beep. With an aerotech roll of DIFF 10 it is activated and begins to offer auto pilot functions and course headings. It seems it was not programmed to go to Brazil after all. A programming roll of DIFF 18 will allow the characters to set the plane on course for Brazil given the information the can obtain from the maps and photos that Tetsuo provided them with.

If the plane is searched characters will find a cargo hatch at the rear of the plane with a ladder to descend into the cargo area.

" Lowering yourselves down that ladder you notice that it is very cold. Your hands start to chill at the contact with the cold metal and your breath starts to frost. Turning around you see three cybersnakes, these robot snakes are usually used by corporations to guard important material. Sensing your body heat they begin to wind their way towards at a blindingly fast speed. Their neon eyes deepen to a dark red as they lock on to you."

Cybersnakes:

Body 25

Dodge 16

Bite 18

Damage: 1D8+2 (half armor if bite, no armor if constrict)

Once a snake has made a successful attack on a player character it will quickly wrap itself around the characters limbs and begin constricting. This will mean that in the following rounds the snake will automatically cause damage without the need of an attack roll. In order to remove them player's must make Strength Feat rolls versus the snakes dodge.

If characters examine the snakes , any Techie will notice that these have been modified and that their eyes have been replaced with microcameras that were transmitting to an unknown location (Cherry Blossom). An electronic security roll of 15 will reveal that some of the electronic parts of the snakes have the Cherry Blossom logo embossed.

Cargo:

1. Weeks worth of survival rations
1. crates containing 20 Militech M-31-a1 Advanced Infantry Combat Weapons (CB 2, pg 45)
 1. crates of 20 Mini-Rifle frag grenades (for the M-31)
 1. Chromed cases with Bio-Hazard Warnings and writing in Japanese.

Inside each of the cases are two canisters, again with biohazard warnings and Japanese text These canisters contain a very lethal defoliant agent that the rebels use to clear areas of the dense tropical jungle with. A successful language roll (DIFF 15) will allow the PC's to find out what the canisters actually contain. Hopefully they won't be foolish enough to

open one of the canisters in the plane.

"Looking out the windows you can now see that you are overflying dense jungle territory. Suddenly the onboard computer begins to signal that is receiving a radio transmission."

"Atencao, atencao, esto is torrhe de mando shamandou a volo nove dois um,direito desde Night City, tengo um mensagem pra voce, cambiu" (supposedly in Portuguese)

Characters must the acknowledge the message, Portuguese roll of DIFF 12

" Hello, I am Captain Ortega, my friend Tetsuo has called me and informed me of what happened to you at the airport. I hope you are alright and that the cargo you carry has not been damaged. Please be very careful with it since there are some very dangerous items on board."

" Please do not worry, everything is okay here. I look forward to meeting you, goodbye"

With those final words Captain Ortega signs off.

About half an hour later the computer signals that it is switching of the autopilot and that destination has been reached. Just ahead of you is a small runway, it looks like a sore wound in the middle of the lush jungle, you circle round and prepare to land. The difficulty to land correctly is 25. If this difficulty number is not reached roll on the mishap table.

Mishaps (1D10)

1-2 As you circle down you incorrectly time your descent and hit some trees just before the runway and the landing gear is destroyed. However you manage to land the plane anyway.

Everybody must roll Dodge DIFF 20 or take 3D10 points of bruise damage, this damage will fade at the rate of one point per round if characters rest.

3-5 Everything seems fine as you approach the runway, suddenly a flock of tropical birds take to the wing. They unstabilize the plane just as you come in for the final touchdown. The pilot must make a piloting roll DIFF 18 to pull up and try again, otherwise take the crash result.

6-8 You make the approach perfectly until a sudden gust of wind buffets the side of the plane sending you careening into the side of a tree, everybody takes 2D10 points of real damage with no armor protection, one entire wing of the plane is destroyed.

9-0 You land perfectly, until you notice that you are quickly running out of runway, you brake as hard as you can but it is all to no avail. As the treeline ahead rushes towards you, you

frantically rush towards the door. The characters have 3 rounds in which to act (2 rounds to dump cargo and one to dive out of the way. A successful Dodge/Escape roll DIFF 18 isrequired to jump out of the plane 3D10 points of bruise damage are taken, halved if the check was successful. The plane rushes on forwards and smashes into the trees, the ensuing explosion blinds you for an instant and the blastwave knocks you back. The roar of the flames is deafening. The plane is destroyed along with any equipment and characters aboard it.

Welcome to Brazil.

Part 7- Betrayal in the Jungle

(Adjust descriptions if the plane crashed)

You walk away from the plane, getting some circulation back into your legs after the long and cramped journey in the cessna. You hear the whine of engines as two airjeeps (see Max. Metal page 42) come out of the jungle and come towards you, they lift huge clouds of dust as they cut across the landing field to where you stand. They pull up in front of you and a large blond man steps out. His uniform is amazingly neat and this is not exactly the picture you had of a jungle fighting rebel. He steps up to you and greets you in a rather poor english.

"Hallo chaps, I am Captain Ortega, I see that you are maximumly surprised at my lookings. I am sorry to have disappointed you but not every rebel must look like Pancho Villa."

"Please, permit me the honor to help. You look like you could very well do with some rest."

He motions you towards the airjeeps and barks at some men to load your equipment onto the jeeps as well as to unload the plane.

Note that if the player's destroyed the plane in the landing Ortega will act a lot less friendly, he will never be outwardly hostile but will certainly look very irritated at having lost such important equipment.

What the characters don't know, but will probably find out very soon is that Cherry Blossom have made their way here and beat the characters to Brazil. They do not know that Ortega is the next link in the chain and think that the characters will tip them off as to where Sintel is. To do this they have captured Ortega and are holding him prisoner in his own base. The man whom they have just met is not really Ortega but a Cherry Blossom agent. He has forced all the rebels to cooperate with him through large sums of money as well as intimidation. If the characters start asking him too many questions regarding the chain he will begin to get suspicious and suggest that they go to the crash site. Once they have done this he will begin to plan the way to kill the characters and then obtain the information from the real chain operative, the real Ortega.

The players can become suspicious of the blond Ortega in several ways. First of all if they have decided to steal any of the equipment on the planes Ortega will not be aware of this. He does not know exactly what the plane carried, he is especially unaware of the defoliant agent. Secondly he seems to be very close to only a few of his men, being always accompanied by the same soldiers. Thirdly, the blond Ortega never speaks Portuguese always using English or Spanish. Characters with Portuguese can detect this on a skill check of 15.

"Ok men, we have work to do."

With a wave of his hand the airjeeps rise and start heading into the jungle, a few minutes later the jungle parts and you can see the main parts of the rebel base. You must have missed it when you flew over. You are taken into the compound and you can note that the rebels seem well armed. Ortega turns to you and says

"Well, you must be very tired, I'll show you the way to your rooms and then you can grab a bite to eat."

Ortega shows you a medium sized room with a few bunkbeds. There are a few empty crates strewn around that serve as furniture. It's definitely not a five star accommodation, but it'll pass. He then leads you to the mess hall where you count more than 25 mercenary soldiers sitting around playing cards and drinking Smash.

Rebel Base- Places of Interest

1. Hangar: Inside the hangar is a Bell AH-99 Helicopter gunship (Max Metal pg.37). It seems well stocked. Solos and techies are allowed Heavy Weapons and Aerotech rolls of DIFF 15 to know specific information about the chopper, such as weaponry etc.

2. Stores: Inside the storerooms is an impressive amount of weaponry. There is a large assortment of ammunition crates for different caliber weapons as well as spare Hellfire missiles for the gunship.

3. Cell: Player's will not be allowed to visit this location as this is where the real Ortega is kept. He is chained to the wall of the cell. There will always be two solos (goons) guarding him.

The Jungle Trek

Assuming that the players have talked to the fake Ortega asking him about the chain he will then send them off to the crash site so that he has time to prepare a way to get rid of the characters as well as rig the bomb to the real Ortega just in case his plan fails. The visit to the crash site is only intended as a diversion.

The crash pod is located some 35 kilometers into the jungle. You realize that it will be very difficult for you to find the crash site unless you can home in on the distress beacon the pod should be emitting. The techie should be able to jury rig a tracker after a DIFF 19 skill roll. Every hour there is a 10% chance that the tracker will blow out beyond repair.

You travel through the dense jungle until the signal beeps steadily. Crossing a small stream ahead, you notice that the foliage stands broken and the trees have broken branches and damaged bark. Ahead, gleaming in the evening sunlight lies the outer hull of an orbital transfer vehicle bearing ESA markings. The craft lies in its own crater at a 45 degree angle. The access hatch is blown off and lies some 20 meters away. Already the jungle has begun to take over the craft. Peering inside you see that it is empty. Most of the controls are damaged and you don't see anything of interest.

Awareness/Notice roll of DIFF 18 to notice that the onboard flight recorder has been removed. If the player's try to jack into the computer they will realize that most of the components have been seriously damaged and the power supply has been reduced virtually to zero. Jury rig rolls of DIFF 18 can generate enough power in order for the players to realize that all the memory banks have been wiped clean. There isn't anything of any interest or value here at all.

" You hike back to the rebel base. The guards wave a greeting to you as you pass them by on your way in. It is rather late and Ortega is not in base. Maybe you had better get some rest and talk to him when he arrives in the morning"

If any character stays awake, or looks around at night he will hear the helicopter return to base. If he can actually see it he will notice that it bears some battle damage and that three wounded rebels are unloaded and taken over to the medical area of the base.

"Early next morning Captain Ortega bangs on your door, awakening you instantly. He looks rather tired and tells you the following. Get kitted out men, today you are going to help me out, our hospitality is not free, make sure you grab a bite to eat. I don't want men who fight on an empty stomach. With that he spins on his heel and walks rapidly off, barking commands to a few of his men."

" Ortega and nine of his men wait for you outside. You quickly pile into 3 airjeeps and take off rapidly. You drive steadily for four hours across old wood bridges and over low flowing streams. Ortega explains that you are going to attack a government base that has been set up. It should be a relatively easy hit and run attack."

"It may be easy, but I'm taking no chances" he says as he loads a clip into his ArmaLite 44.

Awareness/Notice DIFF 18 needed to detect smoke up ahead.

As you turn up a rough bank side trail you can see wisps of smoke twisting up into the skyline. The jeep twists round a corner and you see a heavily enclosed compound in front of you. It looks like an old wooden fort and you notice that as well as there being no visible guards parts of the palisade are burning. You drive up to the entrance and see two figures lying dead against a rock. Their chests are thick with blood and gore. As you drive in you notice that the compound has been hit. Dead men lie scattered around and some buildings still smoulder from fires that raged through the night. Victims hand from the trees, cuffed and swaying in the gentle breeze, their faces have been bashed to a pulp. Vehicles lying around have also been hit by heavy weapon fire.

You enter the main building and find the scene of a massive firefight. Bullet holes perforate the concrete walls and each room seems gutted from intensive searching.

Awareness/Notice DIFF 23 to notice a piece of camouflage identical to that used by Ortega's men.

Anybody noticing this is allowed a +2 modifier on their initiative checks for the ensuing firefight.

DM Note: Ortega hit this place last night and now intends to eliminate the team as well as implicate them in the carnage present here.

Ortega suddenly goes very serious. He turns to you and raises his weapon, you notice that his men do the same. He aims it at you and says.

"Well, it sure has been a pleasure knowing you. I would feel sad about this if it weren't for the fat euro deposit to my bank account. One last word before you leave us, on the behalf of Cherry Blossom corporation I would like to thank you for giving us the final lead we needed. Au revoir."

If the firefight goes too badly for the false Ortega he will try to flee back to base with one of the airjeeps.

False Ortega (Corp.)

REF 9 BOD 10

Attack 15

Armor: SP 14 all locations except head

False Ortega's Goons (Solo)

REF 9 BOD 9

Combat Sense 4

Attack 14

Armor: SP 14 all locations except head

Weapons:

They all carry H&K MPK11 Heavy Submachine Guns (#shots 30, ROF 20, dmg. 4D6)

except Ortega who carries an Armalite 44 (#shots 8, ROF 1, dmg. 4D6+1). All carry three clips.

Back at Base

As you get close to the base you notice that the guard seem very pleased. Especially since you've returned alone, without the false Ortega. They quickly swarm around you looking very pleased. However, one of them, a short black man with wild unruly hair comes towards you, forcing the others to quiet down. He starts talking rapidly in Portuguese and you can't really understand what he's talking about.

Portuguese rolls DIFF 19 to understand that Mario wants you to come help Ortega, rapidly, and for you to follow him.

He leads you to the detention room. Both guards lie on the floor unconscious. Inside, chained to the far end wall hangs an old man. He looks up as you enter and says in perfect English.

"You must be the men Tetsuo talked to me about. Help me please and I'll tell you all I know."

Mario opens Ortega's shirt and reveals a very complex digi-counter strapped to his chest. The symbols on the display are totally foreign to you. You notice with horror that the counter is connected to at least 20 kilograms of C-6 which are arranged around Ortega as well as strapped to his body.

Demolitions roll of DIFF 15 to know that this much C-6 will not only instantly kill Ortega but will also probably take out most of the compound.

Basic Tech roll DIFF 20 to understand the basics of the bomb, to discover that it is running on a timer that can be deactivated with a certain code and that there are only 5 minutes left on the clock.

Electronic Security roll DIFF 28 to defuse the bomb, if the basic tech roll was successful the person disarming the bomb gets a +2 bonus on his defuse roll.

At this moment the characters must decide whether or not they decide to defuse the bomb or not. Tell the characters the difficulty of each of the rolls necessary so that they understand the gravity of the situation. Also explain that if the defusing fails at least one of them will die. It is a perfectly reasonable option for them to decide that they will not try to defuse the bomb.

If they successfully defuse the bomb:

Ortega will be very grateful (obviously!) and will tell them that he has all the stuff in a private safe in Night City. He will throw a huge feast for them and they will leave the next day either in the plane or in one that arrives with more supplies. Good for them.

If they fail:

Well, the survivors are in trouble now. They must now plan their next action very carefully, thinking of some way to get back to Night City. Their nearest airport facility is 100 kilometers away through very dense and dangerous jungle. Their best option is to take the plane or the helicopter back.

to be continued...