NCT
NIGHT CITY TODAY NEWS

Gang War Erupts in Combat Zone

BY JERICHO HUNT · NIGHT CITY · 2 HOURS AGO

Earlier today, the northern sector of the Combat Zone was thrust into chaos as tensions between the Iron Sights and the Red Chrome Legion exploded into a full-scale conflict. Bullets flew and rippers sliced as these two violent gangs released months of pent up hostility on each other and any unfortunate Night City resident that wandered into their bloody feud. NCPD officers are already on the scene attempting to quell this senseless violence but the sighting of multiple full-body conversions in the fray has necessitated the involvement of C-SWAT. No doubt this conflict will boil over beyond the Combat Zone as it escalates.

But what could have caused this bloodbath? Could there be more behind this conflict than simply ill-defined boundaries and inflammatory words? Could this be the work of a shadowy and underhanded external player? Night City Today has the full story, in full dramatic detail.

It is easy to assume that this conflict stems from the minor territory skirmishes the Red Chrome Legion and the Iron Sights have been engaged in for the past few years as Red Chrome Legion members began recruiting junior members from within territory traditionally held by the Iron Sights. After the fall of Arasaka in the 4th Corporate War, the Corp-backed Iron Sights lost much of their influence. As a result the Legion, among other gangs, set their sights on the Iron Sights. The Red Chrome Legion is well known for crushing rival gangs, annexing their territory, and indoctrinating younger members into their neo-fascist group along the way but recent battles indicate the Iron Sights are doing more than defending their territory and are, in fact, acting as the aggressor in the gang war. Reporters at Night City Today have dug up a lead which points to an unsettling reason for this change in gang tactics.

As anyone in northern Night City knows, the once-powerful Iron Sights have made a miraculous comeback in recent years. Separated from Arasaka's funding the Iron Sights, whose membership is almost entirely composed of full body conversions and heavily augmented individuals either on the edge of or in the grip of cyberpsychosis, lost influence and territory during the Time of the Red. It wasn't until a recently that the Iron Sights began to see a rise in membership once again. This increase in their ranks was initially attributed to individuals suffering from cyberpsychosis who joined their ranks after failing to reincorporate into society. But recently, intrepid reporter Jericho Hunt unearthed a discovery that will shock the city and most definitely sheds light on this current massacre. Undercover, at a Nomad operated train station on the outskirts of Night City, Hunt witnessed a handoff between known Iron Sights affiliates and a mysterious cabal of men in black suits. This handoff netted the Iron Sights several cases of military hardware which Hunt noted to be recent and undeniably sourced from a Midnight Market. It seems the Iron Sights are indeed being supported by a new benefactor.

Only days after the handoff, NCPD reported an attack by the Red Chrome Legion on an unmarked truck entering the city. The truck was no doubt hauling a new shipment from the shadowy cabal. Hunt believes that the most recent turn of events in the gang war is revenge on the part of the Iron Sights who seek to destroy the Red Chrome Legion and take back what was stolen from them.

SCREAMSHEETS

Red Chrome Cargo

Players' Information

A well-known Fixer named Hornet approaches the PCs through their local Fixer and offers them a lucrative but dangerous job. Hornet offers them 2000eb each to retrieve a shipment that was stolen by the Red Chrome Legion. The shipment consists of four large crates with DNA Encoded locks. Hornet hasn't told the party what is in the containers, only that they should be very careful when transporting them. The shipment is being transported to a Red Chrome Legion facility outside of the city via the Hammerhead, a heavily armored Militech cargo train the gang has hijacked. There are no details as to what waits for the PCs inside the train but 2000eb a piece is quite the haul. It can't be that bad...

GM's Notes

Three of the containers the PCs need to retrieve are full of military-grade explosives and cyberware that were originally intended for the Iron Sights. The last container holds multiple canisters of a deadly neurotoxin devised by Hornet himself. This neurotoxin was bought at a premium as an ace in the hole for the Iron Sights to use against the Red Chrome Legion and any other gang that proved a significant problem. The Red Chrome Legion stole the containers but the DNA encoded locks and thick metal exteriors proved too difficult to penetrate without damaging the contents. Currently, the shipment is headed to an abandoned town on the northern outskirts of Night City, where a Tech employed by the Red Chrome Legion can break the locks.

Hornet arranges passage for the PCs aboard his own train, which will run parallel to the Red Chrome Legion's locomotive. As the two pull close, the PCs must leap from the top of Hornet's train onto the Legion's train with a DV13 Athletics Check. Failing to make this check results in the character landing short and slamming into the side of the rear train car. They are able to grab hold and not fall to the ground below but the collision alerts the guards inside the train to danger.

Once aboard the train, the PCs must open the maintenance hatch on the top of the rear car with a DV15 Basic Tech Check. This gives them access to the train's interior. There are two Red Chrome Legion guards in the rear car (if there are more than four PCs, add one guard). These guards use the Booster template but are armed with both Shotguns and Very Heavy Pistols. The containers in the train car are tall enough to conceal the train's maintenance hatch and allow the PCs to attempt a stealthy entrance in order to surprise the guards.

If the PCs reach the middle car, they find it is empty except for a few containers and a maintenance port. This maintenance port can be jacked into by a Netrunner (see the Hammerhead Cargo Train Mainframe). Access to the Hammerhead Cargo Manifest gives the PCs a list of every item aboard the train when it was hijacked by the Red Chrome Legion. A clever GM can give the PCs new gear or insert a few plot hooks using that list. If the Netrunner conquers the Turret Control Node, they not only learn about the turret in the next car but can take control of it.
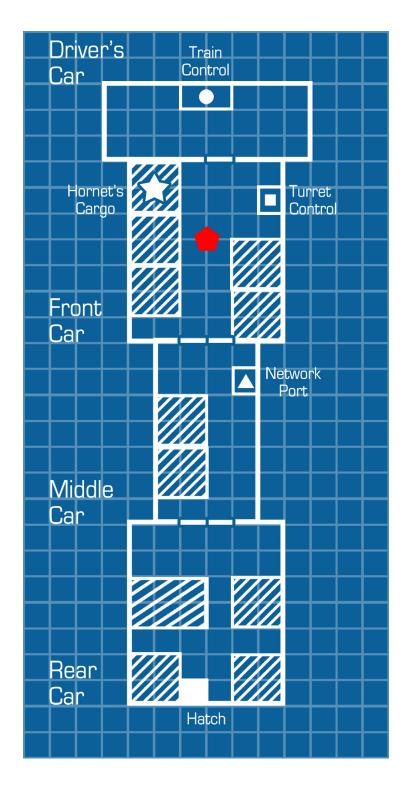
In the front car, the PCs find a number of Red Chrome Legion guards (use the previously modified Booster Template) equal to the number of PCs minus one, and one Red Chrome Legion Officer (use the Private Security Template). If the guards were alerted to the PCs boarding the train, then the automated turret in the center of the room is active.

If the Netrunner has control of the turret, they can spend a meat action to designate a target. The turret will attack that target on its next turn and continue to do so until the turret has been destroyed or deactivated or a new target is designated.

If the turret has not been activated, one of the Legion Guards will use their first turn to rush to the turret controls and activate it. A PC that reaches the turret controls can make a DC17 Basic Tech Check to deactivate it.

The containers the PCs seek are in the front car. Each can be carried by a single PC but requires two hands to so. The PCs can either stop the normally automated Hammerhead using the controls in the driver's car with a DV10 Drive Check or climb out the way they came in and leap back across to Hornet's train. The Athletics Check for the leap while carrying a crate is DV15. Throwing a container to the other train requires a DV13 Athletics Check.

Once back aboard Hornet's train, the PCs can turn over the containers to Hornet and get paid. By the end of the week, the gang war in the north end of the Combat Zone ends as the Iron Sights use their new shipment of tech and poison to crush the Red Chrome Legion.

Driver's
Car

Train
Control

Hornet's
Cargo

Turret
Control

Front
Car

Network
Port

Middle
Car

Rear
Car

Hatch

THE HAMMERHEAD
CARGO TRAIN

Hammerhead Cargo Train Mainframe

Level	Encounter	Ability (DV)
1	Password	(Backdoor DV10)
2	File *Contents: Original Cargo Manifest*	(Eye—Dee D12)
3	Password	(Backdoor DV11)
4	Hellhound	
5	Control Node *Automated Turret*	(Control DV12)

Automated Turret

STARTING HITS	ARMOR	MARKSMANSHIP BASE
25	11	10

WEAPONS	NAME	DAMAGE
	Assault Rifle	5d6

NOTES	MACHINE ENDURANCE The turret is unaffected by the Seriously Wounded Condition and is destroyed when it reaches 0 Hits.	ONE MODE The turret always fires using 3 Round Bursts.

RED CHROME CARGO

An Adventure for the Cyberpunk Red Jumpstart Kit

RED CHROME CARGO CAST AND CREW

Writing and Design: Cody Pondsmith

Business Management: Lisa Pondsmith

Project Management: Cody Pondsmith and Mike Pondsmith

Art Direction: Jaye Kovach

Cartography: Cody Pondsmith

Layout and Page Design: J Gray

Proofing and Editing: J Gray

Playtesting: The crew of Dicebreaker