



# The Crate Escape

An Adventure for Cyberpunk 2020  
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## Background

It had been a long day -hell, a long week- and the stresses and strains of Night City had taken their toll. It's a good thing the bars are cheap. At least, that's what you thought. You're probably used to passing out, drunk, and waking up somewhere you didn't plan on being. But this is a new venue. Darkness. Pure, darkness. As you lay in the darkness you hear someone say "Poor Bastards. Hear they're shipping out in an hour. I'd hate to be them."

## The Rest of the Story

Your Players have been shanghaied; drugged with the cheapest booze and packed away in shipping crates by ZetaTech. They've had all of their weapons and gear stripped, (except their cyberware and any armor below SP16), just in case they come out of their drug-induced coma before they reach ZetaTech's labs. If they don't escape they are in for a very unpleasant surprise. After all, someone needs to test the hottest new wetware before it goes on the market. Nevermind that all the willing volunteers got their brains burned out. The ZetaTech engineers are sure they've worked all the bugs out. Little do the characters know that hiding somewhere in the building is a ZetaTech guard who was betrayed and put in a crate just like them. Netrunners will find that there are no terminals in the facility.

## Setting

Currently your Players are all in 3'x3'x6', wooden crates, next to each other in a ZetaTech warehouse just outside Night City. In about an hour they'll start the glamorous journey out to beautiful Silicon Valley.

## Forces

This scenario can be run with one to four Players but we would suggest four.

Of course, there will be ZetaTech guards in the area to make sure the characters don't escape. (Note: There will always be one more guard than the number of Players.)

### ZetaTech Guard:

Ref:7 (Handgun+3, Dodge+5, Melee+3)

Int:4 (Notice+6)

Body: 5

MA:5

Gear: SP10 Kevlar Vest, BudgetArms Auto 3  
Techtronica 15 Microwaver

## Beats

**Kidnapped:** The characters wake up in complete darkness. Further exploration will tell each Player that they are each inside a large wooden crate. All of their gear except their cyberware and clothes have been removed. Any armor they had above SP16 has also been removed, and their cyberweapons have been deactivated. The crates they are in aren't exactly heavy duty, though. It is a strength feat Check of 12 to break out of the crates.

**Pursuit:** However, when the characters do escape their crates, they find themselves in the middle of a warehouse with ZetaTech guards all around. The Players must make a Stealth Check at a 15 to remain un-noticed. The Players will have to make this check every round until they exit the room (3 Turns if they go directly for the exit). Obviously the guards won't want them to escape, so, if noticed, a chase will most likely ensue. (Unless your Players are suicidal enough to stay and be shot). Outside the main room the characters will find a slightly open door. Inside is a storage room. A man inside beckons for them to come in and hide. (If they were never chased in the first place this happens as they are wandering the halls.)

**Revelation:** Once the guards have passed, the man will explain that his name is Leon and he was a guard for ZetaTech. He and his four partners abducted people for ZetaTech until they were betrayed and kidnapped. He will then explain that ZetaTech is kidnapping people for wetware testing and that his team still needs to get out. Leon is the only one who knows the way out of the facility but if your Players still refuse to help, then Leon will also offer them money (about 200NCD each).

**Final Battle:** Leon will re-arm the Players with all of their gear and cyberweapons and lead them back to free his team in the warehouse. This is also where the Guards gave re-convened. Hopefully, there will be enough Players, plus Leon, to be even with the guards. The battle ends when the Players have killed all of the guards. Only then will Leon lead them out of the warehouse.

**Happy Ending:** Leon's team is set free, ZetaTech is foiled and the Characters may even get some money out of it.

### Leon

Ref:8 (Fencing+8, Dodge+6, Handgun+7, Stealth+6)

Int:5 (Notice+6)

Body: 6

Ma:7

Gear: SP 14 Armored Jacket, Sword, Militech Arms Avenger

### Leon's Team Mates

Ref: 7 (Stealth+6, Dodge+6, Handgun+7, Melee+8)

Int: 6 (Notice+6)

Body: 8

MA:7

Gear: SP14 Armored Jacket, Militech Arms Avenger, Kendachi  
MonoKnife

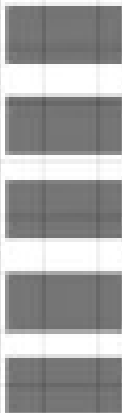
Conference Room

Table

Elevators Stairs

Sleeping Quarters

Beds



Prep Room

Table

Table

Table

Table

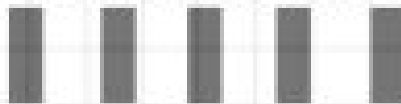
Boiler Room

Water Tank



Personal Room

Benches



Empty Lockers



Lobby

Elevators

Stairs

Substation  
Room

Guard Quarters

Warehouse

Sub Warehouse

Av4

Water Tower

Weapon Rack

Entrance