

# Road Warriors

By Lisa Smedman

One of the best features of the *Cyberpunk* game is that it can accommodate so many different types of characters – everything from cybered-up soldiers to suave corporate “suits.”

*Road Warriors* focuses on nomads, and augments the *Neo Tribes* sourcebook, which takes a look at nomad culture, equipment, and history. It also provides a use for all of the nifty vehicle combat rules found in the *Solo of Fortune* sourcebook. It is not necessary, however, to have either of these books to play this adventure. It’s not even necessary to play a nomad – suggestions for running characters who have other roles are included.

## ADVENTURE SUMMARY

*Road Warriors* revolves around the overland shipment of a cargo of hazardous waste sent from a United Environmental Services (UES) storage facility to a UES incinerator in another city. This nation-wide corporation has put together a convoy of six owner-operated trucks (two tankers, two tractor-trailers, and two smaller trucks) to carry a variety of contaminated and banned substances, including pesticides, chemical defoliants, and spent cleaning solutions.

The starting point for this journey is up to the Referee, as is destination, but the two cities should be at least 1,000 kilometers (620 miles) apart, to allow for a journey of at least two days with an overnight stop at an isolated roadside motel and CHOOH2 station. The trucks travel at an average highway speed of 80 km/h (50 mph) for 10 hours at a stretch. With rest breaks and meals, the convoy averages about 65 km (400 miles) per day. Unless there are delays, of course...

Accompanying the convoy are ten members of a nomad family known as Athena’s Shield. These female mercenaries specialize in riding shotgun for those who travel the nation’s lonely highways, through areas where lawlessness and anarchy prevail.

In the past, Athena’s Shield has escorted a variety of individuals who might have cause to fear for their safety: truckers hauling valuable cargoes; construction crews travelling to work on unpopular projects; and union members trying to organize migrant agricultural workers.

This time, Athena’s Shield has been hired by UES to watch over its hazardous waste convoy. The trucks will be travelling through areas where the Raffin Shiv are known to be active. This band of violent, lawless gangers – made up of outcasts from other nomad families – will no doubt see the trucks as a tempting target with potential valuables aboard, and will think that the hazardous-materials warning placards are only a bluff. UES wants to avoid the cleanup bill that would result from any attack.

Also accompanying the convoy is a single police car. The two officers inside it will either be RCMP freeway patrol members (if the adventure is set in Canada) or members of the highway patrol (if in the U.S.).

Normally, highway patrol officers do not perform escort duties for commercial convoys – at least, not when the cargo is “garbage” with no commercial value. If the players don’t figure this out for themselves, the Athena’s Shield members point it out. They think the highway patrol is trying to muscle in on their business, and give the two officers a very cold reception.

In fact, the highway patrol has a good reason for coming along. United Environmental Services is a corporation on the verge of bankruptcy. It is highly likely that, in an effort to save

money, the company will soon resort to “alternative” (and illegal) disposal methods. The patrol officers intend to ensure that the waste is not dumped along some lonely stretch of highway.

During the course of this scenario, the convoy is re-routed at least once, adding another day (and night) to the total journey. The reason for the rerouting is the closure of the incinerator to which the waste was originally to be delivered. It was shut down due to non-payment of municipal taxes. The hazardous materials now must be trucked to a UES incinerator in another city.

On the surface, *Road Warriors* is a straightforward tactical scenario in which the climax is an on-the-road attack by the Raffin Shiv. The players are in charge of the convoy, deciding the order of the trucks and escort vehicles, and running the players associated with them. The Referee runs the Raffin Shiv and their vehicles.

The Raffin Shiv know exactly what is on board the trucks. (One of them has a “static” (non-nomad) girlfriend who works in the UES storage facility.) They are after the sacks of Rodent Roundup carried in Truck J, and plan to use this rat poison to contaminate the drinking water of a small town whose police force had the audacity to stand up to them. If allowed to carry out their revenge, approximately 15,000 people will die a sudden and painful death.

### **HITTING THE ROAD**

*“I never could sit still. Never did like staying in one place for too long. Unless water flows, it gets stagnant. To me, the road is a river, fresh and clean. Too bad there’s so much human flotsam coming along for the ride.”* Jeanette Huberman, *Outrider*, Athena’s Shield.

*Road Warriors* can be run as a one-shot adventure, with each player taking the role of an Athena’s Shield member. It can also be inserted into an ongoing campaign, using the suggestions that follow.

If the players are already running nomad characters, the Referee may choose to have UES hire the characters (rather than Athena’s Shield) to escort the convoy. The company offers a fee equivalent to the average nomad’s monthly income to each character on convoy duty (\$1,500 Euros for a warrior with combat skills; \$3,000 for a scout/pathfinder) for the equivalent of two days’ work. Ten percent is paid up front to cover CHOOH2 and other expenses; the balance can be collected once the hazardous materials have been safely delivered to the incinerator (assuming the company has not gone bankrupt by that time). It’s up to the characters to provide their own vehicles, weapons, ammunition and other supplies – and to do their own checking into this prospective employer.

Alternatively, if the players are running solos, these mercenary soldiers might be hired to accompany the convoy. If the characters don’t have their own vehicles, they can literally ride shotgun, sitting in the passenger seats of the trucks.

Techie characters might be also be hired by UES for the duration of the journey, either as drivers, swampers, or mechanics.

A fixer character can get involved in the adventure by being asked by UES to locate a protective escort for the convoy (Athena’s Shield is the only group willing to take the job). The fixer might also be responsible for lining up motel accommodations, fuel, and other supplies along the route. He or she might even try to cut a few side deals along the way, perhaps selling the barium (which does not appear on any of the shipping documents and thus won’t be missed).

A netrunner character can be useful in investigating the history of UES and uncovering its shaky financial situation. The company is plagued by unpaid bills, shady operating practices,

labor unrest, and equipment failures and pollution control violations due to a lack of maintenance. The ‘runner could also be useful in figuring out what is in the mysterious, sealed box on Truck J. Hacking into the computers at the UES storage facility where the convoy originated can uncover the fact that a box of barium arrived at the storage facility by mistake and then went missing on the day the convoy left.

A corporate character might be a UES employee (the Referee will need to set this up in advance) who has been given the job of ensuring that the hazardous materials get to an operating incinerator. Given the fact that UES incinerators are being shut down across the country for a variety of reasons (failure to pay municipal taxes; violating emissions standards; wildcat strikes by workers who have not been paid for more than a month) this might be the toughest job of all.

Media characters might come along undercover as “swampers”, either to do a human interest story on Athena’s Shield (who are notoriously publicity shy, for security reasons) or an investigative piece on United Environmental Services itself.

Cop characters can take the place of the highway patrol officers who are escorting the convoy, while rocker characters might simply be hitching a ride on a big rig.

Unless the characters are cops or are in the employ of UES, they will not know what the trucks are hauling; UES figures that they don’t need to know. But they can find out what the cargo is by accessing the way bills and other shipping documents that are recorded on the drivers’ electronic log books (found in a pocket in the driver’s door of each truck). These documents will list either the trade name of the material being hauled, or (if it does not have a trade name) the name of the chemical itself. A successful Library Search (Difficulty 15) can unearth some of the health hazards associated with this material and its general properties (whether it’s flammable, for example), and can tell the players what the chemical is commonly used for (cleaning solvent, as a pesticide, etc.). The Referee should summarize the information found in the section *The Cargos*.

Alternatively, the characters can note the dangerous goods placards (diamond-shaped metal signs) that are placed on the front, back, and both sides of each truck. These warning signs use symbols and numbers to indicate whether a cargo is: explosive (stylized explosion on orange placard with the number 1 beneath); flammable (flames on red placard with the number 2 to designate a gas, 3 to designate a liquid, and 4 to designate a solid); poisonous (skull and crossbones on white placard with the number 6 beneath); corrosive (liquid dissolving metal bar and hand on white-and-black placard with the number 8 beneath); infectious (biohazard symbol on white placard with the number 6 beneath); radioactive (radioactive symbol on white-and-yellow placard with the number 7 beneath); or simply miscellaneous dangerous waste (red exclamation mark on white placard with the number 9 beneath). A successful Library Search (Difficulty 10) – or simply asking the drivers what the symbols mean – will give the players this basic information.

In the case of bulk shipments, a product identification number (PIN) may also appear on the placard. Once this four-digit number has been noted, a successful Library Search (Difficulty 15) will give the players more detailed information; the referee may summarize the information found in the section *The Cargos*.

The one exception is the Agent Orange. Truck D’s way bill simply lists its cargo as: “Surplus Military Defoliant.” The more detailed Library Search (or an educated guess) reveals that the barrels contain Agent Orange.

## **INCIDENTS & ACCIDENTS**

The Referee can pick and choose from the encounters listed below, running them in any order. Remember that they are a warm-up for the main event (the attack by the Raffin Shiv) and thus shouldn't entirely incapacitate the convoy. The encounters may need to be adjusted slightly by the Referee, depending on the roles of the players' characters.

### **Not Through My Backyard!**

The convoy is taking a short cut – a side road that passes through a small Native Indian reservation. A few kilometers before reaching the reservation, the lead vehicle (and possibly others, if they don't stop in time) runs into an unexpected obstacle: a strip of board with several nails driven into it that has been placed across the road. One or more tires are punctured, and the driver must make a control roll to avoid crashing.

The tire-shredder has been placed here by local residents who are opposed to large trucks using their reserve as a short-cut. (And rightfully so; a small girl was run down by a truck and killed three weeks ago.) The locals do not interfere further with the convoy, but they do glare at the rigs as they go by. They certainly aren't going to help with any repairs – and that includes refusing to provide any parts for convoy vehicles that were damaged in a crash.

*Note:* If the players have put Truck J in the lead, either skip this encounter or use it as a prelude to the main attack; the Raffin Shiv immediately take advantage of the disabled truck and try to heist its cargo. (It would be an ironic twist if the Indians who set up this seeming ambush were the very people whom the Raffin Shiv hoped to poison!)

### **The Mysterious Box**

One of the characters notices something spilling from the back of Truck J. It's a granular, gritty material. If the truck is stopped and inspected (perhaps by the highway patrol), several of the sacks inside are found to have broken open. There's also one box that looks out of place (the pure barium). If the characters disregard the warnings and open it, the results are explosive; see the description of this box and its cargo under the entry for Truck J.

Media characters travelling incognito with the convoy should be especially intrigued by the mysterious box. Everyone who sees the box has a different opinion on what it might contain. Is UES trying to smuggle illegal drugs or technology by hiding it inside a shipment of "waste"? Does the box contain nuclear material destined for a third-world armaments program? The characters probably won't believe the truth (a simple mixup in shipments) when they hear it and will probably be tempted to open this Pandora's box.

### **Police Problems**

During the first overnight stop, one of the highway patrol officers starts hitting on Adrienne, buying her drinks at the roadside diner and none-too-subtly inviting her to share a room with him. Adrienne has no interest in the cop, and rudely brushes him off.

The next morning, Adrienne's dog Maxi is very sick. It is staggering about and its skin smells strongly of garlic. It was poisoned by being rubbed down with Phoskil (parathion). One of the containers of this insecticide is missing from Truck H; it has been opened and left, partially full, in the motel's parking lot, not too far from the police cruiser.

The furious Adrienne, believing this to be the handiwork of the cop, confronts him. Her intention is to shoot him dead. If his partner makes a move to defend him, she'll shoot him too. If she does kill a cop, the convoy will be halted while a full police investigation takes place –

adding several days to the journey. There may be a bloody confrontation between Athena's Shield and the cops, if Adrienne is busted when the other nomads are around. The characters have better things to do than submit to a police grilling, or get involved in a violent confrontation. And perhaps they have their own reasons for avoiding the cops...

Needless to say, the other Athena's Shield members won't try to stop Adrienne's vendetta. It's up to the characters to talk Adrienne down. If they try more violent means of stopping her, they will have to deal with an immediate reprisal by the other Athena's Shield members.

Fortunately, one of the characters witnessed the driver of Truck H trying to kick the dog the day before, and later noticed that the fellow's hand was bandaged.

(The Referee should set this up in advance.) Bite marks on the trucker's hand confirm that this fellow, and not the cop, was the one with a motive for trying to the dog.

### **Labor Unrest**

The truck drivers, like the Athena's shield members, are contracted employees who were hired on a porary basis by United Environmental Systems. Unlike Athena's Shield, they didn't receive up-front expenses for this haul, and it's questionable whether they'll be paid at the end of it. Should the corporation fold, they'll be stuck with the disposal costs of the hazardous materials they are hauling.

At some point during the trip the truckers learn that the company may soon declare bankruptcy. The driver of Truck F decides to bail out. When the others stop for the night, he waits until they are sleeping, then slips away. His plan is to ditch his cargo in a nearby ravine.

The characters are alerted either by the truck's engine noise, or by the swamper from Truck F, who disagrees with what her boss (who is also her brother) is doing. Unfortunately, the rig will probably be gone before they can stop it – unless they act very quickly, and shoot out its tires before it can leave.

By the time they catch up to the vehicle, the driver has hooked up a hose to a manifold (port) on the underside of the tank and is pumping Methyl Ethyl Ketone into the ravine. There's a lot of minty-smelling MEK vapor in the air. Not only do these fumes pose a health hazard; they're also highly flammable. Fortunately, any character with the Chemistry skill (or who ever worked in a trade in which MEK was used) can easily recognize the distinctive odor of MEK (Difficulty 10) and warn the others of its dangers.

The driver isn't about to back down. He's determined to drain the MEK from his tank and be on his way. The characters will have to prevent him from dumping the MEK by force. Unfortunately, if they do anything to produce an open flame or spark (shoot a gun or taser, for example) a fatal explosion could result.

### **THE ATTACK**

Ideally, the attack by the Raffen Shiv should come after the convoy has been turned back from the shut-down incinerator that was its original destination. Once the Raffen Shiv have been driven off or killed, the characters face the problem of what to do with any trucks that have been disabled or destroyed. Toxic waste is likely to be leaking or spilling from a number of ruptured containers. Some of this can be loaded onto any surviving trucks, but any characters handling a hazardous material face the health hazards associated with it. (Some of these problems may only surface years later, when the character bears or sires children or at last succumbs to cancer.)

If the moral compulsion of preventing environmental disaster isn't enough to motivate the characters, UES offers "hazard pay" (a \$2,000 Euro bonus per character) to those willing to

clean up the mess – or at least to hide it somewhere that it won't be noticed for several years. If the lafter, UES might also ask the characters to ensure that the cops are “silenced” – either with a bribe or a bullet. Naturally, the characters should be wary of receiving the same treatment themselves. They could, of course, simply cut their losses and run, in which case UES may take steps, at some point in the future, to make sure its dirty little environmental secret stays buried...

The company assures the characters that only minimal protective gear is required to handle the toxic waste, and is willing to provide gloves, rubber boots, and smog-filter breathing masks. Whether these really do provide sufficient protection against the witches' brew of chemicals, and whether the characters get paid before UES declares bankruptcy is up to the Referee. And then there is the matter of the remaining Raffin Shiv, who just might show up to avenge their fallen comrades...

## **THE CHARACTERS**

### **Athena's Shield**

This nomad family has about fifty members, scattered in small groups across the face of North America. All are female, and many are ex-military or ex-police. They have heavy weapons and firearms training, and a handful are also skilled in martial arts – typically aikido, which uses the momentum of an opponent's attack against him, rather than relying upon brute strength.

Athena's Shield warriors drive Volkswagen Beetles: lightweight, souped-up machines with protective armor and high ground clearance. The pathfinders (scouts) drive convertible “bugs” painted in camouflage colors. Each vehicle is fitted with a mounted weapon.

The nomad's support vehicle is a heavily armored sedan, used to carry their gear and supplies.

The “uniform” worn by Athena's Shield is a black leather jacket, sleeves ripped out, with a medusa's head (the symbol found on the shield of the war goddess Athena) stencilled on the back in bright green.

The leader of the 10-woman squad that accompanies the UES convoy is named Adrienne Havartez. She's short, Latina, and tough as nails, a former marine corps drill sergeant. She's also extremely pretty, despite her hard-ass personality. She has a soft spot for animals, and can't bear to see them mistreated. Her scruffy terrier Maxi accompanies her everywhere she goes, hanging out the window of her vehicle. She nursed the dog back to health after finding him at the side of the road – and after shooting the previous owner, who tossed Maxi out of his pickup truck while it was travelling at a high speed.

### **Athena's Shield Warriors (6) / Pathfinders (4)**

Attractiveness 3 to 8

Body Type 8

Cool 4

Empathy (before humanity loss) 6

Intelligence 5

Luck 5

Movement Allowance 5

Reflexes 7

Technical Ability 8

Warpath 4 \* / Reconnaissance 4\*\*

Awareness 5  
Basic Tech 4  
Brawling or Martial Art (Aikido) 4  
Dodge & Escape 3  
Driving 7  
First Aid 3  
Handgun 3  
Heavy Weapons 5  
Hide/Evade (Camouflage Vehicles) 3  
Intimidate 3  
Melee 3  
Rifle 5  
Weaponsmith 4  
Wilderness Survival 4

\* A warrior adds this special ability to Initiative and Awareness when fighting nomads; half is added (round down) when fighting non-nomads. It is also added to Melee when fighting non-nomads; half is added when fighting nomads.

\*\* A pathfinder adds this special ability to Awareness and Hide/Evade when sneaking around and reconnoitering.

**Cyberwear:** Members of Athena's Shield typically have a neural processor, plus either a vehicle link (+2 to Driving) or smartgun link (+2 to firearms attacks). The drivers communicate with each other via cyberaudio radio links, complete with ECM scramblers. Many also have wide band radio scanners, allowing them to listen in on other police and emergency broadcasts. Drivers typically also have cyberoptics with low-lite or anti-dazzle options, while gunners have cyberoptics with targeting scopes (+1 to smartgun attacks) or infrared detectors. A handful of Athena's Shield members have cyberlimbs, sometimes with a built-in pop-up gun, micromissile launcher, or two-shot capacitor laser. Those who do not practice a martial art have body plating, typically a cowl or torso plate. The martial artists tend to go for Sandevistan speedware.

**Armor:** Drivers typically wear a light armor jacket (SP 14) and nylon helmet (SP 20), while gunners wear a heavy armor jacket (SP 20, EV 2), tiack pants (SP 20, EV 1), and helmet (SP 20).

**Personal Weapons:** Athena's Shield members typically carry a heavy autopistol such as the Sternmeyer Type 35 (Type P; WA 0; Con J; #Shots 8; ROF 2; Rel VR; Range 50m; Damage: 3d6).

## **The Truck Drivers**

The truck drivers and their swamper assistants are all independent contractors who own their own rigs. They dress in jeans and T-shirts.

### **Truck Drivers (6) / Swampers (3)**

Attractiveness 2 to 7

Body Type 7

Cool 3

Empathy (before humanity loss) 6

Intelligence 4

Luck 3

Movement Allowance 5

Reflexes 8

Technical Ability 7

Jury Rig 6 / Jury Rig 4

Awareness/Notice 5

Basic Tech 6

Brawling 4 Driving 6 Education & General Knowledge 3 First Aid 2

Handgun 3 or Rifle 3

Truck Driving 6 / Truck Driving 2

**Cyberware:** Truck drivers typically have a neural processor, plus a vehicle link (+2 to Driving) and cyberoptic with either anti-dazzle or low-lite options.

Swampers sometimes have linear frames – even though most of the loading and offloading is done by machine, these days.

**Personal Weapons:** For personal protection, truckers carry either a shotgun such as the Sternmeyer Stakeout 10 (Type SHT, WA -2; Con N; #Shots 10; ROF 2; Rel ST, Range 50m; Damage: 4d6) or a taser (Type P; WA -1; Con N; #Shots 10; ROF 1; Rel VR; Range 10m; Damage: stun).

### **New Skill: Truck Driving**

This reflex skill allows you to drive tractor-trailer trucks (semis) with air brakes and multiple gears. A skill of +3 is equal to that of a relative novice who has handled only smaller rigs. A skill of +6 represents a driver with several years of experience who is able to handle just about any size of truck. A skill of +8 or greater represents a driver with who has experienced every type of grade, road condition, and emergency situation there is.

*Note:* This skill is not required for pickup trucks, vans, or small panel trucks; use the regular Driving skill for these vehicles.

## **The Police**

The highway patrol officers wear police uniforms. The Referee should tailor their description according to the setting of the adventure.



## **Highway Patrol Police Officers (2)**

Attractiveness 5

Body Type 7

Cool 5

Empathy (before humanity loss) 6

Intelligence 8

Luck 4

Movement Allowance 6

Reflexes 7

Technical Ability 5

Authority 4

Athletics 3

Awareness/Notice 7

Brawling 2

Drive 4

Education & General Knowledge 5

Handgun 6

Human Perception 6

Interrogation 5

Melee 4

Rifle 5

Shadow/Track 4

Streetwise 4

**Cyberwear:** Useful cybernetic enhancements for highway patrol officers include a neural processor with vehicle link (+2 to Driving), dataterm link (allowing them to access computerized police records), and smartgun link (+2 to firearms skills). Also useful would be cyberoptics with image enhancement (+2 to Awareness) and microvideo optics (used for filming evidence or suspects). Because the federally-funded highway patrol has little in the way of money or resources, only about half of its officers have enhancements – typically 1d3+1 pieces of the cyberwear described above.

**Armor:** Standard highway patrol gear includes a medium armor jacket (SP 18 EV 1), flack pants (SP 20 EV 1) and nylon helmet (SP 20) with built-in police band radio.

**Personal Weapons:** Each officer is armed with an ArmaLite 44 heavy pistol (Type P; WA 0; Con J; #Shots 8; ROF 1; Rel ST, Range 50m; Damage 4d6+1). Each patrol car contains a powerful, rapid-fire Arasaka Rapid Assault Shot 12 shotgun (Type SHT, WA -1; Con J; #Shots 20; ROF 10; Rel ST, Range 400m; Damage 4d6). Each of these weapons can only be used by someone with a highway patrol issue smartgun link. The link has a unique port shape and requires a specialized software code, and thus can only be used by non-police user if it is first jury rigged; Difficulty is 20.

## **Raffen Shiv**

This gang of cutthroats and thieves are parasites who prey on the unwary and innocent. They're scruffy, abusive, and cruel. Their leader is B.J. "Beej" Garrett, a psychotic but mesmerizing individual who was tossed out of the Hell's Angels for murdering one of his girlfriends in a fit of jealousy, then dragging her mutilated corpse behind his bike to a club meeting. He's a big, beefy guy with a beer belly, long red hair, and beard. He wears a black T-shirt, jeans, and Dayton boots. He recently switched to a pickup truck; it's not as "sexy" as a Harley, but you can mount weapons on it.

Beej's followers are those who believe that "honor" and brutal revenge go hand in hand. They're as dangerous and twisted as they come.

### **Raffen Shiv Warriors (12)**

Attractiveness 2 to 5

Body Type 8

Cool 6

Empathy (before humanity loss) 4

Intelligence 4

Luck 5

Movement Allowance 6

Reflexes 8

Technical Ability 7

Family 3 to 6

Awareness 5

Basic Tech 3

Brawling 4

Dodge & Escape 3

Driving 6

Endurance 5

Gamble 3

Heavy Weapons 5

Hide/Evade 5

Intimidate 7

Melee 3

Resist Torture/Drugs 5

ShadowfTrack 3

Submachinegun 3

Wilderness Survival 4

**Cyberwear:** Raffen Shiv members have cyberwear that ranges from the decorative (light tattoos and chemskin warpaint) to the brutally functional (a variety of implanted cyberweapons). Many have augmented their bodies with grafted muscle or skin weave. Those who have cyberlimbs make no effort to disguise them, but instead flaunt their metal, painting it a matte black and peppering it with chrome studs.

**Armor:** The Raffin Shiv are careless of their personal safety and like to show off their muscles, and thus rarely wear more than a kevlar vest (SP 10). A handful wear flack pants (SP 20) but the majority prefer black riding leathers (SP 4).

**Personal Weapons:** Raffin Shiv like nothing better than a close-in melee, preferably with monokatanas (Type melee; WA +1; Con N; Rel VR; Range 1 m; Damage 4d6). They also carry light submachineguns, such as the Uzi Miniauto 9 (Type SMG; WA +1; Con J; #Shots 30; ROF 35; Rel VR; Range 150 m; Damage 2d6+1).

## **THE VEHICLES**

The convoy is made up of a collection of vehicles; their statistics and cargoes are as follows:

### **Athena's Shield Volkswagen Beetles (2)**

SDP: 60

Body SP: 30

Tires SP: 10

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase Maneuver Speed: 60 km/h (40 mph)

Tight Turn: 10

Swerve: 10

Hard Brake: 10

Reverse: 10

Bootleg Turn: 20

Crew: 1 driver, 1 gunner

Mounted Weapons: Barret-Arasaka Light 20 mm (Type HVY; WA 0; #Shots 10; ROF 1; Rel VR; Range 450m; Damage: 4d10). Note: This weapon fires depleted-uranium armor-piercing rounds. It can only be fired to the front and sides of the vehicle it is mounted on.

Cargo Capacity: 200 kg (440 pounds)

Cargo: first aid kit, survival gear, ammunition

### **Athena's Shield Volkswagen Beetle Convertables (2)**

SDP: 60

Body SP: 30

Tires SP: 10

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 16 km/h (10 mph) per phase

Maneuver Speed: 80 km/h (50 mph)

Tight Turn: 10

Swerve: 10

Hard Brake: 10

Reverse: 10

Bootleg Turn: 20

Crew: 1 driver, 1 gunner

Mounted Weapons: M-60 Squad Light Machinegun (Type RIF; WA 1; #Shots 100; ROF 10; Rel ST, Range 450m; Damage: 6d6). Note: This weapon is belt-fed, and can fire to the front or sides of the vehicle it is mounted on. The gunner stands where the back seat would be, and is strapped in. The bullets on the belt alternate between normal and armor-riercing rounds.

Other Weapons: One of these vehicles also carries a Scorpion 16 Missile Launcher (Type HVY; WA -1; #Shots 1; ROF 1; Rel VR; Range 1 km; Damage: 7dl0). Note: This long-range weapon is typically fired when the vehicle is at a standstill, or travelling very slowly over level ground. It is not mounted to the vehicle but is fired from a shoulder position. Both the gunner and driver are trained to fire it.

Cargo Capacity: 100 kg (220 pounds)

Cargo: first aid kit, survival gear, ammunition

### **Athena's Shield Armored Sedan**

SDP: 80

Body SP: 40

Tires SP: 10

Maximum Speed: 150 km/h (95 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase

Maneuver Speed: 50 km/h (30 mph)

Tight Turn: 15

Swerve: 15

Hard Brake: 15

Reverse: 12

Bootleg Turn: 28

Crew: 1 driver, 1 gunner

Cargo Capacity: 500 kg (1,100 pounds)

Cargo: foodstuffs, camping gear, tools, small generator, extra fuel, spare tires for VWs and sedans, personal weapons, ammunition (or 6 passengers).

### **Tractor Trailer**

SDP: 200

Cab SP: 15

Tires/Fuel Tanks SP: 10

Trailer SP: 15

Maximum Speed: 115 km/h (70 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

Hard Brake: 20

Reverse: 15

Crew: 1 driver, 1 swamper

Cargo: Capacity: 24,000 kg (52,800 pounds)

Cargo: 45 metal barrels of dioxin-laden Agent Orange, marked only with the words: "US Army." All are painted orange. Each barrel contains 455 liters (100 gallons) of the herbicide, and weighs 375 kg (830 pounds). Characters crouching behind a full barrel can make use of it as a shield (SP 5), but will likely get sprayed with herbicide as the bullet exits. The height of any bullet holes determines how much of a barrel's contents leak out.

**Police Cruiser**

SDP: 80

Body SP: 40

Tires SP: 10

Maximum Speed: 195 km/h (120 mph)

Acceleration/Deceleration: 8 km/h (5 mph) per phase

Maneuver Speed: 60 km/h (40 mph)

Tight Turn: 15

Swerve: 15

Hard Brake: 15

Reverse: 12

Bootleg Turn: 28

Crew: 2 police officers

Cargo Capacity: 300 kg (660 pounds) or 200 kg (440 pounds) in trunk plus 3 passengers

Cargo: first aid kit, spare tire

**Tractor with Tanker**

SDP: 200

Cab SP: 15

Tires/Fuel Tanks SP: 10

Tanker SP: 20

Maximum Speed: 175 km/h (110 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

Hard Brake: 20

Reverse: 15

Crew: 1 driver, 1 swamper

Cargo Capacity: 19,000 kg (41,800 pounds)

Cargo: Methyl Ethyl Ketone

Notes: The three hatches on top of this truck can only be opened with a wrench (or by someone with a powerful cyberhand). The tank is nearly full, but there is enough of an air pocket for some of the MEK to have evaporated; if this flammable gas is ignited the entire tanker explodes, killing all truck occupants and creating a large fireball.

**Raffen Shiv Pickup Trucks (4)**

SDP: 80

Body SP: 15

Tires SP: 10

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 8 krTVh (5 mph) per phase

Maneuver Speed: 50 km/h (30 mph)

Tight Turn: 15

Swerve: 15

Hard Brake: 15

Reverse: 12

Bootleg Turn: 28

Crew: 1 driver, 2 gunners

Mounted Weapons: Barrett-Arasaka Light 20mm (Type HVY, WA 0; #Shots 10; ROF 1; Rel VR; Range 450m; Damage: 4d10 armor-piercing depleted uranium shells). Note: One gunner operates the “cannon,” which is mounted in the box of the pickup truck. The second gunner fires an uzi when the truck closes to an appropriate range.

Cargo Capacity: 200 kg (440 pounds)

Cargo: survival gear, ammunition

### **Tractor Trailer**

SDP: 250

Cab SP: 15

Tires/Fuel Tanks SP: 10

Trailer SP: 15

Maximum Speed: 170 km/h (105 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

Hard Brake: 20

Reverse: 15

Crew: 1 driver, 1 swamper

Cargo Capacity: 28,000 kg (61,600 pounds)

Cargo: 2,031 plastic canisters of parathion insecticide. Each weighs 14.5 kg (32 pounds) and is labelled with a partially legible trade name: Phoskil. The canisters are shaped like jerry cans, with a handle on top, and each hold 18 liters (4 gallons). Some are leaking slightly. They are made from thin plastic (SP1) and will leak their contents if shot or stabbed.

### **Flatbed “Chinatop” Truck**

SDP: 150

Cab Body SP: 15

Rear Body (canvas over metal framework) SP 0

Tires/Fuel Tanks SP: 10

Maximum Speed: 170 km/h (105 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 20

Swerve: 15

Hard Brake: 15

Reverse: 12

Crew: 1 driver

Cargo Capacity: 6,000 kg (13,200 pounds)

Cargo: 20 plastic barrels filled with oxalic acid, each weighing 250 kg (550 pounds).

Notes: The waist-high blue barrels are marked with a corrosive symbol (a partially dissolved hand) and are lashed to the deck of the truck with wide straps. Characters crouching behind a full barrel can make use of it as a shield (SP 5).

### **Truck**

SDP: 120

Cab SP: 15

Tires/Fuel Tanks SP: 10

Tank SP: 20

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 20

Swerve: 15

Hard Brake: 15

Reverse: 12

Crew: 1 driver

Cargo Capacity: 5,000 kg (11,000 pounds)

Cargo: 166 heavy paper sacks, each filled with 22.5 kg (50 pounds) of Rodent Roundup rat poison. Notes: Many of the sacks are broken open, and the floor of the truck is covered in granular barium chloride. Each is marked with the name of the pesticide, plus a logo showing a cat in a cowboy hat lassoing a rat. Amid the sacks is a sealed cannister marked with the words: "Caution! Reactive substance. Do not break seal," and a two-letter designation: "Ba." Characters with the Chemistry skill can easily recognize this as the symbol for barium; this box of pure barium was placed on the truck by mistake. Characters who make an average skill check (Difficulty 15) can be given the information on this element that is summarized in *The Cargo* section, below.

### **Tractor with Tanker**

SDP: 250

Cab SP: 15

Tires/Fuel Tanks SP: 10

Tanker SP: 20

Maximum Speed: 160 km/h (100 mph)

Acceleration/Deceleration: 3 km/h (2 mph) per phase

Maneuver Speed: 25 km/h (20 mph)

Tight Turn: 25

Swerve: 20

Hard Brake: 20

Reverse: 15

Crew: 1 driver

Cargo Capacity: 22,000 kg (48,400 pounds)

Cargo: Tetrachloroethylene.

## **Driving**

To make any of the maneuvers listed for each vehicle (tight turn, swerve, hard brake, reverse) the driver must make a control roll using his/her Reflexes + Driving or Truck Driving (as appropriate to vehicle). Target number is the number given for the maneuver +2 for each 15 km/h (10 mph) over the vehicle's listed maneuver speed. A roll that fails by 7 or more results in a crash. A roll that fails by less than this modifies the next control roll; the amount by which it failed is added to the target number needed.

A vehicle that crashes takes damage based upon its speed. For each 30 km/h (20 mph) of speed, it suffers 1d10 damage (ignore the vehicle's SP and subtract damage directly from the SPS). All occupants of the vehicle take half damage.

When a vehicle is reduced to half of its SPS, the driver must make a control roll. Target number is as per a critical hit (see Damage Location Table notes). When a vehicle reaches 0 SPS, it crashes.

## **Crashes**

An exploding fuel tank automatically crashes a vehicle, resulting in the loss of 6d6 SDPS, plus crash damage based on vehicle speed. The driver and/or passengers suffer half damage.

A car, sedan, or pickup truck that has suffered damage to any tire – or a multi-axle truck that has suffered damage to a steering (front) tire cannot be driven. The control roll determines whether the driver can bring it to a safe stop (rather than crashing it). This rule also applies to semi trucks that have lost all of the tires in a given area.

## **THE CARGO**

The convoy is carrying some truly hazardous material. Descriptions and game mechanics follow:

### **Hazard Codes**

C = corrosive (extremely acidic or basic)

H = acute (fatal to humans in low doses)

I = ignitable (liquid with a flash point of less than 600 degrees C (1,400 degrees F); or non-liquid that can ignite through friction or moisture absorption; or an ignitable compressed gas)

R = reactive (explosive; or reacts violently with water; or generates harmful fumes when mixed with water; or an unstable substance that can undergo violent physical or change)

T = toxic; may be carcinogenic (cancer-causing), mutagenic (causing mutations in future generations of offspring), or teratogenic (causing abnormalities in unborn children).

### **Barium**

Hazard Code: R

Other Names: n/a

Description: This silvery-white, shiny metal is used in the manufacture of fireworks, paints, and plastics. It is packed in airtight boxes. If exposed to air, it self-ignites, burning with a red flame (4d6 damage to whatever it touches). It also reacts violently when exposed to water. If water is used in an effort to quench the flames, the resulting explosion hurls flaming debris (5d6 damage to those within 5 feet).

Health Effects: as above.



### **Barium Chloride**

Hazard Code: H

Trade Name: Rodent Roundup

Description: This brownish, granular compound is a potent rat poison, better known by its commercial name: Rodent Roundup.

Health Effects: A fatal dose, for humans, of barium chloride is a mere one gram (about one-thirtieth of an ounce); half a gram is sufficient to cause health problems. These include violent vomiting, abdominal pain, excessive saliva production, jerky muscles, and a fluctuating heartbeat (Ref -5, Bod -5 for 2d3 hours) and possibly also paralysis and death. Any character who ingests it must make a shock save to avoid dying.

### **Dioxin**

Hazard Code: T

Other Names: TCDD

Trade Name: Agent Orange

Description: Dioxin is found in Agent Orange, a defoliant that was used extensively during the Vietnam War. The ingredient that contains the dioxin is known as 2,4,5-trichlorophenoxyacetic acid (usually abbreviated to 2,4,5-T). The defoliant itself is a clear liquid.

Health Effects: Exposure to dioxin (usually by getting some of the liquid defoliant on the skin) results in chloracne, a skin condition resembling acne (Attr -3 for 2d3 days). It also produces headaches, dizziness, digestive upsets, and generalized aches and pains (Int 1, Bod -1 for 2d3 hours). Dioxin is also a known carcinogen, and is believed to be a mutagen.

### **Methyl Ethyl Ketone**

Hazard Code: 1, T

Other Names: MEK; 2-butanone; methyl acetone; ethyl methyl ketone; butanone.

Description: This colorless liquid has a sharp, minty smell. It rapidly evaporates into a gas. It is used in the manufacture of varnishes, plastics, oils, and cosmetics, and as a solvent. It mixes with water, and explodes if heated or exposed to flame.

Health Effects: MEK is absorbed into the body by inhaling vapors, or contact of the liquid with the skin. It causes eye and throat irritation and headaches at low doses (Cool -1, Int -1 for several minutes after exposure) as well as numbness in the fingers and legs and slowed reaction time at higher doses (Ref -1 for 1 d3 hours). It is also suspected to be carcinogenic and teratogenic.

### **Oxalic Acid**

Hazard Code: C

Other Names: oxalic acid dehydrate; ethane dioic acid.

Description: This white, oloriess powder is used as an industrial metal cleaner, and as a bleaching agent.

Health Effects: This caustic powder, when touched, causes the skin to tingle, turn blue, crack open, and form slow-healing ulcers (Cool -1, Afr -2 for 2d3 days). Swallowing oxalic acid causes vomiting, abdominal pain, and collapse (Ref -4 for 2d6 hours) – and possibly also convulsions and death. Any character who ingests a good mouthful of this powder must make a shock save to avoid dying. Gloves are sufficient protection to avoid contact.

## **Parathion**

Hazard Code: H

Trade Name: Phoskil

Description: This dark brown agricultural insecticide has a garlic-like odor. It does not dissolve in water.

Health Effects: When absorbed through contact with the skin, this liquid interferes with the transmission of nerve signals, causing a delayed paralysis that sets in a day or two after exposure (Ref -3; sets in 1 d3 days after exposure). Medical treatment with an injection of atropine can reduce this somewhat (Ref -2). Recovery is gradual (over 3d3 days) and is only complete if a shock save is made. If not, there is a permanent diminishing of motor function (Ref -1).

Parathion is also believed to be a carcinogen.

## **Tetrachloroethylene**

Hazard Code: T

Other Names: PCE; carbon dichloride; perchloroethylene; PERC; 1,1,2,2-tetrachloroethylene.

Description: This colorless, heavy liquid has a sweet, chloroform-like odor. It evaporates quickly, but is not flammable. It is used extensively in the dry cleaning industry, and to remove grease and dirt from machinery.

Health Effects: Tetrachloroethylene, or “perc” as it is more commonly known, is absorbed into the body by inhalation (especially during times of exertion), and through the skin if direct contact is made with the liquid. It causes short-term eye irritation, dizziness, and confusion (Cool -1, Ref -1 for several minutes after exposure). It is suspected to be a carcinogen, and possibly also a teratogen.

### **Damage Location Table for Cars & Pickups (roll 1d10):**

- 1) Driver \*\*
- 2) Steering (Front) Tire \*
- 3) Back Tire \*
- 4) Fuel Tank \* (25% chance explosion) or Engine \*
- 5) Body (and Passenger if applicable)
- 6) Body (and Passenger if applicable)
- 7) Body (and Passenger if applicable)
- 8-10) Body

### **Damage Location Table for Multi-Axle Trucks (roll 1d10)**

- 1) Driver \*\*
- 2) Cab (50% chance engine hit \*)
- 3) Steering (Front of Cab) Tire \*
- 4) Fuel Tank \* (25% chance explosion)
- 5-6) Rear Tire (possible critical if last tire in area; see notes below)
- 7-10) Trailer/Tanker

\* = Critical hit if damage exceeds vehicle’s SP for that area. Triple any damage that penetrates. Driver automatically loses control and must make a control roll to recover. Target

number is  $15 + (1d10+3)+2$  per each 15 km/h or 10 mph over maneuver speed. A roll that fails by 7 or more results in a crash.

\*\* = Apply damage that penetrated (that exceeded vehicle's SP) to driver. Roll for location and subtract SP of any armor plus driver's BTM. If driver takes a wound, s/he must make a control roll. Target number is 10, unless the damage is to the arm (Difficulty 15), or is a head shot or other critical hit (in which case the Difficulty may be increased to 20 or more).

### SHADOWRUN CONVERSION NOTES

*Cyberpunk* adventures are generally easily converted to the *Shadowrun* system. Often, all that is required is the addition of magic and a few alterations to the background and setting. This adventure is no exception.

Due to the situation in North America, the convoy should pass through at least one national border. Suggested is to start out in Sheridan, Sioux Nation, and travel to Seattle from there.

Athena's Shield is an all-women, all-Native American go-gang with mercenary ideals. You might want to rename them Dog Soldiers, after the Cheyenne warrior society whose members staked a sash into the ground, vowing to fight in that spot until killed or until a fellow warrior unstaked the sash, releasing them from their vows. (The women could have sashes tied to their vehicles.) The ten women who accompany the convoy drive four ancient Americars, two of which are little-seen convertible models, and one Honda-GM 322OZX Turbo (pages 11 & 12, RBB). All of these are modified like the VW Beetles, and have Body 4, and Armor 6; adjust their speeds accordingly. Change the weapons to an Assault Cannon for the Barret-Arasaka, Ingram Valiants for the M60s, and a Missile Launcher for the Scorpion-16.

One of the gangers is a Wolf shaman with a handful of spells like Mana Bolt, Detect Enemies, and Ram. The others have some cyberware, such as smartlinks, cybereyes, radios, etc., and are of varying races. Stats can be converted easily by halving the CP2020 stat (Cool for Willpower, Body Type for Body, etc.) or by using the Gang Member Archetype. Skills should *not* be halved, but kept at their current level; it's usually easy enough to determine an equivalent *Shadowrun* skill. (if you can't, make it a Special Skill.) For personal weapons, the gangers carry various pistols and SMGS.

The truck drivers have no cyberware save for datajacks and/or vehicle control rigs (level 1, usually). They carry civilian shotguns, pistols, or tasers, plus the required licenses. For the trucks, use stats for typical trucks from the RBB.

Raffen Shiv consists of various metatypes. They rarely wear armor over Ballistic 2, and carry SMGs and melee weapons. They have lots of cyberware, and they drive four pick-up trucks. (Pages 25 to 31 of the RBB should provide enough inspiration.) Replace the M-134 with a Vindicator.

The police car will change at every border, since every nation the convoy passes through will provide its own escort. Police will typically drive a Honda-GM 322OZX Turbo (page 132, *Lone Star*). For the cops, use the Auto Patrol Officer (page 126, *Lone Star*).

Each player could run a member of Athena's Shield during a one-off adventure, or the players' regular characters could be hired by UES to work together with the gangers. UES pays 3,000 nuyen per person, 10% up front. The PCs might have some trouble passing borders with the gear shadowrunners typically carry, but they can be from virtually anywhere, hauled over by UES to wherever the convoy leaves from.

Finding out what the trucks are carrying requires a Physical Sciences (Chemistry) test: target number 3 to identify the trade name of the chemicals; target number 5 to determine the stuff's health hazards.

When it comes time for the attack, Shadowrun's vehicle combat rules (pages 104-109, SRII) can be used to handle this situation, and will likely be made much easier by the vehicle templates provided. A vehicle that suffers Serious damage or higher is leaking chemicals.

Base game effects of the toxic waste on the description given of each cargo – and your imagination.