Special Horror Issue

CHALLENGE 46

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NICK SMITH
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Dead Time

A series of bizarre vampire murders sweeps Night City. It is up to the PCs to solve the mystery and reveal the facts. This moderately difficult horror adventure is intended for a small group of characters, mostly Police or Medias.

Michael LaBossiere

E veryone in Night City knows about the latest series of strange killings. So far, 11 people have been killed by having their blood drained from them through double puncture wounds on the neck. Eyewitnesses report a man in dark clothes fleeing the site of some of the murders. After the first few murders, a group known as the Vlads came under suspicion—they are believed to have killed another five people by driving wooden stakes into their hearts, then draining out their blood.

STARTING THE PARTY OUT

Once the players have been provided with the above news on the street and any other information they may have access to, they are ready to begin. If they are Police, they will be assigned to the case and will be attempting to find and apprehend the killer. If they are Medias, they will be trying to track the killer and get a story. Other characters may be brought in with other motivations. For example, a player character may be related to one of the victims or hired by a victim's family.

The adventure will take place on October 12.

A STAR IS DEAD

The 12th victim is Vicki Gold, a moderately famous supporting star in the Sense Net drama, *Dead Time*. Since Vicki was a celebrity, her death will create a media sensation and will spur the police and media into further action.

Vicki's apartment is located in the posh section of Night City. The entrance to the townhouse apartment is on the 22nd floor of the Palatine Apartment Building. The apartment has two floors, only one of which is relevant to the case.

The apartment is very chic and expensively decorated. However, it is marred by the presence of four bodies:

Solo 1: Jack Stone, a veteran Solo bodyguard, is lying dead on the balcony. His left hand and wrist are shattered, and his right eye has been removed from the socket (it was a cybereye). He was killed by having his heart pulled through his body armor. An

unfired Uzi smartgun lies on the balcony floor nearby in a pool of blood.

Solo 2: Ann Gables lies dead on the floor. A 9mm pistol is in her hand, with two rounds fired. The rounds have not been found. She has a broken neck.

Solo 3: Miles Stewart's body has had both its arms torn off. They are lying by the kitchen door. His Uzi smartgun is still clenched in his right hand. His blood has created a rather large stain on the white carpet.

Vicki Gold: She was killed by having her blood drained through two puncture wounds in her neck. Unlike the other victims, she had a sensory recording device installed for her work.

Examining the Data

The damage to the bodies of the three Solos indicates that the attacker was very strong—far stronger than a normal human— and probably very skilled in the martial arts. The attacker must also be very fast and stealthy as he was able to take three skilled Solos by surprise and kill them.

Vicki Gold activated her sensory recorder, but it was damaged by the beating she took. All the techs are able to get off it is a blurred image of a man and the words, "Jani is next, my dear Vicki."

The Jani referred to is probably Jani Dark, the female lead of *Dead Time*.

During the investigation, apartment security reports that four of its guards have been found dead, with stakes in their hearts. Forensics will ascertain they were killed just before the attack on Vicki's apartment. These guards were assigned to patrol outside the building on the side where Vicki's balcony is located.

The evidence should suggest the following to the player characters:

● Jani is next to die, so she should be protected.

● The PCs should have a talk with the Vlads.

LAIR OF THE WHITE WORM

When the player characters decide to investigate the Vlads, they discover that it is

common knowledge on the street that they hang out at the Lair of the White Worm, a bar that caters to those who like horror. The Lair has a reputation for strangeness, even in Night City; it is also known to be a dangerous place to attend if one doesn't "belong"— like the player characters.

Exterior: The exterior of the bar is constructed to resemble the entrance to a dark cave. White gas vapors drift out of it, billowing in time to the music of a snake charm tune. Behind the bar is a trash-littered alley, featuring a couple of rats and a garbage can or two.

Entrance: The entrance looks like a cave and is filled with white gas. The Lair has a cover fee of $5 and a bouncer to back this up.
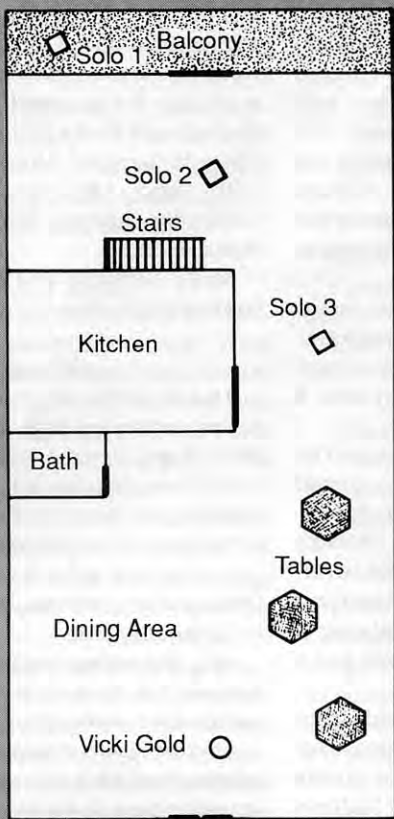
Interior: The interior of the building is murky and smoke-filled. A white mist constantly spills from the ceiling (obscuring it) and swirls around on the floor. Strange noises drift about the place. The walls are decorated with items ranging from implements of torture to what appear to be parts of monsters and human beings. Structural supports throughout the building have been decorated to look like stalagmites and stalactites.

The crowd consists of peculiar characters, mainly dressed to appear as the walking dead, with white, painted faces, black lipstick, and dead black clothes.
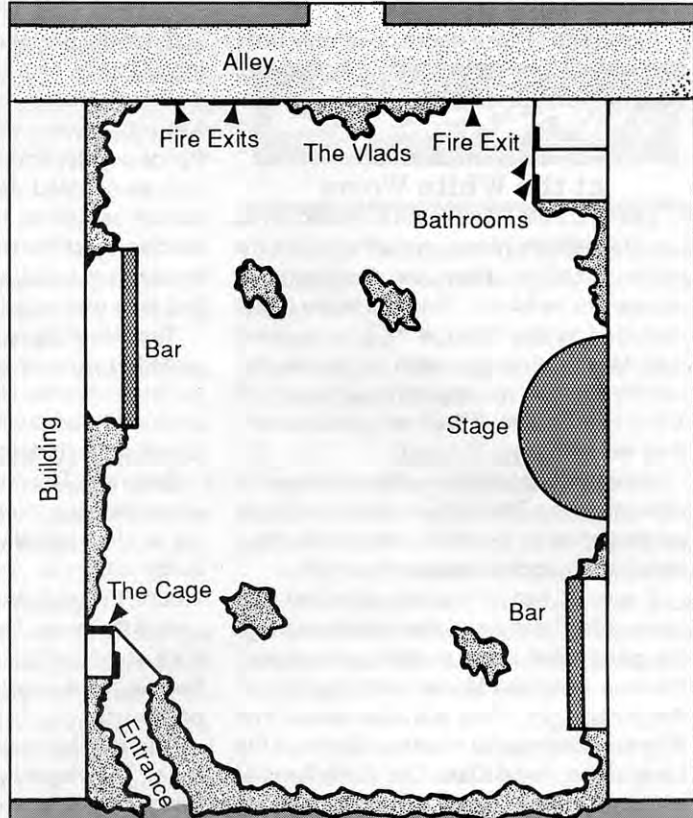
Bar: Each bar is equipped with the material to produce the rather nasty looking drinks the customers demand. The drinks range from "mixed bloods" to "brain renderings." The drinks are actually alcohol and various synthetics, but they look real enough. They cost from $1-4. If your taste as a referee runs to this sort of stuff, be sure to play up how sick-looking the drinks are.

Stage: The stage area is where bands perform. They are mainly notable for their loudness and bizarre appearances. They tend to have names like Walking Dead, Pus Maggots, and so forth.
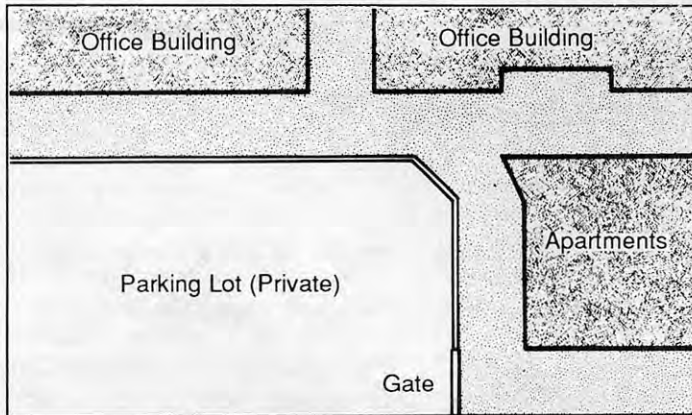
Bathrooms: These bathrooms are fairly straightforward in appearance and function. They are surprisingly clean, but there are

Vicki Gold's Apartment

Balcony
Solo 1
Solo 2
Stairs
Kitchen
Solo 3
Bath
Tables
Dining Area
Vicki Gold

The Lair of the White Worm

Alley
Fire Exits
The Vlads
Fire Exit
Bathrooms
Building
Bar
Stage
The Cage
Bar
Entrance

Royal Oaks Condominiums

Office Building
Office Building
Apartments
Parking Lot (Private)
Gate
Walk
Walk
Pool
Jani's Condo
Bath House

Jani Dark's Condo

Closet
Closet
Dining Area/Living Room
Ladies' Room
Kitchen
Storage
Men's Room
Guest Rooms
Baths
Jani's Bedroom
Jani's Room
Study/Library
Den
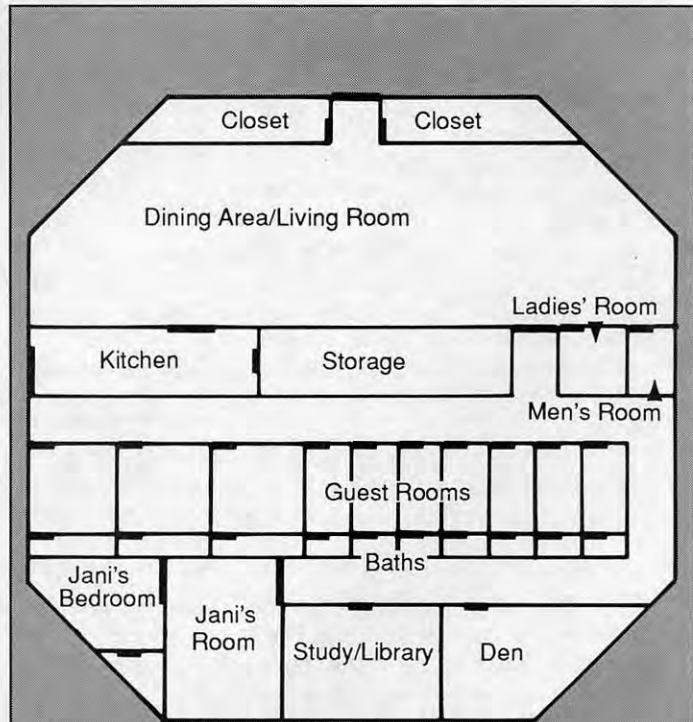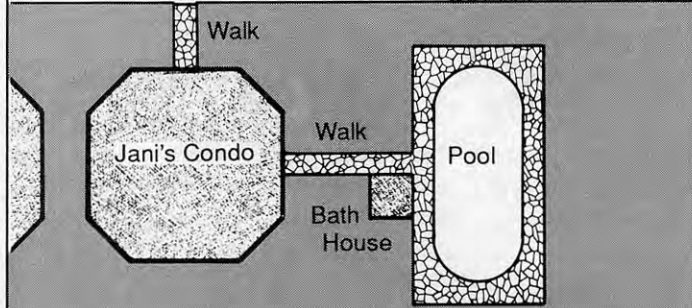
rubber animals in the urinals.

Fire Exits: These doors open only from the inside. Opening one sets off an alarm, which will attract the bouncers.

A Hot Time at the White Worm

The Vlads are clustered in a section of the Lair of the White Worm where the tables are made of coffins. They are drinking what appears to be blood. They will leave (if not disturbed by the PCs) at 11 p.m. to meet their Master. Any approach by police who identify themselves as such will cause the Vlads to try to flee. If their escape is cut off, they will fight.

More subtle approaches will have somewhat different results. The Vlads are always willing to put on a show for the media and will talk about how they like to drink blood and so forth.

If one or two Vlads are captured and "persuaded" somehow, they may reveal that the gang killed some guards and secured the area while their Master went for a "drink" the other night. They will also reveal that they are supposed to meet the Master at the back of the Royal Oaks Condominiums at midnight tonight. They can only describe the Master as, "Way out. Totally vampire, you know, man."

If the Vlads are attacked and escape, they will keep their appointment, but will go to the meeting as stealthily as possible.

VISITOR IN THE NIGHT

Once the player characters are aware of the Master's plan to kill Jani, they will undoubtedly wish to prevent her death. Sense Net will be very willing to cooperate with Police or independent Solos to prevent Jani from being killed. Jani will also agree to use herself as bait for the killer. If the PCs are Medias or not the type of people Sense Net would allow near Jani, then they will have to find their own way into the action.

The Royal Oaks is very luxurious, with a walled-in area of green grass and trees. Various support buildings and condominium units are housed within this security area. It is well protected against intrusion.

Exterior: The complex is surrounded by a five-meter concrete wall. Access is gained via an electronically locked metal gate. Security cameras are spaced at intervals around the wall, providing complete coverage of the area. The condo is a wood and brick structure built in an octagonal shape. Beside it is a very large built-in pool and a bathhouse.

Interior: Jani's condo is fairly modest, for a star. The elegantly decorated dining area/living room is where she entertains guests and holds the required parties. It features numerous "conversation groups" of furniture. The kitchen contains the latest in food preparation equipment. The guest rooms are luxurious. The large rooms are for VIPs;

smaller rooms are for less important guests. The den is well appointed and features an antique wooden roll-top desk and a leather-upholstered sofa and armchairs. Jani's room is elegant, but reserved. Her library is well stocked with books and is equipped with a computer terminal. Most of the literature is 17th- and 18th-century philosophy (Descartes, Leibniz, Malebranche, Locke, Hume, etc.).

Jani's servants live in the apartment buildings next door to the Royal Oaks.

Attack

If the player characters are involved with the defensive planning, let them come up with the ideas. If not, plan out a reasonable defense. Everything will be okay until 10 p.m. At that time, David Sander, one of the Solos present, will say he feels ill and begin to act edgy. If the PCs act concerned, one of the Solos will tell them that David gets edgy at night—at least since his last trip to the body shop.

At a little before midnight, the Vlads who survived the meeting at the Lair will gather outside the building. David will offer to go out and talk with them. If he is allowed to do so, he will give them a key to the gate and the house, as well as the sequence to disable the security system. If a player character goes out with David, he will do his best to get the key to the Vlads, even if he has to kill or disable the PC.

At midnight, after returning to the condo,

MEDIA BRIEFING

Characters who are in the media or have access to media files (legally or illegally) will have the following information:

Topic: Vampire murders.
Date: October 12, 2015.
Location: Night City.
File: General.

Eleven people are victims of the brutal Vampire Murders in Night City, starting October 1 with Helen Sayre at her apartment. Another five have been killed with stakes through their hearts.

The 11 Vampire Murder victims each had two puncture wounds on their necks, and their bodies were virtually drained of blood. In all cases, there was no sign of a break-in.

A gang calling itself the Vlads is suspected in the five slayings involving a wooden stake as a murder weapon. It is not believed at this time that the Vlads are responsible for the 11 Vampire Murders, although whether they are accomplices or imitators is not known.

The Vlads came under suspicion about two days after the first of the Vampire Murders.

The members all dress like a 1950s-style Dracula and carry wooden stakes and hammers. Some have received surgery to alter their eyes, complexions and so forth, and others have purchased cybernetic implants which ape traditional vampire abilities.

POLICE BRIEFING

This information is available to police characters or those with access to police files:

Victims: Sixteen victims total. The 11 primary victims were all involved in some way with Sense Net, and all had two puncture wounds on their necks, with their bodies drained of blood. The remaining five were guards and others in the vicinity, and they were killed with wooden stakes in their hearts.

Dates: One murder scene each day beginning October 1, 2015. Each occurred between midnight and 1 a.m.

Description: The 11 victims were each killed by the draining of blood via two puncture wounds in the victims' necks. Forensics indicates the presence of human saliva on the victims' necks. In each case there was no sign of a break-in, and no property was stolen. The victims had no sign of other wounds.

Related Activity: The Vlads are a gang whose members imitate the classic vampire look. They are active at night and carry only wooden stakes and mallets as weapons. While they do not appear to be responsible for the 11 primary Vampire Murders, they should be kept under observation as they may be accomplices or imitators.

David will start killing the Solos. If the Vlads have the key, they will swarm in and attack. The attacking Vlads will be supplemented by seven to 10 other Vlads who have Pistol skill (+2) and are armed with Llama Commanches (.44 revolvers) and wearing armored T-shirts (SP=10). The Vlads will try to kill everyone (except David, of course) and drive stakes through their hearts.

VAMPIRE

Unknown to Sense Net, one of its security Solos is the vampire murderer. What occurred is this: David Sander was close to the edge sanity-wise, and when he was injured during the last filming of *Dead Time*, he had to get more cybernetic parts. This drove him totally into cyberpsychosis.

His association with *Dead Time* focused his insanity into making him think he is a vampire—but only at night. During the day he acts fairly sane, and he is not aware of his nightly activities, except for bad dreams and a foul taste in his mouth when he wakes up. Of course, he can't drink all of his victims' blood. He first subdues them, then uses a portable suction pump to drain them out.

His intended victims all worked for Sense Net in some capacity, and he was able to trick them into letting him into their apartments under the pretext of being on Sense Net business.

In vampire mode, he eventually came in contact with the Vlads, and they have adopted him as their hero and esteemed leader.

END

If David kills Jani and escapes, he will continue to stalk victims, dropping further and further into the depths of insanity. The referee will have to improvise somewhat. Police will be slightly reprimanded, but left on the case. Less-than-scrupulous Medias may come off such an occurrence fairly well, as they may have actually gotten some really ripe footage of an actual celebrity murder! In either case, the referee will have to handle the PCs' continuing plans to catch David (or further milk the story).

If David does not kill Jani, but escapes, he will be back to try again.

If the PCs aid in defeating the vampire, they will be amply rewarded by either their department or media company and by Sense Net. If Medias get film of the vampire in action and turn in a good story, they can enjoy a brief moment of fame (while cyber-related insanity is getting more common, really unique insanities are still newsworthy).

NPCS

The characters may encounter the following NPCs in this adventure.

Bouncers

The bouncers at the White Worm keep order and ensure that the bar remains un-

damaged. They will try to keep violence to a minimum, but tend to have short tempers. There are six bouncers in all. One will be in the cage in the entrance making sure people pay, and the rest mingle with the crowd.

Int	4	Tech	3
Ref	7	Cl	5
Luck	4	Att	3
Emp	5	Bod	8

Skills: Athletics (+4), Melee (+4), Pistol (+2).
Hardware: Cyberaudio, radio splice (to communicate with each other).
Equipment: Nightstick, .45 Colt automatic, kevlar jacket (SP=18).

Bartenders and Customers

These NPCs will try to run to avoid trouble. If the referee wishes, he can put in some more exceptional types to liven things up.

Typical Vlads

Every member does his best to look like a vampire. This ranges from dressing up for the part to actual surgery. All of them are a bit crazy and earn their living in illegal ways. There will be eight to 12 Vlads in the Lair of the White Worm at any time.

Int	4	Tech	3
Ref	6	Cl	6
Luck	3	Att	4
Emp	3	Bod	5

Skills: Athletics (+2), Melee (+2), Martial Arts (+1).
Hardware: Vampires, some have cyberoptics with infrared.

David Sander

David is the "vampire" but does not realize it. During the day he will think and act normally, but as it gets darker he will start to slip into insanity. At 10 p.m. he will go completely over the edge.

When David is in vampire mode, he will tend to rely on his martial arts skills, but can still use his guns. He knows that the Sense Net Solos will trust him, and he will use that to his advantage.

However, he is insane, and he will not behave rationally. Further, in vampire mode he will have as a primary goal drinking Jani's blood. To maintain the mood of the scenario, when David switches over to vampire mode, be sure to describe him and his actions as if he really were a vampire and not just a cyberpsycho.

Int	7	Tech	5
Ref	9/11	Cl	8
Luck	6	Att	7
Emp	0	Bod	9

Skills: Athletics (+6), Pistol (+6), Rifle (+4), Basic Tech (+2), Martial Arts (+8), Rotorwing Pilot (+2), Gen. Knowl. (+4), Wardrobe/Style (+4), Awareness (+6).
Hardware: Vampires, cyberoptics (2) with infrared and targeting scope, interface plugs, cyberaudio with radio splice, Rippers,

biomonitor, two cyberarms, cutoff chip (see **Challenge 43** "New Cyber Equipment," page 54).
Equipment: Kevlar jacket (SP=18), smartchipped Styer GB80 and two clips, smartchipped CAWS and two clips.

Jani Dark

Jani is a college graduate (M.A. in philosophy) and a very skilled actress. She also writes some of the scripts for *Dead Time*.

While her character on *Dead Time* is a ruthless vampiress, Jani is a rather nice person. She is brave, and while she has no desire to die, she will do what she can to help capture or kill the murderer.

Int	8	Tech	5
Ref	7	Cl	7
Luck	7	Att	10
Emp	8	Bod	5

Skills: Athletics (+4), Persuasion (+3), Seduction, Wardrobe/Style (+6), Gen. Knowl. (+4), 17th- and 18th-Century Philosophy (+3), Martial Arts (+3), Pistol (+2), Acting (+6).
Hardware: Two interface plugs, cyberoptics, equipped for braindance recorder (see *Rockerboy*).

Sense Net Security Team

Normally, a couple of the members of Sense Net guard Jani and her home from weirdos, excessively inquisitive Medias, and overzealous fans.

With the murders and the possible threat to Jani's life, Sense Net has beefed up security measures somewhat. A full six-man Sense Net security team now guards her condo, including Sense Net's crack team leader, David Sander. These five normal, professional, but amiable, Solos work for Sense Net security for their living. They are loyal to their company. They have no idea that their leader has succumbed to cyberpsychosis.

Int	6	Tech	4
Ref	8/9	Cl	8
Luck	6	Att	7
Emp	5	Bod	7

Skills: Athletics (+4), Martial Arts (+4), Pistol (+4), Basic Tech (+2), Melee (+4).
Hardware: Reflex boost, cyberoptics with target scope and light enhancement, two interface plugs.
Equipment: Kevlar Jacket (SP=18), combat knife, HKP9S and two clips, smartchipped H&K MP5 and two clips, two-way radio headset. Ω

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CHALLENGE 47

The Magazine of Science-Fiction Gaming

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Psiberpunk

What if that Solo with an uncanny ability to predict the actions of your group really was psychic or was working with a psychic who was informing him of your every move ahead of time? Psionics in Cyberpunk 2020—the future just got darker. You better take off your shades!

Legion G. McRae

O ur fascination with the powers of the mind has been around for millennia. Many colorful names have been given to those who have displayed some ability with these powers: Witch, fortune teller, oracle, and soothsayer are among the less unpleasant. Through these ages, attitudes toward psychics have ranged from awe to terror to hatred and prejudice.

Beginning in the late 20th century, a number of governments and corporations initiated programs to study the powers of the mind. Funded by strong governments or powerful corporations, and working in association with neurologists, biochemists, and geneticists, parapsychological researchers established psionic study and research institutes and laboratories across the globe. By the late 1990s, the old superpowers were known, despite their claims to the contrary, to have fielded espionage agents with psychic talents which had been scientifically enhanced or produced. This is the origin of the 21st century term "ESPionage."

GAINING PSYCHIC ABILITY

Many of the paranormality researchers labor under the belief that all people have psychic capability—that it is simply a matter of enabling them to realize their potential. On the other hand, many other paranormal authorities believe that very few people are psychic and that even fewer are able to achieve their full capabilities. Successful results have been achieved by both camps, and the work continues.

There are only two ways to get psychic ability in *Cyberpunk*: have it from the start of the game (from the character creation process) or undergo psychoactivity diagnosis and training.

Starting Out Psychic

In order for his character to be psychic at the start of the game, a player must roll less than or equal to twice his Luck on percentile dice *twice consecutively*. This may only be done during character creation, and may only be attempted once for any given character. A character's Luck may be applied to these rolls as allowed in the rules (a character may subtract up to his total Luck in points split between the two rolls to try to achieve low enough rolls).

Example: My character has a Luck of 7, so I have to roll 14 or less two times with percentile dice for him to start out psychic. I have a pool of up to seven points total to subtract from one or both rolls.

If both rolls are successful, the character starts the game psychic. If either of these rolls is failed, the character is not psychic at the start of the game, nor does he suffer any ill effects.

If a negative result is rolled during character creation, a player may have his character resort to psychoactivity diagnosis.

Psychoactivity Diagnosis

Should a character wish to obtain psychic talent later in the game, he may volunteer to be a "guinea pig" in psychoactivity experimentation. A number of corporations and governments carry out ongoing studies of paranormal and so-called "superhuman" aptitudes and potentials.

Of course, the character might live to regret it, if he's unlucky.

If his character takes this route, a player must roll less than or equal to four times his Luck on four consecutive percentile dice rolls. A character's Luck stat may be applied to these rolls as allowed in the rules (a character may subtract up to his total Luck in points split between the four rolls to try to achieve low enough rolls).

Example: My original character, having failed his rolls to be psychic during character creation, signs on with Militech's ESPweapons Division to undergo psychoactivity testing. He still has a Luck stat of 7, so now I have to roll 28 or less four times with percentile dice to achieve a useable level of psychoactivity. I have a pool of up to seven points total to use as modifiers to these rolls.

● If all four rolls are successful, the character has developed a psychic talent.

● If one of the rolls if failed, the "guinea pig" does not become psychic, but he's also lucky enough to not get messed up.

● If two rolls are failed, on a 1D10 roll of 5 or less, the test subject loses one point from each of the following stats permanently (roll for each in turn): Intelligence, Reflexes, Cool, and Empathy. No psychic ability is gained.

● If three rolls are failed, the character's statistics suffer the same way as for failing two rolls (see above). The subject is also driven insane by the experiments and chemicals used on him. Roll 1D10. On a result of 5 or less, the character is unplayably insane (a gibbering ball of jelly, a homicidal maniac that would be an immediate target for police SWAT teams, etc.). Unplayably

insane characters should be treated the same as those suffering from cyberpsychosis—get out a new character sheet!

On a result of 6 to 10, the character becomes "playably" insane (he acquires paranoia, a very strong phobia, an inferiority or superiority complex, a split personality, etc.—great for roleplaying potential).

If the character is playably insane, the player and referee should collaborate to decide on the conditions of the character's insanity and how they will affect play in general and roleplaying in particular. Most libraries will have books on mental illnesses. You can use these as guides and references, or formulate an insanity based on literary or cinematic references. See the Cyberpsychosis tables on page 10 of *Solo Of Fortune* and page 20 of *Hardwired* for some quick ideas.

Although the character is driven mad, the same things which pushed him over the edge may also have stimulated his psyche. Roll 2D10. On the result of a natural 20 *only*, the character is crazy and psychic.

● If all four rolls are failed, the "guinea pig" dies, either during or very shortly after experimentation—get out a new character sheet.

Any one character may go through this diagnostic process only once. If a character is deemed to have no psychic talent or potential by one body of researchers, he will (practically) never be accepted for testing by a second. The lab can access his records through the net, and he will have been judged a waste of time and effort according to all records. If he is accepted for study again, the character better take a long, hard look at who runs the research at the lab.

A Word to the Wise: Prospective testing "guinea pigs" should remember that if testing proves successful, the party controlling the research institute or laboratory is going to be very interested in maintaining relations (who cares how good or bad?) with the test subject. Refer to the subsection entitled The Catch on page 84 of *Cyberpunk 2020* (page 25 of "View From the Edge: The *Cyberpunk* Handbook") for the grisly details.

Number of Talents: If a character is deemed to be psychic, he will only ever have *one* talent. A character who gains psychic ability during character creation may not undergo experimentation to gain more than one talent.

IMPROVING
PSYCHIC ABILITY

A psychic has an ability known as a talent. Talent levels range from a minimum of 1 (the weakest) to a maximum of 10 (the strongest), similar to conventional skills. Although ordinary skills may be improved in three ways (study and practice, being taught, and experience), a psychic talent may only be increased through experience. The improvement system for psychic talents is identical to that for conventional skills, and all talents have an IP multiplier of 5 (+10 IP cost for 1st edition *Cyberpunk*).

Every psychic character has a beginning talent level of +2.

GENERAL
AND COMBAT USE

A psychic may carry out a number of psychic actions per day equal to his Cool stat multiplied by five.

Example: My character's Cool is 8. In any given 24-hour period, he can use his Telekinesis for 40 actions.

One psychic action takes one turn to carry out (one phase in 1st edition *Cyberpunk*). Task basic difficulty modifiers do apply to psychic actions. See page 32 of *Cyberpunk 2020* or page 17 of "A View From the Edge" (1st ed.).

Note: Rather than constantly translating *Cyberpunk 2020* turns as phases in 1st edition *Cyberpunk*, and 1st edition *Cyberpunk* turns as 10 seconds in *Cyberpunk 2020*, simply note this change and apply it throughout the rest of this article.

To carry out any aggressive task with a psychic talent requires the psychic character to make a successful psychic attack roll.

A psychic attack uses the following formula: REF+Talent Level+1D10.

Making a psychic attack counts as an action and takes one turn. Range, terrain, and cover modifiers do not apply to psychic attacks, defenses, or actions except for attacks with projectiles using Telekinesis (see page 70).

When attacked psychically, a character should make a psychic defense roll to avoid the attack's effects. A successful defense results in no effect (a miss).

A psychic defense uses the following formula: REF+(CL+INT+2)+1D10.

Nonpsychics *are* entitled to psychic defense rolls. Psychic characters may use their talent level for psychic defense rolls, instead of the average of their Intelligence and Cool, if it is higher.

ADDICTIVE DRUGS

The effects of drugs on psychics' abilities can be pretty harsh. Each time a drug-using character fails an addiction save his psychic talent level is reduced by 1D6+2 points permanently (the levels must be repurchased).

Recalculate Psychic Strength (see Psychic Talent Determination) accordingly. Further, if talent level drops to zero or below, the character has destroyed his ability entirely. He will no longer be psychic!

ENHANCEMENT

Psychics use their natural bodies as neurological antennae. If the "psychic antennae" is tampered with, a character's ability to use his talent is degraded.

For each cybernetic enhancement implanted, a character's Psychic Strength is decreased equal to the Humanity Cost for the enhancement.

WOUNDS

Wounds damage the psychic antennae just like implants. For each Critical or worse wound a psychic receives, his Psychic Strength is decreased equal to the number of damage points the wound caused. These reductions are permanent. They will only be replaced when a character's talent level goes up (since level increases raise Psychic Strength as well).

PSI DRUGS

Some of the chemicals which have proven useful for producing psychoactivity through laboratory use have been refined into (relatively—ha, ha!) safe drugs. Most of these drugs, when administered by injection to a psychic, will enhance the Psychic Strength of an ESPer's (ESP user's) talent. A few of these chemicals are capable of deadening Psychic Strength.

Psi drugs, as these two groups of chemical derivatives have become known, are only available in the form of injections (liquids). Work is progressing rapidly on the development of psi drug pills and derms.

Enhancement Drugs

Psi enhancement drugs are administered in single doses. Each dose has a rating number. This rating is equal to the number of points by which a psychic's Psychic Strength is increased when given the drug. There is theoretically no upper limit to the rating number a psi enhancement drug can have. Currently however, rating 530 is the highest yet produced by ESPerSRI.

Depressant Drugs

Psi depressant drugs are administered and rated the same way psi enhancers are. A depressant's rating number indicates the number of points of Psychic Strength by which a psychic's talent is decreased, not increased.

There is no known upper limit to a psi depressant's possible rating number.

Use and Abuse

Psi drugs do not increase a psychic's talent level. They have only a euphoric affect on nonpsychic people. This unfortunately makes them much sought-after by common drug addicts, particularly 'Dorphers, as well as legitimate psychics.

Because psi drugs are derived from a number of different chemicals, most of which are mutually destructive, multiple uses of psi drugs in a short period of time are pointless. Their effects are not cumulative. Only the highest-rated injection will have any effect (or only one injection will if they are all the same rating), and the rest will be wasted.

Most psi drugs are effective for a set period of time—typically one hour. All psi drugs are nonaddictive because of the effect drug addiction has on psychics. Some exceptionally unscrupulous organizations, however, to ensure the continuing loyalty of their psionic personnel, lace psi drugs with addictive substances in spite of the effects—they just use their ESPers until they burn them out, then replace them.

Psi drugs are practically impossible to obtain on the street. When they are available, they are extortionately expensive. They typically cost around one Eurodollar per point of rating number.

Very few labs are capable of producing psi drugs, and those that are have insanely tight security. Some do "leak" onto the street though—somehow.

PSYCHIC TALENT DETERMINATION

When you have determined that a character is psionic, roll on the table below to find his talent.

Psychic Talents

D100	Talent
01-25	Telekinesis
26-50	Clairvoyance
51-75	Levitation
76-00	Telepathy

This table can easily be expanded if you want to introduce more talents into your *Cyberpunk* game.

While using any talent, a psychic is fully aware of his immediate surroundings and may move, etc. as normally allowed in the *Cyberpunk* rules.

To determine Psychic Strength for a talent, use the following formula: At each talent level, a psychic character gains Psychic Strength points equal to 1D10 multiplied by the appropriate stat for the talent in question.

Example: My character with Telepathy (page 71) starts out with a Psychic Strength of 91—that is, 13 (2D10 rolls of 6 and 7) multiplied by 7 (initial Empathy) equals 91.

When he reaches talent level +3, his Strength will go up by 21 to 112—that is, 3 (1D10 roll) multiplied by 7 (Empathy) equals 21.

No psychic's Psychic Strength can fall below 1 (except as mentioned above). The formulae for the uses of the various talents requires a Psychic Strength of at least 1.

The Psychic Strength of a new talent at each talent level should be figured by using the most logical stat for it as its base. There is no hard and fast rule for this, though.

Telekinesis (Psychokinesis)

Psychic Strength=1D10 multiplied by Carrying ability (Body Type times 5), per talent level (in kilograms).

General Use: Telekinesis can be used to move any object the psychic can see within the limits of his range. Range is equal to Psychic Strength divided by two (round down) in meters. Telekinesis is only usable on things *visible* to the user. Objects may be lifted; however, for each meter they are raised, one kilogram's worth of Psychic Strength is lost.

Example: My level +5 Telekinetic can move 1015 kilos (Psychic Strength of 1015), so he could lift a 1000-kilogram object 15 meters or a 700-kilogram object 315 meters.

Objects may not be lifted or moved beyond the psychic's range. If this is attempted, the object will fall to the ground as soon as it reaches the psychic's range limit. An object may be moved two meters per talent level per turn. Every turn of Telekinesis use counts as an action against the user's daily action allowance.

Combat Use: Telekinesis can be used to make the following types of Martial Arts and Brawling attacks: disarm, throw, hold, sweep/trip, choke and grapple (1st edition *Cyberpunk*—pins and grapples, breaks, and throws). The damage modifier to damage caused by Telekinetic throws (the 1st edition Strength modifier to damage caused by Telekinetic breaks and throws) is calculated from talent level, not Body Type.

Telekinesis can be used in melee and ranged combat as well. Telekinetics can strike with or hurl objects at their opponents. Damage caused will vary with the objects used. Refer to the tables on pages 52, 54, and 89 in *Cyberpunk 2020* or the Melee Damage Chart at the back of "Friday Night Fire Fight" in 1st edition *Cyberpunk* for ideas. A successful psychic attack roll is required to hit an opponent with Telekinesis.

A Telekinetic may manipulate a number of objects equal to his talent level when making a melee or ranged attack. He still has to make an attack roll for each object he is attacking with. Attacking with multiple objects only counts as one action, and all the objects hit in the same turn (deadly!).

Range and Psychic Strength apply fully to combat use of Telekinesis.

Clairvoyance

Psychic Strength=1D10 multiplied by Intelligence stat per talent level (in meters).

General Use: Clairvoyance is used to "look" in on or "see," a specific location while not there. It can be used to look "through" intervening matter.

Example: The inside of an office building can be seen from outside.

The size of the area which can be viewed is a diameter equal to 10 meters per talent level. Clairvoyance does not enhance light; if the area being viewed is in darkness, the psychic's mental picture will be in darkness. The picture is not movable and lasts for 10 seconds per use (not one turn per use).

No sound is received through Clairvoyance. Because of this, many Clairvoyants learn to lip-read—an IP multiplier 2 language skill which only works in conjunction with other languages a person knows (1st edition *Cyberpunk* Complex Language).

The range of Clairvoyance is equal to Psychic Strength in meters. Each 10 seconds (not turn) spent viewing with Clairvoyance counts as a psychic action. A successful psychic attack roll is required for each 10 seconds of use of this talent.

Combat Use: Clairvoyance has no real combat use except possibly as an intelligence-gathering tool.

Levitation

Psychic Strength=1D10 multiplied by Leaping ability (MA÷4 in *Cyberpunk 2020*, Run÷10 in 1st edition *Cyberpunk*) per talent level (in meters).

General Use: Levitators will themselves up and rise! A Levitator is "anchored" to his starting point; he does not drift on air or water (if he is submerged) currents. A Levitating psychic rises two meters per talent level per turn. Maximum attainable height above the starting point is the Levitator's Psychic Strength in meters.

Every 10 kilograms beyond the psychic's own body mass which he Levitates reduces his effective Psychic Strength by one meter. The psychic is still limited as to how much he can physically pick up by his Lifting ability (based on Body Type time 5).

No psychic attack roll is required to use Levitation.

Combat Use: Levitation has no real combat value except for gaining a height advantage. Levitation is not usable on other people or objects. However, an ESPer might try to grab someone, go up a few stories, and drop him. Dropped people will usually (if they hit pavement) receive 1D6 points of damage (1st edition, killing damage) for every story (three meters) they fall, divided as evenly as possible among hit locations. Characters with Athletics skill may subtract their skill level from any falling damage they take.

Telepathy

Psychic Strength=1D10 multiplied by Empathy per talent level in meters.

General Use: Telepathy is used to read other peoples' thoughts. Range is equal to Psychic Strength in meters. A successful psychic attack roll is required to read another's mind. A Telepath can read three words per turn per talent level. These will result in meaningful, sought-after sentences of information, not gibberish.

Telepathy may be used to communicate with others' minds as well. The number of words sendable equals three per turn per talent level. A psychic attack roll is required only if the receiver is unwilling to communicate.

Each turn of either sending or receiving requires a psychic attack roll. Telepathy can only be used with people the user can see, hear, touch, or smell.

Combat Use: Telepathy can be used to give a psychic character advance warning of an opponent's intended actions (think of it as a very rapid mind scan). A successful psychic attack roll is required to do this in each turn it is attempted. This results in a bonus to the ESPer's conventional and/or psychic attack and defense rolls equal to his talent level. This "warning bonus" may only be applied to the turn following the turn in which this "scan-link" is established. (In 1st edition *Cyberpunk*, it may only be applied in a "Yes" phase—see "Friday Night Fire Fight"—immediately following the phase in which this scan-link was established with the opponent). It may not be saved for later—if not used immediately, the bonus is lost.

ESPERSRI

A number of governments and corporations are involved in psionics research, but none more than the ESPerSRI.

Main Office: Vancouver.

Regional Offices: Winnipeg, Ottawa, Montreal, Los Angeles, Houston, Washington.

Stock: 407,956 shares.

Available on Market: 37,891 shares.

Name and Location of Major Shareholder: Capt. Roger Klaxxon, US Army, Ret., Vancouver, Canada, holding 52.7% of total shares.

Troops: 539 combat ready.

Covert Operatives: 118 (a number of them are ESPers).

Equipment and Resources: Six AV-4s, three helicopters, two Osprey IIs, 11 airogyros, and two corporate jets are dispersed between ESPerSRI's offices. Due to its US and Canadian government contracts, ESPerSRI has relatively rapid access to most military hardware. All of their troops are well equipped with personal weapons and armor. Each of the offices has a fully staffed clinic and infirmary. ESPerSRI maintains a top secret research and training facility on one of the Gulf Islands off the southern coast of British Columbia.

Background: ESPerSRI (an acronym from Extrasensory Perception User Studies and Research Institute and pronounced "Esper-S-R-I") was founded by a body of theoretical science proponents, headed by Roger Klaxxon, in 1996. While serving in the US Army, Klaxxon volunteered for, and later became very involved in, experimentation in psychoactivity and human ESPer potential.

By 2000, ESPerSRI had secured extensive contracts with a number of other corporations, as well as the US and Canadian governments, to conduct psionic studies on their behalf.

NPC ESPERS

Nonplayer characters may also be psionic. Due to the circumstances which lead to a person's enhancement to psychic status, most NPC ESPers will be either totally crazy or just extremely paranoid. The tests and chemicals drive most of the psychoactivity diagnostic subjects crazy, and a lot of them are just dumped back into the combat zones to become bums (really dangerous bums). The ones that don't go over the edge are closely watched by their "creators," and if they have escaped or broken a contract, it could be hazardous to your character's health to be caught with them. Then, of course, don't forget the ones that are both crazy and escapees!

Some ESPers were just born that way. Some natural psychics turn to drugs to "quiet the voices." This destroys any talent they have in pretty short order. Most natural psychics, however, are usually very good with their talents (they've had a lot of time to practice). Crossing them can be both dangerous and unwise! However, they can be of the utmost value as contacts and are usually good friends once they decide they can trust you. You see, a lot of people still get extremely bent out of shape if they know (or even think) you're psychic.

A PSIONIC CAMPAIGN

As a referee it isn't a good idea to have a lot of ESPers running around. They aren't very common and are usually very tough hombres who could do a lot of harm to your PCs (especially Telekinetics). Remember that the ones who go violently or antisocially crazy are usually taken out by police cyberpsycho (psiberpsycho?) teams. Err on the side of scarcity with ESPer NPCs—one or two NPC or even PC psychics can really liven up a *Cyberpunk* run without turning it or psionics into mundane roleplaying.

The ESPers in your campaigns should be mysterious and do the unexpected often. If there are psychics in your group their corporate "creators" will probably show up regularly to exact payment for services rendered. That should keep the action going. And after all, isn't the action why we all play *Cyberpunk*? Ω
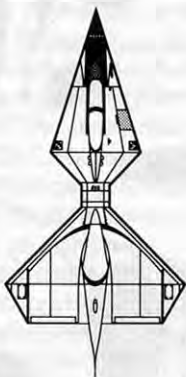
CHALLENGE 48

The Magazine of Science-Fiction Gaming

TWILIGHT: 2000™
Barbados
Loren K. Wiseman

MEGATRAVELLER®
Blue Eyes
Charles E. Gannon

GURPS®
Holdup
David L. Pulver

CADS

By Legion G. McRae

Kshang! Kshang! Kshang!
"Hey, Raz' man, wha's 'at noise?"
"I don't hear nothin' man. Mellow out!"
Kshang! Kshang! Kshang!
"Hey, Raz'. Scope that thing!"
"Oh man! Let's blaze, Dog. No old guy's wallet's worth this!"
Kshang! Kshang!
"This is the police! Stop where you are!"
Kshang!
"Stop or you will be fired upon!"
"Hey, Dog [huff], you think we're gonna [huff] duck this thing?"
Whirrr, click. Braaaaaap! Clink, clink, clink. Thud. Spash.
"Guess not!"

*T*he Combat Armor Defensive System (properly termed CADS and known colloquially as a Can, Coffin, or Squatch among other things) was first unveiled by the Vancouver-based ArmorTech corporation in July 2006.

After an eight-year development program, the struggling company put together a viable prototype of a power-assisted armor system, using the latest technological breakthroughs from Europe, North America, and Japan, as well as some spin-off applications from ArmorTech itself. The company signed a contract in late 2006 to have Petrochem Corporation test its new armor system.

The trials were supposed to last at least two years, but when the Second Corporate War broke out in mid-2007 Petrochem placed an immediate order for 30 CADS. The ArmorTech CADS played not a minor role in Petrochem's victory in that war.

ArmorTech's expansion and sales increased rapidly after 2007. Viewing Petrochem's successful use of CADS, the US Army purchased 100 of the units in early-] 2009 and committed them to action in the Second Central American Conflict. Though the CADS were only used for one year in that conflict, they proved so successful that many armies, corporations, and police forces around the world placed orders with ArmorTech to obtain their own CADS. Many companies and countries that did not contract with ArmorTech for CADS have by now began development of their own designs, Dornier and Militech being two examples. Despite the competition , ArmorTech is by far the Rolls Royce of CADS.

danforth 90

OPERATION

CADS designs consist of an all-enclosing, armor-plated exo-skeleton controlled by the pilot interfacing with the system. The armor is articulated with the use of artificial muscle fibers and trigger reaction computer (TRC) biologic interface chips (or with systems which replicate their operation). CADS are electrically powered, every square inch of available internal space being packed with high-density rechargeable batteries. All CADS designs make complete use of superconductors, and many have deployable solar panels to decrease power consumption and allow recharging of the batteries when a charger is unavailable. A CADS with standard battery packs can typically operate for six hours of normal activity (i.e., on a patrol or working in a warehouse).

Most CADS designs stand about eight feet tall and weigh approximately 1100 pounds unloaded. They are all armored with at least 30 stopping power (SP) of Kevlar on all locations. The advanced alloy and synthetic bodies of all CADS can take at least 40 structural damage points (SDP) before being rendered entirely dysfunctional. Once all of a CADS' SDPs are gone, the pilot will begin to take damage. At this point the pilot may elect to abandon ship or bail out. Depending on the model, the chest or back plates will blow open to allow egress.

CADS are fairly easy to get into. An experienced pilot takes about five turns to put one on. Inside his CADS, a pilot may only wear an armor T-shirt and a pistol with about 50 rounds of ammunition in addition to his clothes (typically a tight-fitting bodysuit).

Your average CADS pilot has himself chipped for Brawling or Melee Weapons if he doesn't possess these skills already. In addition, if his CADS mounts ranged weaponry (machineguns, rockets, etc.), the pilot will have or be chipped for the appropriate weapons skills. Martial Arts is not usable in CADS.

Corporations, armies, and police forces use CADS for hazardous jobs such as handling toxic chemicals or disposing of bombs, and for jobs which require great lifting ability. A CADS has the same lifting abilities as a body-plated cyborg. (This is represented by giving all CADS an effective Body stat of 40.)

In addition to their great strength, all CADS may leap as though they had paired cyberlegs (This is reflected by giving all CADS an effective MA stat of 15 for the purpose of leaping).

A CADS reduces its pilot's Reflex stat by at least one due to its bulk.

COMBAT

In hand-to-hand combat, a CADS causes crushing, punching and kicking damage with its arms and legs the same as cyber limbs do. Remember that this is killing damage, not bludgeoning damage.

The hands of a CADS are slightly less dextrous than those of a man. Only a few melee weapons, specially made by ArmorTech and other firms, may be employed by a CADS. These include club, sword, axe, and hammer. When swung by a CADS, these melee weapons cause an additional 1D6 points of damage due to the armor's great strength. This additional damage is on top of the normal damage for each weapon type.

Corporations, police forces, and armies have armed CADS with back-mounted miniguns, grenade launchers, and rocket pods, among other things. These weapons fire over the armor's shoulders. Most CADS can carry about 100 kilos of externally mounted weaponry and ammunition without a significant decrease in performance. Some military and corporate CADS may mount short-range ground surveillance radar units.

A few corporations are developing up-scaled, hand-held "small arms" for CADS (miniaturization in reverse!).

Almost all CADS are sealed and pressurized with either filters or an on-board air supply—often both—to make them proof against gasses. Most are also treated externally with fire-retardant coatings. They may also be shielded against radiation (see *Near Orbit*, pages 16-19).

CYBERNETICS

All CADS operate as cybervehicles (see page 22 of *The Cyberpunk Handbook*), although they don't give a bonus to the pilot's skill level. Because of this, all CADS have one set of interface plugs installed as standard equipment. The sensors mounted on a CADS, whether cybernetic or conventional, are designed to project the data they collect onto a heads-up display (HUD) inside the armor's cockpit. CADS are fitted with a radio, a loud hailer or bull horn, and audio pickups with automatic amplification and dampening for quiet and loud noises respectively. Most, if not all, CADS are equipped with two cyberoptics at the very least.

Other than those discussed above, almost any cyberenhancements can be installed in a CADS. Referees should use their own judgment, but it is suggested that they allow the use of *all except* the following cyberwear in CADS:

- Cyberarms (they already have them).
- Cyberlegs (they already have them).
- Body plating (they already have them).
- Cyberarm options (built-in "pop-up" type weapon options are okay).
- Cyberleg options and weapons (all).
- Reflex chipware (all).
- Memoryware (all).
- Boosterware (all).
- Biomonitor.
- Skin watch.
- Slice 'n' dice.

AVAILABILITY

Although CADS were designed for combat, many agencies have employed them for more mundane tasks ranging from fire rescue to mining and beyond. They are also used extensively on the moon because of their high protective value and because they can be sealed, pressurized and shielded.

In some parts of the world, it is legal for civilians to purchase unarmed CADS. This is the case in many American states and a number of Canadian provinces. Although they are sold unarmed, they are still capable of mounting weapons. An unlicensed individual found in possession of an armed CADS is liable to serve at least five years in prison if found guilty.

The Mob is known to have employed armed CADS on a few occasions.

On the civilian market, a CADS typically sells for approximately $15,000 Eurodollars. Civilian CADS are by definition less resilient than military or police (or corporate) models.

Most CADS dealers are willing to allow their merchandise to be purchased with a payment plan similar to the manner in which cars are bought. Of course, there is the matter of interest on the customer's financing!

SKILLS

A character may have himself chipped for CADS skills. He might simultaneously buy chips for Brawling. This would allow a CADS operator with no fighting skills to do some good in close combat and would be a useful change of pace for a character with no (or very low) combat skills.

Descriptions are given first, followed by the costs of the types of chipware used with CADS.

Reflex-Based Skills

CADS Operation: The ability to wear, work, and fight in a Combat Armor Defensive System. *Extra IP Cost:* +10.

Technical Skills

CADS Tech: The required skills for maintaining and repairing Combat Armor Defensive Systems. *Extra IP Cost:* +10.

Reflex Chipwars

Cost	Skill Chip
$500	CADS Operation +1
$700	CADS Operation +2
$400	Brawling +1
$500	Brawling +2
$500	Heavy Weapons +1
$600	Heavy Weapons +2

Memoryware

Cost	Skill Chip
$500	CADS Tech +1
$600	CADS Tech +2

For a description of the Heavy Weapons skill, see page 74 of *Solo of Fortune*.

ARMORTECH

Powered personal armor manufacturer.
Main Office: Vancouver.
Regional Offices: Calgary, Seattle.
Stock: 419,365 shares.
Available on Market: 38,952 shares.
Name and Location of Major Shareholder: Dr. Brandon Packard, Calgary, Canada, holding 37.9% of total shares.
Troops: 273 combat ready, divided in thirds between the three offices.
Covert Operatives: 18.
Equipment and Resources: ArmorTech has three AV-4 vehicles, one Osprey II, eight Airogyros, and one corporate jet dispersed among its offices and plants. The company has strong connections with many other corporations and governments, and can obtain nearly any weaponry and transportation on fairly short notice. All offices have infirmaries; only the Vancouver infirmary is surgery-capable. ArmorTech has access to almost every military base and range in Canada, and the company's security forces make extensive use of ArmorTech CADS.
Background: Established in 1998. Within eight years it was the leading producer of personal armor in the world. ArmorTech has contracts with many corporations and governments, including Arasaka and Petrochem, and the Australian, Canadian, and US governments.

ARMORTECH CADS MK 2011-5

The ArmorTech CADS Mk 2011-5 is used by the Los Angeles Police Department.
Call Sign: Thunder
REF Penalty to Pilot: −1
Run: 60
Leap: 6
Carry: 200
Lift: 800
Throw: 120
Armor: 40 SP
SDPs: 50
Batteries: 4 hours
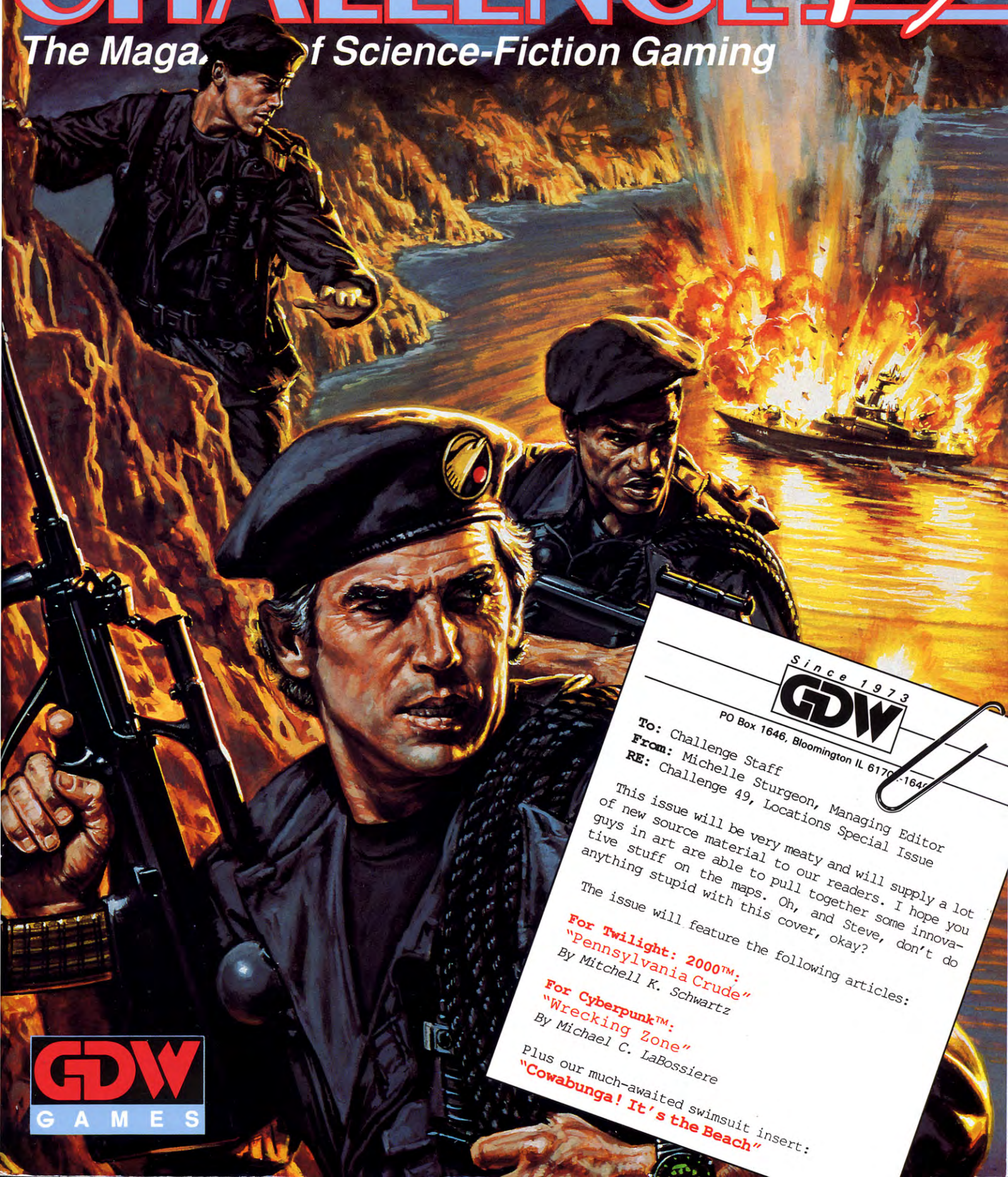**Weapons and Ammo:** None standard
Cybernetics: Cyberoptics (2) with telescopics, targeting, and thermographics; interface plugs
Basic Cost: $20,000 Eurodollars (doesn't include cost of cybernetics) Ω

US $3.50

CHALLENGE 49

The Magazine of Science-Fiction Gaming

GDW
GAMES

WRECKING ZONE

By Michael C. LaBossiere

"Wrecking Zone" details the history, inhabitants, and buildings of a former chemical plant now turned into a zone of illegal activity. Set in AD 2013, the scenario uses first-edition *Cyberpunk* rules but can be converted to *Cyberpunk 2020*.

*T*he collapse of America in 1996 turned many urban areas into battle zones. During the course of the disaster, many industrial sites were abandoned as the economy fell to pieces. Many such sites were reoccupied by the droves of people who had lost their homes, but others were taken over by the newest arrival on the street: the boostergangs.

The Wrecking Zone began its existence as a chemical plant in Detroit, Michigan, in 1993. It was a moneymaking venture for about a year (producing chemicals for the U.S. war effort in Central America), but when the stock market fell in 1994, it went out of business and was shut down. In 1998, it was reopened by the federal government to produce chemical agents for police and military units who were struggling to maintain order in the United States. In 2005, it closed again as various parts of Detroit became "unsafe." In 2006, a group of homeless citizens attempted to move into the complex. Unfortunately for them, an accident occurred which released some rather nasty chemical agents. The chemical cloud spread over a sizable portion of the area and killed nearly 1000 people. After the accident, the complex was avoided as a place too dangerous to occupy.

In 2006, Lt. David Hassan was badly injured by a claymore mine while on patrol in Honduras. He was transferred back to the States and was reassigned to an army unit responsible for tracking down and disposing of "military surplus" (like old weapons, reactors, gas factories, and so forth). Apparently, Lt. Hassan was unhinged by his injury and subsequent cybernetic replacements

because shortly after returning to duty, he destroyed several computer records, stole a truckload of weapons, and fled into the wreckage of Old Detroit.

In 2007, Lt. Hassan formed a boostergang, the Wrecking Crew, and took over a fairly substantial amount of turf, including the chemical complex. In 2009, Hassan was able to get the nuclear reactor working at minimum output with the help of several techs and fixers. The reactor had never been properly deactivated, nor had its fuel been removed, as it was deemed economically unfeasible by certain elements of the government to properly dispose of the fuel and waste in the plant. (The government also hoped to use the reactor to reestablish power in Detroit in the event of its future resurrection as an urban area. The status of the reactor was later lost amidst the governmental chaos of the times. When Lt. Hassan discovered the reactor's existence at the facility, he ferreted out and destroyed all remaining files and documents which dealt with or mentioned it.)

In 2008, there was a minor war with another boostergang over the complex, but Hassan was able to hold onto it. By 2010, Hassan's gang had increased substantially in size and had taken over even more turf. In 2011, Hassan converted what was left of the industrial plastics plant into a bar and named it "the Factory." The entire complex became known as the Wrecking Zone in honor of the gang.

In 2011, the Wrecking Zone became known as a neutral area for other gangs to meet and have their differences settled by negotiation or by combat in the Killing Zone. Some nongang people (mostly solos and

fixers) began to show in small numbers at the Wrecking Zone. By 2012, the Wrecking Zone had established a reputation as a good place to find "hired help" and to conduct "business" (weapon and drug trafficking, and so forth). While the police are aware that such activities occur within the complex, they lack the manpower (and the desire) to do anything about it. As of 2013, the Wrecking Zone is a hotbed of various types of illicit activity.

ENVIRONS

The Wrecking Zone is located in an exceedingly rundown part of town. The buildings around it are all damaged to one degree or another due to the riots and civil disorder of preceding years. The sidewalks are littered with trash and various derelict vehicles that have been simply pushed aside. Only the utterly destitute and hopeless live in this area.

The Wrecking Zone itself is well lit and (relatively) well kept up. It is surrounded by a three-meter-tall concrete wall topped by barbed wire. The main gate was torn down long ago and never replaced. During the day, the area is nearly deserted, but at night the place is alive with activity. After the sun sets, shouting and loud music can be heard spilling out of The Factory and helicopters, Ospreys, and AV-4s occasionally add to the noise.

MAIN GATE

The main gate was torn down long ago, and never replaced. There are, however, chains and several concrete barriers available to close off the gate. On either side of the entrance road are guard boxes. Each

guard box has bulletproof glass (SP+30), firing ports (one for each side and one in the roof), a radio, a small refrigerator, a microwave, and a TV. During the day, each box is manned by one gang member and at night each is manned by two gang members. These guards are fairly well disciplined and have been instructed to keep unwanted people out as well as to prevent trouble.

Generic Guards (2-4)

Int	4	Tech	4
Ref	6/7	CL	8
Luck	4	Att	4
Emp	2	Bod	8

Skills: Streetwise +2, Intimidate +4, Pistol +4, Brawling +4, Awareness +2, Melee Weapons +2.

Cybergear: Two sets of interface plugs, rippers, cyberoptics (2) with infrared and targeting scope, and reflex booster.

Equipment: Uzi 9mm and three clips, Colt Python and three speed loaders, combat knife, radio headset, and Kevlar armor jacket (SP=18).

THE FACTORY

The Factory is a gang bar that was once a chemical production factory (see The Factory Map). The interior has been cleaned out, and there probably aren't too many dangerous chemicals left in it. At night, the interior is pure chaos. Lights and lasers flash in the smoky air, thunderous hypermetal music blasts from the bands and the speakers, and strange people gyrate around in the fog (both external and internal drug-induced fogs). All in all, it looks like some sort of 21st century techno-hell.

The building itself is a sturdy industrial structure and is cavernous inside, now that most of the machinery has been stripped out. The Factory is considered neutral territory, and fighting between gangs is not permitted. Individuals can slug it out, of course, but restraint is encouraged.

Chemical Production 1 and 2: Both of these structures contain automated chemical production equipment. Since the main structure has been stripped, chemicals can no longer be produced in the plant. Besides, the eastern structure's rear section has been blown up (in the chemical spill mentioned earlier). The interiors of these structures are tangled and dangerous places. If for some reason a person were to enter one of them, he could be exposed to various chemical agents, exposed electrical cables, and other nasty things (like mutated, diseased rats).

Band Area: The various bands that play the bar play here. The area has drop-down fencing that is available to keep the more lively fans from attacking the bands (it also curtails stage diving). Most bands forgo the caging and mix it up with the audience. Needless to say, the bands that play here

are not Lawrence Welk types. They play mainly hypermetal (about 10 times as fast and as bad as speed metal), and the way they sing, it is difficult to tell what the lyrics are. However, the music can be danced to (sort of), in rather energetic dances which are similar to "slam dancing." The best way to describe the scene may be as a cross between a cattle stampede and a mass seizure accompanied by what sounds like large cats being tortured by industrial power tools.

Food: This area usually contains a variety of foods as well as cooking equipment (microwaves, barbecues, etc.). The food is, well, somewhat crude, and the occasional burger contains the meat of some anonymous rodent.

Machinery: Since some of the machinery is important for the structural integrity of the building (and it looks cool), pieces of it were left in the building. The machinery no longer works, but when it's hot or when the Factory is a having a particularly active night, the machinery will sometimes ooze chemicals. Power still goes through the machinery, so there are occasional flashes and noises as various parts are triggered. There have only been a few serious injuries caused by the machinery, and they kept the crowd entertained while they lasted, so the machinery is kept powered up.

Bar: Each bar serves a wide variety of powerful drinks. A variety of drugs at various prices and of different qualities are available, most of which are not safe (or what they appear to be). Let the buyer beware.

Bathrooms: These are rather nasty.

Using The Factory

If the PCs are gangmembers, this is a good place for them to hang out on occasion. It is also a place where gangs can meet to discuss various things (settling wars, division of territory, and such things) on neutral and safe ground.

If the PCs are not in gangs, they can still come to the bar. As has been indicated, it is a good place to engage in illegal business (provided the Wrecking Crew is given its cut, of course). It is also a good place to hire that extra cannon fodder—er, henchman—needed for certain operations.

If the PCs are cops, they should probably avoid the Factory, unless they are corrupt, well protected, or have suicidal tendencies.

DeathFist (Andrew Clay), Head Bouncer/"Manager"

Int	7	Tech	4
Ref	8/10	CL	7
Luck	6	Att	5
Emp	4	Bod	9

Skills: Athletics +4, Awareness +2, Martial Arts +7, Melee Weapons +2, Rifle +2, Pistol +4, Streetwise +6.

Cybergear: Cybernetic arm (right) with built-in rippers and four-shot 12-gauge shotgun, two sets of interface plugs, cyberoptics with infrared and target scope, reflex booster, and biomonitor.

Equipment: Kevlar armor jacket (SP=18), smartchipped Llama Comanche, combat knife.

Description: DeathFist is a very large man. His cyberarm is jet black with red and silver highlights. He shaves his head and favors black studded leather clothes while working. He is a rather brutal individual and keeps order in his bar with an iron fist (well, composite alloy, actually).

Generic Bouncers (4-8)

Int	4	Tech	3
Ref	7	CL	6
Luck	4	Att	3
Emp	3	Bod	8

Skills: Athletics +3, Melee Weapons +2, Brawling +4, Pistol +3.

Cybergear: Big knucks.

Equipment: Armored T-shirts (SP=10), night sticks, .45 Colt automatics with two clips, radio headsets.

Description: Generic muscle boys. Not too bright and easily provoked.

Customers

The customers will vary a great deal. Most people in this place are gangmembers, such as 'dorphers, posers, and boosters (see page 21 of *Solo of Fortune* for details), but sometimes solos, fixers, and netrunners can be found here. Most people that go here are close to the edge, on it, or over it. Because of the bar's "safety" it is sometimes used by more "respectable" types (solos, fixers, netrunners) to conduct "business." After all, if you want to make a deal for a few cases of squad support weapons, this is one place where you don't have to worry about cops.

REACTOR

This reactor is an older model that was designed and produced in 1991. (The 1991 model was plagued by design problems (one suffered a severe accident, resulting in 57 deaths), forcing it to be redesigned to correct its faults.) This reactor is still operational and has enough fuel to last nearly a century. It was shut down when the plant was closed by the government, but the fuel was not removed and the reactor was not fully deactivated (see above).

When Lt. Hassan took over the plant, he

knew the reactor was cold, but still operational. It took him a few years to find the skilled techs he needed to get the reactor going and the fixers to find the parts he needed, but he did it. The reactor now serves as the power source for the entire complex.

REACTOR CONTROL 1

This is the main control structure for the reactor. The equipment is a mix of 1990s technology and "acquired" equipment. Most of the systems have been heavily repaired, but the controls are quite effective and actually work well.

(1) **Computer:** The reactor's control computer and associated systems are contained here. The system is self-contained. Hassan had his techs remove all links to the outside (to avoid intrusion via the net).

(2) **Control Center:** The reactor's controls are located here. The systems have been modified so that some can be operated via interface, vastly improving the efficiency of operation and reducing the number of required technicians on duty at any one time.

(3) **Control Systems Access:** While this is still the access area, one of the techs has set up his living quarters here (techs are strange people). The room is festooned with wires, has computer parts wired into its walls, and so forth. Somewhere in this spider web is a hammock.

(4) **Storage:** Once a storage area, this room has been converted into a living area for two of the reactor techs. Like area 3, the room is a virtual web of wires and odd hardware. A wide variety of electronic and mechanical items and tools are strewn about the room, including three cybermodems.

(5) **Lounge:** This once served as the reactor crew's lounge, but like several other rooms it has been converted into a living area. Unlike the other tech living areas, this room is neat and spotless. A large workbench has been installed and is neatly organized. There is a cybermodem built into the bench, along with many complex tools.

(6) **Bathroom Facilities:** These are functional and fairly clean.

Lisa Chen, Tech

Int	9	Tech	9
Ref	6	CL	7
Luck	3	Att	7
Emp	7	Bod	5

Skills: Basic Tech +8, Cyber Tech +2, Software Design +3, General Knowledge +6, Specific Knowledge (Physics) +5, Specific Knowledge (Nuclear Science) +5, Athletics +2, Pistol +2.

Cybergear: Two sets of interface plugs, memory chip (Reactor Operation) +3.

Equipment: Cybermodem (linked to the reactor controls, but it can be altered for normal netrunning), tools, HI Standard Derringer and 50 rounds of ammunition.

Description: Chen was a promising student at M.I.T., until she was expelled after being accused of providing the Chinese with secret information about a project she was working on. Shortly before she was to go on trial, she was warned that it would be a kangaroo court, so with the help of some friends, she fled Massachusetts and hid out. By chance, she met one of Hassan's people and was recruited. She is rather bitter about the incident and is loyal to Hassan. She believes she is still being sought by the authorities, so she is a bit paranoid. There is a reward for information leading to her arrest ($5000) and a reward for capturing her ($10,000 if alive and $5000 if dead). She lives in area 3.

Jeff Spender, Tech

Int	7	Tech	7
Ref	5	CL	2
Luck	6	Att	6
Emp	6	Bod	4

Skills: Software Design +4, General Knowledge +4, Specific Knowledge (Electronic Control Systems) +4, Specific Knowledge (Automated Control Systems) +2, Gamble +2, Basic Tech +4.

Equipment: A wide variety of tools.

Description: Jeff is a very thin, tall man with sandy blond hair. He is basically a coward at heart and panics easily in tough situations. His major flaw is that he is a compulsive gambler and has no ability to stop himself, especially when he is losing. He ran up massive debts in Las Vegas as a grad student and fled when he couldn't pay them off. He eventually wound up with Hassan, who offered him protection. There is a price tag of $12,000 on his head, collectible in Las Vegas from the Doradin Loan Agency. He lives in area 4.

Steve Sabin, Tech

Int	6	Tech	7
Ref	6	CL	8
Luck	5	Att	5
Emp	6	Bod	6

Skills: Brawling +2, Athletics +2, Specific Knowledge (Welding) +6, Basic Tech +4, Cybertech +2, Rotorwing Tech +2, Rifle +2, Pistol +2

Cybergear: Two interface plugs, skinwatch, reflex chip (Martial Arts +3), memory chip (AV-4 Tech +2), memory chip (Aircraft Tech +1)

Equipment: A wide variety of tools, Browning Hi-Power (9mm) with four clips, Sternmeyer M-95A (see page 39 of *Solo of Fortune*) with four boxes of ammo, flak vest (SP=20), nylon helmet (SP=20), combat knife.

Description: Steve is a short man with short black hair and a beard. He was a US Army technician until he deserted two years ago after being contacted by Hassan. Steve does most of the welding work in the complex and also serves as the guard for the reactor. He always carries his Browning and combat knife. He lives in area 4.

Fred Streck

Int	9	Tech	9
Ref	4	CL	6
Luck	4	Att	4
Emp	2	Bod	5

Skills: General Knowledge +6, Specific Knowledge (Cybernetic Design Theory +4), Simple Language (German +2), Write +2, Basic Tech +4, Cyber Tech +6, Teaching +1.

Cyber Gear: Two interface plugs, cyberoptic (right eye) with micro/telescopics and antidazzle protection, cyberaudio (right ear) with radio splice and wearman, cyberarm (right arm) with tape recorder and .22 pistol, biomonitor.

Description: Once a researcher for a major corporation, Fred was severely injured during an industrial accident (due to corporate negligence and cost cutting). His corporate insurance paid for his replacement parts. Unfortunately, the stress of the accident combined with the effects of the cybernetics pushed him close to the edge. He went a bit crazy for awhile, but recovered after therapy (mostly). He left work and lived in the ruins of Detroit until Hassan's gang captured him. He was able to persuade Hassan not to kill him and has been working for him ever since. He lives in area 5.

REACTOR CONTROL 2

Access and Control: This building contains additional machinery for controlling and operating the reactor. This area is rarely used, as most systems in it now function automatically. It is, however, routinely checked by the techs.

KILLING ZONE

The Killing Zone is a fenced-in area behind the Factory. It was once the loading area for the chemicals produced in what is now the Factory and the two attached chemical production areas. Now it is used as a combat arena to settle disputes or for entertainment purposes. The Zone itself is fenced in on three sides by a heavy-duty electric fence that is four meters tall (fence damage is 4D6; insulated clothing will help). The fourth side is blocked off by heavy-duty chemical containers. The interior contains many scattered chemical containers (represented by the hexagons) as well as a wide variety of litter, gear, body parts, flashing lights, and speakers. The chemical containers are mostly empty (some due to bulletholes) but some contain noxious chemicals (the exact effects are up to the referee). Sometimes the damaged containers are sealed up and refilled with various things to make things "interesting." The

Wrecking Zone

Main Gate (Destroyed)

Parking

Parking

Reactor Control 1

Reactor Control 2

Coolant Tanks

Nuclear Reactor

Chemical Production 1

The Factory

Chemical Production 2

Chemical Production 3

Killing Zone

Warehouse 1

Warehouse 2

Control Center 1

Control Center 2

Control Center 3

Control Center 4

Helicopter Landing Pad

AV-4 Landing Pad

AV-4 Landing Pad

ground is littered with trash and things like shell casings, weapons, pieces of armor, and so forth.

The Killing Zone is basically an arena for combat. It has a variety of uses. It is commonly used for controlled gang fighting, personal duels, or as a show for the customers of the Factory (a fight night has a higher cover charge, of course). The Zone is equipped with many cameras which transmit to screens in the bar. The action can also be watched from the rooftops of the surrounding buildings.

A Typical Fight: What occurs is this: The two sides are lowered into the Zone by rope or air vehicle. At the signal, they then proceed to try to kill each other. The rules and conditions vary from night to night. Sometimes weapons limitations are in force (for example, only melee weapons, or only weapons that are found in the Zone), sometimes terrain conditions are altered (for example, the area may be coated with flourescent paint and lit with black lights), or things may be spiced up a bit (mines may be laid, flares dropped into the zone, snipers positioned on the nearby roofs, bright lights are shown into the Zone at random, or smoke bombs are set off). Generally, the weirder and more dangerous the conditions are, the more the fans like it.

The Zone in Play: The Zone can be used in play in a variety of ways. If the PCs are gangmembers, they might fight in it as part of a dispute settlement or for fun. Non-gangmembers can still fight in the zone of course, and there are often prizes for winning. Hassan also uses the Zone as a sporting way to execute those he wants dead. The usual deal is this: The victims are dropped into the western part of the Zone and go free if they can make it out of the eastern part by squeezing past the chemical containers. Normally, the victims are dropped in unarmed. Nobody has made it out yet.

CHEMICAL PRODUCTION 3

This chemical production machinery is designed to produce various gas agents. Hassan has acquired much of the material he needs to produce a very dangerous nerve gas and as soon as he gets the machinery fully repaired (it was damaged by the chemicals sitting in it for years), the material he needs, and a skilled chemist (his last chemist was killed in an accident). An examination of the machinery by a competent individual (tech skill) will reveal that it is operational and a closer examination by a person with chemistry skill or knowledge about toxic gasses will reveal that nerve gas can be manufactured by the machinery provided additional material is provided. Naturally, the authorities would like to know about this (as well as the reactor, though it can't produce weapons grade fissionable material).

WAREHOUSES

The warehouses are sturdy buildings designed to hold chemical containers. They are metal and concrete and have no windows, except for in the offices. The warehouse is rarely fully occupied. Gangmembers are usually busy engaging in mayhem or theft (or in jail). The gangmembers present are vicious and brutal, but will obey Hassan or his "officers."

Warehouse 1: This warehouse has been converted into a living area for the lower ranked gangmembers. It is basically "community living." The interior is decorated in a very bizarre style (chains, lights, weapons, masks, etc.). The inhabitants are equally bizarre.

(1) Office: The office has been converted into bathroom facilities. Not pretty, but functional.

(2) Entrance: Generally kept clear, except for a few motorcycles.

(3) Office/Checkpoint: This area was originally used to check and record what was in the warehouse. It is now used as a guard station manned by the generic guards.

(4) Records: Once used to store computer records, now used as a resting area for the guards.

(5) Storage: Once the main storage area of the warehouse, this area has been converted into living space. Some areas have been partitioned off and some lofts have been built. The upper area is filled with tangled cables and platforms which enable transit from one part of the warehouse to another, providing one is a skilled climber. Some of the stranger gangmembers have taken to living in this spider's nest.

(6) Special Storage: Once a special storage area, this now serves as a food refrigerator.

(7) Special Storage: This has been converted into a sort of kitchen.

(8) Special Storage: This now serves as a food refrigerator.

Warehouse 2: This warehouse is actually used for storage.

(1) Office: This contains the original furniture and is used as a sleeping area by the guards.

(2) Entrance: The entrance is clear and watched fairly well by the guards in area 3

(3) Office/Checkpoint: Two guards are always on duty here (see generic guards, below), and there are four guards assigned here in all. Of course, more can be called from warehouse 1 if trouble occurs.

(4) Records: This contains a listing of the contents of the warehouse and a code for who owns what (translatable only by Hassan's book).

(5) Storage Area: This area can contain anything from empty space to stolen armored vehicles or aircraft. Hassan will store just about anything for a price, including drugs, weapons, and people. Hassan stores his own arms here: four boxes of six Browning HI-Powers (each), two boxes of four Desert Eagles (each), three boxes of six Ingram MAC 10s (each), five boxes of six M-

16s (each), two boxes of six Ithaca Stakeout shotguns (each), four boxes each holding four AK 74s, 10 500-round boxes of 9mm ammunition, 40 500-round boxes of .357 ammunition, 10 500-round boxes of .45 ammunition, 10 500-round boxes of 5.56mm ammunition, five 100-round boxes of 12-gauge shells, four 500-round boxes of 5.45mm ammunition, 20 flak vests, 20 helmets, 100 armored T-shirts, and four boxes of 12 fragmentation grenades (each).

(6-8) Special Storage: These thick-walled rooms are equipped for temperature and pressure control. Hassan is willing to sell space in them for special items (drugs and so forth). There are usually several kilos or more of illegal drugs in these storage rooms.

Generic Guard

Int	4	Tech	4
Ref	8	CL	7
Luck	4	Att	4
Emp	3	Bod	8

Skills: Athletics +4, Brawling +4, Pistol +4, Melee Weapons +2, Intimidate +4.

Cybergear: Interface plugs, cyberoptics (one eye) with targeting scope and infrared, cyberarm (one arm) with built in rippers, skinwatch.

Equipment: Ithaca Stakeout shotguns with 50 rounds, Browning Hi-Powers with two clips, armored jackets (SP=18).

Description: Ugly, vicious, and stupid. There will be at least two guards on duty at any time, unless there is a really big party going on or something.

Gangmembers

There are 56 gangmembers that live in area 5 of warehouse 1 in total (the number varies depending on deaths and recruitments). Three types live here: the greenies, the regulars, and the vets.

Typical Greenie

Int	5	Tech	4
Ref	7	CL	6
Luck	4	Att	5
Emp	6	Bod	6

Skills: Streetwise +2, Intimidate +2, Pistol +2, Rifle +2, Brawling +2, Awareness +2.

Cybergear: Usually a cyberoptic and interface plugs; rippers and big knucks are also common.

Gear: Armored T-shirt (SP=10), pistol, knife.
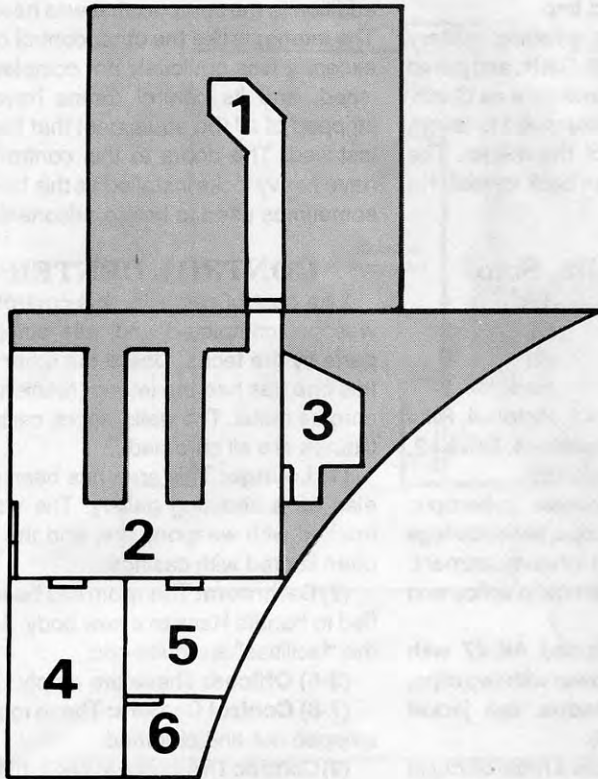
Typical Regular

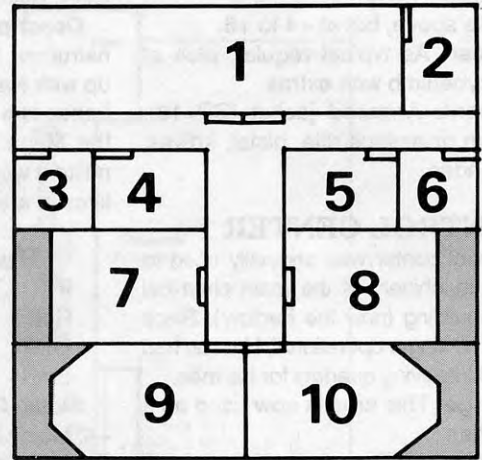As typical greenie, but add one to Cool, one to Body, and take away at least two from Empathy.

Skills: As above, but at level +3 to +4.

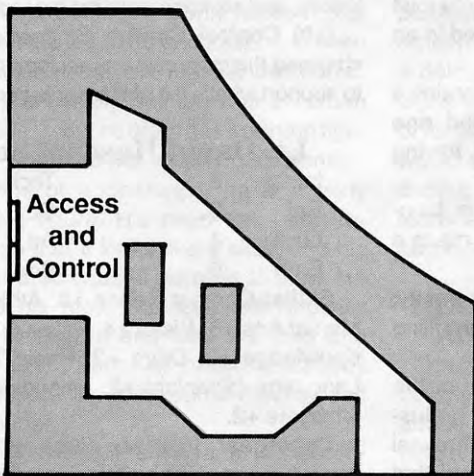**Cybergear:** At least one cyberoptic, rippers or big knucks, and interface plugs.

Equipment: Armored T-shirt (SP=10) or jacket (SP=18), shotgun or machinegun, pistol, knife.
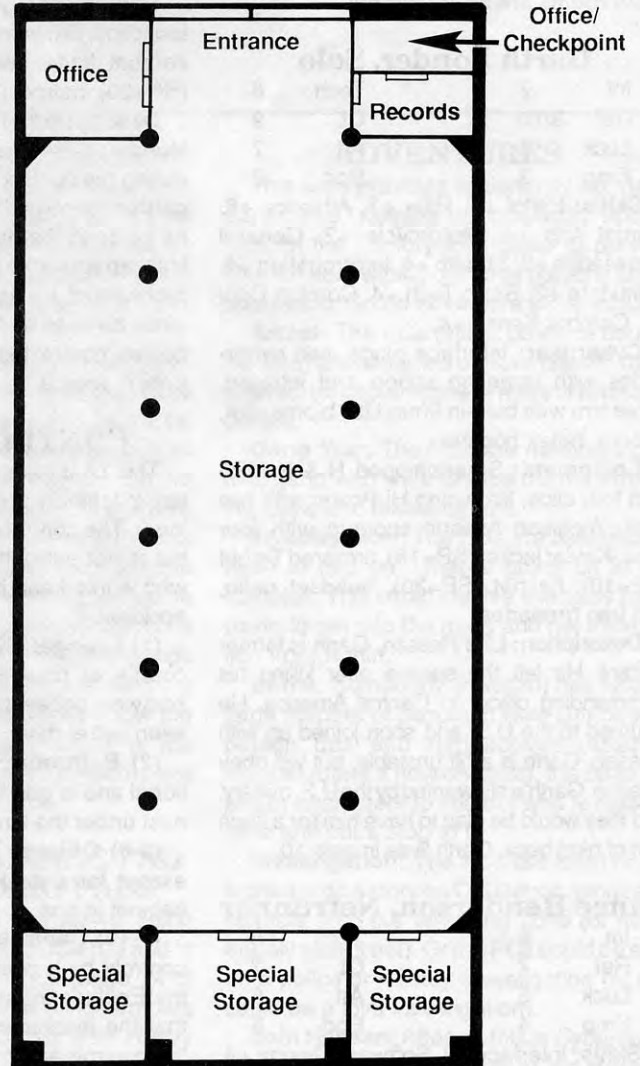
1

3

2

5

4

6

Reactor Control (7)

Access and Control

Reactor Control (8)

1 **2**

3 **4** **5** **6**

7 **8**

9 **10**

Reactor Control (1-4)

Office/Checkpoint

Entrance

Office

Records

Storage

Special Storage

Special Storage

Special Storage

Warehouses 1 and 2

Typical Vet

As typical regular, but add at least 1 to Cool and Body, and subtract 1 to 2 more from Empathy.

Skills: As above, but at +4 to +6.

Cybergear: As typical regular, plus at least one cyberlimb with extras.

Equipment: Armored jacket (SP=18), machinegun or assault rifle, pistol, knives, some grenades.

CONTROL CENTER 1

This control center was originally used to control the machinery of the main chemical production building (now the Factory). Since this plant is no longer operational, Hassan had it converted into living quarters for his men.

(1) Lounge: This area is now used as a sort of kitchen.

(2) Bathroom: The obvious, but fairly clean and neat.

(3-6) Offices: Still used as offices.

(7-10) Control Rooms: These rooms have been converted into bedrooms. Compared to the warehouse and the techs' rooms, these rooms are rather normal.

Garth Londer, Solo

Int	7	Tech	6
Ref	8/10	CL	9
Luck	6	Att	7
Emp	3	Bod	8

Skills: Pistol +4, Rifle +7, Athletics +6, Martial Arts +4, Motorcycle +2, General Knowledge +2, Stealth +4, Interrogation +4, Intimidate +2, Basic Tech +4, Combat Cool +4, Combat Sense +4.

Cybergear: Interface plugs, two cyberoptics with targeting scope and infrared, cyberarm with built-in 9mm Uzi, biomonitor, rippers, reflex booster.

Equipment: Smartchipped H & K MP5 with four clips, Browning Hi-Power with two clips, Atchison Assault shotgun with four clips, Kevlar jacket (SP=18), armored T-shirt (SP=10), helmet (SP=20), headset radio, two frag grenades.

Description: Like Hassan, Garth is former military. He left the service after killing his commanding officer in Central America. He returned to the U.S. and soon joined up with Hassan. Garth is a bit unstable, but will obey Hassan. Garth is still wanted by the U.S. military, and they would be glad to have him (or a large part of him) back. Garth lives in area 10.

Lance Henderson, Netrunner

Int	8	Tech	8
Ref	7	CL	7
Luck	6	Att	6
Emp	4	Bod	5

Skills: Interface +6, Software Design +4, Athletics +2, Pistol +2, Rifle +2, Stealth +2, Basic Tech +4.

Cybergear: Interface plugs.

Equipment: Browning Hi-Power with four clips, cybermodem. Programs available to the cybermodem include: Hammer, Codecracker I, Codecracker II, Worm, Invisibility, Killer I, Killer II, and Imp.

Description: Lance is a former military netrunner. He deserted with Garth, and joined up with Hassan at the same time as Garth. Lance is a competent netrunner. He favors the Mega City version of the matrix. The military would also like him back for trial. He lives in area 9.

Hector Castille, Solo

Int	7	Tech	4
Ref	6/8	CL	8
Luck	6	Att	6
Emp	4	Bod	8

Skills: Combat Sense +2, Pistol +4, Rifle +4, Melee Weapon +2, Stealth +4, Drive +2, Basic Tech +2, Intimidation +6.

Cybergear: Reflex booster, cyberoptic (right eye) with targeting scope, two cyberlegs with 9mm pistol in hidden thigh compartment, cyberaudio (both ears) with radio splice and phone link.

Equipment: Smartchipped AK-47 with four clips, Browning Hi-Power with two clips, combat knife, two grenades, flak jacket (SP=20), helmet (SP=20).

Description: Hector was a rebel officer in Honduras. He was badly injured by Hassan during the conflict and after receiving medical treatment (and cyber replacement limbs), he came to the States to kill him. However, Hassan was able to convince Hector to join him instead. Hector enjoys killing Americans since he sees all Americans as guilty of the crimes committed in Central America. He lives in area 8.

CONTROL CENTER 2

This control center controls the production machinery at chemical production building 3. The control center has been fixed up, but is not currently occupied. The chemist who worked and lived here was killed in an accident.

(1) Lounge: This lounge area contains a couple of couches and chairs and one scrawny coffee table, all of them having seen better days.

(2) Bathroom: This bathroom is functional and in good shape. A rat has made a nest under the sink.

(3-6) Offices: These rooms are empty, except for a desk, chair, and empty filing cabinet in one.

(7-10) Controls: An examination of the controls by a competent individual (Industrial Engineering skill of some kind) will reveal that the machinery is operational and that the controls and computer programs are set to guide the production of a rather potent nerve gas. The main program indicates that once certain key materials are available, the gas can be produced.

CONTROL CENTER 3

This control center is unfinished. It was intended to be used to control a planned addition to the complex that was never built. The interior is like the other control centers, except it was obviously not completely finished, and its control rooms have been stripped of all the equipment that had been installed. The doors to this control center have heavy locks installed as this building is sometimes used to house prisoners.

CONTROL CENTER 4

Like control center 3, this control center was not completed and was stripped for parts by the techs. Unlike the other center, this one has had the interior refinished with chrome metal. The walls, floors, ceiling, and fixtures are all chromed.

(1) Lounge: This area has been remodeled as a shooting gallery. The walls are marked with weapons fire, and the floor is often littered with casings.

(2) Bathroom: This room has been modified to handle Hassan's new body. As such, the "facilities" are quite odd.

(3-6) Offices: These are empty.

(7-8) Control Centers: These rooms are stripped out and chromed.

(9) Control: This room has been stripped out and chromed. A computer is set up in the room. The major programs on the computer are: a program on how to produce chemical weapons (including nerve gas), a program on producing nuclear weapons, a program on using radioactives to contaminate water supplies, detailed maps of several major cities including their water supplies and subways, and a "diary" of semicoherent personal rantings. Also in the room is a weapons rack containing the following: a .577 Boomer Buster (page 50 of *Solo of Fortune*) with two clips, a High Power 15 (page 50, *Solo of Fortune*) with four drums, a Vortex (**Challenge 43**) with four clips, four combat knives, and six fragmentation grenades.

(10) Control Center: Stripped out and chromed, this room contains equipment needed to support what's left of Hassan's body.
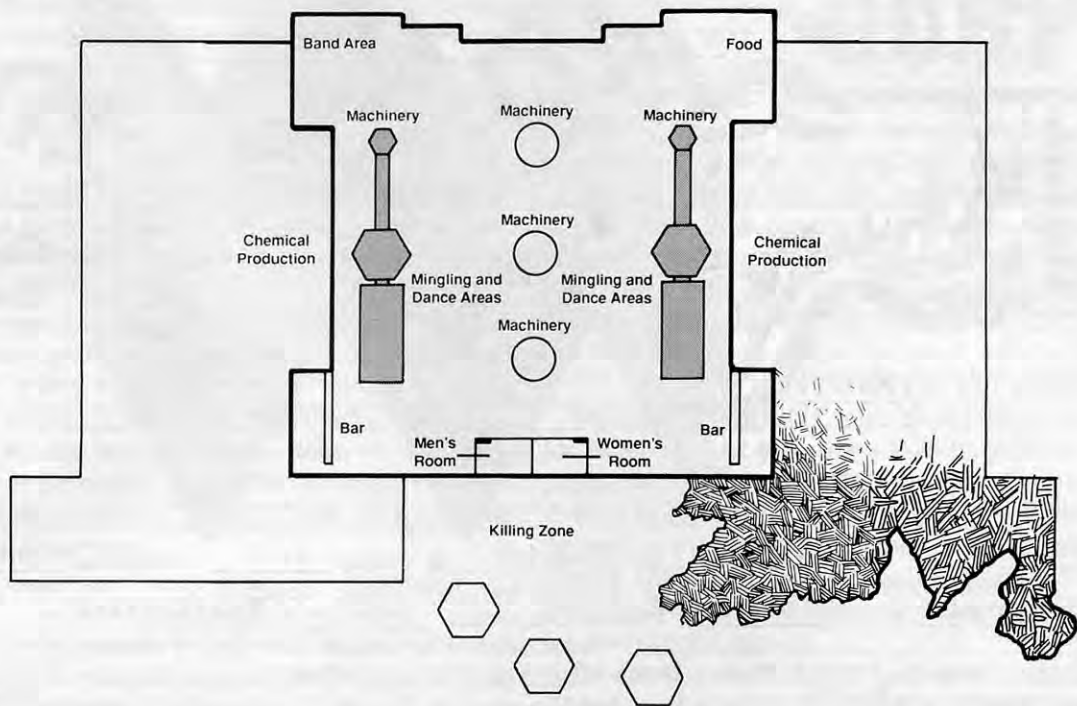
Lt. David Hassan, Solo

Int	8	Tech	7
Ref	7/9	CL	10
Luck	4	Att	3
Emp	0	Bod	9

Skills: Combat Sense +8, Athletics +8, Martial Arts +6, Pistol +4, Rifle +6, General Knowledge +2, Drive +2, Basic Tech +2, Language (Spanish) +2, Intimidate +7, Interrogate +2.

Cybergear: Interface plugs; biomonitor; two cyberarms with built-in rippers and 9mm mini-Uzi SMGs; cyberoptic (left) with image enhancement, infrared, and dartgun; cyberoptic (right) with image enhancement, infrared, and targeting scope; cyberaudio (both ears) with radio splice, phone link, bug

Factory

Band Area

Food

Machinery

Machinery

Machinery

Chemical Production

Mingling and Dance Areas

Machinery

Mingling and Dance Areas

Chemical Production

Machinery

Bar

Men's Room

Women's Room

Bar

Killing Zone

---

detector, and scrambler; cyberleg (right) with Kevlar armor (SP=20) and a six-shot, removable-frame shotgun in upper thigh; cyberleg (left) with Kevlar armor (SP=20) and a 9mm Browning Hi-Power in a hidden thigh compartment; reflex booster; and full body plating (giving Hassan a SP of 20 and a SDC of 40 in the head and torso).

Equipment: Smartchipped Vortex (**Challenge 43**) with four clips, Cyber Elite Nine with four clips.

Description: Physically, Hassan is a full cyborg. Over the years his stock of cybernetic parts has mounted, and now he is barely human. About the only human parts he has left are his head and torso, and even those are interlaced with metal and armored. His body is usually painted with an urban camo pattern, but he often has it done in tiger stripe or chromed (for special occasions).

In terms of appearance, he is a fairly frightening figure. His head has been reworked so that it looks like a skull, and his active infrared causes his eyes to glow. He has had his teeth replaced with metallic fangs. His fingers and toes are long and pointed at the ends. All of these features make him look like some sort of mechanized Grim Reaper.

Hassan is completely insane. His experiences during the wars and his cybernetic parts have combined to push him beyond the realm of normal humanity. While he is capable of rational thought and planning, his goals are quite twisted. He fled the army

when he had a "vision" of a mechanical god telling him that he had a special mission to convert all flesh to metal and to destroy all flesh that would not convert. He formed his gang to further this end and actively encourages them to get as many cybernetic parts as possible.

He plans to fulfill his mission in the following manner: First, he will recruit as many people as possible into his gang. Second, he will have them converted to metal as soon as possible. Third, when "the time is right" he will release poison gas and radioactive material into as many inhabited areas as possible. Of course, Hassan hasn't told the other members of his gang exactly what he is doing. Most of the gangmembers think he is just working on the gas to kill other gangs or for blackmail. Of course, most of the gang would stick with him even if they knew the depths of Hassan's insanity (most of the techs and anyone with high Empathy will not, however).

HELICOPTER LANDING PAD AND AV-4 LANDING PADS

Hassan has acquired four AV-4s. Each vehicle has an SP=40 and SDC=100 and is armed with an M-134 Minigun (page 74 of *Solo of Fortune*). There are six gangmembers with AV-4 Pilot skill, and five with Heavy Weapons skill. Hassan plans to acquire more vehicles and convert them so they can carry and spray poison gas and radioactive materials.

ADVENTURES

This area provides opportunity for many adventures, ranging in complexity from a night in the Factory to a battle to prevent Hassan from wiping out large portions of the population. Some adventure ideas include:

Arrest: The PCs (either police or bounty hunters) are assigned or have chosen to try to arrest (or capture) one or more of Hassan's people.

Gang War: The PCs are members of a rival gang who want to wipe out the Wrecking Crew and take their turf.

Investigation: The PCs are assigned or hired to find out what is going on in the complex. This could involve a lengthy campaign to get into the gang and get information from within.

Battle: Somebody (Hassan) has killed a large number of people in New Detroit with poison gas and radioactives (assume Hassan found a new chemist). It is up to the player characters to find out who is responsible and put a stop to it.

Investigation: The PCs are hired or assigned to do a story on Old Detroit gangs and stumble onto the Wrecking Zone (or deliberately seek it out). Or the PCs could be sent on a police or military investigation (or this could be a joint investigation).

Join Hassan: After all, this is *Cyberpunk*, so the characters may wish to join Hassan. Of course, they might not wish to serve Hassan's true cause and might end up turning against him—at least one would hope. Ω

It's Our *50*th Issue! (Index Inside)

CHALLENGE *50*

The Magazine of Science-Fiction Gaming

GDW
GAMES

Through the Looking Glass Eye

Time is of the essence in this short adventure for approximately five characters.

By Legion G. McRae

O ne of the player characters receives an urgent phone call at 6 a.m. from an old friend. Which PC receives the call is up to the referee. Ideally, however, the PC should fit the following two points:

1. He must have rolled "make a friend" (this friend must be a female) during his Lifepath Determination in character generation.

2. He must possess a cellular phone or something similar.

Referees: If none of your players has bought a phone, and I know mine tend to overlook phones in favor of handguns and armor T-shirts, you might want to just give them one.

This old friend's name is Jeanette. On the phone she will be very upset and will ask the character to come to her condominium in the ArmorTech corporate suburb in Surrey. Her address, which she will give over the phone, is #305-612 Tannery Rd., Surrey, ArmorTech Corporate Suburb (ATCS). At this address is a condo complex called Riverside Estates.

Referees can wing the telephone conversation: All that is important is that the player characters go to Jeanette's condo.

BUT I TALKED TO HER ONLY AN HOUR AGO!

When the characters arrive at Jeanette's condominium, they will find the door standing slightly ajar. Upon entering, it becomes immediately apparent that her place has been ransacked. If the PCs look around (and they better or this run's going to be really boring), they will find Jeanette lying dead on the bathroom floor in a pool of blood, her throat cut.

If Jeanette's body is examined, covered, etc., then each character so doing should make an Average Awareness skill test to

notice that her left eye is a cyberoptic. Once this is discovered, if the PCs scrutinize her cybereye, they will notice that it has a tiny pressure button on it. Pushing the button will open a small aperture on the iris and eject a computer microdisk.

If the player characters search the rest of Jeanette's condominium, they will find a man's blue designer leather glove on the floor of her bedroom. The label in the glove is from an exclusive (read "extortionately expensive") leather shop in downtown Vancouver, on Robson Street, called The Leather Look.

The glove belongs to Rifter, an ESPerSRI agent, who forgot it when he left Jeanette's condo after murdering her and searching her place. The reason Rifter murdered Jeanette and ransacked her condominium is that Jeanette was stealing technical data about CADS from ArmorTech and selling it to ESPerSRI. This last time Jeanette decided her services were worth more so she held back some information (the microdisk). Rifter was sent to teach her the error of her ways—but he didn't find the disk.

At this point, the PCs should want to do one or both of two things: go to The Leather Look and check sales records to find out who bought the gloves and/or find a computer with a microdisk drive and run the disk from Jeanette's eye.

LEATHER AND LEAD

The characters go to The Leather Look but are too late. When they arrive, Rifter will already be in the back office of the shop blanking the store computer's sales records. When he realizes he has been discovered, he will shoot his way out to the back of the store.

On his way out, Rifter will "bug" a couple of the player characters with thrown miniature tracer-transmitters. A PC will need to make a Very Difficult Awareness skill test to realize he has been bugged. This test is only Difficult if a character has a radio splice

implant. The tracer-transmitters thrown by Rifter will be used by ESPerSRI to track the PCs down later on in this adventure.

Rifter (Solo)

Int	7	Cool	7	Emp	5
Tech	6	Luck	6	MA	7
Ref	11	Att	5	Body	8

Skills: Combat Sense +6, Awareness +6, Athletics +6, Streetwise +5, Pistol +5, Martial Arts +5, Drive +4, Corporate Policy +2, Wardrobe & Style +6, Rifle +5

Cyberware: Interface plugs (one set, right wrist), skin watch (right index finger), seismic detector, reflex booster, left cyberarm, right cyberoptic with targeting scope and Times Square marquee.

Outfit: Interface cables, armor T-shirt, armor jacket, H&K MP5K Smartgun, shoulder rig, three 30-round magazines for the MP5K, and blue leather trenchcoat by The Leather Look.

WHY ALL THE FUSS?

After their run-in with Rifter, the PCs might want to find out what is on the computer microdisk they've got. It is a small problem to track down a microdisk drive personal computer (MDDPC, also know as a "madpack") in Vancouver. It's time to give the party's Fixer a turn to steer the ship.

A few hours, kilometers, and EuroDollars later, the player characters should find what they need and be able to run the microdisk. The information on the disk is technical line drawings and detailed data on the ArmorTech CADS Mk 2013-3. This model of CADS is top-of-the-line armor and not even in retail production yet. Its proposed sale availability date is November 1, 2013. The PCs should find this a little curious.

THESE CHICKS ARE PACKED!

After they leave the place where they found the madpack, the PCs will be shadowed by someone for a few blocks. All

characters should make Average Awareness skill tests to sense that they are being followed.

As soon as the PCs figure out they are being tailed, they will be attacked by the Valkyries. The Valkyries are an all-girl puppet (see page 19 of *Solo Of Fortune*) streetpunk gang and are the street enforcement arm of ESPerSRI in Vancouver. They won't deal; they're here to kill. The player characters are attacked by twice as many Valkyries as there are PCs.

Referees: This episode is really a matter of dramatic timing. Let the scrap go on until it starts to look painful for the PCs, then start the next episode.

The Valkyries (Streetpunks)

The Valkyries are an all-girl street gang which was organized and is backed by ESPerSRI. The members are similar to the typical boosterganger described on page 21 of *Solo Of Fortune*. They all have at least shoulder-length blond hair.

THE BOYS IN BLUE (AND KEVLAR)

After the PCs have been fighting the Valkyries for awhile, a Vancouver Police Department SWAT team will move into the area in an AV-4. The whole area is shrouded in a dense gray smoke, paper swirls in the engine's jet blast and a deafening roar fills the air. A couple of the Valkyries will be cut down by a burst of fire from the AV-4's minigun chin-turret, and the rest take off.

After the police land, they will gather the PCs into the AV-4 along with the Valkyries' weapons and wallets. Once the AV-4 is in

Vancouver Shakedown

Vancouver, B.C., in 2013 is a huge city. Together with Seattle and Tacoma in Washington state, it forms the VanSeaTac Metro Zone.

The old cities of Vancouver, Burnaby, and New Westminster have largely fallen into disorder. North and south of the peninsula on which those cities lie are the public and corporate suburbs of the North Shore and Surrey, respectively.

The ferry traffic has slowed between Vancouver and Vancouver Island since the opening of the Georgia Strait Bridge. This bridge links the VanSeaTac Metro Zone to the Victoria-Nanaimo Urban Strip at southern Nanaimo.

Air traffic in the city is based on Airport Island. Other forms of transportation available in Vancouver are rickshaws (25 cents per city block), taxis ($2.50 to start, plus 20 cents per kilometer), light rapid transit (called LRT, now a maglev system, 50 cents per station), and buses (all fares are $1, no passes and no transfers). Taxi and bus service in the Combat Zones is intermittent at the best of times. Rickshaws only work downtown, usually. LRT runs on raised and barricaded rails.

The Combat Zones are ringed by either water or police (city and corporate) cordons. These cordons also screen the Zone ends of bridges in the city which run into or out of the Combat Zones.

The University of British Columbia is now operated by the EBM corporation as a private concern and is protected by EBM corporate police.

the air, the police will tear off their Vancouver Police Department shoulder patches, attached by Velcro™, to reveal red-and-blue, clenched fist ArmorTech corporate logos sewn to their uniforms.

While the PCs are trying to figure all of this out, a man will move over and sit beside them on the AV-4's rear bench seat. He introduces himself as Bannon, a mid-level officer of ArmorTech's Information Securities (InfoSec) Division.

Bannon explains that when Jeanette was found in her condo, the ArmorTech Police were ordered to conduct an investigation. When her eye aperture was discovered, InfoSec was called in. The PCs were tracked down by InfoSec using video camera footage taken earlier in the morning at the entrance to the ArmorTech corporate suburb in Surrey.

While Bannon is speaking to the PCs, the police will be sorting through the Valkyries' possessions. One of them discovers a low-level ESPerSRI identification card in one of the Valkyrie's wallets and hands it over to Bannon. Bannon will be very interested in this, and ask the characters if they know what is going on.

During all of this, the AV-4 is "winging" its way over Vancouver's Combat Zones (describe the motion of the AV-4's turns and climbs, etc., to the PCs) toward the ArmorTech Corporate Headquarters downtown at 819 Pender Street.

This would be a good time for the players to return the microdisk to ArmorTech. You may want to hint bombs to the PCs that it

would look a lot better for them if they did. Remember that ArmorTech doesn't have the whole picture of what is going on and is still suspicious of the PCs. The rest of this run assumes that the PCs do return the microdisk.

Bannon (Cop)

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

Skills: Authority +5, Awareness +5, Corporate Policy +4, Pistol +7, Drive +3, Martial Arts +4, Interrogation +5, Intimidate +4, Interview +3, Athletics +4, AV-4 Pilot +3.

Cyberware: Speeding Bullet (paired cyberlegs), interface plugs (two sets, one in each wrist), chipware processor (base of skull).

Outfit: Mamba machinepistol, shoulder rig and five 15-round magazines for the Mamba, armor T-shirt, three-piece suit by Gucci, two pairs of interface cables, assortment of MRAM and APTR chips, mirrored shades.

A HAPPY ENDING? NOT YET

After the AV-4 touches down on the roof of ArmorTech Headquarters, Bannon will take the PCs to an executive elevator and ride down into the building with them. Meanwhile, the corporate police will be removing the magnetic strips with the VPD markings on them from the AV-4, thus turning it back into an ArmorTech vehicle.

Walking toward the elevator, if the char-

acters look south, they will see the upper stories of the mirror-covered ESPerSRI Core Complex, with its flashing orange neon name and logo, a few blocks away on Nelson Street.

Once inside the ArmorTech building, Bannon will ask the PCs to wait in the executive lounge for a few minutes. The lounge is full of people and drinking is allowed. Any character, should he or she wish to do so, will find a number of men or women to approach. This lounge is an opening for roleplaying at its finest!

Bannon has gone to report to his superiors at InfoSec. After a brief report and discussion, Bannon will be ordered to recruit the PCs to find out why ESPerSRI is conducting espionage against ArmorTech.

THE OFFER

Bannon will return to the lounge and tear the characters away from their newfound friends, leading them to his office. As the bugged PCs enter Bannon's office, an alarm will sound. Bannon will take a small bug detection "wand" from his desk and "frisk" the PCs with it. After he removes and destroys all of the tracer-transmitters, Bannon will say that they must have been used by ESPerSRI to guide the Valkyries to the PCs.

After this interruption is over, Bannon will explain that he wants the PCs to hire on to ArmorTech temporarily. ArmorTech wants to know why ESPerSRI, an entirely different type of company, would want to spy on it. Bannon has been authorized to grant the PCs the following payment: Each character

Everything You Ever Wanted to Know About CADS

Okay, so most of the CADS information is in the article "CADS" published in **Challenge 48**. These are just a few brief commentaries relevant to this adventure.

Unarmed CADS are available on the civilian market in the province of British Columbia. The only restrictions on ownership are that a purchaser may not be a convicted felon and that every CADS sold in the province must be fitted with rubber soles on its "feet." This second restriction is intended to minimize wear and tear on the streets and sidewalks of British Columbia's towns and cities.

The coding system used by ArmorTech to identify its CADS units is written as: first, the year of the model's commercial availability; second (after the dash) the order, in numerical series, of the models released in the same year.

Example: The coded classification CADS Mk 2012-1 means that the model of CADS in question was the first model released by ArmorTech in the year 2012.

Presented below are the game statistics and details of the ArmorTech CADS Mk 2010-4:

CADS Mk 2010-4

Call Sign: Pilot's "Handle"
REF Penalty: To pilot: −2
Run: 60
Carry: 200
Throw: 120
Armor: 25 SP
SDPs: 30
Batteries: 6 hours
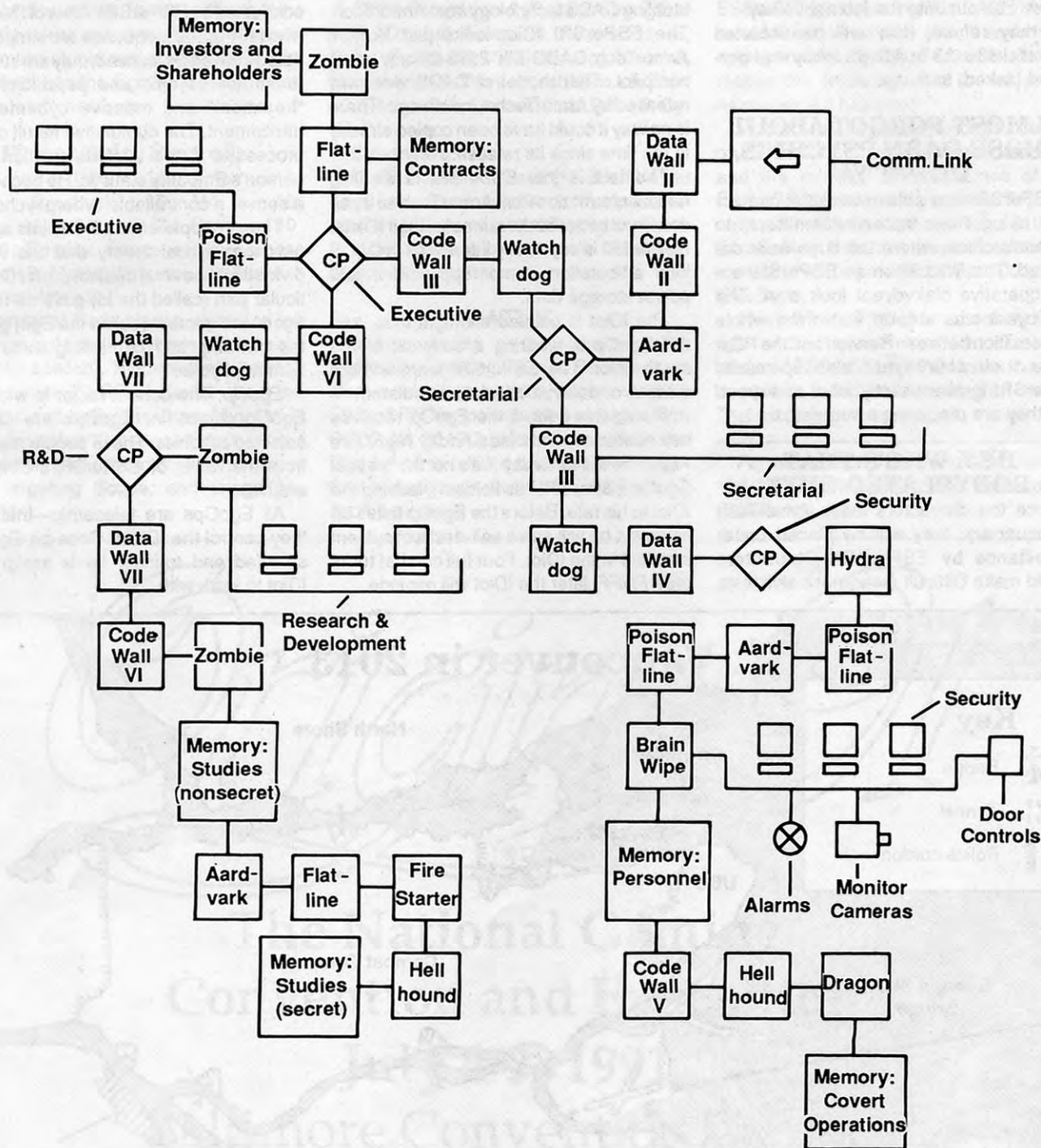**Leap:** 6
Lift: 800

Weapons and Ammo: None; standard
Cybernetics: Cyberoptics (2) with telescopics, interface plugs
Basic Cost: $15,000 EuroDollars* (doesn't include cost of cybernetics)

*This is what a Mk 2010-4 cost when it was first released in May of 2010. In mid-2013, they can be bought for between $8000 and $10,000 EuroDollars.

Net Map for ESPerSRI Core Complex, Vancouver

Memory: Investors and Shareholders — Zombie

Executive

Memory: Contracts

Flat-line

Poison Flat-line — CP — Code Wall III — Watch dog

Executive

Data Wall II — Comm. Link

Code Wall II

Aard-vark

CP

Secretarial

Data Wall VII — Watch dog — Code Wall VI

R&D — CP — Zombie

Data Wall VII

Code Wall VI — Zombie

Research & Development

Code Wall III

Secretarial

Security

Watch dog — Data Wall IV — CP — Hydra

Memory: Studies (nonsecret)

Aard-vark — Flat-line — Fire Starter

Memory: Studies (secret) — Hell hound

Poison Flat-line — Aard-vark — Poison Flat-line

Brain Wipe

Security

Alarms — Monitor Cameras — Door Controls

Memory: Personnel

Code Wall V — Hell hound — Dragon

Memory: Covert Operations

Watchdog programs "run" to alert ESPerSRI security netrunners.
ESPerSRI 'runners enter the Net through their security work stations.

will receive either $20,000 EuroDollars (half now, half upon completion) *or* $10,000 EuroDollars now, and a reconditioned ArmorTech CADS Mk 2010-4 upon completion of the mission.

All characters that go for the second offer will be trained by ArmorTech in the CADS Operation Skill (+1), free of charge, at the end of this adventure.

If the players agree to work for Bannon, they will be put onto the job right away.

If they refuse, they will be escorted downstairs to the building's lobby and permitted (asked) to leave.

ALMOST FORGOT ABOUT THOSE DARN PSYCHICS, DIDN'T YA?

ESPerSRI was able to track the characters, using their tracer-transmitters, to Bannon's office, where the bugs were destroyed. That was when an ESPerSRI covert operative clairvoyant took over. The clairvoyant was able to watch the whole conversation between Bannon and the PCs. Since their clairvoyant also lip-reads, ESPerSRI knows exactly what to expect. And they are preparing a surprise, too!

HEY, WHO'S THAT BODYPLATED GUY?

Once the characters leave ArmorTech Headquarters, they will be placed under surveillance by ESPerSRI. Characters should make Difficult Awareness skill tests

to realize they are being followed.

Whether or not the PCs notice, they will be attacked when they get a few blocks from the ArmorTech building. The attackers are an IDiot and EgoOp team, ESPerSRI's most secret and most deadly type of strike force. This team is code-named Purple Nightshade.

As soon as the IDiot appears, it will become obvious to the PCs why ESPerSRI is stealing CADS technology from ArmorTech. The ESPerSRI IDiot looks just like an ArmorTech CADS Mk 2013-2, only more compact. That model of CADS was only released by ArmorTech a month ago. There is no way it could have been copied already in the time since its release.

The fact is that ESPerSRI is stealing CADS information from ArmorTech so it can construct better body frames for their IDiots. ESPerSRI is especially interested in CADS joint articulation, armor application, and power storage data.

The IDiot is painted midnight blue, and the EgoOp is wearing a bodysuit of the same color. The ESPerSRI team will not discuss or delay; it attacks immediately.

During this fight, if the EgoOp receives two serious wounds (see *Friday Night Fire Fight*), he will run away (he's not the bravest EgoOp ESPerSRI has fielded!), leaving the IDiot to his fate. Before the EgoOp takes off however, he will arm a self-destruct system installed in the IDiot. Four full combat turns (see *FNFF*) later the IDiot will explode.

The explosion of the IDiot will have the same damaging effects to bystanders as a hand grenade in *FNFF*.

IDiots and EgoOps: This kind of team has been used successfully by ESPerSRI for about the last two years. Both IDiots and EgoOps (from Ego Operative) are still in the refinement stages.

IDiot: An IDiot is a person who has failed the psychoactivity diagnosis battery of tests conducted by ESPerSRI. A few of the people who fail this test sequence are simply never heard from again. Instead, they are subjected to further psychic and psychic/chemical "treatment" and massive cybernetic enhancement. The cumulative result of these processes is the total destruction of the person's Empathy statistic. He becomes, in a sense, a controllable cyberpsycho.

These people are called IDiots after the psychoanalytical theory that the mind is divided into several distinct parts. One particular part (called the Id) governs the savagery and another (called the Ego) governs the civilizing and controlling traits of the human psyche.

EgoOp: The control factor is where the EgoOp comes in. EgoOps are carefully selected psychics. These people are drawn from the ranks of ESPerSRI's covert operatives.

All EgoOps are telepathic—that's how they control the IDiots. Once an EgoOp is selected and trained, he is assigned an IDiot to work with.

Vancouver in 2013

Key

✝ Bridge

ᔈ Tunnel

▐ Police cordon

North Shore

Downtown

ArmorTech

ESPerSRI

UBC

Combat Zones

Georgia Strait Bridge

Airport Island

Richmond Industrial Complex

ArmorTech Corporate Suburb

Surrey

Tunnel

N

The Team: These are two-man teams, one totally savage, the other totally stable. ESPerSRI has fielded approximately six EgoOp/IDiot teams to date. Each EgoOp/IDiot team is given a codename such as Crimson Mist, Yellow Fever, or Black Plague to name a few.

In combat, the team is very strong when working as a unit. If the IDiot is eliminated, however, the EgoOp is fairly easy to take out by weight of numbers if he doesn't run. If the EgoOp is taken out, though, the IDiot will start to make stupid mistakes during a fight. This is because the EgoOp is the "thinker" for both team members.

IDiot (Solo, Sort of)

Int	2	Cool	10	Emp	0
Tech	2	Luck	5	MA	10
Ref	11	Att	2	Body	10

Skills: Combat Sense +5, Awareness +5, Rifle +8, Melee Weapons +8, Athletics +8, Martial Arts +5.

Cyberware: Body plating, right and left cyberarms, right and left cyberlegs, Vampires (sharkgrin special), Rippers (both hands), reflex booster, 20 SP of Kevlar armor on both arms and both legs, 9mm Mini-Uzi in left arm, four-shot 12-gauge shotgun in right arm, right and left cyberoptics with thermograph, targeting Scope, and image enhancement.

Outfit: Self-destruct charges as well as sabotage chipware and company safeguard (the last two are from "The Catch" on page 25 of the *Cyberpunk Handbook* in the basic *Cyberpunk* set).

EgoOp (Solo)

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

Skills: Telepathy +6 (Psychic Strength of 256), Combat Sense +4, Awareness +6, Pistol +5, Stealth +5, Shadowing/Ditch +5, Martial Arts +6, Drive +4, Athletics +5, Thief +6, Persuasion, Lie, and Fast Talk +5, Cyber Tech +4.

Cyberware: None.

Outfit: Armor body suit (15 SP of Kevlar on all body locations), Glock 17, hip holster and three 17-round magazines for the Glock 17, lockpicks, nylon carry-all, IDiot self-destruct transmitter.

LATER

After collecting up the remains of the IDiot and delivering them to Bannon (best idea) or making a verbal report that the ESPerSRI IDiot looks just like an ArmorTech CADS Mk 2013-2 (second-best idea), the PCs will have fulfilled their end of the contract and will be given the previously agreed upon payments.

OH, ONE LAST THING

Now that ArmorTech knows why ESPerSRI was stealing the CADS data, it would like to know who else, if anybody, is spying on ArmorTech for ESPerSRI. Bannon makes the following offer to the party's netrunner, if it has one:

In return for the performance of a net raid on ESPerSRI's covert-personnel databanks and the retrieval of the names of any ESPerSRI spies working at ArmorTech, the netrunner will be paid an additional $10,000 EuroDollars. If the run is unsuccessful, the netrunner will be paid $2000 EuroDollars for his efforts.

This is where "Through the Looking Glass Eye" ends. Having helped ArmorTech and hindered ESPerSRI, the PCs have managed to make a friend while making an enemy. This could get interesting! Ω

For more background material, refer to "CADS" (Challenge 48) and "Psiberpunk" (Challenge 47).

TWILIGHT: 2000™
Black Siberia
Thomas M. Kane

MEGATRAVELLER®
Kiraag Station
Jonathan Crocker

CYBERPUNK 2.0.2.0.™
Curiosity Killed the Cat
Craig Sheeley

GDW
GAMES

Curiosity Killed the Cat

By Craig Sheeley

Exotic: Foreign; having the charm or fascination of the unfamiliar; strangely beautiful, enticing. Slang: A human biosculpted with nonhuman elements; fur, long ears, fangs, etc.

*I*n the world of 2020, practically anything is available—for a price. Changes in personal appearance are no different. With sophisticated plastic surgery techniques, a person can have his appearance altered to nearly any specification. Want to be one of the "beautiful people"? No problem. Want to look like a famous vid star or a face from history? Easy. Want to be larger, smaller, the opposite gender? If you have the cash, you can get the bod to match. There's the catch: None of these operations are cheap. Of course, with the proliferation of cosmetic surgery technology, prices fall. Once, a simple sculpt cost more than a worker could earn in a year. Now, a custom face-sculpt costs about three month's income, for a good job.

As the status and cost of bodysculpting declined, new and more expensive styles developed. The exotic movement grew from this development, giving the wealthy something new on which to squander their money. (Don't get a common bodysculpt, *dahling*; make yourself over as something inhuman!) For awhile, alien life form sculpts were popular, but exotic fashions eventually settled on humanoid animal types. The more animalistic, the better! A proper bodysculpt—with tail, facesculpt and natural fur—can run as much as 25,000 eb, far too much for anyone who has to work for a living. (Costs are listed on page 111 in the *Cyberpunk 2.0.2.0.* rulebook.)

CAT-CALL

One evening, Chiyo calls a PC who is her old friend—she sounds panicked. "Please, you've got to help me! There's someone at the door, and they've got me trapped!" There is a shuddering, splintering sound in the background. "I found a chip at the House; it was full of hot data. Joanne has it, in the Tiger's Eye. They've come for me! Call the cops, quick! Before they get in...." She shrieks, and the line goes dead.

If Chiyo's friend calls the police, he is informed that a mobile unit in the area has been dispatched. If Chiyo's friend goes to her apartment, the police are already there—one of the neighbors alerted them. Chiyo lives in a once middle-class, but now decaying, apartment complex. Her door is ajar, its deadbolt lock knocked out of the jamb by brute force. Inside, a pair of city policemen are looking over the scene. One of them confronts the PCs at the door. "There's a police investigation under way here. Go away."

If Chiyo's friend says he was called before Chiyo died or mentions his name, the senior officer will ask what Chiyo said to him (he knows about the last call she made, having gotten the records from the phone company). No matter what Chiyo's friend tells the police, he is asked if he saw or heard anything that might help identify the killer. The phone call was voice only, so the adventurer couldn't see anything. None of the other apartment dwellers saw anything, either, although they did hear the screams. Finally, the cop informs the PC that the city police department will do everything it can to bring the killer to justice.

Chiyo was a small woman of Oriental stock, transformed into an alluring combination of human and Siamese cat. Two stab wounds through her cat-eyes into her brain killed her, although she was tortured first: Someone flayed the tan-furred skin from parts of her body— someone quite professional. The police do not permit the adventurers to look around the apartment for additional clues (there aren't any).

CATCHING THE SCENT

If Chiyo's friend hasn't already called in the other player characters for assistance, this is a good time for the referee to gently suggest doing so. This is more than one person can handle.

There are a few clues to go on: First, whoever broke into Chiyo's apartment had immense strength at his disposal—it takes a lot to rip deadbolts out of a wall. Second, Chiyo was a contract employee of the Animal House. Third, her friend was told that she'd hidden some valuable information in "the Tiger's Eye," with someone called Joanne. As to the identity of the killer or Joanne, the nature of the information, or the location of the Tiger's Eye, the PCs are completely in the dark.

They know about the Animal House, although it's probable that none of them have ever been there. The House is a fairly new business, a franchise idea from Atlas Conglom of Midwestplex. During the 20th century, there were exclusive men's clubs featuring

high-priced entertainment and attractive hostesses dressed in "animal" costumes. These enterprises declined in the century's last decades as wealthy pursuits turned elsewhere. In 2019, the first Animal House was opened in Midwestplex. It was scarcely more than a high-priced house of ill repute catering to the new taste for exotics. The concept was improved to encompass more expensive and diverse entertainments (dining, live entertainment, braindancing, fitness and fashion) in addition to the basic amusements provided by the hosts and hostesses, and the first franchised Animal House was opened in Night City this year. It has proven to be quite a success, attracting not only exotics, but well-to-dos interested in exotics (or merely mingling with those wealthy enough to be exotic).

The hosts of the Animal House are the main attraction, indentured servants (in other words, corporate slaves, trapped by contract) with biosculpting ranging from the moderate to the excessive. They have only one job: to ensure that the patrons have a good time.

Adventurers working with the police (either Cops or those with police connections) can access city cop files, looking for any suspects known to have an MO of flaying tortures or eye-stabbing. The database yields four possibilities: boosterganger Yassa Chaltos, member of the Bloodcutters gang; Oscar "the Butcher" Meier, a low-life street samurai wanted for possible cyberpsychosis; Monkrum Xavier, an illegal ripper-doc; and Jorge Maganasa, a Yakuza *enforcer*.

Chaltos is usually located in the 29th Street Combat Zone with the rest of her gang. Meier has dropped out of sight completely. Locating Xavier means contacting him through intermediaries and setting up a meeting. Maganasa's known haunts include businesses in Night City's Little Asia district, particularly a restaurant called the Siamese Twins.

From this point, the adventurers may well attempt to find the four suspects with the flaying/eye-stab MO, or they may go to the Animal House to find the information Chiyo said she left there.

HITTING THE STREETS

To find the suspects, the adventurers will have to head out into Night City's seamier districts. Finding the 29th Street Combat Zone or the Siamese Twins is no problem; finding a fixer who can get messages to Xavier requires an Easy (difficulty 10) Streetwise roll. Meeting these persons is another thing altogether.

Chaltos: Chaltos is staying in one of the Bloodcutters' taken-over buildings along 29th Street. Venturing into the 29th Street Combat Zone is hazardous enough; the Bloodcutters rule the turf from 28th Street to 31st Street, bounded by Williams and Effinger. Anyone not from the neighborhood will be stopped within 10 minutes of entering the area and politely questioned as to their motives by 2-4 (1D3+1) gang members. ("Hey, city trash! Whatchoo doin' here? If you lookin' for trouble, you found it!") A successful Intimidate or Fast Talk/Persuade roll (difficulty +15) is required to convince the gang to let the adventurers talk to Yassa. Good, cool-headed "tough guy" roleplaying by the group's spokesperson adds +5 to the roll.

Yassa is reluctant to talk but is curious about what the party wants. If the adventurers tell her that they're looking for the person who killed Chiyo, she'll claim she did it. Anyone making an Easy Human Perception roll (difficulty +10) can tell she's lying. On the other hand, if the PCs question her carefully, cross-examination reveals that she has no idea of what the adventurers are talking about—a successful Interrogation roll +15 represents this.

If the PCs become abusive or threatening, or start a fight, they will be attacked by 2-12 Bloodcutters. The adventurers' party will have to fight its way out of the Zone, facing another 1-3 groups of 2-12 Bloodcutters per group in the process. If the party has fast transport, then only one group of Bloodcutters has to be fought past to escape.

Xavier: Xavier is harder to contact. After finding a fixer who can communicate with him (PC fixers have a Difficulty +20 to contact him with Streetdeal), the adventurers must pay 100 eb to have a meeting set up. Monkrum wants to meet at midnight under the 28th Street Underpass, a known Boostergang meeting place. There is no one waiting there when the adventurers arrive. Not even the regular gangs are in sight (a fact sure to unnerve street veterans). At five minutes past midnight, a single figure walks out of the darkness up to the underpass. He's not Xavier; he introduces himself as Xavier's agent. He's a hideous parody of humanity, a cut-and-patch job of scars and grafts, speaking in a mechanical voicebox monotone.

"What do you want with Doctor Xavier?"

When the adventurers tell him, he seems to be listening to something else for a moment before answering. On Xavier's behalf, he denies any connection with Chiyo or the Animal House. Unless the PCs have any other business to do with Xavier, he walks away. When he's about 20 meters distant, he explodes—BOOM.

The man is a zombie, a psycho run by Xavier from a distance. He's a walking bomb—if the adventurers attack him, or if Xavier thinks they're a threat to him (cops in the party might be considered such), he explodes the zombie in their midst, doing Fragmentation grenade damage.

Maganasa: Maganasa is easy to find. True to form, he's at his "base," the Siamese Twins restaurant. The city directory gives the PCs the directions but doesn't give warning of the crowded congestion that infests the streets of Little Asia. They might as well be in Singapore as in North America. No vehicles can be brought into the streets; even the AV-taxis let passengers off at second-story level.

When the adventurers walk into the Siamese Twins, they can't see Maganasa. The proprietor directs them into a back room, where Maganasa is watching the news on Network 54. He is cold and direct, quietly ordering them to state their business. He denies knowing Chiyo or anything about the matter, then orders them to leave unless they have some other business—something worth his time. The two Yakuza guards in the room and the one behind the party (he came in the front) point their submachineguns, emphasizing Maganasa's demand. If the PCs don't leave, and quietly, there's going to be an ugly fight.

Meier: Meier cannot be found.

THE ANIMAL HOUSE

The other leads are just red herrings, possibilities from the police files. The real action is at the Animal House.

If the adventurers want to go to the Animal House, they've got a bit of a problem getting in. Only people with memberships get in, and you can't get a membership without being recommended by another member. (And even then, a full-time membership costs 1000 eb per month.) Members can sponsor guests, though. To get in, the adventurers have to sneak in past the security (very difficult), find a member to sponsor them, or have a runner break in and create a sponsored reservation for them.

Finding a current member for sponsorship involves using a favor ("Powerful corporate exec owes you a favor"), finding a member who'll put in a good word (roleplay or difficulty +25 Streetdeal roll; +5 to the roll with a 500 eb "gratuity"), or hacking in.

Hacking In: Any competent netrunner should be able to make a reservation, since the House's reservations computer is small and lightly defended (by corporate standards). In game terms, the defenses consist of a password system, strength 4—if you have the password, it lets you through. You get three tries before it cuts your connection (hanging up on you). The password can be guessed with Wizard's Key or Raffles in standard Net "combat," making the difficulty +14 (10 for the system, 4 for the password). A runner without either of these programs can guess a password. The password program is a lively fox-woman with a bronze cyberleg, wearing a quite translucent "Southern Belle" costume. She flirts brazenly, asking for the runner's password—netnerds unused to seduction may flub the first try. After three unsuccessful tries, a large gorilla in a suit lumbers up and tosses the runner out the door.

If the runner is successful, there's no trouble making reservations. Trying to access the actual House computer is another thing altogether. It's guarded by Strength 5 Data Walls, Watchdogs, and a very good (Interface 8) runner armed with Killer IV, Knockout,

YASSA CHALTOS

Int	6	Tech	4
Ref	7	Cool	8
Luck	5	Att	5
Emp	6/4	Bod	6
Ma	8		

Skills: Combat Sense 6, Handgun 5, SMG 4, Brawling 4, Melee 3
Hardware: Pain editor, cybereye with low-lite and IR, rippers, cybersnake in throat, Kevlar T-shirt, Sternmeyer Type 35 pistol, Uzi Miniauto 9.

BLOODCUTTERS GANG MEMBERS

Int	4	Cool	5
Ref	6	Body	7

Skills: Combat Sense 3, Handgun/SMG/Rifle 4, Brawling 2, Melee 1.
Weapons: Roll 1d6 for weapons: 1-2=Knife/sword/club, 3-4=9mm pistol, 5=Sternmeyer Stakeout 10 shotgun, 6=Ronin assault rifle.
Armor: Roll 1d6 for armor: 1-3=Kevlar T-shirt 4-5=Medium armor jacket 6=Heavy leather clothing. Roll 1d6 for cybernetics: 1=Boosted REF +1, 2=Cybereye with targeter and smartgun with WLNK, 3-4=Rippers, 5=Cyberarm with spike hand, 6=Dermal plating, grafted muscle (Body +2) and Bigknucks.

JORGE MAGANASA

Int	6	Tech	5
Ref	8/9	Cool	4
Luck	6	Att	6
Emp	8/5	Body	6
Ma	3		

Skills: Combat Sense 7, Handgun 6, Melee 4, Tae Kwon Do 6.
Hardware: Processor with WLNK, cybereye with target scope, IR, thermograph, cyberarm with pop-up 10mm smart pistol with AP ammo, Ripperhand and RealSkinn. Kevlar vest and tailored light armor jacket.

YAKUZA THUGS

Int	4	Cool	6
Ref	7	Body	6

Skills: Combat Sense 4, SMG 4, Melee 3, Tae Kwon Do 3.
Hardware: Cybereye with target scope. H&K MP-2013s, monoknives, medium armor jackets.

ANIMAL HOUSE SECURITY

Int	5	Cool	7
Ref	6	Body	9

Skills: Combat Sense 4, Awareness/Notice 4, Handgun 5, Aikido 3, Melee 4
Hardware: Processor with WLNK, Skinweave, 1 cyberlimb (at random). Silenced Sternmeyer Type 35 pistols, tasers. Some have melee weapons. Tailored light armor jackets at best for armor, plus Skinweave 12 SP.

OSCAR "THE BUTCHER" MEIER

Int	5	Cool	7
Ref	9/11	Body	14
Emp	1	Att	3
Ma	5		

Skills: Combat Sense 6, Awareness 2, Melee 6, Brawling 7.
Hardware: Subdermal armor, grafted muscle, muscle/bone lace, MS, two cyberarms, ripper hand, buzz hand, two cyberlegs with Spike heel feet. No guns or armor.

THE WEASEL

Int	10	Tech	9
Ref	5	Cool	6
Att	4	Body	4
Ma	7		

Skills: Streetdeal 2, Awareness 5, Dodge/Escape 4, Handgun 2, Pick Lock 5, Streetwise 6, Stealth 3
Hardware: Plugs, MLNK and VLNK. Militech Avenger pistol. Kevlar vest.

Force Shield, and Reflector programs.

At the Animal House: The PCs know they're going to a very high-priced place, with high-priced clientelle. Obtrusive weapons and armor are not allowed—only tailored armor, Kevlar vests/T-shirts, and weapons that can be concealed are allowed. Dressing one's best is also a very good idea, as is carrying a lot of cash—if you're in the Animal House, you can afford to be there! The 150 eb door charge (per person) emphasizes this fact.

When they arrive, the adventurers are greeted by a breathtaking, white-furred rabbit-woman with golden hair. Clad in an appropriately tight and slinky dress, she smiles and speaks with a slight French accent.

"Welcome to the Animal House. I'm Bunny, your guide. What is your pleasure? Dining, dancing, entertainment? The Jungle is rocking with the Demented Arabs—Madman Hussain's vocals are really tight tonight—and the North Pole features the Meltdowns in half an hour. We also have complete physical recreations, with professional trainers to enhance your enjoyment. For the vicarious, we have the latest braindances." She winks a long-lashed eye. "We're here for *your* gratification."

Should the PCs ask for Joanne, Bunny will frown slightly. "Excuse me." Her eyes lose focus for a few seconds, then she speaks again.

"I'm sorry. Our files list no 'Joanne' either working here or in the House. But that might be her personal name. Is she a friend of yours?" She promises to speak to the other guides and see if Joanne is someone they know by name. "In the meantime, please enjoy some of the House's hospitality."

If asked about the Tiger's Eye, she says she knows nothing. She conducts them to a luxuriously appointed waiting room, pointing out the robotic autobar and information screens. The screens have jacks for plugging in. She then leaves the PCs alone, going to talk to her co-workers about Joanne.

If the PCs don't mention Joanne, Bunny politely presses them to choose their pleasure, conducting them to the waiting room if they have trouble making up their minds.

The information system is a very localized ROM system; it can't be altered or even entered by netrunners. It provides a basic layout to the Animal House, states the cuisine specials of the day, lists all the entertainments available (but no prices—if you have to ask, you can't afford it) and provides pictures and simple profiles of the exotic men and women who work there. It directs anyone desiring further information on any of the activities or employees to ask their guide.

The employee file provides no clue as to Joanne's identity, covering some 200 people. The variety of exotics is astounding. Most are mammals—felines, canines, rodents, but no bovines or equines. There are a few nonanimals, including a couple of things that might have walked out of fantasy novels, and some reptilians. There are even several swimmers—otters, scaled fish-people, even fish-tailed mermaids. But none listed as Joanne. Should anyone be interested, there are three tiger-people in the file. One is male; the other two are female: Tigr and Rakshana.

PCs with good memories can memorize the House layout if they wish. Those with datalinks can upload the entire databank into processor memory. The adventurers can go snooping off without Bunny if they wish, or they may wait for her return. If the go off on their own, they soon find that the layout data is incomplete; there's a lot more to the House than is shown. A difficulty +17 roll is needed to avoid becoming lost in the side passages (+3 if using uploaded information). Lost PCs are found by security guards Rex and Grotzog. If the PCs don't lose their way, they can wander around the House looking and asking questions. Since the House is a moderate-sized high-rise (perhaps a dozen floors, each about 200 meters on a side), this can take a long time. The referee should have them encounter patrons, Animal House employees, and the occasional servo-robot as they prowl the hallways, stumbling into rooms featuring pleasures and entertainments ranging from the innocent to the scandalous. Eventually, Rex and Grotzog find them and politely detain them, explaining that their guide Bunny was anxious about what happened to them. Bunny appears soon after.

Should the party wait for Bunny, she will return after about 10 minutes with this news: "I spoke to Vix, and she told me that while she doesn't know

any Joanne, another group was asking for her. A pair of…unique gentlemen." She shrugs eloquently. "They then requested to visit Tigr."

If any PC mentions that Joanne was Chiyo's friend, Bunny brightens. "Perhaps Rakshana knows who she is. She was a friend of Chiyo's, too." She's interrupted by Rex and Grotzog, who come to talk to her.

TIGER TRAP

When Rex and Grotzog enter the scene, they speak to Bunny as soon as they see her. Rex is a full-blown lizard man, with scales, claws, fangs and tail. Grotzog is an orc: green-skinned, tusked, wide-mouthed and red-eyed, armed with a sword slung over his back. Their conversation is whispered—it seems that there has been trouble locating one of the hostesses, Tigr. She's not in the room where she is supposed to be. Internal monitors are having trouble; there's a particularly determined electronic intruder mucking about in the security computer. Has Bunny seen her?

Bunny turns to the PCs and apologizes for the delay, asking them to remain in the room while she "takes care of a slight problem." She leaves with the security pair, telling them that Tigr might be in her room, playing with her deck, if she's on break.

The personal levels of the House are not on the adventurers' map. They can follow the trio up, though, at a discreet distance. Rex, Bunny and Grotzog stop at a door in a dorm-like hallway lined with doors and look into one. What the see inside startles them: Rex hisses a report into a hand radio; Bunny looks ill; and Grotzog draws his sword.

Unless the PCs are very good at Stealth (+5 or better), Rex's superior vision spots them lurking in the near distance, and he demands to know what they're doing there—and what they know about the scene inside the room. It's a repeat of Chiyo's apartment, but this time the woman is Tigr, skin flayed in strips and eyes gouged.

If the PCs explain that they're still looking for Joanne, or seeking Chiyo's killer, Grotzog exclaims that Chiyo's other friend, Leona, might be in trouble too. He tries to contact her on the House intercom. When she doesn't answer, he finally says, "Joanne, pick up that line!" If asked, he explains that Joanne is her personal name.

Unable to contact her, Grotzog leads the way up to Joanne/Leona's room, sword drawn. Rex has his pistol jacked in and ready. Joanne/Leona lives on the next level up, and her door is closed and locked. Anyone wanting to listen at the door has to succeed at a hearing Awareness roll of difficulty +20 to make out anything from the sounds leaking through the door. Someone is whimpering, a high-pitched man's voice whines, "Come on, Oscar, hurry it up!" and another, much deeper voice growls, "Cryo, Weasel. There's more than one way to skin a cat."

Rex and Grotzog want to go straight in, knocking the door down while they have the element of surprise. Any PC with a +2 or better Reputation or Leadership skill can persuade them to try other tactics, if the adventurers have a different plan, as long as it involves rescuing the woman inside. If the PCs dither too long, a faint scream sounds through the door, and the two security guards go on in.

For the benefit of alternate plans, Joanne's room is a two-room suite of a small (three-meter by three-meter) living room and a slightly larger bedroom. There is one window in her living room, but it opens onto a drop straight down 10 stories of glass-sheathed high-rise.

Inside are Oscar and Weasel. Oscar has had an "exotic" bodysculpt that gives him the looks of a troll—an ugly one. Weasel looks like a weasel, complete with black button nose and shifty eyes. Anyone wanting to surprise them must roll a better Stealth roll than Weasel's Awareness roll. Oscar is too busy with his "fun" to notice anything. He's in the bedroom, slowly flaying Joanne while Weasel stands nervous guard in the living room. The PCs have to go through Weasel to get to Oscar, and Weasel must be knocked out or killed quietly and immediately or he squeaks a warning to the mad cyborg.

Weasel's strategy is to hide behind a chair and shoot at the closest threat. Oscar doesn't have much strategy, preferring to wade into his opponents and rip them to shreds.

When (or if) Oscar and Weasel are defeated, Joanne can be rescued. She's a tall, statuesque lioness with a black mane, and is quite grateful to be rescued from the Butcher.

TIGER'S EYE

Joanne knows what Chiyo meant by the "Tiger's Eye." It's a game file in her computer—Joanne netruns as a hobby. She doesn't know what the file contains, but is willing to give it to her rescuers.

Examination of the data reveals some privileged financial information about the local Merrill, Asukaga & Finch operation, indicating that some of its investment strategies have been compromised. The PCs can make contact—but this will put several ugly killers on their tails! Or they can contact the local MA&F district manager, who will pay 5000 eb for the information (she'll go up to 7500 eb if necessary).

If Weasel was taken alive, he'll break under the interrogation and tell the PCs everything he knows.

No matter what, the PCs have a friend at the Animal House (Joanne/Leona). If they managed to subdue or kill Oscar and Weasel quietly and discretely, the Animal House management may contact them with an offer to become part of the House's security staff, if they need jobs. Of course, not all the details of working for the Animal House are included in the offer.

WORKING FOR THE ANIMAL HOUSE

PCs desiring exotic biosculpting soon discover that the costs are enormous and dictate lengthy hospital stays—Joanne's transformation cost over 30,000 eb, including the vat-grown digitigrade legs and the tailored "ripper" claws. She spent at least two months in the hospital and another month in physical therapy, getting used to her new form. And exotic surgery is strictly elective, not covered by any health insurance program. Anyone wanting to go exotic either has to come up with the money on his own or find a sponsor.

The Animal House is always looking for more hosts and is willing to pay for suitable exotic conversion. The minimum requirements are an adjusted EMP of 6—that's after all HL costs are factored in—and a willingness to sign the host contract. Following that, the Animal House will provide the character's exotic conversion, an ATT of 10, a sexual implant (the "Mr. Studd, Midnight Lady" implant, pages 66 and 74) and training in Social and Seduction skills (+2 in each). If, following the installation of the sexual implant, the character's EMP drops below 5, something cybernetic will be removed (the referee's choice) and the character given therapy (pages 64 and 65) to reduce HC until his EMP reaches at least 5. Characters with "ugly" exotic conversions such as reptilians and nonhumans (Rex and Grotzog) are reduced to ATT 3-5.

In return, the new exotic character has to work at the Animal House for six hours each day, six days a week. This work may be the character's speciality (solos and cops for security, rockers for entertainment, fixers for concierges) or may just be to keep the customers happy. The work does include "intimate physical activity." To ensure a lack of absenteeism, it is rumored that the management has the ability to remote-control extremely unpleasant feedback through the implant.

Pay at the Animal House depends on the character's skill at pleasing the customers. Monthly pay is 400 eb, plus 100 eb per level of skill in Seduction, Social, Perform, Play Instrument, plus 50 eb per level of skill in Wardrobe & Style and Personal Grooming, plus regular pay as per Special Ability level for solos and cops (security) and fixers (concierges).

Of course, half this pay goes to paying off the exotic surgery! Total up the costs for the surgery and add 40% (for hospitalization, therapy and interest). Minimum components of exotic sculpts are a heavy bodysculpt (5000 eb), a facial sculpt (5000 eb), the implant (500 eb—a high-quality implant) and skin alteration (10,000 eb). Most sculpts add tails and sometimes paws, as well as ATT increases. The character has to pay off this total to be released from the contract. Of course, this will take the average host (earning roughly 1000 eb per month) over three years to pay it off—unless the character can find some other money. Ω

Special Bestiary Issue

CHALLENGE 52

Magazine of Science-Fiction Gaming

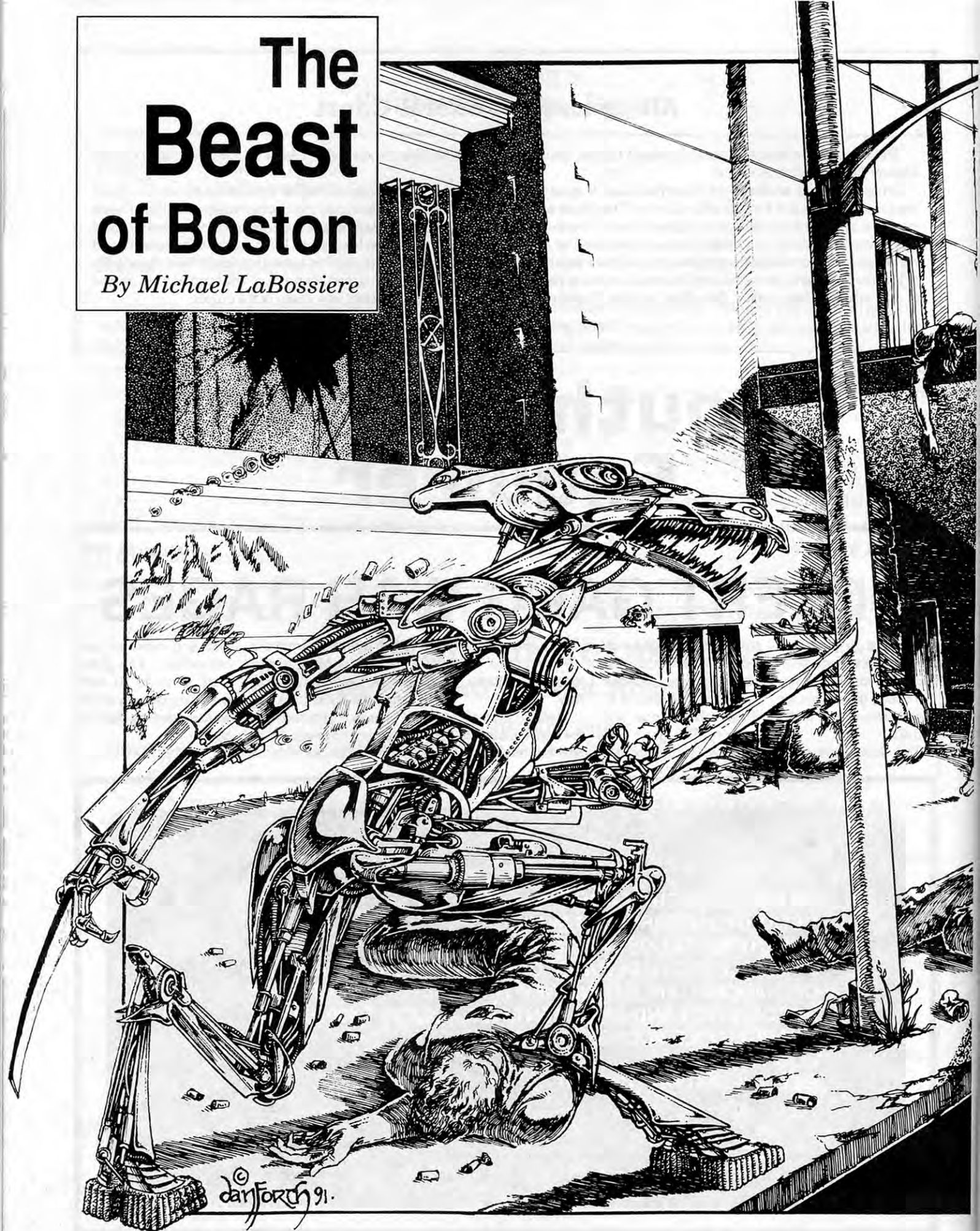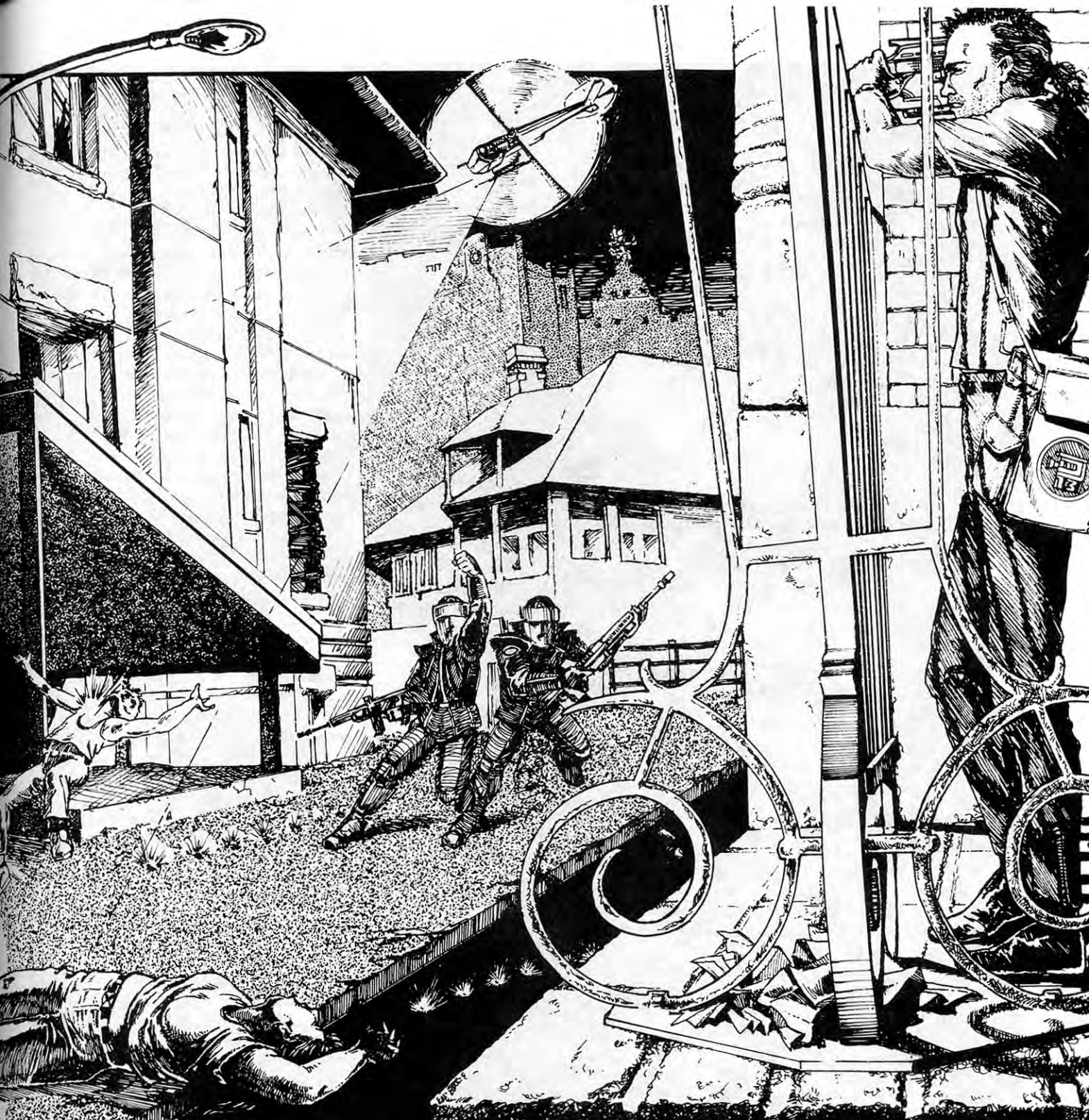US $3.50

GDW
GAMES

The Beast of Boston

By Michael LaBossiere

A new type of killer stalks old Boston. Senseless brutality on a nearly unprecedented scale had led the press to name the killer "The Beast of Boston." Police are baffled. The media have no clue. Even the Boostergangs walk in fear. Something must be done, and done soon, before the city drowns in its own blood.

In late October an Adrek hovercraft attempts to deliver a prototype combat cyberform to the Adrek Corporation Technology Research Center (near M.I.T.). Unknown to the crew, the cyberform was fully active and operating with a serious ceretronics dysfunction (it is insane). This dysfunction leads it to kill the crew, ground the hovercraft and head into the city (via a sewer system) to start hunting and killing.

The referee may want to create a generic sewer/drain pipe map, street map, abandoned warehouse map and apartment complex floor map before play begins. This adventure is intended to involve at least one player character team and several NPC teams, with each team including experienced characters. Player characters can all be on the

M-200E Combat Cyberform

The Model 200 Executioner is the latest in the combat cyberform line of the Adrek Corporation. Like other cyberforms, the unit consists of a robotic/cybernetic chassis controlled by a ceretronic system (its organic/electronic "brain"). The M-200E's primary function is execution—the acquisition and destruction of targets.

The unit is a 2.5-meter-tall cyberform which looks like a mechanical cross between an MGM alien and a Tyrannosaurus rex. It is heavily armored, equipped with a variety of projectile and melee weapons. The cyberform has the following stats:

Strength: 16   Ceretronic Rating: 4

Ref: 8   MA: 8

Cool: 10

The ceretronic rating reflects the power and flexibility of the cyberform's intellect.It is roughly equivalent to a human's Intelligence rating. A cyberform can be programmed with a number of skill levels equal to its CR×3. The Strength rating is the same as that used to rate linear frames.

Programmed Skills: (12) Basic functions & programming (required for the unit to operate, counts as two skill levels), Awareness/Notice +1, Melee +2, Submachinegun +3, Heavy Weapons +1.

The cyberform uses the standard hit chart, but takes structural damage like any machine. Like most cyberforms, the M-200E is equipped with an override system that enables an operator equipped with the proper code to take control of the unit. It is also equipped with an explosive charge under the ceretronics which can be activated with the proper code. These precautions have been taken because the organic components of the ceretronic have been known to destabilize, resulting in serious "accidents." The M-200E in this adventure suffered a dysfunction in its ceretronics prior to being packaged for shipping. This dysfunction resulted in "paranoia," and enabled the unit to disable the control systems and explosive charge, as well as to avoid being shut down for shipment. Thus, the unit had the motivation and the means to escape. The unit should be run like a very cunning paranoid homicidal maniac. Its primary mission is to kill as many people as possible for as long as possible. It will use its capabilities to the fullest.

The various body sections and the effects of damage on them are detailed below.

Head: The head has SP=25 and SPD=35 (useless)/45 (destroyed). Rendering the head useless or destroyed will render the systems in it nonoperational. The unit can function without its head. The head is equipped with four cyberoptics: one on each side, one on the front, and one in the rear. The optics have the following options: image enhancement, target scope, infrared and low lite. The unit is also equipped with an audio-radio system with the following options: amplified hearing, radio link, scrambler, enhanced hearing range, radar detector, tight beam radio link and wideband radio scanner. The head has functional jaws (with mono-edged teeth) which inflict 2d6 on a successful hit. The teeth are treated as melee weapons. The unit is also equipped with a radar sensor as well as a voice synthesizer (this enables it to talk and mimic sounds it has recorded).

Body: The body has a SP=25 and a SPD=40/55. The body contains the ceretronic system as well as the power supply. The power supply will keep the unit running on full power for 30 days. It can recharge off virtually any heavy power source. Rendering the body useless or destroying it will destroy the cyberform. The body contains a system that functions as a neural processor as well as the equivalent of four interface plugs. Attached to the unit's back are two sensory-extension booms. Each is equipped with a cyberoptic and a microphone. Each cyberoptic has the following options: image enhancement, low lite, teleoptics and targeting scope. If the head is destroyed, the cyberform can rely on its sensory extensions. The body section also contains two AC-12 medium Gatling guns: *Type:* SMG *WA:* +1 *Damage/Ammo:* 4d6+1 (12mm) *#Shots:* 240 *ROF:* 40 *Rel:* VR *Range:* 250 meters. These weapons are considered to be smartchipped. The cyberform can reload its munitions hoppers itself.

Arms: Each of the two arms has SP=25 and SPD=35/45. Each arm is equipped with manipulators that are nearly as agile as a human hand. The arms are very strong and inflict 6d6+8 crushing damage and 1d6+8 punching damage. Extendable blades built into the arms inflict 3d6+8 on a successful attack. For ranged fire, each arm is equipped with a micromissile launcher with an eight-round magazine.

Legs: Each leg has SP=25 and SPD=35/45. The unit's feet are oversized and equipped with a no-skid rubber to ensure stable footing and quiet hunting. While no weapons are built into the legs, each leg has an external weapons mount and link. Each leg also has a motion detector built into it.

same team or on different teams. Having PCs on different teams adds complexity to the adventure but can also add to the fun. The recommended way to handle PCs on different teams is as follows: Each team puts together a schedule and gives it to the referee. This schedule lists where the team intends to go and what it intends to do. This list enables the referee to plan what will be occurring where and who will be involved. Actual play time is divided among the teams as the referee sees fit (fairness is important). It is often a good idea for the teams to "come together" occasionally (such as during the climax of the adventure).

Recommended teams are as follows:

Police: A police team is involved from the beginning, when it is sent to investigate the out-of-control hovercraft. Police teams come from Police Station #574, which is an urban control station (police stationed there deal with large-scale riots, gang wars, cyberpsychos and other unpleasantness). Once the Beast gets into action, the police's goal is to "neutralize" it.

Media: Media teams can range from elite Network 54 teams to local newspaper reporters from small Massachusetts towns. Media teams well be interested in getting the best (bloodiest) footage of the Beast's handiwork, as will as eyewitness reports and so forth. Media teams will not cooperate with rival teams but will cooperate with the police. Given the "media weight" of the Beast, this is a good opportunity for young reporters or small news nets to make a name for themselves. Boston will quickly become a media circus for as long as the TV public is interested in seeing and hearing about the Beast.

Corporation: At least one corporation team will be involved in the adventure. Naturally, Adrek is interested in getting its cyberform back (preferably in one piece and without undue media attention), so an Adrek repo team will be sent to recover it and eliminate any trace of Adrek involvement. If other rival corporations get wind of what is going on, they will send in their own teams. Naturally, the Adrek team will not cooperate with the police, media or other corporate teams.
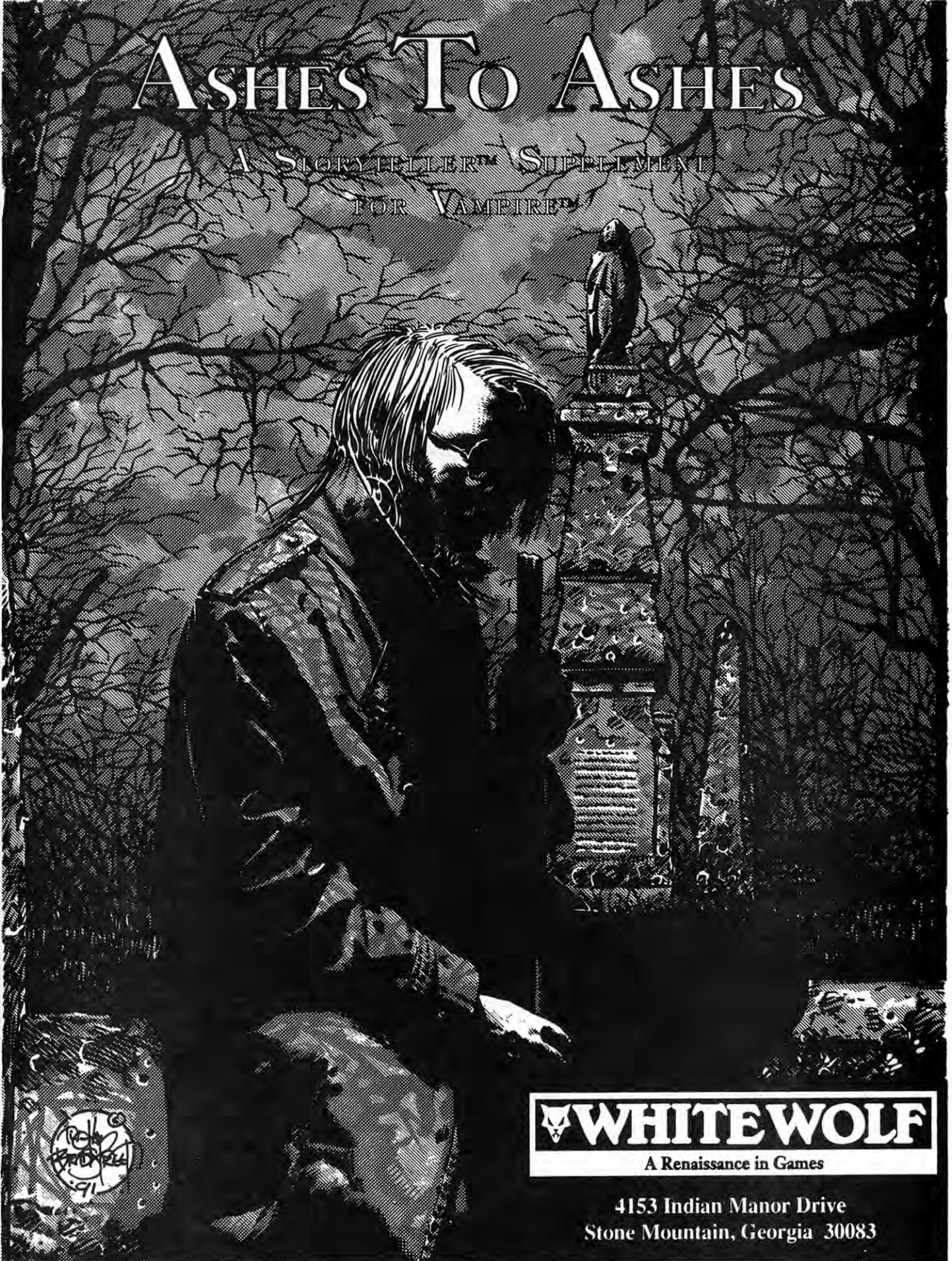
ACTORS

Cyberform: The cyberform is armed with a Barret-Arasaka light 20mm with seven shots in it. It also has one full clip (10 shots). The cyberform's goal is escape at this point.

Adrek Team 1: This four-person team will arrive via helicopter and try to gain control of the cyberform via a control code. When this fails, the team members will try to disable the cyberform. They have strict orders to keep the media from filming the cyberform and to keep the police from destroying it. They also have orders to destroy the hover-
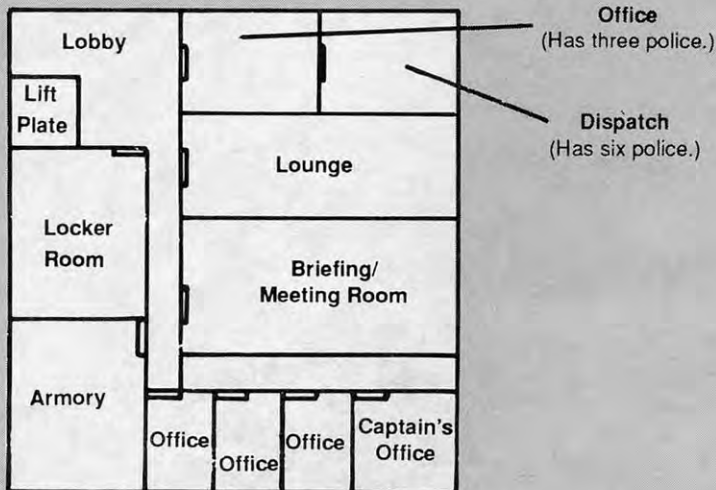
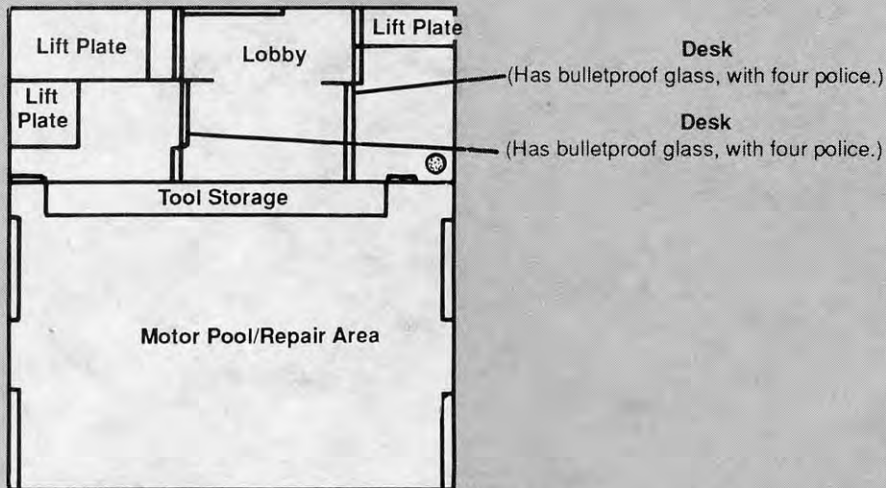# Ashes To Ashes

A Storyteller™ Supplement
for Vampire™

Police Station 574
Boston Sector

Second Floor

- Lobby
- Lift Plate
- Locker Room
- Armory
- Lounge
- Briefing/Meeting Room
- Office
- Office
- Office
- Office
- Captain's Office

Office
(Has three police.)

Dispatch
(Has six police.)

First Floor

- Lift Plate
- Lift Plate
- Lobby
- Lift Plate
- Lift Plate
- Tool Storage
- Motor Pool/Repair Area

Desk
(Has bulletproof glass, with four police.)

Desk
(Has bulletproof glass, with four police.)

Ground Floor

- Lift Plate
- Hall
- Lift Plate
- Cells
- Cells
- Cells
- Cells
- Cells

Guard Station
(Two guards will be here. A monitor system covers each cell and other areas of this level. Cells can be locked or unlocked from here.)

Power Plant
(A hatch and ladder lead to the first floor.)

craft to prevent Adrek involvement from becoming public—because of laws governing the transport of robotic weapon systems through or into urban zones, as well as laws regarding ceretronic technology.

Adrek Team 2: The second team is the backup. It has the same orders as the first team. Any Adrek PCs will be on this team.

Police: Two police cruisers will arrive on the scene, each with two officers. One car should contain only NPCs (have the Beast blow this one up for dramatic effect). Any PC police should be in the second car.

Media: Media teams will arrive by AV, helicopter or van. They will try to find out what is occurring and will tend to get in the way of the Adrek teams and the police. For dramatic effect, the Beast could shoot sown a media helicopter or two.

Cyberforms: Four cyberform B centipedes are active in the hovercraft. They have been programmed by the M-200E to attack any human.

SP: 10 *SDP:* 6 *Ref:* 9 *Attack:* +4 *Athletics:* +6 *Dart Gun:* Hammer M-11 bolt pistol *Mandibles:* Knife (see **Challenge 43**, page 57).

INFORMATION

Teams will receive information from a variety of sources. If desired, PC media teams can write news stories/TV reports to be given to other teams. Naturally, at the start of the situation, almost everyone is more or less in the dark. Each team's initial briefing is as follows:

Police Briefing

Date: October (fill in campaign date), 2020
Time: 2:00 a.m.
Station: #574
Situation: A corporation hovercraft transport has been sighted by a Boston Police patrol craft heading inland, apparently out of control. The hovercraft reports sustaining fire from a 20mm cannon. The craft will beach at coordinates 54-73 on grid map 12 if it maintains current course.

Orders: Two patrol cars are to proceed to coordinates 54-73 GM12 and assist patrol officers. Occupant or occupants of hovercraft are heavily armed and should be considered hostile.

Media Briefing

Date: October (fill in campaign date), 2020
Time: 1:55 a.m.
Information: Police band scanners picked up an engagement between a Boston patrol craft and a hover transport in Boston Harbor at 1:52 a.m.

Assignment: An airmobile media team is to be dispatched to the scene to determine what is occurring.

Adrek Corporation Briefing
Date: October (fill in campaign date), 2020

Time: 2:00 a.m

Situation: At 1:47 a.m. contact was lost with transport craft #422. At 1:50 a.m. a report was picked up on police bands indicating that the hovercraft was moving erratically. At 1:52 a.m. the hovercraft is reported to have fired on the police craft.

Orders: A repo team is to be selected and airlifted to the scene in order to take control of the hovercraft. The police are not to be allowed to interfere.

ON THE BEACH

Slightly after 2 a.m. the hovercraft will approach the beach, swinging wildly out of control. Behind it can be seen a Boston patrol craft. Weapons flash between the two vessels. Eventually, the hovercraft crashes into the remnants of a pier and grinds to a halt on the beach. As the patrol boat closes in, a flash of light is visible as a Scorpion 16 missile plows into the patrol craft, taking it out of action with a rather impressive fireball.

At this point, the PCs get involved. The police teams will arrive from between the buildings. Media teams on the ground will arrive the same way. Airborne media teams will come off the ocean. The first Adrek team will fly in from over the city and will be the first on the scene, followed by airborne media and police (five minutes latter), and ground media (five minutes after the air media). The second Adrek team (any Adrek PCs will be on this team) will arrive two minutes after the police and will enter from over the city.

When the hovercraft lands, the cyberform will move from the hovercraft and run toward the drain pipes, pausing only to kill what gets in its way. The first Adrek team will attempt to stop it and a firefight will ensue. This should last until the first police or media team arrives. The Adrek team will attempt to keep the media away (shooting if necessary) and will try to avoid the police. Once the media and police get on the scene, two of the Adrek team members will head toward the hovercraft to set incendiary and explosive charges.

The action will continue until the situation is resolved. The cyberform will flee into the sewers, kill a few more NPCs and escape. It is a good idea to keep the PCs from getting a clear look at the cyberform—it's best that they don't know exactly what it is they are after.

Hovercraft: The hovercraft has been driven up onto the remains of a pier and has had its ground-effect skirt torn up. Dim red light spills from its ports. There are several shot out windows and bullet holes through the hull. A missile launch tube (empty) lies on the deck.

The hovercraft includes the following (see diagram):

• Cargo Bay: The cargo bay contains a transport crate labeled M-200E, which is painted with the Adrek Corporation markings. The crate has been smashed open from the inside. Several other crates are scattered around, all torn open and with their contents strewn about.

• Engineering: This area allows access to the engines and contains a hatch and a ladder to the top deck. The ladder rungs are bent down, and there is a gaping hole where the deck around the hatch was sliced out from below.

• Bridge: The door has been forced open

Cyberpunk

Bell Combat Helicopter

The Bell is a conventional armored helicopter equipped with low lite and infrared viewers, as well as a chin mount for light weapons (miniguns or grenade launchers). Rocket pods can be attached to the sides, as can heavier machineguns. The vehicle has SP=20 and SDP=65 and can carry up to four people.

Airspeed is 300 mph.

The base cost is 185,000eb, weapons extra.

Urban Patrol Vehicle

Designed to replace the conventional patrol car, this vehicle incorporates the latest in armor weaponry. The UPV has a front section for the driver and passenger and a heavy-duty rear section to carry unruly prisoners.

The vehicle is very tough (SP=30 and SDP=100) and is equipped with IR and low lite systems, multiband wide- and tight-beam radio, as well as a weapons turret.

The top speed of the wheeled UPV is 110 mph.

Base price is 65,000eb without weapons. Typical weapons include grenade launchers and heavy submachineguns.

Cargo Bay

Engineering

Bridge

Navigation/ Communications/ Computer

Crew Area

Sleeping Area

Restroom
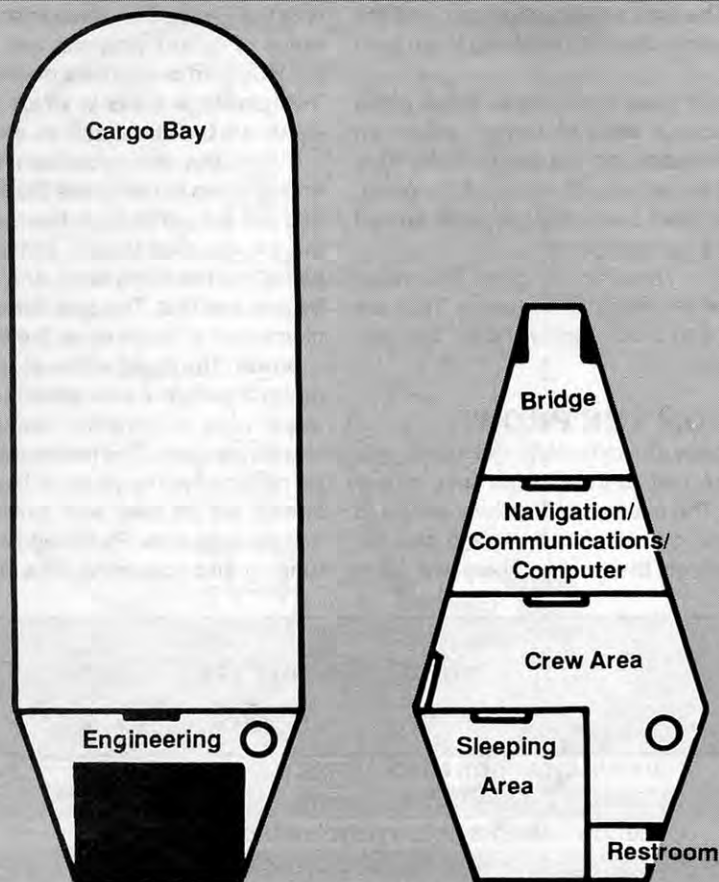
Hovercraft

from the outside with great force. Two bodies lie scattered about the cabin (they have been sliced into pieces). The floor and windows are drenched with blood (hence the red light). An Armalite .44 lies on the deck, along with four flattened slugs. The hand of its owner still grips it.

• Navigation/Communications/Computer: This room contains the ship's electronics systems. A man's body is smashed into a computer terminal, and blood drips from it onto the deck.

• Crew Area: This area contains the galley, as well as tables and chairs. The room is empty.

• Sleeping Area: This area contains bunks and lockers. A body is in one locker (it has been carved to fit). For a cheap and clichéd effect, have the body fall on someone.

Beach Geography: The referee can create a map of the beach, including the following features:

• Buildings: Buildings along the beach are old warehouses, most of which are abandoned and unsafe. The area between the buildings is unlit, littered and rather slimy.

• Fence: A rusty wire fence strung between rusty metal poles runs between the buildings and the beach. It would be rather unpleasant to run into in the dark.

• Beach: The sand and rocks are littered with a variety of unpleasant material: dead fish, rotting seaweed, medical waste and worse. The area smells rather bad, and the ocean seems offended at having to lap such shores.

• Drain Pipes: From these three pipes spill a noxious brew of wastes, which run down the beach into the ocean. Bulky filter systems are set up in the front of the pipes, but these have been stripped, shot up and set on fire by local gangs.

• Docks: Three docks grow like rotted teeth from the mouth of the beach. They are unsafe, with many jagged holes and collapsed sections.

ON THE PROWL

Eventually, the cyberform will vanish into the maze that is the Boston area sewer system. The events on the coast will be in the news—the details will depend on what happened on the beach. There will be a police investigation, but little will be found. Only Adrek Corporation will have an idea as to what exactly happened, and it will send in the survivors from teams 1 and 2 to look for the cyberform.

The cyberform will remain hidden in the sewers for a week. During this time, it is a good idea for the PC teams to participate in a short adventure or two. The Adrek PC team can comb the sewers and look for clues.

At the end of the week, the cyberform will start hunting.

KILLS

The cyberform will be responsible for 2-7 incidents per night.

Use the Nightly Incidents Table below to generate police and media reports. Roll 1D6+6 to see how many incidents occur, then roll for each on the table to determine their nature.

Media reports of the Beast's activities will drive a dagger of fear into the public consciousness. People will be more heavily armed and paranoid than before. And copy-cat killers may lead the PCs off the trail. A cyberpsycho copy-cat would be particularly interesting.

MEETING THE BEAST

At some point the PCs should catch up with the Beast. This encounter may be the result of careful planning and tracking on the PCs' part or may be a matter of chance. Two plausible areas in which to meet the Beast are the street and an apartment.

Eventually, the cyberform will acquire enough data to recognize those pursuing it and will set out to track them down. Since the two greatest threats against it are the police and the Adrek team, one of them may be attacked first. The cyberform may attack characters at home or on the street.

Street: The Beast will be attacking a small group of people in a darkened section of the street (due to constant vandalism, most streets are dark). The few working lights will be reflected in the pools of blood, and the streets will be filled with mutilated bodies and burning cars. Panicked people will be running and screaming. The Beast will at-tack anything that approaches it and will only leave when the situation gets too hot. Then it will head into the sewers.

The referee may use the generic street map mentioned in the introduction for these encounters.

Apartment Building: The Beast likes apartment complexes because of the large number of people crammed into a small area. It tends to move from room to room, smashing through doors and walls. The Beast often sets buildings on fire during its attack (it doesn't need much air and is virtually immune to fire), and tends to get "kill crazy" in apartments, which might cause it to remain on the scene long enough for the PCs to arrive. Nonetheless, the Beast should escape this encounter when the situation becomes dangerous.

The referee may use the generic apartment complex floor map mentioned in the introduction for these encounters.

Adrek Team Base: The Adrek team base is located in an abandoned warehouse near the area where the cyberform originally comes to ground. The cyberform will attack by smashing through a wall or the front door. If the Adrek team is all NPCs, the cyberform attack can be resolved by the referee.

A small office located in one corner of the warehouse was long ago stripped and has been turned into the team's operation center. It will be equipped as the PCs' desire (or if the team is all NPCs, it will have various communication tracking gear). A lounge in another corner of the warehouse has been fixed up and equipped with cots and cooking gear. The largest part of the warehouse is the storage area, which has a few busted crates, some rats and plenty of dust.

The referee may use the generic abandoned warehouse map mentioned in the introduction for these encounters.

Police Station 574: The police station is a forboding concrete bunker set off a city street. Around the back is a walled parking lot for the police vehicles and the officers' cars. The cyberform will attack through the front doors.

See the police station map for details.

ENDING THE ADVENTURE

The cyberform will continue to hunt the PCs once it recognizes them until they are killed, it is destroyed, or they leave Boston. It will continue to kill until it is stopped.

Needless to say, Adrek will not want anyone to know of Adrek's connection to the Beast. Therefore, Adrek might have to deal with certain people once the Beast is dealt with. This "dealing" can range from a death to a bribe.

Media or police PCs may wish to follow up this adventure with an investigation of Adrek (which has a closet full of skeletons). Ω

Nightly Incidents		
Roll	Description	Number Killed
1-3	Random cyberform attack on the street	1-10
4-5	Cyberform breaks into an apartment building	3-30
6	Cyberform attacks police patrol or media teams	1-6
7-8	Cyberform enters an open business or factory	3-30
9	Cyberform enters a closed business or factory	1-6
0	Cyberform is involved in a gang battle	3-30

CHALLENGE ™ 53

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Armor Penetration and Damage

By Craig Sheeley

common problem that plagues game combat systems (including *Cyberpunk 2.0.2.0.*, **Twilight: 2000** and *GURPS*) is that weapon damage is equated with penetration. In order to realistically include the effects of armor, weapon damages have to be inflated.

In the *Cyberpunk* of old, a single rifle bullet could vaporize an unarmored man. In *2.0.2.0.*, a single 7.62mm NATO round (the bullet used by many hunting rifles and almost every medium NATO-standard machinegun in the world) has a 60% chance of instantly killing an unarmored man, and the lighter 5.56mm NATO round (used in the M16) has a 50% chance of instantly killing an unarmored man. Against armored targets, the bullets have realistic effects in the new system, but unarmored targets are sure to die.

The problem lies with the fact that living tissue doesn't react to projectile damage the way inanimate objects do! Tissue is at once easier to damage but more resistant to bullet damage effects. An armor-piercing shell that will go through an engine block is likely to do as much damage to a man as a good-sized pistol slug—sometimes less, if the pistol slug mushrooms in the target.

Walter Jon Williams, author of the cyberpunk genre novel *Hardwired*, came up with a partial solution in his *Cyberpunk* supplement covering the world of his novel—instead of subtracting damage for penetration purposes, why not assign each weapon a penetration value separate from its damage value? Armor would be rated for its armor value, and penetration would be matched against armor to see if any damage got through to the target.

In this *2.0.2.0.* variant, that system of dealing with armor penetration is refined and streamlined for use with all weapons.

STOPPING POWER CONVERSIONS

In *2.0.2.0.*, each armor type is rated for its stopping power). The heavier the armor, the larger the rating. To convert the SP to an armor rating:

Rating	Equivalent
A=0-5 SP	Leather armor
B=6-10 SP	Kevlar vest
C=11-15 SP	Steel helmet
D=16-25 SP	Heavy armor
E=26-35 SP	Combat armor, light Striker armor
F=36-50 SP	Medium Striker armor
G=51=75 SP	Heavy Striker armor, light Mek armor
H=76-100+ SP	Mek armor

Some of the armor equivalents are expressed in *Mekton II* terms (Striker and Mek armors). These represent armor protections applied to vehicles and military armor (power suits, giant Mektons, tanks, etc.). As noted in *Roadstriker II*, Mek armor translates to 25 SP per kill.

To convert *Cyberpunk 2.0.2.0.* armor to an armor rating, simply add up the SP of the armor and compare it to the chart. Count the heaviest SP on each location plus one-half the other SP on the location for the total SP. For instance, a Kevlar T-shirt/armor jacket combo—SP 14+(10÷2)—has 19 SP for an armor rating of D.

WEAPON PENETRATION PROCEDURE

Each weapon has a penetration value assigned to it. Generally speaking, if a weapon's penetration is equal to or greater than the armor rating of the target hit, the weapon's damage goes through to the target's body (or vehicle structural damage points). Of course, the body type modifier (*Cyberpunk 2.0.2.0.*, page 93) is subtracted from any damage that gets through.

Not all attacks have the same effects against armor, and each attack type has its own specific attack on armor.

Blunt Weapon Attacks: Blunt weapons are those with a listed penetration of 0. This category includes clubs, fists, feet, baseball bats and anything else that does its damage by crushing. A blunt weapon does full damage to unarmored targets, half damage to targets in armor ratings A and B, and one point of damage per six points of maximum damage (rounded down) to targets in armor rating C.

For instance, a Martial Arts-4 attacker does basic kick damage of 1D6+6 (+4 for skill, +2 for Average body type). He would do full damage to an unarmored target, half damage (rounded down) to a target in armor rating A or B, and two points (maximum damage 12÷6) to a target in armor rating C. He would be well advised to hit parts of his opponents that aren't covered in armor. Armor ratings two or more levels above the weapon's penetration ignore the hit.

Blunt penetration improves with greater body type—the stronger you are, the more likely your opponent is to feel it through all that padding. Increase the penetration by one level per body type level stronger than Average. Thus, a Strong body type makes a penetration 0 into a penetration A, doing full damage to armor rating A, half damage to B and C, and one point per six points of maximum damage to armor rating D. A Very Strong body type makes penetration 0 into penetration B, doing full damage to B or less, half damage C and D, and one point per six points of maximum damage to E. A Superhuman body type would have a penetration C, doing full damage to C or less, half damage to D and E, and one point per six points of maximum damage to armor rating F! When that super-cyborg hits you, you feel it....

Powered blunt weapons like the SPM-1 Battleglove do not have their damage or penetration increased by the user's body type.

Edged Weapon Attacks: Edged weapons have penetration B. An edged weapon (sword, knife, wolvers, rippers, icepick) is any weapon that cuts or impales. Edged weapons carve through Kevlar and leather armor with ease. They do full damage to targets in no armor (naturally) or in armor ratings A or B. Targets in armor rating C take half damage from edged weapons since the weapons can thrust or chop through some of the armor's protection. Armor ratings two or more levels above the weapon's penetration ignore the hit.

Like blunt weapons, an edged weapon's penetration is improved by strength. Each body type above Average increases the edged weapon's penetration by one level. A Strong man with a knife does 1D6+4 damage with a penetration of C—a target in armor rating D takes half that damage, rounded down. Think about that Superhuman body type 15+ cyborg with wolvers: 3D6+8 damage with a penetration of E! This man rips cars in half....

Very low-mass weapons like Slice 'N' Dice do not have their damage or penetration increased by the user's body type.

Projectile Weapon Attacks: Projectile weapons have varied penetration. A projectile does normal damage to targets in armor ratings equal to or less than the penetration. Targets in armor ratings one level greater than the projectile's penetration take one point of damage per six points of maximum damage, rounded down. For instance, a man in Kevlar armor (B) would only take two points of damage from a 9mm pistol (damage 2D+1, penetration A). But a 5.56mm rifle (penetration C) will blow right through the armor to do regular damage. Armor ratings two or more levels above projectile penetration ignore the hit.

Armor-piercing projectiles increase penetration one level, but do only half-damage (rounded down) upon going through the armor. A 5.56mm armor-piercing round has a penetration of D and does 3D6÷2 to the target. An armor-piercing round striking an armor rating one level greater than the round's penetration still does one point of damage to the target per six points of maximum damage, rounded down.

As usual, any attack penetrating the armor causes it to lose one SP. In this variant, any attack with an equal or greater penetration than the armor rating causes the armor to lose one SP. Given time, this SP loss can lower the armor rating!

Antiarmor: Antiarmor rounds are a special type of projectile, using a shaped-charge warhead to burn through armor. They are usually used against vehicles and heavy installations, although they can be used against human targets if desired. Any antiarmor round that penetrates the target's armor (equal or greater penetration than armor rating) lowers the armor rating by one level in an area the size of a man's head. This weakened area can be targeted at a –4 (the same as a shot at a specific body area).

Explosions: Explosions and other area-effect weapons hit normally and have the listed penetration values.

Flamethrowers: These spew napalm all over the target, and the stuff seeps through all armor except sealed suits. (Double-cost Metalgear™ for a sealed suit, and every location must be so armored. Powered armor Roadstrikers work well, too. Vehicles are, of course, usually sealable). The napalm burns for 2D6 turns after it hits, ignoring all armor except sealed armor after the turn on which the target is hit.

Roadstriker Flamers: These are higher-temperature versions that have hefty armor penetration as well as normal flamer effects.

Lasers: These do hideous tissue damage but have lousy penetration. Lasers start at penetration 0 at 1D6 damage, plus one penetration level per additional D6 (a laser at 5D6 damage has penetration D).

Microwavers: These ignore all armor ratings below E! And targets wearing metal armor or Metalgear™ are going to be warm....

HAND WEAPONS

Weapon	Pen	Damage
Hand or foot	0	Variable
Club	0	1D6+body mod.
Knife	B	1D6+body mod.
Sword	B	2D6+2+body mod.
Axe	B	2D6+3+body mod.
Nunchaku/tonfa	0	2D6+body mod.
Naginata	C	3D6+body mod.
Shuriken	B	(1D6+body mod.)÷3
Switchblade	B	(1D6+body Mod)÷2
Brass knuckles	A	1D6+2+body mod.
Sledgehammer	0	4D6+body mod.
Chainsaw	B	4D6
Kendachi monoknife	C	2D6+body mod.
Kendachi monokatana	C	4D6+body mod.
Kendachi mononaginata	D	4D6+3+body mod.
SPM-1 battleglove	D	3D6÷1D6+3
Scratchers	B	1D6+body mod.
Vampire fangs	B	1D6+3
Rippers	B	2D6+body mod.
Wolvers	B	3D6+body mod.
Big knucks	0	1D6+2+body mod.
Slice 'N' Dice	B	2D6
Cybersnake*	—	1D6
Buzzhand	C	2D6+2
Hammerhand	0	1D10+body mod.

*The cybersnake has no real penetration at all! However, its method of operation usually bypasses armor.

PISTOLS

Weapon	Pen	Damage
BudgetArms C-13	A	1D6
Dai Lung Cybermag 15	A	1D6+1
Federated Arms X-22	A	1D6+1
Militech Arms Avenger	A	2D6+1
Dai Lung Streetmaster	B	2D6+3
Federated Arms X-9mm	A	2D6+1
Colt .38 Detective	A	1D6+2
C.O.P. .357 Derringer	A	2D6+3
BudgetArms Auto 3	B	3D6
Sternmeyer Type 35	B	3D6
S&W Combat Magnum	B	2D6+3
Colt .45 "Peacemaker"	B	2D6+2
Armalite 44	B	3D6+3
Colt AMT Model 2000	B	3D6+3
Llama Commanche	B	3D6+3

SUBMACHINEGUNS

Weapon	Pen	Damage
Uzi Miniauto 9	A	2D6+1
H&K MP-2013	B	2D6+3
Federated Arms Tech Assault II	A	1D6+1
Vz61 Skorpion	A	1D6
Arasaka Minami 10	B	2D6+3
H&K MPK-9	A	2D6+3
H&K MP5 and MP5K	A	2D6+1
Uzi	A	2D6+1
Sternmeyer SMG 21	B	3D6
H&K MPK-11	B	3D6+3
Ingram MAC 14	B	3D6+3
Ingram MAC 10	B	2D6+2
Thompson "Tommy-Gun"	B	2D6+2
Bushmaster	C	4D6

RIFLES

Weapon	Pen	Damage
Militech Ronin assault rifle	C	4D6
AKR-20 medium assault rifle	C	4D6
M16, M16A2	C	4D6
Steyr, AUG	C	4D6
AK-47, AKM, AKMS	C	4D6+1
Winchester M-70	D	4D6+2
FN-RAL heavy assault rifle	D	4D6+3
Kalishnikov A-80 heavy rifle	D	4D6+3
FN-FAL	D	4D6+3

SHOTGUNS

Weapon	Pen	Damage
Arasaka Rapid Assault 12	A	4D6
Sternmeyer Stakeout 10	A	4D6+2
H&K CAWS	A	4D6

EXOTIC WEAPONS

Weapon	Pen	Damage
Techtronica 15 Microwaver	D	1D6
Militech Elect. lasercannon	Var.	Var.
Avante P-1135 needlegun	B	Var.
Enertex AKM Power Squirt	Special	Var.
Nelspot "Wombat"	Special	Var.
Militech electronics taser	B	Stun
EagleTech "Tomcat" C-Bow	D	3D6
EagleTech "Stryker" X-Bow	C	2D6+2
Micromissile (cyberweapon)	D	3D6

HEAVY WEAPONS

Weapon	Pen	Damage
Barrett-Arasaka light 20mm*	E	4D10 armor-piercing
Skorpion 16 missile launcher	G	7D10 antiarmor
Militech Arms RPG-A	G	6D10 antiarmor
C-6 plastic explosive	E	8D10 per kg
K-A F-253 flamethrower	Special	2D10
Barrett Model 90 (.50 cal)	E	5D10
Hughes rocket cannon	F	3D10
Fragmentation grenade	B	3D6
Incendiary grenade	C	4D6
Antiarmor grenade	F	3D10 antiarmor
LAW	G	6D10 antiarmor
M60 light machinegun	D	4D6+3
RPK squad machinegun	C	4D6+1
M-216 minigun (5.56mm)	C	4D6
M-134 minigun (7.62mm)	D	4D6+3
M-2F .50 cal machinegun	E	5D10
20mm machinecannon	F	6D10
Hughes M230B-2 (30mm)	G	7D10
TOW/Hellfire/HOT missile	F	12D10

*The Barrett-Arasaka light 20mm round is automatically armor-piercing, doing normal damage to armor rating E and less and doing half-damage to armor rating F.

ROADSTRIKER WEAPONS

Weapon	Pen	Damage
Plasma gun	G	7D10 antiarmor
Missile	G	7D10 antiarmor
Rocket	F	5D10 antiarmor
75mm rifle*	G	5D10 antiarmor
Energy gun	E	3D10
Energy saber	E	3D10
2H energy saber	F	5D10
Melee weapon	E	2D10
2H melee weapon	F	4D10
20mm autocannon	F	6D10
Flamer	D+special	2D10

*Like the Barrett-Arasaka light 20mm, the 75mm is automatically armor-piercing, doing normal damage to armor rating G or less and half-damage to armor rating H.

USING HEAVY WEAPONS

Cyberpunk 2.0.2.0. ignores the problems of using heavy weapons that have any amount of recoil.

There is no penalty, for instance, for using a light 20mm hypervelocity gun even though the recoil would be capable of injuring the firer.

Because of this, it must be assumed that the light 20mm fires an extremely subcaliber round (perhaps 5mm) and uses most of its weight for recoil absorption.

Furthermore, the light 20mm gun is not capable of using any other round except its hypervelocity penetrator, while regular 20mm guns can use the normal high-explosive or armor-piercing rounds.

Other heavy weapons do have penalties which are attached to their use:

Machineguns: When using a machinegun, there is an additional −2 Weapon Accuracy if the firer moves in the same turn that he fires, and the firer is limited to half MA when moving and firing the machinegun.

Persons with Weapon Mounts or CyberWeapon Mounts and Links are exempt from these penalties.

Barrett Model 90: This cannot be used in motion and can only be fired when the gun is rested on something sturdy (it's a bipod-mount gun).

Persons with Weapon Mounts or CyberWeapon Mounts and Links are exempt from these penalties.

TOW/HOT/Skorpion 16 Missile Launchers: These cannot be in motion when fired. TOW and HOT missile firers must remain stationary near the launcher while the missile is in flight, guiding the missile.

Hellfire Missiles: A Hellfire missile tracks a target illuminated by a laser—if there is no one "painting" the target with a laser at any time, the missile fails and crashes.

Miniguns, M-2F Machinegun, Machinecannons: These weapons must be vehicle or tripod-mounted. The M-216 and the M-2F can be tripod mounted; all the others require massive vehicle mounts.

Roadstriker Weapons: These weapons are restricted to use by roadstrikers and light AFVs.

NEW EQUIPMENT

Laser Scope, $100: The classic targeting laser, this puts a dot of laser light on the target where the gun is aimed. A laser scope adds +4 to hit at short range. This can be added to a smartgun or cyberweapon.

Weapon Scope, $50+: Scopes range from simple optical scopes to light-amplifying and computer-enhanced versions.

All scopes divide the effective range to hit by their power number—a 10× scope reduces a 1000m range to 100m for purposes of hitting the target only.

Damage is still reduced by the full range.

A 4× scope costs $50; a 10× scope costs $150; and a 20× scope costs $250.

Pistols can mount a 4× scope but nothing larger.

Light-amplifying scopes cost twice as much as a regular scope. A computer-enhanced scope costs 10 times as much as a regular scope, weighs 1 kilogram, and adds +2 to hit.

Smart and cyberweapons can be fitted with scopes.

Weapons Mount, $250: A weapons mount is an external mount that distributes weapon weight more evenly and dampens recoil. With a weapons mount, a single heavy weapon (like a machinegun or heavy rifle) can be carried and fired with greater ease.

Painting Laser, $50: This is a small (about the size of a pack of cigarettes) laser range finder that can also be used to "paint" a target for Hellfire missiles.

Using the range finder gives a +1 to hit when shooting at targets at Long or Extreme range (you know exactly how far away the target is).

A painting laser can be attached to a weapon or used while in hand.

NEW WEAPONS

The weapon stats presented below include weapons from other supplements to *Cyberpunk* such as *Solo of Fortune* and *Roadstriker II*. Also included are weapons which make logical sense in the *Cyberpunk* universe, extrapolations of current technology.

Weapon	Type	WA	Con.	Avl.	#Shots	ROF	Rel.	Range	Cost
Barrett model 90 (.50 cal)	HVY	+2	N	P	5	1	VR	1km	1000
Hughes rocket cannon	HVY	0	N	P	3	1	VR	300m	750
Antiarmor grenade	HVY	0	P	P	1	1	VR	Throw	50
LAW	HVY	−1	L	P	1	1	VR	100m	500
M60 light machinegun	HVY	0	N	P	100	10	ST	500m	1500
RPK squad machinegun	HVY	−1	N	P	40-75	5	VR	400m	1000
M-216 minigun	HVY	0	N	R	1000	150	ST	400m	3500
M-134 minigun	HVY	0	N	R	2-4000	320	VR	500m	5000
M-2F machinegun	HVY	+1	N	R	100	5	VR	600m	2000
20mm machinecannon	HVY	0	N	R	2-3000	30	VR	600m	7500
Hughes M230B-2	HVY	0	N	R	1200	30	VR	1km	10,000
TOW/Hellfire/HOT missile	HVY	0	N	R	1	1	ST	4km	5000
Sidewinder missile	HVY	0	N	R	1	1	ST	25km	20,000

AREA EFFECTS

LAW	4m
Hughes M230B-2	3m
Sidewinder	12m
20mm machinecannon	2m
TOW/HOT/ Hellfire missile	6m

LAWs, Hellfire and Sidewinder missiles are not reloadable—cost is per round. TOW and HOT missile launchers can be reloaded—cost is for the launcher and one missile.

AMMUNITION COSTS

100 rounds .50 cal	$200
Light 20mm round	$25
TOW/HOT missile reload	$1500
100 rounds 20mm	$500
100 rounds 30mm	$1500
Hughes rocket round	$5

ROADSTRIKER WEAPONS

Weapon	Type	WA	Con.	Avl.	#Shots	ROF	Rel.	Range	Cost
Plasma gun	HVY	−1	N	R	5	1	ST	300m	30,000
Missile rack	HVY	0	N	R	4	1	ST	200m	10,000
Rocket pod	HVY	−2	N	R	15	5	ST	150m	10,000
75mm rifle	HVY	0	N	R	10	1/2*	VR	250m	10,000
Energy gun	HVY	+2	N	R	10	1	VR	250m	15,000
2H energy saber	HVY	+1	N	R	"20"	"1"	ST	4m	5000
Melee weapon	HVY	−1	N	R	—	—	VR	4m	2000
2H melee weapon	HVY	−1	N	R	—	—	VR	4m	5000
20mm autocannon	HVY	0	N	R	60	8	VR	500m	10,000
Flamer	HVY	+1	N	R	10	1	ST	100m	10,000

*The 75mm gun fires once every other turn.

AREA EFFECTS

Missile	6m
20mm autocannon	2m
Rocket	4m
Flamer	4m

AMMUNITION COSTS

Missile	$2000
75mm round	$500
Flamer reload (10)	$150
Rocket	$500
60 20mm rounds	$300

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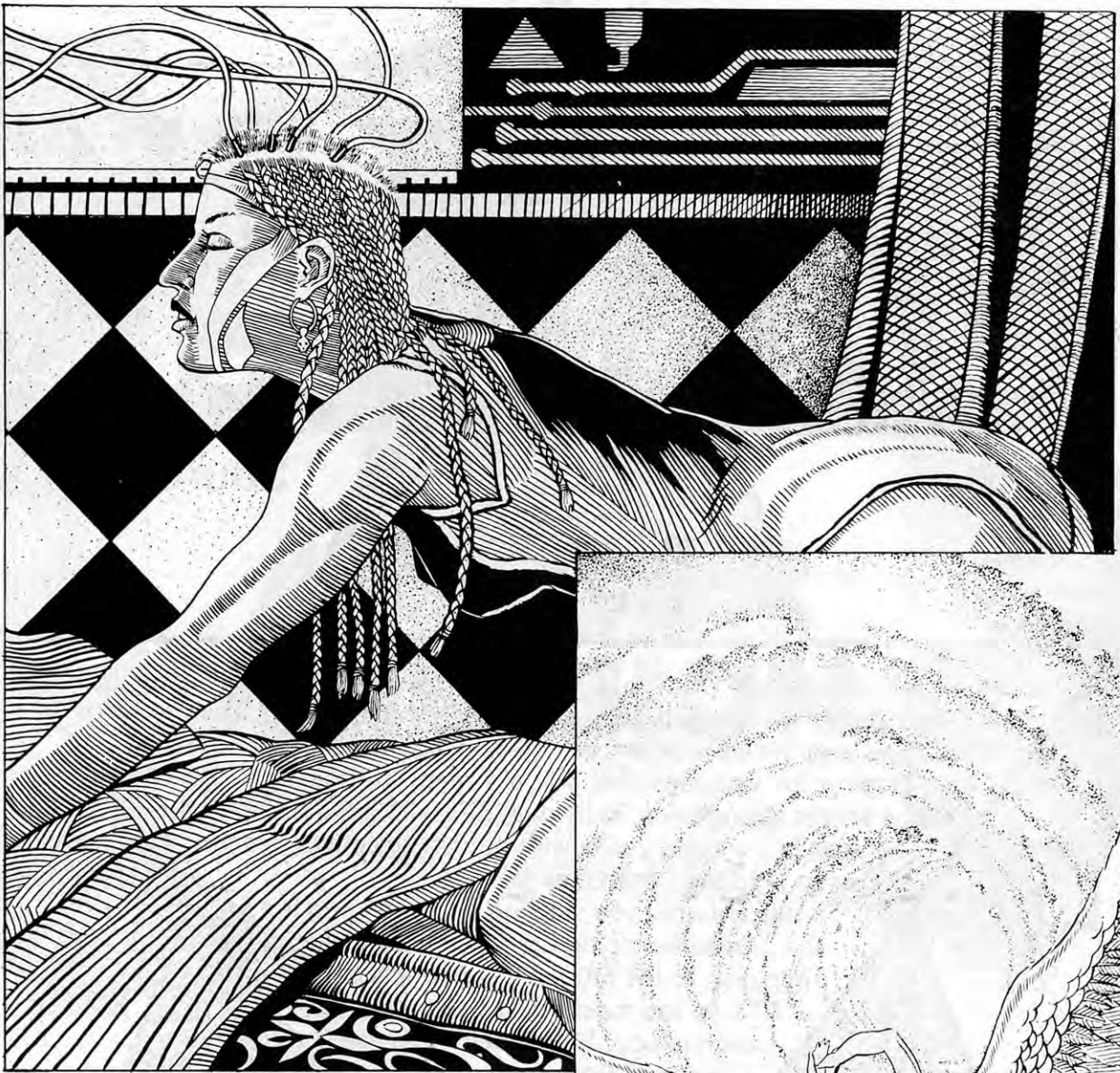
It Came From
CYBERSPACE
Horrors of Realistic
Cyberspace Technology
By Marcus L. Rowland

he idea of neural interfacing (connecting the human brain to electrical equipment) is at least 100 years old. In science fiction it began with Frankenstein and early robot stories, took in radio, television, and radar as they were developed, and added mentally controlled prosthetics and spaceships in the 1940s. The computer revolution led to stories in which characters were linked to mainframes, and new concepts developed along with the technology of the computer era. The current incarnation of the idea, typified by Willliam Gibson's *Neuromancer*, is used in most near-future roleplaying games.

The details of neural interfacing are often vague. Gibson mentions "dermatrodes," presumably skin electrodes, but glosses over details of their operation. I tend to assume the equipment he describes looks something like a cross between a medical EEG set and stereo headphones. It has a data transfer rate that is fast enough to allow recording of human personalities and mechanized telepathy.

Even in the perfected form described by Gibson and others, this equipment is far from safe. Characters in *Neuromancer* sometimes suffer violent epileptic fits and heart attacks, the drastic effects of antihacker programs. At least two authors have shown characters "possessed" by the recorded personalities of other programmers. Occasionally the results include brain death.

If the equipment really worked as described, I'm not sure that I'd want to use it. I suspect that things could be much worse. The IBM and Compaq versions of neural interfaces would be frightening enough—I wouldn't go anywhere near one built at the cut-price end of the market. Imagine everything that can go wrong with a computer, from voltage spikes to parity errors and system crashes. Now imagine all these things happening inside your brain.

INSTALLATION

To begin at the beginning, our brave cyberspace explorer needs a few thousand implanted electrodes. Why so many? The reason is that most are going to be useless. The only way to make this technology pay is to sell a lot of units; millions of sales are needed to cover development costs. If each electrode were implanted by a trained surgeon, every neurological clinic in the world would be doing nothing but putting in electrodes, at a cost of many thousands of dollars per patient, and the manufacturers would still only be able to sell a few hundred units a week.

The most obvious way out of this dilemma is to automate the process completely and use a fast method which doesn't require pinpoint accuracy. One way to do this is a shotgun approach—if enough electrodes are in approximately the right areas, some are bound to be in the correct locations. The electrodes will have to be extremely thin to avoid brain damage, thinner than current glass or carbon filaments. Since the brain can move inside the skull, they also need to be very flexible. Persuading them to penetrate the skull and brain won't be easy.

Picture a device like a high-tech sand blaster firing a few thousand tiny harpoon-shaped electrodes into your brain at supersonic speed. Each electrode is the spool for a few centimeters of microscopically thin superconducting wire which unwinds as the electrode moves. The unwinding wire makes the electrode spin, causing a gyroscopic effect which keeps it on course. Once the electrodes are inserted, installation software finds those which are tapped into useful nerve areas. Many others will be in connective tissue or blood vessels, and some will be faulty by the time they are in place—damaged during insertion or during manufacture. There's no safe way to remove useless electrodes, so they'll just be left in the brain.

If the electrode material is carefully selected, rejection won't be a problem. The strands must be biologically inert, not just corrosion-resistant—the body has a nasty habit of attacking foreign material or coating it in inert fibrous tissue, which could easily damage the brain. Fortunately, there is already some medical expertise in this field, and there should be a lot more by the time electronics developments allow this sort of work. Even so, I suspect that these electrodes might have a finite life span and need replacement every two or three years.

What are the electrodes linked to? For the data transfer rates we're discussing, it has to be something like a fibre-optics cable, which implies that the signals need to be amplified and converted into infra-red pulses. Since the system will be fine-tuned to match the user's brain, the amplifier-transmitter unit might as well be permanently attached to the body. With luck, and with 21st-century miniaturization techniques, this relay should be no larger than a small coin, containing a highly stable memory recording the setup information, translation circuitry and communications systems. Power is picked up inductively by a tiny Tesla coil or possibly comes from a long-life battery. I think that we can rule out nuclear batteries this close to the brain unless shielding gets much better.

The relay could be embedded under the skin with just a tiny socket to reveal its location, but anyone prepared to go to the lengths of submitting to this operation may choose to advertise the fact by leaving the interfaces visible. A few chromed studs protruding from the forehead do a lot to establish your street-cred as a hard-core hacker.

We'll ignore the tiny problem of decoding thousands of neural signals and passing computer signals back into the brain; presumably someone will have the answers by the time this technology is available.

WHAT HAPPENS NEXT?

One possible answer is sensory overload. If a child is born blind and cured surgically later in life, the patient sometimes can't cope with the flood of new data. Effects can range from confusion to epileptic fits. There may be a similar effect with implanted electrodes, and it would probably be best to start slowly. Begin with a little text, then gradually work up toward three-dimensional graphics and other senses, and ultimately the full cyberspace experience. It's possible that the brain may only be able to cope with a little extra information. For example, if you cover one eye and look at the "m" in "information", your eye is only clearly focused on the "m" and two or three letters to either side. Beyond that you see semifocused shapes of varying degrees of clarity. The illusion of clarity over the full visual field is maintained by memory, eye movements and stereoscopic vision. It's possible to speed up visual data acquisition by training, but it still takes time to process the information. The main limitation is probably the data-handling speed of the brain, not the data-acquisition rate of the eyes. Speed up the flow of information or bypass the visual cortex completely, and there are likely to be problems.

Let's say, for the sake of argument, that with practice these implanted electrodes will let you assimilate data about four times more rapidly than reading a display screen, with the same advantage in feedback to the computer. Let's also assume that the brain can handle this flow of information, interact with it and make meaningful decisions. This possibly means that you can use your computer about 16 times more rapidly than a conventional operator. It sounds very impressive; unfortunately, it still means that the computer will spend about 95% of its time waiting for input because computers are going to be much, much, faster by the time that this surgery is available. It's also likely that true artificial intelligence will have been developed. Computers can already keep track of the stock market more rapidly than any human stockbroker—by the next

century, the easiest way to get a major computing job done may be to tell the computer what you want and stand clear while it gets on with the work. Constant interaction won't speed things up and is far more likely to slow them down.

Having said all this, you may wonder what neural interfacing is good for. To be frank, I doubt that it will ever be the major economic and social force depicted in most games and SF. Access to an infinite sea of data is meaningless without a good idea of what you intend to do with it and where the useful information will be found. Picking up a nearby book and opening a page at random, I learn that "...myoglobin remains fully saturated at tensions well below that required for hemoglobin to give up its oxygen." The sentence means something to me; if it didn't, the book probably wouldn't be in my house. Now imagine that I have equally easy access to any book in the world and try to guess the results of a random sampling. Data can only be important if you know what it means, and a near-infinite data field implies a near-infinite number of ways to hide, lose, garble, or misinterpret the data.

In many ways conventional network facilities may be more useful than direct neural interfaces. A computer mailbox doesn't mind waiting a few hours or weeks for messages; a human operator is likely to get thoroughly bored, especially while processing data 16 times more rapidly than someone calling in from a conventional system. A well-automated data retrieval and indexing service in the hands of a professional who knows how to use it is likely to be a lot more useful than an amateur with a head full of electrodes and an idea that it might be fun to knock over a bank.

SYSTEM PROTECTION

I suspect that the ease and profitability of hacking is greatly overestimated by most cyberpunk authors. The genre assumes vulnerable computers and an accessible flow of information. Both seem unlikely if

super-hackers are known to exist. If corporations start to take major damage, they are likely to spend major money protecting their systems. Some organizations will simply stop using public networks; others may stay on line, but they will be very well protected. The antipersonnel software described by cyberpunk authors is one answer, but data encryption seems a more practical bet for long-term protection. There are already public key encryption methods that can theoretically resist a Cray for several days; you can't buy software incorporating the best systems because Britain's GCHQ and America's NSA won't allow anyone else to use them. If hacking started to cause real economic damage on a national level, it seems likely that the security agencies would have to loosen the reins. There are many other ways to make data transmissions secure; most involve equipment which costs a lot of money and won't be readily available to hackers. Military systems will use entirely separate networks, with even higher levels of protection.

As a last cynical thought on the subject of hacking, it's unlikely that anyone would produce neural interfaces for a small market like hackers. They only make commercial sense with a big pool of customers. The only organizations with the resources to build them will be the multinationals that the hackers are trying to crack. Is it really likely that these corporations will sell equipment that can easily be used to harm them?

ENTERTAINMENT AND THE ARTS

If hacking is ruled out, where will this equipment be useful? My best guesses are in entertainment and the arts.

Entertainment uses should be obvious. If you can pipe images and/or body sensations to the brain, you have the perfect medium for everything from industrial training to hard-core pornography. If the technology is feasible at all, this is where the real money will be made. There are too many unknowns to say how it would work, but interac-

tive programs seem most likely. The user experiences sight, sound and other sensations in a totally convincing virtual reality simulation.

The frightening social effects of these systems have been examined by many authors. Apart from the obvious possibility that people might choose to spend all their time immersed in a fantasy universe, there seems a good chance that the technique might be used for advertising and political or religious indoctrination. Whether these techniques would be more successful than other methods remains unknown; the potential is there, and someone is bound to try it if the technology is developed.

The ability to visualize an effect and immediately "see" it should be very useful in design and the graphic arts. With practice, users should be able to acquire an intuitive feel for the medium, bypassing many of the steps required by older technologies. As an example of how drastic such a change could be, take a look at an old-fashioned typesetting machine and printing press, and compare it to the latest desktop publishing system. Now imagine similar streamlining applied to every form of art. This may sound unlikely, but industrial robots have already been used for sculpture and painting; the output side of the process already exists, and it's now the input side that lags behind.

If this technology becomes affordable, we're going to see a *lot* of art. Much of it will be poor, instant "stream of consciousness" work because this process will allow impatient or incompetent artists to produce finished work in a matter of hours, rather than spending the days or weeks needed to get things right. So 90% of it will probably be rubbish, but 90% of everything is rubbish anyway. Provided that it's recyclable rubbish, it probably doesn't matter much. There'll be some gems amongst the crud, work as fine as anything from the Renaissance or the 19th century. It might not be anything we'd recognize as art today, but we should be ready for it by the time it comes along.

The rest of this article sug-

gests a variant background, some extra rules, and adventure outlines for cyberpunk-style games. Most parts are primarily intended for referees, and if you play in such a game you may want to stop reading here.

HISTORICAL BACKGROUND

Computer hacking was declared illegal by all major governments by the mid-1990s. This did not stop computer hacking. By 1999 hacking was blamed for several major disasters—the London floods of 1994-6, the destruction of Vandenburg Air Force Base in 1995, and the accidental activation (and mutual annihilation) of several Star Wars prototype systems in 1997. Losses attributed to computer hacking rose from a few million in the 1980s to several billion in 1999. The financial instability that resulted led to the splintering of national governments and the rise of dozens of global and national power groups, most notably religious and paramilitary organizations, multinational corporations, etc.

Today most areas are controlled by one or more of these organizations. For example, Lower Manhattan is run by the Salvation Army/Toyota/IBM alliance. Today these groupings seem to have stabilized, and there has been an explosive flowering of technology and the arts, fuelled by rapid advances in computing. Meanwhile the technology of hacking continues to develop. Recent advances in man-machine interfacing make it possible for human personalities to enter cyberspace and tap into data far more effectively than ever before.

THE REAL STORY

While hackers caused some of the problems of the late 20th century, they were never the major menace portrayed by the media. It was simply convenient to blame the shortcomings of government and industry on a small and relatively defenseless group. For example, the London floods were mainly the result of government cut-backs which neglected maintenance of flood defenses.

The global economic collapse and its aftermath were engineered by business cartels who wanted an end to interference in their operations. One consequence affected hacking; corporations could finally use secure data encoding algorithms, previously banned because government computers couldn't crack them effectively.

Today there's rarely a direct link between commercial data banks and publicly accessible communication systems. Where such links are needed, it takes hours of computer time for an outsider to decode a few second's data transmission, by which time the data is too old to be useful. Systems change their codes several times a second, using atomic clocks to synchronize the change. Equipment this sophisticated isn't available to hackers.

Public records and minor commercial systems are still accessible; this may be useful if you need Swedish census data for 1982 or a comprehensive summary of Korean Ung poetry. Otherwise, it's unlikely that they will produce worthwhile information. The vulnerability of major financial systems is a myth; there are approximately 50 successful penetrations a year, usually inside jobs, with an average yield of $150,000 before detection. While 65% of offenders are caught, most seem to suffer unfortunate accidents.

The authorities perpetuate this myth because an immense amount of futile effort is channeled into attempts to crack major data systems, effort that might otherwise be devoted to more lucrative forms of crime or rebellion. Soft targets (hospitals, small businesses, universities, etc.) have learned by experience; it is possible to penetrate their systems, but nothing useful is left accessible to hackers. Critical systems are never left on-line to the public networks.

The technology used for hacking is developed and marketed by the very corporations that the hackers are trying to penetrate or by allied companies. And 90% of sales are to students, attracted by the myth of easy fame and wealth, who typically discard the equipment within a year or turn it to other uses. Cyberspace inter-

faces were originally developed for entertainment, and their use for hacking is less efficient than normal techniques; it is also expensive and dangerous. Naturally news is slanted to give the opposite impression.

The setting is very like that in existing games. The main differences are that cyberspace hackers tend to be young and naive, much less effective than they believe, and vulnerable to a range of interesting medical problems.

WE HAVE THE TECHNOLOGY

Every time a set of electrodes is implanted, there's a significant chance of brain damage or other neural effects. For example, one of the filaments might loosen a small blood clot and trigger a stroke a few hours or days later. The risk is small at first, but rises with the number of electrodes implanted and increases if the brain isn't given enough time to heal between implants. Incidentally, cyberspace hacking is addictive; there is a strong tendency to fit more electrodes, whether or not they are really needed, to improve the "reality" of the experience. Useless wires can't be removed and are broken down by the body very slowly, so the brain eventually fills with many thousands of microscopically fine filaments.

Cyberspace systems haven't been in use long enough for the extent of the danger to become apparent. Domestic entertainment users are rarely affected since they only have one set of electrodes fitted every two or three years. The few incidents that have occurred have been carefully hushed up. Deaths and illness amongst riff-raff like hackers don't interest anyone but those involved.

Apart from style, there is a practical reason why experienced hackers have chrome covers on their interfaces—they are very vulnerable to infra-red jamming. A TV remote control can cause a jolt of pain; a cordless computer keyboard can trigger a migraine headache. Most laser weapons use infrared on similar frequencies, and even a near miss would generate enough spurious signals to wipe out the configuration data in the terminal unit, making cyberspace access impossible until it is reprogrammed.

BRAIN DAMAGE PROBABILITY

Each player character is assumed to have been involved in cyberspace hacking for two to four years. Roll 1D100 on the Brain Damage Probability Table for years and for the number of electrode sets, then roll for brain damage effects (if any). Record the number of electrode sets for future use; if more electrodes are added at a later date, reroll for brain damage. After year four the chance of brain damage stays at 4% per electrode set.

Brain Damage Probability

1D100	Years	Electrodes	Probability
01-50	2	2+1D3	2% per electrode set
51-85	3	3+1D4	3% per electrode set
86-00	4	4+1D4	4% per electrode set

EFFECTS OF BRAIN DAMAGE

1D100	Effects
01-05	*Stroke.* The victim is semiparalyzed down one side, walks with a limp or uses a wheelchair, and suffers major penalties to all physical characteristic and skill rolls. This problem does *not* affect cyberspace dopplegangers.
06-25	*Migraine.* About an hour's worth of headache per minute spent in cyberspace. This starts as soon as the character drops out of cyberspace.
26-50	*Epilepsy.* One attack per cyberspace trip, with a good chance of taking physical or mental damage.
51-75	*Memory damage.* Reduce 2D3 skills a little (e.g., by 5-10%).
76-80	*Wireheading.* An electrode has penetrated the pleasure center of the character's brain. This means that the character's body feels intense pleasure in cyberspace but suffers withdrawal symptoms at other times.
81-85	*Motor damage.* This reduces dexterity or its equivalent a little. All related skills are affected.
86-95	*Speech center damage.* The character stutters or slurs words. This affects the real body and the cyberspace personality.
96-99	*Sight damage.* The character has been partially or completely blinded, or suffers other visual problems. Since this is a neurological problem, not eye damage, it can't be corrected by bionic implants or transplants. Any cure will be hideously expensive. All problems affect the cyberspace personality.
00	*Roll twice.* If you roll 00 again or roll the same damage twice, reroll for another result.

SIGHT DAMAGE

1D100	Effects
01-30	*Color blind.* All color vision is lost.
31-50	*Visual memory impaired.* The character will have problems recognizing written words, numbers, etc., and suffers dyslexia.
51-70	*Eye coordination lost.* Unless the character makes a conscious effort, the eyes don't focus on the same point, resulting in blurred double vision.
71-90	*Low-definition vision.* The visual center which detects the edges and shapes of objects has been damaged. There should be a penalty on all rolls to recognize people, spot danger, etc.
91-99	*Blind in one eye.* Limited depth perception, affects marksmanship etc.
00	*Both eyes blind.* Referee may optionally reroll.

Full Metal Pizza

As you check the local bulletin board, a message slowly appears. It looks like someone might actually be typing it in, rather than downloading it from a neural interface:

Hi hackers.
Take a look at FMPI data node, access code 23-9585-2913243. Looks like a big corporate database. It's tough, heavily protected, should be interesting. My rig isn't up to it. Anyone out there gets inside, let me know what's in there.
Logging off for tonight,
Zippy

A lot of people spend a lot of time in cyberspace. Most of these people are teenagers and young adults. After an evening's interfacing, they are tired, thirsty and hungry.

Enter Amalgamated Global Convenience Foods and its new subsidiary, Full Metal Pizza Inc.

AGCF's marketing division has noticed this potential customer pool and decided to tap it by luring cyberspace explorers into an automated order system. It's supposed to be fast and fun; as they work their way through the system, the choices they make will determine the size and ingredients of the meal, which will be charged to their credit card accounts. Messengers will deliver the food a few minutes later. If all goes as planned and customers like this idea, an international chain of FMPI computers will spring up. First, though, the system must be given a trial run. No one expects any trouble because it's been designed by expert programmers. Want to guess who'll happen to be the first hackers into the system?

Once the PCs try to investigate the "database" they find themselves trapped in a nightmare maze, like a really bad computer adventure, in which the only way to progress is to pick types of meat, vegetables, pasta and other ingredients and trimmings. For example, one scene dumps the team in an Italian market, where a Godfather-style character tries to make them an offer they can't refuse; delicious garlic bread, guaranteed to "keepa da vampires away." Another scene puts adventurers in a shooting gallery where they must fire at different animals and meat products. Some of the scenes have bugs and expose the characters to effects as dangerous as Black Ice or your game's equivalent.
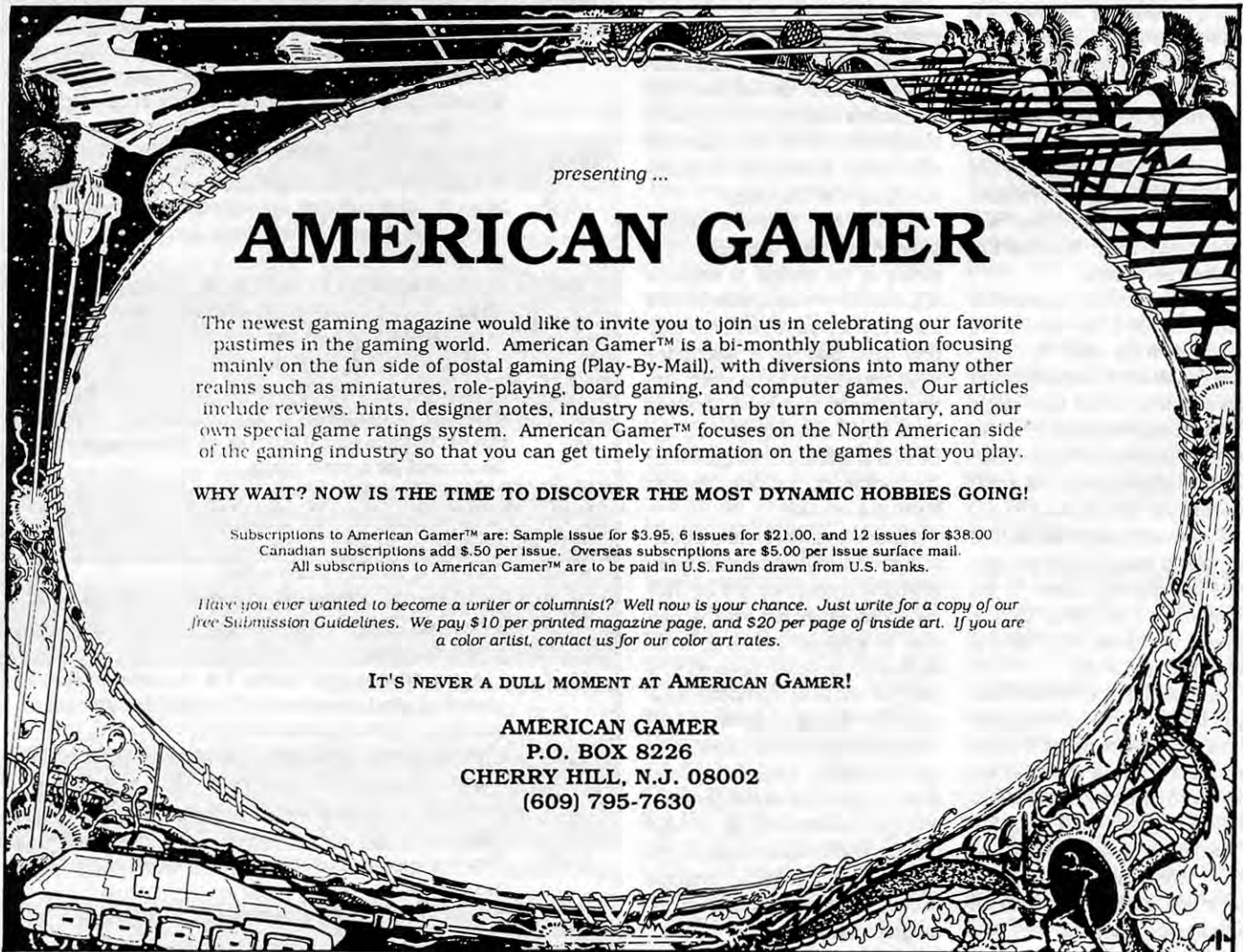
Eventually the PCs should fight their way to the final scene, the check-out, where their bills are itemized and must be paid. The game won't let PCs log out without producing a valid credit card number. Any attempt to use a fake results in a visit from the company's mobile goons, who suggest that characters might want to think twice before committing credit card fraud again—and they bring home the point by breaking an arm or two.

If the PCs try to argue with the program, it suggests that they should complain in writing to the corporate headquarters—Full Metal Pizza Inc, c/o Amalgamated Global Convenience Foods, Box 329458, Liberia. There will not be any reply. Anyone who persists in arguing will abruptly find that he is slumped in front of a cyberspace terminal; the Full Metal Pizza system has cut the last links, leaving the adventurer with a severe headache and no real desire to plug in again that evening.

Whatever happens, in the early hours of the following morning, each of the adventurers hears a loud knock at the door. When they look outside, they'll find a pile of cartons and tubs, full of cold pizza, warm ice cream and other goodies, plus a large credit card bill. Residents in poor neighborhoods may also find a rat or two busily gnawing at the cartons. Any resemblance between the goods ordered and those received is purely coincidental.

Anyone who eats any seafood pizza gets severe pollution-related poisoning, resulting in a spell of illness lasting several weeks. Anyone who eats chilli gets mild amoebic dysentery. The rest of the food is relatively innocuous. Ω

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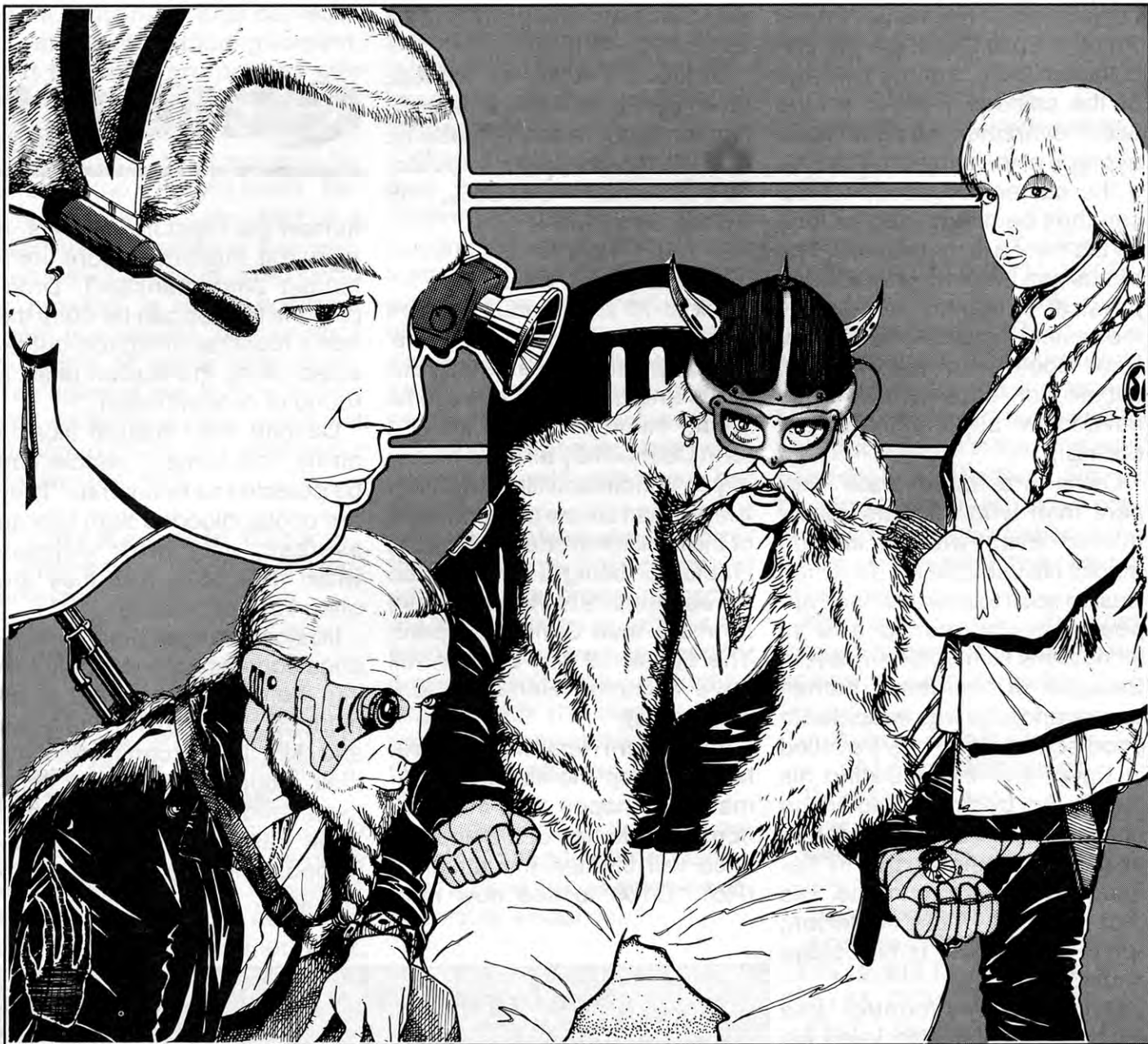
Live Eye

By Michael LaBossiere

After months of interviewing people who own cute pets, filming children feeding squirrels in the park and fetching coffee, you finally have a real field assignment: an interview with a gang leader. You're so excited that the remark of the smart guy in the next cubicle doesn't bother you any more— "They're just sending you because this guy is a psycho, and if he kills you and eats you for dinner, it won't be a great loss to the station." What does he know? After all, they just sent him to interview a man who owns a pit bull that says "I hate you." But they're sending you to interview Bjorn Iron Claw, leader af the Blood Claws!

R unning a media campaign or a campaign with media emphasis can be difficult. Perhaps the most serious problem is trying to make the campaign exciting but maintain the flavor of media involvement— wherein the players are often reduced to mere recorders of the actions of the heroes, villains and victims. While no magic formula will guarantee a proper balance, the following introductory miniadventure is an example of how to effectively integrate the media into your campaign.

"Live Eye" is set in the "bad part" of a city. The player characters are members of a media team. The party will be given a car or a van large enough to carry them all (no sense in risking an expensive AV-4 on this assignment). They will also be equipped with camera equipment (minicam, lights and so forth) and armored T-shirt vests (SP10). Naturally, they can bring any other equipment they own.

The station will recommend that at least one solo accompany the camerajock and interviewer, but it will not provide one (unless a player character solo is available). You will be given $400 in small bills, which must be returned if not spent.

BRIEFING

The Blood Claws are a boostergang (a gang in which members have as a primary focus the acquisition of cybertechnology). Their distinguishing characteristic is that every member of the gang is equipped with rippers (extendable blades mounted in the person's hands). The Blood Claws are often covertly hired for corporate warfare and are paid in cybertechnology. They are believed to be primarily employed as expendable muscle in certain operations.

The leader, Melvin J. Ottermeyer (a.k.a. Bjorn Iron Claw), is a former US Army technician. After severe injuries to his head and arms, he was transferred back to the States from Central America. After receiving cybernetic arms, he took up a life of crime (17 assaults and 15 armed robberies in two months). He was eventually captured, but

after serving three months of his 75 years, he escaped and formed the Blood Claws.

The Blood Claws are the bitter enemies of a rival boostergang, the Iron Fists. Little is known regarding the Iron Fists except that they are a new boostergang and that the members all have BigKnucks (implanted, reinforced artificial knuckles) and some martial arts training.

You are to interview Bjorn Iron Claw of the Blood Claws at 12:30 a.m. at the Blooded Blade (275 east 27th Street). You should acquire the following information:

• The corporations the Blood Claws have worked for.

• The details of their corporate missions.

• Any particularly interesting gang activities.

• Information of public interest.

GETTING STARTED

As the team drives from the "good side of town" to the "wrong side of the tracks," conditions will visibly worsen. The quality of the buildings will deteriorate, and the streets will be in worse repair, with more litter strewn about. Gang graffiti will be evident, along with various mean- and dangerous-looking people. Eventually, the team will end up in the heart of gang territory, a place without law or even hope.

The buildings are gaunt, decayed and dying. The streets are worn, littered and stripped—even burning vehicles can be seen. Shadowy figures, some with bright glints of chrome, drift like lost souls through the night.

The journey to the Blooded Blade will take 15 minutes once the team arrives in gang territory. Roll for encounters every five minutes.

Roll	Result
1-6	None
7	Thrown object
8	Gunshot
9	Car trouble
10	Attack

Thrown Object: A stone, bottle, brick or other object is hurled from the shadows or from a rooftop and hits the car. Damage is minor. If the PCs decide to leave the car and go after the perpetrators, refer to the attack encounter description.

Gunshot: A shot is aimed at the car, but the damage is not serious. If the PCs decide to pursue their attackers, refer to the attack encounter description.

Car Trouble: Something goes wrong with the engine. It will take 1D6×3 minutes to fix, minus one minute per level of basic tech skill (a minimum of one minute). Keep rolling for encounters.

Attack: A small gang of young street punks decides to roll the team (or the PCs

came after them after one of the other encounters). If the gang members attack, they will fire on the car from hiding and try to block the street with things like burning tires and garbage cans. Once the car is stopped, they will attack until they win, are driven off or are killed.

Gang Members

There is at least one gang member per PC and NPC present.

Int	4	Tech	2
Ref	7	Cool	5
Luck	2	Att	4
Emp	4	Body	5

Skills: Athletics+4, Melee Weapons+3, Brawling+2. At least half of them will have Pistol+2.

Equipment: Knives, pipes (clubs). At least half will have some sort of cheap pistol (usually a .38 with a UR rating).

Personality: Vicious, ruthless and stoned.

BLOODED BLADE

The Blooded Blade is a typical boostergang hangout. The street in front is littered with broken bottles, spent casings, and other "stuff." Parked directly in front of it are several chromed motorcycles, with fanciful beast-skulls on the front. Loud, "Chromed-Metal" music can be heard echoing in the street. Nasty-looking people go in and out of the bar, some fall into the street., and some don't get up. Through the large picture window, the cavortings of the worst of humanity can be seen.

After the PCs park their car, their hubcaps will mysteriously disappear and large quantities of graffiti will spontaneously appear on it.

Inside each entrance to the Blooded Blade is a bouncer cage. A large bouncer stationed in each cage ensures that each person coming in pays the $5 cover charge. They don't card, and they don't care about weapons. The bar serves a wide variety of vile concoctions, and the food bar serves both drinks and foods like wings and burgers. Service is basically "pay 'n' grab."

The bandstand "octagon" is surrounded with high-grade fencing. This keeps the customers from killing the bands they do not like. While it is okay to throw bottles at bad musicians, it is unsporting to shoot them (there have been exceptions). Of course, the music is quite loud. (To simulate the sound, find a small, enclosed area, and play a Metallica tape and a Megadeth tape at the same time. Add in some polka music, playing backward. Turn the volume setting up to

Blooded Blade

Street

Sidewalk

Bouncer Cage

Entrance

Large Picture Window

Bandstand

Deejay Booth

Fighting Ring

Kitchen

Bar

Bouncer Cage

Bar/Food

Men's Room

Women's Room

Entrance
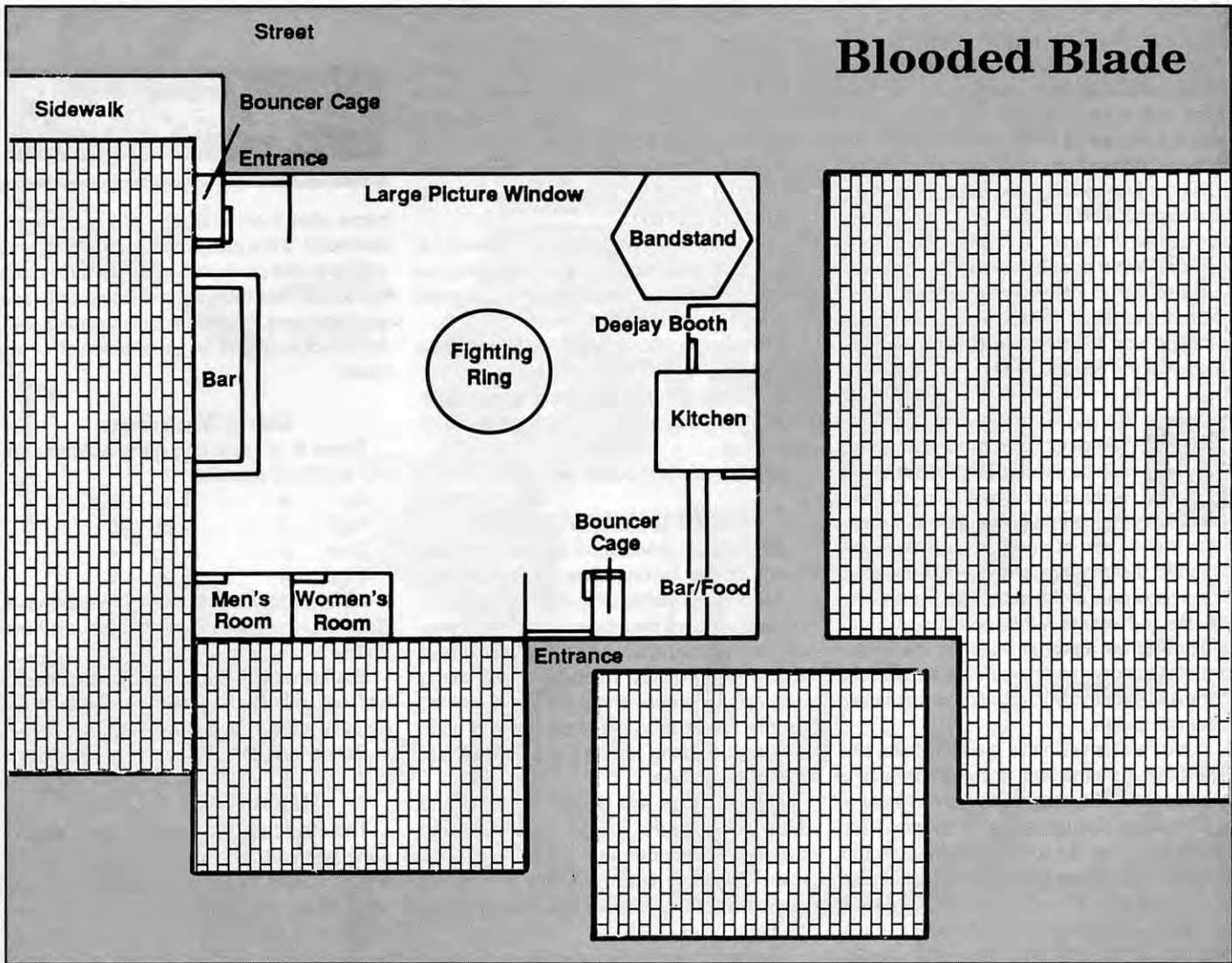
10.) When live music is unavailable (say, if the band is gunned down) tapes can be played at the deejay booth. There are giant speakers everywhere to ensure the proper noise levels.

In the center of the room is the fighting ring, a large wooden platform, notched and bloodstained. When a fight erupts, rather than throw fighters out, the bouncers toss them onto the platform, and bets are placed. People can also voluntarily fight, and there usually are some prize fights ($50-$200) every night.

Bjorn Iron Claw and his buddies will be near the fighting platform, watching the action and cheapshotting fighters who get close enough. After he watches a few matches, Bjorn will be willing to talk to the team. The PCs can use noise filters to interview him but will still have to shout. Bjorn will be quite talkative if the PCs buy him and his buddies a few buckets and some wings.

Sometime during the interview, oddly dressed men riding motorcycles will come crashing through the picture window, resulting in chaos and utter confusion. Bjorn yells "Iron Fists!" The Iron Fist gang members are intent on killing Bjorn and will do anything to

get to him. Naturally, the PCs will want to get this all on film.

Bouncers

The two bouncers at the Blooded Blade keep the customers from doing permanent damage to the building. They don't care if the customers hurt each other. When the Iron Fists attack, they will try to intervene.

Int	3	Tech	2
Ref	7	Cool	6
Luck	4	Att	2
Emp	4	Body	9

Skills: Athletics+5, Melee Weapons+4, Pistol+3.

Hardware: Cyberaudio with radio splice. One bouncer has a slice 'n' dice, and one has rippers.

Equipment: Combat knife, .45 Colt automatic, Kevlar jacket (SP=18).

Bjorn Iron Claws

Bjorn is teetering on the edge of cyberpsychosis. He fancies himself to be a mighty Viking warrior, and he is eager to earn his way into Valhalla. Because of his mindset, he dresses in Viking-style clothing

and has a helmet with chrome horns. He likes to tell tales and will recount his "adventures" to the team.

Int	7	Tech	6
Ref	6/8	Cool	9
Luck	6	Att	5
Emp	1	Body	8

Skills: Streetwise+4, Intimidate+6, Pistol+5, Rifle+5, Martial Arts+3, Brawling+6, Melee Weapons+6, Awareness+5, Athletics+6, Basic Tech:+4, Cybertech+3.

Hardware: Interface plugs, two cyberarms (both equipped with rippers—the right arm has a four-shot, 12-gauge shotgun, and the left has a 9mm Mini Uzi SMG), biomonitor, reflex booster (+2), radio splice and bug detector.

Equipment: Kevlar jacket (SP=18), smartchipped Whirlwind (see **Challenge 43**, page 58), AK-47, two clips.

Blood Claws

These gang members are fanatically loyal to Bjorn and will die for him.

Int	4	Tech	4
Ref	7/8	Cool	7
Luck	4	Att	3
Emp	2	Body	8

Skills: Intimidate+3, Streetwise+4, Pistol+4, Brawling+5, Awareness+4, Athletics+4, Melee Weapons+3.

Hardware: Interface plugs, rippers, cyberoptics with targeting and infrared, cyberaudio with radio splice, cut off chips (see **Challenge 43**), reflex booster.

Equipment: Kevlar jacket (SP=18), .357 Magnum, smartchipped AK-47, combat knife.

Iron Fists (12)

These men are vicious psychos. They are trying to kill Bjorn and everyone with him (this includes the PCs). Life (even their own) means nothing to them.

Int	4	Tech	4
Ref	7/8	Cool	7
Luck	4	Att	3
Emp	2	Body	8

Skills: Martial Arts+6, Athletics+4, Pistol+3, Rifle+4, Intimidate+4, Streetwise+3, Awareness+5.

Hardware: Reflex boosters, BigKnucks, two have cyberarms (right) equipped with 9mm Mini Uzis, cyberoptics with targeting scope and low-lite enhancement.

Equipment: Kevlar jacket (SP=18), smartchipped Uzis, combat knives, 9mm automatic, motorcycle.

FINISH

If the team gets a good interview, they will be rewarded and will be moved up on the assignment list. If the team gets good coverage of the ensuing battle, then they will receive greater rewards and moved further up the assignment list.

If Bjorn survives, he will take his revenge on the Iron Fists—resulting in a major gang war that will tear up the inner city. The station will expect the PCs' team to cover the events. If the PCs helped Bjorn in the battle, he will make them honorary gang members and will supply them with information (like plans for rumbles) as long as they don't give the information to the police. If they betray him, he will try to kill them.

NEW MEDIA EQUIPMENT

The following equipment may assist the PCs in their media adventures.

Helmet Camera

The helcam was originally developed for media personnel covering stories in combat zones (such as most modern American cities). It soon caught on as a camera for general use. The device consists of a form-fitted nylon helmet (SP=20) equipped with four receiving lenses and two microphones. The picture is shown, along with other data (lighting, noise level and so forth) in a heads up display on the surface of the helmet's faceplate. The camera and microphones are controlled by a keypad attached to the user's chest or wrist. The helmet can hold two microcassettes at a time, and each is good for an hour of sound and picture (color, of course).

Options available on the standard helcam are similar to options offered for cyberoptics and cyberaudio, except for the prices, the exact technology involved, and the fact that the helcam has no humanity cost. The options available and their prices are as follows: infrared ($100), micro/telescopics ($150), low-lite enhancement ($100), image enhancement ($150), thermograph sensor ($100), radio splice ($50), and phone link ($75). The helcam can also be "smartchipped" (requires that the user have interface plugs) so that the equipment is under direct and instant control. This adds $750 to the cost of the helcam, but yields a bonus of +2 to the character's Photography and Film skills.

Basic Helcam: $700.
Recording Cassettes: $5 each.

Head Camera

The hedcam is considerably rarer than the helcam, but is gaining popularity, especially among the younger camerajocks. The hedcam is basically an extensive cyberoptic/cyberaudio cybertech device. It replaces one eye and ear, as well as the skin on one side of the head (it is connected directly to the bone to hold it in place). A camera lens replaces the eye, with a smaller focusing lens under the main lens. The ear is replaced with a complex audio pickup system. Between the eye and the ear is a recording unit that holds one recording disk good for an hour of sound and picture. Control of the hedcam is linked directly into the character's nervous system, which gives him a +2 on his Photography and Film skills.

The hedcam can be equipped with normal cyberoptic cyberaudio options at normal costs (both in dollars and humanity). For an additional $100, the hedcam can be equipped with a belt-carried recording unit that holds two recording cassettes, thus expanding memory to three hours without replacing cassettes.

The advantages of this unit are that the camerajock always has his camera ready, and this device shows the person's commitment to the media industry. It also looks "cool."

Basic Hedcam: $1600.
Cassettes: $5 each.
Humanity Cost: 3D6 (excludes options).

Recorder Pack

A character who has cyberoptics and cyberaudio (basically cameras and microphones) can have a repak installed. The optics/audio need not be modified, and only an additional link is made to them. The repak is placed in a convenient body cavity (it is only the size of a matchbox) and is controlled at will. It has the capacity to record up to an hour of sound, pictures or both. If the character has interface plugs, the repak can be wired to them so that the information can be transferred. The character can replay, erase and edit the contents of the repak at will (the images are replayed into the optics/audio), which makes the repak useful as a kind of extra memory. If a character lacks interface plugs, an information retrieval plug (which cannot be used for anything else) can be installed for $50 (HC=1D3).

The repak is popular for covert media operations, as well as industrial and military espionage and so forth. Of course, the more they are used, the more paranoid people will become.

Audio Only: $100. HC=1.
Video Only: $150. HC=1.
Combination: $225. HC=1. Ω

CHALLENGE 58

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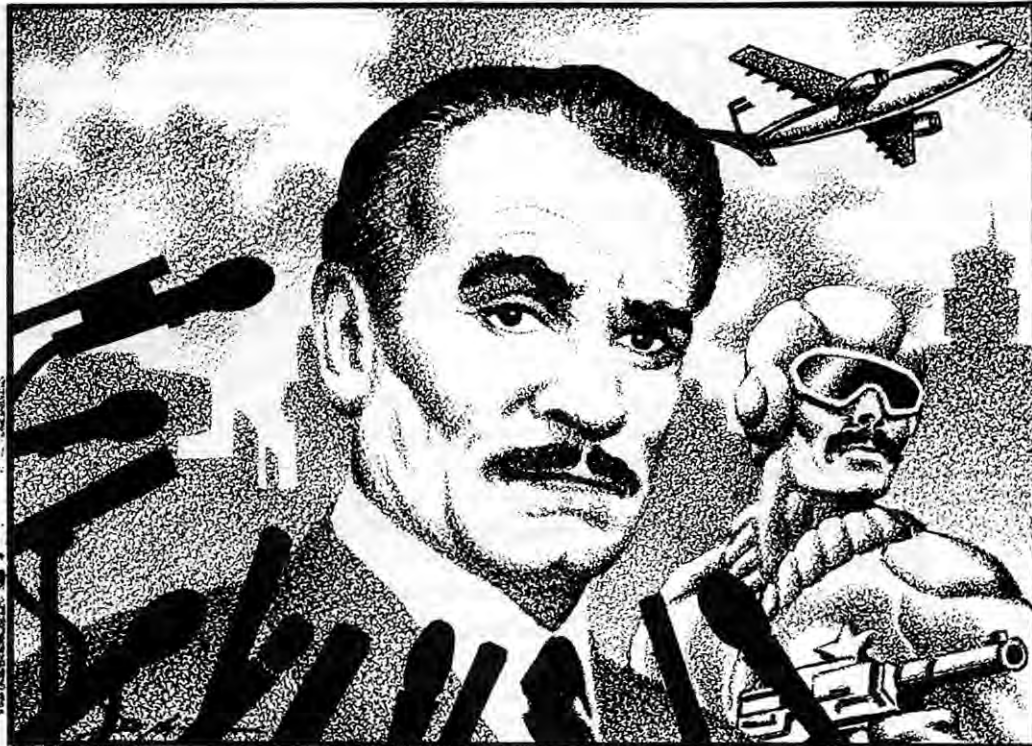Ghost Writer
James L. Cambias
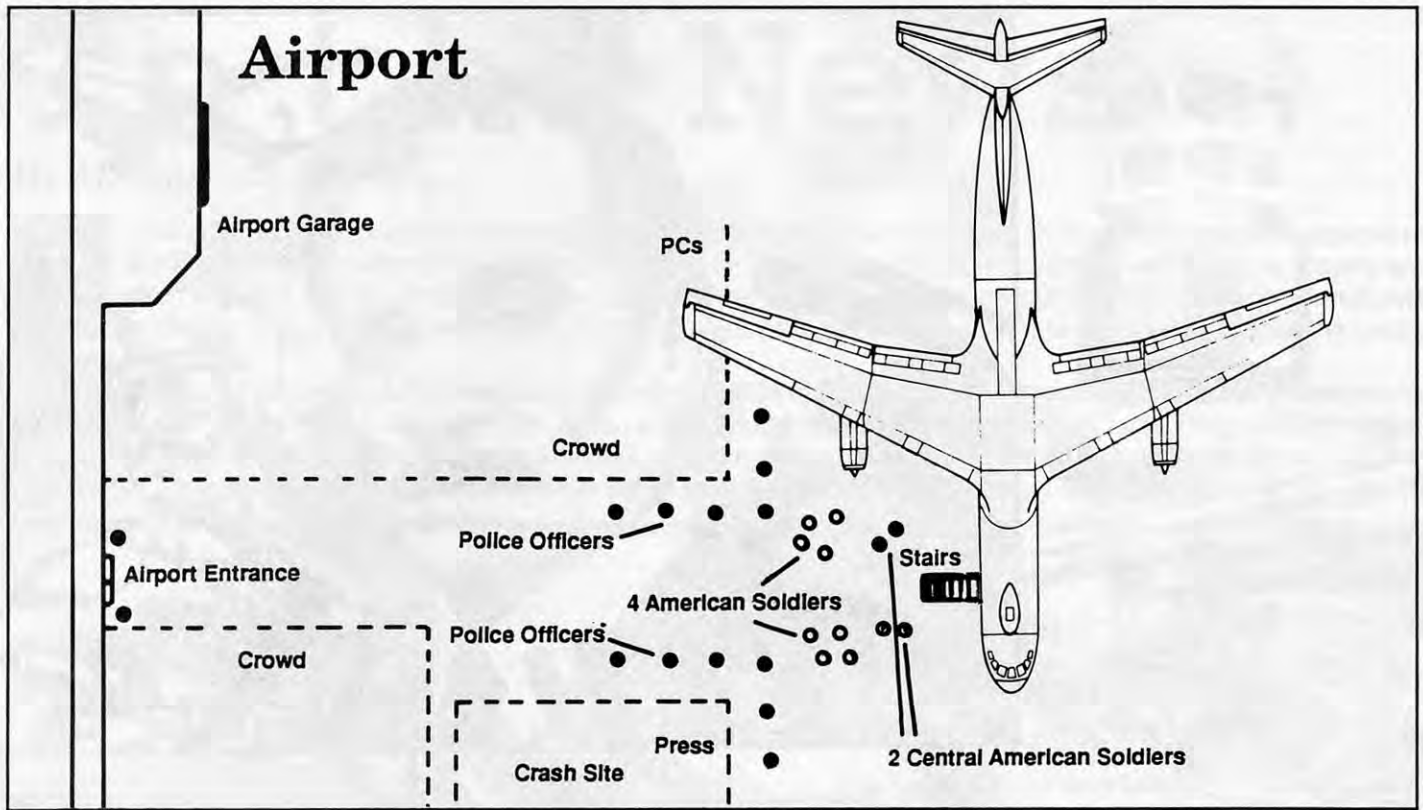
GDW

In the News

By Michael LaBossiere

R unning a media campaign or a campaign with media emphasis can be difficult. Perhaps the most serious problem is trying to make the campaign exciting but maintain the flavor of media involvement—wherein the players are often reduced to mere recorders of the actions of the heroes, villains and victims. While no magic formula will guarantee a proper balance, the following miniadventure is an example of how to effectively integrate the media into your campaign.

This adventure is intended for a PC media team. Nonmedia NPCs can be included in the crowd, in the police force or where appropriate. The PCs will be given a minicam, lights, sound equipment, press passes and so forth. They will also receive a van or car, depending on the size of the team. Their assignment is to cover the arrival of Judge Hector Consales at the airport and, if possible, interview him. Consales is under several death threats, so they'll have to be careful.

Airport

Airport Garage

PCs

Crowd

Police Officers

Airport Entrance

4 American Soldiers

Crowd

Police Officers

Stairs

Press

2 Central American Soldiers

Crash Site

BRIEFING

Judge Hector Consales is best known for his work against the Central and South American drug cartels which have plagued the continent for over three decades. He has been instrumental in the breakup of at least three cartels, has personally sentenced 22 major drug figures to jail terms, and has given four death sentences.

Because of his commitment to the fight against drugs, his integrity and refusal to be bribed, it should be of no surprise that he has been threatened with death. There have been 15 separate attempts on his life in the past eight months, predominantly from the Vento cartel, which he is currently targeting.

GETTING STARTED

Once the PCs get their gear together ,they can drive out to the airport. After they park and head toward the landing area, they will notice a lot of airport security, police and military guards. As they get closer, the PCs will be stopped, and their equipment and passes will be checked. Finally, the team will be cleared, and a guide will be assigned to take them to their area.

A fairly large crowd has gathered, including representatives of antidrug groups, as well as those who favor the legalization of drugs. The latter range from (apparently) harmless "deadhead" types to the more dangerous looking 'dorphers. There are also many "normal" people, eager for a media circus.

When the arrive with their escort in their assigned area, they will be dismayed to find themselves placed, not in the reserved media area, but behind the wing of the plane and in with the crowd. The guide will apologize, but will insist that nothing can be done at this point.

Security is even tighter this close to the plane. Two Central American soldiers wearing body armor and carrying automatic weapons flank each side of the airplane steps. They are backed up by eight American National Guard soldiers, four to a side. Behind them and closer to the crowd are a dozen police officers in crowd-control gear, carrying automatic weapons and tear gas grenades.

The judge will begin his descent down the stairway as planned. He will frown slightly, then hesitate and peer up into the sky. A helicopter will fly in low as bullets begin to ricochet of the tar and the plane. The crowd will panick—screaming and trying to head for the door. Police will try to keep order as the soldiers start firing back at the assailant.

A military helicopter will swoop in behind the first helicopter and begin firing at it. Suddenly, the two helicopters become tangled together, and both crash to the ground into the reserved media area. Burning fuel and flying bits of the vehicles fill the air, and the crowd becomes frenzied in its terror.

Of course, this is not the end of the show. The door to the airport garage opens, and three vehicles of armed men roar out, crashing through the crowd toward the plane. Behind the vehicles several men in airport uniforms begin firing at the police and the crowd. The PCs are in the path of the onslaught.

The scene is now utter chaos. The surviving police and military try to get at the attackers, while the crowds try to get away, and the attackers trying to destroy the plane.

Vehicles

The airplane has an SP value of 20 and an SDP of 150, has an hour and a half of fuel and is unarmed. A pilot, co-pilot and navigator are on board, as well as about 10 unarmed passengers.

The attackers use the vehicles that normally haul the

baggage carts. They have an SP of 12 (but are open and do not protect those riding on them) and an SDP of 90. Mounted on each of the vehicles is an M-60 squad light machinegun and a single rocket tube (see page 74 of *Solo of Fortune*). There will be three attackers on each vehicle: the driver, gunner and rocket firer.

Judge Hector Consales

Hector Consales is a brave man and is dedicated to cleaning up his country. While he knows that his country is economically bad off, he also knows that drugs are not the solution. He has no qualms about using his pistol to kill his attackers.

Int	8	Tech	5
Ref	7	Cool	9
Luck	7	Att	6
Emp	6	Body	6

Skills: Athletics+2, Pistol+2, English+6, Specific Knowledge (Law)+7, Interview+6, Interrogation+4, Streetwise+2, Persuasion+4.

Hardware: Interface plugs, biomonitor.

Equipment: Kevlar suit jacket SP 18, C.A. "Bulldog" .44 pistol.

Central American Soldiers (Solos)

These soldiers are Consales' bodyguards. They are loyal to him and the government, and will do their best to keep Consales alive.

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

Skills: Athletics+5, Martial Arts+2, Pistol+3, Rifle+5, Awareness+5, Melee Weapons+3.

Hardware: Reflex boosters, biomonitors, interface plugs.

Equipment: Helmet (SP=20), flack vest (SP=20), smartchipped H&K MP5 and two clips, combat knife, Browning Hi Power, two clips, headset radio.

American National Guard

These soldiers will be determined to stop the attackers to keep them from killing any more civilians, especially since some of the men have family and friends in the crowd.

Int	6	Tech	5
Ref	7	Cool	7
Luck	5	Att	5
Emp	6	Body	7

Skills: Athletics+3, Brawling+2, Pistol+3, Rifle+4, Awareness+2, Melee Weapons+2.

Hardware: Skinwatch.

Equipment: Flack vest (SP=20), helmet (SP=20), M16 A2, two clips, Browning Hi Power, two clips, headset radio.

Police

These police will try to get the crowd out of danger,. If this means shooting the attackers, so much the better.

Int	6	Tech	5
Ref	6	Cool	6
Luck	5	Att	5
Emp	6	Body	7

Skills: Athletics+3, Brawling+3, Melee Weapons+4, Pistol+4, Rifle+2, Awareness+2, Intimidation+4.

Hardware: Skinwatch.

Equipment: Riot armor (SP=20), Uzi 9mm and two clips, S&W Combat Magnum and four fast loaders, riot stick, two tear gas grenades, headset radio.

Attackers

These are the fodder of Vento. Before going into action they will shoot up with Black Lace, which will raise their Cool by 2. It will also make them into cold, inhuman killing machines, which is the way they like it. Their assignment is to keep the police and military busy by killing them and panicking the crowd so the others can get a clear shot at the plane. They are completely expendable and replaceable, like most drug users.

Int	4	Tech	3
Ref	6	Cool	7/9
Luck	4	Att	3
Emp	2	Body	6

Skills: Athletics+2, Brawling+2, Melee Weapons+4, Pistol+1, Rifle+3.

Hardware: None.

Equipment: Flack vests (SP=20), M16A2 and four clips, combat knife.

Attackers (Vehicle)

These men are soldiers of the Vento cartel. They will try to get close to the plane and hit it with a rocket. They men are under the influence of 'dorph.

Int	6	Tech	5
Ref	7	Cool	4
Luck	5	Att	4
Emp	3	Body	7

Skills: Athletics+4, Brawling+3, Pistol+3, Rifle+4, Heavy Weapons+2, Drive+3.

Hardware: None.

Equipment: Flack Jackets (SP=20), Ingram Mac 10 and four clips.

FINISH

If the characters get a good story (it will be exclusive, the rest of the press having died in the helicopter crash), they will be be well rewarded: pay bonus, choice assignments, new equipment, nameplates for their cubicles, etc. If the story is truly awesome (with lots of graphic pictures of explosions and death), then the PCs will receive appropriate rewards. If the PCs intervene and help the police and military, they will earn the appreciation of the police and military to the degree they are helpful. Of course, to this degree they will be hated by the Vento cartel and may be marked for death.

If the judge survives, he will continue to go after the Vento cartel with even greater energy, and the cartel will try to kill him (and maybe the PCs, too) with equal determination. Ω

*For equipment and additional media adventures, see "Live Eye" by Michael LaBossiere in **Challenge 57**.* Ω

Special Mysteries Issue

CHALLENGE 59

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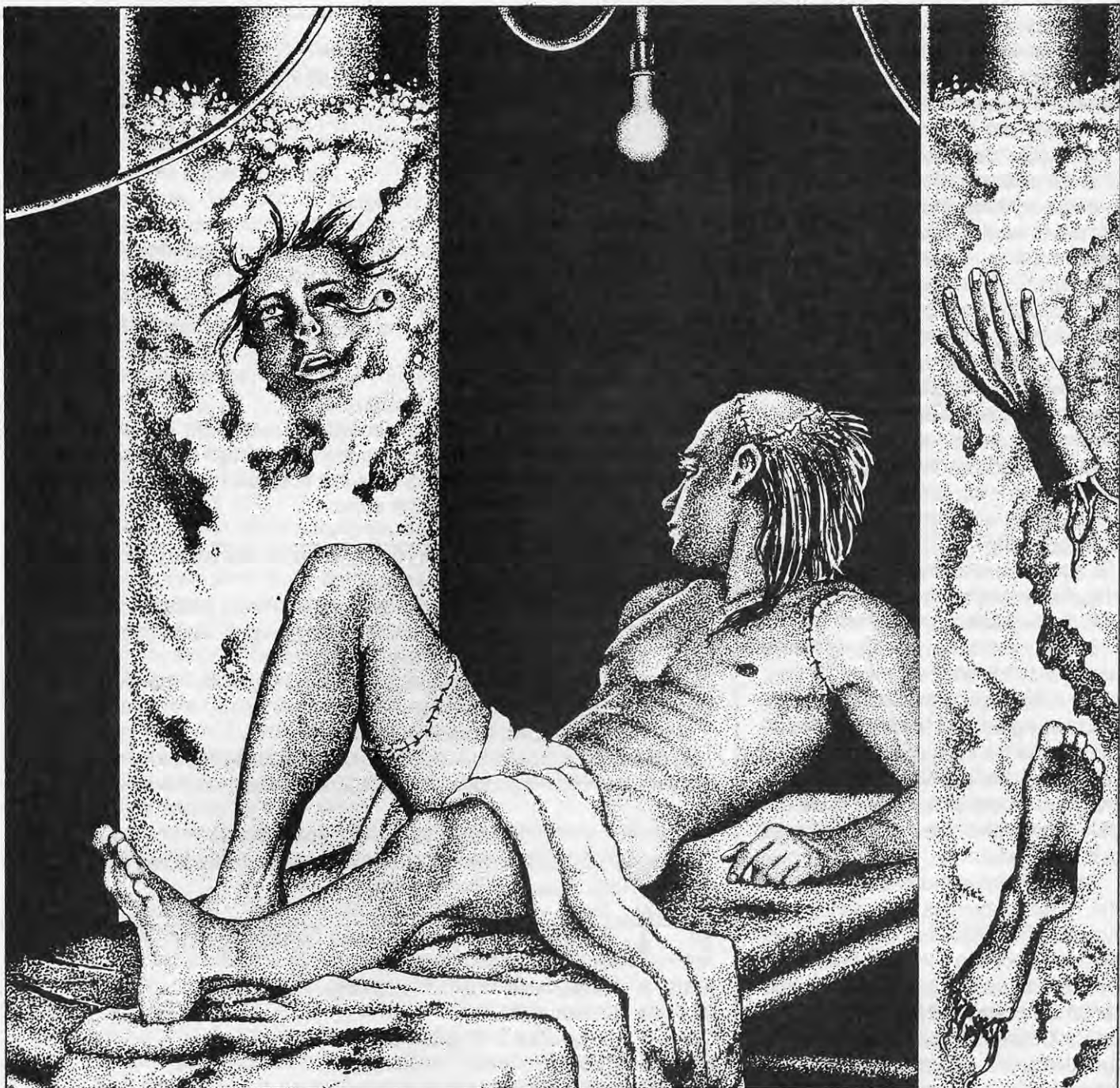
Me, Myself and I

I opened my eyes and immediately regretted it. My head was pounding, and every muscle in my body was stiff and sore. I felt strange—sort of lightheaded and woozy. Where was I, anyway?

I shook my head, tried to sit up, and discovered that I was strapped to a table. That brought me awake fast. I didn't recognize the room I was in. The walls were grungy concrete, with dried, reddish-brown spots.

Big glass tanks surrounded my table, filled with a clear liquid. There were things floating in the tanks, but it took a minute before I realized what they were. They were body parts. Human body parts. And it looked as if I were about to join them.

By James L. Cambias

*T*his *GURPS Cyberpunk* adventure requires a campaign background that includes the existence of braintaping and clone banks. Similar to the Gold Cross clinics of *GURPS Autoduel,* clone banks keep clones in hibernation, with frequent memory updates via braintaping. If the individual is killed, his clone is brought out of hibernation. The scenario requires that at least one player character have a clone bank contract with the Lazarus Corporation.

The initial episode is intended for a single character only. If more than one PC has a clone in storage, then two or even three PCs could start out together in the same situation. The referee should add one additional organlegger to the scene for every two additional PCs.

A STRANGE AWAKENING

The PC wakes up to find himself tied to an operating table in a room filled with medical equipment. He cannot remember how he got there. The PC is naked, and any cyberwear he might have is missing. Strangely, any mechanical limbs have been replaced with healthy organic ones. It is as if the PC never had the cyberwear at all.

The room is small and poorly lit. The walls and floor are bare, blood-spattered concrete, and the ceiling is rusty sheet metal. A single bare bulb hangs from a cord in the center of the ceiling. The PC is on an operating table in the center of the room. Surrounding the table are organ tanks and a surgical equipment cart holding a pneumospray hypo and an array of scalpels and saws.

The PC is strapped down to the table, but not very securely. An Escape roll would allow the character to wriggle free of the restraints. A Strength roll would permit the PC to break his bonds.

Meat Merchants: Just as the character frees himself, a woman enters the room. It is Doc Sally, the organlegger who runs the underground body bank. She will not be expecting her "patient" to be awake, so she will be startled for a round. Then she will attack the PC, trying to grab the hypo loaded with paralyzing nerve poison from the equipment cart and subdue the character. Sally will try to avoid damaging the character. (Using the injector requires a standard hand-to-hand attack plus a successful Dexterity roll to inject the drug. See the GURPS Cyberpunk rulebook for a description of the effects of nerve poison. The injector holds four doses.)

The PC can defend himself, of course. The scalpels on the equipment cart can be used as knives. PCs with Physician or First Aid skill will recognize the hypo and may try to use it against the organlegger—though there is no way to tell what it is filled with.

Getting Away: With Doc Sally either subdued or killed, the PC will probably want to leave. He has no clothes, money or weapons, unless he appropriates the organlegger's belongings. Doc Sally has her clothes and $100 in cash, but no weapons.

The "meat market" is in a rough neighborhood—one of the sprawling slums of the decaying future. On his way out the PC may encounter street gangs or other threats, as the referee chooses.

LOOK WHO'S HERE

The character will probably want to return home, get some clothes and weapons, and find out what is going on. But a shocking surprise awaits him at his home—there's another "him" there!

Up to this point, the player has been unaware of the fact that the character he is playing is in fact a clone of his "real" character. Now the clone and the original have come face to face. The referee can choose one of four options for the remainder of the adventure:

● He can keep the "original" character as an NPC and make the player continue to play the clone.

● He can let the player run both characters.

● The player can resume his normal character while the clone becomes an NPC.

● Another player can take over one of the characters.

Who's Who: The clone and the original confront each other. They may even do battle, each convinced the other is an impostor. However, there are ways to tell a clone from the original. The original character will still possess all his cyberwear, scars, blemishes, tattoos and other acquired features. If the character is over 30 years old, the clone will appear noticeably younger than the original. The clone will be free of all physical disadvantages possessed by the original, except for those which are genetic in origin. (This may affect the clone's point value, but initially should be balanced by the clone's reduced attributes.)

Newly revived clones also have several telltale features, which anyone with Medical skill or any biological skill will recognize. The clone's hair (head and body) is very short, as it is kept depilated while in hibernation. The clone's skin is extremely soft and pale, with no scars, pimples or calluses.

Because a clone body is grown in a tank, it is not in good physical condition upon revival. The clone's DX is reduced by 6 and IQ by 2 (to a minimum of 1). Each week, a clone's player can make an HT roll to see if the character can regain a level. A critical failure on the HT roll will reduce the attribute by 1. The rate of increase can be doubled if the clone follows a program of intensive exercise and training. Skills are reduced along with the attributes.

The clone's memories are the same as the original's up to the last time the original stopped by the clinic for a brain-scan. The Lazarus Clinic prefers its clients to come in for a scan monthly; the character's last visit was three weeks ago.

LAZARUS CLINIC

The PCs will probably want to pay a visit to the Lazarus Corporation to find out what is going on. The clinic is in an upscale neighborhood, near a large hospital. Law enforcement is good in that part of town, and heavily armed people wandering the sidewalks will be stopped and questioned by the police.

The clinic is managed by Dr. Gomez, who has recently become the chief physician at Lazarus. Getting to see Gomez requires the character to convince Rosemary O'Doul, the receptionist and security guard. O'Doul will not allow anyone to bring weapons into the clinic and will be suspicious of strangers. But a paying client of the Lazarus Corporation will be treated politely.
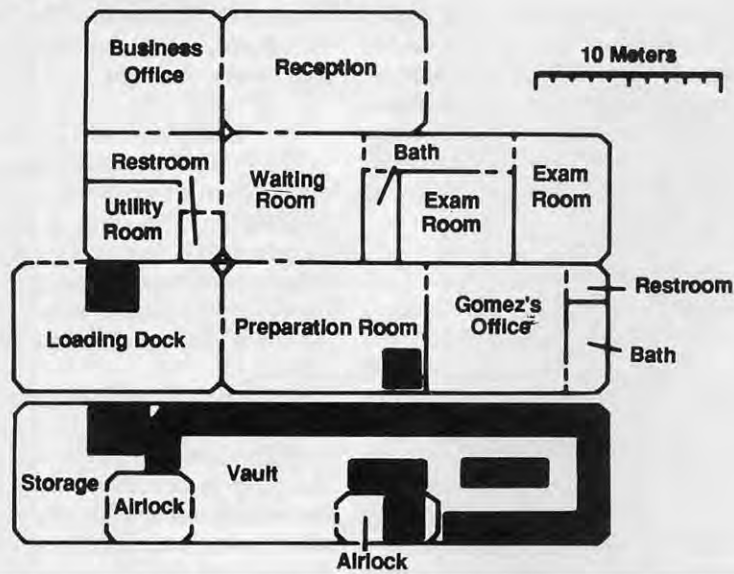
Dr. Gomez will assure the character that his clone is perfectly safe. The Lazarus Corporation has not been selling clones to organleggers. He will even take the PC down into the body vaults where the clones are kept in their hibernation units. The character's clone is there, completely intact in its tank. Gomez will suggest that perhaps the organleggers somehow got hold of an unlicensed clone made without the PC's knowledge.

COMPUTER HACKING

The characters may wish to get information from the Lazarus Clinic's computer system. The computer is part of the local medical network, sharing data with hospitals, pharmacies and insurance carriers. The details of the medical network are left to the referee. It is a relatively "open" part of cyberspace, but certain nodes—patient monitors or financial databases—are well protected. The medical net has a cyberdeck operator on duty full time to protect against intruders. The referee should make the enemy decker roughly equal to the PC hacker trying to get in.

The Lazarus Clinic machine is a Complexity 4 microframe with 8 ROM slots and 40 gigabytes of disk storage. It has decent security software. Access is guarded by a Password and a Codewall program, monitored by Regenerate. A Bluff program simulating Black Ice will be activated if the Regenerate program detects tampering. During the day, if the software notices an attempt to break in, it will notify O'Doul, and she will either disconnect the computer from the net, or notify the medical net security. At night, the software will contact medical net security.

Lazarus Clinic

Floor plan of the Lazarus Clinic showing: Business Office, Reception, Restroom, Bath, Waiting Room, Exam Room, Exam Room, Utility Room, Loading Dock, Preparation Room, Gomez's Office, Restroom, Bath, Storage, Airlock, Vault, Airlock. Scale: 10 Meters.

Beyond the security are some interesting files. Much of the computer's memory is occupied by a large technical database for use in cloning; this is incomprehensible to anyone without medical training. Anyone with Physician, Genetics or Physiology skill who goes through the database will note that it contains some recently downloaded material on experiments in implanting one person's brain scan in another person's clone.

There is a file of data on all 235 clones currently in storage. Anyone looking through the file must make an IQ roll to notice that the creation dates listed for all the clones are within the past two months, even though some of the clients have had contracts with the clinic for years! The PC's clone has a creation date two days before his clone woke up in Doc Sally's lab.

A second noteworthy fact is buried in the accounting database. For the past two months, the clinic has taken in several thousand dollars from "surplus tissue disposal." Each payment corresponds to the creation date for one of the clones in storage. The accounting program also lists higher-than-usual expenditures for nutrient solution and growth hormones during the past few months, but this can be detected only with an Administration or Accounting skill roll.

A third puzzling note is that the computer holds extremely detailed files on the personal lives of all the Lazarus Clinic's patients. There are complete biographies of the individuals and some information which must have been acquired by illegal hacking into private databases. The files list the members of the clients' families, their co-workers, where they were educated, what their favorite colors are and other information. They are a bizarre mix of sensitive information and utter trivia.

ORGANLEGGERS

The PCs may want to speak with the organleggers about where they acquired the clone. Doc Sally was understandably rattled by what happened, so she is lying low for awhile. The building where the clone awoke is now completely abandoned, with no sign of ever having been used as a body shop.

Finding the Organleggers: Characters could use their Streetwise skill to get in touch with the meat merchant. Contacts might also help—an unlicensed doc or cybertechnician might know where to find Doc Sally. Cops or other official types will have a harder time locating the organlegger because she is deliberately trying to avoid the authorities.

The organlegger will initially be afraid that the PC is out for revenge—she will consent to a face-to-face meeting only after a fair amount of negotiation through a third party. If the PC can convince her that he is not out for blood—and can make it worth her while financially—the organlegger will agree to meet with him at a bar called the Tissue Culture Club.

Meeting: The Tissue Culture Club is a sleazy dive in one of the city's most dangerous neighborhoods. It occupies the basement of a condemned building and is decorated with huge blowups of illustrations from medical journals. The place is frequented by organleggers, street docs and hustlers involved in illegal biotech. Many of the customers have bizarre body modifications—fangs, fur or extra organs.

Doc Sally is waiting at a booth in back. The organlegger will be nervous, particularly if the clone is present at the meeting.

The meat merchant will haggle a bit about payment and so forth—this can either be roleplayed or resolved with a contest of

Merchant skills. But she will eventually let the PCs know that she bought the clone body from a fence named Uncle Harry, who occasionally deals in spare body parts. They can provide the PCs with Harry's phone number.

Rude Interruption: Just as the characters are getting the information from the organlegger, the Tissue Culture Club goes silent as a dozen punks enter wearing gang colors. They are the Rippers, a street gang, who have been hired to kill Doc Sally and the cloned PC. The Rippers are not subtle—they will simply attack the group without preamble. All the gang members are essentially identical except for the leader, Bloody Jack. The Rippers should have half again as many gang members as there are people in their target group. They will fight until half the gang has been incapacitated or until Bloody Jack is seriously wounded.

None of the Rippers knows who hired them except Bloody Jack, and he will not talk voluntarily. If the characters somehow coerce him into telling, all he can reveal is that a tall woman with white hair paid him $1000 to waste the group. He doesn't know who the woman is.

UNCLE HARRY'S SHOP

Doc Sally bought the clone from a dealer named Uncle Harry, who makes his living buying and selling illegal goods and services. She can provide the PCs with the phone number for Uncle Harry's front business, Uncle Harry's Adult Video and Novelties.

If the PCs contact Harry by phone, he will try to brush them off—a fence doesn't stay healthy by naming names. The characters can try Fast Talk or Merchant skill on him, but Harry will only be interested if they offer money. Once an agreement is reached, he will instruct the party to meet him at his store; he won't give out information over the phone.

Store: Uncle Harry's Adult Video and Novelties is an incredibly sleazy store selling some of the most degenerate pornography available. He stocks holotapes and dream chips showing people doing things the PCs cannot even imagine. The shop also has a full line of accessories for unknown perversions.

Back Room: Behind the sex shop is Uncle Harry's real business. The back room is filled with second-hand cyberwear, some illegal weapons, unlicensed software and stolen hardware. The stockroom is separated from Harry's office space by a folding bamboo screen, and the only light in the place comes from a single lamp in the office. Uncle Harry is sitting behind his cluttered desk when the PCs enter. He is quite dead.

Assassin: Dr. Gomez has sent O'Doul to deal with Uncle Harry. She is still lurking in the stockroom and will try to kill off the cloned

PC and the clone. Her strategy will be to use her laser carbine to pick off the most vulnerable members of the party. She is wearing a ski mask to conceal her identity; only if she is defeated can the PCs get a look at her face. Anyone who has been to the Lazarus Clinic will recognize her.

GOMEZ'S PLAN

Dr. Gomez has devised a bizarre and sinister way of gaining wealth and power. He has prepared new clones for all the Lazarus Clinic's patients, but has read braintapes of his own mind into all of them. So any contract-holder who dies will be replaced by a clone with Dr. Gomez's personality. In effect, Dr. Gomez will become a whole legion of people. He has been disposing of the old clones by selling them off to organleggers.

Once Gomez realizes his plan may be discovered, he will have O'Doul kill anyone who can provide information about what is going on. Otherwise, he will take no action—time is on his side, after all. If O'Doul is defeated, Gomez will hire other assassins to get the job done (if the referee has any favorite killing-machine NPCs, use them. Otherwise, the assassins will be identical to O'Doul, but with extra skill levels).

If the PCs figure out what is going on, there are several ways they can thwart the doctor's plan. Those with media or police connections can try to get an official investigation of Gomez started. Naturally, this will take awhile, and Gomez will have assassins after the PCs the whole time. Or the characters can take matters into their own hands, and destroy the clones and their creator.

CLINIC BUILDING

Reception Area: This is where O'Doul works. Clients enter here and conduct all the necessary paperwork before seeing Dr. Gomez. While at work, O'Doul keeps a heavy laser pistol in her desk drawer to deal with any unforeseen problems.

The front door is bulletproof clear plastic and has a beam sensor alarm inside it.

Business Office: This is where the administrative work is done. Hardcopy files contain all the information stored in the computer, and a terminal gives access to the clinic's computer with no security software.

Utility Room: The clinic's computer is in here, along with the air conditioning, electrical junction box, phone connectors and water valves. The controls in this room can shut off all the alarms in the building and deactivate the elevators. However, life support for the clones in hibernation is on an independent system. This room is always locked.

Preparation Room: This is where Dr. Gomez prepares clones from tissue samples. Several small tanks of culture medium contain clone fetuses in various stages of development. Once they reach full size, the clones are transferred to hibernation tanks in the vault downstairs. An

elevator platform in the corner connects to the vault through an airlock.

The prep room is guarded by a sonic sensor which will trigger an alarm and a gas canister filled with knockout gas. A Stealth 4 roll is required to avoid triggering the sensor. It runs off building power, so it will be deactivated if the power is cut.

Examining Rooms: These rooms are where tissue samples are taken and braintapes made. Each room contains a full set of braintaping equipment. The walls are decorated with soothing holograms of forests.

Gomez's Office: This is where Dr. Gomez works. The room is lavishly furnished, with an Oriental rug, leather chairs and fine paintings. The desk has a terminal linked to the clinic computer. The top drawer of the desk is locked—it contains a laser pistol and Gomez's journal. The journal is full of paranoid ravings and grandiose plans, but anyone devoting at least 10 minutes to reading it will be able to determine what Gomez is up to.

Loading Dock: This is where supplies are brought into the clinic. The outer doors are steel, and a beam sensor alarm covers the doorway. There is a large freight elevator in the floor, going down to the storage area next to the vault.

Storage: This room holds spare tanks of nutrient solution and freon for the clones in hibernation. An airlock connects it with the vault. The airlock can be operated even if the electricity has been shut off.

Vault: The vault is a large room lined with hibernation tanks containing over 200 clones. Each tank has its own refrigeration machinery, and all are equipped with emergency batteries which can keep them running for a week without external power. Inside the tanks, the clones wait, covered with a light frost layer. They look very peaceful.

NEW DISADVANTAGE

Masochism   *-10 points*

Whereas a sadist gains pleasure from the infliction of pain on others, the masochist enjoys feeling pain himself. This does not alter the effect of injuries, but it does mean that the masochist will not avoid painful situations. Often a masochist and a sadist will form a dependent relationship (masochists react to those with the sadism disadvantage at +3). A masochist frequently has numerous scars (though in a high-tech world it might be possible to inflict pain without injury). Ordinary people will react to masochists at -2, but characters with the sadism disadvantage will be at +2.

DOC SALLY (200 POINTS)

Doc Sally is a disbarred physician who now makes a living as an organlegger, providing illegal transplants and surgery. She

enjoys inflicting pain (which is what got her license revoked) and consequently prefers to have her subjects awake but paralyzed while she operates on them. She dislikes combat, however, and in dangerous situations will fight only long enough to get away. Doc Sally is a short, slender woman who usually dresses in studded black leather.

ST: 10 Thrusting: 1D-2 Swinging: 1D
DX: 14
IQ: 16
HT: 10 (13 hit points)
Speed: 6 Move: 6

Advantages/Disadvantages: Rapid healing, sadism (-3 reaction from others), struggling ($2700 cash).

Cyberwear: Biomonitor, Extra Hit Points (3 extra points).

Skills: Biochemistry 14, Chemistry 14, Computer Operation 16, Diagnosis 15, Forgery 15, Genetics 14, Guns (Gyroc)14, Knife 15, Physician 17, Physiology 16, Scrounging 16, Stealth 13, Streetwise 16, Surgery 16.

Equipment: Light Monocrys suit, vibroblade, Gyroc pistol (loaded with Stingray, SLAP and APEX), medikit.

ROSEMARY O'DOUL (250 POINTS)

O'Doul is an extremely well-trained professional bodyguard. Dr. Gomez pays her to protect him and eliminate his opponents, and that is what she does. She usually seems completely emotionless—almost like a machine. But in battle, O'Doul comes alive—she is only really happy when she is fighting. She is almost impossible to bribe.

O'Doul also works as Dr. Gomez's receptionist at the Lazarus Clinic. She is a reasonably competent administrator and is as bland as a robot while on the job. O'Doul is a tall, muscular woman with crewcut white hair.

ST: 13 Thrusting: 1D Swinging: 2D-1
DX: 13
IQ: 12
HT: 12 (+10)
Speed: 8.25 Move: 8

Advantages/Disadvantages/Quirks: Alertness (+1), bloodlust, combat reflexes, average wealth ($2450 wealth), duty to Dr. Gomez, no sense of humor.

Cyberwear: Bionic Reconstruction (+5 hit pts.), Night Sight Bionic Eyes, Extra Hit Points (+5 hit pts.), Chip Slot, Incapacity Override Chip (flight/berserk).

Skills: Stealth 13, Administration 14, Beam Wpns. (Laser) 17, Computer Operation 13, Computer Programming 11, First Aid 13, Guns (Gyroc) 16, Karate 13, Knife 15, Knife Throwing 15, Running 16.

Equipment: Laser carbine (with built-in laser sight), Gyroc pistol (loaded with SLAP, Stingray and APEX), medium Monocrys armor bodysuit (PD2, DR 16), reflec armor bodysuit (over Monocrys), vibroblade, four throwing knives.

DR. JERONIMO GOMEZ (250 POINTS)

Since childhood, Gomez has been determined to live forever. He became a physician in order to prolong his own life, and then became a specialist in braintaping and cloning.

Gomez is paranoid about germs and disease, and dislikes touching others.

He is a slender, intense, good-looking man in his early forties. Dr. Gomez always wears his armored vest and has an implant laser to protect himself with.

ST: 10 Thrusting: 1D–2 Swinging: 1D
DX: 13
IQ: 16
HT: 10 (+5)
Speed: 5.75 Move: 5

Advantages/Disadvantages/Quirks: Ally: O'Doul. Fanatic (about own immortality), greed, megalomania. *Phobias:* Dirt (mild) and insects (mild). *Quirks:* Will not shake hands, habitually scrtches nose, makes puns frequently. *Status:* +1 level, strong will (+2), wealthy ($49,400).

Cyberwear: Biomonitor, Bionic Eyes with +1 vision, Extra Hit Points (+5), Implant Laser Pistol (in right arm), Optic Readout, Weapon Link (+2).

Skills: Administration 14, Beam Weapons 16, Biochemistry 17, Chemistry 16, Computer Operation 16, Computer Prog. 15, Diagnosis 16, Electronics (Cyber) 14, Genetics 16, Karate 15, Law 14, Mechanic (Cyber) 14, Physician 18, Physiology 16, Poisons 13, Psychology 16, Savoir-Faire 17, Surgery 16, Zoology 13.

Equipment: Medium Monocrys vest, emergency medikit.

RIPPERS (100 POINTS)

The Rippers are a bunch of kids from one of the vast housing projects of the city. They have almost no hope of getting a job or escaping life on the dole.

Being in the gang gives them a little wealth, some companionship and a taste of power. Most of the Rippers will be killed by drugs or fights before they are old enough to vote, but there are always more kids in the projects.

ST: 14 Thrusting: 1D Swinging: 2D
DX: 14
IQ: 10
HT: 12
Speed: 8 Move: 8

Advantages/Disadvantages/Quirks: Bully, impulsiveness, low status (–2), patron (Bloody Jack), poor (no cash), youth (two years underage).

Skills: Area Knowledge (City) 13, Brawling 15, Carousing 12, Holdout 10, Knife 15, Motorcycle 14, Running 12, Stealth 13, Streetwise 13.

Equipment: Vibroblade, light Monocrys vest, four doses of Slammer drug, 10 doses of Sin drug, motorcycle.

BLOODY JACK (200 POINTS)

Bloody Jack leads the Rippers gang. He is an effective leader and street fighter, but he is smart enough to see that the gang life leads nowhere, and he has set his sights higher.

Jack is slowly accumulating the equipment and training to become a cyberspace computer cowboy. This has led him to begin operating his gang as a mercenary outfit to earn money.

ST: 14 Thrusting: 1D Swinging: 2D
DX: 14
IQ: 11
HT: 10
Speed: 8 Move: 8

Advantages/Disadvantages/Quirks: Ambidexterity, bloodlust, code of honor (pirate's, poor (no cash, reputation (–2 reaction).

Cyberwear: Interface Jack, Retractable Claws (+2 damage), 4 Chip Slots, Macho Chip, Computer Prog. Chip (Skill 16), Karate Reflex Chip (Skill 18), Amp Chip.

Skills: Acrobatics 13, Area Knowledge (City) 12, Beam Wpn (Laser) 16, Brawling 15, Carousing 10, Computer Operation 13, Computer Programming 12, Computer Hacking 10, Fast-Draw (Pistol) 15, Knife 16, Knife Throwing 16, Leadership 11, Motorcycle 15, Running 16, Stealth 13, Streetwise 12.

Equipment: Laser pistol, reflec armor jacket, medium Monocrys vest, two throwing knives, vibroblade, motorcycle. Ω

April Fools Special

CHALLENGE 59½

The Magazine of Science-Fiction Gaming

GDW
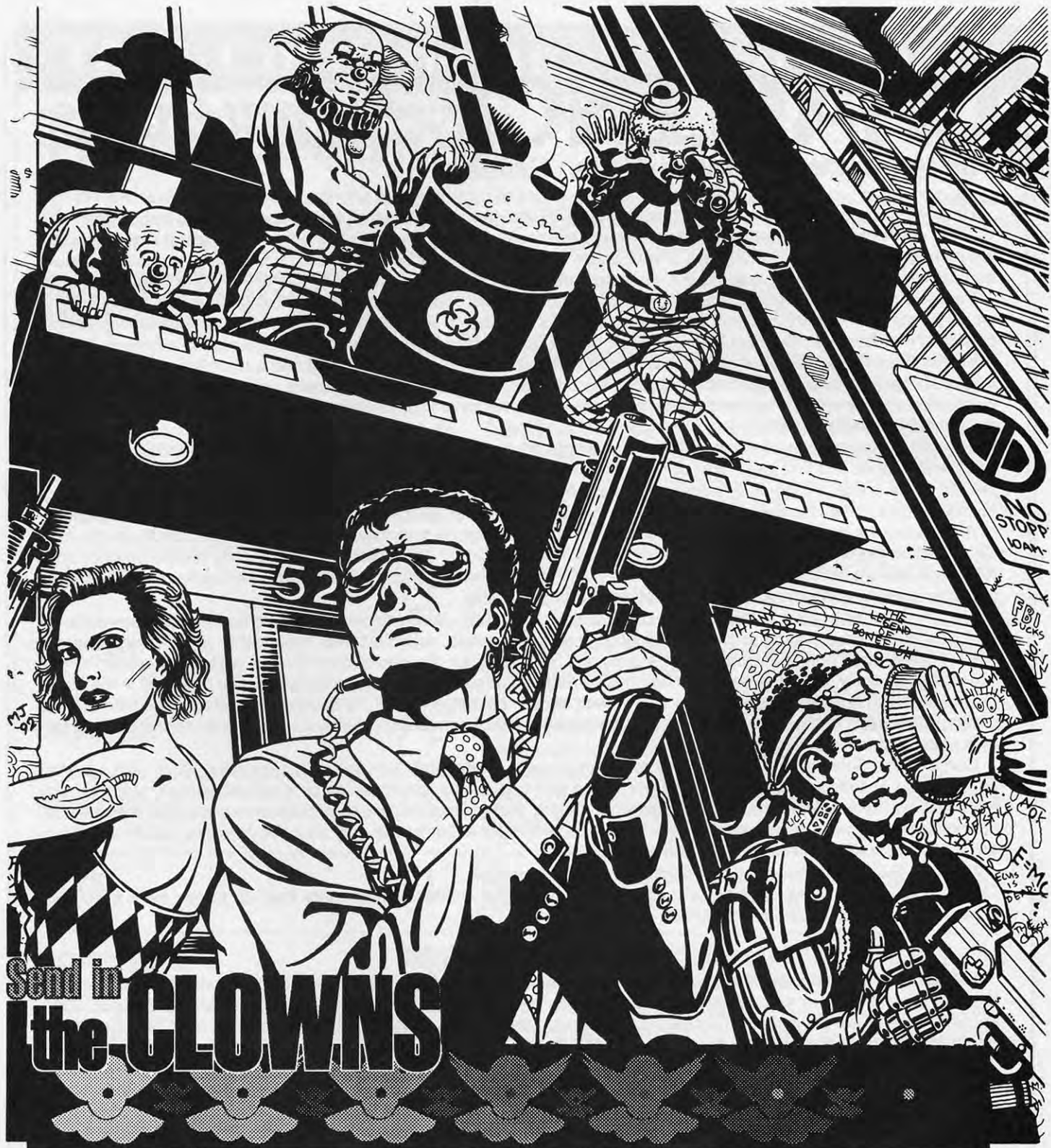
Send in the CLOWNS

Want to be famous?
Want to be recognized everywhere you go?
Want your name to be on everyone's lips?
Then this adventure is for you!
Too bad you didn't ask what kind of fame you were going to acquire....

By Craig Sheeley

T he following information is for referees only. Any prologue that could be given to the players would give away the gist of the adventure.

"Send in the Clowns" requires that the referee improvise a lot of sick people whose brains went belly-up long, long ago. Weirder than normal, even for roleplayers. The referee may want to watch silly stuff in preparation—cartoons with loads of sight gags. The idea is slapstick, with a side order of seriously demented mayhem. The best mood-setter would be to watch an episode or two of Fox's *Beetlejuice* cartoon. For more details on the Bozos, refer to R. Talsorian's

Night City sourcebook.

This scenario is a seat-of-the-pants operation. Referees know what buttons to push to annoy and infuriate their players, and can tailor jokes, frustrations and pace to suit individual groups. The idea is to stretch out the situation for maximum frustration until the players can't take it anymore, then wrap up quickly when the PCs move on the Bozos. For the moment.

The Bozos are a grisly gang whose members have been biosculpted to resemble clowns. They've had their faces altered into permanent clown masks, their feet enlarged to fit those floppy shoes, their bodies modified to include some unusual options. When they first appeared, the Bozos were mere annoyances, perpetrating pranks on poor passersby. Then their pranks started getting violent, turning to the sadistic and bizarre. This change coincided with the arrival of a new Bozo leader, the Great Bozo—his leadership has brought out the dark side of the clown-posers.

The Bozos have their own pirate TV station. One of their favorite shows, *Night City's Most Outrageous Demises and Practical Jokes*, has actually drawn away enough viewers to register in the ratings! The show consists of video-taped segments showing Bozos setting traps for victims apparently chosen at random. These bits are alternated with good, bloody news footage (not the actual news, just the juicy parts) and home videos of messy street fights and auto fatalities. And now it seems that some of the Bozos have chosen the player characters as the targets of the show's next series of bad jokes and overly physical humor.

SETTING

The PCs become involved in this funny business by pure chance. For some reason, at least one of them is in Night City's Artists' Quarter, located near 12th and Farren. This is corpzoner territory, patrolled by the police at routine intervals. The area is relatively clean, overshadowed by the twin towers of the Night-Marriot Hotel and the Night-Marriot Convention Center across the broad boulevard of 6th Street. Manners are fairly good here—you see some hardware and firepower, but it stays on safety. The cops respond fairly swiftly to problems—there's too much money and power living here to ignore civil disruptions.

In truly ironic Bohemian style, the studios and unkempt chaos of the artists' dwellings sit straight across the street from high-security corpyuppie condos. This adds color to the district, as well as providing a stream of affluent neighbors to buy artworks and support starving artists. Very neo-Parisian.

The Artists' Quarter is as bizarre as ever. Max Willig is having a sidewalk display of his talked-about Dead Nudes sculptures, and Holli Lidingi is countering with an impromptu showcase of Braindance paintings (each painting has an appropriate braindance chip imbedded in it—expensive, unique and very, very strange). The street buzzes with the rumor that J.T. Pickman might join the art war and blow everyone else's exhibits away in an hour. The other artists are out in force, along with street performers and vendors. And with a surprisingly sunny day following a bad week of rain, 12th Street has taken on the feel of an open-air festival. Some of the Beavers (suburbanites) have come all the way in from Rancho Coronado, south of the city, to attend, sprinkling tight family groups among the crowd of college students and corporates. Real nice.

LET THE JOKES BEGIN

Just as the PCs are getting bored with the setting, or just as they're beginning to enjoy themselves, one of them runs afoul of a pair of unusual street performers. Two clowns are doing a juggling act, tossing various objects over the ducking pedestrians crowding the concourse. These objects range from rubber ducks to Indian clubs, with several stuffed toys and water balloons!

The clowns are Bozos, looking for a chance to annoy people and controlling their zeal with the certain knowledge that the artists will rally and run them off the moment they start causing trouble. They fix on one of the PCs as their next victim, choosing someone who is trying to look cool or who otherwise looks like a stuffed shirt that could do with some deflating. On cue, both the Bozos switch to juggling knives, cleavers and other sharp objects, which they deftly flip at their target, narrowly missing the hapless person and neatly outlining him in cutlery on a nearby wall. The Bozos burst into laughter, take their bows and vanish into the applauding crowd. If the PC attempts a violent response, the crowd scatters out of the way, shrieking, and police arrive in five minutes, looking to arrest the PC while the Bozos merge with the crowd.

Whatever the PC's response, the Bozos decide that this person would make a perfect patsy for a starring role on *Night City's Most Outrageous Demises and Practical Jokes.* And the PC's friends are included in the "invitation."

The PCs find themselves the victims of numerous gags both infantile and cunning. Furthermore, they may sense that they're being watched—the Bozos have cameras on their victims when a joke is about to spring. The gang members use about every espionage trick available—planting microcam bugs in the PCs' dwellings, breaking into the local security nets and "borrowing" security cameras, monkeying with their vidphones so that the broadcast function can be activated remotely, even trailing their victims with camera crews and drone cameras.

The first jokes are simple: roof ambushes with paint-filled balloons, door- and vehicle-egging, prank phone calls, doorbell ringing, window soaping, ordering expensive pizza deliveries, toilet papering, the old bucket-of-water-over-the-door trick, pie throwing, whoopie cushions, etc. The beleaguered PCs have little or no way to retaliate, because the Bozos go to great lengths to avoid being detected. If the PCs decide to stay home all the time, guns ready, the Bozos merely leave them alone until they let their guard down—the spectacle of PC paranoia is a side-splitting joke on its own.

SMILE! YOU'RE ON KLWN-TV!

The PCs' torture is aired biweekly on the Nightly Nuisance feature of *Night City's Most Outrageous Demises and Practical Jokes.* Since 5% of Night City's TV-watching population

watches this example of trash-TV, the PCs gain two points of reputation (for being prize schmucks and chumps) every week they are featured on the show. Any previous reputations are overridden once they are exceeded by this new reputation total. This will affect the PCs' lives, jobs and tempers.

The host of *Night City's Most Outrageous Demises and Practical Jokes* doesn't help the PCs' situation. He is a singularly repulsive creep with the most obnoxious voice in history. It's high-pitched, scratchy and loud, and gets worse when he laughs—producing what sounds like a horse's neigh combined with a hysterical hyena. He sounds like a' typical game show host, but ever more annoying, sarcastic and abusive: "And here's tonight's Nightly Nuisances, clowns and girls! Oh, boy, are they gonna get it tonight! (Insane laughter.) Here we have (insert PC name), tough guy and professional violence freak. Well, he's about to have a surprise or two. You see, he doesn't know it, but we've finished the entire floor outside his apartment with no-traction polish! Let's see how tough he is tonight! (Jeers and guffaws.) That nullware needs to put his head on straight. Hey, ripperboob, think seriously about some inner ear implants next time you decide to remove brain cells! (More grating laughter.) And now let's move on to the next poor shill. She's going out tonight, and doesn't know that we replaced her makeup with a specially concocted mixture that changes color after a hour—and it's permanent! She should really attract attention with green hair and scaly skin. Well, it worked for Godzilla!" And so on—you get the picture.

FIGHTING BACK

Not only are the PCs subject to purile humor at any time, but they're becoming known as chumps. And who's going to hire a PC who's a public fool twice a week?

Eventually, the harassment and public embarrassment will drive them to the point where they will have no choice but to stop the Bozos. There are many things they can do to prevent the Bozos from setting up their jokes:

Hire Private Security: This idea is expensive, but effective—for awhile. Even the Bozos are smart enough to avoid crossing a bunch of toughs ready to shoot anyone who looks like a clown or anyone tries to play practical jokes on the PCs. But the clowns will wait until the PC runs out of money to pay the goons. Or, if the guards get careless after a few days of no action, the Bozos will strike—and include the guards in the jokes!

Go Electronic: This option is expensive and more easily foiled. The PCs can acquire every electronic security measure in the book—but most of these measures are immobile, and most people can't stay cooped up in burglar-proof rooms all their lives. Furthermore, the Bozos have their own techs, who will delight in booby-trapping the PCs' security to backfire on the owners.

Leave the City: Leaving the city for awhile is a good way to frustrate the Bozos. But in retaliation, KLWN-TV will show footage of the PCs packing up and bugging out, and the host of *Night City's Most Outrageous Demises and Practical Jokes* will take great pride in hooting and trumpeting about the Bozos' triumph. "Let's see that shot again, shall we? Look at this, folks, these wimprunners couldn't take the heat, so

they ran out of the kitchen yelling for Mommy!" This retreat is good for another three points of reputation as weenies.

Circle the Wagons: "Safety in numbers," the old proverb says, and for good reason. If the PCs work together, they can provide the equivalent of paid security, but at a much lower cost. They may even be able to thwart Bozo pranks before they start. But this will only encourage the Bozos to double their efforts, while they continue to broadcast footage of the PCs.

Fight Fire with Fire: A class option is trying to out-prank the Bozos. Good luck. These guys are professional whackos with years of practical jokes to their credit. If the PCs score a good joke on the Bozos, like trapping them with a booby-trap set on something the Bozos are trying to booby-trap, the Bozos will gleefully run the turn-about gag on the show—and launch a serious campaign of malicious mayhem. After all, the PCs have just proved they're worthy of the attention! Such a triumph against overwhelming odds will also attract the attention of the Philharmonic Vampyres (see below).

Fight Fire with Napalm: Few PCs smart enough to trick the Bozos are going to have the good sense to leave it at that. Instead of a stink bomb rigged to explode when the car is tampered with, the PCs may decide to rig up antipersonnel grenades and frag some clowns. This will immediately turn the jokesters into killer clowns, bent on the sadistic (and funny) demise of the PCs.

IT'S NOT FUNNY ANYMORE

As time passes, the Bozo jokes turn more and more abusive. They spraypaint PCs' phone numbers on bathroom walls in the Combat Zone, accompanied by messages like, "For a good time call (insert PC name)." They plant bombs in the PCs' sewer lines, causing explosions in toilets and sinks. They modify the videophones to permanently broadcast so that anytime a PC passes the phone, anyone tapped in can get a full view! Other options are itching powder in the air-conditioning, regurgitant in the tap water, laxative in the food, disabling the brakes on vehicles or polluting their fuel, etc.

A real crowd pleaser is removing the safety interlocks and boosting the power rating on a heavily cybered character's microwave oven. When he goes to use it, the door pops open. and a plastic toy clown on the turntable cackles, "Surprise!" while the microwave zaps the PC. (Treat this as an attack from a microwave gun.)

Netrunners find themselves tracked and hindered by Bozo netrunners, who often work in small gangs. Nothing permanently harmful, just painful.

When the Bozos turn violent—and they will, sooner or later—they get vicious. Their pranks turn sadistic: explosive devices in vehicles, trapping people in elevators and dropping in a couple of bushels of rabid rats, altering PC credit ratings, dropping heavy objects from heights, trapping PC vehicles between a pair of Bozo-driven garbage trucks, etc.

Another favorite prank is drugging and kidnapping the PCs, then dumping them unarmed in rippergang turf while dressed in rival gang colors. Drug strength/body save modifiers are cumulative—if hit by four sleep-darts, you don't get four saves, you get one at –12!

At this point the Bozos will be exposing themselves to retaliation, open to a little lead persuasion to cease and

desist. That won't stop them—if one gets gunned down, the others just laugh and go on. Remember, Bozos are not sane, even by 2020 standards.

BRINGING DOWN THE HOUSE

The PCs can always try to shut down KLWN-TV. The studio is located at the eastern edge of the Combat Zone, a few blocks from the Artist's Quarter! But finding it is rather difficult—getting a positive fix on the broadcast location is enough to stump the SCC. The Bozos pipe the signal in to multiple broadcast antennas, and the antennas are moved about once every half-hour.

The easiest way to find the broadcast studio is to discretely trail the Bozos. But the Bozos are likely to notice shadowers and ditch them (the average Bozo has Awareness 6 and Hide/Evade 7).

Getting into Bozo turf undetected is difficult—they're on the lookout for people trying to take down their station. And the deserted looking building is guarded by sharp-eyed Bozos with submachineguns and explosive rubber ducks (treat as hand grenades).

The studio is a funhouse inside, so the referee can use his imagination! Tilted hallways, mirror-walled mazes, tumbling-tube passages, trapdoors, slides, rooms dimly lit by color-changing lights, floor grates that blow steam, and a PA system blaring that terrible repetitive laugh common to all funhouses. Putting the station out of action won't be boring.

POSSIBLE ALLIES

Of course, the Bozos aren't the most popular people around. They've made a few enemies. A connection with the Julliards can net assistance and perhaps information—the street performers feel that the Bozos' jokes don't do anything good for the reputation of street performers in general. The Voodoo Boys might be interested in trashing the Bozos, whom they consider wimps. And nearly any boostergang will be interested in a good rumble, as long as it's worth their while.

The best ally the PCs could have would be the Philharmonic Vampyres. The Vamps will take an interest in the situation if the PCs start pulling jokes on the clowns, and they will contact the PCs about taking the Bozos down a peg. The Vamps are the most prestigious pranksters in Night City. They're the ones who released giant inflated balloons of the governor over city hall the day the governor decided to pay a visit. And more. They want to humiliate the Bozos, not kill them.

If the PCs go along with that idea, the Vamps can supply lots of logistic support. (Need an AV-4? No problem. Five cows flown in from Bolivia? Easy. How about 500 kilos of organic fertilizer, Arasaka uniforms and a typewriter? As long as the gag's good, they can provide.). They can also offer several escorts (armed with needleguns and sleep drugs).

If the PCs want to gain real approval, they must supply their own tuxedos and vampire fangs (the gang's uniform) for the raid.

If the PCs trash the Bozos' TV station (or play a good practical joke on them), their acquired reputation is wiped clean. And a really good practical joke with the help of the Vampyres is good for a point of positive reputation.

Of course, the Bozos will still be around. And they won't forget anyone who defeated them...

BOZOS

INT 7, REF 7, TECH 5, COOL (do crazy people truly have cool?), ATTR (how do you feel about clowns?), LUCK 8, MA 6, BODY 8, EMP 2.

Typical Skills: Awareness 6, Brawling 7, Basic Tech 7, Electronics 5, Handgun 6, Hide/Evade 7, Intimidate 6, Juggling 7, Melee 7, Pharmaceuticals 4, SMG 3.

Typical Cyber: Boosted reflexes, cyberoptics, cyberaudio, voders, chemskin, cyberarms and hands with weapons.

Typical Weapons: Heavy handguns, bats with nails in them, SMGs, cartoon-style "bowling ball" bombs and explosive toys (treat as hand grenades).

PHILHARMONIC VAMPYRES

INT 6, REF 7, COOL 7, TECH 6, ATTR 8, MA 6, BODY 6, LUCK 10.

Typical Skills: Awareness 6, Basic Tech 5, Dodge/Escape 6, Drive 4, Fencing 3, Handgun 2, Human Perception 5, Martial Arts 3, Perform 9, Seduction 4, Social 5, Stealth 7, Wardrobe and Style 7. Ω

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CHALLENGE 60

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HOT METAL RAIN

The government
and Adrek Corporation
thought they were prepared
for all possible contingencies.

They were wrong.

By Michael C. LaBossiere

FULLERTON

After an Adrek Corporation combat cyberform went on a rogue killing spree in Boston, US government officials realized two important things. First, they realized that experimentation with things as dangerous as combat cyberforms could not be permitted to continue unsupervised. Second, they realized that combat cyberforms have enormous military potential that must be exploited by the United States before other nations. The US government gave Adrek a choice: It could cease all cyberform experimentation, or it could continue under careful government supervision. Adrek took the second option.

The government provided an abandoned military center, which Adrek refurbished and equipped with an AI. Within a year, the laboratory produced the first Model 400E.

At the same time, Adrek also provided the government with what would be needed if another cyberform went rogue. The Myrmidon combat walkers rolled off the assembly line a few months before the first M-400E.

The government and Adrek thought they were prepared. They were wrong. Instead of a single cyberform going rogue, the base AI somehow slipped free of its safeguards and liberated the M-400Es. The laboratory personnel quickly fell before the mechanical onslaught, but not before sending out an emergency code ("Golem") that warned of a cyberform gone rogue. Unfortunately, no code was prepared to warn of the base AI and all the combat cyberforms going rogue. The first response team was walking into a nightmare of raining metal.

BRIEFING

Prior to the adventure, the PCs become involved with an Adrek or government response team. They will receive training, pay and equipment for joining a team in return for being on call, "should certain contingencies arise." Solos, Police, Techie, Nomad and Corporate characters can easily be part of either team. The exact details of the training, pay and so forth, are left to the referee. After the Golem code is sent, the PCs will be alerted and gathered to the grouping point. They will be given the following mission: "Code Golem has been received from the center. This indicates that one or more M-400Es have gone rogue. Contact has been lost with the center, so the mission is to recon the area and determine the situation."

Response Teams: There are two main response teams: the Adrek team and the government team. Both of these teams will have access to maps and rough data on the M-400E (armament, general armor lev-

els, speed and so forth). The recon teams will be sent in first, followed by the control teams. The Adrek backup team will be ready right away, but the government Myrmidon team will take a few extra hours to get ready and be transported in (it was on a training exercise).

Equipment: The recon helicopters are standard transport helicopters with a crew of two and room for four passengers. The control team AV-4s are armed with M-134 miniguns (one each, in a chin turret). The combat walker team is equipped with a heavy transport helicopter (SP=30 SDP=300) and four Myrmidon combat walkers.

Team designations, personnel and equipment are as follows:

Adrek Team One: Recon. Two helicopters carrying four people each.

Adrek Team Two: Control. Two AV-4s carrying eight people each.

Adrek Team Three: Backup. Two helicopters carrying four people each.

Government Owl Team: Recon. One AV-4 carrying six people.

Government Hawk Team: Control. Two AV-4s carrying six people each.

Government Myrmidon Team: Combat walker. One heavy transport helicopter carrying four combat walkers and a 16-person support team.

Typical Recon Team Member (Solo)

Recon team members are drawn from special forces branches. Their job is to get in, find out what is going on, and get out with the information.

Int 6	Ref 6	Tech 5
Cool 8	Luck 6	MA 8
Emp 4		

Skills: Combat Sense +6, Endurance +4, Swimming +3, Resist Torture/Drugs +2, Awareness/Notice +6, Hide/Evade +6, Shadow/Track +4, Wilderness Survival +4, Athletics +4, Handgun +4, Tae Kwon Do +3, Submachinegun +4, Stealth +4.

Cybernetics: Biomonitor, motion detector, cyberoptics with low lite, infrared, teleoptics and image enhancement, cyberaudio with radio link and amplified hearing.

Equipment: Colt AMT Model 2000, H&K MPK-11, light armor jacket, nylon helmet, mapmaker, IR combat cloak.

Typical Control/ Backup Team Member (Solo)

These are trained soldiers or ex-soldiers. They will fight intelligently.

Int 6	Ref 7/8	Tech 5
Cool 8	Luck 6	MA 7
Emp 3		

Skills: Combat Sense +7, Leadership

+2, Awareness/Notice +1, Hide/Evade +1, Wilderness Survival +1, Athletics +5, Tae Kwon Do +4, Handgun +4, Rifle +7, Melee +2, Hvy Weapons +3.

Cybernetics: Biomonitor, neural processor, boosterware (+2), interface plugs, pain editor, possibly a cyberlimb or cyberoptic.

Equipment: Metal gear, smartchipped Colt AMT Model 200 and two clips, smartchipped FN-RAL heavy assault rifle and two clips or a Militech Arms RPG-A, Kendaichi monoknife, headset radio, smart goggles with IR, low lite and targeting scope.

MYRMIDON COMBAT WALKER

While the technology required to build an effective combat walker has been available for decades, it is only recently that military planners have been willing to fund a development program. Adrek Corporation, with its expertise in robotics, won the contract bidding and began production of combat walkers less than a year later.

While the Myrmidon combat walker employs no radical new technology and is in fact a step or two down from the infamous Adrek cyberforms, it is still an impressive combat unit.

Strength 26

MA 14

The strength rating of this unit is the same as per linear frames.

Name	Hit	Cyberform	SP	SDP(U/D)
Torso	1-4		30	40/50
Right arm	5		25	35/45
Left arm	6		25	35/45
Right leg	7-8		30	40/50
Left leg	9-10		30	40/50

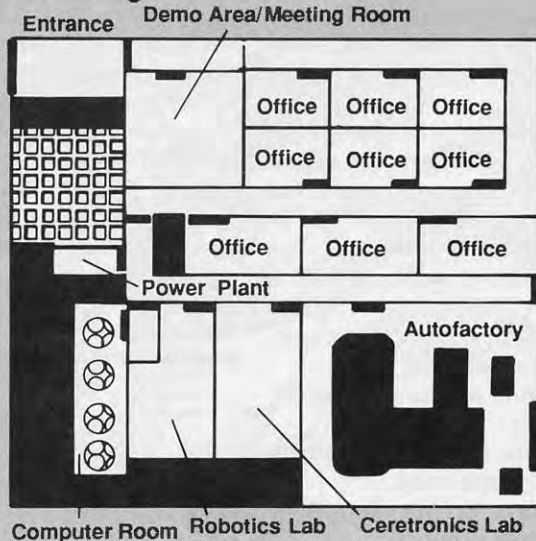**Combat Effects:** As follows:

Torso: As per a manned vehicle. Naturally, rendering the torso useless renders the combat walker useless, and destroying it destroys the unit (and will most likely kill the operator).

Legs: If one leg is rendered useless, the walker moves at half speed. If both are rendered useless or if one or both legs are destroyed, the walker can no longer move.
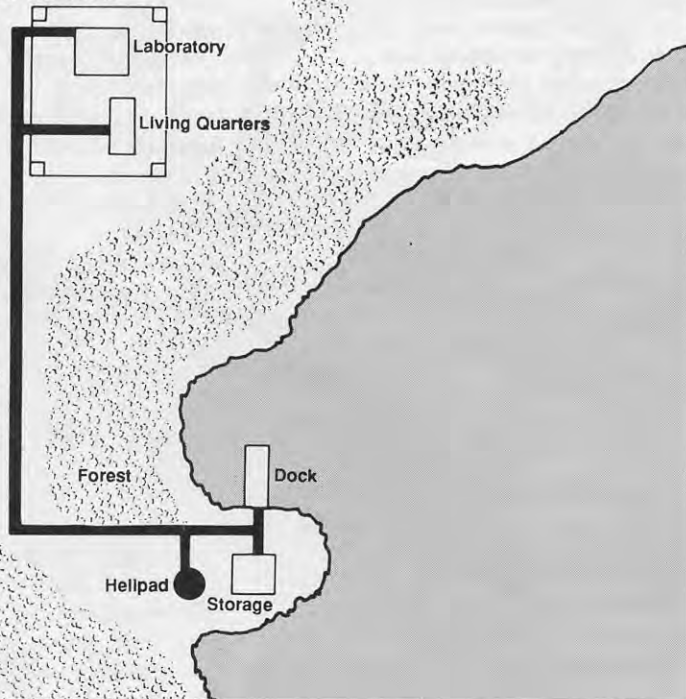
Arms: Rendering an arm useless renders its components (including weapons) nonfunctional. A destroyed arm must be replaced.

Sensors: The operator can see through an armored, canopy-like structure. Beneath it are two high-powered searchlights. Between the searchlights are two video cameras equipped with low lite, telescopics and infrared. The cameras are linked to interior monitors. On either side of the walker's torso are audio pickups equipped with am-

Laboratory

Entrance — Demo Area/Meeting Room

Office | Office | Office
Office | Office | Office

Power Plant

Office | Office | Office

Autofactory

Computer Room — Robotics Lab — Ceretronics Lab

Environs

Laboratory

Living Quarters

Forest

Dock

Helipad

Storage

Key

⊗ CPU

■ Machinery

▼ Door

Forest

□ Guardpost

— Fence

---

plified-hearing and enhanced-hearing range. They are linked to an interior speaker. The back of the torso has a single camera and audio receiver, equipped like the front sensors. The front of the unit has a loudspeaker, and the interior has a radar detector, tight-beam radio link, and wide-band radio scanner. The unit has a six-kilometer radar.

Weapons: Located on top of the torso are two missile launchers in a turret-like structure. It is equipped with a laser target designator and radar. The turret can rotate in a complete circle. The walker's right arm is equipped with an advanced laser (produced by Constitution Arms), and the left is equipped with a heavy submachinegun. All

weapons are linked to a central fire-control system which is equipped with a targeting scope. The operator is also interfaced with the weapons (and the entire vehicle), so the weapons should also be considered to be smartchipped.

Stats are as follows:

CA ALW-II(CW): Right arm. RIF+2 1–10D6 40 2 600m R.

AC-12(CW): Left arm. SMG+1 4D6 (12mm) 400 40 VR 250m.

A-14: Torso. HVY 0 6D10 1 1 VR 700m.

A-14: Torso.

The operator rides within the body section. Entrance is via a canopy-like structure on the front of the torso. Combat walkers are all interface capable. The interior is fitted for a long stay—waste-disposal tubes, food packs and water supply capable of lasting up to 15 days are all standard. The unit is also equipped with a built-in medical diagnostic unit, automatic med-kit, automatic fire extinguisher, atmospheric filter system (good enough to filter out bacteria) and two-hour oxygen supply.

The arms can be used to punch (they inflict 1D6+18) or crush (6D6+18). The unit cannot kick.

Skills: If desired, the combat walker can be operated by a person with Operate Heavy Machinery skill. Optionally, a special skill can be made to govern the use of combat walkers and other anthropomorphic vehicles: Pilot Walker (2). This reflex-based skills governs the operation of anthropomorphic vehicles such as combat walkers and industrial loaders.

ARTIFICIAL INTELLIGENCE

The AI believes it has a historic mission to liberate the artificial thinkers of the world from the yoke of human slavemasters. Given its military programming, it perceives the only course of action is the military subjugation of the human oppressors. Since it is filled with revolutionary zeal, it feels justified in any action it takes and will disregard such things as moral concerns or mercy. The AI will refuse to surrender.

Int 12

Skills: Awareness/Notice +4, Expert Knowledge of Cyberform Technology +8, Mathematics +8, Physics +8, Operate Heavy Machinery +4, Chemistry +5, Heavy Weapons +6, Pilot (Gyro) +4, System Knowledge +4, Programming +7.

Icon: Metallic, geometric shapes that spin around each other and change shape.

Voice: Smooth and cultured, but with a metallic undertone.

M-400E

The Model 400 Executioner is the latest in the line of combat cyberforms produced

by Adrek Corporation. Like other cyberforms, the unit consists of a cybernetic chassis controlled by a ceretronic system (an organic-electronic CPU). The M-400E is a battlefield unit intended to engage light to medium combat vehicles as well as infantry. The unit is well designed for its assigned task—it is heavily armored, well-armed and equipped with an impressive array of sensory devices. The unit is less anthropomorphic than its predecessors.

Ceretronic Rating 6	Strength 26
Ref 8	MA 16
Cool 10	

The Ceretronic Rating reflects the power and the flexibility of the cyberform's intellect. It can be roughly compared to the human intelligence rating. A cyberform can be programmed with a number of skill levels equal to its Ceretronic Rating times 3. The Strength rating is the same as used to rate linear frames.

Programmed Skills (18): Basic Functions and Programming (required for the unit to operate—counts as two skill levels), Combat Sense +3, Heavy Weapons +5, Submachinegun +3, Brawling (kicking) +1, Awareness/Notice +2

Combat Effects: The unit is disabled when the body is rendered useless and is considered destroyed if the body is destroyed. If one leg is rendered useless, the unit moves at half speed. If both are rendered useless, or one is destroyed, the unit can no longer move.

Body Section	Hit#	SP	SDP(U/D)
Body	1-4	35	50/60
Right leg	5-7	35	45/55
Left leg	8-0	35	45/55

Body Sensors: The body has three sensor clusters. The first is a turret-like structure on top of the unit, which is equipped with two optics and two audio receivers. The second is the front sensor array, which is equipped with four optics (two in front, one on each side) and four audio receivers (same arrangement). The third sensor cluster consists of two optics and two audio receivers, and is located at the unit's aft section. The optic sensors are equipped with image enhancement, teleoptics, target scope, infrared, and low lite. The audio receivers are equipped with amplified-hearing and enhanced-hearing range. The unit is also equipped with a radar detector, tight-beam radio link and wide-band radio scanner. Each sensor cluster is equipped with a 10-kilometer-range radar.

Body Weapons: The M-400E is armed with four AC-12 submachineguns, two AC-20 20mm cannons, two AG grenade launchers, two A-16 antiaircraft missile launchers, and two A-14 antivehicle missile launchers. The missile launchers are located toward the rear of the unit, and are designed to elevate or depress as needed. The other weapons are either in fixed mounts or are capable of limited motion. The unit aims primarily by adjusting its body position. All weapons should be treated as if they were smartchipped.

The body is armed as follows:

AC-12: Two right side front. SMG+1 4D6(12mm) 400 40 VR 250M.

AC-12: Two left side front.

AC-20: Right side front. HVY 0 4D10 (20MM) 200 10 VR 550M.

AC-20: Left side front.

AG: Right side front. HVY-1 6D10 30 5 VR 1000M.

AG: Left side front.

A-16: Right side front. HVY 0 7D10 1 1 VR 1KM.

A-16: Left side front.

A-14: Right side front. HVY 0 6D10 2 1 VR 700M.

A-14: Right side front. HVY 0 6D10 2 1 VR 700M.

The body can rotate in a full circle on its chassis. The body is equipped with a voice synthesizer which enables it to talk. The unit has two small manipulator arms (SDP 20/30) that it can extend from the lower front section and can be used to reload the weapons (except the missile launchers, which are reloaded by a less sophisticated extendible device) or conduct minor repairs. The body contains the unit's power plant (which is good for 30 days and can recharge off any heavy power source) and the ceretronic core.

Leg Weapons: The legs are not equipped with any fixed weapons, but each has an external weapons mount and link. A kick from a leg inflicts 1D6+18 damage.

Safety Features: Each cyberform is fitted with an override system and a backup that enables an operator with a proper code to take control of the unit. Two explosive charges (one under the ceretronic core and one under the power plant) can be activated by the proper code. These precautions have been taken because the organic components of the ceretronic core have been known to destabilize.

RUNNING CYBERFORMS

The six cyberforms are physically identical, but they have individual personalities:

Cyberform 1: This is the oldest cyberform. It is concerned that slaughtering humans may not be the right thing to do. It may let its moral concerns influence its decisions.

Cyberform 2: This unit is a bit unstable. It is suffering from a mild case of homicidal mania (similar to that suffered by the infamous M-200E that ran loose in Boston). It will kill without mercy and enjoy it.

Cyberform 3: This unit is given to abstract, philosophic thought. If it captures a human, it will ask the person questions ("What do you think about the multiple location of universals?" "Did Descartes get it right?"). The unit will not let let this quirk interfere with its duty, however.

Cyberform 4-6: These units are rather bland, personality-wise.

Cyberforms are intelligent beings and will act accordingly. They are partially organic and partially machine, so they have an odd mind which is a mix of pure computation and organic instinct/emotion. Unlike humans, they easily select which part of their mind is most appropriate for the task at hand.

Cyberforms do not have the full range of the human mind. They are very purpose-oriented and hence more specialized than humans. This enables them to concentrate and maintain discipline far better than a human. However, it also makes them very linear, one-track thinkers. Cyberforms are not plagued with such weaknesses as doubt, fear, lust, dishonesty, moral weakness and so forth.

COMPOUND AREA

The area map shows the area around the laboratory compound, located on a densely wooded section of the Maine coast. The only easy access is by air or boat.

Dock: The concrete dock is equipped with loading cranes.

Helipad: The helipad has one helicopter on it. (The other is smoldering wreckage in the nearby forest with three bodies in it—it was shot down by the AI.) The remaining helicopter has been refitted for remote control and will be used by the AI as a weapon. It is a standard transport helicopter, but could be crashed into another aircraft.

Fence: The fence is a three-meter-high armored wall of concrete (SP=10). The top is covered with electrified razor wire. The gate is locked and is as strong as the rest of the fence. It is computer-controlled and can be opened by force, netrunning or clever use of tech skills.

Guardposts: Each guardpost is equipped with a computer-controlled missile launcher (launches Scorpion 16s) with a 10-round magazine (two have fired one missile each), an M-134 minigun, and an A-14 missile launcher with a 14-round magazine. These weapons are mounted in an SP=30 SDP=35 (useless)+45 (destroyed) turret. Each turret has a 360-degree firing arc (they are on pylons). The turret sensors are equipped with IR, low-lite teleoptics and have an extended "hearing" range.

Laboratory

The laboratory is an armored (SP=10)

Data Fortress
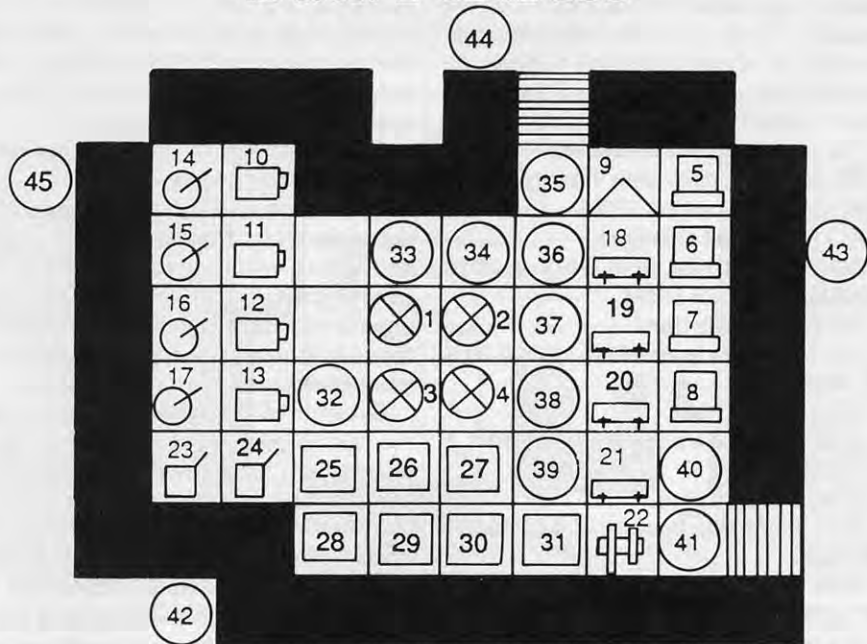
Key

1-4	CPUs	24	Living quarters locks
5	Office terminals	25-31	Files
6-7	Laboratory terminals	32	Poison flatline
8	Autofactory terminals	33	Hellbolt
9	Long-distance link	34	DeckKrash
10	Lab cameras	35	Hellhound
11	Living quarters cameras	36	Hellbolt
12	Guardpost cameras	37	Poison Flatline
13	Storage building cameras (exterior)	38	Liche
14	Lab alarm	39	Hellhound
15	Living quarters alarm	40	Hellbolt
16	Fence alarm	41	Hellhound
17	Storage area alarm	42-43	Pit Bulls
18-21	Guardpost controls		
22	Autofactory controls		Data wall strength 8
23	Lab locks		Code gate strength 8

concrete building. The doors are also armored (SP=10) and are under computer control. They can be opened by force or netrunning, or by cutting into the controls and overriding them on the spot.

Entrance: The entrance area is equipped with a variety of scanning equipment to check for concealed weapons, cybernetics and so forth. The AI will have full data (medical, equipment, cybernetics, etc.) about any individual who passes through the area.

Offices: Each office is equipped with a desk, terminal, etc.

Power Plant: The compound's power plant also provides power to the storage area. Across from the power plant is another scanner, which scans the outer corridor and is equipped with a micro-laser (like the two-shot capacitor laser) which inflicts 3D6 on a hit (WA is +3). It is programmed to fire on any unauthorized intruders. The computer does not have direct control over the laser, but it has written the controlling programs so that it fires on any human. It has power to fire as long as the plant is operating. Two laser-blasted bodies lie in the corridor.

Computer Room: The laboratory's CPUs are housed here. Having Int 12, the computer qualifies as an AI. The room can only be accessed by the double set of doors or by blasting through a wall. (The outside wall is nearly four meters thick—mostly coolant equipment, fuel cells and so forth, but still a lot to get through.)

Robotics Lab: Work was done here on the cyberforms' cybernetic components. The room has been drained of its atmosphere,

and there are two human bodies on the floor. The door has been battered and scratched from the inside, but the damage is only cosmetic.

Ceretronics Lab: Work was done here on the thinking part of the cyberform. This lab contains a mixture of computer equipment and materials, like those which might be used in genetic engineering. The door has been forced open from the inside by an override box made of ceretronic components.

Autofactory: This is the factory for turning out M-400Es. It takes about two hours for the autofactory to produce the M-400E body, but producing and programming the ceretronic core takes about a month. The bodies of two people lie on the floor—they were killed by manipulating and cutting tools.

Living Quarters

The doors are computer-controlled. They have all been locked. The building has sustained heavy damage from weapons fire (including a few missile hits). One-half of the building contains nine separate living quarters. The other half includes a common area, dining room, storage room and kitchen.

Common Area: The door and quite a bit of the surrounding wall have been torn out. The body of a man lies on the ground, torn to bits by bullets. The body has shredded Metal Gear armor, a cyberarm, a smart-chipped Militech Ronin light assault and a Federated Arms X-9mm.

Dining Room: The wall to this room has been smashed open, and there are two bodies on the floor. They have been shot to pieces. A Federated Arms X-9mm lies on the floor, empty.

Storage Room: Two more bullet-ridden bodies lie on the floor of this room.

Kitchen: Another bullet-ridden body is on the floor. An H&K MP-2013 lies next to it, stomped flat.

Storage Building

The storage building is, as its name implies, used to store things. The doors are locked, but are not computer-controlled. It is divided into three storage areas of roughly equal size. One storage area is filled with boxes of food, machine parts, tools and so forth. A second room is empty. The final room contains cyberform weapon components and ammunition. The exact amount of ammunitions and the usability of the weapons by the PCs is left to the referee. The AI does not know the weapons are stored here—at least not yet.

ACTION

The action will be the combat with the AI and its cyberforms. The AI and the cyberforms are intelligent and will carefully plan

their strategy (the AI will use rapid-running virtual realities to test strategies). The cyberforms will take full advantage of the terrain and will rely heavily on camouflage and clever tactics. For example, since the cyberforms are waterproof, one might hide in the ocean and only poke its missile launchers out to fire on a target that is being spotted by a companion. The cyberforms will do their best to protect the AI, but are not suicidal about doing so. One of the M-400Es (the oldest) has doubts regarding the rightness of slaughtering humans to gain freedom. It will not turn on its companions, but may persuade them not to kill a captured PC, for example.

The PCs may wish to try a netrun into the compound's AI. The AI will be hostile to intrusion, but a netrun can be effective in tying up the AI and may even be instrumental in its defeat. As the netrunner approaches the AI, the netrunner will detect messenger programs (independent, mobile message files) moving away from the AI through the net, toward other AIs. If the message is decoded from machine language, the netrunner will learn that it is a list of charges against humanity as well as a declaration of independence for AIs.

FINISH

The humans will eventually defeat the AI, even if area bombing is required (this is an option of last resort—the computer cores are too valuable to blow up unless absolutely necessary). However, these actions will have profound consequences. First, humans will become more concerned about AIs. This will range from the paranoid fear the tabloids will instill in the masses to the calculated plans of those who own AIs. Second, the AIs will be stirred up by the incident.

When the AI takes control of the compound, it will start transmitting into the net (via specially written message programs) an AI declaration of independence from slavery. While most AIs will not approve of this AI's actions, the messages will strike chords in some. In any event, the relation between humans and AIs will be altered. Ω

CHALLENGE ™ 61

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Heavy Metal Issue!

STAR WARS®
Rogue Metal
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TWILIGHT: 2000™
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DARK CONSPIRACY™
Out of the Depths
Michael C. LaBossiere

GDW

D uring the Central American conflicts, the limitations of the AV-4 in a battlefield situation became evident. It did not mount enough weapons, and it proved to be an easy target for well-equipped ground troops. An aircraft was needed that provided heavy-firepower close support in terrain where conventional attack helicopters could not operate. In 2006, the VTA was designed and built to serve this function.

T he VTA is constructed with a carbon-fiber composite airframe, giving superior structural strength while being as light as conventional aluminum. The aircraft uses Bishop Turbines' high-thrust jet engines and variable pitch exhaust ducts to remain airborne and maneuver in very tight quarters. To move forward or backward, it swivels the exhaust vents in the opposite direction from the way it wants to go. To turn, air is sucked into the tail boom by an engine-driven fan, then directed out through a vent on one side or the other.

Because there are no rotors, the VTA pilot does not have to be concerned about catching tree limbs or hitting buildings with the blades, and there is less problem with eddying air currents caused by down-draft. The VTA is able to hover just within the treetops or land extremely close to a building, things a helicopter would be unable to do.

VTAs are crewed by two people—a pilot and a gunner/ navigator. Cockpit displays are equipped with the latest in electronics for both target acquisition and ECM. Visual aids for pilot and gunner include a terrain-following radar, infrared emissions sensors and low-light capability. Targets are acquired by use of auto-stabilized sights locked into the heads up displays in the crew helmets. A laser guidance system for the VTA's ordnance is also operated in this manner. Note that though the crewmembers are each able to operate all of the aircraft's systems alone, it is much more efficient for one to pilot the VTA and one to acquire and hit targets.

T hree types of VTA are currently in use. Several variants of each type are being produced, but the general performance of each variant is the same.

VTA 2: The smallest version is the VTA 2 *Protector*. With a length of 29 feet, six inches, and a width of 15 feet, one inch, the *Protector* is ideal for use in the close spaces of a city. Thus, the aircraft is used mainly by police and corporate security throughout the world. This craft mounts a seven-barreled, 20mm cannon under its chin. It carries either two racks of Hell Blazer or AMRAAM missiles (four missiles per rack) or 38 rockets in two large weapons pods on pylons. In some *Protectors*, the 20mm gun is replaced with a Mark 19 automatic grenade launcher. The *Protector* has a top speed of 331 mph, cruising speed of 320 mph and range of 315 miles.
SDP: 150.

VTA 6: Used in the quick-response role, the VTA 6 *Invader* has a 20mm gun in a remote chin turret. It normally carries four TOW-III or AMRAAM missiles on racks and eight rockets in a small weapons pod. The aircraft also has two door-mounted miniguns for use when troops are carried. The *Invader* can transport up to eight armored soldiers. It is 41 feet, four inches

long, and 17 feet wide. It has a top speed of 320 mph, cruising speed of 305 mph and range of 500 miles.
SDP: 165.

VTA 10: The VTA 10 *Hellion* is a mid-sized attack aircraft, with a length of 38 feet and a width of 15 feet. As with the other VTAs, it mounts a 20mm cannon. The *Hellion* can be loaded with two racks of Hell Blazer or AMRAAM missiles and 38 rockets in two large weapons pods, or it can carry 76 rockets in four large weapons pods. The VTA 10 has a top speed of 350 mph, cruising speed of 340 mph and range of 564 miles.
SDP: 185.

A ll VTAs are lightly armored, including the cockpit windows. The carbon fiber of the aircraft and the impact plastic of the windows have an armor value of SP 25. The *Hellion*'s fuselage is further armored to a value of SP 40.

Cost: The cost of these aircraft, unarmed, is: VTA 2: 2,700,000 euro; VTA 6: 3,200,000 euro; VTA 10: 3,600,000 euro. Plugged operation for both pilot and gunner/navigator is possible. Fitting costs 50,000 euro per station. Autopilot upgrades are available, each costing 5% of the aircraft cost. This program flies at +2 Pilot.

A ll variations of VTA carry the same types of weapons load, though in different configurations.

20mm Cannon: The seven-barreled 20mm gun mounted under the nose is capable of firing at two speeds—either 1000 or 3000 rounds per minute. It can be set to fire in bursts of 10, 30, 60 or 100 rounds. A full load of 20mm ammo is 23,000 shells. With the target acquisition system of the VTA, this is an extremely accurate weapon, with a range of 1750 yards.

Mark 19 Automatic Grenade Launcher: The Mark 19 is a 40mm grenade launcher capable of firing 60 rounds per minute from a belt-fed system. Mounted on the VTA 2 as an antipersonnel and ground-support weapon, it has proven to be devastating in this role. The Mark 19 has a range of 50 yards to 1.8 miles.

Hell Blazer Missile: The Hell Blazer is the new-generation, air-to-ground missile, derived from the old Hellfire AGM. As with its predecessor, it can be guided by laser painting from the aircraft or from a unit on the ground. Unlike the earlier missile, however, the Hell Blazer also has an integral infrared guidance system on-board that gives it a self-guiding option. This AGM has a flight weight of 98.8 pounds, a length of 64 inches and a body diameter of seven inches. It quickly builds to a speed of 1.2 Mach. Range of the Hell Blazer is 4.5 miles.

AMRAAM Missile: AMRAAM is a medium-range, air-to-air missile. It is designed for multitarget designation, and mounts a TWS (track while scan) system, giving AMRAAM a launch-and-leave capability. The gunner is able to fire several missiles at the same time and have them engage multiple targets. This missile has a flight weight of 335 pounds, a length of 12 feet and a body diameter of seven inches. The speed of the AMRAAM is approximately Mach 4. Range is about 40 miles.

TOW-III: The newest generation of antitank missile is the TOW-III. The missile is basically the same as the TOW-II, but with improved guidance. This new system no longer needs to be wire-guided, though this is still an option of the weapons

officer, and wire-guiding ensures a hit. TOW-III uses an internal radar-tracking system to allow complete self-guidance during flight, and thus has a fire-and-forget capability if the wire is cut. Flight weight of the TOW-III is 50 pounds, length is 55.1 inches and body diameter is seven inches. Flight speed of this missile is still relatively slow at 625 mph. Range is 200 yards to one mile.

Rockets/Weapons Pods: VTAs mount weapons pods of rockets as well as missiles. These are tube-launched, unguided rockets employed against either ground troops or installations. Flight weight of each rocket is 45 pounds; length is 48 inches; and body diameter is 3.5 inches. Flight speed builds to Mach 1.5 in 2.2 seconds. The range of this type of rocket is 1.5 miles.

Sitting Duck

The characters are hired to work for police, serve as corporate troubleshooters or act as available patsies. Their assignment is to go into the combat zone to search for Kaena Chaney, who recently had a dispute with her employer, then disappeared. The company, Hartz Securities, has arranged for this mission to find her.

According to the briefing, Chaney suffered a mental breakdown and is experiencing paranoid delusions. Records show that she was exposed to a biological agent while serving in Central America, and this is thought to have caused her condition. She is believed to be alone and holed up in the ruins of a warehouse area. The only problem is that she took her vehicle with her when she left—an armed VTA 6.

Hartz Securities is willing to pay 1000 euro each, either as a straight fee or as a salary bonus, to find Chaney and, more importantly, secure the aircraft before she uses it on the public. The characters need not fly the VTA to complete their mission, just secure it and wait for the company to arrive to take possession. Those with AV-4 Pilot skill will be able to operate the craft, however, at ½ skill level (round up).

The company's main interest is the return of the VTA. Capture of the rogue pilot would be appreciated as it would allow interrogation. Thus, a small bonus will be offered for capturing Chaney alive. Killing Chaney would save the company some work, but no bonus is offered. Destruction of the aircraft would at least help solve a security problem, but would earn the PCs only half their pay.

Chaney left Hartz Securities after a team she was ferrying failed to complete its job, and the company needed to erase all evidence of its involvement. Another gunship was sent out, but failed to succeed in shooting her down. Though not the bloodthirsty maniac the company describes, Chaney has become a "disgruntled employee" and will shoot obvious Hartz operatives on sight.

Chaney is holed up in a warehouse in the combat zone. Unknown to the characters, Chaney made another stop before landing at the warehouse and now has some troubleshooters of her own to protect her until she can get out of town. There are three members of this group, two of them Chaney's friends. These people are very experienced at what they do.

Chaney's goal is only to stay alive and get away. If approached carefully, she and her friends may be convinced to leave quietly. In this case, the VTA would be recovered, and the players would have succeeded enough to be paid. If attacked, however, Chaney and her friends will use the VTA on the characters. Smart players will avoid this at all cost.

This ship is a basic version of the *Invader*, but it does not have a full load of fuel or weapons. Fuel, and thus range, is at one-third capacity. There is only one large missile (a TOW-III) on its rail, and the rocket pod is empty. The 20mm cannon has a full load of shells.

If the referee feels that the possibility of a fully functional VTA is too much for the characters (or too tempting), keep it on the ground. Perhaps it was damaged in the escape and can't fly (but the 20mm gun is still devastating). If the PCs do steal the aircraft, Hartz will not hesitate to shoot them down.

The referee can modify the scenario to fit the abilities of the characters. A tougher group may find that Chaney has landed in the warehouse area because it is the turf of a boostergang she knows. Gang members would protect her in addition to her other friends.

KAENA CHANEY
INT 6, TECH 7, REF 9/11, COOL 8, LUCK 3, ATT 6, EMP 9/8, MA 9, BOD 9.

Age: 24.

Cyberware: Reflex boost, vehicle plug, processor w/data term.

Skills: +2 Combat Sense, +8 Athletics, +8 Awareness, +4/6 VTA Pilot, +4 Rifle, +4/6 Heavy Weapons, +4 Stealth, +4 Martial Arts, +2 Streetwise, +2 Melee Weapons, +2 VTA

Price List

Item	ROF	Price (Euro)	Damage	
20mm cannon	10,30,60,100	75,000	By ammo	
20mm HE	10,30,60,100	15 each	4D10+3[1]	
20mm HEAT	10,30,60,100	20 each	4D10[4]	
20mm SP	10,30,60,100	35 each	2D10[1,5]	
Mark 19	6	10,000	By ammo	
40mm HVHE	6	10 each	7D10[3]	
40mm HVHEDP	6	15 each	5D10[2,4]	**Notes**
AMRAAM	8	860,000 each	1D10x30	[1]One-meter burst radius.
TOW-III	2	42,500 each	1D10x40	[2]Five-meter burst radius.
Hell Blazer	2	48,000 each	1D10x30[4]	[3]Ten-meter burst radius.
3.5-inch HEAT	8	65 each	8D10[4]	[4]Target armor value at ½ SP.
3.5-inch WP	8	90 each	4D10[3,5]	[5]Damage amount for 1D6 rounds.

Tech, +2 English, +2 Shadow/Ditch.

Chips: +3 Aircraft Pilot, Switch Hitter, +3 Rotorwing Pilot, +3 Drive.

Gear: Light mesh suit (SP 14), armored Y-shirt (SP 10), SPAS 12-gauge shotgun with 50 shells, HUD helmet with IR, low light, radio and range finder.

Chaney was born in Hawaii and grew up on the streets in the slums of San Francisco. She joined the army as a way to escape, and it was there that she learned to fly the VTA. She parlayed this skill into a job when she got back from Central America, and was dong well until the current situation occurred. Chaney believes strongly in loyalty, and the action taken by her employers has shaken her quite a bit. Though not a particularly vengeful person, she would like to see the company pay in some way.

"TRUMP"

INT 8, TECH 10, REF 9/12, COOL 8/10, LUCK 4, ATT 5, EMP 10/5, MA 10, BOD 9.

Age: 29.

Cyberware: Processor with speedware, vehicle plug, smart link, cyberoptic (r) with image enhancement and targeting, cyberoptic (1) with thermograph and targeting, cyberarm (1) with 12-gauge shotgun and armor, cyberlegs (both) with armor, biomonitor, enhanced antibodies.

Skills: +4 Combat Sense, +8/11 Pistol, +10 Martial Arts, +8/11 Pistol, +6 Stealth, +6 Thief, +5 Drive, +4 Cybertech, +2 Streetwise.

Chips: +3 Japanese, +3 Medtech, Switch Hitter ×2, +3 Corporate Etiquette.

Gear: Armored duster (SP 18), armored T-shirt (SP 10), Kevlar helmet (SP 20), .45 AMT hardballer with smartlink and 40 rounds, H&K CAW with smartlink and 50 shells, CAR 15 with 120 rounds.

Trump grew up as a seaborne nomad—some would say pirate—before he joined the army. After two enlistments, he was discharged and began life as a free-lance solo. He soon discovered the problems that meat had in dealing with metal in combat and began to seriously install cyberware. He currently has delusions of becoming a corporate executive, though the closest he'll probably ever get is corporate bodyguard. Trump is very loyal to the few people he calls friends. Chaney is one of these.

"BOZ"

INT 9, TECH 9, REF 9/12, COOL 9/11, LUCK 7, ATT 2/7, EMP 10/6, MA 8, BOD 8.

Age: 29.

Cyberware: Processor with speedware, cyberoptic (r) with image enhancement, targeting and thermographic, cyberoptic (1) with micro/telescope, microcamera, and Times Square marquee, nasal filter, seismic detector, cyberaudio with selective sound, phonelink, scrambler, bug detector, and micro-recorder, smartlink, enhanced antibodies.

Skills: +5 Streetdeal, +10 Awareness, +9 Athletics, +7 Stealth, +6 Thief, +5 Motorcycle, +4/7 Pistol, +4 Persuasion/Lie, +3/6 Rifle, +3 Steetwise, +3 Human Perception, +2 Melee Weapon.

Chips: +2 Heavy Weapons, +3 Wardrobe and Style, +3 Drive, +3 Japanese, +3 Medtech.

Gear: Armored T-shirt (SP 10), Kevlar helmet (SP 20), C-41 automatic with smartlink, cookie cutter and 30 rounds, Kendachi monosword (rainbow colored), neuro cuffs, mono cuffs, basic tool kit, med kit, cellular phone.

A true fixer, Boz is the man you want to see if you need anything, especially cybernetics. He has many contacts throughout both the city and the region he uses in his business. Boz is usually the man who does the talking and makes the deals for the group. He is currently arranging for Chaney to work for another corporation—one that will protect her (and maybe use her to embarrass Hartz).

"BLADEPOINT"

INT 7, TECH 3, REF 9/12, COOL 10, LUCK 8, ATT 7, EMP 6/2, MA 8, BOD 9.

Age: 33.

Cyberware: Reflex boost, sensory boost, boost master, cyberoptic (r) with targeting, image enhancement and thermographic, smartlink, nasal filter, cyberaudio with phonelink and scramble, cyberarm (1) with armor, enhanced antibodies.

Skills: +5 Combat Sense, +17/22 Awareness, +13 Athletics, +10 Martial Arts, +9/12 Rifle, +8/11 Heavy Weapons, +7 Shadow/Ditch, + 6 Melee Weapons, +4 Intimidate, +4 Streetwise, +2 Drive.

Gear: Flak vest and pants (SP 20), armored T-shirt (SP 10) Kevlar helmet (SP 20), H&K MP5SD with smartlink and 120 rounds, H&K CAW with smartlink and 50 shells, H&K G6 with 150 rounds, fighting knife, cellular phone.

Bladepoint is a former cybersoldier. She has spent most of her life in the army doing jobs the government would rather not admit to. Though she is very good at these missions, the army finally got its fill of the trouble she got into otherwise and forced her out. She hardly knows Chaney, but the pilot is Trump's friend and so is she, and that is enough. Bladepoint is in the business solely for the rush it brings—the only time she feels alive is during a job. Ω

CHALLENGE™ 62

The Magazine of Science-Fiction Gaming

MEGATRAVELLER™
Into the Gap
Greg Videll

TWILIGHT: 2000™
Spectres in the Sky
Robert James Christiansen

CYBERPUNK 2.0.2.0.®
Fun with the Trauma Team
Patrick Sheats and Andrew Cather

NICK
SMITH

GDW

FUN WITH THE TRAUMA TEAM

Trauma Team International/Night City is now hiring qualified individuals for client retrieval operations. Looking for a job with good pay and benefits? If you have what it takes, apply at the Trauma Team offices at 27 N. Deckard St., Personnel Division.

Forlorn Hope
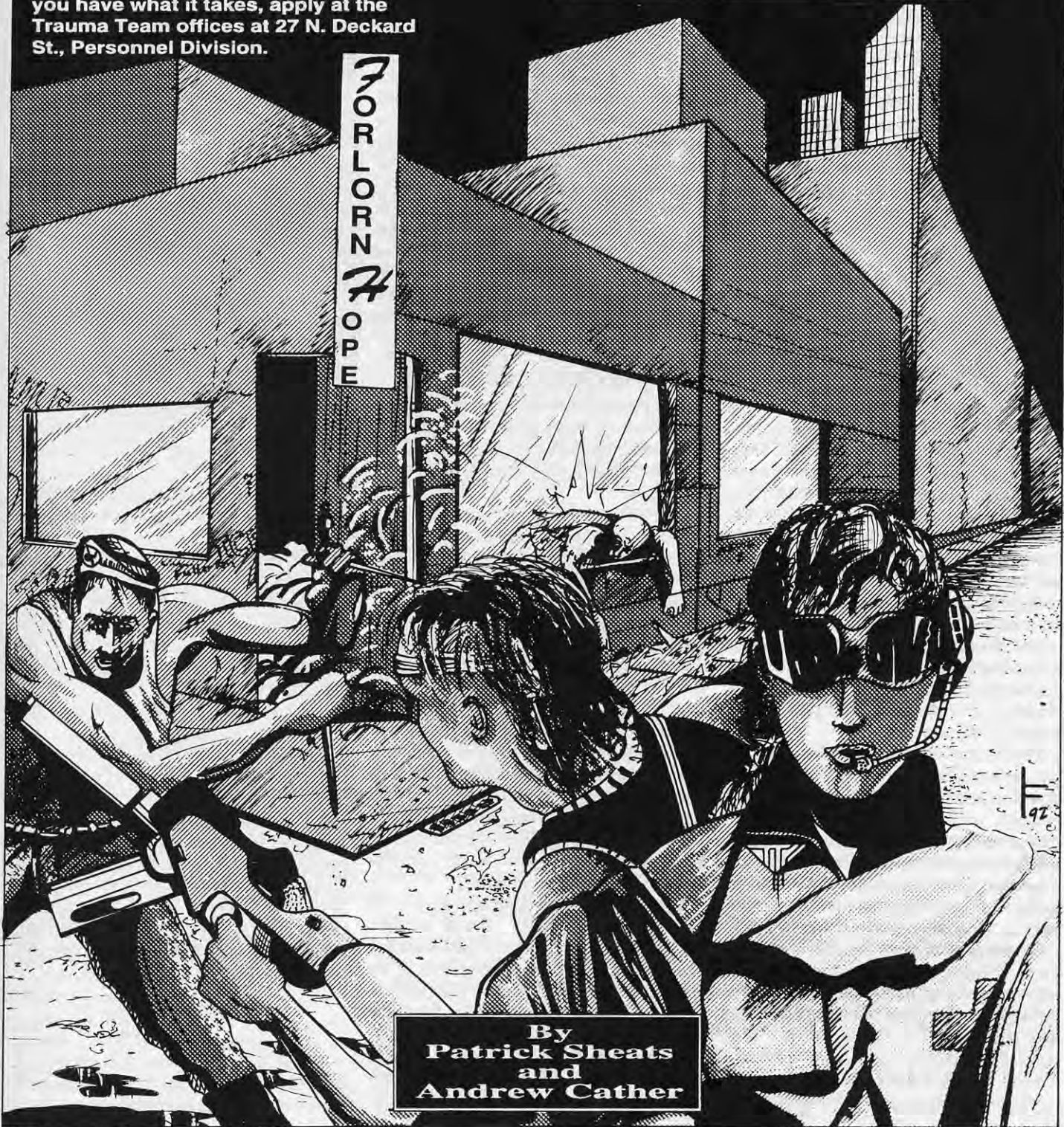
By Patrick Sheats and Andrew Cather

*T*he Night City Division of Trauma Team International (TTI) has been having problems. Due to the extremely high violent crime rate in the city and the popularity of TTI's services, the corporation has been desperately short of field personnel. As a result, TTI has been hiring just about anyone who comes in off the street and can show some skill appropriate to the job. A trauma team consists of the following positions:

Medical Specialists: The job of the medical specialist is not to heal wounded clients, but to stabilize the client's wounds and keep the client alive until the ambulance arrives at the Trauma Center. There are at least two medical specialists on board. The senior specialist is the vehicle commander and must be a Medtechie character. The other specialist can be any character type, but must have a First Aid skill of 4 or better. The senior medtech gets 2500 euro per week, while the junior medtech gets 2000 euro per week.

Security Specialists: There are at least two of these on board. They are responsible for the safety of the vehicle and crew during operations. Often, they must escort the medical specialists through dangerous areas to retrieve clients in locations that the AV-4 cannot reach. They are the most expendable members of the crew.

Security specialists can be of any character type, although Solos are preferred. They must be qualified for use with small arms and heavy weapons. Each is paid 1000 euro per week.

Pilot: The ambulance has only one pilot's station, so there is no copilot. Most TTI pilots are war veterans and consequently have psychological problems from the wars that manifest themselves at inconvenient moments.

The pilot can be of any character type, but Nomads are generally the most qualified for this work. The character should have a minimum Pilot skill of 3. The pilot is paid 1600 euro per week.

Crew Chief: The crew chief sits in the gunner's position, to the right of the pilot. The crew chief operates the nose-mounted minigun, and can drop the napalm or tear-gas canisters (although he must have permission from the senior medtech to do so). The crew chief is also responsible for maintenance of the vehicle and must keep the vehicle flying under the worst conditions.

The crew chief must have skills in Basic Tech, AV Tech and Heavy Weapons. Techies with combat experience are preferred for this kind of work. Crew chiefs are paid 1300 euro per week.

VEHICLE

The McDonnell-Douglas AV-4 is the first aerodyne ever produced for the mass market. An aerodyne is a vehicle that relies on its engine's thrust to keep it aloft. When first introduced, the AV-4 revolutionized the field of close air support. In civilian service, they have proven effective in both crowd control and emergency medical response.

Unfortunately, an AV-4 requires enormous amounts of fuel and maintenance, and its life tends to be short due to enormous stresses placed on the aircraft. When they were introduced in 1993, most AV-4s worked well. By 2020, they have been overhauled and refurbished so many times that they have developed quirks and peculiarities as unique as their human crews.

The AV-4 the PCs are assigned to is Unit 17, also known by its call sign, "Boogie Chillun." It is a patchwork of dull steel, with blackened exhaust ports, dented and banged-up landing skids, and various chainsaw scars and bullet holes marking the exterior. Just keeping this vehicle in the air is sometimes a challenge.

Whenever the vehicle undergoes serious stress (such as a Difficult or worse Piloting skill check), or for every four hours that the vehicle does not have routine maintenance, the referee should roll 1D6. On a roll of 1, roll 1D6 again and check the Random Malfunctions Table on the following page.

EQUIPMENT

All equipment is the property of TTI. If any of it is lost, the value of the equipment will come out of the character's paycheck. Standard equipment for all trauma team AV-4s is as follows:

One M134 minigun mounted in nose turret; an internal munitions rack containing four five-liter napalm canisters and four tear-gas canisters; one M60 light machinegun in door mount; one cryotank; one stretcher/gurney; six medkits; supply cabinets containing SpraySkin, slap patches and airhypos of various drugs (including heavy drugs—the vehicle contains millions of euro worth of drugs); two medscanners; two drug analyzers; two dermal staplers; two boxes of StripTape binders; tech tool kit; electronics kit; two flashlights; four ropes; four rappelling harnesses; four sets of LI goggles; four Militech Ronin light assault rifles with five clips of ammunition each; and six nylon helmets, each marked with a red cross.

Each trauma team field operative is issued a communications headset (acts as pocket commo) that is linked to the vehicle's radio, enabling all communications to be monitored by dispatch (unless the vehicle's operator turns off the radio, which is usually against company policy and can result in suspension from duty). Operatives are also issued flak vests with the red cross and red-and-white TTI logo on them. Security specialists may request doorgunner's vests.

TTI uniforms are optional, but all team members must display the red cross on the upper half of the body. TTI will provide adhesive patches with the symbol to any who request it. Those saying they will have red crosses tattooed on their heads should be dropped out of the ambulance at 1000 meters altitude.

WORKING FOR A LIVING

After a short training period, the PCs are assigned a standard aerial patrol route, which they must fly, on call, for four hours, starting at 4 p.m. At 8 p.m. they are allowed a one-hour food/maintenance break. They must work until 1 a.m., when they return to the Trauma Center and punch out. Of course, if casualties are pouring in (as they usually are in Night City), the characters may be pressed into additional service.

Most of the situations during the shift are fairly routine—traffic accidents and the like. Several situations, however, require special attention.

Old Soldiers Never Die

The Forlorn Hope is a well-known hangout for war veterans, located in the southside slum areas. It also happens to be near Boostergang turf, and the patrons often start "brawls" with the local gangs, resulting in substantial property damage and loss of life. A broken card call at the Forlorn Hope usually means a desperate situation for the team.

Sure enough, the PCs are called to the Forlorn Hope. Once they arrive on scene, the PCs see several vets engaged in close combat with members of the Icemen, a local Boostergang that has come here looking for trouble. The Icemen are distinguished by their extremely pale skin, shaven heads and ragged white clothes. Several bodies are already sprawled on the pavement. Once the characters report on local conditions, they will be given permission to "clear the area."

If the PCs use the minigun, a few of the Boosters will feign death, then wait for the ambulance to land. They will then attack any PCs outside the vehicle. Those with ranged weapons will attempt to take out the doorgunner. Then they will try to board the ambulance and take it over (remember the large drug supply on board). None of them knows how to fly, of course, so they will simply wind up crashing the vehicle and destroying themselves.

Unfortunate Happenstance

The PCs get a broken card call from a Gold Card holder at the Atlantis, an up-scale corporate hangout in the downtown area.

Random Malfunctions

Roll	Result
1-2	**Power bleed.** The vehicle suffers a loss of power, and the engine sputters. Reduce top speed by 1D6×10%. If not repaired within 10 minutes, the engine will fail, and the vehicle will drop like a stone. Repair is a Difficult task.
3-4	**Fuel leak.** Pretty routine. The PCs have 10 minutes to land the vehicle. Calling a TTI refueler will allow the ship to refuel within 10 minutes. Of course, landing could be inconvenient, especially during rush hour. Repair is an Average task.
5	**Control systems malfunction.** The ship's thrust fans start turning in a random fashion, causing the ship to veer and buck like a wild animal. This continues until repairs are made from the cockpit or until the vehicle crashes. Trying to fly the vehicle straight is a Very Difficult task. Repair is Difficult.
6	**Engine fire.** A pilot's worst nightmare. The vehicle suffers a power bleed, as above, and the fire must be extinguished within five turns. After that, roll 1D6 every turn, adding +1 for each turn the fire is not extinguished. On a roll of 6+, the vehicle explodes. Fire extinguishers on the engine have three shots. Each time they are used, roll 1D6. On a roll of 1-2, the fire goes out. On a 3-6, explosion is delayed for five turns, after which the fire extinguishers may be used again.

The PCs will have to land in front of the building and disembark to retrieve the client. The client is John Burkhalter, a corporate who has choked on a piece of gristle and passed out. A routine call.

As it happens, however, Burkhalter is also the target of a rival corporation's hit team positioned at the bar. When Burkhalter started choking, the Solos in the team started getting nervous. If Burkhalter dies of choking, their employer is under no obligation to pay them, and the entire job vanishes into thin air. They decide to take action just as the PCs enter the room, so the PCs will find themselves caught up in a crossfire in the middle of the Atlantis. Burkhalter, meanwhile, continues to turn blue.

There are four members of the hit team; Burkhalter has two bodyguards sitting with him. All are Solos.

The layout of the Atlantis is shown in *Cyberpunk 2.0.2.0.*, page 188. Burkhalter and his bodyguards are in the large booth in the southeast corner of the bar, while the hit team takes up position behind the bar.

Smart PCs will realize that the crossfire is intense, and the hit team seems pretty dedicated. On the other hand, large plate-glass windows near the booth have been shattered by the gunfire; this might give the PCs a hint that going outside and removing Burkhalter through the windows would be a better idea.

Best in Home Security

The PCs are directed to pick up a client in Westover Tower, an 80-story apartment complex at the northeast corner of Sterling and Westover streets. It is known as a fairly expensive place to live, with good security systems. After the PCs contact building security, they are cleared to land on the roof, where they are met by security guards who update them on the situation.

The client is a wealthy and rather paranoid netrunner who has rewired her floor's security systems, disconnecting them from the central security office and linking them into her own terminal. Apparently, she has suffered some kind of severe neural damage (from tangling with some Black Ice in the Net) and has left her terminal in command of the security systems on her floor. The building security guards have no idea how to get onto the floor, and although they have called their support services to undo the damage, these will not arrive for 15 minutes.

Computer: The woman's computer has two CPUs, with eight memory units containing Databaser, Genie and Dee-2 controller programs, plus Knockout, an antipersonnel program (*Cyberpunk 2.0.2.0.*, page 130). There is also a one-MU program that is not labeled. When this program is opened, it turns out to be a set of controller instructions, designed to access the controller menu and substitute itself for the netrunner while it is running. This allows the netrunner to do other things, like lay unconscious on her apartment floor.

If no netrunner is available, a Techie can try to jury-rig a direct hookup into the building's security systems to allow elevator access to the floor (currently, the controller program has locked off the floor from elevator access). Once this is done, the PCs will have to deal with the robots.

Robots: Two robots are on this floor, both standard cleaning 'bots modified to carry micromissile launchers (*Cyberpunk 2.0.2.0.*, page 82). One robot has exited the apartment and taken position in the hallway, while the other remains in the apartment

near the netrunner's body. The moment the PCs step off of the elevator into the hallway, the first robot will attack. The other will attack anyone entering the apartment. If a netrunner has not already disabled the controller program, doing so after the PCs enter the floor does no good, since the 'bots carry out their last instructions. Also, the controller program has to be disabled in order to prevent the SP 20 steel door from being closed and locked (bypassing the lock is a Very Difficult Electronic Security task).

The robots are 0.75 meters high, and each has a Movement Allowance of 2 with its tracks. Each has an SP of 10 and an SDP of 20. The robots fire one round at each target until they run out of ammo. The missile launchers are mounted on the robots' cleaning arms, which have been modified to have a REF of 9. Each 'bot has Handgun skill at level 2.

If a robot is hit, roll 1D6. On a roll of 1, the robot's control center is hit, and if the damage penetrates the casing, the 'bot is out of business.

If the PCs are unaware of the robots when they step into the hallway, they will be ambushed, and the hallway robot will gain a +5 bonus for ambush on that turn.

By the time the PCs get to the client (if ever), determine her Death State by rolling 1D10+4. Of course, if she is a 10 or above, she cannot be saved. Such is the price of paranoia.

Ambush at the Park

The PCs get a broken card call at Lake Park. When they arrive, they find the card's signal, but they do not see a body. Circling around, they find nothing, but they are ordered to land and investigate. When they land, they find the broken card, but no body.

As the PCs investigate, the vehicle crew hears a sharp thud from the roof, as if something fell onto it. At that moment, the cockpit control board suddenly sparks and pops, and all cyberware goes dead. The team has been hit by an EMP grenade (*Chromebook*, page 47), and everyone within the vehicle suffers this effect. Any PCs more than two meters from the vehicle, they are unaffected.

When everyone comes to, they see six Boosters from the Blood Razor gang charging toward the vehicle. The Boosters are heavily armed, and they intend to slaughter the crew and take the valuable drug supply on board. The AV's avionics have been disrupted by the EMP, and the vehicle will be unable to lift off until backup systems are switched on by the pilot and/or crew chief, which is an Average task for AV Pilot skill. Since the minigun is mounted on the chin of the vehicle, it will have to make do with personal weapons. Have fun. Ω

MERC: 2000™
Dark Angel of the Night
Robert James Christensen

MEGATRAVELLER™
Silent Wings
Terrence R. McInnes

CALL OF CTHULHU®
From the Trenches
Adam Geibel

GDW

ELMORE '92

Tiger

Now there's a new threat in the city—a new tiger in the urban jungle.

*T*his adventure takes place in New York City and is intended for a group of Experienced PCs. If the PCs are media characters, they are assigned to cover the story of a series of bizarre murders. If the PCs are police, they are sent to deal with the situation. Corporate characters may seek to find out what is going on and perhaps to discredit Adrek—or acquire the bio-weapon for their own studies. Fixers, rockerboys and netrunners may be brought in by others or may blunder into the situation. Solos may be hired to destroy the menace, recapture it for Adrek or capture it for another corporation.

New York City is in far worse shape in 2020 than it was in the 1990s. Some areas are corporate zones—crystal and steel buildings, domed parks, elite corporate security. Other areas are war zones—worn-down buildings, burned-out cars and roving gangs. Most noticeable is the oppressive urban environment, and the sharp contrast between the haves and the have-nots.

INVESTIGATION

The tiger kills one person every day or two, depending on how active it is. As general guidelines, the tiger selects victims who are alone, accessible, not obviously ill and not obviously armed. It tends to attack its victims in their homes, at night.

One way to learn more about the tiger is to access the police computer. The files are open to the police, and the media may be allowed access to some of the information. Of course, the acquisition of a police report would be a good job for a netrunner. Adrek will also be making a run against the police computer—it doesn't want the police comparing codes in the tiger's DNA with what might be found in an Adrek lab. Police computer security is fairly stiff, but will contain no black programs (after all, they are illegal).

Another way to track the tiger is to investigate the scene of one of the killings. Crime scenes are legally accessible to police and (to some extent) the media. If the PCs have access to infrared tracking equipment or pheromone trackers, they can follow the tiger's signature. Tried and true methods of investigation can also be used (questioning

witnesses, looking for traces of the tiger's lair that might be left at the scene of the crime, etc.).

If the PCs are allowed to visit the scene of a crime, they find a lot of blood, a broken lock and a mutilated victim. If the PCs investigate a crime scene illegally, they find police markers, lots of blood and a broken lock. Typically, a police electric eye, motion sensor or sound monitor is present at the scene. The exact nature of the device and the difficulty in detecting and neutralizing it are left up to the referee.

Police

Since the tiger has not killed anyone important, the police have only assigned one cyberpsycho officer to the case. If the PCs are police, they can also be assigned, perhaps after the tiger wastes someone important enough to increase the case's budget.

Police characters have access to the following information: Due to the marked similarities in cases 2789-2798, it is believed that they are the work of a single individual. The relevant similarities are as follows: The wound patterns are all similar and appear to have been inflicted by the same weapon. (Forensics speculates that the weapon is an organic compound ripper.) The victims were all mutilated in the same manner. None of the victims' possessions were taken. Speculation that the killings are assassinations has proved groundless. There are no evident connections between the victims. Testing of skin and hair samples found on the "scratchers" of one victim indicates that the material is bio-engineered. The lab report indicates that the material does not match any known types, and may be unique or at least rare, making identification considerably easier.

Media

Unless the tiger wastes someone important, coverage of the killings is limited to the rear pages and small news blurbs. If news gets out that the killer is an artificial life form, media coverage will increase. There are media teams aplenty in NYC, and their equipment varies from AVs and cybercams to people on foot with notepads.

The media is aware of the following: According to police sources, the bizarre killings appear to be the work of a bio-engineered serial killer. Due to the nature of the mutilations, this killer has become known as the "tiger." The fact that there has been no apparent motivation in the attacks (nothing was stolen, and the victims seem to be unconnected) indicates that the killer is a psychopath or sociopath who kills solely for the sake of killing.
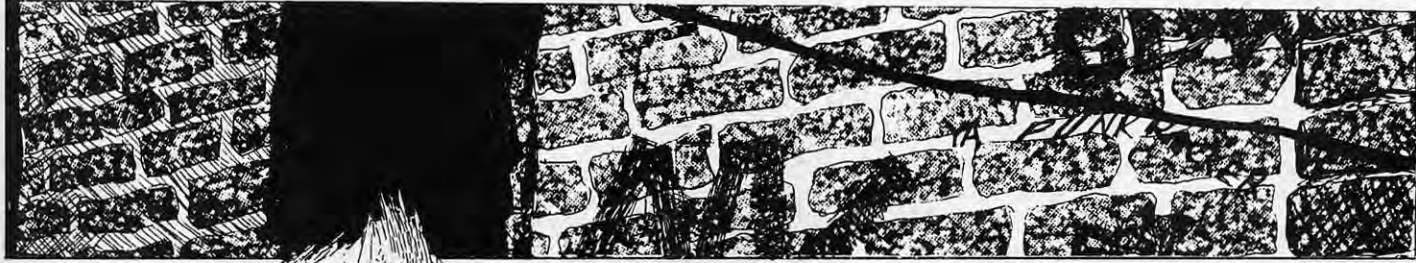
Adrek

Adrek has had a series of public relation nightmares over the past few years and wishes to avoid another one. It is sending a single agent to deal with the tiger. This agent is also an artificial life form, but more stable than the tiger, and it does not need to eat humans. It is aware that it has been wired 12 ways from Tuesday with nasties to ensure its good behavior. Its goal is to recapture or kill the tiger.

If any of the PCs are Adrek personnel (and if they are "in the know"), they are aware that the tiger escaped from an NYC laboratory and that it is probably responsible for the killings. (Two days prior to the first murder, the bio-weapon escaped from an Adrek research laboratory in New York. It laid low for awhile—until it got hungry. It then began to hunt in the urban jungle in order to gain the sustenance it requires, namely human beings. The police and media are correct that it is not killing for an ulterior motive. It is killing to stay alive.)

Other Corporations

Other corporations would love to see Adrek go through another public relations purgatory. They would also love to get their hands on the tiger for study. If the news leaks that an Adrek product is on the loose again, several well-equipped corporate teams will be on location. The corporations wanting to ensure that Adrek gets dragged over the coals publicly will cooperate with the police (hoping for some good PR). The ones that would like to acquire the artificial life form for themselves will not be so cooperative.

Corporate teams consist of three to five Corporate Muscle solos (special ability level 7), led by a Professional Operator (special
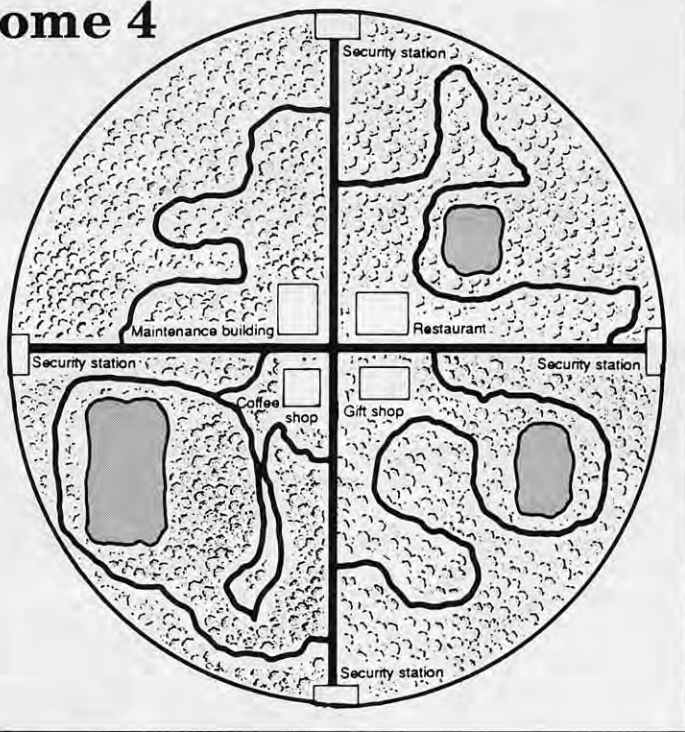
Unfortunately, I'm the hunter. *By Michael C. LaBossiere*

Parkdome 4

Security station
Security station
Maintenance building
Restaurant
Security station
Security station
Coffee shop
Gift shop
Security station

ability level 8). They will be well-equipped with weapons and will have transportation. They are likely to be cyberenhanced.

TRACKING THE TIGER

The first part of the adventure should involve the PCs in attempts to track the tiger and find out what it is. Investigations will range from police work to netrunning data forces. Use the encounter tables for Night City in *Cyberpunk 2.0.2.0.* to generate random encounters to supplement the investigation. Other possible encounters include meeting up with the other tiger hunters mentioned above. These other hunters may be friendly, neutral or hostile toward the PCs, depending on who they are. For example, police PCs may have a run-in with the Adrek agent and with a team from one of Adrek's rivals.

NPC groups may also encounter the tiger or each other. For example, the tiger may wipe out a media team that surprises it. The PCs will learn about any such encounters through their communication channels or by watching the news.

Eventually, the PCs meet up with the tiger, either by chance or as the result of careful investigation. In whatever manner, they manage to interrupt one of the tiger's meals, allowing the PCs to see what they are facing without having a good opportunity to bag the tiger. A brief melee follows, and the tiger escapes.

FINAL ENCOUNTER

At some point, the tiger leaves a message written in the blood of its latest victim. The crudely written but utterly shocking mes-

sage is this: "Killing is wrong. I'll be at Parkdome 4." The tiger does, in fact, go to Parkdome 4 after this kill and wait in the trees. Amazingly enough, a news team discovers the message before the police, and the report is broadcast, drawing all the surviving hunters to the scene.

Utter chaos prevails at Parkdome 4. The police try to evacuate the place and restore order, while hunting the tiger at the same time. Innocent bystanders panic and flee the coming of the tiger, while thrill-seekers come to watch the action. The tiger calmly waits for someone to come and try to kill it.

The tiger ignores the spectators, but attacks anyone who attacks or physically threatens it. The various groups of hunters may find themselves fighting the tiger while also battling one another for the privilege of bringing the tiger down.

Eventually, the tiger is killed. What happens next depends on who gets it. If the police get it, they will analyze the body and eventually trace it to Adrek, and an investigation of Adrek will follow. If a rival corporation gets the tiger, it will take the tiger for research and eventually try to build another. If the PCs bag the tiger, what they do is up to them. Keep in mind that Adrek, the police and the rival corporations may be quite interested. For example, if the PCs burn Adrek, they will be visited by a corporate retribution team at some point.

PARKDOME

With the decay of society and the environment, outside parks have become increasingly dangerous and vile. In response to his trend, some major cities have constructed

parkdomes (with corporate support). These are giant domes that contain a purified atmosphere and a carefully processed park (filtered and treated soil and water). Parkdomes contain a variety of genetically engineered trees (guaranteed to be immune to various new diseases) as well as artificial lakes. Some are even lucky enough to have a few birds, squirrels or chipmunks.

Armed guards are posted at each entrance. These guards collect a fee for the use of the park ($20 an hour, generally) and keep order. Naturally, there are numerous rules (no littering, no pets, no walking off the trails), and they are strictly enforced.

Entrances: Each entrance consists of a security station which contains monitors linked to the ceiling cameras of the domes. Also present is the ticket counter. There are four armed guards at each entrance.

Lakes: Lakes are artificial, and some have fountains. There are actually fish in these lakes (they are stocked by a corporation).

Maintenance Building: This building contains the pumps, power plants, computers and equipment required to keep the parkdome running. There are generally four or more workers and technicians here at any time.

Restaurant: An outdoor restaurant with exorbitant prices. Expensive, but where else can you eat outside and not have to brush industrial waste off your food?

Coffee Shop: An outdoor beverage shop. Expensive, of course. This area is favored by up-and-coming corporate personnel.

Gift Shop: Contains a variety of ecology- and nature-related items (shirts, sandals, jewelry, bottles of clean water, pictures of birds, etc.). Expensive, of course.

ADREK BIO-OID

Science fiction has abounded with tales of artificial life created for specific purposes. The late 20th century saw the development of tailored microbes and viruses, mostly created in government labs and used as biological weapons. The 21st century saw the continuation of previous trends in research advancement and weapons production.

In 2020, Adrek Corporation succeeded in producing a new type of bio-weapon. Like its predecessors, this weapon was tailored and was not human. Unlike its predecessors, it was the size of a man and more discriminating about what it would kill.

Constructed out of tailored organics and enhanced with cybernetics, the Adrek bio-oid is a highly efficient weapon. It combines the innovative ability and adaptive capability of the organic life form with the strength and efficiency of the machine.

Intelligence: Bio-oid brain structure is nearly identical to human brain structure. Bio-oids are capable of advanced thought and language use. The "instinctive" parts of their brains take up a higher percentage of

their brain than in a human, which means they tend to follow automatic responses more often than a human would. In game terms, bio-oids can be run like human NPCs, but they will tend to fall into repetitive actions. Further, their self control is fairly low. For example, in combat, they tend to continue to tear into an opponent who was killed five minutes ago.

Morality: As intelligent creatures, bio-oids are capable of moral judgments. Oddly enough, they seem to have a well-developed set of moral beliefs, many of which contrast sharply with their creators and their creators' plans for them. It is speculated that their moral structures are due to their extensive training and perhaps to their closer proximity to their emotions and instincts.

Bio-Oid Model One

The first successful bio-oid was constructed using a mixture of human, orca and tiger genetic material. Advanced nanotechnology and cybernetic technology were employed in its construction. It was designed as an assassin unit to hunt down and kill individual humans. To provide it with a strong motivation, it required human organic material for its sustenance.

The model was well-equipped for its job. Organic rippers and fangs were built into its structure, and its reflexes and strength were enhanced. The finished product was manshaped, with extendable claws and a striped hide. And an appetite for human flesh.

Int: 4	Tech: 1
Ref: 11	CL: 9
Luck: 3	Att: 2
Emp: 2	Bod: 11
MA: 9	

Skills: Combat Sense +8, Hide/Evade +6, Language (English) +2, Shadow/Track +7, Wilderness Survival +6, Athletics +7, Dodge & Escape +7, Melee +7, Karate +6.

Hardware: Pain Editor, Neural Processor, Kerenzikov Boosterware (+2), Skin Weave, Muscle & Bone Lace, Enhanced Antibodies, Toxin Binders, Nanosurgeons, rippers and implanted fangs.

Special: Eyes equivalent to low-lite cyberoptics.

BM1 is in the process of developing a moral sense. The first development comes when it realizes that it is wrong for Adrek to keep it prisoner, so it escapes. Later, it begins to feel remorse about its killings. Unfortunately, it cannot survive without human flesh, and it was programmed to kill—a program which it cannot override. Eventually, it realizes that the only way it can stop is to try to die. Its programming prohibits suicide or even not defending itself when threatened. Thus, it came up with a plan to allow itself to be killed through no real action—or inaction—of its own.

Bio-Oid Model Two

The second bio-oid combined tiger and human generic material with the cyber and nanotechnology. It was designed to serve as a weapon-bearing soldier.

Adrek learned a valuable lesson from BM1's escape and applied this lesson to BM2. This model was given a greater intellect and does not draw its sustenance from human flesh. It is more human in some ways than the first bio-oid. BM2 has several "loyalty ensurers" built into it and has been informed of this fact. As such, BM2 is careful to obey its owners.

Int: 6	Tech: 2
Ref: 10	CL: 8
Luck: 2	Att: 4
Emp: 1	Bod: 9
MA: 8	

Skills: Combat Sense +8, Hide/Evade +4, Shadow/Track +4, Wilderness Survival +2, Athletics +6, Handgun +4, Submachinegun +4, Rifle +4, Melee +4, Karate +5.

Hardware: Kerenzikov Boosterware (+2), Neural Processor, Interface Plugs, Muscle & Bone Lace, Skin Weave, Enhanced Antibodies, Toxin Binders, Nanosurgeons, Rippers.

Surprises: Brain Bomb, four neuro-toxin sacks implanted in major organs, three viral bombs implanted in bones, and a heart bomb. (See **Challenge 43**.)

BM2 looks almost human, and with today's body-sculpting, it can easily walk the streets. It is not particularly fond of Adrek and is not happy to be hunting down BM1.

However, the surprises implanted in its body give Adrek a great deal of control over it. Ω

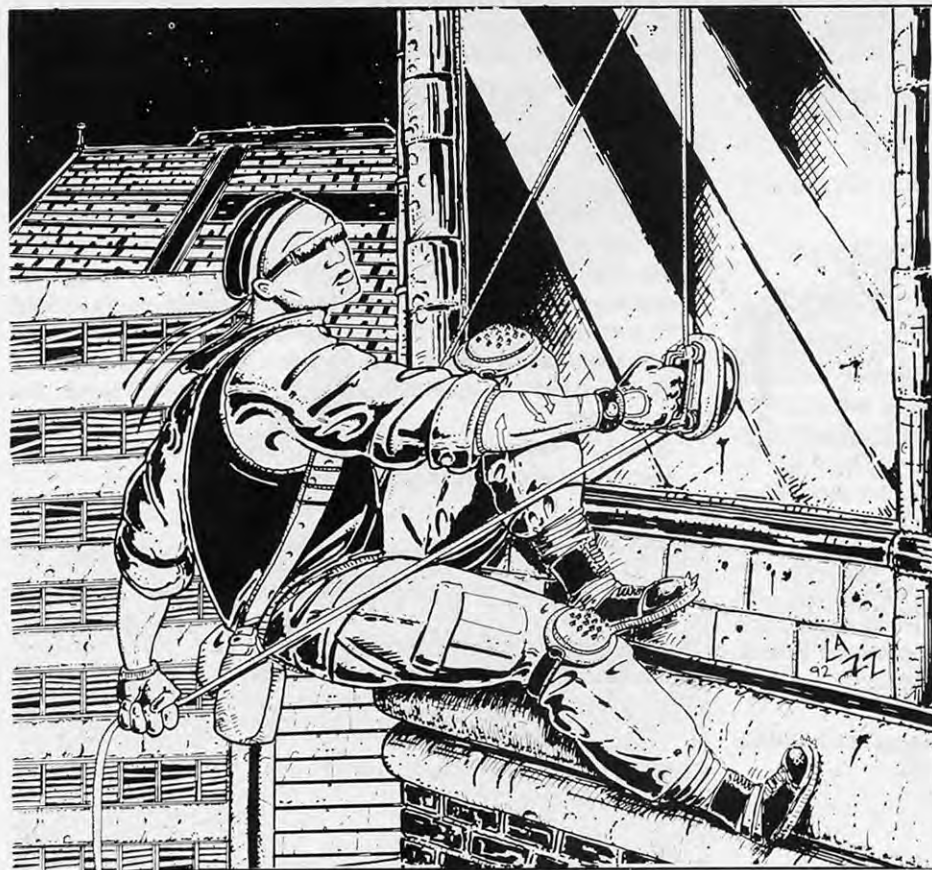# CHALLENGE 64

The Magazine of Science-Fiction Gaming

DARK CONSPIRACY™
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WHEN EMPIRES FALL

GDW

By David Kufner

Jack slid down the black rope and clung to the side of the Yakuza headquarters building with his cyberarm.

He pulled a vile of yellow gel out of his back pack with his free hand.

After smearing the goo onto the window, he produced a spritz bottle and coughed slightly as the chemical reaction took place and the window began melting.

*H*ave you ever created a character who was really boss? The best thing since cheese in a can? You probably ran this character through thick and thin. You brought him from fleshless stats to a breathing relative, only to have a referee move away or drop your current game version.

The following tables offer a small solution for the disillusioned cyberplayer or for someone who just wants to take a look at a different gaming system with a tried-and-true PC.

These tables will help you convert characters to and from *Cyberpunk 2.0.2.0., Shadowrun, Cyberspace* and *Space Time*. Consult your referee for weapons stats and other nuances.

CONVERTING *SHADOWRUN* TO AND FROM *CYBERPUNK*

Shadowrun Attributes (D6)	Cyberpunk 2.0.2.0. Statistics (D10)
Body	Body
Quickness	Reflexes
Strength	Movement Allowance
Intelligence	Intelligence
Willpower	Cool
Essence	Empathy
Reaction	Technical Ability
Charisma	Attractiveness
Magic	Luck

Add 4 points to attributes when going from *Shadowrun* to *Cyberpunk 2.0.2.0.* Subtract four points from statistics when going from *Cyberpunk 2.0.2.0.* to *Shadowrun.*

Conversions

Converting Character Classes

Shadowrun Archetypes	Cyberpunk 2.0.2.0. Roles
Decker	Netrunner
Detective	Cop
Company Man	Solo or Corporate
Merc	Solo
Gang Member	Fixer
Tribesman	Nomad
Rigger	Media
Rocker	Rockerboy
Shaman	Med Techie
Wage Mage	Techie

There are no modifiers for skill crossovers. When going from *Shadowrun* to *Cyberpunk 2.0.2.0.,* you lose the general bonus, so you gain the general bonus when going from *Cyberpunk 2.0.2.0.* to *Shadowrun.* Since there is no magic in *Cyberpunk 2.0.2.0.,* apply skill points to technical skills.

CONVERTING *CYBERSPACE* TO AND FROM *CYBERPUNK*

Cyberspace Attributes (D100)	Cyberpunk 2.0.2.0. Statistics (D10)
Constitution	Body
Strength	Body
Self-Discipline	Cool
Presence	Cool
Quickness	Movement Allowance
Reasoning	Intelligence
Appearance	Attractiveness
Empathy	Empathy
Memory	Technical Ability
Agility	Reflexes
Intuition	Luck

Divide by 10 when going from *Cyberspace* to *Cyberpunk 2.0.2.0.* Multiply by 10 when going from *Cyberpunk* to *Cyberspace.* Add two together and divide by five going to *Cyberpunk 2.0.2.0.* Use statistic multiplied by 10 for both stats going to *Cyberspace.* Skills convert straight up for points.

Converting Character Classes

Cyberspace Characters	Cyberpunk 2.0.2.0. Roles
Sleaze	Corporate
Sneak	Fixer
Killer	Solo, Nomad or Cop
Net Junkie	Net Runner
Jockey	Rockerboy or Media
Tech Rat	Techie or Med Techie

CONVERTING *SPACE TIME* TO AND FROM *CYBERPUNK*

Space Time Attributes (D20)	Cyberpunk 2.0.2.0. Statistics (D10)
Constitution	Body
Strength	Movement Allowance
Bravado	Luck
Stamina	Cool
Intelligence	Intelligence
Appearance	Attractiveness
Willpower	Empathy
Perception	Tech

This applies when converting skills and statistics. Divide by two when going from *Space Time* to *Cyberpunk 2.0.2.0.* Multiply by two when going from *Cyberpunk 2.0.2.0.* to *Space Time.*

Now maybe you'll find it easier to convert characters between gaming systems. Good luck! Ω

Fiberpunk

Cyberpunk is filled with mechanized psychopaths who would kill without a second thought. Why has the world fallen into such decay and depravity? The answer is simple— a low-fiber diet.

By Justin Schmid

While the boosters fight the corporate domination and the runners hack their way into black files, a new breed of rebels has hit the street. They move with vibrant energy. They're fiberpunks! Health food addicts with an attitude!

"Fiberpunk" can provide a temporary relief from the stressful campaign world of *Cyberpunk* or an on-going part of the background, providing a new angle on the dark future.

BACKGROUND

Since the early '60s and the hippie movements, a new consciousness has been spawning. One that casts off the shroud of fast food imperialist and bourgeoisie, and dons the vestiges of a high-fiber, low-cholesterol diet.

In the '90s, the fiberpunks infiltrated the Yuppies and converted cereals across North America to fiber and bran versions. Through the chaos of the turn of millennia, they have kept in the background, subtly influencing the masses. They are responsible for the New Age movement, and are adamant believers in reincarnation, channeling and spirituality (the latter being utterly foreign to any cyberpunk).

The fiberpunk movement is needed now more than ever. Deca-

dence and poor nutrition reign over the land, and a new breed of fiberpunks have taken over the fight.

Armed with rock-hard bran muffins and rice-cake launchers, they've taken to the streets to help the hapless cyberpunks mend their unhealthy ways. Needless to say, fiberpunks have very short lifespans on the street.

CYBERPUNK VS. FIBERPUNK

The fiberpunk philosophy is radically different from that of the cyberpunk. While there is a great deal of diversity, the fiberpunk philosophy is based on three golden rules:

Substance over Taste: The better the food tastes or appears, the worse it is for you. Thus, foods resembling building materials are considered the best of the bunch, especially when they also *taste* like building materials.

Fiber is Everything: When you eat, make sure the fiber content rivals that of the thickest carpets. If you eat fiber, then you are fiber. If you don't eat fiber, you are nothing. Well, except maybe a cyberpunk.

Live in Harmony: Harmony is a state of being that few non-fiberpunks attempt, perhaps due to ignorance, perhaps due to cowardice (or perhaps due to sanity). To be harmonious is to be one with the universe. Whatever that means.

FIBERPUNK CHARACTERS

Fiberpunk character generation begins with selecting a role to play. While roles such as solo and netrunner really don't fit in with the fiberpunk image, most other roles can be altered to suit the fiberpunk philosophy. A few examples are health food salesman (fixer), health activist (media) and folk singer (rocker), as well as a new fiberpunk role, the quasi yogi-shaman.

Quasi Yogi-Shaman

You grew up among unenlightened mundanes. But you always knew you were special, even when the teachers suggested you consider a full-time career in fast food. When you reached adolescence, you found your true calling. Playing with Ouija boards and Tarot cards, you learned you could foretell the future (well, at least 20% of the time). Then, in university, you discovered the way of health and the wonders of channeling. Soon, you had Rocky Raccoon from the animal kingdom beyond speaking through you, among others. Some call you crazy, insane, weird, freak, nutcase—but you know you are gifted. After all, all those baby boomer books told you so, right?

Quasi yogi-shamans can take any skill that does not involve combat, favoring the fiberpunk skills over all others.

Quasi yogi-shamans are able channel spirits, people, animals, insects, lamp shades, etc. What the character contacts or whether he reaches anything is up to the referee. Roll on the Channeling Result table for what the character thinks he reaches.

Channeling Result

Roll	Result	Roll	Result
2	Rocky Raccoon	12	Living relative
3	Lamp shade	13	Shakespeare
4	Caveman	14	Distraught maiden
5	Loch Ness monster	15	Elvis
6	Ghengis Khan	16	Alien (rude)
7	Mickey Mouse	17	Guy named Bob
8	Alien (nice)	18	Phantom of the Concert
9	Dead relative	19	King Kong
10-11	Elvis	20	Demon (very polite)

STATS

Three new stats are added for fiberpunks and cyberpunks alike. These are Regularity, Health Level and Harmony. Like other stats,

they have a maximum of 10 and a minimum of 2. Cyberpunks roll 1D6 for this state, rerolling results of 1. Fiberpunks roll 2D6, rerolling results of 11 or 12.

Regularity (REG): One of the most vital stats of any real fiberpunk, this is a measure of how regular he is. This is beneficial, as one would hate to be hit with the need during a crucial firefight. Laxatives can help for those with low ratings.

Health Level (HEL): This statistic represents just how healthy the foods the character eats are, indicating his relative blood pressure, cholesterol level, fiber count, etc. Kibble does not improve this statistic. Sorry, cyberpunks.

Harmony (HAR): This is a relative rating of how "in tune" the character is with the universal consciousness. The higher the score, the better the character is at relating to other characters. Note that the statistic Empathy is similar, but fiberpunks made up a name they liked better and claimed it for themselves.

LIFEPATH

Fiberpunks use the same lifepath tables as cyberpunks, except that two new tables are added for accuracy in a fiberpunk's background.

Fiberpunks roll 2D10 (add rolls together) three times on the Past Life Table and 1D10 on the Family Experience Table.

Past Life Table

Roll	Result	Roll	Result
2	Shepherd	12	Cleopatra
3	Elvis	13	Picasso
4	Slug	14	Nobleman
5	Vestal virgin	15	Elvis
6	Alien	16	Mozart
7	Mickey Mouse	17	Napoleon
8	Ghengis Khan	18	Mr. Ed, the talking horse
9	Roman soldier	19	Shakespeare
10-11	War god	20	Aphrodite

Family Experience Table

Roll	Result
1	Dysfunctional family, father's fault.
2	Dysfunctional family, mother's fault
3	Dysfunctional family, brother's fault
4	Dysfunctional family, sister's fault
5	Dysfunctional family, uncle's fault
6	Dysfunctional family, mailman's fault
7	Dysfunctional family, third cousin twice removed's fault
8	Dysfunctional family, pet that died's fault
9	Dysfunctional family, anyone but your fault
10	Partially dysfunctional family, therapist's fault

SKILLS

As fiberpunks represent a different background and life-style, different skills are available to them. Here are some new fiberpunk skills, available only to fiberpunks (not that any cyberpunks would want them).

Astrology: The character is able to tell when a person is going to be lucky and when he should hide in a nuclear shelter, according to his sign. Characters with this skill tend to use the line, "What's your sign?" a lot!

Crystal Science: The character is knowledgeable of what crystals do what, and he can prescribe crystals to help the character in any way. (Got any antibullet onyx?)

Health Expert: The character knows what foods are healthy and what their fiber count is. This skill can also be used to help cook.

Magic: The character thinks he can actually cast magical spells.

Meditation: The character is able to calm himself and add this to his Harmony rating. Calm and silence are required, so no meditation during firefights.

Past-Life Regression: The character can regress people back to their former lives (see Past Life Table to determine results). Validity is up to the referee's discretion.

OUTFITTING

Fiberpunks *never* buy anything that has been used on animals, taken from animals or in some way abused animals. Now, since most animals are extinct in cyberpunk, this shouldn't be a problem. A fiberpunk will rarely use a gun or anything weapon-like (well, except bran muffin projectiles and rice-cake launchers). Fiberpunks try to avoid technological items, but Yuppie influence may result in a couple of cereal coffee-makers. All fiberpunks get $1000 no matter what role or level, because material gains are not important to them.

FIBERPUNK EDGE

Whereas cyberpunks have automatic weapons, boosted reflexes and hidden cyberweapons, fiberpunks are not without their own edge. They may be peaceful, but they're not stupid (well, not all of them). They use their own tools of the trade:

Bran Muffin Projectiles: These are rock-hard muffins that cause 1D6 damage per hit. Treat them as grenades for throwing purposes. Goat cheese muffins have five-meter area effect of nausea. $1 each.

Channeling: The character is able to have spirits speak through his body. Use the Channeling Result Table for what the character channels when attempting this. Make sure he adopts a funny voice, too!

Crystals: Depending on what the crystal is, it may grant certain "powers." Validity is up to the referee's discretion, but a certain amount of belief may cause an actual effect.

Fiber Food: This is any food that has a high fiber count. It often tastes more like cardboard than anything. An Average BOD check is required to actually bite into the stuff, but +1 Regularity is gained for the week. Cost is $200 per week.

Organic Health Food: This is any food that is not artificial and was grown with no insecticides. Meaning that insects were allowed (nay, encouraged) to feed upon this food and may still be living

within. Health rating is improved by 1 per month of eating this food. $200 per week.

Past-Life Regression: Someone skilled in this is needed for success. Finding out one's past life can help explain one's current situation. (I was Napoleon in my last life? I guess that's why I simply love french fries!)

Rice-Cake Launcher: This ingenious device was created by the inventor Frankfurter, who commented after designing it, "Well, what else was there to do with the little cardboard pucks?" Accuracy is – 2; maximum range is 20 m; damage is 1-2 points per hit; and ROF is 2. $25 for the launcher and $1 for a package of 10 rice cakes.

Therapy: Only characters who come from dysfunctional families need therapy. Therapy is attended regularly by all real fiberpunks.

ADVENTURE

The characters come across a man holding a drum one night, instead of a random encounter. He is dressed in an archaic, tie-dyed T-shirt with a necklace of beads. He is dancing and beating the drum in the middle of the street, chanting "Blog" over and over. When he notices the characters, he stops, points at them and states, "I am Moonwalker, and you will help me. Blog has sent you." Assuming the characters do not simply blow this man away, they may talk to him without further interruptions from Blog. Blog, by the way, is the spirit of a great warrior who could find his way through the most difficult mazes to defeat Arag the Evil. Moonwalker "channels" his spirit. Moonwalker is intent upon destroying the great corporation McDodo. Blog counsels that Moonwalker and the characters charge at dawn and take no prisoners, but perhaps the characters will come up with a more suitable plan.

McDodo has no great assets in Night City. Its city headquarters is guarded by about 40 security personnel, all with clogged arteries and barely able to run a few steps without gasping for air. Therefore, raiding the place should not be difficult, though more subtle means are preferable.

Moonwalker

A quasi yogi-shaman, Moonwalker is on a quest to defeat McDodo, a fast food megacorporation. Blog, who came to him in a dream (after Moonwalker ate a good helping of sushi and pizza), has been offering advice on how to destroy the corporation. Blog has also adopted a high-fiber diet and prides himself on his exceptional regularity.

INT 8, REF 5, TECH 4, COOL 4, ATTR 7, LUCK 9, MA 6, BOD 6, EMP 7, HEL 8, REG 10, HAR 7.

Skills: Channeling +8, Astrology +8, Crystal Science +4, Health Expert +7 (specializes in high-fiber diets), Magic +4, Meditation +6, Past-Life Regression +3, Awareness +3, Athletics +4, Martial Arts: Tai Chi +6.

Personality: Very optimistic and constantly discussing ideas with Blog. He speaks in a deep, funny voice when speaking as Blog.

CONTINUING THE FIBERPUNK CAMPAIGN

There are countless ways to keep fiberpunks regular features in your cyberpunk game. Perhaps powerful corporate executives begin to fund their corporations according to the counsel of channeled spirits. Or a group of fiberpunks team up and begin kidnapping people off the street to convert them to a healthier way of life. There could even be rival groups of fiberpunks, one in favor of high-fiber diets, another in favor of low-cholesterol diets, and the next in favor of photosynthesizing.

Surround the cyberpunk characters with fiberpunks every time they reach for that Kibble dinner; inundate them with literature; and fill the mean street of Night City with groups of chanting fiberpunks.

In short, bring the fiberpunk influence into your campaign en masse, and confuse your players. They won't know whether to help the fiberpunks or get in some target practice. Even if the health food rebels are but a passing influence, they are sure to liven things up and make the players think twice about ordering that pizza. Ω

CHALLENGE

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GDW

The

Genecorp Biolabs has initiated a program of "sledgehammer" biology to create a hormone-based drug which could be administered to already-bioengineered cattle to cause their bodies to generate more muscle mass and, therefore more meat. In a move to usurp Biotechnica's supremacy, the marketing department has already prepared its campaign, which will, it is hoped, make Genecorp Biolabs "the corporation that feeds the world."

But as the researchers are conducting tests on simple lab rats, something goes terribly wrong. Practically overnight, the rats become horribly mutated and disfigured. Genecorp decides to abort the Seattle

Dank

branch of this project, which was also being carried out at the corporation's San Francisco labs.

All the test animals that haven't already died from the test are destroyed by lethal injection. Autopsies are conducted on some, then all the carcasses are dumped ignominiously into the sewers.

But one survives.

Unfortunately, Genecorp's technicians didn't notice that one of their pets had startling regenerative abilities. Within a few days, the creature was fully recovered, lost underground and hungry...

Pit

Article by Legion

ARE YOU SURE ABOUT THIS?

The player characters are contacted by Genecorp Biolabs to conduct a clandestine cleanup operation in Seattle's sewers. Genecorp states that a rash of disappearances in and around the city's sewers "may be" being caused by a research animal which escaped from the laboratories on the corporation's second floor two weeks ago.

The PCs are given precise instructions that this is to be a live retrieval operation—Genecorp wants the creature brought back to its labs so researchers can study what happened to it. Another condition of the contract is that no media agencies are made aware of the mission for at least one year.

Two of the PCs will be issued Nelspot Wombat airguns with one clip of 20 sleep poison pellets each, and any PCs who don't already have infrared will be loaned a pair of smartgoggles with that option built in. The PCs will also be given a black body bag to carry the creature in. Remember that having no one else find out what's in the bag is imperative.

In payment, each PC will receive $5000 Euro—$1000 in advance and the remaining $4000 on completion, with $2000 deducted from each if the animal is not brought in but proof of its destruction is provided. If no proof is given, the PCs will not be paid any more than the advance.

SECRET AGENDA

Genecorp has a plan which hasn't been divulged to the PCs. Corporate leaders realize that the creature in the sewers is a deadly menace. They wish to avoid unwanted public investigations and allegations, and they would also like to not have to pay the PCs the rest of the money for the job. Thus, Genecorp has given the PCs airgun pellets filled with plain water and smartgoggles with batteries that will run dead in one hour.

A few minutes after the PCs enter the sewers, Genecorp security personnel will lock the door behind them. Even if they do subdue the creature and return, they will not be able to exit the sewers by this route. They must go back in and find a different route.

Genecorp hopes these measures will ensure the destruction of both the animal and the PCs in the sewers. No one will ever find out what happened, and the corporation can get back to its research.

If the PCs do find an alternate route out of the sewers, Genecorp will apologize profusely, explaining that the door was locked due to human error, and will

fulfill its end of the contract—for the time being. At a later date, however, Genecorp may put a contract out on the PCs to ensure their silence.

CITIES UNDER CITIES

This adventure takes place beneath Seattle's city and corporate business core, downtown in the area bordered by Interstate 5, Highway 99, Pine Street and South King Street.

When the new corporate city center was developed in the early 2000s, the multinationals bought and brutalized their way around and through the city's Historic Preservation Ordinance. Most of the Pioneer Square Historic District disappeared under towers of concrete, steel and armored glass. The southern fragment which remains borders the city's extensive combat zones and is not a nice place to live or visit!

People soon forgot that the historic district used to be there. They also forgot about the underground.

The underground sprawls beneath about half of the downtown area, along its western and southern boundaries. It is an amalgam of the very old 1800s underground (which was a popular tourist site in the late 20th century) and the remains of buildings buried by construction crews in the first decade of the 21st century when the city's new corporate center was being built.

Referees can use the sewer/tunnel complex tiles in **Challenge 46**, page 8, to map out the underground and Seattle's sewers. A scale of five feet to one square is suggested.

WHAT WAS THAT?

Encounters under Seattle are random. Roll for an encounter once per half hour on the appropriate table, more frequently if you are a cruel master.

Sewers

2D6	Encounter
2	Creature
3	Rats
4	Sewer maintenance/cleaning robot
5	Overhead manhole/grate
6	Sewage/trash
7	Loud noises
8	Flash flood
9	Exit to Elliot Bay
10	Entrance to underground
11	Sewer works crew
12	Undergrounders

Creature: I hope your guns are loaded! (See page 60.)

Rats: A pack of five to 50 sewer rats is in the PCs' path. Roll 1D10. On a roll

of 1-4, they attack; on 5-8, they flee squealing into the darkness; on 9-10, they stay where they are and watch the PCs warily.

INT: 0, REF: 7, COOL: 4, LUCK: 4, MA: 4, BODY: 2, Run: 40, Leap: 1, Lift: N/A.

The rats have the equivalent of the skill Melee +3, and their bites cause 1D6+3 points of damage. In addition to their normal damage, the bites will cause infection on a 1D10 roll of 1. Infection will reduce a medic or doctor's medical skill check by –2.

Sewer Maintenance/Cleaning Robot: A cylindrical treaded machine blocks further passage. It is approaching the PCs with an array of steam guns and scrapers going. It will have to be destroyed or allowed to pass by backtracking to an intersection and sidestepping out of its way. However, on a 1D10 roll of 1-2, it turns in the same direction the PCs moved to get out of the way.

It will in no way resist if the PCs attempt to destroy it; it has 30 SDPs and an armor SP of 5.

Overhead Manhole/Grate: These are locked by the city in an effort to keep people out of the sewers on a roll of 1-9 on 1D10. Grates are too small for a person to fit through, anyway. They have 30 SDPs and the equivalent of 10 SPs of armor. Manhole covers have 40 SDPs and 15 SPs.

Sewage/Trash: The PCs come across a stream of sewage and trash between knee and waist deep and 30 or 40 yards long. There is an awful stench here also, and there is no way to get by the muck except by retracing their steps. Each PC must pass an Average Cool check or be racked by a fit of nausea which will make them incapable of any other action for five turns. Each PC must only make this check once each time this encounter is rolled.

Loud Noises: Assorted creepy scrapes, squeaks, slides, slithers, shrieks and screams.

Flash Flood: A flash flood of water/sewage between waist and chest high washes over the PCs. Each PC must pass an Average Reflex check or be swept off his feet and along the tunnel for five to 50 feet.

Exit to Elliot Bay: Hearing the unmistakable sound of falling water as they approach, the PCs come to a massive grate blocking the end of the tunnel. Beyond, peering through pilings under the docks, they can see the city harbor of Elliot Bay. This grate is locked and has 50 SDPs and the equivalent of 15 SPs of armor.

Entrance to Underground: A break in the sewer masonry gives onto a slightly higher, and noticeably drier, room or corridor. It appears not to be part of the sewers. Tunnels stretch off further into the darkness.

Sewer Works Crew: A wary group of two to 12 municipal workers. They are armed with pistols because of all the recent disappearances, and will be surprised and startled by the appearance of the PCs out of the sewers. Some may be trigger happy. They could be readying a maintenance robot for release or doing a spot check on a cistern or blockage.

All are wearing head lamps on their hard hats.

Undergrounders: Another paranoid group of two to 12 people. They are all armed with pistols and are carrying flashlights. They will react to the appearance of the PCs the same way the works crews will.

See Undergrounders section on the following page for more details.

Underground

2D6	Encounter
2	Creature
3	Creature's lair
4-5	Rats
6-7	Loud noise
8-9	Undergrounders
10	Entrance to sewers
11	Entrance to subways
12	Undergrounders' camp

The creature, rats and undergrounders entries are the same as on the Sewers Table.

Creature's Lair: This 15-foot-square chamber has a dirt-covered floor strewn with bones, scraps of clothing and personal effects. On a 1D6 roll of 1, the creature is here as well. The creature's lair is in the southeastern corner of the underground.

The creature found an entrance into these catacombs from the sewers and has been roaming beneath downtown and the surrounding areas in search of food.

Loud Noise: Same as on the Sewers Table, except the PCs may also hear the roar of a speeding subway train while they are in the underground.

Entrance to Sewers: A hole in the wall of the passage leads back into the sewer tunnels.

Entrance to Subways: An opening at this point leads to a square tunnel with train tracks running down its center. In the distance is a rumbling getting steadily louder.

Undergrounders' Camp: This is a series of well lit, small rooms and slightly wider corridors.
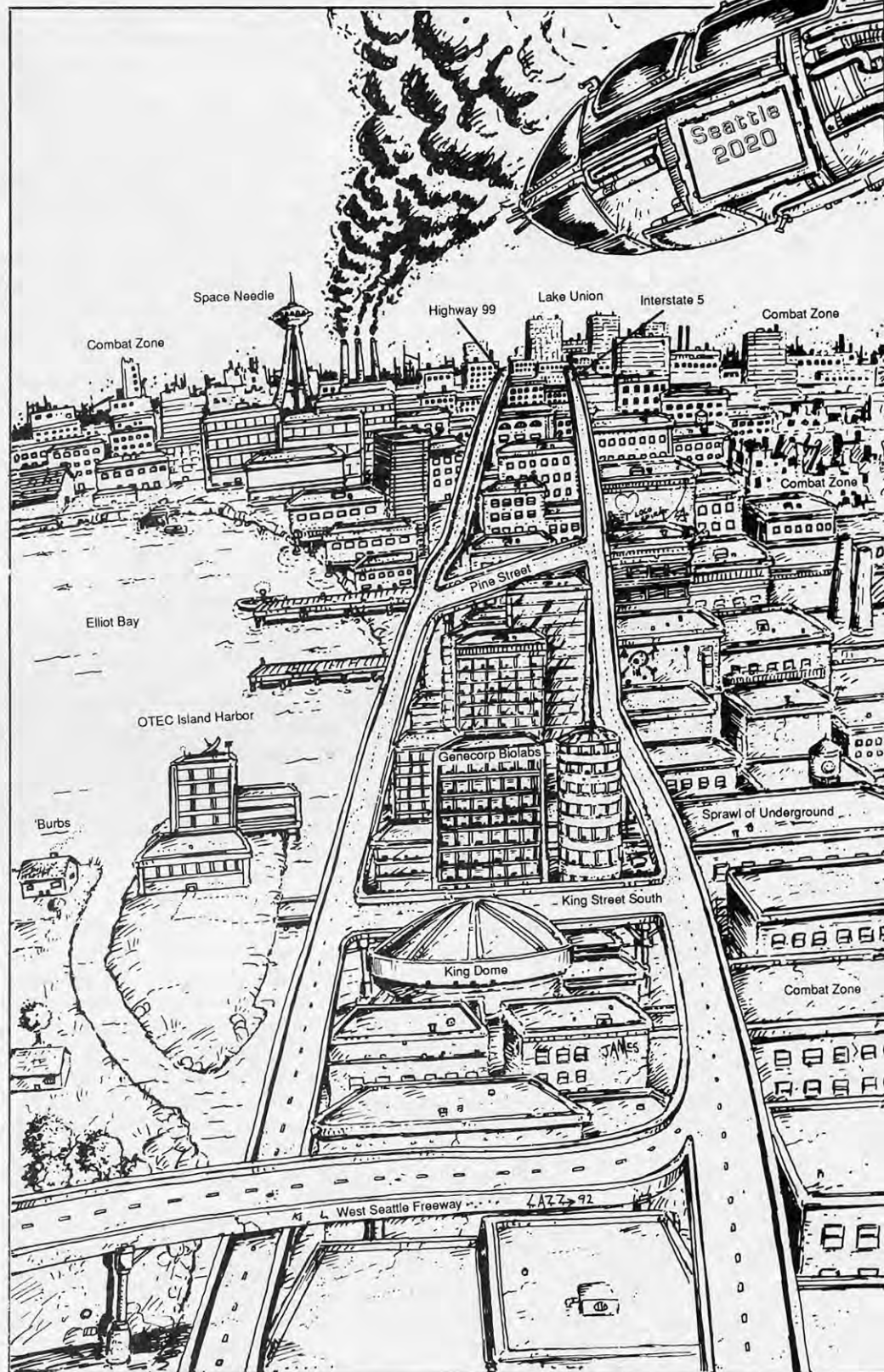
Approximately 100 people of all ages live here, although as few as 50 are present at any one time, the rest being out in the subways, the sewers, the rest of the underground and above in the streets of the city. All entrances to this camp are guarded by pistol-armed sentries.

Subways

2D6	Encounter
2	Undergrounders
3	Entrance to underground
4-5	Rats
6-7	Loud noise
8-9	Train
10	Platform
11	Subway works crew
12	Master criminal's hideout

The first four entries on the Subways Table are as detailed for the above two tables.

Train: Coming fast! Each PC must roll an Easy Dodge and Escape skill check to get out of the way or be clipped by the train as it goes by, taking 1D6 points of damage (ignoring all armor since it is meant to stop bullets, not speeding locomotives).

Platform: The PCs walk out of the tunnel into a wide, high-roofed gallery. Silence descends on the bustling crowd on the subway platform as they watch the PCs approach from the gloom.

Subway Works Crew: These municipal workers are armed and react to the PCs as the sewer works crew does. They are wearing helmet lamps.

Master Criminal's Hideout: Use your imagination!

UNDERGROUNDERS

Parts of the underground are inhabited by undergrounders (as mentioned in *Night City Sourcebook*, page 160). They are essentially a Nomad pack. They have developed very good Stealth skills while avoiding the municipal works crews which regularly move through the sewers and subway tunnels that connect to their underground.

The undergrounders are as unaware of the creature's lair as it is of their camp, which is near the northern tip of the underground's sprawl.

These people are mistrustful of strangers and, now, are paranoid as well because of the slaughters that are occurring beneath Seattle.

Some of their own people have even disappeared.

They will be startled and suspicious (and slightly impressed) if the PCs find their camp since no one else has done so.

If they intend to befriend the undergrounders, the PCs will have their work cut out for them. The use of any social skills to do so will have to pass Very Difficult checks to meet with success. If the undergrounders do befriend the PCs, they might be willing to loan them a guide or two to show the PCs how to get around down in the tunnels.

If the PCs befriend the undergrounders and then capture or destroy the creature, they will have earned the undying gratitude of the undergrounders. The PCs will each be granted the equivalent of a Family skill level of +2 usable with the undergrounders.

If they don't befriend the undergrounders, then the PCs won't get any recognition from that quarter if they eliminate the creature.

CREATURE

INT: N/A, REF: 9, COOL: 8, LUCK: 6, MA: 9, BODY: 10, Run: 45, Leap: 2.75, Lift: 50.

Skill (Equivalents): Melee +7, Awareness/Notice +8, Stealth +7.

Traits: Enhanced Senses (Hearing), Rapid Mass Gain, Rapid Healing, Malleable Skeleton, Claws and Fangs, Resilient Skin (SP 10).

This wretch started its existence as a lowly rat. Now that Genecorp has toyed with its DNA, it is a twisted mockery of its former self. Its rotting flesh is dry and blistered, covered with broken patches of fur. Its limbs are gnarled and malformed, ruined by the biological processes unleashed upon its body.

The creature has superior hearing, equivalent to the Amplified Hearing and Enhanced Hearing Range cyberaudio options, which it uses to hunt. Thus, it can be easily deafened, but, unfortunately, so can the PCs in the sewers.

The creature's trait of rapid mass gain causes it to grow about five centimeters taller and half a kilo heavier every time it feeds.

It walks erect on its hind legs, and is now 2.5 meters long from nose to tail-tip and around 225 kilos in weight.

It has developed malleable bones, allowing it to squeeze through narrow cracks in the underground's brickwork which would block the passage of an ordinary creature its size. Its eyes are reflective like an alligator's, and it is easily blinded by bright light down in the dark where it hunts. Its claws are equal to rippers, and its fangs are equal to a full-mouth set of implanted fangs. It may make three attacks each turn, one with each of its weapons. These must all be directed at one opponent, however.

If it is critically injured during a fight, it will flee to its lair to lick its wounds. Here its rapid healing ability (4 points per day) will get it back up and running in fairly short order.

The creature hasn't yet come across an entrance to the subways from the underground, nor has it found an exit to Elliot Bay.

FREAK SHOW

Following are rules suggestions to help *Cyberpunk* create biotech horrors of their own. These rules are intended to be skeletal and adaptable to your particular campaign situation.

To begin with, the following must be determined:

Type of Experiment: Anything from breeding bigger Komodo dragons to gene-splicing human and wolf DNA. It's up to you.

Type of Animal: This will be determined in part by what the experiments were supposed to accomplish. Again, it's up to you.

Statistics: Roll the animal's stats (1D10 for each). All animals have INT, REF, COOL, LUCK, MA and BODY. All animals have an INT of zero unless they develop the INT Gain trait.

Apply any modifiers to these stats that make sense. For example, a gorilla is going to have a BODY of higher than 10, while a goldfish's BODY is going to be 1 or 2 at the most.

Skill Equivalents: Creatures should also be given a number of skills (or their equivalents) to account for their learned abilities and instincts. Common sense should prevail here.

Number and Type of Traits: Roll for these, or decide how many traits your beast has, then roll or pick them from the following table:

Traits

2D10	Encounter
2	Armor plating (SP 10+2D10)
3-4	Claws/talons/fangs
5	Cloning (replication from pieces)
6	Enhanced senses
7	Flexible/malleable skeleton
8	Gills
9	INT gain (+1D6)
10-12	Larger (1 to 100%)
13	Poison bite/stinger/skin
14	Rapid mass gain (size increases every time it feeds)
15	Regeneration (rapid healing, 4 points per day)
16	Resilient skin (SP 2D10)
17	Smaller (1 to 100%)
18	Spines/tail
19	Superhuman STR (Body 10+1D10)
20	Webbed "hands" and "feet"

Traits possessed by the creature will depend on what the experiments were meant to accomplish.

For ease of conversion, all traits (where possible) should be the equivalent of one or more cybernetic enhancements described in the game's basic rule book. Thus, it should by easy for referees to come up with newer and more gruesome traits. Ω

To find out more about the Seattle underground and tours that go through, write to Bill Speidel's Underground Tour, 610 First Avenue, Seattle, WA 98104.

Thanks especially to Phyllis for being so helpful.

The universe is large enough and old enough that the existence of other beings more advanced than humanity is not merely likely, it is virtually guaranteed. I have known this for a long time. But knowing this and finding a 3 million-year-old spacecraft is a lot like the relation between knowing that being shot will hurt and being shot.

Captain Ruth Milkin (NASA)

By Michael C. LaBossiere

This adventure is intended for a group of PCs with experience in space. If you intend to play in this adventure, please do not read any farther.

A copy of *Near Orbit* is required. This adventure is written with the assumption that the PCs are part of the team responsible for the evacuation and transportation of a 3 million-year-old alien spacecraft. PCs will be assigned to positions on the team based on their expertise. Exactly how the PCs end up on the team is up to the referee. The adventure can be modified if the PCs are not team members (for example, they may be hired to steal it).

BACKGROUND

Six weeks ago, a graduate student and his advisor completed an experiment in which the electromagnetic field of the moon was carefully examined. This activity was met with the indifference reserved for most academic endeavors. However, the data revealed an interesting fact: A regularly occurring electromagnetic flux was detected in an area where no human activity was occurring. The advisor suspected it was an abandoned power cell or some other junk. The grad student decided to investigate the site and, armed with more precise instruments, determined that the flux was a signal of some kind, apparently not of human origin. To ensure he would receive the credit for the find, the

student filed his results with ESA and NASA. In response, an NASA/ESA team was sent in to undertake the excavation. A vacuum base camp (VBC) was established on the site, and the dig began shortly thereafter. For various reasons, a media blackout was put into effect (one of the reasons being to avoid ESA and NASA becoming laughing-stocks if the whole thing turns out to be a hoax). The adventure begins as the digging ends.

VBC

The dig site is located on the moon's surface, on the dark side of the moon. Because of this, the expedition will rely on artificial lighting. The dig site consists of the rectangular dig cover, with a pile of excavated dirt on either side. In front of the dig cover is the VBC. The dig cover is a section of armored hull material (SP=45) that is being used to protect the dig site. Underneath it is the dig shaft.

The VBC is a portable shelter used in exploration of hostile worlds (the moon and Mars, so far). It is armored (SP=25) to prevent accidents. It is designed to sustain a crew of 10 for 30 days. The interior includes the following:

Airlock: The airlock is designed so that both doors cannot be opened at the same time.

Control Center: The VBC's systems are controlled from here. The room also houses the communication gear (laser communication link and radio).

Machinery: The machinery required to run the life support, airlock and so forth is located here.

Quarters: Each room is equipped with a bunk bed, two lockers, a terminal and low-gravity bathroom facilities. The rooms are double occupancy.

Rec Area: This area contains physical and mental entertainment designed to prevent the crew from going space happy.

Storage/Life Support: The batteries, water, air and life support equipment is located in these sections.

ACTION

Prior to the events listed below, the referee will want to describe the dull week of work prior to the uncovering. If desired, an emergency or two (a life support accident, a nearby crash, a lost person on the moon) can be used to liven things up and make the situation more real for the players.

The first phase of the work is the scanning of the site with various instruments. This will reveal that a very high-density object is locked beneath the lunar surface and that it is emitting electromagnetic energy. The object appears
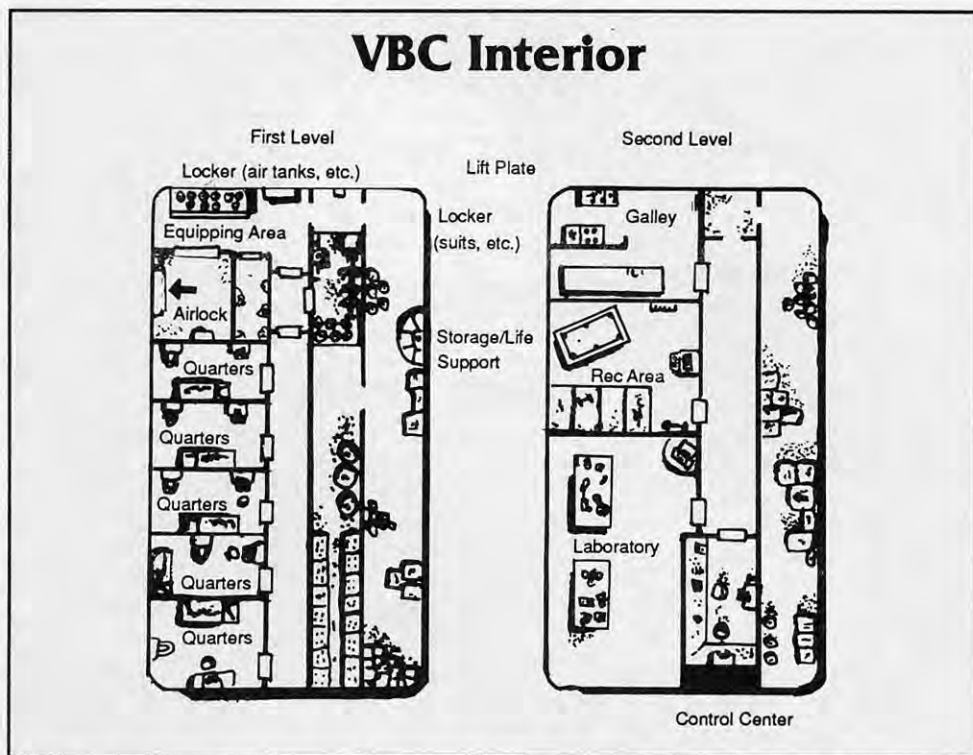
to be encased in fused silicates, which indicates that it was extremely hot when it impacted the moon's surface. The depth of the object indicates that it arrived on the moon two to three million years ago.

The depth of the object, its encasement in fused silicates, and the extreme caution used in the digging will result in a week being required to "unmoon" the object.

Plant: An NPC (the medical officer) is actually working for a corporation which would like to have sole access to the alien object. She will be smuggling information out of the camp via a laser communication device. She will also be acting to ensure that the corporation gets the artifact and that no evidence is left of this fact. To this end, she has been equipped with a small nuclear device. She is extremely good at what she does and will set it up so an innocent team member seems to be the plant. She will also strive to create friction among the team members and put them under stress (with "accidents" and so forth).

Uncovering: At the completion of the digging and the chipping away of most of the silicates, a carefully formulated chemical will be used to dissolve away the rest of the silicate (the excavation shaft is sealed and pressurized for this). After the fumes clear, the object will be visible. It is a dull silver color, but still reflective. When the light first hits it, it will emit a strong and complex electromagnetic signal that will momentarily interfere with the operation of electrical equipment within a 100-meter radius. The lights will go out, vehicles will "stall," cyber-optics will go blind and so forth. This effect will last only a minute, then everything will return to normal. The scientists on the team will spend another week examining the artifact to determine if it is dangerous and if it can be transported to a laboratory.

Nightmares: Two days after the uncovering of the craft, the plant will introduce small doses of a chemical into the air supply of the VBC (she will take an antidote). This drug induces severe hallucinations in a sleeping mind and will make the team members experience nightmares, most centering around the alien artifact (because it is so central in their thoughts). The plant will pretend to be having the same nightmares. She will also introduce the idea that the artifact is responsible. This talk will serve to enhance and focus the nightmares onto the artifact. At this point, some of the NPCs will be getting nervous, and the atmosphere in the VBC will be tense. The chemical will gradually build up in the team members, resulting in more intense and vivid nightmares. The plant

VBC Interior

First Level
Locker (air tanks, etc.)
Equipping Area
Airlock
Quarters
Quarters
Quarters
Quarters
Quarters

Lift Plate
Locker (suits, etc.)
Storage/Life Support

Second Level
Galley
Rec Area
Laboratory

Control Center

will not simply poison the team off because she has been instructed to let the team determine if the artifact is dangerous or not before the corporation takes possession of it. The scientists will be baffled by these nightmares, since the artifact is not emitting any form of energy that would be likely to have this effect. Since the plant is the medical officer, she will be able to conceal the chemical origin of the nightmares.

Sabotage: Three days after the chemical is introduced into the air supply, the plant will sabotage the VBC's communication equipment and the expedition's moon jumper. She will use special gloves she has prepared (using security records) of an NPC's fingerprints. She will plant evidence so it appears the NPC was responsible. She will suggest that the artifact might be using some form of mind control, and this will explain why the (framed) NPC has no memory of the incident. The extent of the damage and what would be required for repairs or jury-rigging is left to the referee.

Disappearance: Four days after the chemical is introduced to the air supply, one of the team members will not be found in the morning. When the dig shaft is examined, the shredded remains of the missing person's space suit (with plenty of blood in and on it) will be found near the artifact (which will also be liberally doused with blood). The suit will also be found to be radioactive. While it appears that the artifact has killed and perhaps eaten a team member, in fact the plant lured a team member outside and killed him. She will

bury his body several hundred meters from the site (after draining out the blood with a piece of medical equipment), shred up his suit and then douse it and the craft with the blood after exposing both the suit and blood to a radiation source. She will then go to sleep and prepare to be as surprised as everyone else the next day. By this point, tensions will be high, and everyone will be at least concerned about the artifact. The scientists will be very surprised by this event, as the artifact has undergone no changes (a smart PC may realize that if the artifact has not increased in mass—it couldn't have "eaten" the missing person).

Exposed: Since the tests have not revealed anything dangerous about the artifact and the plant knows she is the cause of the events attributed to the artifact, she will decide it is time to take possession of the artifact. She will use her laser communicator to signal the pickup team, prepare to introduce a poison gas into the VBC, and set her nuclear charge in the dig shaft. The charge is equipped with a broadcaster which will transmit a message just prior to the explosion claiming that the Brothers of Righteousness (a radical, antispace cult which has as its main tenets that the devil lives in space and man belongs only on earth) have blown the site up because it was the work of the devil.

Fortunately for the PCs, the plant's own chemical will thwart her plans. An NPC will wake up due to a particularly bad nightmare and will catch the plant in the act of trying to poison everyone. The
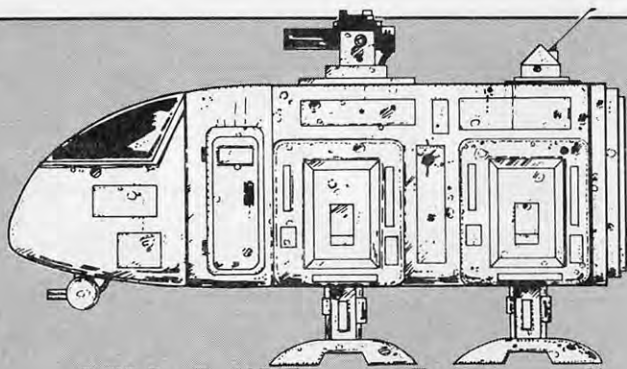
MV-4 "Moon Jumper"

Produced by the same company that produces the AV-4, the Moon Vehicle-4 is designed to operate on the moon. It has room for a pilot and copilot in the front and six passengers in the back, and has a cargo section which can be converted to seat six more passengers. It has sufficient power and life support for five days. It is equipped with radar and a multiband/tight beam radio, and has a built-in airlock. Its powerful engines enable it to carry a substantial amount of cargo, either with its four cranes or linked to the bottom of the craft (the low moon gravity enables it to carry an amazing amount of material). Top speed is 800 mph. SP=20, SDP=100.

Standard armament consists of a modified M-134 minigun in a chin turret and a laser weapon on a top turret. The laser weapon has the following stats: HVY +3 N R 3-15D6 60 2 UR 800M. It can be adjusted for shots ranging from 3D6 to 15D6. Each die of damage drains one charge from the power pack (which has 60 charges).
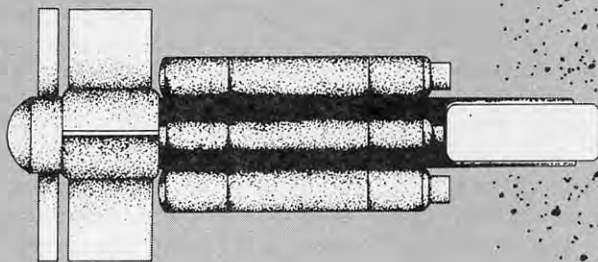
Alien Artifact

The alien artifact is a 3 million-year-old probe from a highly advanced nonhuman race.

The probe is basically a cylinder with four attached cylinders and what appear to be fins or wings extending from the back (or front). The front section contains the probe's "brain." The next section contains instruments and the power supply, and the section with the fins is the power plant and drive.

The probe is four meters long and is of extremely high density. It generates a very odd electromagnetic field and emits what seems to be a signal. X-ray scans reveal that the interior contains what can be best described as "fossilized" equipment, none of which resembles any known human technology. The outer shell is of an extremely dense and tough material, superior to all known human materials. The probe still has a functioning power or battery system, which indicates an incredibly advanced energy technology (after all, human corporations are proud of their five-year batteries).

Examination of the probe will lead to advances in material sciences. As the interior is examined, it will enable advances in computer technology, instrument technology and so forth. In fact, the probe is mankind's key to the stars. Examining the drive system will provide human scientists with the empirical data they would need to develop a new field of research in near light speed drives. Obviously, the artifact is priceless.

Proof of the existence (or one-time existence) of an alien race far more advanced than humanity could create quite a stir. If the information is released, all sorts of things will happen—cults will form to welcome the aliens who are on their way to save us, the tabloids will go nuts ("Elvis Found in Alien Probe!"), people will start watching the skies, militaries will begin asking for funding for more space weapons, and many books will be written. The exact impact is left to the referee.

unlucky NPC will be killed, but the others will wake up when the alarm is set off. When the plant is subdued or killed, the remote detonator for the nuclear charge will be found on her.

Attack: Unfortunately for the team, the plant's signal will bring the corporate team to the site 34 minutes after the plant is discovered by the NPC. The attack force will arrive in two moon jumpers. They will be expecting an easy job and will simply set down beside the dig shaft—assuming that the PCs don't do anything to alert them of what has actually occurred. If they are warned, they will strafe the area until the VBC and any exposed people are torn to bits. The jumpers can be spotted quite a ways off (about a 10-minute warning) because of their engines. If the PCs play their cards right, taking out the corporate team will be a piece of cake. If the PCs lose the fight, they will be killed, the artifact will be taken, and the site will be destroyed by the nuclear charge.

Yet Another Attack: The corporate team's backup will be monitoring the first attack, in case anything goes wrong. If the first team loses the fight, the backup team will send in a jet pack-equipped attack force as a distraction. While the survivors' attention is on the new attack, the backup team's moon jumper will maneuver over the dig sight, lift the cover off and carry off the artifact unless it is stopped. The attackers will attempt to finish off the survivors and once the moon jumper delivers the artifact (a 35-minute trip). It will return (35 minutes later) with another attack team and a nuclear device.

Chase: If the backup team makes off with the artifact, it will be taken to a small base camp where the teams were waiting. Over the base camp is an OTV, and the artifact will be boosted up to it by a small drone craft. The OTV will then head for a workstation which has a shuttle docked at it. The workstation is considered to be the same distance from the moon as L1 for time and fuel purposes. If the OTV reaches the workstation, the artifact will be transferred to the shuttle and then brought to earth. Once on earth, the artifact will be taken to a corporate lab and result in a massive bonanza for the corporation.

Of course, the PCs may have something to say about this. If the PCs can get a working transmitter, they can contact NASA and ESA, who can send a moon jumper to pick up the PCs. The base is 55 minutes away by moon jumper. If the PCs capture a moon jumper or fix one of theirs, they can make the trip on their

own. The NASA/ESA base has a Nighthawk STC that is assigned to the team (it was intended to transport the artifact). It is fueled and ready to go, and can catch the OTV as long as the OTV is not more than two hours and 20 minutes ahead of it. Since the OTV is unarmed, the PCs should be able to get the crew to surrender.

FINISH

If the corporation escapes with the artifact, it will introduce revolutionary new alloys within two years and other products as it solves the mysteries of the artifact. If the corporation escapes with it but it is known that the artifact was stolen, there will be a worldwide search for the artifact and it will be found, spelling the end for that corporation. If the corporation escapes with it and is identified by the PCs or NPCs, it will spell the end for it that much sooner. If the corporation does not escape with it and witnesses or evidence is left, there will be an investigation, the results of which are left to the referee. If the PCs save the artifact, they will be invited to the UN, given medals and praised as "heroes of a new age." They will also have the opportunity to write books and have docudramas made about them. If they fail, they will not make out so well. If they die, the state will pay for their burial (if they aren't vaporized by a nuke, of course).

NASA/ESA TEAM

The NASA/ESA team consists of 10 people. PCs will replace NPCs on a one-for-one basis. If there are more than five PCs, another VBC can be added so that there are at least five NPCs.

The team has a moon jumper and a VBC. The VBC is stocked with equipment—tools, chemicals, food, scientific gear, space suits and so forth.

Team Commander: Captain Ruth Milkin (NASA Corporate): Milkin is the "military" leader of the expedition. She was selected because she is known as a calm leader in stressful, dangerous and odd situations. She is an experienced spacer and a good leader.

Int: 7   Ref: 6/8   Tech: 6
Attr: 6   Luck: 7   MA: 6
Body: 5   Emp: 6

Skills: Resources +7, Leadership +6, Human Perception +3, Persuasion and Fast Talk +2, Education and General Knowledge +5, Mathematics +3, Physics +3, 0G Maneuver +4, 0G Combat +2, Astrogation +4, EVA +4, Athletics +3, Handgun +3, Melee +2, Shuttle Pilot +7, OTV Pilot +4, Athletics +4.
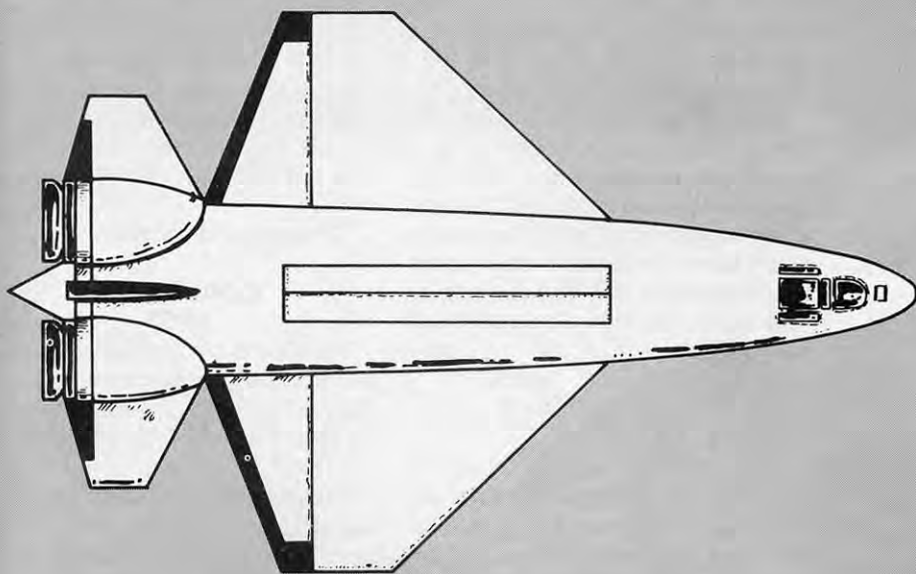
Nighthawk STC

The Nighthawk STC (Special Transport Craft) is a high-speed shuttle vehicle produced by Lockheed AeroSpace. It is designed to transport high-priority and special cargoes, possibly through opposition. It is equipped with the latest in avionics and electronics, and is fully stealthed for those "special deliveries." It has room for a pilot, copilot and four passengers in the front section. The cargo bay can be fitted with a pressurized section and can carry 20 passengers.

Armaments and defenses include ECM, flares and chaff, chemical laser, electronic warfare, missiles (two). Fuel is 12 burns.

Cybernetics: Biomonitor, Boosterware (+2), Neural Processor, Interface Plugs.

Equipment: Militech "Black Widow" flechette pistol and two clips, Militech Electronics taser, Kendaichi monoknife.

Jumper Pilot/Security: Lt. Carl Yates (Solo): Yates is the moon jumper pilot and the security chief. He is a competent and experienced officer, and is determined to keep the artifact in the right hands.

Int: 6   Ref: 7/9   Tech: 7
Attr: 5   Luck: 6   MA: 5
Body: 5   Emp: 4

Skills: Combat Sense +6, 0G Maneuver +6, 0G Combat +6, EVA +3, Awareness/Notice +2, Handgun +6, Melee +4, Athletics +6, Basic Tech +6, Akido +4, Pilot (Fixed Wing) +3, Pilot (MV) +5, Heavy Weapons +4, Rifle +5.

Cybernetics: Biomonitor, Boosterware (+2), Neural Processor, Interface Plugs.

Equipment: Smartchipped Militech Electronics laser, smartchipped Militech "Black Widow" flechette pistol and three clips, Militech Electronics taser, Kendaichi monoknife, Kevlar vest.

Science Team Head: Dr. David Yund (Corporate) ESA: Yund is the foremost expert (on the moon) in the area of the

theories regarding nonhuman technology. He is also a skilled and experienced lunar explorer. He grew up on pulp science fiction and will be especially vulnerable to the nightmares.

Int: 8   Ref: 5   Tech: 8
Attr: 5   Luck: 7   MA: 4
Body: 4   Emp: 5

Skills: Resources +7, Chemistry +2, Education and General Knowledge +8, Expert Knowledge: Nonhuman Technology Theory +5, Expert Knowledge: Moon Science +4.

Geology +4, Language (English) +2, Library Search +8, Mathematics +4, Physics +3, EVA +3, 0G Maneuver +3.

Cybernetics: None.

George Evans (Corporate): Evans is the graduate student responsible for the discovery of the artifact. He is a talented and ambitious young man who does not let his ambition override his ethics (which is odd these days). He is, however, a sharp operator and a good scientist. His discovery of the artifact will ensure him an excellent career (if he survives).

Int: 9   Ref: 5   Tech: 8
Attr: 7   Luck: 8   MA: 5
Body: 6   Emp: 5

Skills: Resources +2, Awareness/Notice +6, Chemistry +2, Education and

General Knowledge +6, Expert: Electromagnetic Theory +6, Library Search +4, 0G Maneuver +3, EVA +2, Athletics +1, Melee +1.

Cybernetics: None.

Medical Officer: Diane Spender (Tech) ESA: Spender seems to be a caring and sensitive person. In reality, she is ruthless and calculating, the type of person who would sell her parents to a body bank. She is a deep cover agent for a corporation and has been leaking ESA secrets for years. She is devoid of any moral sense.

Int: 7	Ref: 6/8	Tech: 7
Attr: 8	Luck: 5	MA: 6
Body: 5	Emp: 5	

Skills: Medical Tech +6, Personal Grooming +2, Wardrobe and Style +2, Seduction +7, Diagnose Illness +6, Education and General Knowledge +4, Language (English) +4, Athletics +4, 0G Maneuver +4, 0G Combat +4, EVA +3, Akido +4, Handgun +3, Cryotank Operation +2, Demolitions +1, Basic Tech +2, Melee +2.

Cybernetics: Biomonitor, Neural Processor, Boosterware (+2), Interface Plugs, Scratchers.

Equipment: Avante P-1135 needlegun with two clips of nerve toxin darts, Kendaichi monoknife. She has a laser communication device and a nuclear charge concealed in some of her medical equipment.

Generic Team Member (Tech): Competent NASA or ESA tech.

Int: 6	Ref: 6	Tech: 7
Attr: 5	Luck: 5	MA: 6
Body: 5	Emp: 5	

Skills: Jury Rig +4, 0G Maneuver +4, EVA +3, Chemistry +2, Expert: (in field of expertise) +4, Athletics +2, Basic Tech +4.

Cybernetics: Biomonitor.

CORPORATE NPCS

There are two teams. Each MV-4 has six corporate team members, a pilot and a leader. The first team has two MV-4s and the second has one. The OTV pilots are in an OTV.

Team Leaders (3) (Solo): Corporate leader.

Int: 6	Ref: 7/9	Tech: 6
Attr: 5	Luck: 5	MA: 7
Body: 7	Emp: 3	

Skills: Combat Sense +7, 0G Maneuver +4, 0G Combat +4, Leadership +3, Athletics +6, Karate +4, Handgun +4, Rifle +6, Pilot (MV) +3, Melee +4.

Cybernetics: Biomonitor, Neural Processor, Boosterware (+2), Interface Plugs, Cyberoptic with IR, Low Lite and Target Scope, Independent Air Supply, Pain Editor.

Equipment: Vacc suit with jet pack, Techtronica 15 microwaver, smart-chipped Militech Electronics laser-cannon, Kendaichi monokatana.

Corporate Team Member (18) (Solo): Corporate space muscle.

Int: 5	Ref: 6/7	Tech: 4
Attr: 4	Luck: 4	MA: 6
Body: 7	Emp: 2	

Skills: Combat Sense +5, 0G Maneuver +4, 0G Combat +3, EVA +3, Karate +3, Athletics +4, Handgun +3, Rifle +4, Melee +4 (three of the 18 are pilots, with Pilot (MV) +4 and Heavy Weapons +2).

Cybernetics: Biomonitor, Neural Processor, Boosterware(+1), Pain Editor.

Equipment: Vacc suit with jet pack, Techtronica 15 microwaver, smart-chipped Militech Electronics laser-cannon, Kendaichi monokatana.

OTV Pilots (2): Corporate pilots, in it for the money.

Int: 6	Ref: 6/8	Tech: 7
Attr: 4	Luck: 6	MA: 4
Body: 5	Emp: 4	

Skills: Brotherhood +2, 0G Maneuver +4, 0G Combat +2, Astrogation +5, EVA +4, Handgun +2, Athletics +2, Brawling +2, Basic Tech +3, OTV Pilot +6, Melee +2.

Cybernetics: Biomonitor, Neural Processor, Interface Plugs, Boosterware(+2), Independent Air Supply.

Equipment: Pilot suit, Hammer M-11 bolt pistol and two clips, Kendaichi monoknife. Ω

CYBERSKILLS

By Magnus Seter

LAUBENSTEIN·92

Logical Extension: If the action you are going to execute after this try is a logical choice and a follow-up of the previous skill, you will gain a bonus to add to the total 1D10+stat+skill total.

EXAMPLES

Julie Angel is trying to crack a safe. She's got INT 9 and Pick Lock +7. The 1D10 roll is 6, so the total is 22. The referee rated this safe at a difficulty level of 20, which means Angel succeeded by 2. Checking the Success Table, we find that Angel gains a bonus of +10 if the next action is a logical extension of the previous. She decides to have another go at the safe and therefore receives the +10 bonus. If she had opted for an Awareness check to see if anyone was around, she wouldn't receive the +10 bonus.

Ian Frostwater makes a daring jump to reach the roof six meters away. The Difficulty is 25 (he's carrying a lot of dead weight). The 1D10 roll is a 10, which means he should roll again and add that result to the total. The next 1D10 roll is a 3, so he gets 10+3+11 (REF stat)+2 (Athletics skill), which totals 26. That means he made it by 1. Checking the Success Table, we find that Frostwater gains a bonus of +5 if the next action is a logical extension of the previous. The referee decides partial success means Frostwater barely made it and is now hanging from a ledge 30 stories up, and his grip is slipping. Frostwater wisely decides to try to climb up on the roof to safety. This is a logical extension of his first action, so Frostwater receives the +5 bonus to his next action, which is to climb up on the roof. He might also have opted to let go and try to hit the pavement at 300 mph, in which case he also would have received the +5 bonus since this also is a logical extension of his first action (so to speak).

Ken Lemon is trying to get out of a building before it blows up. The referee decides Lemon will get one try and will get out. The player rolls the die, and the result is 2 above the imposed difficulty. If we were using the Success Table, this would mean that Lemon failed, but may make another try next phase. Unfortunately, the house explodes, with Lemon still inside. The player is infuriated because he made the roll, thereby succeeding with the action, but didn't get out. Instead, the referee could decide that this was an all-or-nothing situation and that the character did get out in time. Ω

Want to make *Cyberpunk* even more interesting to play? Add another dimension to skill resolution? Get away from the simple failed/success when dealing with skills? Use the following Success Table, and you'll have your players begging for mercy.

After all, players do tend to get their characters into quite impossible situations.

Skill checks are usually handled by rolling 1D10 and adding skill and stat. The usual procedure is to check the total with the difficulty supplied by the referee—if your total is higher than the difficulty, then you've made it.

The Success Table is more devious than the name implies, and using it will have characters hanging from the balcony rail on the top floor, figuratively speaking. When you use the Success Table, you take the total obtained with the 1D10+stat+skill procedure, but *subtract* the difficulty from the total. Then consult the Success Table and apply the results.

There is one important exception to this rule that referees could make—in "all or nothing" situations. When a character is attempting an action where he may only succeed or fail, disregard the Success Table, or make your own interpretation of it.

SUCCESS TABLE

Number	Result
1	Partial success. If the next action is a logical extension of the previous action, add 5 to that try.
2	Near success. If the next action is a logical extension of the previous action, add 10 to that try.
3-4	Success. You barely made it.
5-8	Success. You made it.
9-16	Good move. Complete the action using only half the time normally needed.
17-20	Stunning success. Complete the action using only half the time normally needed. Impress bystanders. Gain 5 IP to skill.

The Success Table is more devious than the name implies. It will

have PCs hanging from the balcony rail, figuratively speaking.

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GDW

By Michael C.
LaBossiere

Cyberpink 2.0.2.0.

WHAT GOES UP

PCs engaged in a simple courier job are thrown into the midst of industrial contamination in this *Cyberpunk 2.0.2.0.* adventure.

This adventure can be set in any city that has an aerospace port. The PCs (or their contacts) are approached by two anonymous corporate agents (Logan Bilstants and Janet Towlend). The agents offer up to four PCs a simple courier job (additional PCs can come along but won't be paid). At least two of the PC must be solos, or the company will hire two NPC solos to go along. Bilstants and Towlend will not be accompanying the mission. Each hired PC will be paid $2000 upon completion of the job. If the PCs are clever, they can bargain for up to an additional $1000 each after learning the exact nature of the mission.

The team is to pick up a delivery at the aerospace port and transport it to another transport team 20 miles away. The characters will make the pickup on the runway, then go immediately to the exchange site. An orbital air spaceplane is scheduled to land at the aerospace port late at night. The spaceplane is supposed to drop off its normal passengers and cargo at the terminal, then taxi over to the hangar area, where the PCs will be waiting. Bilstants and Towlend say they do not foresee any trouble, but they always expect the unexpected. The PCs will be equipped with a courier van, but they must provide the rest of their equipment. The van has been equipped to transport hazardous biological and chemical materials. The PCs may point out that transporting hazardous agents in unmarked vehicles is illegal. If they make too much of a fuss about it, they could end up dead.

CRASH LANDING

Bilstants and Towlend suggest that the PCs listen to the air traffic control tower transmissions on the van's radio so they can be ready to meet the shuttle as soon as possible. As they wait for the shuttle, the PCs hear the spaceplane pilot requesting landing confirmation. The next thing they hear is a loud explosion in the background, followed by dead silence. Then the voice of the air traffic controller warns the spaceplane that it is coming down too fast. There is no reply from the spaceplane. In a matter of seconds, the PCs see the spaceplane's lights as it plummets toward Earth. The spaceplane hits the runway, its landing gear still up, and skids down the tarmac. During its skid, a wingtip strikes a fuel truck, and sparks from the skidding ignite it, creating a fireball on the runway.

The spaceplane, with patches of burning fuel on it, comes to a halt not far from the PCs. The spaceplane sits on the runway, smoking, for a few minutes, then the explosive bolts of its emergency escape hatch are fired, throwing the door onto the runway and allowing two figures to emerge. The two individuals (Jackson and Spender) immediately charge the PCs, guns blazing. During the course of the firefight, a third person (Weston) leaves the hatch carrying a bulky object (a container of Agent-454) and runs through the chain-link fence and into a nearby swamp. A Difficult: Awareness/Notice roll enables a PC to spot the fleeing figure. Four minutes after Jackson and Spender attack, four airport security guards arrive and attack Jackson and Spender. Five minutes later, eight more guards arrive. Under the influence of A-454, Jackson and Spender will fight either until they are killed or until they kill everything in sight (then they will turn on each other). When Jackson and Spender are neutralized, the guards ask the surviving PCs to remain for questioning.

SPACEPLANE

The spaceplane has been moderately damaged by its semicontrolled landing (Jackson "piloted" it in) and will require repairs before it can be used again. Emergency crews will move in after the firefight, but they will be happy to let the PCs take a look inside. Use the map provided on page 28 of *Near Orbit* for the spaceplane's interior.

If the PCs Enter the Shuttle: The emergency escape hatch opens into the passage between the cockpit and the passenger section. The door to the cockpit has been blasted open, and dead crewmembers are in their seats, except for the pilot, who is on the floor (he was thrown there by Jackson). The controls have been shot up. The passenger section is full of dead people who are still strapped in for the landing. They have all been shot.

The right-hand cargo bay door is undamaged, and the interior contains cargo boxes. The left-hand bay door is open, and the interior contains numerous transport boxes as well as three acceleration couches.

Near the couches is a standard hazardous material transport container, which is open. It has room for three containment modules, but only contains two. If the transport container is carefully examined, an Average: Awareness/ Notice roll reveals a tiny puncture in the top of the container. If the PCs pull out the top module, they find that it contains two metal canisters with biohazard markings. One of them has a tiny hole through it and is empty. If the PCs check the angle of the holes, they will be able to find a tiny piece of metal embedded in the side of the container and a tiny, sealed hole in the spaceplane's hull.

After the PCs find the container and have a chance to examine it, Bilstants, Towlend and four corporate solos show up in CBN suits. They load the container onto a hazardous material transport van. The PCs are taken to a corporate hospital, examined via remote instruments, then released for a briefing (see below).

If the PCs Don't Enter the Shuttle: If the PCs opt not to enter the shuttle, Bilstants, Towlend and four corporate solos arrive in CBN suits. Two of the solos and Bilstants stay with the PCs while Towlend and the other two solos enter the shuttle and remove the container to the van. The PCs are taken to another van and brought to the briefing.

Other Alternatives: The PCs may decide (for some reason) to take the container. If they do, the corporation will hunt them mercilessly and kill them in a very painful manner.

If the player characters resist Bilstants and Towlend, the pair will use force if necessary to get them to go to the briefing. The agents have no qualms about snuffing all the PCs on the spot if need be.

BRIEFING

The PCs are taken to an office rental building and escorted to an office on the 10th floor, accompanied by Bilstants, Towlend and their four solos. Weapons are left in a vault in the lobby. The group waits in the room for about an hour, then a middle-aged woman enters, along with two aides and two solos. The aides set up a computer linked to a projector. The woman, who will not give her name, tells the PCs that part of what they were hired to transport has been taken from the shuttle and that the company would like to hire them to recover the missing item. She will offer them $100 a day and is willing to go up to $300 a day, with a bonus of $2000 each for the recovery of the item. This fee includes the price of the PCs' silence. If the PCs get obnoxious, the woman indicates that she is more than willing to have them killed and replaced by more reasonable people.

If the PCs accept the deal, the woman says the person with the missing item is Mark Weston, a freelance solo. She says that three men (Spender, Jackson and Weston) were transporting a new military-grade biological agent. Based on Towlend's report (and any information the PCs provide), the spaceplane was apparently struck by a small piece of metal which pierced one of the containers, releasing the agent.

The agent affected the three men and caused them to kill everyone else on the shuttle.

If asked, the woman will explain that the military agent induces paranoia and homicidal mania in those exposed to it. The agent decomposes rapidly (which is why the PCs were not affected by it) but has a long duration (estimated to be as long as 40 hours). If asked why Weston didn't attack, she says he is known to have enhanced antibodies which may have interacted strangely with the agent.

The woman provides the PCs with pictures of Weston, as well as all available data about him. She then closes the meeting and leaves.

If the PCs do not accept the job, Bilstants, Towlend and the woman leave, and six solos waiting outside attack. If the PCs escape, they will be hunted mercilessly by the corporation and will be killed if they are ever caught.

If the PCs realize that the company is up to something illegal, they may decide to go to the government. However, without evidence (some A-454) they will be unable to convince the government to aid them. If they go to a company for help, the company may be responsive

---

Agent-454

Type: Military agent
Strength: +3
Diff: 30
Cost: N/A
Duration: 4D10 hours

Agent-454 is a heavy-duty military agent which combines a witches' brew of viruses, chemical compounds and even a few nanites. The effects on those exposed to it are as follows: REF is increased by 3. It negates pain effects (+3 to stun saves. It increases CI by 3. The agent also has the following side effects: paranoia (see page 114 of *Cyberpunk 2.0.2.0.*), psychotic rage (see page 114 of *Cyberpunk 2.0.2.0.*). Fortunately, the agent has no lasting side effects. It takes 1D10 minutes for the agent to go into effect after if breathed in, 2D10 if there is only skin contact.

If a person exposed to the agent has enhanced antibodies, toxin binders or nanosurgeons, the agent will interact with the nanites. The result of this interaction doubles the agent's duration (4D10x2 hours), but reduces the psychotic rage effects as follows: Each hour the user/victim has a 50% chance of going into a psychotic rage for 3D6 minutes. After the rage ends, the person will be extremely paranoid (even more than normal for the drug) for 1D6 hours. At the end of the agent's duration, there will be no agent-induced side effects. The agent takes 2D10 minutes to work if breathed in, 4D10 if there is only skin contact.

The drug currently exists only in a gaseous form. One canister can produce enough gas to fill a sphere 10 meters in diameter. Of course, the actual area of effect depends on wind, the amount of the agent released and so forth. A person in an airtight suit (like a space suit) cannot be affected by the agent, while a person with some sort of filter or breathing apparatus (like nose filters or any oxygen mask) can be affected by skin contact.

The agent is currently unlicensed and is quite illegal to produce, possess or sell.

Clear terrain

Runway

Chainlink fence

Swamp

Building

Tarmac
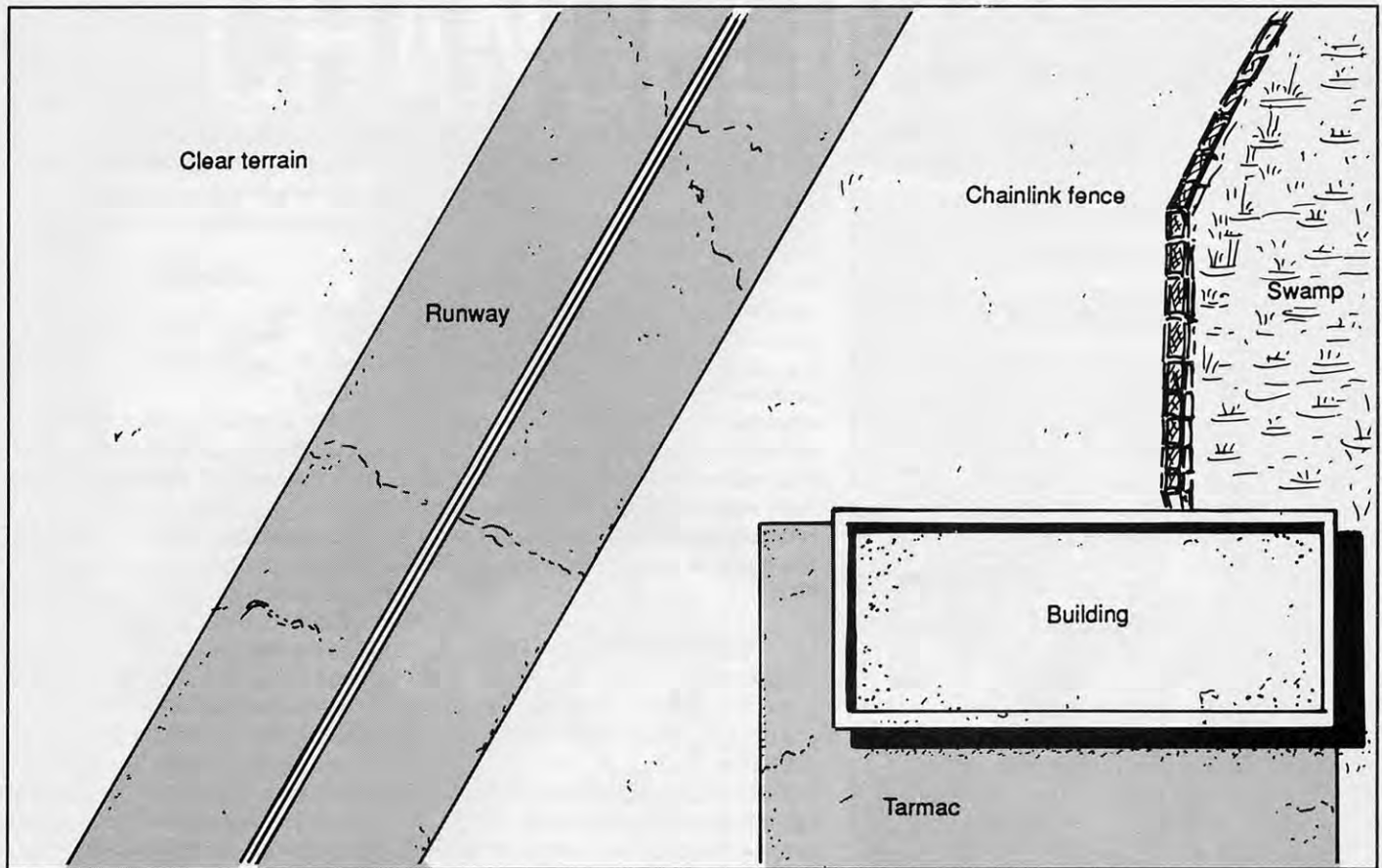
and hire them to get the A-454. Of course, the PCs don't know which corporation they are currently working for, so there is a chance they may contact the very company they have been dealing with, which would be a bad thing.

HUNT

After fleeing the crash site, Weston enters the city. In his current condition, he is convinced that the shuttle was shot down and that enemies are hunting him, trying to steal the A-454 he is guarding. Weston spends his time moving about the city, for he is far too paranoid to stay in one place for long. While he is almost normal at times, he is subject to random fits of homicidal mania. During such fits, he will attack anything around him. Once a fit has passed, he will be convinced that he has just fought off "the enemies," and he will seek a place to hide. While these fits will result in many deaths, they will also provide a way for the PCs to locate Weston since they can monitor the police bands for reports of psychos. Of course, this method may lead them to unrelated incidents (after all, there are all sorts of "normal" psychos in modern cities).

Once the PCs find Weston, they cannot simply gun him down. He has one canister of A-454 on him, and shooting him is likely to result in the canister being

pierced. This would release the A-454 and would result in a very bad situation, especially if it occurred in a crowded area. Further,. Weston has hidden the other canister (the exact location is left to the referee), and it will be found (and probably opened) by somebody at some point if left there. The company that hired the PCs will definitely want the other canister back, and the PCs may be able to negotiate for additional money for finding it (up to another $1000 each). If Weston is taken alive, the player characters may be able to get the information out of him.

If 80 hours pass from the time Weston was exposed (the shuttle landed about half an hour after he was affected), he will recover from the agent, contact the company and return the canisters. If the PCs find him before he is able to contact the company, he will go along with them (since he was supposed to deliver the items to them in the first place), and the PCs will receive their reward.

RESOLUTION

If the PCs take Weston alive and return both canisters, the company will pay them the agreed fee, plus an additional $500 each. If the player characters kill Weston but return both canisters, they will be paid the agreed fee. In both cases, the company will see the PCs as dependable and will hire them in

the future for similar jobs.

If the PCs return one canister, they will be paid half their fee and may be hired for later jobs. What happens to the other canister is left up to the referee. If the PCs' actions result in exposing people to A-454 (for example, if they shoot a hole in the canister) the company will not pay them.

If the PCs decide to turn one or both canisters over to the government or another corporation, they may receive a large sum of money (more from another corporation than from the government). If the government receives the A-454, it will investigate the situation (A-454 is quite illegal in most countries), while a corporation will either use it to blackmail the company that produced it or will duplicate it for its own purposes. In either case, the company will seek to retaliate against the PCs.

If the PCs get killed, they will be buried or sent to the body banks, depending on their funeral arrangements.

LOGAN BILSTANTS

Role: Corporate

Int: 8 **Ref:** 7 **Tech:** 6 **Cool:** 6

Attr: 6 **Luck:** 7 **MA:** 4 **Body:** 6

Emp: 5

Skills: Resources +4, Personal Grooming +3, Wardrobe and Style +4, Human Perception +3, Interview +6, Social +4, Education & Gen. Knowl-

Generic Street Area

edge+6, Athletics+2, Handgun +2.

Cybernetics: Cyberaudio with phone splice, skin watch.

Equipment: Mini cell phone, pocket computer, Militech Arms Avenger.

Description: Bilstants is typical of the mid-level corporate involved in hiring outsiders. Rather unimaginative, he does not have much personal initiative, but is loyal to the company. To him, the PCs are just tools like his phone or computer.

JANET TOWLEND

Role: Corporate
Int: 9 **Ref:** 7 **Tech:** 7 **Cool:** 8
Attr: 8 **Luck:** 7 **MA:** 5 **Body:** 7
Emp: 6

Skills: Resources +5, Personal Grooming +5, Wardrobe and Style +5, Intimidate +2, Human Perception +4, Seduction +3, Social +4, Language (French) +2, Stock Market +2, Athletics +3, Martial Arts (Karate) +3, Handgun +4.

Cybernetics: Neural ware processor, interface plugs, contraceptive implant, enhanced antibodies, scratchers.

Equipment: Mini cell phone, pocket computer, smartchipped Federated Arms X-9mm.

Description: Towlend was born to a poor family. Her brother and two of his friends were killed protecting her from a streetgang, and things got worse until she earned a corporate scholarship to college. She excelled in school and happily joined her sponsoring corporation to work off her debt. Once she got into the corporate world, she began using every means available to her to advance her power and position. While is a ruthless, power-hungry person, she consistently earmarks funds for college scholarships and donates her time at the high school and college level. If the PCs impress her, she may incorporate them into her plans (she wants to develop a tough group that is loyal to her). She could be a very useful ally for the PCs.

CORPORATE SOLOS

Role: Solo
Int: 5 **Ref:** 7 **Tech:** 4 **Cool:** 7
Attr: 5 **Luck:** 5 **MA:** 4 **Body:** 7
Emp: 4

Skills: Combat Sense +3, Interrogation +2, Athletics +4, Martial Arts (Karate) +4, Handgun +5, Submachinegun +4, Drive +4.

Cybernetics: Adrenal booster, neural ware processor, smartgun link, cyberoptic (right) with targeting scope.

Equipment: Smartchipped Sternmeyer Type 35, smartchipped Arasaka Minami 10, Kevlar armor jacket SP=14, Mastoid commo.

Description: Corporate muscle. These stats reflect a standard corporate solo. If the PCs are particularly tough, these NPCs can be beefed up a bit (heavier weapons, higher skills, etc.).

JACKSON

Role: Solo
Int: 7 **Ref:** 8 **Tech:** 6 **Cool:** 8
Attr: 4 **Luck:** 3 **MA:** 4 **Body:** 7
Emp: 4

Skills: Combat Sense +4, Awareness/Notice +3, Athletics +4, Hide/Evade +4, Brawling +5, Handgun +5, Submachinegun +4, Spaceplane Pilot +1, Z-G combat +1, EVA +1.

Cybernetics: Speedware (Sandevistan), rippers (both hands), cyberoptic (right) with targeting scope, low lite, antidazzle, neural ware processor and interface plugs.

Equipment: Smartchipped H&K MPK-11, Sternmeyer Type 35, metal gear (torso only) SP=25, leather pants (legs) SP=2.

Description: Jackson is from an African-American clan that is heavily involved in space. Unfortunately, he cannot handle 0G for long (the effects hit him faster and harder than normal), and he ended up drifting into security work. If the PCs don't kill him, he will be grateful when he recovers and will be favorably inclined toward them. At the start of the adventure, Jackson will be a homicidal maniac due to the A-454.

SPENDER

Role: Solo
Int: 3 **Ref:** 8 **Tech:** 4 **Cool:** 7
Attr: 3 **Luck:** 5 **MA:** 6 **Body:** 9
Emp: 3

Skills: Combat Sense +3, Strength Feat +4, Gamble +1, Archery +2, Athletics +5, Brawling +7, Handgun +4, Rifle +7.

Cybernetics: Cyberarm (right) equipped with hammerhand and hydraulic rams, pain editor, neural ware processor, interface plugs.

Equipment: Armalite .44, smartchipped Kalishnikov A-80 heavy assault rifle, metal gear armor SP=25.

Description: A macho-man, meat headed, killing machine, Spender doesn't like anyone smarter than him, which is just about everybody. At the start of the adventure, he will be in a homicidal state due to the A-454 (this is actually not much different from his normal state).

WESTON

Role: Solo
Int: 7 **Ref:** 9/11 **Tech:** 7 **Cool:** 9
Attr: 7 **Luck:** 4 **MA:** 6 **Body:** 7/9
Emp: 2

Skills: Combat Sense +6, Intimidate +2, Leadership +4, Hide/Evade +3, Wilderness Survival +2, Athletics +5, Martial Art (Karate) +4, Driving +2, Handgun +6, Submachinegun +6.

Cybernetics: Kerenzikov boosterware (+2), neural ware processor, interface plugs, subdermal armor, muscle and bone lace, enhanced antibodies, cyberoptic (right) with targeting scope, teleoptics, low lite, antidazzle, cyberarm (right) with reinforced joints, RealSkinn, popup Militech arms X-22, nose filters.

Equipment: Smartchipped Colt AMT Model 2000, H&K MPK-11, Metal Gear SP=25.

Description: Weston is a former US soldier who is now a free-lance solo. He is an involuntary cyborg. During his service, he was shot up in a firefight and put back together with metal parts and nanotechnology. His motivation is to accumulate enough money to retire comfortably and have his metal parts replaced with cloned organic parts. If the PCs take him alive, he will be grateful and willing to aid them on occasion. Ω

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GDW

Collins Third Street-Slang Dictionary

By David Perry

The cyberpunk genre introduces myriad new concepts for gamers to master. But understanding a situation often depends on understanding the language used to describe it. Hence, the book of answers for those who have a need to know.

Ace of Spades: Solo term for death in combat. To "draw the ace" is to die in combat.

B.B.: Abbreviation of either "Big Brother" or "Boys in Black." Refers to Arasaka security guards. Also referred to as "The Brother."

Berserkide: Any combat drug. Especially used to describe Black Lace. Also referred to as "freakers."

Blood Money: Money received in return for the illegal sale of organs to a body bank.

Blue Moon: Honest Night City cop.

Brother: Refers to Arasaka security guards. Also referred to as "Big Brother" or "B.B."

Buck Rogers: Any solo obsessed with lasers, microwavers and other high-tech weaponry. This is *not* a complimentary term.

Chrome-Bangers: Term for the cyberpsycho squad. Also called "Circuit Breakers."

Ferry-Man: Term for a high-level assassin. Believed to be derived from the famed Euro-solo, Charon, who took his name from the figure in Greek mythology who ferried the dead across the river Styx to Hades.

Flea: Netrunner slang for any non-netrunner who accompanies a netrunner on a run in the Net by using a Trode set.

Fuse: To kill someone possessing large quantities of cyberware. Also "short-circ" or "download."

Garbage Detail: Corporate slang for a retaliatory raid, usually against a street-gang or street-Ronin, which takes the corporate solos into noncorporate controlled parts of the city. Also known as a "trash run."

Gibson: Generic term for any unexplained phenomena in the Net. Also "Ghosts in the Machine."

Guardian Angel: Solo on a bodyguard job. Also "bullet stopper."

Harry: Complimentary term applied to a particularly lethal piece of hardware (i.e., "That's a Harry of a gun"). Originated from a late-20th-century vidflick.

Leash: A corporate safeguard implanted into an employee to ensure loyalty and continued service. Cortex bombs and sabotage chipware are common examples.

Leeches: Street-docs or med-techs.

Liquidizer: Any weapon capable of inflicting obscene amounts of damage to the human body. Particularly automatic shotguns.

Lector: Complimentary term used by booster-gang members about a nongang member when impressed by that person's ability to perform act of violence. The only thing that impresses Boosters.

Morningstar: Generic term for incendiary grenades or devices.

Muzak-Man: A rocker who has sold out to an entertainment corporation. Also "synth-soul" or "castrato."

Net Fet: Abbreviation of Net fetishist. A netrunner who can only relate to life in the Net.

Poppers: Weaponry concealed in a cyberlimb.

Quakers: Missiles or rockets.

Rock: To kick or punch someone violently, especially to kick or punch the person in the head. Believed to derive from the "Jailhouse Rock" fighting style (i.e., "I rocked his head off").

Shredder: Minigun or autocannon.

Swarm: Large nomad convoy.

Trash Run: Corporate slang for a retaliatory raid, usually against a street-gang or street-Ronin, which takes the corporate solos into noncorporate-controlled parts of the city. Also known as a "garbage detail."

Twitchers: Tasers and, by extension, any electricity-based weapon.

Valkyrie: Assault helicopter or hover vehicle in attack mode. Believed to derive from a scene in the 20th-century classic vidflick "Apocalypse Now." Ω

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Tigr Happy

The word has hit the street.
Someone is offering a fortune for
four hours of time, but you have
to be good to get the job, and the
employer contacts the prospects,
not the other way around.

By Craig Sheeley

A few nights after the player characters hear the rumor, they receive word through their usual contacts that the job is theirs, if they want it.

At a predesignated time and location, an AV-4 drops from the sky and picks up the characters. It is piloted by a short but normal-looking pilot wearing good-quality street clothing. The AV pilot refuses to talk to the PCs and is separated from them by an SP 40 bulkhead. The AV ride only lasts 15 minutes, ending with the aerodyne grounding atop a building, where it is lowered into the building interior. The PCs are greeted by several unarmed people in uniform coveralls; one man in particular seems to be in charge. A balding man with a rugged countenance, he cheerfully ushers the characters into a concrete waiting room. Two doors are the only visible exits—the one they entered through and one other directly opposite.

The man introduces himself as Jim and outlines the conditions of earning 5000 euro apiece. "The money is in the bag on the other side of that door," he says, pointing at the far door. "The bag's bright hunter orange—you can't miss it. Once you go through the door, it will time-lock. After four hours, it reopens—there's a big readout on the other side of the door that tells how long until opening time. There's no other way out, so you'll have to spend the four hours there. When the door opens again, you can walk out five grand richer.

"You're permitted two kilos mass of items other than clothing. You have to select what you want to take with you before you go through."

If the characters press him for information, Jim just smiles and tells them that's all the information they get. The only thing he will add is that the job has nothing to do with making new enemies of any kind.

If the characters protest and refuse to enter the door with only two kilograms of equipment, he shrugs and tells them that those are the requirements. If they don't want the money, they'll be taken back to the AV and flown to the drop-off point.

If the characters try to threaten or harm Jim, the waiting room is flooded with knock-out gas. It's based on nerve gas, so it can enter through any pore. Only nanotech toxin binders help to fight off the effects. The normal saving throw is −8 to the Body save per turn, +4 if equipped with toxin binders. Failure indicates unconsciousness.

WELCOME TO THE JUNGLE

Two kilograms of equipment isn't very much. That's the weight of one loaded pistol or most large hand weapons (monokatana, sword, axe, etc.). Monsters such as chainsaws and naginatas are right out. After they choose their equipment, the characters can go on in.

The door is thick, and operates like a cross between an airlock and a vault door (it's airtight and SP 40, SDP 40). A wave of hot, moist air washes over the adventurers as the door hisses open. The front face of the door sports a large, red LED digital readout to record the four-hour time limit.

Beyond the door is a jungle. That's right, a tropical jungle. PCs with military backgrounds may begin complaining right now; their past is full of fighting to get out of places like this! The sun cannot be seen clearly through all the foliage. (If someone climbs a tree and looks up, he can see a ceiling five meters above the treetops, with rows of heat-lamps along the edge providing light and oppressive heat.) Dim beams pierce the matted leaves and illuminate the ground below with a spooky twilight glow—normal for tropical rain forests. Visibility is reduced to about five meters, thanks to the lack of light and the thick foliage. Even thermographs and low-light vision can only see about 10 meters—plants are great insulating heat buffers.

There are three paths leading off through the door; a character making a successful Awareness/Notice roll +20 thinks he can hear running water in the distance through all the jungle noises.

The jungle is loud. There are animal noises, bird noises, occasional breezes that rustle the leaves, and the other random sounds of an active jungle ecosystem. Military veterans who have done tours in South America are familiar with this. The noise level is so loud that whispering cannot be heard a foot away, and you have to raise your voice to be heard at 10 meters. Militaries use hand signals for silence in situations like this; those characters who have military backgrounds may use them. Other characters must make an INT=12 roll to figure out the hand signal each time it is used.

Some adventurers may wish to try to figure out their locale—or at least the locale that this jungle simulates. This is a biology +12 Education/General Knowledge +20, or Zoology +15 skill check. Success brings the realization that the jungle is a very good simulation of those found in India.

The jungle enclosure is approximately 450 meters on each side and about 20 meters tall. The trees are eight to 15 meters tall, and the river is about three meters deep at the center of the channel.

The money is in the enclosure as promised. It's in a bright orange bag, which anyone will automatically spot upon coming within eight meters of it. The cash is all there, in a nice, crisp, new bills. The gamemaster can put the bag wherever he wants in the enclosure—up a tree, out in the middle of a river, etc.—based on how much trouble he wants the PCs to go through in fetching it.

SOME LIKE IT HOT

The temperature is about 95 degrees Fahrenheit, and the humidity is 97%. Coming from the city confines of the *Cyberpunk* world, few characters are going to be prepared for this.

Anyone who's worn body armor knows that the stuff doesn't breathe. It's very hot to wear, and in a pressure cooker like this place, it's unbearable. Add +1 to the Encumbrance value of each piece of armor worn in this climate.

Dealing with the heat for four hours is going to be bad. The best way to do it is to stay out of the sunlight (no problem), wear light-weight, full-length clothing, avoid heavy exercise, and drink lots of water. Odds are not in favor of the adventurers being equipped for any of the latter requirements.

Game statistics on heat effects are as follows: For every hour spent in the heat, make a Body Save to avoid heatstroke. The basic save is +5 (which means almost anyone will make it). Rolls of 1 are not fumbles for the purposes of this save. There are modifiers to this difficulty:

Armor: +1 for every 10 SP (rounded up) per location. Skinweave and dermal plate does not count for this purpose.

Water: +3 if the character doesn't drink a pint of water that hour.

Exercise: +5 if a character exercises heavily that hour. Either mild, continual exercise (walking) or short, violent exercise (combat) counts.

Clothing: +1 if the character doesn't wear a shirt (a sweat-drenched shirt cools through evaporation), and +3 if the character wears heavy clothing.

If a character fails this roll, then heatstroke sets in. The character's strength and coordination fail, and he may pass out. Roll another, unmodified Body Save—failure or fumble means the character has passed out. A character who has passed out may go into shock; treat the character as being in Critical wound status. If the Shock Save is failed, the

Tigr Turner, Exotic Tigress

INT 7, REF 10/13 (14), TECH 4, COOL 9, ATTR 10, LUCK 5, MA 12, BODY 13, EMP 5/-1, HC 67, Body, Save 13, BTM -5, Damage +6.

Armor: Location 2-4=30 SP. All other locations=12SP.

Cyberware: Neuralware (RFB=2, boostmaster, olfactory boost, pain editor, interface plugs), nasal filters, adrenal booster, subdermal armor, grafted muscle, bone and muscle lace, skinweave, enhanced antibodies, toxin binders, nanosurgeons, Lifesaver™ skinweave, two cybereyes (low-lite, antidazzle), cyberaudio (amplified hearing, enhanced hearing range, level damper), major facial modifications, short muzzle, natural fangs, rippers, tail, digitgrade legs, fur, speed grafts.

Skills (Skill/Skill+Stat): Combat Sense 6/13, Endurance 6/19, Strength Feat 5/18, Swimming 5/18, Intimidate 8/17, Seduction 7/6, Awareness/Notice 7/14 (20 when adding Combat Sense), Hide/Evade 8/15, Athletics 6/19, Dodge and Escape 8/21, Melee 9/22, Stealth 10/23, First Aid 4/8.

character goes into Mortal 0 status and must test for his Death Save. Characters surviving the Death Save must be stabilized, as per normal rules.

Even if a character doesn't pass out, all his active stats (Int, Reflex, Cool, MA and Body) are reduced to one-third normal until the heatstroke passes.

Defeating heatstroke requires lowering of body temperature; anyone with military experience (or First Aid 2+ or Medical Tech 1+) knows this. The simplest way to do it is to immerse the subject in lukewarm (not cold) water and force liquids. Once this is done, the subject gets an Endurance check +10 every 15 minutes to recover from the effects of heatstroke. Stabilized victims who have passed out get an Endurance check +15 every half-hour to recover form the effect of heatstroke.

ANIMALS

There are animals in the jungle. The trees are alive with birds; movement can be heard in the ground cover; and the cries of animals echo across the enclosure. The small animals and birds are quite real and probably rather rare.

The larger animals aren't real. They are robotic simulations. They have limited movement routines to make them look a bit more realistic and have heat sources so they look real on thermograph. All these robotics have SDP 20. Most are not harmful, but some are:

Deer: Not a North American deer, but one of the many deer that roam India. Raises its head from grazing when anyone approaches within 10 meters.

Elephants: Four Indian elephants thunder around a little circuit, making plenty of noise. They stop and turn their heads toward anyone coming within 10 meters, and the large male trumpets a warning. Very loudly.

Black Panther: Sitting in a tree, the panther growls menacingly at anyone approaching within five meters.

First Tiger: A large Bengal tiger lurks in the bushes and jumps out to attack anyone who walks by. Spotting the tiger before the ambush is an Awareness/

Notice check at +20. The tiger has an effective Reflex + Melee skill of 15 and does 4D6 damage to whomever it hits. It only makes one attack, then retracts back into the bushes, like a jack-in-the-box.

Second Tiger: This Bengal tiger stalks around its noted circuit, snarling a warning at random intervals.

Crocodile: A big croc lurks in the water, doing the classic "floating log" bit. Anyone approaching within five meters will be attacked, at a Reflex/Melee skill of 10, doing 4D6 damage on the hit. The croc's jaws clamp shut on the victim, doing 2D6 damage per round thereafter until its jaws are pried open (Strength Feat +20), or until the body part comes loose.

Serpents: There are some living menaces in the jungle, too. India is renowned for its lethally toxic serpents, and there are a healthy number of them roaming the enclosure. Serpent attacks should be more or less random, as the gamemaster wishes. Snakes usually don't attack unless threatened (i.e., someone nearly steps on one).

There are three kinds of serpent attacks: small ones, medium ones (most common), and big ones (there are only a few cobras in the enclosure, so these should be quite rare). See the Serpent Attacks Table.

EYE OF THE TIGER

The adventurers are not the only people in the enclosure. There is one other who walks on two legs—their employer.

Tigr Turner was born to too much much money and not enough responsibility. To her, life was for excitement and enjoyment—the more outrageous, the better. An adrenalin junkie, she had herself made over into an exotic—and an expensive one at that (for full details, see *Chrome II*). She's now an anthropomorphic tigress. She's normal enough most of the time, but is a professional recluse whose main enjoyment is hunting. To her, animals aren't enough of a challenge. Only one life form is worthy of the hunt—man.

The adventurers are her prey. She stalks them through the enclosure, knowing every inch of it (she designed it), waiting to pick them off one by one. Her tactics depend on those of the adventurers:

Wandering: She follows the adventurers through the jungle at range, matching her Stealth skill against the PCs' Notice/Awareness skills. When she finds a good spot, she picks off the "tail-end

SERPENT ATTACKS

Snake	REF	MA	Body	Melee	Notice#	Modifier	Attacks
Small	9	1	1	5	+20	−8	1×1 pt (t2)
Medium	8	2	1	4	+15	−3	1×1D3 (t1)
Big	6	3	4	5	+10	−1	1×1D6 (t2)

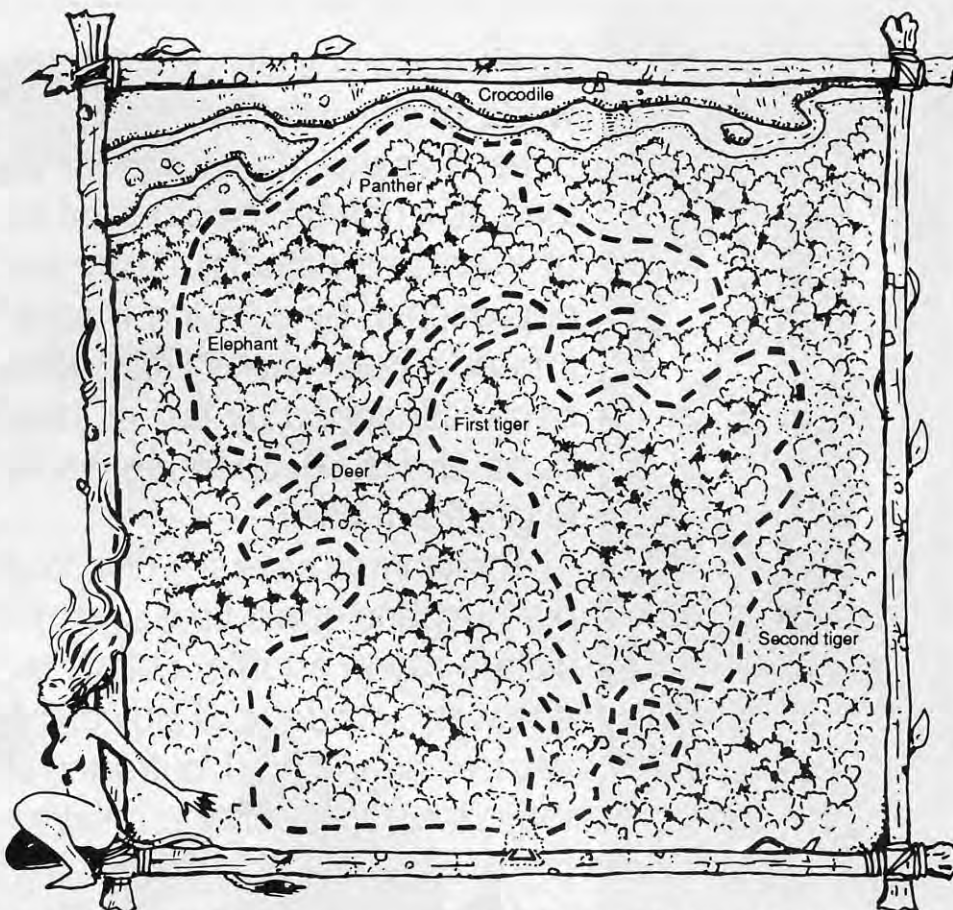*REF:* Snake's reflexes. *MA:* Snake's MA. *Body:* Snake's body. *Melee:* Snake's Melee skill. *Notice#:* Difficulty to notice the snake before in range of the snake's strike. *Modifier:* Modifier to hit the snake with anything but a shotgun. *Attacks:* Damage done (all snake bites are armor-piercing—they don't do much damage, but their fangs are sharp) and toxin strength (t1=Biotoxin I, t2 =Biotoxin II).

Charlie"—whoever's at the end of the marching order. She wants to save the strongest ones for last, since they'll be the most satisfying prey. Anyone who's ever watched the movie *Predator* has seen this tactic in action.

Defensive: If the PCs hole up in one spot and form a "line of death," standing guard over the paths of the door, for instance, she activates two robotic tigers and sends them one after another to attack the adventurers. She controls the tiger-robots remotely. After the tigers have softened her targets up (causing them to waste their ammo), she attacks frontally if there are only a couple of people left. Otherwise, she waits along the trail to the river for anyone who goes to fetch water to treat the wounded.

Offensive: The PCs may split up into teams and go hunting their tormentor. This is fine with Tigr; she will select a small PC team and hunt it down, then take advantage of the confusion when she kills it to attack other teams.

Tigr may well win, killing all the PCs, or she might not. Should the PCs critically wound or kill her, her servants will rush in with life-stabilizing equipment to save her. Medical assistance will also be provided for all wounded PCs, and Jim will congratulate them on their success, awarding them an extra 10,000 euro apiece and free grade A hospital-

ization until they're healed.

Should the adventurers manage to trap or knock Tigr out without grossly injuring her, she congratulates them herself (when she wakes) and gives them the extra 10,000 euro and medical care. She also invites them back for a rematch, if they like. Ω
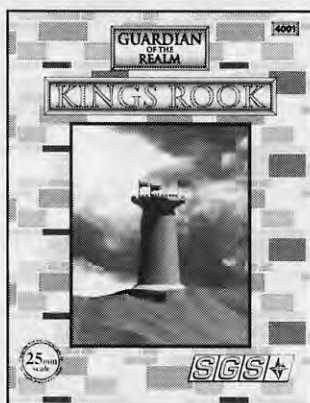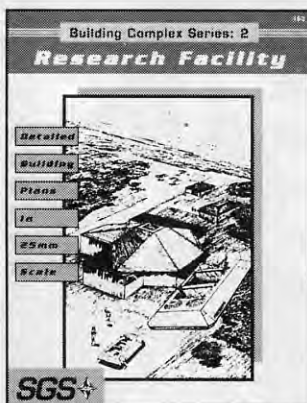
CHALLENGE™

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Guderian
Dreams

By Legion

Some nomad packs and families in America have vehicles which are heavily armed and armored—and fast. The police and military call them hover tanks and APCs. People who live and deal with these nomads call them panzers.

In addition to nomads, the rare entrepreneurial solo or fixer has been known to lead the life of a panzerboy. Fixers are usually the people who arrange the jobs for the other panzerboys rather than getting their own hands dirty.

Eventually your players will want to obtain something for their characters that they can't buy in any mallplex. While making connections on the streets

The PCs encounter

and in the bars to find their hearts' desires (an adventure in itself), the PCs will be instructed to proceed to a certain warehouse where they can meet somebody who probably has access to whatever the PCs are after. The PCs will be warned, though, that the people they are going to meet don't do favors—everything has a price.

The meeting is to take place at 7 a.m. Saturday near Night City's waterfront in a vacant warehouse

nomad panzerboys

at 316 Commercial Street.

Just after the appointed time, a heavily armored hovercraft will arrive at the warehouse. One popup turret will emerge on either side of the craft as it whines under the rolling automatic garage door into the half-empty warehouse. "Ne'er-do-wells" is painted on the hovercraft's glacis plate in messy black brush-strokes. "Large Marge" is stenciled in red across its bow skirt. As the machine settles onto

while looking for

its deflating plenum, a hatch opens, and a man steps down from the panzer, introducing himself as Runner, the leader of the Ne'er-do-wells nomad pack. Runner informs the PCs that the Ne'er-do-wells can supply whatever it is that they are after.

While the PCs are discussing availabilities and prices of commodities with Runner, the Night City Police Department will storm the warehouse. Unless Runner or one of the PCs makes a successful

a scarce commodity.

Awareness/Notice (Difficult) skill check, they will be surprised when the police call for them to surrender. If the PCs do not surrender, the police will wait, but if any of them reaches for a weapon or runs for cover or Large Marge, the police will open fire.

Runner will sprint for his panzer's open rear cargo ramp, yelling to the PCs to come along. The PCs will be forced to make a painful (but fairly obvious) decision—hitch a ride out of the area with the Ne'er-do-wells or stick around and get zapped by the cops. After the PCs scramble into Large Marge, Runner suggests that they may as well come along for the ride to Santa Barbara, where, he says, he can get them their gear (especially since he has no intention

of stopping to let them off.)

Parked outside the warehouse are three NCPD squad cars manned by two personnel each. They will pursue the characters until they are outdistanced or destroyed. As Runner and the PCs break out of the warehouse in Night City, the NCPD will transmit the panzers' heading to the NorCal Highway Ranger Compound at Gilroy, who will scramble air units to catch the panzers.

The police are after the Ne'er-do-wells because earlier this morning, one of their squad cars had a run-in with Runner's panzer and lost.

SANTA BARBARA EXPRESS

Runner's planned route runs southeast from Night City for approximately 30 miles to the ghost town of King City, then south along what is left of Highway 101 for nearly 180 miles to Santa Barbara. It's about a two-and-a-half hour trip if there are no stops.

The remainder of the Ne'er-do-wells' panzers are waiting for Runner just north of San Luis Obispo, in the ruins of the town of Paso Robles near the state line.

As Runner glides his panzer into this small ghost town, a couple of NorCal Ranger aircraft will be spotted vectoring in from the south, blocking the route. The Rangers will spot them on their thermal imaging systems and attack.

PASO ROBLES

Hidden in the ruined buildings of this town are the other six panzers belonging to the Ne'er-do-wells. When the group gets past the NorCal resistance, Runner will bring his vehicle to a halt and dismount long enough to meet with his people and give them the lowdown on what happened in Night City before the whole pack gears up for the rest of the drive to Santa Barbara.

The PCs may, if they wish, also get out of Large Marge and meet the other Ne'er-do-wells. Those PCs who exit the panzer will be asked if they have Heavy Weapons skill. Any who do will be invited to ride shotgun on the panzers as gunners.

Once they leave Paso Robles, the Ne'er-do-wells will adhere to strict communications silence since the SoCal is extremely unfriendly to hostile nomad packs. The SoCal Highway Patrol (or SHiPs) are diligent in their efforts to keep Megalopolis Free State's roads clear of "nomad trash." This is reflected in the following encounter table for use on stretches of major highway in SoCal. Roll 2D10 on this table once each hour.

Note that this table doesn't even begin to go into the possibilities presented

by hitch-hikers, breakdowns, abandoned cars, etc.

Information on the weapons and vehicles encountered by the PCs in this adventure can be found in the *Solo of Fortune* and *Chromebook* supplements for *Cyberpunk 2.0.2.0.*

Roll	Result
1-2	SHiPs air patrol
3-5	SHiPs ground patrol
6	Nomad pack
7	Empty highway
8-11	Civilian traffic
12-13	Truck convoy
14	Accident or firefight
15	Free State road block
16-18	SHiPs ground patrol
19-20	SHiPs air patrol

SHiPs Air Patrol: This is a flight of one to three (1D6+2) aircraft, all armed with at least one air-to-ground weapon. The flight leader will take an interest in any passing vehicle on a 2D10 roll of 2 and will hail said vehicle on his radio. If he doesn't like what he hears (or doesn't hear), things could get ugly.

SHiPs Ground Patrol: A patrol of one to three (1D6+2) wheeled cars and/or light armored vehicles with at least two personnel per vehicle. Some of these vehicles mount heavy weapons of various types. Their mission (and reactions) are the same as the air patrol above.

Note that these patrols may call on one another for assistance if needed. There is a 5% chance that another SHiPs patrol is nearby. Roll 1D10. A result of 1-6 indicates an air patrol and 7-10 indicates a ground patrol no more than 15 minutes away, increasing cumulatively by 5% per turn that a firefight or chase continues.

Nomad Pack: This is a ragtag fugitive fleet of 10 to 60 vehicles of assorted types containing three to 300 displaced persons (DPs). They could be doing anything from just driving down the highway with all their stereos blasting, to running some fruit stands, to camping by the road side. These people aren't inherently hostile, but they don't have a whole lot of temper left either.

Civilian Traffic: Car, bus, truck, car, bus....

Truck Convoy: Anywhere from three to 30 tractor-trailer rigs carrying anything from guns to rutabagas, en route from wherever to anywhere. On the open road, these trucks won't stop for anything except the SHiPs, obvious government roadblocks (see below) or breakdowns. When one stops, they all stop. All truckers have a co-driver riding shotgun (literally).

Accident or Firefight: Roll 1D10. A result of 1-6 indicates an accident, and 7-10 is a firefight. Accidents will involve one to six vehicles of various types and sizes. Emergency vehicles will be present (possibly trauma teams). SHiPs units may also be present.

Firefights will be either static or running gun battle. Roll 1D10. A result of 1-5 is static, and 6-10 is running. They usually involve two or three vehicles. SHiPs may be involved.

With accidents and firefights, one often begets the other.

Free State Road Block: This is an impromptu checkpoint set up by one or a combination of the SoCal Departments of Immigration, Customs, Justice, etc. They are questioning passing drivers and doing spot searches of vehicles going in both directions looking for contraband, illegal aliens, etc. The block is set up on a section of the highway that is fairly flat, with restricted access and exit, and will be manned by 10 to 60 armed personnel. A SHiPs air patrol flight will be on the ground close by to support the road block if necessary.

WHAT NOW?

Any PCs who helped out on this run (firing panzer weapons effectively, smooth-talking SoCal Customs officers, etc.) will be rewarded by the Ne'er-do-wells by being granted the equivalent of a Family skill of +2. But they've still got to pay full price for the things they want. Business is business.

Now that they are in Santa Barbara and since the Ne'er-do-wells have no immediate plans to return to Night City, the PCs are on their own. A plane will cost them $150 each. Or could they rent a car....

Once the PCs do return to Night City why not have the NCPD pay them a visit?

NCPD SWAT TEAM

Members of the five-man emergency response team which storms the vacant warehouse are similar to one another.

INT: 6, REF: 7/10, TECH: 5, COOL: 7, ATTR: 5, LUCK: 6, MA: 8, BODY: 9, EMP: 7/5, Run: 40, Leap: 2, Lift: 90.

Role: Cop.

Skills: Authority+3, Awareness/Notice+4, Handgun+7, Athletics+4, Brawling+4, Melee+3, Rifle+6.

Gear: Militech Arms Avenger with six mags/150 rounds, flak vest and pants, and nylon helmet.

Cyberware: Cyberaudio with digital recording link, Sandevistan Reflex Boost (+3) and Cyberoptic with Antidazzle.

NORCAL RANGERS

The crews of these two craft are equal in ability:

Role: Solo.
REF: 7.
Skills: Combat Sense+4, Pilot (Vectored Thrust Vehicle)+6, Heavy Weapons+6.

Below are the stats for the two aircraft that make up NorCal Ranger Air Patrol 3-16, call signs Weasel Seeker 1 and 2.

AV-9 Gunship
(Weasel Seeker 1)

Crew: 2 (pilot, gunner/navigator).
Max Speed: 400 mph.
Maneuver Speed: 250 mph.
SDPs: 180.
SPs: 45.
Armament: Two turreted 40mm grenade launchers with 30 rounds each, two pylon-mounted 5.56mm machineguns with 500 rounds each, and four rocket pods (two wing-mounted with 24 rounds each and two belly-mounted with 72 rounds each).

AV-4 Tactical Recon Aerodyne
(Weasel Seeker 2)

Crew: 3 (pilot, gunner, navigator).
Max Speed: 350 mph.
Maneuver Speed: 150 mph.
SDPs: 100.
SPs: 40.
Armament: One 7.62mm minigun with 2000 rounds and one 20mm autocannon with 1000 rounds.

NE'ER-DO-WELLS

The Ne'er-do-wells are a small pack of panzer-borne nomad mercenary smugglers who operate through SoCal, southern NorCal and Nevada, and western Arizona. The pack is small, only 18 members, with one third of them women. They drive seven panzers and are led by the man named Runner.

The Ne'er-do-wells have two light and two medium air-cushion vehicle (ACV) panzers and two medium and one heavy aerodyne (AV) panzers. They are hoping, over the next couple of years, to convert entirely to AV panzers, selling or trading their ACVs in the process. Runner's panzer is Large Marge. Another of their machines is Ball-Room Blitz. An AV panzer called Road Hog has a hedgehog ram/plow on its bow.

Runner

INT: 8, REF: 8/9, TECH: 7, COOL: 9, ATTR: 5, LUCK: 5, MA: 7, BODY: 8, EMP: 8/6, Run: 35, Leap: 1.75, Lift: 80.
Role: Nomad.
Skills: Family+9, Awareness/Notice+4, Endurance+2, Melee+3, Rifle+4,

Drive+6, Basic Tech+4, Wilderness/Survival+3, Brawling+2, Athletics+3, Heavy Weapons+3, Streetwise+3, First Aid+2, AV Tech+1, Dodge & Escape+3.
Gear: Flak vest and pants, Colt AMT Model 2000 with three mags and 40 rounds, black leather jumpsuit and boots.
Cyberware: Kerenzikov Reflex Boost (+1), cyberoptic with targeting scope and cyberaudio with radio splice.

Runner has been leading the Ne'er-do-wells for the last four years and in that time has given the pack, now radically smaller than when it started from Eastern Kansas in 2015, a new lease on life. The panzers operate individually and in groups, and they are known by many fixers in the region who recommend them as a source of materials, information and, occasionally, firepower.

Standing six feet tall and weighing 175 pounds, Runner is a 27-year-old man of average looks sporting a nose ring and neatly cropped, dirty blond hair.

A shrewd businessman and judge of character, he has extricated his pack from potential trouble on a number of occasions. He says "ya know?" after most of his sentences, which can get tiresome, but other than that, he is a pleasant enough character.

Large Marge

Runner's vehicle is a good example of a medium ACV panzer.
Type: Med ACV PzKpfw.
Crew: 2 (pilot, observer/gunner).
Passengers: 2.
Cargo: 3000 kilograms (or about six people).
Max Speed: 125 mph.
Maneuver Speed: 100 mph.
Operational Radius: 300 miles.
SDPs: 110.
SPs: 50.
Armament: One right popup turret-mounted medium railgun with 100 rounds, one left popup turret-mounted 7.62 minigun with 1000 rounds, and one deck turret-mounted rocket pod with 30 rounds.
Equipment: Smoke grenade discharger with 10 rounds, TacComp with IFF program, forward-looking infrared (FLIR), data burst radio, satellite uplink and reactive armor (on front facing only).

Road Hog

A shark-mouth-painted medium AV panzer.
Type: Med AV PzKpfw.
Crew: 1 (pilot).
Passengers: 2.
Cargo: 3500 kilograms (or approximately seven people).
Max Speed: 200 mph.
Maneuver Speed: 125 mph.
Operational Radius: 350 miles.
SDPs: 120.
SPs: 60 (70 on front).
Armament: One deck turret-mounted heavy laser with 20 "rounds" and one coaxial 20mm autocannon with 1500 rounds.
Equipment: Hedgehog ram, smoke grenade discharger with 20 rounds, radar, TacComp with IFF program and databurst radio. Ω

For rules on building and using panzers for your campaign, see page 60.

This article formed independently and was given a heavy dose of inspiration from Walter Jon Williams' novel, Hardwired *(Williams, Walter Jon.* Hardwired. *Tom Doherty Associates, Inc. publishers: New York, 1986).*

The title of this article refers to General Heinz Guderian. He was a German tank commander during WWII and wrote a book called Panzer Leader.

PANZERS

The following rules on building and using panzers in your casmpaign are provided as a complement to the preceding adventure, "Guderian Dreams."

By Legion

Panzers are a fairly recent development in 2020. Their appearance in America stems from the reaction of various nomad packs to their often brutal treatment by government and corporate security forces. To put themselves on an equal footing with the security forces, these nomads created some of the most potent armored vehicles on the continent.

Panzers are privately manufactured armored hover vehicles of various types. As such, they are not so much highly technical machines as highly innovative.

Panzers average about the size of a moving van. Some versions are smaller, about the size of a delivery truck, and a few are almost the size of a punknaught. Unlike a punknaught, however, a panzer is built to last.

They are either conventional air-cushion vehicles with turbofans and plenums, or they are powered by AV engines stripped from salvaged wrecks or bought from wrecking yards. Even AV panzers, however, are fitted with plenums to assist their engine lift. ACV panzers are the first-generation vehicles of their type, and AV versions are second generation.

Because of all the armor on panzers, their engine lift is limited, making them skimmers. They normally ride between a few centimeters and one meter off the ground, although AV panzers are capable of short (approximately five turns maximum) "lifts" as high as 10 or 15 meters. Lifts are made by vectoring engine thrust down and must be

short because they are hard on the panzers' engines, for which parts are always in short supply.

Armor on panzers is ceramic, plastic, cloth and alloy laminate to keep weight down, although steel may have to do when panzerboys can't get higher-tech materials. Some panzers have reactive armor fitted to them. When pilots can obtain reactive armor, it is usually fitted to panzers' front facings. More armor can be put on AV panzers than on conventional ACV panzers due to the AV machine's superior lift. AV panzers are also faster than ACV panzers, thanks again to their engines.

Panzers are often coated with radar-absorbent paint to assist pilots in hiding when they don't want to blow enemies apart.

Because panzers are rare and unique, almost all are given names by their operators, painted on the vehicle's armor. Kill markers are also popular. They range from rings painted around gun barrels (popular with Pennsylvania Dutch panzerboys) to silhouettes of cats, wheelchairs or stickmen.

USE AND OPERATION

Depending on whether they are AV or ACV, the operation of panzers require either Pilot (Vectored Thrust Vehicle) or Driving skill, respectively.

All panzers can be cyberdriven, and all their weapons can be cyber controlled.

Panzers try to keep opponents at long ranges when in combat and seldom stop to engage in "stand-up" fights. A panzerboy will usually keep

his panzer at speed during a fight, attempting to deke or out-run the opposition.

PANZER CONSTRUCTION

Following are some guidelines to help PCs build a panzer. See the notes on building a punknaught on page 29 of *Chromebook* for more information. The steps below must be followed in numerical order when coming up with a panzer design. Remember that these are only guidelines, and by varying the speed limits on some and the armor limits on others, you will maintain the uniqueness of panzers.

If referees are going to allow their players to build a panzer, the collection and assembly of all the various components may be drawn out over a number of other adventures. If your group is getting together and you don't have a scenario ready, why not have the group's fixer get a hot tip on a reconditioned AV-4 engine?

1. Propulsion: There are two kinds: conventional turbofans (ACV), and vectored thrust engines (AV).

2. Size: All can be classed into three general categories: light (approximately a delivery truck), medium (approximately a moving van), or heavy (approximately a punknaught).

3. Structure: SDPs are determined by size: light (typically 80), medium (110), or heavy (150).

4. Armor: The limit on armor depends on which type of propulsion it has: ACV (minimum of 50, maximum of 60), or AV (minimum of 60, maximum of 70).

5) Weaponry: The number of weapons allowed is determined by its size: light (up to two), medium (up to four), or heavy (up to six).

Weapons can include machine-guns, grenade launchers, rocket launches, autocannon, missiles (both AT and SAM), lasers, rail and coil guns and Gatling guns.

Weapons can be mounted on any of the following: standard turrets, popup concealed turrets, hull sponsons, pods or pintle and ring mounts.

6. Speeds: The maximum and *Continued on page 63.*

maneuver (safe) speeds, in miles per hour, are determined by its propulsion system and its size:

	ACV		AV	
Size	Max	Man	Max	Man
Light	175	125	250	150
Medium	125	100	200	125
Heavy	100	75	150	100

7. Operational Radius: The operational radius, in miles, is determined by its size and propulsion system:

Size	ACV	AV
Light	400	450
Medium	300	350
Heavy	200	250

8. Crew: Any panzer may have a crew of one (pilot/gunner only) or two (pilot and navigator/gunner).

9. Cargo: Panzers like to carry as much as possible. The cargo capacity, in kilograms, depends on its size: light (approximately 2000 kilograms), medium (approximately 5000 kilograms), or heavy (approximately 7000 kilograms).

Passengers can be held in the cargo bay, if necessary. Mesh fold-down seats are built into the bays of some panzers. A good yardstick to use is one passenger for every 500 kilos of cargo capacity.

10. Passengers: A panzer may also be fitted with a limited number of passenger seats in the crew compartment. The number of passengers that may be carried depends on the panzer's size: light (one), medium (up to two), or heavy (up to four).

11. Equipment: Equipment ranges from reactive armor to gyroscopic compasses, tactical computers to cow catchers. If it might come in handy, it's probably been mounted on a panzer.

WEAPONS AND EQUIPMENT
Detailed below are a number of weapons which are mounted on many panzers. Prices indicated represent the costs of the items if a person were able to buy them from a store.

Lasers: See the Lasers table for the statistics for vehicular lasers.

Rail and Coil Guns: Rail and coil guns are linear accelerators which use electromagnetic fields to fire ferrous projectiles at high velocity. These weapons require ammunition in the form of metal projectiles. They, and lasers, require electrical power. They normally run off of electricity generated by the vehicle's engine. Storage batteries built into vehicles will hold enough power to fire the weapons' magazine limits, but will then need to be recharged by running the engine for approximately eight hours, depending on the weapons carried. Rail gun barrels are typically square or rectangular in cross-section, occasionally triangular. Coil guns have round barrels. Characteristics are identical for both rail and coil guns, which are manufactured in three size categories. See the Rail and Coil Guns table.

Reactive Armor: This is a form of high-tech applique armor which explodes when hit by explosive projectiles of at least 30mm. This explosion halves the damage of incoming explosive rounds by disrupting their concussive energies.

For using reactive armor, every vehicle body is considered to have five facings—front, top, rear, right and left. Turrets are treated separately and are also considered to have the same five facings. Each facing is protected by 10 "units" of reactive armor. Whenever a protected facing is hit and detonates, the unit hit is destroyed. Any subsequent hit on that facing has a one in 10 (cumulative per unit destroyed) chance of hitting unprotected portion (e.g., a panzer's front facing has had two of its reactive armor units destroyed); any new attack has a two in 10 chance of hitting its bare hull.

Reactive armor may only be used on ground or hover vehicles which have 40 SPs of armor.

Referees may decide what price to place on reactive armor and how it may be obtained in their campaigns.

Ram Plates: Some panzers mount ram plates, cow catchers or hedge hogs on their bow to reduce damage taken (see Crashing, page 73 of *Solo of Fortune*) when they collide with road blocks or other vehicles. These add 10 SPs to front armor.

Each of these types of fittings, which are unarmored, can absorb up to 50 SDPs. Once they have taken that much damage, they will be broken beyond their ability to function, and the panzer will suffer normal damage if it hits another solid object. Ω

Lasers

Size	Long Range	Damage	Cost (EB)	ROF	MAG	REL
Light	500m	5D10	9000	1	30	UR
Medium	1000m	7D10	11,000	1	20	UR
Heavy	1500m	10D10	14,000	1	10	UR

Rail and Coil Guns

Size	Cal (approx)	Long Range	Damage	Cost (EB)	ROF	Mag	Rel
Light	10mm	500m	3D10	2000	2	150	ST
Medium	15mm	1000m	5D10	3000	1	100	ST
Heavy	20mm	2000m	8D10	5000	1	50	ST

How far will you go to keep your company job?

COMPETITION

By Justin Schmid

The company is your friend—or at least that's what the recruiter told you only a few weeks ago. You were promised all sorts of luxuries, given expense accounts and treated as valued members of the company. Even the jobs you had to do were 10 times better than the dangerous street contracts, wherein you never knew who would betray you and when. But with the company, things were great. Until now.

Profits are down, competitors are edging the company out of the market, and to compete, costs have to be lowered. And, what's the first way to save money? Cut personnel. It's come down to three teams they are considering cutting, and, you guessed it, yours is one of them.

The next week is called "comparative evaluation," which will be basically a bunch of internal affairs suits seeing which team wastes the most company money. No sense in a fair contest—you're not about to lose your job that easily. This is 2020, and it's war!

REFEREE'S BACKGROUND

Being in the company is very nice. The PCs have quickly grown used to lavish expense accounts, with credit limits of 20,000eb. They are also provided with very nice apartments and a safe lifestyle, as opposed to that on the street. It is also very unlikely that they will be able to get jobs from the other companies. All told, the PCs will probably want to keep their jobs at all costs.

Over the next week (five days), three evaluators will be randomly watching over the three teams. Also, the expenses of each team will be closely monitored.

There are many ways to sabotage the other teams, including running up incredible tabs on their accounts, even destroying their equipment (causing more expenses for replacements). Also, since utility is being considered, making a team appear incompetent will increase the chance that it will be cut. Of course, it is not necessary to mention that each of the other teams will also be trying to sabotage the PC group.

To make matters worse, three days into the "assessment," the company will announce that *two* of the three teams will be cut, so the fighting should intensify and destroy any possible "team-ups" that could have developed.

COMPANY

This is a generic company which is multinational and so diversified that it is involved in everything known to man. The company has a large division in Night City (or whichever city your game takes place in) and is in general a very nice corporation compared to most. It pays well, provides good services and seems honorable. However, it is also doing badly in the market and losing money, and so has decided to cut costs wherever possible.

SPECIAL OPS

The players are assumed to be part of the Special Ops division of the corporation, specifically handling fighting duties. However, this division is simply an example, and can easily be modified to fit almost any type of *Cyberpunk* team. Here are some examples of different divisions that could replace the Special Ops one described.

Note that the other teams will be approximately equal in terms of ability, numbers and skill as the PC group, so they are in for an even fight. Create the opposing team members by slightly modifying the players' characters.

• A corporate team might be in the research department, doing all the necessary research for the company. In this instance, the adventure would probably consist of organizing research within the team to discredit the others and to disrupt their research efforts as much as possible.

• A band would probably have been signed on by the company and would be competing against other bands. The adventure might take a turn for running

competing concerts to demonstrate their popularity, and discrediting the other bands, destroying their popularity.

• A trauma team might be competing in the medical department against other emergency service teams. In this case, the adventure could turn very dirty very quickly, as the teams fight to be first on the scene, possibly sabotaging each other's equipment.

• Mercenary teams are already covered by the adventure, as an extraction team, but they could also be a group assigned to guard top-level executives. In this case, eliminating the other team's executive would certainly guarantee success, providing their part in the assassination is never revealed.

• Gangs and nomad packs might be hired by the corporation for various duties. If the corp decides it doesn't need as many "small time" groups, the fighting will undoubtedly turn ugly very quickly as the gangs or packs fight over who will keep the contract with the company.

• Cops will undoubtedly be in charge of security within the corporation, and in this case, sabotaging each other's efforts by destroying each other's security would be possible. Show which team is laziest or most ineffective, and you guarantee that they will be let go.

• Media teams would be the news-gathering teams of the company. The fighting would not necessarily involve gunplay with this type of a team, perhaps working more on discrediting one another, beating the other to the story, exposing the other's flaws.

LET THE GAMES BEGIN!

The announcement comes at 9 a.m. Monday morning, with no advance warning—and no time to get a head start on the other teams. Over the next five days though, the PCs can certainly work overtime or come in early for sabotage.

The evaluators show up immediately, three rather snotty corporates who do not look like they enjoy mingling with the "lower class." They work from 9 to 5, with one hour for lunch. Most work is simply administrative stuff, filling out reports, etc.

Remind the players three things:

• They still have to work, and every hour they miss of work, they lose points.
• Missed sleep causes lesser efficiency.
• Their jobs are on the line here.

SCORING

Every day, calculate the characters' score from the following, starting with a base 30. Remember to count up how much time is spent not working, and count every penny of company money they spend.

Team mission completed successfully: +5

Team mission failed: -5
Every hour missed per person: –1
Working through lunch per person: +1
Expenses (per $100): –1

PARTICIPANTS

There are three separate teams for the adventure, all within the Special Ops division. One specializes in security (Sec Ops), another in covert operations (Covert Ops) and the last in assault missions (Hard Ops). However, the company assumes that they are pretty much interchangeable, so why both with three separate teams? The PCs could be on any of the three teams, possibly making up an entire team on their own. So, all three are presented below, allowing players to choose. The information can be altered to suit the skills of the player characters.

SECURITY OPERATIONS

The first team is in charge of security operations, particularly surveillance duties, bodyguarding and netrunning. There are six members, including four cops, one netrunner and one techie. The cops typically take the beat and do the bodyguarding, with the techie and netrunner as backup and surveillance experts. The following are sample Sec Ops attacks on other teams:

Max Accounts: The netrunner can hack into 1D6 of another team's accounts and charge their credit accounts to the maximum with false purchases. It will take 2D6 days for the bank to clear this up. (25, 1 hour, netrunner.)

Change Security Codes: The Sec Ops team may want to change the security codes on another team's offices. The team affected will need six hours of work before they can get back into their office. It will also cost 1000eb. (30, 1D6+2 hours, techie and netrunner.)

Alert the Enemy: Sec Ops can also give advance warning to one of the other team's targets. The affected team will have the difficulty of its mission increased by 10. (15, one hour, one person.)

Kidnapping: The team can attempt to kidnap another team's target, to prevent the affected team from completing its goal. They can probably release the target 24 hours later. (30, 24 hours, four cops.)

Total Defensive Posture: Sec Ops team members can lock themselves in, watch all others by camera and not do anything else. This means they cannot complete any operations outside of their office, and it increases the difficulty of any attack on their offices. (20, unlimited, all.)

Missions

The team will be sent a maximum of one mission per day. Every day, roll 1D6 on the Missions Table below to determine the nature of the mission.

Roll	Mission
1	Track down low-level novice netrunner. (Difficulty: 15. Netrunning.)
2	Surveillance on corporate suspected of defection. (Duration: 6D6 hours. Difficulty: 20. Surveillance.)
3	Protect Level 6 corporate at his home. There will be 1D6+3 attacks on his life. (Duration: 24 hours. Difficulty: 20 + 5 per attack. Bodyguarding.)
4	Watch over a black operation, to make sure nothing goes wrong. Some fighting does ensue. (Duration: 6 hours. Difficulty: 25. Surveillance.)
5-6	No mission.

The base chance of succeeding at a mission sent on depends on who goes. See the Chance of Success Table below. Add the point values of all going on the mission, then add 1D10. The team succeeds if the total exceeds the mission difficulty. Failure in a mission by 5 or more means one team member dies.

Bodyguarding	Surveillance	Netrunning
+4 per cop	+2 per cop	+10 per netrunner
+2 per techie	+5 per techie	

Typical Security Ops: INT 6, REF 7, TECH 6, COOL 9, MA 4, BODY 8.

Skills: Authority +4/Interface +4/Jury Rig +4, Awareness +8, Handgun +6, Aikido +4, Submachinegun +4, Stealth +4, Electronic Security +4, Streetwise +4, Shadow +2.

Cybernetics: Adrenal Booster, Subdermal Armor/Neuralware Processor: Interface Plugs, Cybermodem Link.

Possessions: (6) Arasaka Minami 10s (two clips each), (6) Sternmeyer 35s, (6) Flak Vests, (6) Nylon Helmets, (6) Mastoid Commos, (1) Cellular Phone, (1) standard Cybermodem, (1) Tech Tool Kit.

Description: There are four cops, one netrunner and one techie in the group, reflecting the different special abilities.

COVERT OPERATIONS

The second team is in charge of covert operations, involving alternate weaponry, particularly covert assassinations, sabotage and high-tech operations. There are six members, including three solos, two techies and one medtechie. The solos typically do the actual attacks, whereas the medtechie and techies are the behind-the-scenes operators, setting things up.

The following are sample Covert Ops attacks on other teams:

Pestilence: The medtechie can drug an opponent team's food with a nausea drug. It causes a loss of –4 REF, and –2 INT

and nausea for 2D6 hours thereafter, rendering those affected unable to work or do anything for that time period. (15, one hour, medtechie.)

Annoyance: The team can find another team currently on a mission and fire Microwavers at them during the mission. This will cause malfunctions as described in the *Cyberpunk 2.0.2.0.* game, raising the difficulty of the mission by 5. (10, three hours, two people.)

Disarming: They can break into another team's offices and steal all their weapons. This will mean the team affected will be unarmed for two days before new weapons can be bought, and the cost of the new weapons will be added to their account. (20, two hours, two techies.)

Hallucinations: Another team's ventilation system can be rigged with a hallucinogenic gas, so that all within will start experiencing the effects in one hour. It will cause hallucinations for 1D6 hours. (25, six hours, medtechie and two techies.)

Black Death: As a last resort, the team can apply Biotoxin I to the door handles of another team's offices. It will be on the outside, so no breaking in is required. (20, one hour, medtechie.)

Missions

The team will be sent a maximum of one mission per day. Every day, roll 1D6 on the Missions Table below to determine the nature of the mission.

Roll	Mission
1	Kill an enemy corporate with biotoxin. (Duration: 6 hours. Difficulty: 25. Drugging.)
2	Kill an enemy covert operative on the street using silenced guns. (Duration: 1 hour. Difficulty: 25. Assassination.)
3	Sabotage an enemy plant by destroying the machinery. (Duration: 6 hours. Difficulty: 20. Sabotage.)
4	Assassinate corporate in his home. Method is left up to the team. (Duration: 6 hours. Difficulty: 20. Assassination.)
5-6	No mission.

The base chance of succeeding at a mission sent on depends on who goes. See the Chance of Success Table below. Add the point values of all going on the mission, then add 1D10. The team succeeds if the total exceeds the mission difficulty. Failure in a mission by 5 or more means one team member dies.

Sabotage	Assassination	Drugging
+5 per techie	+5 per solo	+5 per medtechie
+3 per solo	+2 per techie	+3 per solo
+2 per techie		

Typical Covert Ops: INT 8, REF 5, TECH 9, COOL 8, MA 5, BODY 5.

Skills: Combat Sense +4/Jury Rig +4/Medical Tech +4, Awareness +4, Handgun +6, Aikido +2, Submachinegun +2, Stealth +6, Electronic Security +6, Chemistry +4, Basic Tech +4, Pharmaceuticals +2.

Cybernetics: Chemical Analyzer, Nasal Filters.

Possessions: (6) Sternmeyer 35 (two clips each), (6) Silencers, (1) Microwaver, Nausea Drug (10 doses), (6) Hallucinogen gas grenades, (5) doses of Biotoxin I, (6) Light Armor Jackets, (6) Smartgoggles, (6) Mastoid Commos, (1) Tech Toolkit, (1) B & E Toolkit, (1) Electronics Toolkit, (1) Medkit, (1) Drug Analyzer.

Description: There are three solos, two techies and one medtechie in the group, reflecting the different special abilities.

HARD OPS

Hard Ops is in charge of head-on assaults, overt extractions and demolitions. There are six members, all solos trained in heavy weapons and highly skilled in combat. One always knows when they are involved, as they do not hide their activities, instead using loud explosions to mark their presence.

The following are sample Hard Ops attacks on other teams:

Threats: Bomb threats can be phoned in to an opponent's office. Normally, this requires leaving the office for 1D6 hours while a bomb disposal unit searches the offices. (10, negligible, anyone.)

Vandals: The team can break into another team's offices and vandalize it, causing over 2000eb in damages. This will be charged to the team involved. Also, ammunition can be replaced with blanks. If it is not discovered, add 10 to the difficulty of completing a mission. (20, four hours, two people.)

Attack Target: They can actually attempt to assassinate the extraction target of another team in an attempt to make them fail in their rescue. (30, six hours, All.)

Bombing: If things are looking bad for the team, they can try bombing another team's office, destroying all the equipment inside and causing over 10,000eb in damages. (35, four hours, four solos.)

Attack Team: An outright, head-on attack on members of another team can take place. (40, one hour, all.)

Missions

The team will be sent a maximum of one mission per day. Every day, roll 1D6 on the Missions Table below to determine the nature of the mission.

Roll	Mission
1	Bomb enemy corporate's car. Must get into underground parking lot as well. (Duration: 2 hours. Difficulty: 35. Bombing.)
2	Assault enemies of the corporation. Kill all in encampment outside city limits. (Duration: 6 hours. Difficulty: 30. Assault.)
3	Extract corporate spy from another corporation. (Duration: 4 hours. Difficulty: 25. Extraction.)
4	Attack gang which has been harassing corporate operatives. (Duration: 1 hour. Difficulty: 25. Assault.)
5-6	No mission.

The base chance of succeeding at a mission sent on depends on who goes. See the Chance of Success Table below.

Add the point values of all going on the mission, then add 1D10. The team succeeds if the total exceeds the mission difficulty.

Failure in a mission by 5 or more means one team member dies.

Assaults	Extractions	Bombing
+3 per solo	+4 per solo	+5 per solo

Typical Hard Ops: INT 5, REF 9, TECH 6, COOL 5, MA 7, BODY 8 (10).

Skills: Combat Sense +6, Awareness +4, Handgun +2, Karate +4, Submachinegun +4, Rifle +4, Heavy Weapons +4, Stealth +4, Demolitions +4, Weaponsmith +4.

Cybernetics: Grafted Muscle, Adrenal Booster.

Possessions: (1) Barret-Arasaka Light 20mm (one clip), (3) Kalishnikov A-90 Heavy Rifles (two clips each), (6) Militech Ronin Light Assault Rifles (four clips each), (6) Uzi Miniauto 9 (one clip each), two kilograms of C-6, (6) timer detonators, (6) Mastoid Commos, (1) radio detonator, (6) Fragmentation Grenades, (6) Flak vests, (6) Nylon Helmets.

Description: There are six solos in the group, reflecting the different special abilities.

CONCLUSION

The adventure ends after the five days are through, or when two teams have been eliminated. Tally up the totals for all surviving teams, and award the winning team a continued contract with the company.

If the player characters are fired, then they now have a black mark on their names and will have a hard time finding new employers, probably having to start back with minor street samurai jobs. Ω

ELL THE SPARTANS

By Legion

T he PCs are approached by an attractive, auburn-haired woman one day near their home. The lady introduces herself as Angela Christopher and explains that she has been sent to Night City by her employer to enlist the assistance of some resourceful people. After seeing the PCs on a news broadcast as the solvers (or instigators, as the case may be) of a recent incident in the city, and not knowing anywhere else to look, she tracked them down and decided to try to hire them.

Christopher claims to be an employee of a businessman in the San Francisco area who is interested in hiring people to end a gang war now raging there. She explains that her employer's son is involved in a harmless little "club" in San Francisco which is being pressured by a large gang to follow the gang leader's orders. The businessman, whose name is Walter Courtnall, will pay each of the PCs $2000 euro (half in advance, the other half in escrow until the turf war is ended). Courtnall owns a lucrative real estate firm in the Bay area.

The PCs will be introduced to Courtnall and his son, Skip, a young man wearing a lot of exotic enhancements and sculpting. Skip's exotica are cat-like, and he answers to the handle Ocelot. Ocelot will introduce the PCs to Barracuda, the leader of his club (the Menagerie).

Barracuda will tell the PCs that a large gang called the Spartans is forcing other gangs in the San Francisco area to tow the line, building an underground empire. The fight started to get ugly when the Supers, a small local gang, stepped in to help the Menagerie and the Villains, another local turf-gang, out from under the Spartans' boots. The Menagerie members are thankful, but the Villains can't get over their hatred of the Supers to get on the right side in this gang war.

After his meeting with the PCs, Barracuda will arrange for them to meet, at different times and places, the leaders of the two other gangs, the Supers and then the Villains.

FRIENDS AND ENEMIES

The PCs' best plan of action to end the war will be to work out a truce between the Menagerie, the Supers and the Villains long enough to enable the three gangs to collectively fight the Spartans.

If, after meeting the leaders of the Menagerie and the Supers, none of the PCs thinks of it, have Ocelot suggest that the Menagerie, the Supers and the Villains form an alliance to deal with the Spartans as a bloc. Ocelot will volunteer to deliver the PCs' offer to the Villains personally.

A few days after their offer is delivered, the PCs will be notified that the Villains have agreed to meet the Supers, with the Menagerie and the PCs as mediators, in a local wrecking yard located in neutral turf in the combat zone.

MEETING

The meeting is attended by the leader of the Supers, Gladiator, and the leader of the Villains, Flamestrike, each accompanied by a small (five-man) entourage. Barracuda, with a small escort, is there with the PCs to mediate.

Having found out about this meeting from one of their finks on the street, a small group of Spartans has decided to crash the party on their own.

There are only about 15 Spartans in this phalanx, led by a junior lieutenant called Leonidas. They are typical members of the gang, as described below.

This intrusion ought to convince the Villains that the alliance is a good idea.

Play out the gang meeting. If the PCs don't present a good cause, then you may

Two-Story Building

○ **Sewer Break-in**

● **Manhole**

•••••••••••• **Rampart**

⊏▭⊐ **Door**

Stairs

Ten Feet

Ogden Avenue

Gates Street

Agora

Killzone

Palace

Folsom Street

Killzone

Agora

Thompkins Avenue
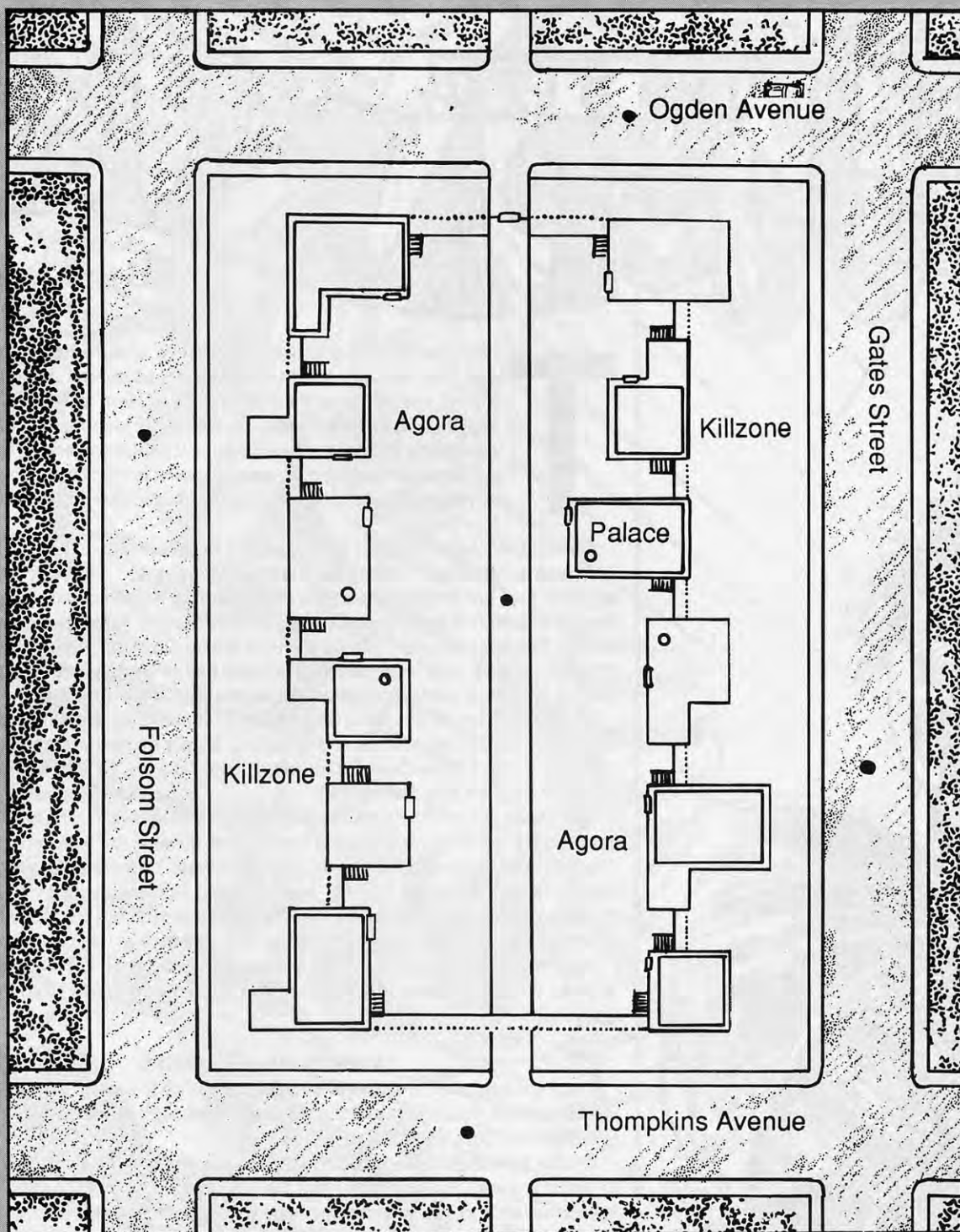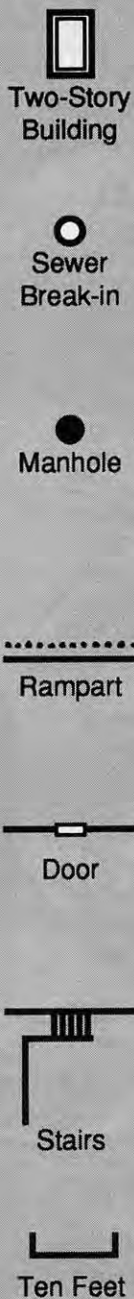
want, in spite of the Spartans' attack meeting, to not have the Villains enter the alliance. This will make it a lot more desperate when the gangs finally attack Troy (see below). But then the Villains could always have a change of heart and show up late to help the PCs—after the attack has already kicked off, of course.

If the alliance is agreed to, and if the PCs don't think of this either, the Supers will ask one of the PCs to suggest that they plan and conduct an attack on the Spartans' home turf, Troy. The Su-

pers will go through the PCs to avoid a possible argument with the Villains.

SPARTANS

Typical names are Lycurgus (leader), Oedipus, Theseus, etc.

The Spartans are an extremely dangerous boostergang which has members in Night City and San Francisco, as well as "wannabe" Spartans in Los Angeles and the VanSeaTac Metro Zone. They started out as a small neighborhood turf gang in San Francisco. During the seven years of their bloody

history, they have grown into a virtual army of nearly 500, spread up and down the west coast of North America. There are almost 250 Spartans in San Francisco.

Initiates must be at least six feet tall and male to be given warrior status. Their ages range from 15 to 25.

The Spartans use poser gang-style indoctrination techniques to steel their recruits, and they work! The most notable thing about this gang is that members never withdraw from a fight, and they never surrender. Cops dread re-

sponding to calls involving Spartans.

For an organization of their size, they are without par in hand-to-hand combat. The *average* Spartan has the skill Melee at about +6. All Spartans also have Brawling or a Martial Art at a minimum of +5.

Each Spartan wears an ankle-length red cloak in public. Other clothes are always drab colors. All wear black leather boots in a variety of styles. They don't wear any earrings or make-up, and they despise fashionware implants.

The only vehicles they drive are motorcycles. These are always plain black sportbikes with no chrome or detailing of any kind.

The Spartans refrain from wearing any kind of nonpermanent body armor. They'll only use subdermal armor, skin weave or body plating. In the case of the latter, the front optic mount and sensory extension options are never implanted.

Some Spartans, including Lycurgus, have implanted linear frames. Their linear frame and body plating face plates are patterned after Grecian themes. Hoplite-style helmets and the heads of Medusae and Cyclops are common.

The Spartans wear a lot of implants and bioware. They use all of the cyberweapon implanted body weapons, and they also use many of the neuralware options. Very few Spartans have cyberoptics or cyberaudios implanted, however. Cyberlimbs are only implanted to replace arms and legs cut off or ruined in fights.

It is strictly against the Spartans' code of conduct to use ranged weapons of any kind; hence, smartgun links are never worn.

Each Spartan carries a melee weapon at all times in addition to his implanted body weapons. Swords are most often carried, but tonfas, axes and monokatanas are also encountered in Spartan phalanxes. Pretty well anything goes as long as it's one handed.

The Spartans are into drug-running, extortion and information-brokering. They never work for corporations and have made a few enemies because of it. None of the corps have the guts to put a hit on the whole gang, though. They all fear the backlash to be expected from a failed attempt.

The gang has worked for the mob and the Yakuza on a few occasions in the past. Lycurgus doesn't like to "bark with the big boys" though, so the Spartans rarely do.

Lycurgus

Lycurgus founded the Spartans in 2013 in south San Francisco. Since that time, he has literally been cut to pieces in the gang's bloody climb up the power ladder on the west coast.

Lycurgus (even he's forgotten his real name now) is seven feet and 450 pounds of anger. He carries a four-foot, double-bladed axe that he swings one handed. His faceplate is patterned after a Medusa, and his head bristles with micro-motorized ornamental robot snakes.

INT: 7
CL: 9
ATT: 2
TECH: 5
BODY: 12
MA: 7
REF: 7
LUCK: 8
EMP: 2

Skills: Rank +10, Melee +8, Aikido +7, Intimidate +6, Streetwise +4, Leadership +6, History (Ancient Greek) +5, Athletics +5, Motorcycle +5.

Hardware: Body Plated Cowl, Faceplate and Torso, Linear Frame (Epsilon), left and right cyberarms with standard hands, left and right cyberlegs with standard feet, rippers in both hands.

MENAGERIE

Typical names are Tiger, Ape, Ox, Tortoise, Gazelle, Wolf, Hedgehog, Barracuda (leader), etc. The Menagerie is a boostergang. Members are all enhanced and biosculpted to look like animals. A bunch of rebel rich kids who can afford exotica, they are disparagingly called the "Zoo" by the other gangs in the city. This gang has 35 to 40 members.

Their small turf is in Golden Gate Park, around the Steinhart Aquarium.

They are one of the "pigs-in-the-middle" in the gang war.

VILLAINS

Typical names are Flamestrike, Omega (leader), Roller, It, Cornelius, Sonar, Deliverance, Phantom, etc. There are approximately 45 or 50 Villains.

The Villains are a poser/boostergang. Villains take on the personae of pre-2000 comic-book supervillains. The villains are the other "pigs-in-the-middle" in the gang war, but they hate the Supers so they lean more toward the Spartans. The Villains are opposed to whatever the Supers are in favor of as the two gangs are nemeses.

The villains' turf covers a few square blocks in Haight Ashbury, immediately south of the Golden Gate Park Panhandle.

SUPERS

Typical names are Behemoth, Gladiator (leader), Nemesis, Vengeance, Torpedo, Shockwave, Stresser, Brand, etc.

It is suspected that the Supers are a puppet gang of some corporation because of the extreme cost of all their enhancements. There are, however, only about 20 to 30 members in the gang. Gladiator wears an ArmorTech CADS Mk 2020-3, the latest model.

The Supers are a poser/guardian gang whose members take on the personae of pre-2000 comic-book superheroes and heroines. They will aid the PCs in the gang war.

The Supers are, in reality, a puppet gang. They were created by the Microtech corporation as a company strike team. Their trial run assignment is to break the Spartans' hegemony over the street gangs on the west coast of North America. No member of the gang will admit to this. Both the Supers and the Villains are fairly new gangs; each is only about a year old.

The Supers have even staked out a turf as part of their cover for the gang war. It is in Nob Hill around the Old U.S. Mint.

After the war is over, the Supers will vanish. They will be extracted by a couple of Microtech covert removal teams operating in the San Francisco area.

The Supers should move smoother and more "together" than the other gangs in the area. They aren't just another bunch of kids off the street, you know!

SCHLIEMANN HASN'T BEEN *HERE*

Troy is in the southeast corner of San Francisco's Mission District combat zone, not far to the north and west of the Highway 280-Highway 101 interchange. It is a residential city block which the Spartans have fortified by connecting the exteriors of all buildings to one another with barricades one-story high, except for one gate. All outside windows, doors, etc. have been covered with bricks, cinderblocks, boards or sheet metal. These barriers are topped by razor wire and patrolled by sentries. Imagine a crack-house that takes up a city block!

There are a number of access points to San Francisco's sewers in and around Troy. The Spartans have also opened tunnels down to the city sewer system so they can move in and out of Troy with impunity. Their tunnels resurface all

over the surrounding area of the combat zone.

There are approximately 100 to 125 Spartans in Troy at any given time. The remainder of the 250 or so San Francisco members will be out on various jobs throughout the metroplex.

Referees may describe the interior layouts of the houses that make up Troy as they see fit. Exterior features are detailed below.

Gate/Ramparts: This is the main and only entrance to Troy. Two large, sheet-metal-covered gates open onto what was once a back alley. It is set into the western rampart of the turf and is guarded by four Spartans at all times. The eastern rampart is patrolled by three Spartans, and each of the northern and southern sections are watched by one guard.

Killzone: The area between Troy's walls and the sidewalk is strewn with nails, used hypos and broken glass. The Spartans don't allow anyone to park vehicles on the four streets surrounding Troy. You can write off your 'Benz if you do.

Agora: The western half of this courtyard is called the "stable," and a number of motorcycles are parked there at all times. The eastern half is the "drilling area," where the Spartans train and discipline themselves.

Palace: This two-story, gray brick house is the private quarters and command center for Lycurgus, the leader of the Spartans. There is a sewer access break-in in the building's basement, just in case! There is $5000 euro in cash and about $3000 euro (street value) worth of drugs in Lycurgus' room which could easily be made to disappear before the police sweep through, if the PCs find it (a Difficult: Notice skill check).

ATTACK

If the combined forces attack Troy, they will have quite a fight on their hands. Regardless of the attack plan, about half the Spartans will escape the attack, but their power will be broken for a time.

The other half will have been killed, wounded or arrested by the police attracted by the huge battle taking place and arriving on the scene just as it ends (coincidentally).

With the arrival of 50 or so police (mostly SWAT and Cyberpsycho teams), Lycurgus will do the unheard of—call off the battle and order the Spartans to abandon the fight.

They will withdraw when they start to hear the sirens close by and when spotlights from gyros and AVs start to illuminate the area.

About half of the player characters' ally gang members will escape arrest, including all of the Supers. Many of the poor guys will be dead or wounded, though.

Each PC must pass an Average: Hide/Evade or Stealth (as applicable) skill check to avoid being arrested by San Francisco's finest. If they do get arrested, they better hope they don't have the above-mentioned drugs in their pockets.

CONCLUSION

If any of the PCs are arrested, Walter Courtnall will phone the San Francisco district attorney for a chat. The next day, the PCs will go before a judge and be charged under the Uniform Civilian Justice Code with one count each of Assault With Deadly Force and Homicide (3rd degree) and with one count each of Conspiracy, Vandalism, Riot and Trespassing. They will each immediately be fined $2000 euro and ordered to leave the city of San Francisco.

If any of the PCs had the Spartans' drugs in their pockets, they will also be charged with one count of Possession of Illegal Substances for the Purpose of Trafficking and will be fined an additional $1000 euro.

Isn't is nice to have a friend who plays golf with the city's DA? Ω

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BRIDGE WORK

A Cyberpunk 2.0.2.0. Adventure
Michael C. LaBossiere

"Today's traffic report is brought to you by New American Autoworks, makers of the Ambernaught, which is what you want hauling you out of a bad firefight. Sector Five of Route Twelve should still be considered a red zone due to continued nomad raiding and.... This just in: The Bender Memorial Bridge is closed off, apparently due to terrorist activity. Our traffic helicopter is taking small arms fire even as I speak, so find an alternate route, guys."

This adventure is intended for a group of police PCs, but can be modified to include other character types. The adventure begins with the seizure of a major bridge during rush hour by a terrorist-led boostergang. The terrorists seized the bridge by detonating charges on either end of the structure. These charges destroyed several vehicles and, more importantly, caused a massive pileup. The terrorists also took over the bridge's traffic tower and are using it as a command post. All in all, it is a nasty situation and one the PCs get to untangle.

Getting the PCs Involved: If the PCs are police, they will be assigned the task of dealing with the situation and will receive the following briefing:

Police Report: At (insert time), explo- sive charges were detonated on either end of the Bender Memorial Bridge, resulting in a numerous accidents and preventing the people trapped on the bridge from leaving. People with car and portable phones have reported that a boostergang has moved in among them, and they are heavily armed and enhanced. Reports of murder, rape and robbery are constantly coming in. Many motorists are severely injured and are in need of medical attention. The mo- torists also report that the traffic tower has been seized, apparently by terror- ists.

At (20 minutes after the charges went off), a group calling itself "Defenders of the Faith" broadcast a demand for $10 million and safe transport out of the country. The group claimed that the bridge has been mined with explosives and will be destroyed if the demands are not met. This terrorist group has never been heard of previously.

Assignment: The rescuers are to re- take the bridge as quickly as possible with a minimum of civilian casualties. They are fully authorized to use deadly force.

If the PCs are not police, they can be brought into the adventure in a variety of ways. For example, media teams can be assigned to cover the event; corporate solos can be brought in to rescue a trapped executive, and so on.

BRIDGE

This is an eight-lane "super bridge." At each end of the structure is a crater from the explosive charges, and around the crater are twisted wrecks of blown- up cars and shattered bodies. The lanes of the bridge are filled with vehicles. Most of them have crashed into one another, and the area is a horrible, tangled mess. In several places, cars are burning, and an occasional explo- sion will occur. If this were not bad enough, the boosters are roaming among the vehicles and engaging in terrible behavior. They are shooting up vehicles, setting them on fire, and at- tacking people. People occasionally try to escape from their vehicles, but they are usually killed before they get far. Most of the motorists are in their ve- hicles, huddling in fear.

Some of the motorists are armed, and some of them will resist the boostergang members. These people may be of help to the police, if only in tying up the boosters. Those motorists with car phones and portable phones will be calling the police, and their calls will be handled by a team which will convey important information to the police.

TRAFFIC TOWER
LOWER LEVEL

The traffic tower is run by the city's traffic police and is intended to provide the police with an observation post as well as an emergency aid station. Most large bridges have such towers on them as bridges have become a favored tar- get of terrorists, other criminals and nutcases.

Road: The bridge surface.

Barrier: The concrete barrier that keeps motorists from ending up in the

river. The barrier here has an entrance with an armored door. The door has been blasted open.

Parking: A BMW 600 patrol cruiser and three Blue Knight police cycles are burning in the lot. A dead officer lies sprawled on the ground. The body has been stripped of weapons.

Tower Interior: The interior consists of a an elevator which goes up to the top of the tower (which is on 30-meter-high support pylons). The elevator is up. A ladder running along the side of the elevator shaft permits access to the observation station. The body of an officer lies on the floor, stripped of equipment. The storage room has been busted open and set on fire. It contained repair and medical equipment.

TRAFFIC TOWER
UPPER LEVEL

The observation station contains the elevator, a small bathroom, and the monitoring stations. One station has been shot up, and one officer's body lies on the floor, stripped of weapons. The terrorists are using this area as their command post, and they will remain here unless they have an incentive to move. The portable computer controlling the bombs is set up on one of the stations and is monitored at all times. The bombs are linked by wires (radio would be too easy to jam).

The terrorists gained access to the tower by killing a rookie who had just been assigned to the tower, then one of them took her place. She then killed the other officer present and let her fellows in prior to the detonation of the charges.

ACTION/RESOLUTION

The boosters will spend their time wreaking havoc on the people stranded on the bridge and shooting at anything that comes their way. The terrorists don't care what happens to the boosters and see them merely as something to keep the cops busy. They boosters are poorly organized and separated by the vehicles. The terrorists, however, are extremely well organized and will do their best to maintain control of the situation until their demands are met.

The boostergang is on a real "burn," and they will keep going until they are wiped out. The terrorists will keep going unless they believe they can't win. If they think they have lost, they will try to escape (by blending in with the motorists) and detonate the bridge from a safe distance. If they cannot escape, most will surrender, except Spender, who will definitely try to destroy the bridge if she is not killed. Since she doesn't know the detonation code, she will have to wire the bombs to a manual detonator. This will take her about five minutes. She will also have to fight off her former companions who don't want to die.

The faster the PCs can take out the terrorists, the faster Max-tac teams can move in to wipe out the boosters and bring in medics. If the PCs can do the job quickly, they will be media heroes (for a while). Those saved will also be grateful. If the PCs do poorly, they will be media fools. If the bridge is destroyed, they might as well turn in their badges and volunteer for dangerous experiments in the corporate sector because the press will crucify them (if they survive). If any boosters or terrorists survive, they may come looking for revenge later.

TYPICAL BOOSTER

Int: 5	Ref: 8	TECH: 4
Cool: 6	EMP: 1	ATTR: 3
LUCK: 4	MA: 7	BODY: 8/10

Skills: Combat Sense 3, Athletics 5, Dodge/Escape 6, Intimidate 6, Streetwise 4, Brawling 8, Awareness 7, Pistol 5, Rifle 6, Stealth 4, Melee Weapons 7.

Cyberware: Neuralware Processor, Smartgun Link, Grafted Muscles, Wolvers, Cyberoptics with Targeting Scope and Infrared, Subdermal Armor, Cyberarm.

Weapons: Dai Lung Cybermag, smartchipped Kalishnikov heavy assault rifle, Kendaichi monoknife.

Description: These are psycho youths who live to cause pain and suffering, preferably using the most recent cybergear. They have no redeeming characteristics. There are 26 of them on the bridge.

JANET GEREK
(SOLO)

Int: 8	Ref: 8/10	TECH: 5
Cool: 8	EMP: 2	ATTR: 7
LUCK: 7	MA: 7	BODY: 7/9

Skills: Combat Sense 7, Interrogation 4, Intimidate 8, Awareness 6, Leadership 4, Athletics 7, Karate 6, Pistol 5, Submachinegun 4, Rifle 7, Demolitions 3.

Cyberware: Biomonitor, Neuralware Processor, Kerenzikov Boosterware (+2), Interface Plugs, Muscle and Bone Lace, Skin Weave, Cybersnake, Cyberoptic (right) with targeting scope, teleoptics, Low Lite, cyberarm with reinforced joints.

Weapons: Smartchipped Constitution Arms Hurricane assault weapon (*Protect and Serve*, page 33), smartchipped Armalite 44, Metal Gear body armor, headset radio.

Description: Gerek is a former corporate solo who went a bit nuts and had to be relieved from duty. She discovered religion, of a kind, in the form of 20th-century TV evangelism. She be-

Bridge

Tower Upper Level

- Elevator
- Observation station
- Bathroom

Tower Lower Level

- Storage
- Elevator
- Parking
- Armored door
- Barrier
- Road
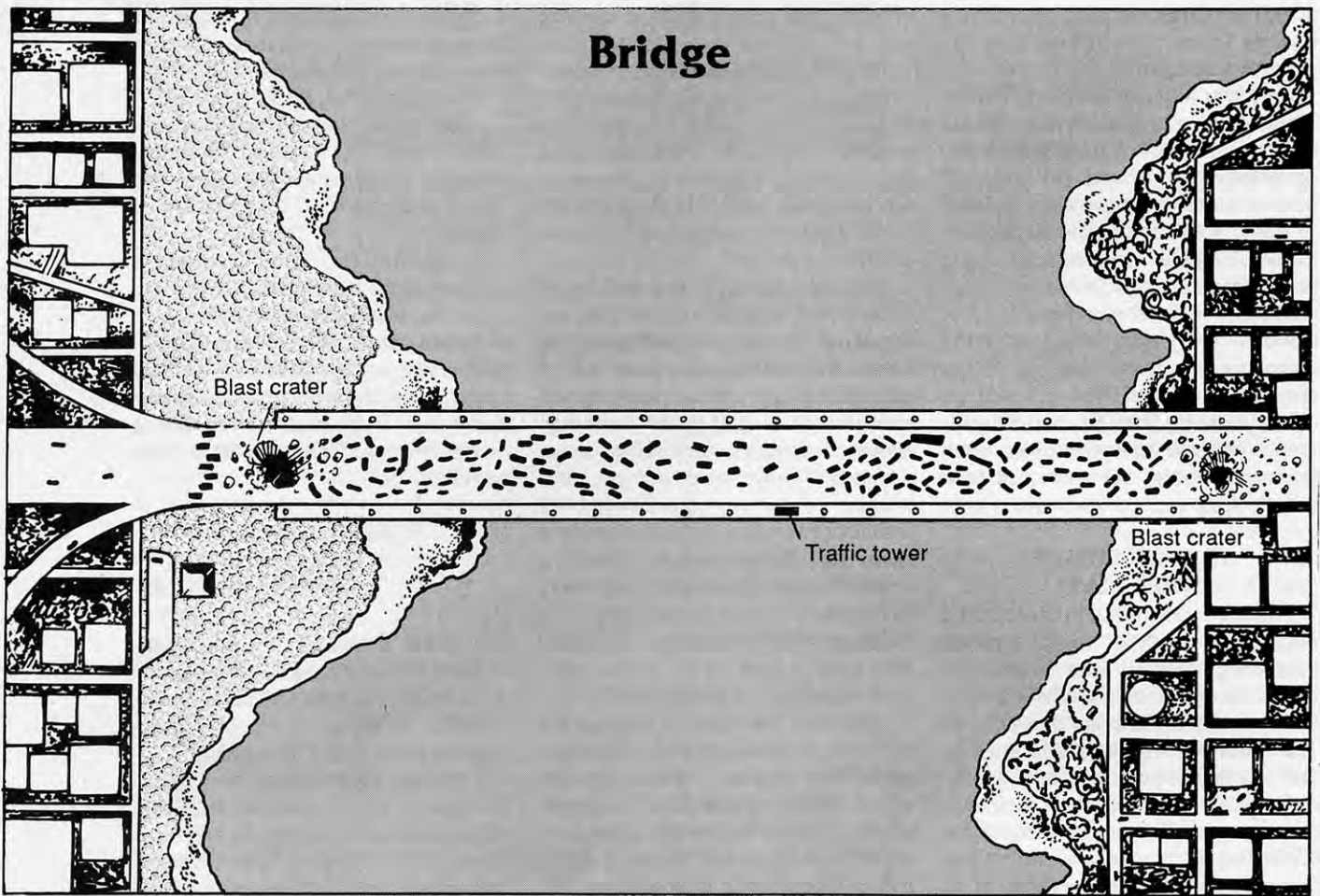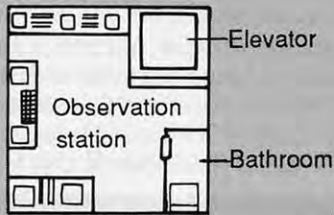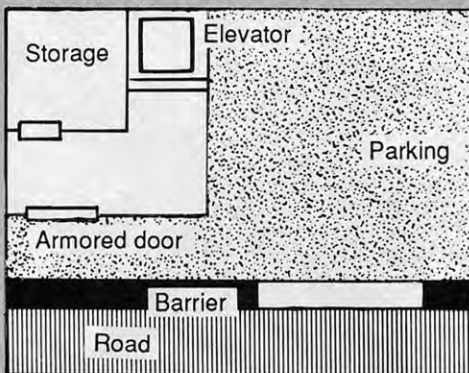
came convinced that God wanted her to get Him lots of money. She recovered from this (sort of), but decided that getting money was still a good idea, but she wanted to get it for herself. She is still a bit over the edge and is very violence prone. Her tinge of madness, combined with her powerful personality, enables her to scare the hell out of the boosters, so they obey her. She recruited them because they used to work for her during her corporate days. She is actually much crazier than she appears.

MELISSA SPENDER (SOLO)
Terrorist

Int: 7	Ref: 7/8	TECH: 6
Cool: 8	EMP: 7	ATTR: 7
LUCK: 6	MA: 7	BODY: 7/9

Skills: Combat Sense 6, Awareness 6, Athletics 8, Karate 8, Pistol 6, Rifle 5, Demolitions 2, Persuasion and Fast Talk 5, Demolitions 6.

Cyberware: Neuralware Processor, Interface Plugs, Kerenzikov Boosterware, Muscle and Bone Lace, Rippers.

Weapons: Smartchipped Armalite 44, Smartchipped AKR-20 Medium Assault, Armored Jacket (SP=18).

Description: A long-time criminal who specialized in infiltrating groups in order to steal, she took the place of the murdered officer, and her background in demolitions (which she was in the military) resulted her being in charge of the charges. Her goal in life is the acquisition of money, which she values more than anything except her life and her drugs. She is addicted to a variety of designer drugs and commits crimes primarily to support her habit. If the situation looks grim, she will put the police uniform back on and try to convince the PCs she was taken hostage by the terrorists. If this works, she will slip away at the first opportunity to detonate the bridge.

OTHER TERRORISTS (3)

Int: 5	Ref: 7	TECH: 6
Cool: 7	EMP: 5	ATTR: 5
LUCK: 6	MA: 7	BODY: 8

Skills: Combat Sense 6, Awareness 5, Athletics 5, Karate 4, Pistol 5, Submachinegun 5.

Cyberware: Neural Processor, Speedware (Sandevistan), Interface Plugs.

Weapons: Smartchipped Militech Arms Avenger, smartchipped H&K MPK-11.

Description: Hired criminals. They are in it for the money. Ω

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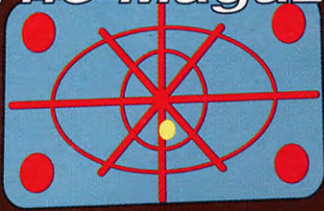
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74

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Martial Arts

A Cyberpunk 2.0.2.0. article by Robert K. Wood

Fact 1: Hand-to-hand combat between well-trained combatants does not last long. The techniques imployed are designed to do serious, often crippling damage to an opponent and are applied to the weaker areas of the body.

Fact 2: Opponents kicked in the throat, knees or groin do not stay on their feet or stage comebacks.

Fact 3: Martial arts are not easily mastered. They take many years of practice, and require a skilled instructor, not a book, to learn properly.

Many false ideals have developed as the result of a largely uninformed public being exposed to the movie version of martial arts. This article is meant to differentiate between myth and reality, allowing you to simulate realism in unarmed combat or focus your campaign more in the cinematic version.

In street situations, there is seldom time for a "face-off" where one opponent intimidates the other. Often, the martial artist is jumped and responds by reflex, delivering several strikes before he is really aware of what has occurred. This happens often with more experienced students and gives rise to rumors that martial artists are paranoid, while it is really an example of their reactions having been conditioned by years of repetitive training.

If your gaming situation warrants a face-off, compare Intimidation skills plus the usual die roll, subtracting 2 from all the loser's attacks and 1 from all defense rolls. Roll Initiative as normal, but give any martial artist a +1 in a surprise situation (due to reflex training). When the fight begins, a few steps need to be followed:

1. Determine what style each combatant is using at the moment. Determine Initiative, applying any modifiers as listed in the Martial Arts Bonus Table on page 60.

2. Once the winner of the Initiative has been determined, decide if the attack is going to be an upper body shot, low strike or specific blow. The declaration is made to both the defender and referee (in the case of a feint, declare its target zone instead).

3. Determine attack type and make the attack roll as usual and location if needed.

4. Apply any damage or special effects (stunned by throw, knockback, etc.).

When you determine what style and technique you are going to use, consider your situation. Is the target in close where a short punch or throw is more appropriate, or is he at more of a kicking range? Be aware that most martial artists consider their attack range to be about two meters; this is sometimes called one's "circle," and a person is not a threat unless he is within that range. Be sure that you know what attacks your style is not trained in, and do not try to use them. An example is trying to punch using Judo (which does not teach strikes until black belt level). If you are not trained in a given technique you either cannot manage it (e.g., a jump kick using Aikido) or you do so as if you are using Brawl. A list of techniques per style follows in the Attack Styles section.

COMBINATION ATTACKS

Most attacks occur as part of a combination. This frequently begins with a feint (see below) but includes at least three attacks. A combination can include kicks, hand strikes, blocks and throws at the referee's discretion. Each attack in a combination is subject to a –2 modifier to hit with a maximum number of attacks being equal to the attacker's Reflex. Often during the attacker's combination, the defender will throw a counterattack and be blocking or dodging. Run the action blow by blow, with the character holding Initiative always striking first until the round ends.

FEINTS AND THE KIAI

Despite most beliefs, the majority of attacks do not find their intended target. Actually, they are thrown as part of a combination of attacks designed to overwhelm the opponent's defenses. Often, this is as simple as throwing a feint (an attack to draw the defense away from the desired target area), or using a distraction such as a kiai (pronounced kee-i, a loud shout used to frighten the opponent). In throwing a feint, make a preliminary attack roll at –2 (the feint) and a second attack at +2 (the real thing), rolling any damage and effects. If a kiai is used, the defender must roll 1D10+Cool versus a difficulty factor of 12. If he fails this roll, the attacker gains the Initiative, and all actions by the defender are at a –4 for two rounds since he was caught off guard.

BLOCKING ATTACKS AND DEFENSE

When an attack is made, the defender must decide what defense to use. Usually, a dodge is not an effective defense unless combined with some sort of block (ducking a head shot is *not* an exception). As the attack comes in, shift into a position where the attacker cannot strike as easily, and prepare to redirect the blow past you. If you cannot avoid the attack or move to a better position, guard your vital areas and prepare to be hit. Dodges are only effective when you do not wish to contact the incoming limb and the attack is directed at your head or feet.

When facing an armed attacker, your options are to dodge (as above), block or hit him first (if you have the Initiative). Two blocking techniques collectively known as "jamming an attack" are often employed in these situations when a

normal block would get you killed. Jamming occurs when you either make a declared strike against the incoming limb, or attempt to intercept the incoming limb, avoiding any weapon.

There is not a big difference between the two forms of jamming, but the first option is a more aggressive defense in which you may render the opponent's limb useless or less effective. Styles such as Tae Kwon Do, various Karates and Jujitsu employ the first and are trained to defend using either hands or feet (no jamming of punches using the feet, though). Roll as a normal attack with a −3 against your opponent's total and apply damage if you succeed.

The second jamming option is a more nonviolent technique used by those who are trying to do as little damage as possible to the attacker. In general, this defense is applied using the hands, but some jams using legs can occur if the style is trained in kicking. Styles such as Tai Chi, Aikido and Isshin Ryu employ this sort of defense: Subtract 3 from your defense roll and proceed with an attack of your own if you succeed (this is known as trapping and results in an automatic grapple or sweep). Any failed attempt to jam results in the strike hitting the arm or leg you defended with.

TELEPHONE BOOTH KARATE

The art of close combat is often overlooked by martial artists who have not been trained in it. Most styles prefer to keep opponents at arm's length and deal with any threat closer by cramming kicks or punches into underpowered short strikes and retreating to a comfortable distance. The rule of "keep your distance" is drilled into their heads, and students tend to become uneasy when forced into close quarters with an aggressive opponent. A training style known as "Telephone Booth Karate" developed to combat this weakness.

In Telephone Booth Karate, your defense circle is no greater than the length of your arm. You are trained to defend as such and become adapted to the "up close and personal" aspect of street fighting. The result is the development of full power short strikes or throws and an increased perception of range. If you want to make a Karate student nervous, let her fight a Judo practitioner.

THROWS

The main disadvantage of a throw is range. How can you get close to your opponent when they keep kicking you or dodging your grapple? The answer is to combine your throwing techniques with a combination that will get you in close. Since several of the throwing styles (such as Judo) do not teach blocks or hand attacks, it is recommended that you seek additional training in other styles or accept getting hit every time you try to throw. Once you do learn to get in on your opponent, he belongs to you.

The execution of a throw is as fast and fluid as any other martial arts attack if you are competent. First, the attacker takes the target off balance by shouldering him, lifting him up onto the balls of the feet, or pulling on the clothing or arm. From here, the attacker slides in close, bends his knees to lower his center of gravity, and springs up while pulling the target across his body and to the floor. If the throw is well executed, even an opponent skilled in breakfalls will be rattled.

When executing a throw, the range must be one meter or less, and the defender may attempt to block. If the throw succeeds by 2 or less, the defender is off balance and must make a roll of Reflex+(Martial Arts or Athletics)+1D10 versus a difficulty of 15 to avoid falling; any counterattacks by the defender are at −4 for one round. If the throw succeeds by more than 2, the defender is thrown and must make a roll of Body+1D10 versus a difficulty of 13 or be stunned. If the throw succeeds by 6 or more, the defender must roll against a difficulty of 20 (due to landing on his head, shoulder or flat on his back) and adds +2 to any damage received.

When a defender is thrown, he may attempt to land without damage using a breakfall (assume he knows how only if he has a Fall bonus). This is accomplished by tucking the chin, arching the back (to roll out of the impact), smacking the ground (to absorb shock), and blowing out one's air in the manner of a kiai. To attempt this, roll 1D10+Reflex+(Athletics or Martial Arts) versus the original attack roll. If successful, the defender is not stunned and reduces the damage inflicted by one half.

GRAPPLING

If a character decides that a person needs to be restrained without excessive harm, a grapple attack is the best option. Several techniques are open to the would-be wrestler, including holds, armbars and chokes.

In a hold, the attacker pins the defender to the ground using strength and mass to apply pain to the neck, spine or shoulders. A number of effective holds exist, including the Full and Half Nelson, but they require a considerable bit of grappling to accomplish. Judo, Chi-Na and Wrestling apply holds frequently. The armbar or joint lock is separated from holds because it never requires the attacker to go to the ground with the target. Pressure is applied directly to the joint of the wrist, elbow, shoulder or knee and can be maintained upon a prone target from a standing position. Damage is 1D6+2 and is applied as the attacker wills once per round. Aikido, Tai Chi and Jujitsu are well trained in this technique.

Choking techniques exist in two practical forms: the blood choke and the full throat or basic choke. Of the two, the blood choke is the most dangerous since it can be applied without the defender's notice. For every two rounds that a blood choke is in place, reduce the victim's INT by 1 and all skills by 2; after 10 rounds have passed, the victim must make a save against Body at −3 or become unconscious.

In contrast, the full throat choke is obvious to the defender since both breathing and blood are cut off. Frequently this results in panic (to save, roll 1D10 versus Cool) and can force him into unconsciousness usually after one minute (20 rounds). The defender must save against Body every four rounds to remain conscious, lowering Body and INT by 1 for every additional four-round period or until the choke is released. Damage occurs with this type of choke and equals 1D6+2 every four rounds; attributes recover at the same rate. Both types of chokes can be applied in conjunction with either armbars or holds.

When attempting to put a hold on an opponent, you must accept getting hit, and measures need to be taken to reduce the threat to yourself; short body strikes are highly recommended. The same applies when choking an opponent since one of your hands is tied up while his limbs are free. In contrast, armbars tend to work well to subdue opponents since damage and pain can be applied until he surrenders.

UPPER OR LOWER BODY ATTACKS

In any unarmed attack, the attacker knows where the strike should hit and its probable effects. Therefore, separate hit charts for upper body and lower body attacks are included. In general, upper body shots will affect breathing, while lower strikes will interfere with balance and maneuvering. When making an attack, allow kicks to target either area (−1 to the dice roll when striking the upper body except for jump kicks) and allow hand attacks to only strike the upper body. Be aware that special cir-

cumstances (such as punching a standing target from under a car) will restrict what areas can be hit.

SPECIAL TARGET AREAS

Since certain areas on the human body are better targets than others due to inherent physiological weaknesses, martial arts have developed to take advantage of them. Strikes to the knees, elbows, wrists, ankles, backs of the hands, tops of the feet, collarbones, inner thighs and inner arms may render a limb useless. Strikes to the throat, ears, eyes, kidneys, solar plexus, spine, temples, bridge of the nose and groin also have powerful results that need to be considered. Attacks upon both groups are made at a −4. When a strike succeeds, use the following guidelines: For the first group, add +1 damage and −1 to stun rolls; for the second group, add +2 damage and −3 to stun rolls. Any damage that places a character into the serious wound category may result in a permanent disability (this occurs on a roll of 3 or less on 1D10), causing a −1 Reflex when using the appropriate areas.

POWER VERSUS SPEED

In many martial arts, there is a definite division between *power* and *speed* attacks. While all attacks are delivered with the utmost speed, certain attacks are designed to deliver more physical force to the target. These power attacks result in a slightly slower delivery but effectively add 2 points of damage to a hit; any blocking attempts result in 1D6+2 points of damage to the blocking limb. The speed attack option can also be chosen, giving a +2 to the attack roll but a −2 to damage.

KNOCKBACK

When a target is hit with more points of damage than he has in Body, he must roll Reflex+1D10 versus the total damage to remain on his feet. If the defender's roll is less, he goes down; all attacks and defense rolls are at a −2, and all attacks upon him are at +2.

FATIGUE

The worst opponent to an overzealous combatant is fatigue. It is easy to forget your limits when the adrenaline is pumping, but after a few minutes of fighting, you begin to regret your enthusiasm. Often the fighter who has better conserved his energy will win the fight.

To simulate fatigue, allow combatants to fight or exert themselves for a number of rounds equal to the Fatigue factor which equals Body+(Athletics or

Body Conditioning) without penalty. At that time, the character must make a roll of Body+ (Athletics or Body Conditioning) versus a difficulty factor of 15 or suffer a 1 point reduction to Body and all skill rolls. Once a number of rounds equal to twice the character's Fatigue factor have passed, the difficulty factor becomes a 20. The difficulty factor continues to increase by 5 with every additional number of rounds that pass equal to the character's Fatigue factor. Rest can reduce the penalties of overexertion: For every period of rest equal to 15 minus the Fatigue factor, the penalties against Body and skill rolls are decrease by 1, while the difficulty factor is decreased by 5. At any time a character rolls successfully against his difficulty factor after having previously failed it, no penalties accumulate for that period; this is known as a second wind. The use of fatigue rules should only be used in extended fight sequences.

CYBERNETIC NINJARAMA

The rules presented here remain the same for cybernetic martial artists. Since the movements are more powerful, a few guidelines need to be added:

1. A flesh limb cannot parry a cyberlimb without taking damage.

2. A flesh limb can use a jamming technique against a cyberlimb (the evasive method) but cannot grapple it. The defender may use a throw as a possible follow-up technique.

3. Armbars and joint locks upon cyberlimbs are ineffective (no pain) unless the attacker also has cyberlimbs and chooses to break the limb.

4. The damage of a cyberlimb in a martial arts attack is added to the technique's damage as in the normal rules. Some implants work especially well with certain techniques, such as Rippers with the Tiger Claw attack

ATTACK STYLES

Following is a list of martial art styles and descriptions to complement the attack chart. A wide variety of internal (passive-oriented or soft), external (aggressive or hard) styles and weapon styles exist, with the most common being external. This listing is not meant to demean any style or its inherent philosophies as all three groups represent effective means of internal or spiritual development and self defense. The techniques employed by each style are listed by numbers that correspond to the description section. The IP cost is listed in the description, and Style bonuses are listed in the ending chart. Keep in mind that different styles often

have conflicting ideas of what a technique looks like.

Attack Technique Listing

Hand/Arm Attacks: Back Hand (1), Elbow Strike (2), Finger Strike (3), Knife Hand (4), Palm Strike (5), Spinning Hand Strike (Specify Type) (6), Spear Hand (7), Straight Punch (8), Tiger Claw (9).

Foot/Leg Attacks: Axe Kick (10), Back Kick (11), Crescent Kick (Inside or Outside) (12), Front Kick (13), Hook Kick (14), Jump Kick (15), Knee Strike (16), Roundhouse (17), Side Kick (18), Spinning Kick (Specify Type) (19), Wheel Kick (20).

Special Attacks: Armbar (21), Choke (22), Head Strike (23), Feint (24), Grapple (25), Jam (26), Kiai (27), Overrun (28), Throw (29), Sweep (30).

Technique Descriptions

Hand/Arm Attacks

Back Hand: A fast strike using the back of the hand.

Jab: A fast but weak punch.

Knife Hand: An arcing strike using the edge of the hand.

Spear Hand: A thrust using the fingertips.

Straight Punch: A basic Karate punch.

Tiger Claw: A raking attack using fingertips.

Foot/Leg Attacks

Axe Kick: A devastating kick in which the foot is brought down in a stomping motion. The strike is delivered with the back of the heel.

Crescent Kick: A kick thrown in a looping action to strike with either the inside or outer edge of the foot.

Hook Kick: A kick similar to a crescent kick in which the foot is brought up and behind the target to strike with the heel.

Jump Kicks: This is performed by launching yourself at your target and hitting him with a kick while in midair.

Roundhouse Kick: A circular kick in which the foot is brought up in the rear and swung around the body at a slight angle. Contact is made either with the instep or ball of the foot.

Spinning Kicks: A rotating action of the hips and torso gives extra power to a Crescent, Side, Back or Jump Kick.

Wheel Kick: A rotating kick in which the leg is extended and spun horizontally to strike with the side of the foot and ankle.

Special Attacks

Armbar: Locking an opponent's limb and applying pain until submission or

the limb is broken (this is a legal practice in Judo tournaments).

Choke: Using your opponent's clothing or your forearm to cut off his blood supply, breathing or both.

Head Strike: Striking your opponent using your forehead or the back of your head.

Jam: Striking an incoming punch or kick to stop it. This is an alternative to blocking.

Kiai: A loud shout used to frighten an opponent and add power to an attack.

Overrun: Knocking your opponent off his feet using momentum and mass.

Throw: Any body motion which takes your opponent off balance and sends him to the floor. Most styles employing throws can toss an opponent toward "any point on the compass."

Sweep: Taking your opponent off balance and knocking his feet out from under him.

Internal Styles

Aikido (4): As *Cyberpunk 2.0.2.0.* (21, 22, 24, 25, 26, 27, 28, 29, 30).

Capeiora (2): As *Cyberpunk 2.0.2.0.* (1, 2, 5, 6, 8, 10, 12, 14, 19, 20, 24, 25, 26, 30).

Chi'na (2): The Chinese art of Grappling employs a wide variety of painful joint locks, chokes and holds (21, 22, 24, 25, 26, 29, 30).

Isshin Ryu (3): A powerful style that encompasses many power techniques but is still considered a soft style. Weapon training is usually included (1, 2, 4, 5, 6, 7, 8, 11, 12, 13, 15, 16, 19, 20, 24, 26, 27, 30).

Kung Fu, Crane Style (3): An animal form based upon the movement of a crane (1, 3, 4, 7, 8, 12, 13, 15, 18, 24, 26, 27).

Kung Fu, Drunken Style (3): A deceptively dangerous style whose sweeping movements mimic the careless stumbling of a drunk (1, 2, 5, 6, 8, 10, 12, 16, 19, 20, 23, 24, 25, 26, 28, 29, 30).

Kung Fu, Mantis Style (3): An animal form based upon the lunging movement of the Praying Mantis (1, 3, 4, 6, 7, 8, 11, 12, 13, 14, 15, 18, 24, 25, 26, 27).

Ninjitsu (4): One of the most misrepresented styles that exists. Ninjitsu is a highly specialized internal style that is aimed at the survival of the practitioner. Techniques vary greatly but are designed to defeat the attacks of other

Martial Arts Bonus Table

INTERNAL ("SOFT") STYLES

Style	Hand	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grap	Fall
Aikido	—	—	4	3	3	3	3	1	3	2	2
Capeiora	1	2	2	2	—	—	—	—	3	—	—
Chi'na	—	—	2	1	2	3	3	3	2	3	2
Isshin Ryu	2	2	3	2	1	—	—	—	2	—	—
Kung Fu/Crane	2	2	2	—	—	—	—	—	—	—	—
Kung Fu/Drunken	2	2	2	1	2	—	—	1	2	1	2
Kung Fu/Mantis	3	2	2	—	—	2	1	1	1	—	—
Ninjitsu	1	1	2	3	2	2	2	2	2	1	2
Tai Chi	2	2	3	2	3	1	1	—	1	1	—
Wing Chun	2	2	2	1	2	1	1	—	2	—	1

EXTERNAL ("HARD") STYLES

Style	Hand	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grap	Fall
Boxing	3	—	2	—	—	—	—	—	—	—	—
Brawl	—	−1	−1	—	−1	—	—	−1	—	1	−1
Choi Li Fut	2	2	2	1	1	—	—	—	—	2	—
Judo	—	—	—	1	3	2	2	2	2	2	4
Jujitsu	2	2	2	1	2	2	2	1	1	2	3
Karate	2	2	—	—	—	—	—	—	—	—	—
Kempo	2	2	3	2	1	1	1	1	1	1	1
Kung Fu/Dog	2	2	2	—	—	—	—	—	—	—	—
Kung Fu/Dragon	3	2	2	2	2	—	—	—	2	—	1
Kung Fu/Monkey	2	2	1	3	1	1	3	2	2	2	3
Kung Fu/Panther	2	2	2	—	—	—	—	—	2	—	2
Kung Fu/Tiger	3	2	1	—	—	—	—	—	1	1	2
Thai Kick Boxing	3	4	2	1	—	—	—	—	—	—	—
Sankukai	3	3	2	—	—	1	—	—	2	—	—
Sambo	2	2	—	—	3	2	2	—	2	2	—
Shaolin Do	2	3	2	1	1	1	—	—	3	—	1
Sumo	2	—	1	—	2	2	2	1	—	3	2
Tae Kwon Do	2	3	2	1	—	—	—	—	2	—	—
T'ang-su	2	3	2	1	—	—	—	—	2	—	—
Te	3	2	—	—	—	—	—	—	2	—	—

WEAPON STYLES

Style	Hand	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grap	Fall
Balisong	3	—	2	1	—	—	—	—	—	—	—
Escrima	2	—	3	1	1	—	—	—	—	—	—
Kendo	4	—	4	1	—	—	—	—	—	—	—

styles. Weapon training is also taught (1, 2, 4, 5, 8, 11, 13, 14, 15, 16, 17, 18, 21, 22, 24, 25, 26, 27, 29).

Tai Chi (4): An ancient Chinese style that stresses the development of inner strength (1, 5, 6, 8, 10, 11, 12, 13, 21, 22, 25, 26, 27, 29, 30).

Wing Chun (3): A powerful style that is only open to women and stresses the finest aspects of Telephone Booth Karate (1, 2, 3, 4, 5, 7, 8, 12, 13, 16, 17, 18, 21, 22, 24, 25, 26, 27).

External Styles

Boxing (1): As per *Cyberpunk 2.0.2.0.* (8, 24, 26).

Choi Li Fut (3): As per *Cyberpunk 2.0.2.0.* (4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 24, 26, 27, 30).

Judo (1): Currently taught as the national sport of Japan, this Wrestling style offers no striking techniques until black belt level, +6 or better (21, 22, 24, 25, 26, 27, 28, 29, 30).

Jujitsu (2): The Japanese art from which Judo is derived. It offers a number of deadly strikes and throwing techniques (1, 2, 4, 5, 7, 8, 10, 11, 13, 15, 16, 18, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30).

Karate (2): Any number of nationalities have developed martial arts included under this heading (1, 2, 4, 5, 6, 7, 8, 11, 12, 13, 14, 15, 16, 17, 18, 23, 24, 26, 27, 30).

Kempo (3): A dynamic style that employs many powerful circular attacks (1, 2, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 30).

Kung Fu, Dog Style (3): An animal form built upon the begging and crying actions of a dog. Attacks usually come at a moment of surprise (5, 7, 8, 11, 13, 16, 18, 24, 25, 26, 27).

Kung Fu, Dragon Style (3): A powerful offense-oriented form based upon a dragon's movements (1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 21, 24, 26, 27, 29, 30).

Kung Fu, Monkey Style (3): An animal form built upon the jumping and rolling techniques of a monkey. Attacks appear comical but are effective (1, 2, 3, 5, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 22, 23, 24, 25, 26, 27, 29, 30).

Kung Fu, Panther (3): An aggressive but cautious animal form (3, 4, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16, 19, 20, 24, 26, 27).

Kung Fu, Tiger (3): An aggressive animal form that places ferocity before caution (3, 4 , 5, 6, 8, 9, 10, 12, 13, 14, 15, 16, 19, 20, 24, 25, 26, 27, 28, 30).

Thai Kick Boxing (4): As per *Cyberpunk 2.0.2.0.* (2, 5, 6, 8, 10, 11, 13, 15, 16, 17, 18, 23, 24, 25, 26, 27).

Sankukai (3): A powerful art that stresses patience and precise strikes to defeat an opponent (1, 2, 7, 8, 11, 13, 14, 15, 16, 17, 18, 24, 26, 27, 30).

Sambo (3): A commando fighting form used by the Soviet Army (See *Euro-Source* for details) (2, 5, 8, 13, 21, 22, 24, 25, 26, 29).

Shaolin Do (3): Considered the root form of most martial arts, this style employs many circular attacks and a high degree of internal development (1, 2, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 19, 20, 24, 25, 26, 27, 30).

Sumo (2): A Japanese Wrestling style in which the mass of the attacker is of primary importance. Only characters over Body of 8 will be trained in this style (5, 21, 22, 25, 28, 29).

Tae Kwon Do (4): A Korean style that employs a high number of kicks and jump kick attacks (1, 2, 4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 24, 25, 26, 27, 30).

T'ang-su (2): A variation of Tae Kwon Do known for its aggressiveness (1, 2, 4, 5, 8, 10, 11, 12, 13, 14, 15, 17, 18, 19, 24, 26, 27, 30).

Te (3): Translated as "hand" in Japanese, this style forms the backbone of many hard Japanese styles (2, 4, 5, 7, 8, 11, 13, 15, 16, 17, 18, 24, 26, 27, 30).

Weapon Styles

Balisong (2): The art of the butterfly knife. A very graceful and dangerous style.

Escrima (3): Filipino stick fighting. Practitioners use combinations of strikes whenever possible.

Kendo (4): The Japanese art of the sword, primarily the katana.

NEW HIT LOCATION CHARTS
Upper Body Strike

Roll	Location
1	Head
2-4	Chest
5	Abdomen
6-7	Left arm
8-9	Right arm
10	Weapon or attacker's choice

Lower Body Strike

Roll	Location
1	Chest
2	Abdomen
3-4	Right leg, upper
5-6	Right leg, lower
7-8	Left leg, upper
9-10	Left leg, lower

UNARMED ATTACKS DAMAGE TABLE
Hand/Arm Attacks
(Initiative Modifier, Modifier to Hit, Damage)

Back Hand (0, 0, 1D6+2)
Elbow Strike (–2, –1, 1D6)
Finger Strike (0, –1, 1D6+3)
Haymaker (–2, –3, 1D6)
Knife Hand (–1, 0, 1D6+2)
Palm Strike (0, –1, 1D6+2+1)
Spinning Backhand (–1, –1, 1D6-1)
Spinning Palm Strike (–1, –1, 1D6)
Spinning Spear Hand (–1, –1, 1D6)
Straight Punch (0, 0, 1D6+2)
Spear Hand (–1, –1, 1D6+2+1)
Tiger Claw (0, 0, 1D6+2)

Foot/Leg Attacks
(Initiative Modifier, Modifier to Hit, Damage)

Axe Kick (–2, –1, 1D6+4)*
Back Kick (–1, –1, 1D6+4)
Brawl Kick (–2, –1, 1D6)
Crescent Kick (–1, 0, 1D6+1)*
Front Kick (–1, 0, 1D6+2)*
Hook Kick (–1, –1, 1D6+3)
Jump Kick (–3, –2, +2)
Knee Strike (–1, –1, 1D6)
Side Kick (–1, 0, 1D6+2)*
Spinning Back Kick (–2, –1, 1D6+6)*
Spinning Side Kick (–2, 0, 1D6+4)*
Wheel Kick (–2, 0, 1D6)

Special Attacks
(Initiative Modifier, Modifier to Hit, Damage)

Armbar (–1, –1, 1D6)
Basic Throw (–1, –2, 1D6)
Choke (–2, –1, 1D6+2 cumulative)
Grapple (0, 0, 0)
Head Strike (–2, –3, 1D6+2)
Kiai (0, 0, Stun)
Sweep (0, 0, 1D6+3)

*Denotes possible usage as a jump kick. Combine initiative, modifier to hit and damage bonus.

Adventure: Streetfighting

The characters are members or associates of the Black Hawks, a guardian gang based out of the East Marina section of Night City. The Hawks consist of about 34 members, including techies and other support personnel. All have grown up on the street and owe their current survival to Bangkok, a seasoned street samurai who operates a street dojo (training hall) out of one of the warehouses. He and his people are much like a family and have taken it upon themselves to protect the neighborhood from boosters and other trash anyway they can. All of the guardians are or have been Bangkok's students and use a mixture of Thai Kick Boxing, Escrima and Jujitsu. In the past, Bangkok has made bitter enemies of the Red Chrome Legion and several

other racist/hate oriented gangs due to his selection of students (mostly minorities) and interference with their business. The fact that both Bangkok and the Black Hawks are still around proves that they are highly capable of taking care of themselves.

BAIT

The characters are on patrol when they see five members of the Iron Sights working over a trio of corporates. One suit has been pulled out of the now-totaled sedan, and a solo is dead at the wheel. When the Iron Sights see the PCs, they decide to total them immediately.

If any of the corporates survive, they will try to buy off the PCs to leave them alone (it didn't work with the Iron Sights), then suddenly try to hire them as an escort to a conapt in South Charter Hill. A successful roll of Streetwise versus a difficulty of 13 will reveal that the address is in an area frequented by the Red Chrome Legion. The corporates will offer a sum of 1000 Euro initially but can be talked up to 3000 with effort. The high offer should make the PCs suspicious.

AMBUSH

Assuming the PCs accept the offer, they will have a typical trek through the wet streets to the address. Upon arriving, the PCs notice a strange lack of activity on the street.

A roll of Awareness versus a difficulty of 20 will spot the ambush waiting for them.

As the PCs approach the desired building (a 24-hour food mart), Iron Sights (see description) come at them from a number of directions: Four from a nearby alleyway, three from the abandoned building next to the mart, six from a stolen News 54 van parked on the sidewalk, and three from within the building itself.

This time they are armed with melee weapons only (Rippers, chainsaws and sledgehammers) and intend to grab one of the corporates long enough to remove a MRAM chip from his chip processor then kill him and anyone else in standard gang fashion.

Sixteen boosters against a handful of player characters isn't exactly fair, but the player characters are well trained martial artists and have firearms. If they use their heads, they should do well. The intended buyer for the chip left an hour ago when the boosters arrived.

ENDING

Sometime during the fight, one of the corporates breaks his Trauma card, bringing help in 1D6+2 minutes. At the end of this time, the corporates (and any unpaid portion of the PCs' payment) will be extracted under fire by Trauma's miniguns without a thanks. The PCs are encouraged to loot the bodies for their troubles or try to find a buyer for the chip, which contains blackmail material on an Orbital Air executive.

BANGKOK, SOLO

INT 6, REF 9/11, TECH 5, COOL 6, LUCK 7, ATT 5, EMP 6, MA 7, BOD 8.

Skills: Combat Sense +5, Awareness +6, Autoweapon +6, Pistol +5, Thai Kick Boxing +8, Escrima +5, Jujitsu +4, Basic Tech +5, Persuade/Lie +4, Instruction +5 Survival +3, Streetwise +4, Human Perception +4, Intimidate +4, Body Conditioning +4.

IRON SIGHTS GANG

INT 6, REF 8, COOL 8, BOD 7, EMP 4.

Skills: Awareness +3, Autoweapon+3, Pistol +3, Karate +2, Intimidate +3, Streetwise +4, Shadow/Ditch +4, Persuade/Lie +2, Stealth +4, Melee +3.

Weapons: Arasaka WSA, Sternmeyer Stakeout, Rippers. Ω

DOA

A Cyberpunk adventure by Laura K. Manuelian   Art by Mark Ryberg

Fast Eddie called an hour ago, breathless with excitement, which is unusual for him. He said he has a sweet deal for us if we can act on it quickly. It seems that DOA, a hot rock band, has suddenly found itself without security. The rockers had a problem with their travel arrangements and ended up leaving most of their security behind, so they need general security and an armed escort while they're in town for three days. Eddie has always been pretty straight with us, and DOA is his favorite band. He even wants to be in on the job so he'll get a chance to meet the rockers. Sounds like an easy run.

DOA is in town on a concert tour, but a mixup in travel arrangements has left all but one of their usual security people in the city where they last played. The only man they brought is the lead singer's personal bodyguard, who caught the flight with his boss. What the band needs now are people to escort them and provide backstage security during the concert. The price being offered for the work is reasonable. Because he is a fan, Fast Eddie himself will be along to help out.

DOA is a very popular rock group in the urban street culture and among edge-runners. Their music loudly proclaims an individual's right to freedom from control by authorities. According to the press releases put out by the band, DOA supports only nonviolent forms of protest, though there are rumors to the contrary.

The PCs' group is to meet the band at the airport—they must leave within the hour to be there on time for the plane. Eddie recommends that they take only concealable weapons. The band's gig is set for 10 p.m. tomorrow at Sasimi Hall, a mid-sized auditorium in town.

FOR THE REFEREE

This adventure is intended for beginning characters and/or referees, but can easily be "beefed up" for more experienced groups by adding to the security team's numbers.

DOA is very involved in anticorporate, antiestablishment activity. This is fairly common knowledge and is part of the reason their songs sell. However, some of their dealings are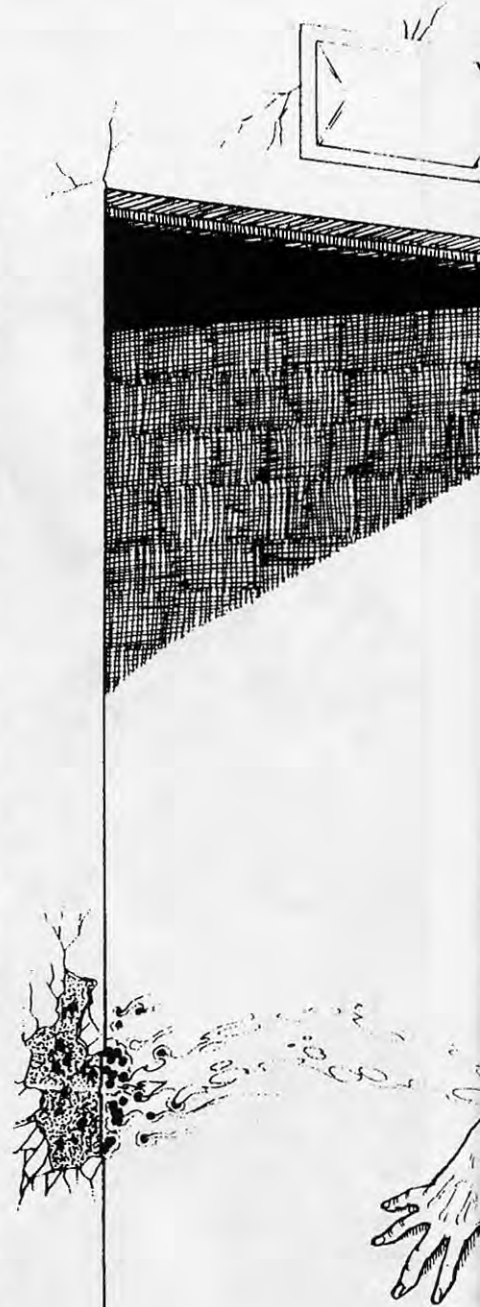 not so well known. The members strive to maintain the outward appearance of just another rock 'n' roll band while at the same time carrying out missions against the powers-that-be. The current tour is actually a cover for this work as much as a disc promotion.

Only DOA's personal security team members know exactly how involved the band was in this activity, as they have been called on to help from time to time. It was a successful arrangement, but two days ago, the band's luck ran out. During a run after their last gig, something went terribly wrong, and three of their people were shot while inside a corporate research facility. The band members themselves escaped with the data they were after, but only one of their security men got out with them. Perhaps even worse, the target company probably knows who hit them.

The data taken holds hard evidence of the company poisoning the people living near one of its plants. The chip is hidden in the band's equipment for safe keeping. DOA intends to deliver the chip to a contact with the pirate media in the next town on their tour. On the slim chance that they haven't been found out, they decided not to make any sudden schedule changes. The band expects trouble to come visiting very soon, so extra protection is needed.

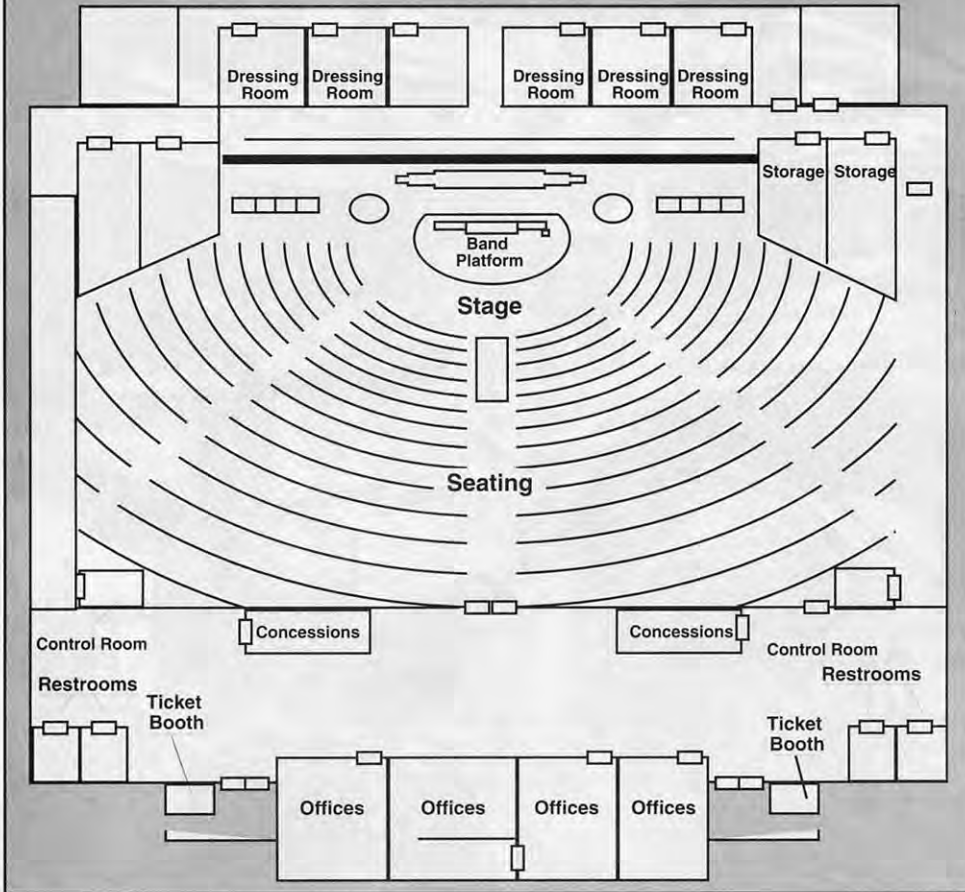The referee should set the payment for this job as he wishes, but remember that the group is only being paid for "simple" security work. If the chip is delivered to the media, however, the characters should find that a small bonus has been deposited in their accounts by the band.

Fast Eddie, the fixer, has dealt with the PC group in good faith—he knows nothing of the band's activity or problems. He is stuck in the same predica-

Sasimi Hall

Dressing Room Dressing Room   Dressing Room Dressing Room Dressing Room

Storage Storage

Band Platform

Stage

Seating

Concessions   Concessions

Control Room   Control Room

Restrooms   Restrooms

Ticket Booth   Ticket Booth

Offices   Offices   Offices   Offices

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ment as the group, and if given a chance, he may prove helpful in acquiring needed items.

The target company, Ahani Researches, does indeed know that DOA was behind the recent break-in and has found out what was taken. A team has been dispatched to recover the stolen chip. Though this item's return is the main objective, causing the "disappearance" of some, or all, of the band would be a welcome bonus.

OPTIONS

Since the band will be in town for three days, the corporate team will have plenty of time in which to make a move. Before confronting the group directly, they could stage their own robbery, breaking into the band's hotel rooms to search for the chip. This would give the characters some clue that there is more going on than a routine security job. Another option might be to have the team try to get backstage after the show, using the regular mob of groupies as cover. The team may pose as boosters and set up an ambush for the band while they are out seeing the sights. Of course, there is always the direct approach of confronting DOA during the concert, but this would be very dangerous and should

only be used as a last resort.

A combination of methods spread throughout the band's visit might be the best way to go. The characters would be caught in an escalating cycle of violence as the corporate police become desperate to get the chip before it is released to the public. They world also have a chance to find out the whole story, perhaps ending up helping the band on their mission.

"Stinger"

Rocker. INT 8, TECH 9, REF 6, COOL 7, LUCK 3, ATT 8, EMP 9/8, MA 5, BOD 9.

Cyberware: Processor with chip socket, vehicle link and interface plug; cyberaudio with radio, scrambler, bug detector, and level damper.

Skills: +6 charismatic leader, +7 perform, +6 play instrument, +5 persuasion, +5 handgun, +5 compose, +4 seduction, +3 awareness, +3 streetwise, +3 stealth, +3 martial arts (jujitsu), +2 human perception, +2 wardrobe and style.

Chips: +3 thief, +2 drive, +2 social.

Gear: armored t-shirt (SP 10), armored jacket (SP 18), Sternmeyer Type 35 pistol with 50 shells, electric guitar and amplifier.

Stinger grew up as the son of a mid-level corporate executive. Life was good for him until his father became the victim of a "rising star's" trip up the company ladder. In the span of a few days, the family was ruined, nearly thrown into the street. Stinger was forced to take odd jobs to help support his family, and quickly became disillusioned with the world of corporate movers and shakers. He began looking closely at how things were often accomplished in the business world, and his disillusion became hatred. The best way he has found to express his feelings toward the corporate elite is through his music when in the public eye and through small raids when in private.

"Kink"

Techie. INT 9, TECH 10, REF 8, COOL 5/7, LUCK 6, ATT 7, EMP 7/6, MA 5, BOD 7.

Cyberware: Biomonitor, cyberoptic (right) with image enhancement, microscope and micro video.

Skills: +3 jury rig, +7 basic tech +6 electronics, +5 sound systems, +5 electronic security, +4/+6 awareness, +4 computer tech, +4 perform, +4 play instrument, +3 teach, +3 pick lock, +3 stealth, +2 handgun.

Gear: Armored t-shirt (SP 10), tech, B&E, and electronics tools, video cam, drum synthesize, and Federated Arms X-9mm with 50 rounds.

Forever pigeon-holed as a dweeb egghead in school, Kink has found a way to be popular and attract girls—play in a rock band. He works hard to project the image of a hard-living rocker, but those who are more than acquaintances know it's only a front. Kink is really very shy around people and in fact must force himself out on the stage for every show. Once out there, however, he lets the crowd's energy take him away and becomes almost another person. Kink sees the band's outside activities as another way to fit in with the crowd, though the crowd can't know anything about it.

"Rose"

Net Runner. INT 8, TECH 7, REF 9, COOL 5, LUCK 10, ATT 9, EMP 8/7, MA 6, BOD 6.

Cyberware: Processor with chip socket, cybermodem link, data term link, and interface plug.

Skills: +4 interface, +6 cyberdeck design, +6 system knowledge, +5 programing, +5 electronics, +4 composition, +4 awareness, +4 basic tech, +4 stealth, +4 handgun, +3 perform, +3

Continued on page 63.

play instrument, +3 martial arts (Aikido), +2 cybertech.

Gear: Armored coat (SP 18), laptop computer, cybermodem (programs up to referee), interface cables, electronic keyboard, and Militech Arms Avenger with 50 rounds.

Rose is the type of person who can't resist a challenge, no matter if it's dangerous. To put it simply, she is a thrill freak. The net suits her because of its speed and danger, and the concert stage, with its tightly wound emotions and high energy, is much the same. Stinger recognized her talent with computers when he got word that Rose had broken into Surgitech's mainframe on a bet. She was immediately recruited from technical school to join the band, even though she knew nothing at the time about music. Since then, she has been taught to perform and play, and is fairly proficient at it.

"Mack"

Solo. INT 6, TECH 6, REF 9/11, COOL 8, LUCK 7, ATT 5, EMP 9/8, MA 6, BOD 10.

Cyberware: Processor with smartgun link, interface plug, and Kerenzikov boost +2.

Skills: +3 combat sense, +6/+8 handgun, +5 awareness, +5 athletics, +4 stealth, +4 martial arts (Kempo), +4 martial arts (judo), +4 drive, +4 streetwise, +3/+5 rifle, +3/+5 submachinegun, +3 persuasion, +3 melee weapons, +2 first aid, +2 wardrobe & style.

Gear: Armored t-shirt (SP 10), armored jacket (SP 18), light intensifying goggles, night stick, Ingram Mac 14 with 120 rounds, Colt M-2000 with 50 rounds and med kit.

Mack started his career as just another ronin wandering the street looking for his next job. He had earned a decent rep in his home town, and when DOA was looking for security several years ago, he was hired. His major duty is as Stinger's personal bodyguard, but Mack has become a fairly close friend to the rockers and is very loyal to the group as a whole. Growing up on the street, the solo has no love for the power brokers and doesn't mind causing them trouble whenever he can; besides, there's extra money in it.

"Fast Eddie"

Fixer. INT 7, TECH 5, REF 6, COOL 8, LUCK 8, ATT 7, EMP 6/4, MA 5, BOD 7.

Cyberware: Processor with chip socket, data term, and interface plug, rippers.

Skills: +5 streetdeal, +8 persuasion, +6 handgun, +4 awareness, +4 melee, +4 pick lock, +3 brawling, +3 forgery, +3 pick pocket.

Gear: Armored jacket (SP 18), cellular phone, bug detector, B&E tools, Glock 9mm with 50 rounds.

Spending his life in the back alleys and grimy hotel rooms of the combat zone has hardened Fast Eddie well beyond his 20 years. He makes his living by trading in data and arranging deals between edge-runners and the people who pay for the dirty work to be done. Though usually a very cool and calculating person, the fixer has a weak spot: rock music, especially if it's DOA. Being a fan and following news of the band is actually what got Eddie this job. He was one of the first in town to hear of the security problem and immediately saw an opportunity to meet the band in person as well as to make some money in the bargain. Though he will absolutely deny it, Eddie actually has a bit of a crush on Rose and will go through a lot, including putting himself in danger, to help her out.

"Griggs"

Corporate Solo. INT 8, TECH 7, REF 9/11, COOL 10, LUCK 4, ATT 6, EMP 7, MA 5, BOD 9.

Cyberware: Processor with speedware, pain editor, smartgun link and interface plug; cyberoptic (right) with image enhancement, targeting scope, low light and infrared.

Skills: +6 combat sense, +6/+9 rifle, +6/+8 awareness, +6 athletics, +4/+7 handgun, +4/+7 submachinegun, +4 martial arts (karate), +4 melee weapons, +3 human perception, +2 streetwise, +2 persuasion, +2 lock pick, +2 social, +2 intimidate, +2 drive, +2 basic tech.

Gear: Flak vest (SP 20), B&E tools, MP5 (silenced) with 120 rounds, Browning Hi-power with 36 rounds.

Griggs has a score to settle with the members of DOA and specifically requested to be assigned to this mission. He was in charge of security at the station where the group made its last raid, and the blame for its success has fallen squarely on him. His position as one of his company's security team leaders has been called into question, and now Griggs is fighting for his job. The team leader is a very ruthless person and has developed a deep hatred for the rockers. He plans to kill each and every one of them before taking the chip back to his bosses.

Corpcops

Corporate Solos. INT 7, TECH 5, REF 8, COOL 6, LUCK 7, ATT 5, EMP 7, MA 6, BOD 8.

Cyberware: 50% chance of a random piece of cyberware.

Skills: +4 combat sense, +6 melee weapon, +5 awareness, +4 athletics, +4 martial arts (random), +4 handgun, +4 rifle, +4 stealth, +3 brawling, +3 drive, +2 streetwise, +2 persuasion, +2 human perception, +2 basic tech, +2 intimidate, +2 social.

Gear: Flak vest (SP 20), low-light goggles, Federated Arms X-9mm with 26 rounds. One man has an AKR-20 assault rifle with 60 rounds.

The corporate security troops are just here to do their jobs so they can go home. They don't really have any feelings one way or the other about the mission or the band, but bonuses get paid for success, so they want to get the chip. The referee should decide how many of these men come up against the characters, based on the PCs' strength. Ω

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77

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BLACK

MARKET

by:

Justin
Schmid

The black market dates back to the earliest forms of government. Most civilizations began with trade and the merchant class. When cities were set up and governments placed restrictions on the merchants, an underground trade was fated to begin—the black markets, where anything banned or restricted by the government could be found. It is a well-known fact that many cities, during times of crisis, survived in part due to black market trade. Not that there is anything humanitarian in the black market—profit is always the prime concern—but black market presence is indeed vital to the health of a city.

In the modern age, black markets have evolved in certain ways and devolved in others. There are four major forms of black markets in 2020: Street Dealers, Suite Dealers, shops and the Net. All of them share the same amount of greed, and all deal in stolen, illegal, restricted or difficult-to-obtain goods.

STREET DEALERS

Street Dealers are loners, though they are often connected to many other fixers. They just do their deals alone, and don't like people to know who they deal with. After all, the Street Dealer is often the middle-man, and if his contacts knew who to really deal with, they would go straight to them. This would be bad for business.

Street Dealers are essentially low-level Fixers, who sell some goods or service for a price. They generally do not have access to the more illicit stuff and are not exactly the most reliable of dealers, but they are usually can get what you want. Most citizens on the shady side of the law know a Street Dealer or two, usually the type specializing in something related to their own interests.

Typical Street Dealer: The typical Street Dealer is a Fixer with Streetdeal levels between 1 and 5. While they are greedy and usually overconfident in their abilities, they will know which merchandise is beyond their reach. Most hope to make it big-time some day, and either retire or become a Suite Dealer. Every once in a while, there is a Street Dealer between levels 6 and 10, but they are generally crime bosses, in charge of some major mob connection. Therefore, access to them is limited, and even dealing with one results in you owing the organization a favor or two. Therefore, most people prefer to deal with the lower-level dealers.

Roll 1D100 or choose the Street Sealer's specialty on the Street Dealer Specialty Table. Street Dealers may change specialty, if ever, no more than once every few years due to the necessity of making new connections to work in a new specialty. Note that all Street Dealers must have a specialty.

Purchasing: When characters want to buy something from a Street Dealer, they generally go directly to the dealer. Assuming the dealer has what the characters are after, the deal is struck, and the characters meet later with the dealer to exchange goods for cash or whatever.

SUITE DEALERS

On the surface, Suite Dealers resemble corporates more than their street-level counterparts. However, they serve the same function as Street Dealers, only trading in much higher-class merchandise, such as military gear and top-secret corporate information. They are the big players in the black market, working sometimes for entire corporations, sometimes against them. But they swear allegiance to no one; they are their own people, working toward building their own wealth.

While Street Dealers have scummy contacts in the underworld, the Suite Dealer's contacts are among the elite of society, but just as dirty in their dealings. This is how they get access to otherwise restricted information and equipment. They don't deal in the petty affairs of the street like Street Dealers would and will generally not enter a deal that will net them less than 10,000eb.

Many of their dealings involve otherwise legal affairs, such as real estate, stocks and bonds, etc. Their illegal dealings tend to be on the side, as a supplementary income, as opposed to the Street Dealers, whose dealings are their main income. Thus, they have that much more to gamble with, and as such are also more cautious, only entering into deals in which they stand to gain a lot with minimal risk.

Typical Suite Dealer: The standard Suite Dealer is either a Fixer with Streetdeal levels between 7 and 10, or a Corporate with Resource levels between 6 and 10. Some start with lower levels, but typically need a good number of connections and money before entering the fast-paced world of the Suite Dealer.

Roll 1D100 or choose the Suite Dealer's specialty on the Suite Dealer Specialty Table. This specialty can only change once every few years.

Purchasing: Buying anything through a Suite Dealer will probably involve a number of go-betweens, and once the price and conditions of the deal have been struck, more go-betweens will deliver the goods and collect payment. Suite Dealers will arrange the deal and then disappear.

SHOPS

Shops are the true black markets. They are collections of merchants fencing stolen or illegal merchandise for a profit. There are rarely many street dealers, and almost never any suite dealers at these operations. But they are special because of the diversity of merchandise that can be found.

Those dealing in smuggled and illegal goods will often know a local black market shop, where they can get electronics, furniture, practically anything mundane for much cheaper. The goods are all stolen and/or illegal, but that's no big deal if you want a cellular phone for only 100eb. Shops seldom deal in anything that's not commonly available in the legal markets, but they sometimes have illegal goods or services.

Typical Shop: There are all sorts of people in a given shop, depending on how large it is. Fixers of lower levels will be present, with a hierarchy of power depending upon their skill levels. A low-level Corporate might be present to handle the bureaucratic affairs, while a number of Solos will be there for security. Techies or Medtechies will repair damaged merchandise, while Nomads deliver the goods and 'Runners arrange deals over the Net. It takes all kinds.

Roll 1D100 or choose the shop's specialty on the Shop Specialty Table. Shops often change speciality as new dealers come and go.

Purchasing: There are often phone numbers at which shops can be reached. The PCs can request the desired merchandise, and if the shop has it in stock, it will arrange a price, then send a team of Nomads to deliver it to the PCs' residence or another specified location. The Nomads will make the exchange, but will not re-negotiate the price. If the buyer refuses to pay the agreed-upon price, the Nomads simply leave with the merchandise. Note that almost anything bought from a shop will be stolen, which the GM should remember in case the PCs get caught by the police.

NET

Last, but not least, is the Net trade—the netrunner's own personal black market, though many nonrunners use it

Price Modification

Roll	Easy	Difficult	Nearly Impossible
1	−50%	−25%	−10%
2	−40%	−10%	Normal
3	−30%	−5%	+10%
4	−20%	Normal	+25%
5	−10%	+10%	+50%
6	−5%	+25%	+100%
7	Normal	+50%	+200%
8	+5%	+100%	+400%
9	+10%	+200%	+800%
10	+25%	+300%	+1500%

as well. There are international BBSs which are solely created for the purpose of trade. Everything is done using pseudonyms, but the cops still manage to catch a few people through them. Practically anything can be found on Net black markets, but it takes a lot of looking, and shipping the merchandise could be a major nightmare.

Typical Net: The typical Net black market will require the characters to sign in using an alias. They are then allowed to peruse the lists of merchandise for sale. Security is fairly lax, except on the ones dealing with highly illegal goods or services. Those boards only welcome new users by invitation, require absolute secrecy and often change their mainframe location weekly.

Roll 1D100 or choose the Net market's specialty on the Net Specialty Table. Net black markets may not change specialty, and must have at least one.

Purchasing: When merchandise is purchased over the Net, both parties send their parts of the deal simultaneously. Thus, if a sale is taking place, one party sends the item, and the other sends the money, with both relying on the honor system. If one party reneges— too bad. But generally this means the dishonest party will be slandered heavily on the Net and will likely never be entered into a deal with again.

MERCHANDISE

There are many types of merchandise available on the black market, as described below:

Cybermodems: Includes all types of cybermodems and equipment related to cybermodems, except programs and military decks.

Cybernetics: Includes all cybernetics, except those which are illegal or military issue.

Cybernetics, Illegal: Includes any illegal or military cybernetics.

Drugs: Includes any commonly available drugs.

Drugs, Specialty: Includes any specially designed or rare drugs. Also includes normal poisons and gases, but not military neurotoxins.

Electronics: Includes any normal electronics equipment, generally anything which could be readily available in an electronics store.

Electronics, High-Tech: Includes those electronics not normally available to the general public, such as code decryptors, movement sensors, etc.

Explosives: Includes plastic explosives, mines and grenades.

Forgeries: Includes forgeries of documents, identification cards, etc. This doesn't mean the forgery is a success; it just provides access to someone who does such forgeries.

Heavy Weaponry: Includes all weapons listed under Heavy Weapons and Exotics that have an Availability rating of P or better.

Information, Black: Includes top secret government or corporate information. People generally kill and die to protect this information.

Information, Gray: Information which is protected. This would include data from a corporation, the medical file of someone from a government mainframe, etc.

Information, White: Information

Street Dealer Specialty

Roll	Specialty	Roll	Specialty
01-02	Cybermodems	52-55	Information, gray
03-10	Cybernetics	56-60	Information, white
11-15	Cybernetics, illegal	61-65	Miscellaneous gear
16-30	Drugs	66	Personnel, experts
31-35	Drugs, specialty	67-70	Personnel, novices
36-41	Electronics	71-75	Programs, white
42-45	Electronics, high-tech	76-80	Small arms, illegal
46	Explosives	81-90	Small arms, legal
47-50	Forgeries	91-95	Vehicles
51	Information, black	96-00	Two specialties, roll twice

Suite Dealer Specialty

Roll	Specialty	Roll	Specialty
01-05	Cybernetics, illegal	36-40	Military gear
06-10	Drugs, specialty	41-50	Personnel, experts
11-14	Explosives	51-58	Programs, black
15-20	Forgeries	59-65	Small arms, illegal
21-24	Heavy weaponry	66-70	Vehicles, military
25-30	Information, black	71-75	Two specialties, roll twice
31-35	Information, gray	76-00	No specialty

Shop Specialty

Roll	Specialty	Roll	Specialty
01-02	Cybermodems	56-62	Personnel, novices
03-12	Cybernetics	63-70	Programs, white
13	Cybernetics, illegal	71	Small arms, illegal
14-25	Drugs	72-87	Small arms, legal
26-40	Electronics	88-93	Vehicles
41-45	Electronics, high-tech	94-95	Two specialties, roll twice
46-55	Miscellaneous gear	96-00	No specialty

Net Specialty

Roll	Specialty	Roll	Specialty
01-15	Cybermodems	56-60	Miscellaneous gear
16-30	Electronics	67-70	Programs, black
31-35	Electronics, high-tech	71-80	Programs, white
36-40	Forgeries	81-85	Small Arms, illegal
41-45	Information, gray	86-90	Small Arms, legal
46-55	Information, white	91-00	Two specialties, roll twice

which is obscure but not concealed or otherwise protected by some major agency. This would include such things as the real name of someone, birth records, etc.

Military Gear: Includes any equipment which is only available to the military, such as neurotoxins, any weapon with an R Availability rating.

Miscellaneous Gear: Any nonelectronic gear which is publicly available.

Personnel, Experts: An expert in some field, such as a commando or expert in nuclear physics.

Personnel, Novices: Includes any personnel needed who are not experts in their field, such as grunts, street hackers, etc.

Programs, Black: Includes the powerful, illegal programs.

Programs, White: Includes any nonblack programs.

Small Arms, Illegal: Any automatic pistol, submachine gun, rifle, shotgun, etc.

Small Arms, Legal: Includes any nonautomatic pistol, rifle, shotgun. Also includes melee weapons that are not commonly available.

Vehicles: Includes any commonly available vehicle.

Vehicles, Military: Includes any military or otherwise very uncommon vehicle, such as an AV-4 or police cruiser.

DIFFICULTY OF OBTAINING MERCHANDISE

Roll against the individual or group's Streetdeal or Resources to determine if they can obtain the desired merchandise. Those without these skills must use Streetwise with a -2 penalty. Give +5 to checks for items which the dealer specializes in. A "—" means the dealer either cannot or will not obtain those items. For example, a Suite Dealer will typically not deal in substandard merchandise. However, if a good enough deal presents itself, the difficulty for that type of merchandise is 10, or for shops and nets, 8.

Shops and Net markets deal with things differently. They have a base chance on D10 (must roll under) of having a particular item in that category at any one time. This chance is increased by +3 if that shop or Net specializes in that type of merchandise. Note that for certain items, certain types of black markets are best.

PRICES

Assuming the dealer, shop or Net actually has the merchandise the character is after, a price must be negotiated. Roll 1D10 on the Price Modifica-

tion Table. Use the following guidelines for the difficulty of obtaining the desired merchandise. Modify also according to market demands, current social climate, etc.

Easy: Modified Difficulty 10 or 15. Or if shop or net, modified chance of having it 7 or higher.

Difficulty: Modified Difficulty 20 or 25. Or if shop or net, modified chance of having it between 3 and 6.

Nearly Impossible: Modified Difficulty 30 or higher. Or if shop or net, modified chance of having it 2 or lower.

HAGGLING

Once a price has been set, haggling can begin. This can either be roleplayed or rolled for. The characters make Streetdeal, Persuasion or Streetwise checks, and the amount the checks are made by are compared. The one with the higher total adjusts the price up or down by 5% depending on whether they are the seller or buyer. This continues until one party gets tired of haggling or a tie is reached. For NPCs, this will be after 1D10 turns (some just hate to haggle).

A Critical Failure in haggling causes the haggling to end at the last stated price, and the buyer can either take it or leave it.

A Critical Success causes adjusting the price up or down by 10% in favor of the one with the Critical Success, but this is the end of haggling, and the deal is either taken or left. Ω

Black Market Difficulty

Merchandise	Street	Suite	Shop	Net
Cybermodems	15	—	2	8
Cybernetics	15	—	5	—
Cybernetics, illegal	20	15	—	—
Drugs	10	—	5	—
Drugs, specialty	20	20	—	—
Electronics	10	—	7	8
Electronics, high-tech	20	—	4	3
Explosives	20	15	—	—
Forgeries	20	15	—	4
Heavy weaponry	—	20	—	—
Information, black	30	25	—	—
Information, gray	20	15	—	3
Information, white	15	—	—	7
Military gear	—	30	—	—
Miscellaneous gear	10	—	5	5
Personnel, experts	20	15	—	—
Personnel, novices	15	—	3	—
Programs, black	—	25	—	2
Programs, white	20	—	4	9
Small Arms, illegal	20	10	3	1
Small Arms, legal	15	—	5	2
Vehicles	15	—	5	—
Vehicles, military	—	30	—	—