

NIGHT CITY 2030

Corporate Adventures #1

"Going Swimming"

By Thumper

The players are hired on the spot as it were by a Corporate fixer (Gypsy). Gypsy offer some of his former contacts, the players to undertake a job that starts immediately. He can offer the players 3000 Euro each player to a max of six players. Outside an AV-4 waits engine running. The employer is a corp who needs some muscle to provide security and assistance to a rescue operation he has been assigned to undertake. Once onboard the AV-4 he has the following equipment available for the players use. 4 sets of scuba gear, 4 spearguns use stats from Eagle tech X-bow and twelve rounds for each. Also provided are 4 monoknives and 6 special swimming chips and 4 archery chips * (see note 1), at skill level of 3.

The Adventure begins as they head off into Night City Bay (or other large body of water). Three minutes of prep time is all that the players have before getting near the site. The Corp will explain that an AV-4 from his company has gone down in the area and they need the players to help retrieve personel and it's cargo.

New Rules: holding your breath.

Players who do not have scuba equip, lose it or otherwise must be underwater should heed these rules restrictions.

Holding your breath: all players can hold their breath for a minimum time of one minute or 18 combat phases. Players may add in these three skill to allow them to hold out longer: swimming + endurance + Body + 1d6. Each point in one of these areas allows the player to hold out 1 more phase more than 18 before drowning (Max about 54 phases).

Losing Air: for each point of blunt weapon damage done to the players torso area he or she will lose 1 phase worth of air. This damage includes Martial Arts & Hand to Hand.

Drowning: When players have reached the point where they have no phases of air left they begin to drown. Players will take 1d6 points of damage until they can be brought to the surface and stabilized with Med-Tech or first aid.

Swimming: Movement is at 1/3 of MA.

The Shot Down AV-4

The AV-4 was unarmed and only lightly armored. The players will find it under 28 meters of water. The pilots compartment is blown away by missile fire. The pilot is near to being hamburger meat and all avionics are destroyed. The rear compartment is still intact and filled with air, although they are sitting on the bottom of the bay.

The player should only be carrying the type street casual ordinance that they could wear and carry out on the town. No major heavy weapons or explosives.

On the scene is a medium sized fishing trawler which can be identified from quite a distance. The opponents have 3 combat swimmers and a tech already in the water heading for the downed AV-4. On the boat are Three Solos, one with a Scorpion 16 missile launcher * (see stats below), and 6 crewmembers.

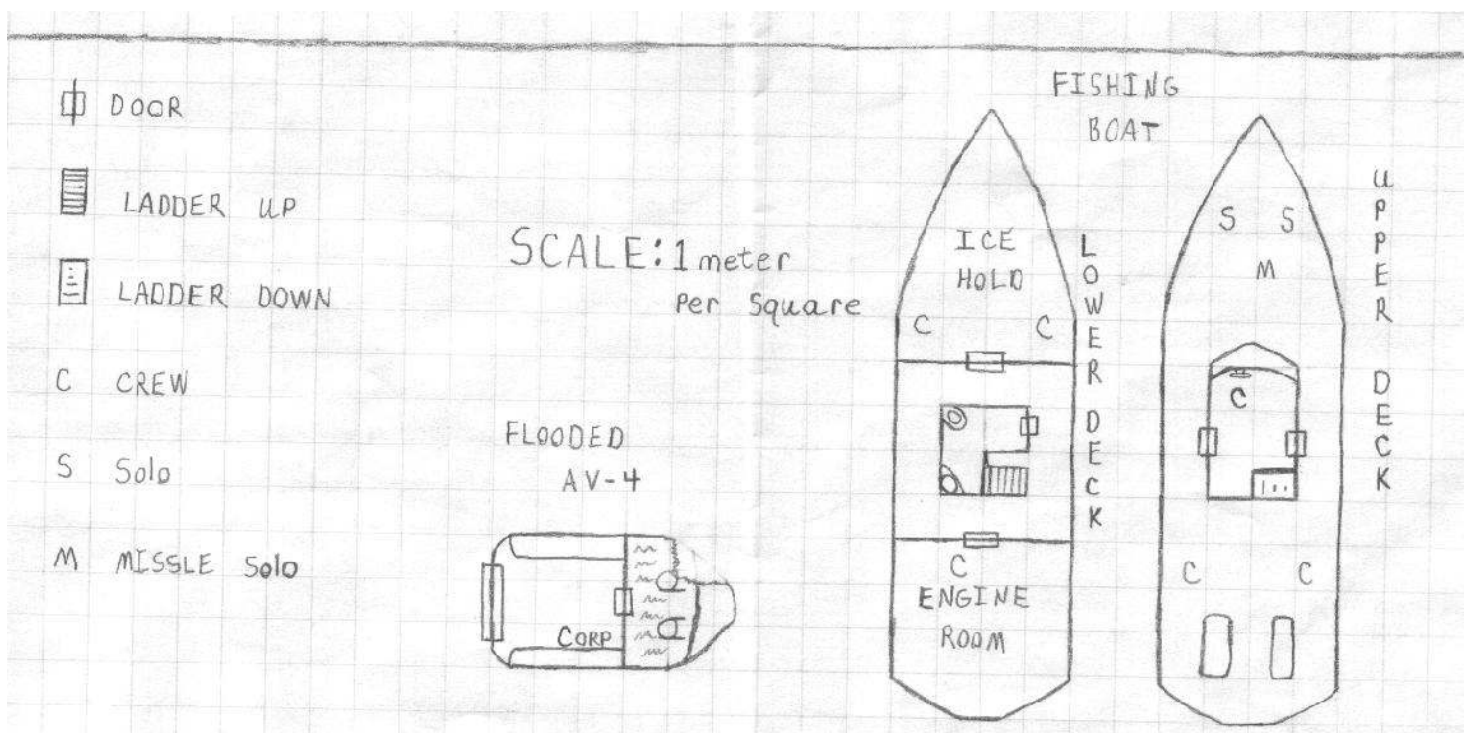
Tactics

As the players near in their AV-4 at approx 9000 meters a missile warning siren goes off as the opponents launch a missile at the AV in an attempt to crash it. The players are in control of their own tactics here they could choose any number of things most likely thought is to continue on steadily and drop them as near the wrecked AV as possible taking fire. Secondly, fast moving to the site and just jumping off at a few feet at slow speed into the water for the rescue. Sadly their AV-4 is not armed, but gunports are available in all directions.

The Missile will impact on combat round 7 while the players are still 5562 meters from their objective. Most likely this will not down the AV-4 if it does well tough. Otherwise they can continue on arriving by the combat round 20 if they intend to stop and hover or by round 17 if the AV is just doing a fly by. Luck and time are on the players side since their opponents cannot reload the Scorpion 16 until round 23 therefore giving the players perhaps a chance to subdue any further missile launches from the fishing trawler.

The remainder is up to the game master but I would suggest that the opponents divers have a clear headstart on the players and be near the underwater AV-4. Try to make it a good fight the players should not be able to retrieve both the cargo and the Corp in the AV-4 so that the second half of this adventure can be played. To that effect I have made the opponents divers tough and experienced underwater opponents, and the fishing trawler very difficult to sink by small arms fire.

The Map



The Map for the adventure is sketchy at best but there is not much to show. The fishing boat has two decks as shown, and the AV-4 is underwater with a trapped person inside the back airtight compartment. If things seem to easy just add in some sharks to complicate things.

Sharks: SP 8 Brawling: 18 Damage: 3d6+4

Reflex: 8 Body: 12 MA: 8 full speed they are at home in the water.

Non Player Characters: Opponents

Top Side Solo's

Int	6	Combat Sense	6	Neural processor
Reflex	8	Awareness	7	Chipwear socket
Tech	4	handgun	5	Smartgun link
Cool	6	brawling	4	Smart goggles w/
Attr	3	melee	4	Anti dazzle
Move Allow	6	Tae kwon do	3 *	target
Body	9	rifle	6	
Empathy	8(?)	athletics	4	Fed arms Light Assault rifle
		stealth	4	5d6 damage
Armor		swimming	3 *	Clip 30 rounds
head	14	First aid	3 *	Rate of fire 25 max
Torso	24	Heavy weapons	6	
Arms	14	streetwise	4	1 clip Armor pierce
Legs	20	submachinegun	3 *	2 clip standard
		weaponsmith	4	Flak pants, kevlar-t
To hit rifle	18	1 has a Scorp 16		Light armor jacket
To hit missile	13	Missile launcher	* this is chipped	Steel helmet
Initiative	15	7d10 damage	skill	

Ships Crew: 6

Int	7	Fishing	6	H&K MP 2013
Reflex	8	swimming	6	Damage 2d6+3
Tech	6	awareness	6	35 round clip
Cool	6	athletics	2	32 rate of fire
Attr	3	Brawling	4	
Move Allow	6	melee	4	Axe
Body	8	navigation	5	Damage 2d6+3
Empathy	6	Basic tech	4	
		Oprate hvy machine	3	
Armor		submachinegun	5	
head	0	First aid	5	
Torso	0	education	5	
Arms	0			
Legs	0			
To hit submachine	14			
To hit axe	13			
Initiative	8			

Tech Swimmer: 1

Int	7	Jury Rig	7	speargun
Reflex	5	awareness	7	3d6 +3 damage
Tech	10	Basic tech	5	12 bolts
Cool	5	Cyber tech	3 *	
Attr	3	Teaching	4	monoknife
Move Allow	8	education	4	2d6 damage
Body	5	electronics	3 *	
Empathy	7	Demolitions	4	1 kilo c-6 explosive
		AV tech	5	
Armor		Elect security	4	3 timer detonaters
head	16	swimming	3 *	Neural processor
Torso	16	melee	3 *	Chip socket
Arms	16	archery	3 *	
Legs	16			Full enviro wetsuit
		* denotes a chipped		Sp 16
To hit speargun	7	In skill		
To hit knife	9			
Initiative				

Solo Swimmers: 3 or more

Int	6	Combat sense	4	Speargun
Reflex	8 9	awareness	7	3d6+3 damage
Tech	4	handgun	3 *	12 bolts
Cool	6	brawling	5	
Attr	4	melee	5	monoknife
Move Allow	8	Martial arts	4	2d6 damage
Body	8	rifle	3 *	
Empathy	6 5	athletics	5	Neural processor
		submachinegun	6	Chip socket
Armor		stealth	4	Adrenal boost
head	28	Swimming	5	Full enviro wetsuit
Torso	46	archery	5	
Arms	28	streetwise	4	H&K mp2013
Legs	28			2d6+3 damage
		initiative	14	3 clips armor pierce
To hit speargun	13			For use on ship
To hit knife	15	* denotes a chipped		
To hit SMG	16	skill		

Non Player Characters: Allies

Underwater Corp and Corp Sponsor

Int	10	Resources	7	Glock 30
Reflex	10	awareness	8	2d6+3
Tech	4	perception	3	30 rounds
Cool	5	education	4	3 rate of fire max
Attr	6	Library search	5	1 clip standard
Move Allow	9	social	4	
Body	6	persuasion	5	Armored suit jacket
Empathy	10	Stock market	4	Armored shirt
		wardrobe	3 *	Armored pants
Armor		grooming	3 *	
head	0	swimming	3 *	Neural processor
Torso	26	handgun	5	Chip socket
Arms	16	athletics	4	
Legs	10	Tae kwon do	7	
		Pilot av-4	4	
To hit Glock 30	17			
To hit		* denotes a skill		
Initiative	10	That is chipped		

AV-4 Pilot

Int	7	Pilot AV-4	6	H&K MP 2013
Reflex	8	Pilot fixed wing	5	2d6+3 damage
Tech	8	Pilot gyro	4	35 rounds
Cool	6	Drive	3	32 rate of fire
Attr	4	awareness	4	1 clip armor pierce
Move Allow	6	education	3	1 clip standard
Body	8	Teaching	2	
Empathy	7	Basic tech	6	Nylon helmet
Luck	6	AV tech	4	Armor jacket
Armor		Gyro tech	3	Armored pants
head	20	Submachinegun	4	
Torso	14	swimming	3	
Arms	14	melee	4	
Legs	10	brawling	4	
To hit				
To hit				
Initiative				