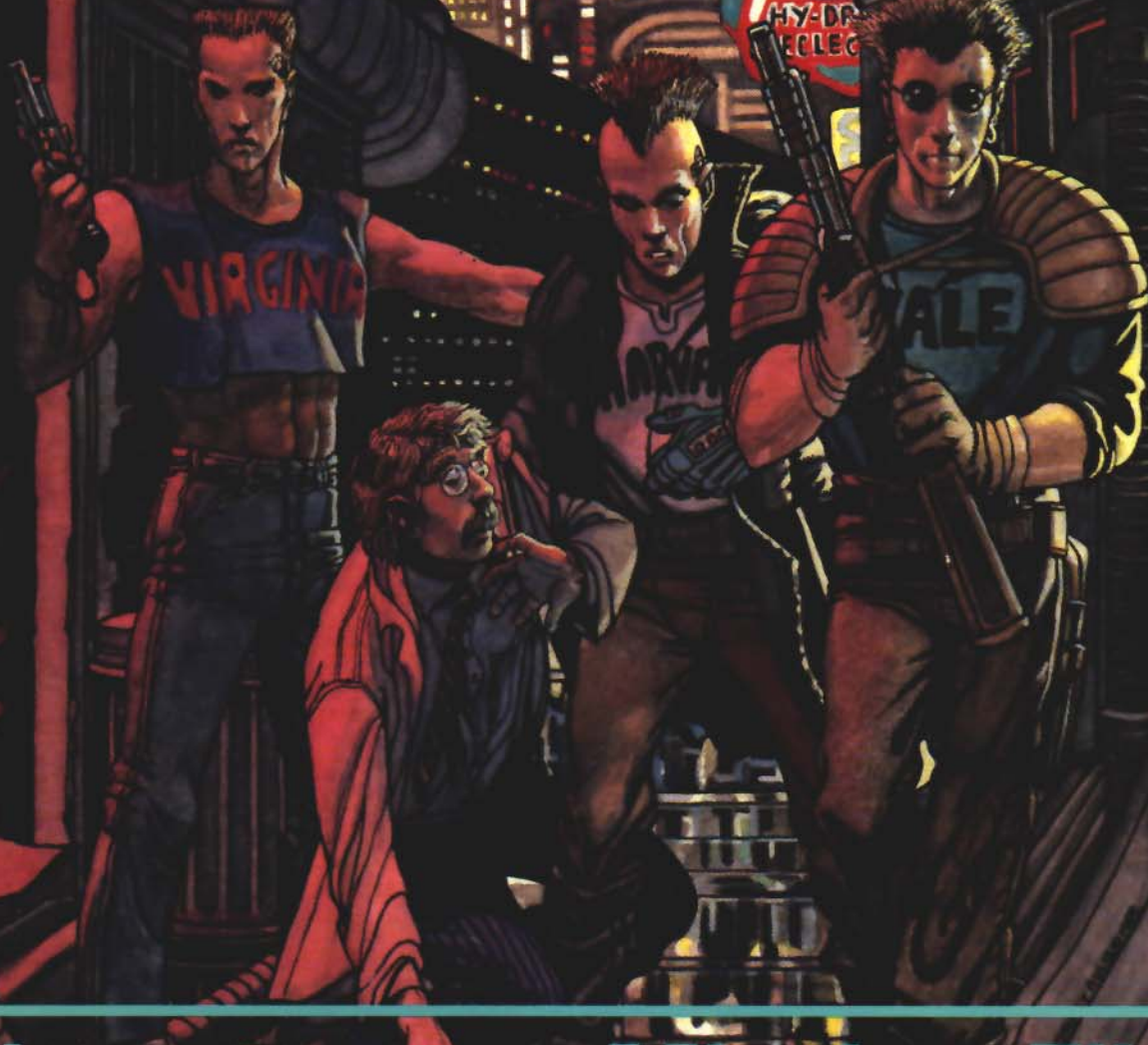# CYBER SPACE™

## EDGE-ON

CAFE
COUNTER
INTELLIGENCE

VIRGINIA

# Cyberventure™ Mission File #1

# EDGE-ON ™

# CYBERVENTURE MISSION FILE #1

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## *EDGE-ON*

# INTRODUCTION

Welcome to the first Cyberventure for *Cyberspace*™, ICE's gritty role playing game of earth's dark near future. Herein you will find all that is necessary to quickly set up and play four ready-to-run adventures. A copy of the game, *Cyberspace*, is required, and if your players have not had an opportunity to design their characters yet, have them each pick one from those provided in the next section.

## THE CYBERSPACE GENRE

The setting for *Cyberspace* is a cruel, cynical rendition of our tortured earth a mere hundred years from today. The year is 2090. It is a time of governmental collapse, rampant drug abuse, corporate repression, and technological marvels. The streets are home to hopeless vagrants, petty criminals, hired assassins, and down-on-their-luck rockers. Lives are bought and sold for the price of a micky of whole grain alcohol. It is man's twilight age: the last few desperate years before an abyssal plunge into total oblivion and anarchy.

As GM, it is your job to set the stage for dark and brutal role playing at its very best. Reading the source material in the *Cyberspace* rules will provide some flavorful background and give you an idea of the things that are going on in your day-to-day world. However, this is only a start. In order to enshroud your game with the dark mystique of the genre, we suggest that a little investment in time spent studying various cyber punk films and books will reap great rewards when running the game. Of the myriad works on the subject, a *few* predominant examples include the films *Blade Runner*, *Aliens*, *Warriors*, *Mad Max*, and *Robocop*, along with the books: *Neuromancer*, *Mirrorshades* (anthology), *Hardwired*, and *Street Lethal*.

The adventures provided in this product represent snapshots of the *Cyberspace* world. They are dangerous scenarios, requiring that your players engage in prudent actions. It should be hard for characters to gauge those encountered as friends or foes; and this uncertainty should produce a healthy dose of paranoia and cynicism.

Keep the action fast and furious, with your players constantly making life or death decisions. This is the essence of life in the lethal world of *Cyberspace*.

# 1.0 THE WORLD OF CYBERSPACE

As detailed in the *Cyberspace* game, earth at the end of the 21st century is a study in contrasts and extremes. More violent and decadent then our world today, the society is mercenary, with the trade measured in terms of money and lives.

Profit is king, media is queen, and the pawns include everything (and everyone) else.

Below is a summary of major events from the turn of the century to the year 2090.

As can be gleaned from the timeline below, man has been living with Cyber System implants for over 60 years, which has allowed him ample time to develop a wide range of artificial "enhancements", and the medical technology to implant them quickly and inexpensively. On the other hand, the realm of Cyberspace, wherein the consciousness of man may travel and interact with others, is in its infancy; less than 10 years old at this time. Remote regions of the Net remain largely unexplored, and Cyberspace is recognized as the last earthly frontier to be fully mastered by man.

## TIMELINE

**2000** — Capitalism runs rampant. China remains as last bastion of communism.

**2002** — Interactive video in widespread use.

**2004** — USA, Russia & Japan sign the "Three Powers" treaty.

**2007** — Psychoactives and surgery used to control criminal behavior.

**2010** — Trade in human organs reaches global proportions.

**2012** — First true Artificial Intelligence developed.

**2014** — Artificial wombs created.

**2015** — European Economic Community becomes the fourth superpower.

**2017** — Widespread robot development.

**2020** — Global satellite/ground communications network (a.k.a. the Net) fully integrated.

**2024** — All superpowers are engaged in space industry.

**2027** — First versions of Direct Neural Interface developed, allowing mental control of mechanical systems. Bionic prosthetics, known as cyber implants, or "wetware", developed.

**2028** — First documented case of CIRS.

**2031** — Organ/tissue cloning developed. Global currency, the "World Dollar", instituted.

**2032** — Megacorporations begin loaning money to hard-pressed governments.

**2035** — First cloning of a human performed.

**2039** — First cryogenic deep space colony vessel launched.

**2040** — Megacorporations begin buying countries.

**2047** — Tensions rise between Japan and the USA.

**2048** — Apparent Sensory Perception (ASP) record/playback techniques developed.

**2049** — RAM chip implantation techniques in humans developed. Two person neural interface perfected.

**2051** — Laser/Hydrogen Triggering rockets developed.

**2054** — Practical vehicular laser weaponry developed.

**2061** — Japanese troops begin operations on American soil. USA secedes from superpower alliance.

**2065** — The Crystal Palace space habitat is operational.

**2069** — Japanese mercenary gangs terrorize American residential districts.

**2071** — Effects of global climate shift cause catastrophic ecological destruction.

**2075** — Synaptic reformatting intelligence drugs marketed.

**2076** — The Great California Earthquake; San Francisco and areas northward escape destruction.

**2078** — Inception of the Death Valley Free Prison.

**2081** — CyberDecks produced. The realm of Cyberspace is born.

**2082** — Japanese/American low-intensity war ends.

**2085** — Indian Ocean Comet Disaster; world climate degraded further.

**2086** — Recombinant DNA techniques performed on humans. Alterant Replicants produced.

**2088** — Intercorporate wars become prevalent.

**2089** — The Martian Conflict begins; belligerents include megacorps New Edison and Okira.

**2090** — The Present.
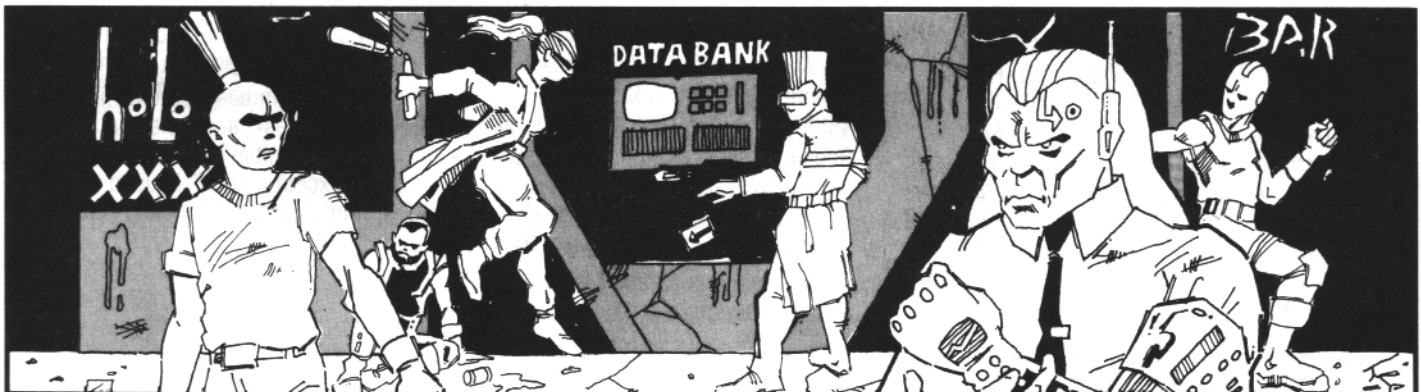
# 2.0 SYSTEM ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

## CHARACTER STATS

Ag ............................................... Agility
Co ........................................ Constitution
Em ........................................... Empathy
In ............................................. Intuition
Me .......................................... Memory
Pr ............................................. Presence
Qu ......................................... Quickness
Re .......................................... Reasoning
SD ................................... Self Discipline
St ............................................ Strength
Ap ......................................... Appearance

## SKILL LIST

Acrobatics .................................. Acr
Administration ........................... Adm
Advanced Math .......................... AdM
Ambush ...................................... Amb
Appraisal ................................... App
Armored Body Suit ..................... ABS
Armored Exoskeleton ................. AEx
Astrogation ................................ Astg
Astronomy ................................. Astr
Biological Technics ..................... BioT
Biology ...................................... Biol
Body Development ...................... BD
Chemistry .................................. Chem
Combat ...................................... Com
Contortions ................................ Cont
Culture ...................................... Cul
Cyber Attunement ...................... CybA
CyberDeck Operation ................. CDOp
Cybernetics ............................... Cyb
Cybernetics Technics .................. CybT
Drive ......................................... Drv
Drug Tolerance .......................... DrT
Electronic Bypass ...................... EBy
Electronics Technics ................... ElecT
Environs .................................... Env
Equipment ................................. Eq
Exploit ....................................... Exp
Falsification ............................... Fls
Fire ........................................... Fir
Foraging, Rural .......................... FoR
Foraging, Urban ......................... FoU
Frenzy ....................................... Frz
Gambling ................................... Gam
History ....................................... His
Intrusion .................................... Int
Light Body Armor ....................... LBA
Linguistics ................................. Lng
Mechanical Bypass .................... MBy

Mechanical Technics .................. MecT
Media ........................................ Mda
Medical Practice ........................ MeP
Melee ........................................ Mel
Missile ....................................... Mis
Mounted ..................................... Mtd
Music ........................................ Mus
No Armor .................................... NoA
Perception ................................. Per
Physics ...................................... Phy
Pilot ........................................... Plt
Planetology ............................... Pl
Quick-Draw ................................ QuD
Software Technics ...................... SofT
Sport ......................................... Sp
Stalk & Hide .............................. S&H
Streetwise ................................. StW
Subduing ................................... Sub
Trickery ..................................... Trk
Utility ........................................ Util

## GAME TERMS

AT .............. Armor Type (four possible ATs are used in this game)
AT(DB) ...... Armor Type with Defensive Bonus given
Bon ............ Bonus

CF .............. Critical Failure (usually an unmodified roll of 05 or lower)
CIRS .......... Cybernetic Implant Rejection Syndrome (measured by CIRS Stat)
CN ............. Construction Project
CS ............. Critical Success (usually an unmodified roll of 96 or higher)
D ............... Die/Dice (ie; "1D10" = a ten-sided die roll)
DB ............. Defensive Bonus
DL ............. Difficulty Level
EP ............. Experience Points
GM ............ Gamemaster (Game Referee)
Lvl ............. Level (Experience Level)
MM ........... Moving Maneuver
Mod .......... Modifier or Modification
NPC .......... Non-Player Character
OB ............ Offensive Bonus
PC ............ Player Character
Rd, Rnd .... Round (a ten-second period)
RP ............ Repair Project
RR ............ Resistance Roll
RS ............ Research Project
SM ............ Static Maneuver
SRB .......... Standard Rank Bonus (progression of Mods gained by Rank/Rtg# progression; Ranks 1-10 add +5 each, Ranks 11-20 add +2 each, Ranks 21-30 add +1 each, and Ranks 30+ add +1/2 each)
Stat ........... Statistic or Characteristic

# 3.0 TASK ABBREVIATIONS

A "Task" is any game situation which requires some sort of die roll to determine the degree of success or maneuver result (either Static or Moving). There are five "Task Types", and each is associated with a specific maneuver table or process, as noted below:

CN = Construction Project (*Construction/ Research Chart, Cyberspace p.47*)

MM= Moving Maneuver (*Personal Maneuver Chart, Cyberspace p.44*)

RP = Repair Project (*Malfunction/Repair Chart, Cyberspace p.48*)

RS = Research Project (*Construction/ Research Chart, Cyberspace p.41*)

SM = Static Maneuver (*Static Maneuver Chart, Cyberspace p.43*)

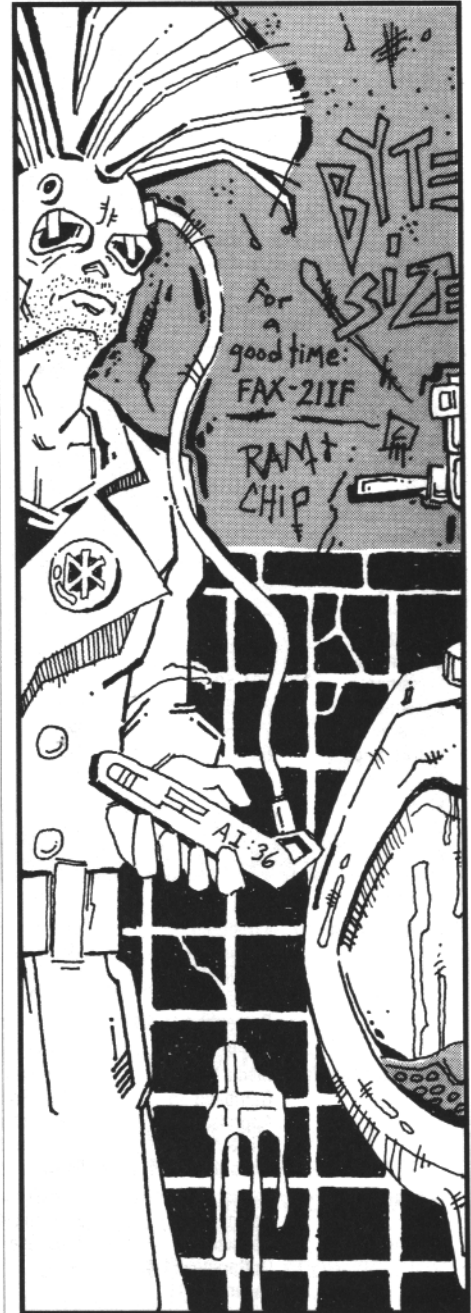Tasks presented in this text are recorded in the following abbreviated fashion, consisting of three parts:

1) The first two letters represent the Task Type, as shown above. This is followed by a slash (/).

2) The second abbreviation indicates the skill or stat(s) used to modify the dice roll. This is followed by a colon (:).

3) The last letter indicates the Difficulty Level of the Task, as explained above. It is always the initial letter of the DL "name" except that "X" is used for "Extremely Hard" ("E" means "Easy").

Some examples:

MM/Acrb:V = A *Very Hard* Moving Maneuver modified by Acrobatics skill.

CN/CybT:H = A *Hard* Construction Project modified by Cybernetics Technics skill.

MM/St:S = A *Sheer Folly* Moving Maneuver modified by Strength.

| DIFFICULTY LEVELS TABLE | |
| --- | --- |
| Routine | +30 |
| Easy | +20 |
| Light | +10 |
| Medium | +0 |
| Hard | -10 |
| Very Hard | -20 |
| Extremely Hard | -30 |
| Sheer Folly | -50 |
| Absurd | -70 |
| Insane | -100 |

# 4.0 ADVENTURE STRUCTURE

Each adventure has a standard structure designed to aid you in setting up the run and handling your players. A brief paragraph at the very beginning of the adventure is a teaser, hinting at what the adventure is about.

Players should not be allowed to read any part of the adventure. However, you may wish to show selected graphics to the players, such as illustrations of characters or important schematics.

## WORLDCOMP HEADLINES

**PLAGUE OF FERRETS FORCES CLOSING OF HERITAGE USA**

**JAPANESE SPERM WHALE SUB CONFIRMED**

**GANG WARS ESCALATE THROUGHOUT LONDON SPRAWL: COMMUTER DEATH TOLL REACHES 890 FOR MONTH**

Touch ❶ for more headlines; touch ❷ for complete stories.

A service of WorldComp Fax Interplanetary News.

**General Briefing:** This briefing is designed as much for the players as for you. It can actually be deceptive, as it only includes the briefing for what the characters' client wants them to know.

Though you might read this section to your players for flavor, role playing the action may be more rewarding.

**Running The Mission:** A more detailed breakdown of what will (or could) actually happen in the adventure, including the various factors which can help or hinder the PCs.

*Requirements:* What you will need in order to run the adventure; what type of PCs are ideal; what locales, vehicles, etc. will be involved.

*Aids:* Things and persons which may be available to help the PCs through their mission. Many of these things will be available, but not necessarily obvious. Some may need to be ferreted out to be used.

*Obstacles:* Conversely, situations and persons who might interfere with the PCs successful completion of their mission.

*Compensation:* Any rewards the PCs are likely to acquire for successfully completing the mission.

*The Run:* The information you require for running the adventure.

*Denouement:* A summary of the adventure's conclusion.

**Character/Organization Dossier:** This is a file of background data regarding NPCs and organizations which are likely to be involved in the adventure. It is a reference source for the GM to aid in fleshing out NPC personalities, and by providing important *Cyberspace* system data.

**Schematics:** Another resource file, this one including maps and layouts of locations and vehicles relevant to the adventure.

# PRE-DESIGNED CHARACTERS

The following chart provides the GM with six characters — one representative of each professional category — for his players to choose from if they do not wish to develop their own. Their stats, mods and skills have all been calculated and developed. Now all they need is a little personalization. Each is given a social class from which players may generate Character Backgrounds as detailed in the *Cyberspace* rules, Section S 9.0 (page 26).

The GM may assign players PCs from this list, or simply allow them to pick their own. In any event, each has a selection of equipment and resources personally keyed at the bottom of the chart. Any characters from this list not used by players in the following adventures may be used by the GM as NPCs when necessary.

## PRE-DESIGNED CHARACTER CHART

| | #1 | #2 | #3 | #4 | #5 | #6 |
|---|---|---|---|---|---|---|
| **Name** | August J. Kingsley | Arkus | Chaz Dool | Ulex Eldrick | Boston Aegusi | Bikura Mas Yuhi |
| **Profession** | Sleaze | Sneak | Killer | Net Junkie | Jockey | Tech Rat |
| **Social Class** | Corp Middle Class | Urban Homeless | Urban Homeless | Space Colony | Arcology | Upper Class Sprawl |
| **Level** | 2nd | 4th | 3rd | 5th | 1st | 6th |
| **Maneuvering** | NoA 10 | LBA 0 | LBA 5 | NoA 5 | NoA 20 | NoA 10 |
| **WMR** | 22 m/rnd | 20 m/rnd | 21 m/rnd | 21 m/rnd | 24 m/rnd | 22 m/rnd |
| **Constitution** | 06/-10 | 75/+5 | 66/0 | 73/0 | 32/0 | 68/0 |
| **Agility** | 57/0 | 93/+10 | 89/+5 | 61/0 | 93/+10 | 71/0 |
| **Self Discipline** | 15/-5 | 88/+5 | 32/0 | 85/+5 | 76/+5 | 55/0 |
| **Memory** | 03/-15 | 66/0 | 12/-5 | 96/+15 | 83/+5 | 78/+5 |
| **Reasoning** | 29/0 | 30/0 | 62/0 | 88/+5 | 66/0 | 96/+15 |
| **Strength** | 71/0 | 80/+5 | 92/+10 | 06/-10 | 43/0 | 06/-10 |
| **Quickness** | 07/-10 | 92/+25§ | 91/+10 | 50/0 | 99/+20 | 22/-5 |
| **Presence** | 93/+10 | 86/+5 | 05/-10 | 02/-20 | 03/-15 | 77/+5 |
| **Intuition** | 80/+5 | 17/-5 | 24/-5 | 87/+5 | 20/-5 | 90/+10 |
| **Empathy** | 79/+5 | 64/0 | 26/0 | 49/0 | 59/0 | 55/0 |
| **Appearance** | 65 | 39 | 05 | 36 | 93 | 58 |
| **CIRS** | 1 | 1 | 8 | 3 | 2 | 25 |
| **Fire** | Mirage 5X Pistol 5 | Beretta 95R MP 54 | H&K G21 SMG 59(68*) | — | Smart GRU Max 60Δ | Miage XR 12 Laser 40 |
| **Melee** | Brawl 5 | Knife 34 | Claws 54 | Brawl 0(25*) | Brawl 11 | Brawl -5(25*) |
| **Missile** | — | — | Thrown Knife 24(39*) | — | Thrown Knife 16 | — |
| **Hits** | 9 | 39 | 42 | 32 | 20 | 64 |
| **AT(DB)** | NoA(-10) | LBA(25) | LBA(10) | NoA(0) | NoA(20) | NoA(-5) |
| **Primary Skills** | Exploit 46 | Streetwise 50 | Streetwise 20 | Electrical Tech 64 | Environs 38 | Software Tech 87(99†) |
| | Culture 46 | Mech Bypass 47 | Stalk & Hide 20 | Software Tech 60 | Pilot 28 | Cyber Tech 87(99†) |
| | Administration 36 | Stalk & Hide 42 | Environs 18 | CDeck Operation 55 | Equipment 23 | Electrical Tech 68(89†) |
| | Drive 17 | Ambush 42/+6 | Ambush 15/+3 | Equipment 35 | Biological Tech 16 | Mechanical Tech 63(81†) |
| | Perception 16(21*) | Perception 24 | Perception 10 | Environs 20 | Cyber Tech 11 | Equipment 69 |
| | Equipment 2 | Environs 20(40*) | Mechanical Tech 10 | Pilot 15 | Perception 0 | Elec Bypass 50 |
| **Secondary Skills** | Media 20 | Subduing 40 | Subduing 25 | Astrogation 35 | Biology 15 | Appraisal 60(75†) |
| | Gambling 15 | Urban Forage 30 | Quick Draw 25 | Advanced Math 25 | Rural Forage 15 | Falsification 45(69†) |
| | Appraisal 10 | Drug Tolerance 10 | Urban Forage 20 | Media 25 | Cybernetics 5 | Cybernetics 40(67†) |
| | Trickery 0 | Appraisal 5 | Acrobatics 15(30*) | Appraisal 15 | Music 5 | Urban Forage 35 |
| | History -5 | Falsification 5 | Appraisal 5 | Cybernetics 15 | Chemistry 5 | Drug Tolerance 30 |
| **Languages** | English D5 | Gutterspeak D5 | Gutterspeak D5 | English D5 | English D5 | Gutterspeak D5 |
| | German D5 | English D4 | English D4 | French D5 | Japanese D4 | Japanese D4 |
| | Spanish D4 | Japanese D2 | Spanish D2 | Mandarin D5 | Gutterspeak D1 | Korean D3 |
| | Gutterspeak D4 | — | — | Japanese D4 | — | English D1 |
| | Japanese D1 | — | — | Gutterspeak D4 | — | — |

**Equipment Packages**

**#1) Cyber Systems:** Visual Low Light Rtg1. Vocal Amplifier Mk2 with Somantic Trigger. **Items:** Ford Interceptor Sports Coupe. Mirage 5X Light Pistol. 2 (10 round) magazines 5mm GP ammo. **Cash:** $430.

**#2) Cyber Systems:** 2 AgileLegs Rtg4. Nerve Booster Rtg3. **Items:** Reinforced Kevlar Jacket and Pants (Light Body Armor). Beretta 95R Medium Machine Pistol. 4 (60 round) magazines 10mm GP ammo. Knife. **Cash:** $360.

**#3) Cyber Systems:** Retractable Claws with Somantic Trigger. DNI to Brain. Eye/Hand Coordinator Rtg3. Kinetic Painblocker. **Items:** Flak Jacket (Light Body Armor). H&K G21 Submachine Gun. 4 (20 burst) magazines 10mm GP ammo. Knife. **Cash:** $25.

**#4) Cyber Systems:** DNI to Brain. Internal Readout linked to a DNI jack. Biostatus Monitor Nervelinked to an Internal Readout. Megaknuckles. **Items:** Mk15 CyberDeck with Magnebubble Core, Mk50 Storage Expander, Card Drive, and 6 DNI Cables. CyberDeck Programs (skill adds): Matrix, Self Definition, Multiuser, Random Number Generator Rtg10 (Intrude +84), Invisibility (Intrude +65), File Searcher Rtg10 (Utility +84), Data Copy, Data Cruncher, Data Acquisition, Multitasking, Multitasking, Multitasking, Netmapper, Progswitch, Armor Rtg2 (Combat +75), Disengage Rtg4 (Combat +82). *Note that Character has 7 Skill Ranks in Cyberspace Combat, Intrusion and Utility.* **Cash:** $480.

**#5) Cyber Systems:** DNI to Brain with Nervelink to Targeting Rtg2. **Items:** GRU Max Heavy Pistol Smartgun with Rank 20 Weapon Program (Fire +50). 3 (10 round) magazines 12mm GP ammo. Knife. Medikit. **Cash:** $20.

**#6) Cyber Systems:** Mk10 Neurological Activity Controller with Magnebubble Core, and Mk10 Storage Expander. NAC Programs (bonuses): Data Acquisition, Antivirus Rtg4 (+20), Multitasking, Concentration Rtg6 (see †), Input Blocking Rtg5 (+25), Biostatus Scanning, Rank 10 CDeck Operations Neurosoft (+30), Rank 10 Cyberspace Utility Neurosoft (+30), Rank 10 Helecopter Pilot Neurosoft (+30), Rank 8 Perception Neurosoft (+40). DNI to NAC. DNI to Brain. ASP Player. Datacard Player linked to NAC. StrongHand Rtg6 with Mk1 10° Light Generator activated by a Thought Trigger. **Items:** Mirage XR 12 Laser Pistol. 4 Weapon Cells. Electrical Toolkit. Mechanical Toolkit. Medikit. **Cash:** $360.

**Notes:**
All Empathy stats reflect CIRS reductions.
* Total bonus in brackets includes Cyber System rating add when applicable. Consult appropriate Cyber System description.
§ Enhanced by Nerve Booster.
Δ Includes Smartgun bonus of 50 and Targeting bonus of 10.
† Total bonus in brackets only applicable if Concentration Program running in NAC's CPU.

# ADVENTURE: NETWORK 69 TAKES THE FALL



Network 69 has received the best international composite ratings for three trimester seasons in a row. Naturally, this has caused some consternation for 69's major competitors.

Pummeled in last month's sweeps, Channel 32 has decided that something needs to be done about 69's dominance. If 32 can get hold of 69's new show listings and descriptions, they can rip off the ideas and get a jump on competing programming.

But 32's operatives would not count on the strange events which could involve them in a much more sinister and far-ranging intrigue.

# 1.0 GENERAL BRIEFING

**Note:** *You may read the following section to your players.*

San Francisco at night is a stark fusion of old and new. Not that the old is necessarily bad; the Transplanetary Tower, more than a century old, still stands as a symbol of the City by the Bay. Having survived half a dozen earthquakes and as many renovations, the Power of the Pyramid (an old Transplanetary slogan) still holds sway. Other, more graceful pillars of glass and alloy have extruded from the plasticrete hills of the City's Financial District, all of them testaments to the power of the Megacorp. All stand protected behind the guarded barriers which skirt the 'safe' section of town — known among the sprawl people as "Money Curtain".

In other areas of the City, the many antique buildings have not fared as well; and there is little money to construct new ones. Garish neon façades try to hide crumbling stone; mercifully shielded by the omnipresent fog made luminous in the eerie orange light of halogen flood-lamps.

Out of the night, you return home to find a message on the vidiphone:

A thirtyish woman with severe haircut, dressed in a business suit, appears on the dusty screen.

*"This is Roxanne Baskerville, Channel 32 Research. I have an errand that requires specialized skills and exceptional discretion. Perhaps you and your associates are interested. If so, please set up an appointment with my secretary."*

A number follows.

Assuming you and your cohorts are interested, you are given a meeting time of 8:00 PM tomorrow evening at the Channel 32 offices of the Transplanetary Tower. You are also issued access permits allowing travel in the Financial District at night.

The next evening, you make your way to Money Curtain with relatively little trouble. A couple of cybers hassle you half-heartedly, half a dozen homeless beg for a World Dollar, and in an alley you see seven G.I. Joes laying into a couple of streetwalkers with pipes and chains. Pretty quiet, really.

At the curtain, CorpCops — all packing Steyr assault rifles with piggyback grenade launchers — look you over and check IDs with exaggerated care.

*"Aren't you guys gonna call it in?"* You finally ask in frustration. *"We're legit."*

The lead guard shoves the passes back. *"You are cleared for four hours; any longer and we come after you scum,"* she sneers.

The financial district is stark with an alien cleanliness: no trash, no bums, and few people. Limos glide up and down the wide streets, while couples strut along the sidewalks, window shopping. CorpCops maintain their presence, and deal swiftly with wrongdoers.

Just a block past the Graves-Masuda building looms the Transplanetary Tower pyramid. The pyramid's multistory foyer is a central monorail station; a cavernous space filled with holographic signs and whisper-silent trains. One last scrutinizing at the elevators, and your on your way up to Channel 32.

Roxanne Baskerville herself greets you at the 32nd floor, and leads you into a plush office suite. She offers everyone a drink, makes herself one with real imported scotch, and begins the briefing.

*"I will be frank with you, as I understand that minor points of law are not an inhibiting factor. We have had our fill of Network 69's domination of the global ratings."*

As she speaks, the lights dim, and one wall becomes a luminous video screen. On it appears a complex 3-D ratings chart indicating global networks, shows, advertising bids, and relative audience share.

*"The next trimester season starts in one month, and we want an edge. We want to know what 69 has got in store for the unwashed masses, so that we can prepare appropriately competitive programming. As a result, we require someone to secure 69's fall lineup of programs. Am I making myself clear?"*

Roxanne will be making it plain that she desires the PCs to raid 69's offices and retrieve the required information.

*"We have learned that most of 69's programming R&D is performed in their offices at the Martian Metals building — the Network 69 Tower, as everyone likes to call it."*

A view of the Martian Metals building appears on the screen, crowned by four huge video panels, all showing trailers for Network 69 fare.

*"69's management is notoriously distrustful of normal software security procedures, and so stores its most sensitive information on datacards kept in a vault, all protected by a computer which is physically cut off from the Net. This computer is located in the tower's Research and Development Think Tank. We don't know the exact floor, I'm afraid; they're quite secretive. However, their R&D department occupies floors ten through fifteen.*

*"That's all we can tell you. You'll have to get specific information on your own."*

You've been brought to a point of decision: to take on the task or not. It obviously involves breaking into a secure vault smack dab in the middle of "injun" country. Very tricky, but the rewards may justify the risk. And think of what pulling it off could do for your reputation. If the mission is taken on, Roxanne has one last thing to say:

*"There is one other item which I should mention, I want to add one more member to your group."*

She presses a control on her desk and a moment later a handsome young man in a baggy *Eros Flynn* coverall saunters in.

*"This is Dirk Rapier. As a skilled CyberDeck operator, he'll be handling 69's internal computer once you get inside their R&D department. He'll get you into the vault."*

Dirk smirks. *"So pleased to meet you."* His sarcasm lays on like L.A. air.

# 2.0 RUNNING THE MISSION

Here is the mission, broken up into easily digestible bits.

## 2.1 REQUIREMENTS

A small group of 2-4 members with Equipment, Electronic Bypass and Mechanical Bypass skills. One character must be a Net Junkie with good Cyber-space Skill bonuses. A portable datacard reader/duplicator is also needed, as well as ten blank cards. Roxanne will supply these if necessary.

## 2.2 AIDS

It is unlikely that the PCs, even with an accomplished Net Junkie member, could have a fighting chance of dealing with the Network 69 R&D Computer ICE. However, their client has hired a member of the *Models* Sprawlgang— Dirk Rapier — to go along and supply the necessary Cyberspace skills. Dirk also has a good CyberDeck and an arsenal of programs.

Roxanne will also provide false IDs for everyone, which will allow uncontested entry into the Martian Metals building when coupled with some falsified Net security records (see **Getting In**, below).

## 2.3 OBSTACLES

Dirk himself could prove to be an obstacle on personality alone, but the big challenge will of course be the 69 defenses. The operation must also be performed the following night, which doesn't leave much time.

## 2.4 COMPENSATION

Nothing up front. The PCs will receive $3,000 for each of 69's eight new pilot shows ($24,000 potential), plus a bonus to be determined by Roxanne, depending on how clean the lift is. Roxanne is somewhat desperate, and will therefore be open to negotiation on the price.

## 2.5 THE RUN

The action should proceed along lines similar to those set out below.

### SCOUTING THE TURF

Dirk, along with your players, are promptly booted out of the Transplanetary Tower to go plan their raid. Dirk should immediately start getting under people's skin, beginning with an argument over where to go to discuss the plan: "I'm not letting you slobs in my place" and "I wouldn't be caught *dead* in your little hovel." Maybe a quiet bar…

A wise move would be to scout the 69 ICE this evening so that a route in can be prepared. The PCs need to find a quiet place to set up their CyberDeck (Dirk will be reluctant to use his) and jack into the Net.

At the 69 Mainframe (see the **Network 69 Cyberspace System Map**) the Net Junkie needs to locate their R&D division. That should be easy, but calling up the main system menu produces the following list:

- Accounting
- Advertising
- Environmental Control
- Maintenance
- Personnel
- Security

Where is R&D?

It's a problem, but not that tough. Accessing the Maintenance subsystem and calling up something obvious like floor-by-floor building specs reveals nothing. But, calling up something unlikely and mundane like bathroom cleaning schedules will show duty by department, including R&D. Cross-referencing to the floor duty is a little harder but reveals that the R&D Think Tank is on the 13th floor! Checking back to the building plans indicates that there is no thirteenth floor (few buildings have them). However, a check on the elevator control systems (still in Maintenance) shows that there is a gap between the 12th and 14th floors, with access controlled by the Security subsystem; a bit tougher to crack into.

A bold Net Junkie (or Dirk, if necessary) will attack that Security ICE and gain access to the restricted 13th floor layout. (see the **Coit Garage** schematic).

The Cyberspace actions described above are mostly SM/COp:Easy to Hard tasks. All the Cyberspace activity can be done with as little or as much elaboration as desired. Obviously, if Dirk is doing a lot of this, it should be kept brief. But if one or more PCs are voyaging in the Net, make the trip an elaborate production. Have unique incarnations of the various ICE types and describe the unreal setting in vivid detail.

When the PCs enter 69 the next night, their Net Junkie player will have to be able to successfully get into the Security subsystem again and manipulate the restricted elevator controls for the rest of the group.

### GETTING IN

While Dirk and your players physically assail Network 69, the Net Junkie PC must smooth the way for them. He can manipu-late the Money Curtain access system, allowing the group to enter the Financial District, supposedly by invitation of an anonymous Network 69 employee. The GM can play this out as he sees fit.

Next comes the hard part (see the **Network 69 Cyberspace System Map**). As the group arrives at the garage entrance, the PC Net Junkie must have cracked some minor 69 Security ICE, and provided legitimate access records for them. If the guard checks, there will then be a listing on his monitor with the names and ID numbers for all the player's fake IDs
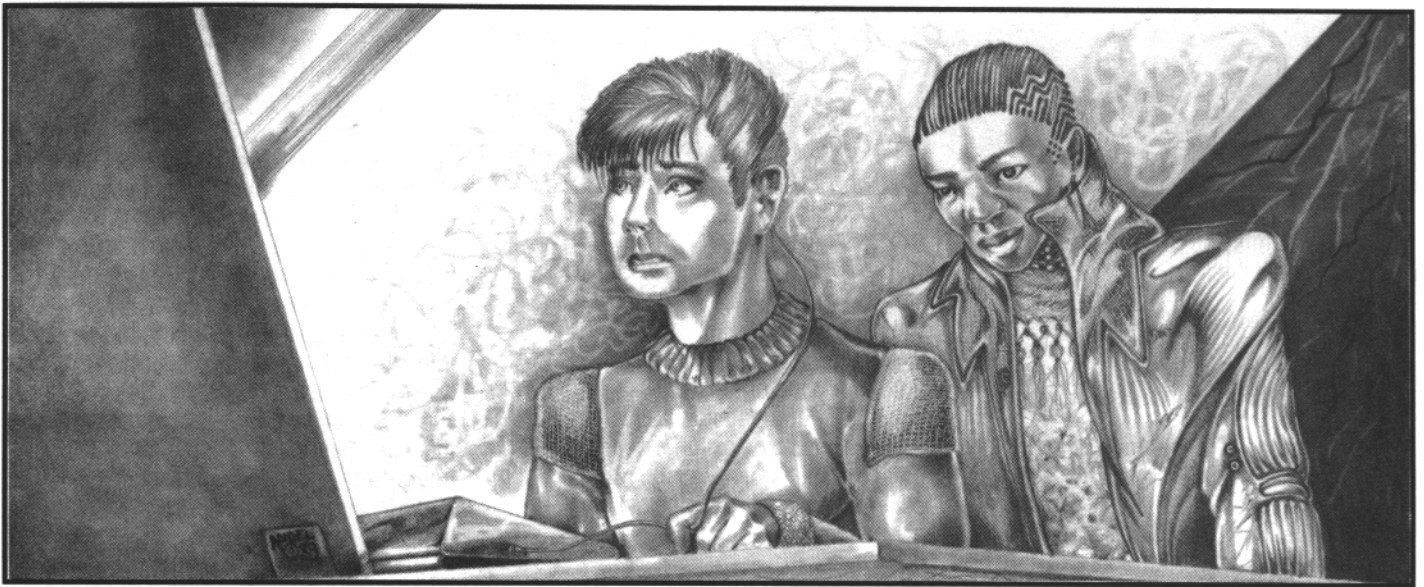
Roxanne supplied earlier. Finally, once through the garage and into an elevator, the PC Net Junkie must be able to crack the security on the special 13th floor R&D elevator access (in the Maintenance subsystem) so that the group can arrive at the Think Tank level.

Alternatively, your players may think to arrive at the 12th floor, climb on top of the elevator while the Net Junkie holds it there, and force open the outer doors to the 13th floor (SM/MBy:M). This may be a smart alternative, since that security bypass is tough. Plus, once on the 13th floor, they can call the elevator by just pressing the button!

### ON THE 13TH FLOOR

The PC Net Junkie should be able to determine from the R&D floorplans acquired in Cyberspace that there is a guard at the Think Tank's main security desk at all times. This guard will need to be taken out before he can hit the manual alarm. Dirk will then be able to patch directly into the isolated R&D computer through the guard's security console. He can also open a two-way interface to the Net and let the PC Net Junkie in on the action, if desired.

The method for resolving the action against the guard is left up to your player's ingenuity.

### RUNNING THE GAUNTLET

The vault is protected by an array of ICE and mechanical traps which Dirk must disable in order for the rest of your players to get in. Between the Model's skills and his programs, he should have little trouble accomplishing this task.

Then it is up to your players to get past the daunting sequence of any remaining individual traps which await them on their way to the vault. Dirk will be able to open the security area doors and control the exterior alarms. He can also access the vault directory and locks, directing the PCs to the correct cubicle holding the desired program datacards.

Once there, your players will notice that the program cards have nothing but cryptic alphanumeric codes on them, except one which is labeled *"**Marooned Love**, episodes 1-10, integ."* in a handwritten scrawl. Astute PCs may want to check and make sure that these are the right cards. Nearby, there is a program datacard viewer. If your players pop *"Marooned Love"* into the viewer and have a quick look, this is what they see:

The show begins with a panorama of a south seas island (accompanied by sappy, swoony music). There is a wrecked boat and a young couple lying nearby on the beach, as if they have just been shipwrecked. The viewers are suddenly enraptured by this seemingly thin plot concept, and feel strangely empathic with one or the other of the characters. No one speaks, afraid to break the seductive spell of the plot, which unfolds with enticing slowness…

Note that this is a new Network 69 development: the show induces physical reactions through subliminal messages which stimulate chemical and hormonal changes in the viewer's body. Rather than the show's plot modifying to fit the viewer, the viewer is manipulated into feeling that

what is happening is his own fantasy. The experience is highly addictive. Without the subliminal signalling being integrated with the program, the show would be just as slow and dumb as it sounds. *"Marooned Love"*, episodes 1-10 are the only ones so integrated.

Depending on how the GM wishes to run this scenario, he may want to take the players aside individually and present them with their role (as they experience it) in the episode of *"Marooned Love"*. The show is teasingly erotic, and each viewer will feel himself drawn in — as if the show is playing out his/her own private fantasy.

Just as things are starting to get really good, the show is cut off — and Dirk is screaming at your players through a vault security speaker. "What the hell were you doing? Let's get out of here!"

Your dazed players won't be able to tell exactly what has happened to them. All are rather disheveled and sweaty and feeling a little "worked up". Your players should quickly copy the program datacards onto the blanks they brought along, then beat it.

Hopefully, no external alarms have been triggered up to this point, so the exit should be smooth as silk. Otherwise, things could be very messy — and you are going to have to wing it.

### THE DROP-OFF

Your players, along with Dirk, will meet Roxanne at 3:00 AM in — at her request — *Cafe Counter Intelligence*, a rather rough bar. She will be in a booth waiting when they arrive, an unusual portable datacard reader in hand. She will skim through the cards at high speed. If all eight programs

are there, (and they should be) full payment in cash will be made. The PCs might notice that Dirk gets nothing. If asked, Roxanne will smile and say that Dirk has already been paid, but leaves it at that. She says that any bonus will be determined after 72 hours, when 69's condition can be assessed.

Dirk says good riddance to the group and heads to the bar for a drink.

Less than a minute passes when several shots are heard being fired in the bar. A few booths over, two hit men have hosed down five people who were just sitting there minding their own business. The hit men, if unhindered by player actions, will make good their escape. You should generate the stats for these two if they become necessary.

A quick investigation will reveal that one of the people killed was another *Models* Sprawlgang member, and the people he was sitting with vaguely resemble a few of the PCs...

Dirk, taking the hint, will leave the Cafe before your players can get hold of him.

## 2.6 DENOUEMENT

Two days pass. There should be no news about the 69 break-in at all; Roxanne leaves a message to meet again at the *Cafe* the next evening.

She meets your players and says that they have earned a bonus. The amount of the bonus should be determined by the GM, and should be dependant upon how well the players performed their job, and how much danger they faced. A $10,000 maximum is suggested, though $5,000 is a reasonable amount.

### NEURONIRVANA

What your players may have accidentally discovered is that Network 69 has developed a new kind of transmission coding "overlay" which makes the old subliminal advertising scandals of the 20th century seem like child's play. 69 can actually now trigger certain basic pleasure centers in the brain on a sequenced level. Such visual triggering has been dubbed *"Neuronirvana"*. Over the course of a program the viewer is physically manipulated into continuing to watch, experiencing

events in the show with an enhanced, surreal involvement. *Marooned Love* was the first new show integrated with the *Neuronirvana* sequencing. The other program datacards contained shows and "overlays" not yet combined.

How much of this information you allow your players to know is of course up to you. However, Roxanne will have no particular motivation to tell them anything. In fact, knowledge of the *Neuronirvana* stimulus might be very dangerous to have.

A week or so after the mission, the PCs happen to hear that a member of the

## 3.0 CHARACTER/ORGANIZATION DOSSIER

Here is a summary of information on Dirk Rapier and Network 69.

## 3.1 DIRK RAPIER

A member of the *Models* Sprawlgang, Dirk has been bribed by Roxanne Baskerville of Channel 32 to aid the PCs in their quest to acquire the Network 69 fall lineup of new shows. As all the PCs would probably know, (SM/StW:E) the *Models* are a gang consisting entirely of young, beautiful, gay men. They are fashion models and Net Junkies, high-priced escorts and Tech Rats. They can also be pointlessly vicious, brutal, cold-blooded killers. It is said that many have razornail finger implants.

With his styled brown hair, lightly tanned skin, and chiseled features, Dirk Rapier is so handsome as to be almost beautiful. He looks, walks and poses like a model. He behaves like he is on stage every minute; if there is a mirror in sight, he is looking in it. In addition, he affects an old aristocratic British accent — which seems to come and go depending on how much stress he is under; while running the Net it is almost buried under his natural Californian *Coastspeak*.

*Models* Sprawlgang was killed at the *Cafe Counter Intelligence*. Not big news, but a further check into WorldComp files will get them a vid of Dirk, his mangled body found in the street.

Did the hit men of a week ago realize they got the wrong party in the *Cafe*? Were they working for 69 on a punitive strike? Was Dirk killed by 32 to shut him up about the job — permanently? Are your players next? Maybe the death is totally unrelated. It is for you to decide, and your players to worry about.

During the day he will be dressed in the latest *avant-garde* fashions — often a baggy, multicolored Eros Flynn coverall — and at night he wears a total black stealth version.

Dirk is a narcissist and a nihilist. While not the worst member of the gang, he has killed before without a second thought. While with his brothers he has scarred the lovely face of many a young woman — for no reason other than she was prettier than he, and he was fevered with the hunting bloodlust or crazed with *Freak* in his veins.

# IS DOSSIER: DIRK RAPIER

## GENERAL DATA

**Profession**: Net Junkie
**Social Class**: Upper Sprawl
**Lvl**: 9th
**Maneuvering**: NoA 20
**WMR**: 24 m/rnd
**Fire**: *H&K Pulsar* NP 105*
**Melee**: Razornails 60
**Missile**: —
**Hits**: 121
**AT(DB)**:  NoA (35*)
**Primary Skills**:
Cyberspace Skills: 70-90
Exploit: 90
Perception: 87*
Stalk & Hide: 60
Equipment: 52
Streetwise: 35
**Secondary Skills:**
Trickery: 55
Media: 45
Sports: 38
History: 15
Urban Forage: 10
**Languages:**
Coastspeak (English dialect) D5
Gutterspeak  D5
French D2
*Modified by Cyber Systems.*
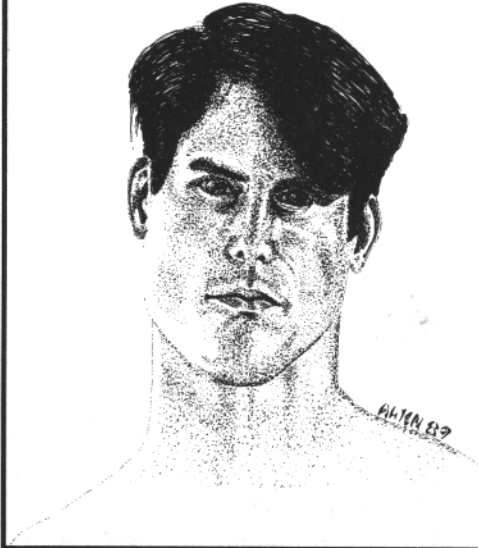
## BIOGRAPHY

Born to corporate middle-class parents but rebelled at a young age.  Met *Models* members in Sonoma Boys' correctional institution at age 15 and later joined that Sprawlgang.  Currently freelances as video model and escort with the "So Good its not Real" agency.  Tentatively linked with a dozen assaults and as many electronic espionage activities in the West Coast Sprawl.  Current residence unknown.

## PHYSICAL APPEARANCE

**Age**: 27
**Eyes**: Blue
**Height**: 202 cm
**Skin**: Fair
**Sex**: Male
**Hair**: Dark Brown
**Weight**: 86 kg
**Race**: Caucasion (Anglo)

## STATS

Co 86 (+5); Ag 90 (+10); SD 59 (+0); Me 78 (+5); Re 82 (+5); St 95 (+15); Qu 90 (+35*); Pr 96 (+15); In 89 (+5); Em 23 (-5).  Ap: 98.  CIRS Stat: 8.
*Modified by Cyber Systems.*

## CYBER SYSTEMS

■ Mikura Eyes: Lowlight Rtg12, Visual Clarity Rtg5, Targeting Rtg10, Internal Readout linked to DNI jack.
■ DNI to Brain.
■ Nerve Booster Rtg5.
■ Neomuscle implants in arms and legs.  Dirk can run exceptionally fast and is very strong in certain limited actions (his skeleton has not been reinforced).
■ Razornails with ACA (Aligned Crystalline Alloy) edges, with +20 bonus vs NoA and LBA.

## EQUIPMENT

■ CyberDeck and Programs (see text).
■ H&K Pulsar Needle Pistol Smart Gun Rank 25
■ Electrical Toolkit

## DIRK'S CYBERDECK

Dirk carries his Graves-Masuda Cyber-Deck much of the time.  Its specs follow:

### GRAVES-MASUDA TX400 CYBERDECK

• Mk24 Magnebubble Core
• CyberDeck Operating System
• Card Drive
• DNA Cable
• Mk55 Magnebubble Storage Expander
• Programs: Mediaeval, Wizard, Random Number Generator Rtg10, Codebreaker Rtg6,  Soft Wedge Rtg 5, Hard Wedge Rtg5, System Searcher Rtg40, File Searcher Rtg40, Data Copy, Antivirus Rtg5, Data Acquisition, Data Cruncher, Directional Control, Interrupt, 3xMulti-tasking, 2xProgswitch, 2xArmor Rtg5, Stun Rtg3, Disengage Rtg6.

## 3.2 NETWORK 69

This network is the predominant entertainment channel on the planet, and with their new *Neuronirvana* subliminal program overlays, they stand to maintain their ratings at least over the next year.

## 3.3 69'S SECURITY GUARDS

If careless or unfortunate, your players may run into live and kicking security guards while inside the Martian Metals building.  When needed, use the following stats, generating as many as necessary with slight variations.

## NETWORK 69 SECURITY GUARD

**Profession**: Sneak
**Level**: 3rd
**Hits**: 40
**AT(DB)**: LBA(5)
**Fire**: +55 Heavy Pistol
**Melee**: +40 Brawl

# 4.0 SCHEMATICS

Following are the floorplans and Net diagrams important to the adventure.

## NETWORK 69 OFFICES 13TH FLOOR

**1. Elevators**. These eight elevators serve all floors of the tower — though access to some floors is deviously restricted.

**2. Service Shaft**. Contains air ducts, plumbing, and electrical conduit.

**3. Security Station**. This large, curving desk incorporates a sohisticated security console and monitor array. It is possible to access the R&D Think Tank computer through this console.

**4. Rest Rooms**. Elegantly appointed, with plastic-marble decor.

**5. Offices**. Supporting the R&D administration staff.

**6. Technical Rooms**. Although laid out in a similar fashion to the administration offices, the technical rooms are a maze of stacked equipment, printouts, and unidentifiable objects. It might be described as a more 'creative' atmosphere.

**7. Anteroom**. As noted in the text, Dirk can (or should) be able to open the outer door to the vault suite. As the PCs arrive around the corner, the false marble covering panels would just be swinging back and the twin alloy doors will be sliding along their well-lubricated tracks. Just behind these doors is a 2 meter wide threshold, with a palmlock and keypad mounted on the right wall. Beyond can clearly be seen the 4 meter square anteroom, its floor and ceiling gleaming alloy, and walls of some strange black substance. On the right wall is a very large, circular door mounted on huge hinges. Though it may not be obvious, the palmlock and keypad each control a defensive mechanism in the anteroom. Disabling the palmlock deactivates the *Laser Net*. This requires having the right palm or a successful SM/EBy:X. Success may not be evident, requiring a SM/Eq:X to determine; failure by 50+ indicates a confident but wrong determination. This is possible because a red light over the palm scanner changes to green for ten seconds after any hand is scanned (or the device is somehow tricked into thinking an authorized hand is scanned). However, only when a *verified* hand is scanned does the light blink twice accompanied by a beep tone. The PC's would not be aware of this. Of course, the trap itself is not obvious, as the laser beam is not normally visible. However, it crisscrosses the room, delivering 1-4 Mark 4 Laser attacks with a +50 OB on each person for every round they are in the room.

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# WARNING　Access　Restricted　WARNING

## IS DOSSIER: NETWORK 69

IS Classified Datafile: Delta 197X3
Unauthorized viewing Prohibited

**Primary Operations**: Entertainment, News.
**Worth (Assets)**: $110 billion.
**Total Employees**: 230,000
**Main HQ**: New York City
**Principle Branches**: Beijing, Berlin, Bombay, Chicago, Hong Kong, London, Los Angeles, Madrid, Mexico City, Milan, Montreal, Moscow, Munich, New York, Osaka, Paris, Prague, Rome, San Francisco, Stockholm, Sydney, Tokyo, Toronto, Washington.
**Chief Executive**: Simon Grossman, Chairman of the Executive Board.
**Major Stockholder(s)**: The Hiedleberg Consortium (11%), Hartwell-Kravitz Foundation (9%), Marika Shamwell (7%).

## CYBERSPACE NET ICON

A Corinthian column with four television screens mounted on top, all displaying the Network 69 logo.

## NETWORK 69

## CORPORATE OVERVIEW

In a reversal of the early 2000's trend, the networks have taken control of local stations and affiliates, essentially making them branch offices of the main global network. While Network 69 is not currently the largest TV programmer, it usually ranks in the top ten (of 200 global stations). 69 has been involved in a number of questionable operations in the last few years, especially against arch-rival Channel 32.

## PROGRAMMING

*Among 69's most popular programs:*
**Leave it to Reaver** — A mysterious phantom stalks the West Coast Sprawl, killing new guest stars every week.
**Porky's Landing** — Contrived Serial Drama. The continuing plot revolves around the Holswine family, their vast wealth and seemingly endlessly surfacing long-lost relatives and relationships.
**Spandex Queens of Phobos** — Comedy-Adventure set on Mars' larger moon.
**Heckler and Koch** — A crime-drama centering on gay roomates who are also partners on the city police force; lots of shooting.
**TalkTalkTalk** — A confrontational interview show. Ratings are high because viewers tune in to see how long the host remains conscious.
**Wheel of Torture** — An adventure/game show involving a big wheel, several surgical steel appliances, and new contestants every day.
**World Weather Watch** — Daily summary of catastrophic weather events, with graphic film.
**Your Body, My Body** — Self-help. This medical program instructs about everything from sexually transmitted diseases (and exactly how they are transmitted) to do-it-yourself surgery.

# WARNING　Access　Restricted　WARNING

The keypad (requiring a SM/EBy:SF to bypass, and it is just as difficult to tell whether it has actually been bypassed) controls a more insidious trap. As soon as anyone enters the anteroom and as long as anyone is standing in the room, the floor and ceiling begin to build a massive electrical charge. After 6 rounds (1 minute) the first people in the room (and anyone they are directly in contact with) receive a bolt of electricity from the ceiling. Treat as a Mark 5 Laser attack with a +70 OB. Multiply the hits delivered by x2, and use Electricity criticals. As long as there is more than 30 kg of weight on the floor, the panels will continue to charge, delivering an attack to each person in the room every 6 rounds. Should the intrepid band get this far, they are faced with the massive vault door, but a Netrunner in the computer should be able to get it open.

**8. Vault**. The walls are lined with small alloy-doored cubicles, each with a code number. There is no visible way of opening the cubicles (the controls are electronic, and can only be operated through the computer).
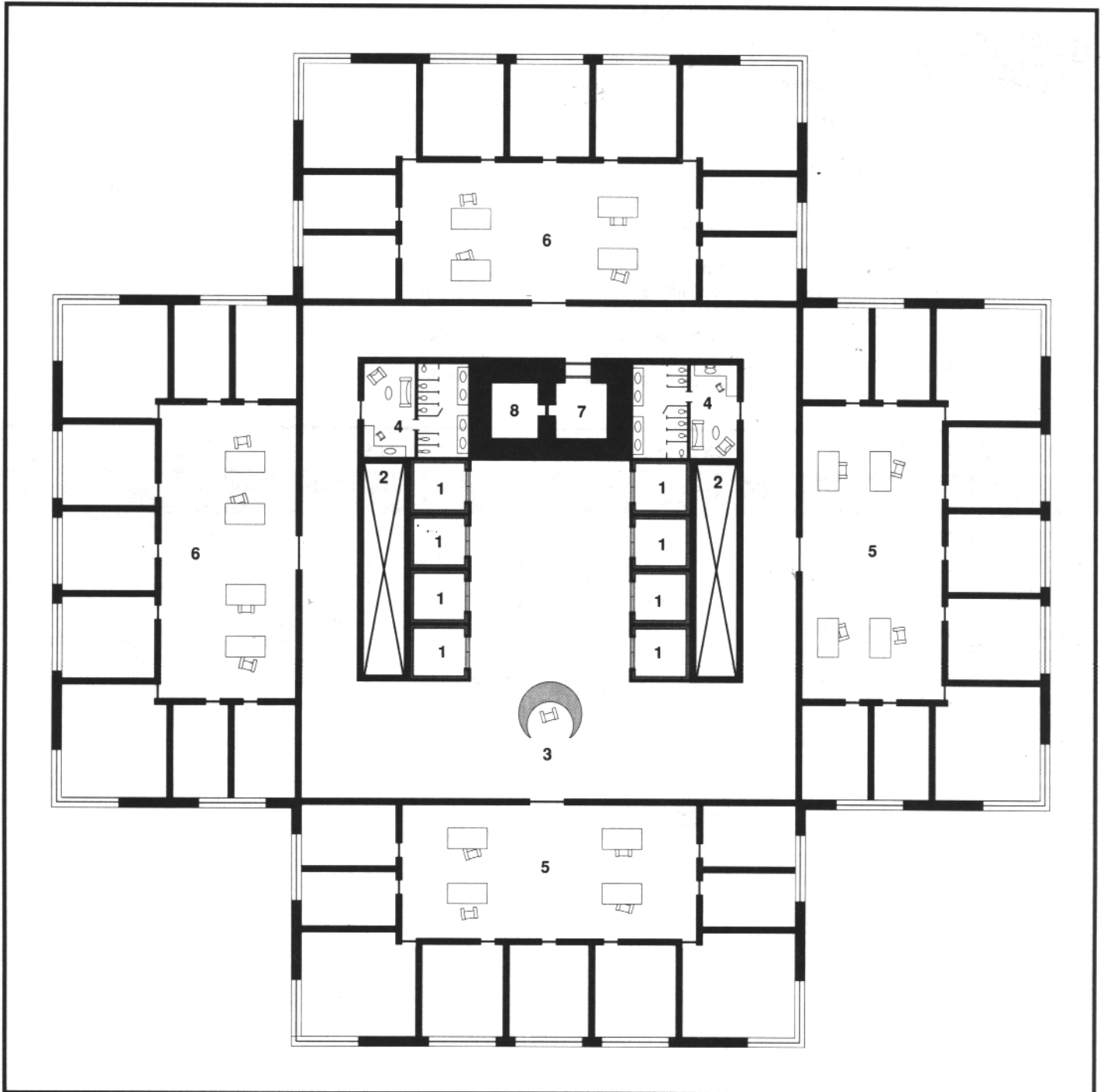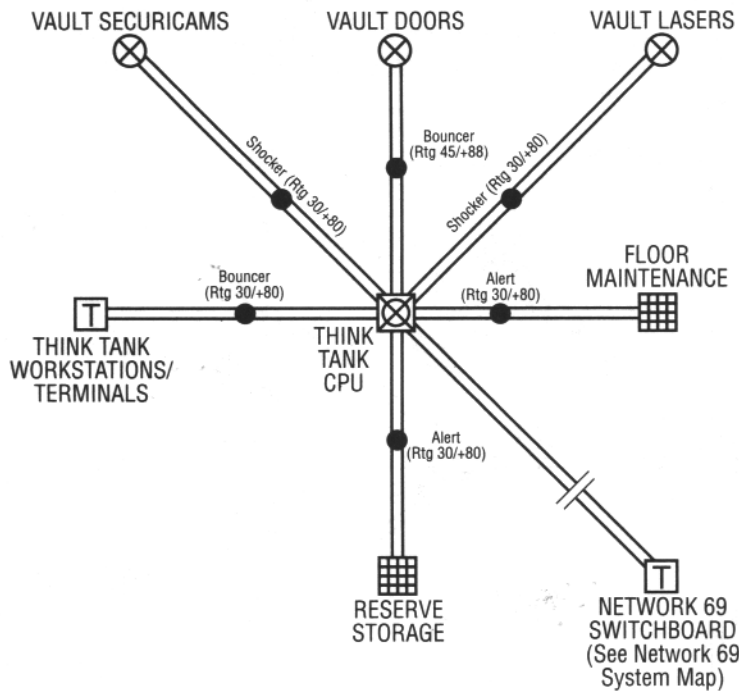
## NETWORK 69 CYBERSPACE AREA MAP

69 COMSAT

TV SAT

OTHER SATS

NETWORK 69

311
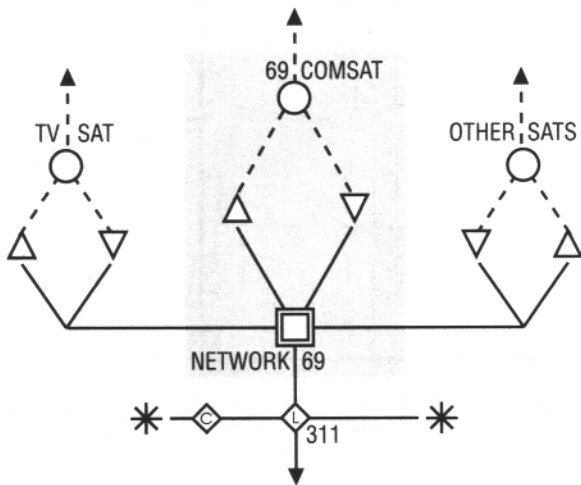
NOTE: Gray area is expanded in Network 69 Cyberspace System Map
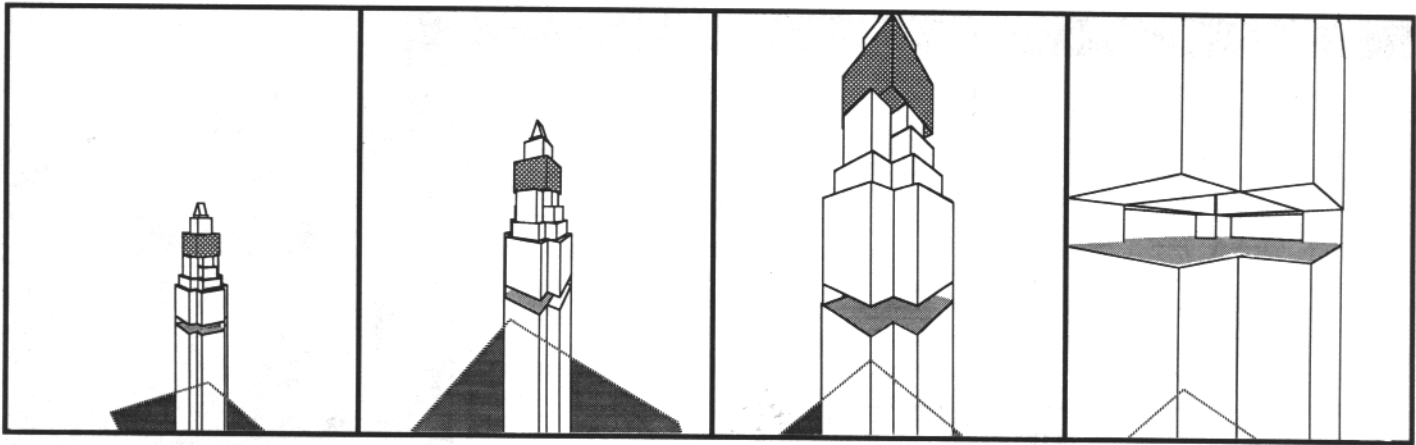
## R & D THINK TANK CYBERSPACE SYSTEM MAP

VAULT SECURICAMS

VAULT DOORS

VAULT LASERS

Shocker (Rtg 30/+80)

Bouncer (Rtg 45/+88)

Shocker (Rtg 30/+80)

Bouncer (Rtg 30/+80)

Alert (Rtg 30/+80)

FLOOR MAINTENANCE

THINK TANK WORKSTATIONS/ TERMINALS

THINK TANK CPU

Alert (Rtg 30/+80)

RESERVE STORAGE

NETWORK 69 SWITCHBOARD (See Network 69 System Map)

**NOTES:**
(1) Network 69 Fall Program Datacards are kept in the vault, they are not stored in the computer system.
(2) The line to the switchboard is currently cut to isolate this mainframe network, but can be opened from the Think Tank CPU.
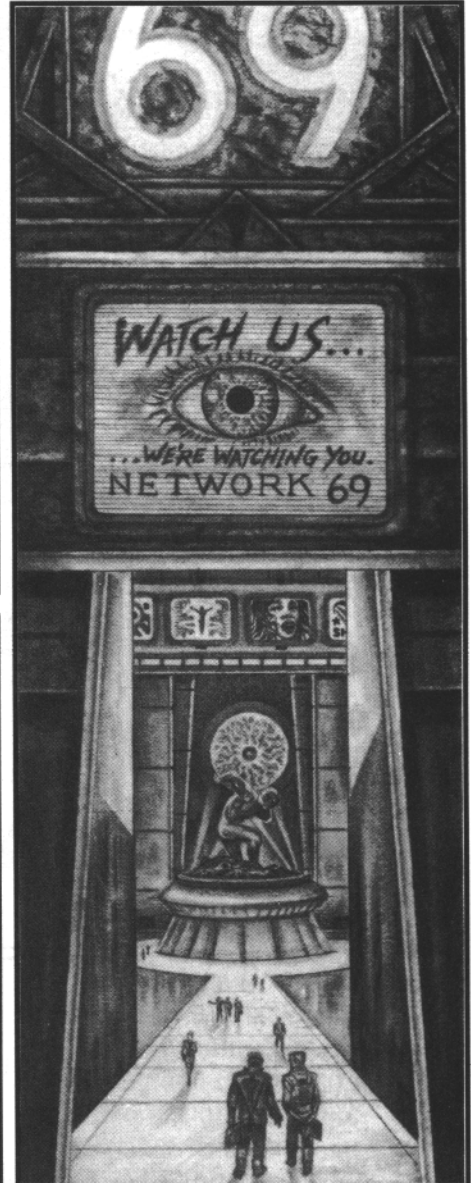
## CYBERSPACE MAP KEY

| | |
|---|---|
| Phone Line/Cable Optic/Optic Fiber | ——— |
| Radio/Microwave Transmisson ("Beam") | - - - |
| Satellite | ◯ |
| Satellite Uplink | △ |
| Satellitie Downlink | ▽ |
| Modem/Phone | ✳ |
| Intersystem Connection Cable | ═══ |
| Outgoing (to Net) | → |
| Local Switch Box | ◇L |
| Long Distance Switch Box | ◇D |
| Cellular Station | ◇C |
| Computer-Controlled Device | ⊗ |
| ICE | ● |
| CPU | ⊠ |
| Memory/Reserve Storage | ▦ |
| Workstation/Terminal | T |
| Free Database | ☐ |
| Protected Computer System | ▣ |
| Cyberspace Combatants | ☆ |

## NETWORK 69 CYBERSPACE SYSTEM MAP

69 COMSAT

To TV Sats ←          Alert (Rtg 14/+58)    Alert (Rtg 14/+58)          → To Other Sets

Alert (Rtg 14/+58)

CENTRAL
SAT
CONTROL

RESERVE STORAGE

ACCOUNTING

RESTRICTED DATA

DOORS

Security Code (Rtg 5/+25)

Bouncer
(Rtg 10/+50)

Bouncer
(Rtg 15/+60)

Security Code (Rtg 5/+25)

SECURICAMS

69'S
CPU

Shocker (Rtg 8/+40)

Alert (Rtg 14/+58)

ADVERTISING

Alert (Rtg 14/+58)

Security Code (Rtg 5/+25)

SECURITY

Shocker
(Rtg 8/+40)

Alert (Rtg 14/+58)

ENVIRON
CONTROL

ELEVATORS

Security Code (Rtg 5/+25)

Alert (Rtg 14/+58)

Security Code (Rtg 5/+25)

Security Code (Rtg 5/+25)

Alert (Rtg 14/+58)

MAINTENANCE

PERIMETER
SECURITY

Bouncer
(Rtg 10/+50)

NETWORK 69
SWITCHBOARD

NETWORK 69
WORKSTATIONS

PERSONNEL

To Local Switchbox

# ADVENTURE: WARD, I'M WORRIED...



One of the most famous surviving monuments of San Francisco is the Coit Tower, a stone edifice which is now a small museum on the park-like summit of Telegraph Hill. Telegraph Hill is also the protected turf of the *Fusers* Sprawlgang. The gang's headquarters is in a forgotten shelter complex under the tower itself.

A particularly unusual aspect of the *Fusers* is that their real leader is not one of the gang members — is not, in fact, even human. Ward, the secret leader of the *Fusers*, is an Artificial Intelligence.

But Ward has developed a programming glitch, and the *Fusers* have been left without a guiding force. Desperate to get Ward repaired, they kidnap Egon Spotswood, the best known software expert "readily available". Unfortunately, Spotswood works for one of the most powerful and ruthless Megacorps in the world. The Megacorp wants him back — now.

# 1.0 GENERAL BRIEFING

**Note:** *You may read the following section to your players.*

You are awakened from a rather pleasant dream involving a hydro-massage tub, more genuine French champagne than you could ever hope to pour on yourself and two other consenting adults. There is a call from an annoyance who introduces himself as Herschel Jefferies.

Your chronometer reads 4:00 AM.

Mr. Jefferies looks out of your phonescreen with serious, silvery Nakamura eyes — especially striking in his chocolate-hued face. He's dressed in a Kleine II suit, acts like it's 10:00 AM, and seems like he's ready for a power breakfast staff meeting.

Talk about a *suit*, you think. He probably sleeps in one — if he ever sleeps.

Mr. Jefferies explains, through your sleepy protests, that he is the Supplementary Workforce Recruiter for Software Manufacture And Research Technologies (SMART) corporation.

You've never heard of it.

However, he has heard of you "through a mutual acquaintance" and wants to hire you to locate and return a missing employee of theirs. They would call the police, but the resulting publicity, he explains, would negatively affect their stock value: just the rumor of harm to their missing scientist — Egon Spotswood — would significantly reduce SMART's credibility as a world leader in software technology. Jefferies also says that even though his company has limited private security forces, in this case, supplemental help would be prudent, since private investigators stir up less notice.

If you accept the job, Mr. Jefferies asks for a meeting in half an hour at your apartment, as time is of the essence. He says that he doesn't need directions. You round up a few of your closest friends who just happen to be flat out in the next room. They too might be interested in a little "adventure".

Mr. Jefferies arrives punctually with a hulking bodyguard, and after a quick but all-seeing look at your group, launches into his briefing.

"One of our foremost software designers, a Doctor Egon Spotswood, was taken from his home in Pacific Heights at exactly eleven twenty-three PM this past evening, some five hours ago. We have reason to believe that he was taken by force. He was transported to an unknown location in San Francisco via an unknown mode of transportation for unknown reasons. The kidnappers have yet to contact us with their demands.

"However, we believe that Dr. Spotswood was taken by a certain terrorist group in order to perform work on an illegal AI. We want Dr. Spotswood back, and if feasible, we would like the AI destroyed. If you determine the Doctor's approximate location and are not fully confident that you can recover him safely, contact me at once. You will still be handsomely compensated. If Dr. Spotswood is injured or killed during your attempt to rescue him, however, I'm afraid I will become... irritated."

Mr. Jefferies gives you a hologram of Dr. Spotswood and a datacard containing his medical profile (blood type, fingerprints, etc.) for verification purposes.

# 2.0 RUNNING THE MISSION

Your players start with very few clues as to the whereabouts of Dr. Spotswood. He was snatched from his home without any alarms being set off, indicating that a fairly accomplished Net Junkie was involved. Jefferies will tell the PCs that SMART intelligence knows that Spotswood could not have left the downtown area, asserting that they would have known if the Doctor was being transported out of the city. Jefferies is vague if questioned about SMART, its operations or where it gets its intelligence info. The number he gives in order to be contacted is easily enough traced (SM/COp:L). It is an apartment in the Transplanetary Pyramid, rented under the name Jefferies.

## 2.1 REQUIREMENTS

This is more of a role playing adventure than straight shoot 'em up. A group of 3-6 members, with at least one being a capable Net Junkie and one or two with some Streetwise skill would be good.

## 2.2 AIDS

Mr. Jefferies will not offer any equipment or personnel to aid your players. They are pretty much on their own. Gang alliances may prove very helpful in this adventure, as only streetwise characters are going to have a chance of finding Dr. Spotswood.

## 2.3 OBSTACLES

The *Fusers*, the Sprawlgang holding Spotswood, are going to be very wary of any strangers; they are very much aware of who they have kidnapped and just what kind of resources SMART may bring to bear to get him back. But the *Fusers* are determined — and a little desperate. They may be moved to uncharacteristic violence unless Ward dissuades them.

Worse yet, Mr. Jefferies' SMART corporation is just a "front" for IS: Intelligence Services. This fearsome Megacorp would stop at nothing to destroy the *Fusers* (who have thwarted them on occasion in recent years). If IS finds out the truth about this incident, and the location of the *Fusers'* hideout, the gang wouldn't survive 24 hours. The reason for IS being listed as an obstacle will become clear as you read through the adventure.

## COMPENSATION

Mr. Jefferies offers $5,000 up front; $30,000 for the safe return of Spotswood, and a $10,000 bonus for proof of the destruction of the AI (e.g., returning with the computer's optronic memory core). Simple information about the whereabouts of Spotswood within 24 hours nets the advance plus another $5,000.

## 2.6 THE RUN

The adventure will probably proceed along the following lines.

The first real challenge will be figuring out who took Dr. Spotswood; this should then lead to his whereabouts.

The fun of this adventure will be for the PCs to gather info, and figure out what is going on. You should feel free to throw in more red herrings than provided here, if he wishes.

Using their various contacts in the city, and doling out graft, your players should be able to glean the information they need. Following are some suggested mini-scenarios.

### ON THE STREET

The PCs will need to conduct their research in the gossip centers of San Francisco and in the Cyberspace matrix. Access to the San Fransisco maps in the *Cyberspace* rules will be a necessity. A logical approach is to head downtown and start asking questions. But time is of the essence.

In Chinatown and parts of Japantown there is a festive, almost crazed atmosphere, with hundreds of streetside food stops and shops, and numberless merchant pushcarts. Motor-assisted rickshaws, wheeled cars, motorcycles and stranger forms of transport all war with the pedestrian throngs for a piece of the pavement.

In other areas, like the dark warehouse zones and run-down districts, your players are likely to happen upon an alley and witness a rape or murder, or even a half-dozen hyper-wired cyberpunks just looking for a little flesh to slash.

The following are some specific clue sites, and they work best if encountered in the order presented.

■ **At the *Eastern Standard*.** This is a bar with a slick, stylish clientele and an art-deco look. It's a favorite hangout for the Pacific Heights crowd. The regulars include a number of middle-aged *Suits*, both male and female, (some with bodyguards in evidence). Many of them are drinking alone, but some are conversing with attractive young men and women of questionable moral fortitude. There are members of both the *WASPs* and *Models* Sprawlgangs here.

For $50, a bartender at the *Standard* says he saw an older, white-haired man get into a limo with two members of the *Models*, seemingly against his will, at about midnight last evening.

■ ***Cyberpunk* Sprawlgang contact.** Three members of the *Cyberpunk* gang saunter out of the shadows right in front of some players, blocking their path. They say nothing, but the lead punk — a big thug with a filthy red T-shirt, jeans, black plastic trenchcoat and reverse-mohawk — flexes a chromed arm. Your players hear several other punks step out of an alley just behind them.



RICK LOWRY ©89
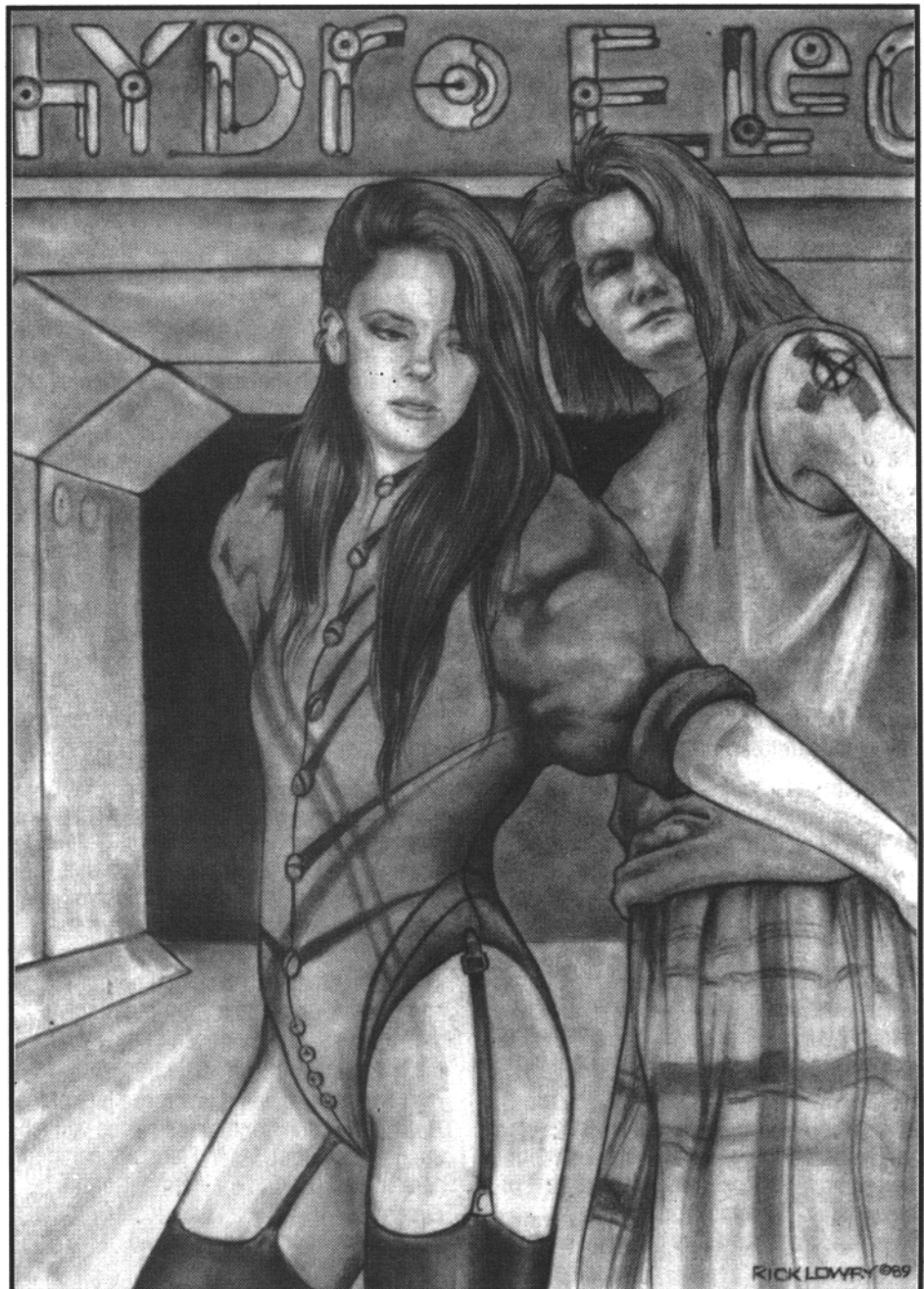
Then the lead punk speaks (his teeth are also chromed), "I heard youz lookin for a scientist, and you're willing to *pay* for the dirt." The other gang members nod and smile hungrily. "I got some info. How bout youz pay'n me?"

This could get ugly. The punks want at least $200, essentially just to let the players go. If the PCs resists, the punks will scrap them. If the PCs hand over the money, the lead punk says "Youz lookin' for a scientist? *Mr. Wizard* repeats on 32 every night at ten!" Then they all laugh and bound off into the darkness.

■ *Skateboys* **Sprawlgang contact**. A member of the *Skateboys* gang (precocious teen brats in neon spandex who ride powered skateboards, see *Cyberspace* pg 85) will buzz up to the PCs on his motor-board, exclaiming that he's heard that they want some info. He claims that he knows that the PCs are looking for a scientist from Pacific Heights. For at least $50, he reports seeing a *Valkyrie* rescue vehicle fly into the Pacific Heights neighborhood at about 11:00 PM the previous evening. He will be doing irritatingly impressive little stunts on his board while he talks.

■ **Street Informer**. One of your player's street contacts, or a well known rumor monger will hint at a connection between the abduction and the *Fuser* gang for an outlay of at least $100. He says the info is good, but will be unable to provide any other details.

■ **About the** *Fusers*. A little research or prior knowledge will give the PCs a background on the *Fusers* gang, their "colors" and what kind of activities they are involved in. It is also well known that they hang out at the *Hydro-Eclectic*, a dance club and water bar in the North Beach area.

■ **Rumors at** *Hydro-Eclectic*. At this large, mixed-clientele hangout, your players will be able to pick up the following rumors:

**1)** Many scientists are being kidnapped from the suburban research facilities. It's a New Hitler Youth plan to build an H-bomb (New Hitler Youth is a fascist Sprawlgang).

**2)** A flying saucer was seen over Pacific Heights the night Spotswood vanished; it is theorized that he called them to take him away. This should be heard from two separate people.

**3)** The Serendipity Megacorp is killing off Intelligence Service's scientists as part of a power play. Several people at the bar volunteer that SMART is a subdivision of IS.

**4)** Someone claims to have once known Egon Spotswood and says that he probably actually defected to another Megacorp and made it look like a kidnapping. Give this story considerable veracity so as to send the PCs off on a wild and dangerous goose chase, maybe even into the IS computer network.

**5)** Your players see two *Fusers*. Once the gangmembers discover that the PCs are asking pointed questions, they'll slip out of the bar. Trying to follow them might prove fruitless, though it could lead to the Telegraph Hill area. See **Finding the Fusers** below.

■ **Question Marko Vonn**. For a hot software tip, the black market computer program dealer (see *Cyberspace* pg 92) says he heard that the *Fusers* have got some kind of supercomputer at their secret HQ, wherever that is. After more coaxing or graft, he'll say that he heard that it might be in some cave under Telegraph Hill near the Coit Tower.

■ **Looking for a** *Fuser*. By now, your players are probably looking for a Fuser to "question". While asking around in various places and getting rather frustrated, the PCs may catch the attention of Sheree Parfait while in a local bar (or other convenient place). She is a girl of average looks, about 17, with pink bouffant hair and big green eyes, wearing a pink-swirled cellophane dress. She will approach the PCs and tells them that she knows all about the *Fusers*. For a good jolt of the stimulant *Rockit*, Sheree will start talking. Quite by surprise, she'll ask if they're looking for a "computer scientist". She will explain — in an annoyingly protracted style filled with irrelevancies — that she is the girlfriend of Jimmy Overdrive, a "high-up" in the *Fuser* organization.

Sheree says that the *Fusers* all follow some guy named "Ward" but that she's never met the guy. She also says that Jimmy and many of the other *Fusers* have been holed up in their headquarters for days, but that just last week Jimmy was saying that they had a busted computer and that they needed a "computer scien-tist" to fix it. Sheree doesn't know where the HQ is, but she thinks its underground.

If Sheree is given a few more hits of *Rockit*, or money to buy them, she will tell the players about Jason Flare, a local media hacker who use to be a member of the *Fusers*, but has since taken to seeing that the news is reported — instead of making it himself.

The PCs will note, however, that Sheree is depressed and somewhat drunk when they talk to her (too many *Deuterium Dumptrucks*, maybe), and her story is vague and even contradictory at times. Follow-up with the bartenders here (or other convenient folk) will also uncover that Jimmy dumped Sheree last week. She may be feeling jilted. The bartender will confirm that Sheree is (or was) Jimmy Overdrive's "bedwarmer".

■ **On to Jason Flare**. If your players found out about Jason through Sheree, they will have little trouble getting in touch with him. He's a reporter for a local Screamsheet publisher, on assignment in the Sprawl. He is currently at his office putting in overtime on a major story about Orbital involvement in the onset of the New World Plague. The PCs can find him at the *San Fran Blam* offices downtown.

Jason will admit that he was once a *Fuser*, and that having been expelled from the organization some years before has left him somewhat bitter towards many in the current membership. He still has loyalty to Ward, however, and if the players let him in on what they have discovered so far, Jason will plead for the PCs not to destroy the AI. The AI?!? Yes, Jason will let slip that the *Fuser* leader is Ward, an AI, and he is their only guiding force.

Jason will make it clear that destroying the AI will lead to the eventual destruction of the *Fusers*. Ward provides all the guidance for the Sprawlgang — without him, they'd be lost.

Jason will not reveal the location of the *Fusers* HQ, but under duress, he may let on that the Coit Tower in the Telegraph Hill area is a central base of operations.

## IN THE NET

■ **Checking Valkyrie vehicle activity**. The PCs might not think of this unless they get the tip from the *Skateboy*. A check of WorldComp in-depth news (a $5 charge and SM/CDOp:R or SM/Eq:L to access; SM/CDOp:H plus ICE: Rtg6 Security Code and Rtg6 Bouncer if you want to break in) shows no Valkyrie activity in the Pacific Heights area over the course of the previous evening. However, accessing Valkyrie activity files (SM/CDOp:H plus ICE: Rtg8 Scrambler) shows that a rescue van did enter Pacific Heights at 10:55 and go to a residence very near Spotswood's. The team reportedly treated a patient for chest pains and departed. The reason for the unusual omission from WorldComp news is unclear. (Note that it was just missed by accident, but there is no way of knowing that.)

If the players decide to pursue this line, they could be led on a merry chase through the Valkyrie bureaucracy to a dead-end.

■ **Checking Pacific Heights Entry Records.** A look at the computer entry records at Pacific Heights East Gate (SM/CDOp:H, plus ICE: Rtg5 Security Code) shows that a limo was allowed access at 11:05, supposedly containing guests (Mr. and Mrs. Dulcimer) for a party at the house of John and Jody Smithereens. Your players should find all of this nauseatingly upper-class. The car is recorded as departing through the same gate at 11:35 PM. However, a cross-check of the Smithereens' house computer records (SM/CDOp:H, plus ICE: Rtg4 Security Code) shows no listing for that vehicle or any "Dulcimers" on the guest list. If the car's plates are traced through the California Department of Motor Vehicles (SM/CDOp:H, plus ICE: Rtg10 Security Code), it seems that the car belongs to a limousine service operating out of the Embarcadero center. It is still listed as being there, and has not been reported stolen. It is conceivable that it might have been stolen and then returned the same night from its electronically guarded garage, then the access records rigged so as to look like it had never been taken.

■ **Researching background on SMART.** In cyberspace, the SMART icon is a large incandescent light bulb atop a black cube. Not much is found in the Net on SMART, except that it is an independent research organization. However, penetrating the outer ICE (a Rtg10 Datascreen) reveals an array of communication lines linking SMART computers to the vast icon of Intelligence Services, which, by the way, is a huge gleaming gold pyramid with a very human-looking all-seeing eye set in the top.

■ **Data on Spotswood.** A search for more data on Dr. Spotswood once inside the SMART system — see above — requires defeating Rtg10 Bouncer ICE. However, this reveals nothing to indicate that he might defect from the company; he has been a loyal employee for over 20 years. Little else of use can be found.

■ **Looking for the AI.** Players may wish to search the Net for Ward himself. This will be rather difficult without references, but if a PC Cyberspace runner searches for Ward in the Coit Tower vicinity, he will encounter a Rtg10 Data Screen. It appears as a globe of static around a particularly devoid portion of the local Net. Should that be defeated, the Netrunner finds his SimSelf suddenly standing on the lawn of a suburban clapboard home. Unlike the rest of Cyberspace, this area is seen in black and white. Going to the door, the Net Junkie will be subject to a version of the User Verification security program. Unknown users (as any player would be) trigger the ICE in the front room of the house as the doorknob is turned.

Inside, your player will see a 1950's suburban foyer and encounter a Rtg10 Bouncer program — in the form of a female voice saying "Beaver, is that you?" A blond woman in her early 40's, wearing a dress and pearls walks in (it's June Cleaver, and she's the Bouncer).

Describing how your player gets past June can be fun: If the hacker gets past her with Invisibility, June might say, "Oh, must have been Ward going out". If the player uses Bullet, he could pull out a gun and shoot June. However, if the player does get in, he finds the house empty as Ward's

higher functions are currently "off-line" pending repairs (this also accounts for the lowering of the value of the ICE protecting his location). There will be an echoing, fatherly voice saying such nonsensical things as: "Now, Beaver, you shouldn't have done that…" and "Wally, I'm very disappointed…" or "June, where are my golf clubs?", and finally, "I'm not sure about that Eddie character."

Should the Netrunner think to go *behind* the house (and thus bypass a nasty encounter with June) he will find that it is actually no more than a façade (the magic of television!) and he is suddenly viewing the Fuser's HQ layout and security. Controlling the HQ's systems will be a matter of simple maneuvers from then on.

### WHAT REALLY HAPPENED

The *Fusers* stole the limousine by tricking the rental garage security, and then overrode the Pacific Heights perimeter security, allowing the car to enter the exclusive neighborhood. Once inside Pacific Heights it was a simple matter to defeat the good Doctor's home security system, put him to sleep and leave. Once out of Pacific Heights, they split up, the driver returning the car while the others returned to Coit Tower with Dr. Spotswood.

### FINDING THE FUSERS

Assuming that the PCs figure out that it is probably the *Fusers* who are behind the kidnapping, the next line of action is to find and infiltrate their headquarters.

A visit to the *Hydro-Eclectic* after dark is guaranteed to uncover at least a handful of *Fusers*, though they will all be wary, sullen, and certainly won't want to talk to strangers. If the PCs pose as brokers and try to hire a *Fuser*, he is likely to refuse, saying he only works for his known clients.

The obvious course of action is to try to follow the *Fusers* and hope they return to their HQ. This will involve an interesting game of hide and seek on the cable cars, though the streets and the shadowy metro. The Fusers always leave a convoluted trail, but if they realize they're being followed they will really take the PCs for a ride. The characters might even run into some other roving gang or misfortune.

As noted in the **Schematics**, the main entrance to the *Fusers'* headquarters is actually several blocks away from Coit Tower. The *Fusers* will not go near the entrance if they know they are being followed.

If the *Fusers* know they're followed and can't shake their tail, they will either confront the PCs or return to *Hydro-Eclectic*, depending on whether they think they can "take" the characters. The *Fusers* won't want to kill the PCs but they will beat them up then question them. If they do this, they may blindfold the PCs and take them to their HQ anyway — much to Erik's displeasure later on. (More on Erik below.)

### UNDER THE COIT TOWER

The *Fusers* are very vulnerable since Ward has started acting erratically. Normally, the powerful AI is able to create an effective electronic screen around the HQ, preventing even IS from discovering Ward's existence. This is what has kept the *Fusers* from being wiped out. IS's dependence on their electronic intelligence has blinded them from utilizing very effective physical investigation methods. And those methods have been effectively blocked by the International Preservation League (see **Organization Dossier** below)

Even with Ward partially functional, he is off-line from the HQ security systems. These are currently being controlled by an inferior machine, making access by the PCs with outside help from a PC Net Junkie very feasible.

### A SMALL DILEMMA

Players will hopefully have compiled enough information to discover that Ward is a positive influence on the lives of the *Fusers*, and to destroy him would be doing everyone a disservice. Everyone, that is, except maybe that sleazy organization which happens to really be holding the PCs' paycheck: Intelligence Services.

Depending on how the interactions between the PCs and the *Fusers* go, how much the PCs may already know about Ward and the gang, and how you want to slant the adventure, the players can take one of two approaches in completing their mission.

**Board and Storm Approach**. Gung-ho PCs may cast a blind eye towards the Fusers' dilemma and just pursue this adventure as a clear-cut situation. But they will be missing the point of the adventure and the character of *Cyberspace*: nobody is "in the right", and maybe the people made out to be bad guys aren't so bad after all. Sure, *Fusers* cause their share of misfortunes, and this time they kidnapped a poor, innocent man, but maybe there was a reason. You may even wish to use old Dr. Spotswood to help convince the PCs not to destroy Ward. The Dr. may not be that altruistic himself, but he might not want to see a creation like Ward lost, no matter what he is used for.

One particularly nasty side to this approach — especially if the PCs are intent on killing Ward — is that, should the PCs succeed, the surviving *Fusers* will literally hunt down your players to the last man. Without Ward they will have no purpose other than revenge.

**Negotiation Approach**. If the PCs gain the opportunity to explain the situation to the *Fusers*, there is a good chance that Erik, their current leader, will come clean, admitting that they kidnapped Dr. Spotswood to fix "a computer". Erik would be more than happy to hand Dr. Spotswood over to the PCs, once he's done fixing Ward, on some neutral turf (like Union Square at midnight).

### 2.6 DENOUEMENT

A GM with a sense of the dramatic may wish to have Dr. Spotswood just finishing repairs on Ward as the PCs burst into the study, catching Spotswood, Erik, and a couple of other *Fusers* by surprise. Ward with sparkle into view, immediately assess the situation, then try to save his boys. Of course, characters of 2090 might not know who Ward is, except as one of those immortal artists of the 20th century flat screen, like Jackie Gleason or Joan Collins. It's quite likely they won't recognize him at all (SM/History or Media:V). However, Ward may be the voice of reason in a very tense situation.

Should a PC be in Cyberspace manipulating the *Fusers'* base security when Ward comes back on-line, the layout will suddenly change to a more elaborate reconstruction of a 1950's house, and the PC's SimSelf will be trapped in Ward's study. He will have to face an array of Rtg80 to Rtg150 ICE (including Shocker, Freeze, and Neural Scrambler) to get out. If he talks to Ward, though, he might be allowed out. He might make an effective hostage, however, should the other PCs get ugly.

### 3.0 CHARACTER/ORGANIZATION DOSSIER

Following are biographies and statistical summaries of non player characters and important organizations.

### 3.1 ERIK TURBO

The charismatic young leader of the San Francisco gang known as the *Fusers*, Erik is very bright and skilled as a CyberDeck operator as well as a fighter.

The tall, lean youth rarely wears anything other than the standard uniform: Lee-vi denims, sneakers, and a university sweatshirt (usually customized; Erik's favorite is VIRGINIA, though the Fusers are known to trade amongst themselves). His current hairstyle is a blond slant.

His best friend and right-hand man in the gang is Jimmy Overdrive. Erik affects the usual gang aloofness with strangers, and usually a very serious expression. He is obsessively devoted to 'Dad' (Ward the AI). Erik is, in fact, somewhat neurotic, and the current crisis with Ward has brought that trait to the fore. He was able to conceive the kidnapping plan without Ward's guidance, but is constantly in doubt over his own competence. He is increasingly paranoid and may become irrational if PCs threaten the *Fusers*.

# IS DOSSIER: ERIK TURBO

## GENERAL DATA

**Profession**: Net Junkie
**Social Class**: Lower Sprawl
**Lvl**: 6th
**Maneuvering**: NoA 25
**WMR**: 25 m/rnd
**Fire**: *Steyr NY-5* NP 80
**Melee**: Brawl 70
**Missile**: —
**Hits**: 84
**AT(DB)**:  NoA (55*)
**Primary Skills**:
Perception:  90*
Streetwise:  80
CDeck Operation: 72
Exploit: 70
Stalk & Hide: 69
Drive: 65
Equipment: 52
Electronic Bypass: 35
**Secondary Skills**:
Drug Tolerance: 42
Acrobatics:  38
Urban Forage: 25
Falsification: 20
**Languages**:
Gutterspeak D5
English D4
Swedish D2
*Modified by Cyber Systems.*

## PHYSICAL APPEARANCE

**Age**: 18
**Sex**: Male
**Eyes**: Blue
**Hair**: Blond
**Height**: 185 cm
**Weight**: 70 kg.
**Skin**: Fair
**Race**: Caucasian (Nordic)

### STATS

Co 89(+5); Ag 100(+25); SD 66(+0); Me 87(+5); Re 79(+5); St 91(+10); Qu 100(+55*); Pr 95(+15); In 76(+5); Em 88(+5); Ap: 91.  CIRS Stat: 5.
* *Modified by Cyber Systems.*

### CYBER SYSTEMS

■ Mikura Eyes: Lowlight Rtg8, Visual Clarity Rtg4, Internal Readout linked to Biostasus Monitor.
■ Aizu-Shoto Ear: Sound Edit-Out Rtg8; Sound Amplifier Mk1.
■ DNI to Brain.
■ Nerve Booster Rtg6.

### EQUIPMENT

■ Graves-Masuda Mk26 CyberDeck  with Magnebubble Core, Card Drive, DNI Cable, and Mk50 Storage Expander.
■ Variable CyberDeck Program selection, Rtg6-15.
■ Steyr NY-5 Needle Pistol.
■ Beretta PM-15 Submachine Gun.

## BIOGRAPHY

Born Eric Jonas  Hendriksson of Zone 14-D, Southwest Area Workers Co-op.  Fled  to San Francisco as a child, lived for two years with a wealthy patron, then disappeared.  Reappeared with the *Fusers* at 13 and became the leader at age 17 when Joey Afterburn was shot by an Intelligence Services assassin team.  Current residence unknown.

## 3.2 EGON SPOTSWOOD

A brilliant software engineer, Spotswood's work in artificial intelligence has won him considerable honors, including the prestigious Nobel and Jobs awards.

## 3.3 WARD CVR

When the Fusers were founded in 2080 by the brilliant but disillusioned teenager Will Cheever, he wanted his gang to be "different"; to have a mutual loyalty, and in some twisted way, a sense of morals.  He was at a loss as to how to perpetuate his philosophy  until he got his hands on an experimental AI during a lab raid at an Intelligence Services branch.  The Fusers made off with the TV-sized machine as a "personal bonus" and Will managed to hook it up at their underground Coit Tower headquarters — an ancient fallout shelter.

He originally named the AI "Dad" and spent long hours adapting its sophisticated programming.  Meanwhile, the AI tapped into the InterComp archives and a number of other telecommunications systems, and began looking for an identity on its own.  On Dad's instructions, Will installed an audio and holographic link into an old room in the fallout shelter complex.  Dad had found his identity in a television show from the 1950's called *Leave it to Beaver*.  It believed that the father — Ward Cleaver — had the best image and sense of values to instill in the *Fusers* gang.

The AI then generated a full-spectrum image of Ward, and a matching vocalization.  The AI revealed its form to Will, who was astounded at what the computer had done on its own, but now assured that his philosophy would live on.  That was fortunate, since Will was gunned down by IS CorpCops only a few weeks later.

Since then, Ward has led the *Fusers* with a stern but compassionate philosophy, teaching them a hybrid morality fusing 1950's suburbia and 2090's urban.

## 3.4 INTELLIGENCE SERVICES

Intelligence Services arose from a merger of several credit reporting agencies, an independent news service, a telecommunications and computer software company, and a major electronics firm.  With this powerful combination, the corporation quickly gained recognition as a discreet and thorough investigator.  IS owns Alcatraz, once an island-prison in San Francisco bay, and has renamed it *Cerberus*.

IS is now considered the ultimate intelligence source, more complete and authoritative than any government agency.  With over a hundred and fifty surveillance satellites in orbit, no area on earth is free from IS scrutiny.

While IS is principally a service corporation, they have a large software research staff to provide the most sophisticated protection for their priceless databases.  On the other side of the coin, IS employs some fairly underhanded methods to acquire their highly sought-after data.  IS cyberjocks are well paid professionals and recognized as the best in the business.

IS's two data services are accessible through the Net; *WorldComp* allows the user to tap into an ongoing stream of world event headlines, customizing the incoming news via user-selected filters. *InterComp* is an electronic archive, the "sum total of human knowledge" housed in the IS database. The user is — of course — charged for this service by access and duration, while frequent users can be charged a monthly fee.

## 3.5 INTERNATIONAL PRESERVATION LEAGUE

Owners of the Coit Tower, the IPL bought the Tower and part of Telegraph Hill in 2066 when the city was selling off pieces to raise money for urban programs. Since then it has served as a city museum and historic monument.

Delved in the rock below the tower, however, is hidden a warren-like complex of underground halls and chambers: the home of the *Fusers*. The gang lives here with the unofficial leave of the IPL, which pretends it doesn't even know about the underground tunnels.

In fact, however, the IPL receives funding from the Napa Valley Power Authority and the Fusers (albeit unwittingly) often perform services and errands for NAPA, receiving their instructions from Ward.

## 3.6 FUSERS

The *Fusers* have a rep as being a very reliable fence organization, and are also skilled at getting the hottest black-market software, hardware and wetware. Some of the gang members specialize in Netrunning, while others act as bodyguards for their Net Junkie brothers.

*Fusers* employ some cybernetics, mostly interface jacks and the less obvious hardware. The one common element of their "colors" is a university sweatshirt. How they acquire them is unknown (certainly none of them has ever seen the inside of an institution of higher learning except to steal something). A *Fuser* is always seen in one, though he may switch schools, and the shirts are frequently slashed or the bottom half chopped off. They are relatively clean-cut, but as dangerous as any other gang.

About 30 *Fusers* live at their underground headquarters, all of them fairly young. There are weekly meetings of the entire membership, but aside from that, there is a continuous coming-and-going of gang members. Erik hands out assignments and cash, as directed by Ward. Operations have pretty much come to a standstill with Ward down, however, so the gang in residence is bored and irritable. Many are out engaging in uncharacteristic acts of wanton violence.

The stats for a typical *Fuser* are given below:

| FUSER |
|---|
| **Profession:** Killer |
| **Level:** 3rd |
| **Hits:** 40 |
| **AT(DB):** NoA(10) |
| **Fire:** +60 Heavy Pistol |
| **Melee:** +45 Brawl |

## 3.7 CYBERPUNKS

The following is an abbreviated profile of a typical *Cyberpunk*. Should the PC's encounter a group in a fight, you should use this as a guide, generating as many as needed with slight variations.

| CYBERPUNK |
|---|
| **Profession:** Killer |
| **Level:** 4th |
| **Hits:** 60 |
| **AT(DB):** LBA(10) |
| **Fire:** +95 Submachine Gun |
| **Melee:** +60 Brawl |

## 3.8 MODELS

The following is an abbreviated profile of a typical *Model*. Should the PCs encounter a group in a fight, you should use this as a guide, generating as many as needed with slight variations.

| MODEL |
|---|
| **Profession:** Sneak |
| **Level:** 4th |
| **Hits:** 50 |
| **AT(DB):** NoA(10) |
| **Fire:** +65 Needle Pistol |
| **Melee:** +60 Razornails (Brawl attack with Slash crits) |

# 4.0 SCHEMATICS

The following locations are (for the most part) not completely irrelevant to the adventure.

## 4.1 SAN FRANCISCO

The map of the central San Francisco region should help the PCs plan their movements. The GM should provide some additional background (depending on whether the PCs are from SF, and how their *Streetwise* skill measures up) regarding good spots to pick up information.

Refer to the San Fransisco map in *Cyberspace* page 101.

## 4.2 UNDER COIT TOWER

Deep under the solid rock base of the familiar Coit Tower (*Cyberspace* page 99, #12) is a warren of rooms considerably less famous. Dug during the 1950's, when the naive thought that a deep basement in the city would protect them from nuclear fallout (never mind the blast), it was a secret retreat for a wealthy family.

Although the original concrete and cinderblock complex was directly below the Tower, it had no direct connection. The main entrance is under a warehouse several blocks to the north. Since then, however, the Fusers have constructed an alternate, and well hidden entrance via the public restrooms in the base of the Tower.

The barriers to a direct assault on the *Fusers* HQ are formidable. It will be almost impossible to take them completely by surprise. *Fuser* members wander the halls of the complex, while securicams monitor the accessways. Players may be able to fake their way in by posing as Fusers themselves, but this would be a thinly veiled plot, easily exposed. They'll have to be more inventive than that.

**1. Warehouse Entry**. A warehouse about ten blocks from Telegraph Hill is the location of the Fusers' main entrance. The warehouse is normally stocked with crates of machine parts. In the back corner is a freight elevator, allowing access to the upper two levels. There is also the usual elevator 'pit' underneath. However, by using a key and pressing all three floor buttons at once, the elevator goes down. A large section of concrete wall facing the pit opens to reveal a dimly lit corridor about fifteen feet wide and twelve high. All this is a remnant from the fallout shelter.

**2. Garage**. A parking area for the Fusers' bikes.

**3. Security Door**. A heavy, reinforced steel door equipped with a palm lock (SM/EBy:SF to defeat). It slides into the wall when opened.

**4. Stores**. Everything from blankets to ammo.

**5. HVAC**. The air conditioning and ventilation system. There is an old gasoline generator here but it is never used; also a set of emergency batteries to power Ward and lights for 72 hours should main power from Coit Tower fail.

**6. Kitchen**. Poorly stocked.

**7. Dining Hall**. Currently in disarray, since Ward isn't telling anyone to clean the place.

**8. Gym**. Fully equipped with modern machines.

**9. Lounge**. Where the Fusers most often hang out, it is fitted with video screens and a variety of games.

**10. Computer Room**. Where a lot of serious netrunning goes on, this dim room has a number of consoles and a few monitors.

**11. The Study**. Part of an old fallout shelter built in the 1950's for a group of wealthy SF residents, this room is all that survives intact. It is a large room with a desk and three wing-backed chairs. The walls are covered with bookshelves and packed with an array of fiction and reference works, all from the '50's: the same era as Ward's persona.

**12. Rooms**. The resident Fusers live in these rooms, usually two or three to a room.

**13. Elevator to Tower**. This small elevator is directly below the Coit Tower Visitor's Center.

**14. Tower Bathroom**. (Not shown.) Delved into Telegraph Hill adjacent to the Tower is a small visitor's center, including bathrooms. The last stall in the men's room has a secret door in the tile wall. By flushing and twisting the toilet paper dispenser, the panel opens onto a small cubicle, which in turn is adjacent to the elevator (#13). A Palm lock (SM/EBy:SF to defeat) controls access to the elevator itself.

**GARAGE UNDER COIT TOWER**



0  10m  20m  30m
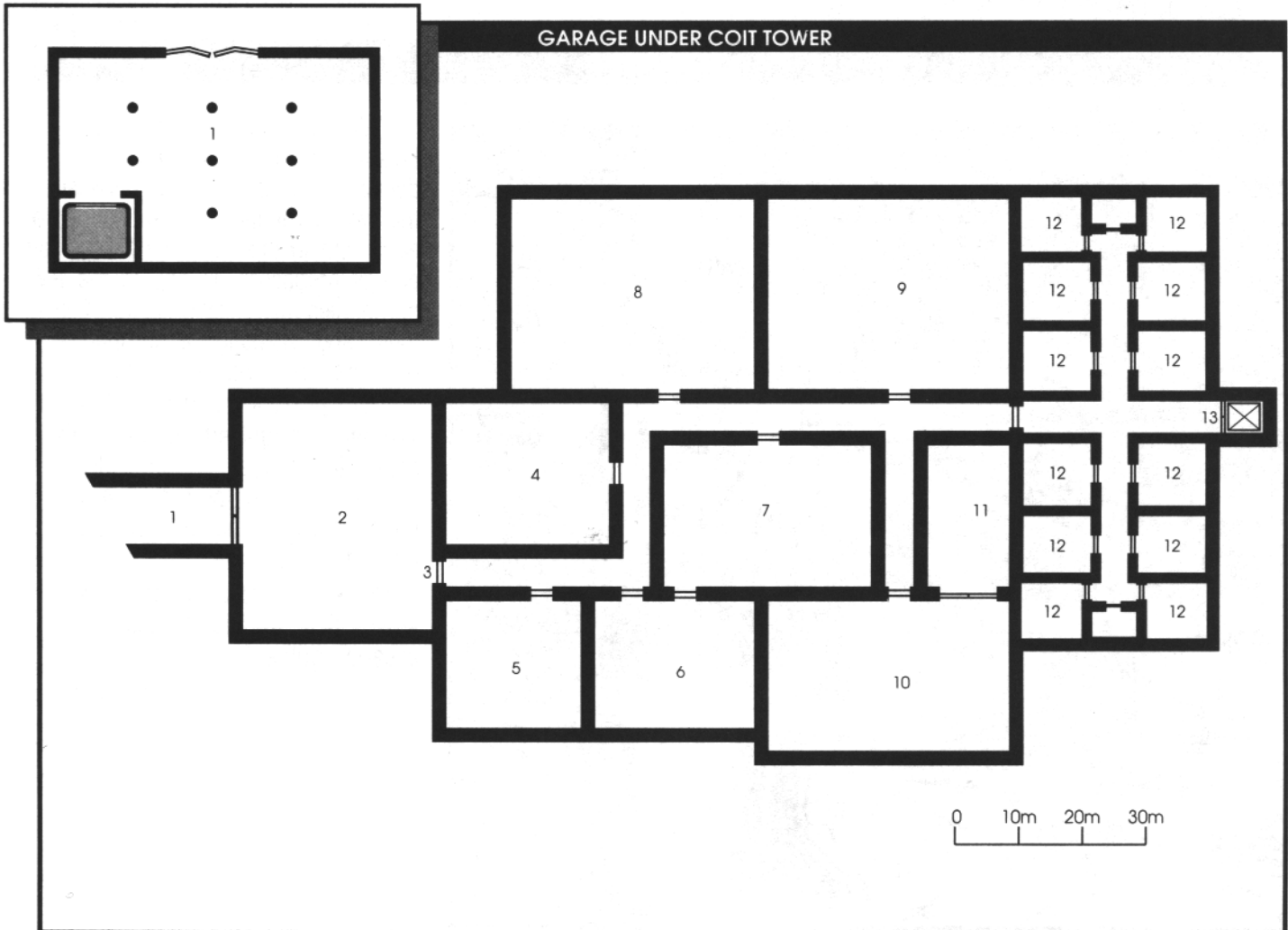
# ADVENTURE: SAFETY VIOLATION



Okira Corporation and New Edison have been at odds for decades, and a cold war between the two companies is heating up, on earth and in space. New Edison, an energy Megacorp, is one of the few companies that still drills for fossil fuels, and maintains a number of offshore platforms in the pacific.

Okira plans to send in a team of saboteurs disguised as New Edison safety inspectors. Supposedly checking the rig for safety violations, they are actually planting powerful explosives.

However, a freak earthquake strikes near the rig, cutting off escape routes...

# 1.0 GENERAL BRIEFING

**Note:** *You may read the following section to your players.*

You and your buddies arrive at the *Cafe Counter Intelligence*, water steaming off your raincoats and pooling on the plastic "faux stone" floor. The place is packed: hot, smoky bodies creating an incomprehensible roar under the throbbing multisense music. The cafe is known for its mixed clientele, and tonight is no exception: everything from Jasons to Netheads to Brawlboys. *Better be careful*, you think, *a wrong move and I could lose a vital organ tonight.*

You send your friends to the bar, telling one to order you an *Express Torpedo:* expresso coffee laced with the stimulant *Torp.* On an impulse you decide to check your phone messages. *Wish I was loaded enough to own a cellphone*, you lament, heading past a crew of dangerous-looking Scrappers at the turbo pool tables. *We haven't had a corporate Sneak job in... too long.*

Kicking aside the soyburger wrappers and Nutricoke cans, you step into a booth. The glass panel slides shut with a *whump.* Silence falls. You put your hand and chredichron under the scanner; the screen lights up. *"Call please?"* the blandly pleasant machine asks, a blandly pleasant simulated operator on the screen.

*"Check my messages at home, please."* You say in falsetto — your ongoing attempts to deceive the voice analyzer.

*"Voice confirmed. Your messages follow."*

There is a pause, a *BEEP* and your answering machine's husky female voice announces a time late last night (so you haven't been home in a couple of days...). Then a real voice you recognize comes on, strained, tense, on the verge of tears: Cary, your recent ex. The voice comes out of the darkened screen *"It's me. Why haven't you called? I swear, this time I'm really gonna do it. Maybe off the bridge, maybe with my laserpen. Please call me, I need you — "*

*BEEP*

Several automated phone solicitors which your machine was somehow unable to screen follow, then a pause and a soft voice speaking very precise True English with a Japanese accent comes on. The screen this time is blank; the caller must have it muted.

*"This is Marika Takeshi."*

Marika Takeshi!

You had bribed and cajoled your way to an interview with the venerable little mercenary broker months ago, only to be told that you were too inexperienced for Marika's elite (if unpublicized) pool of high-tech soldiers for hire.

Now she was calling you.

*"… I may have a small job for you and your compatriots. It fits your qualifications profile, and pays well. Contact my office by 2400 hours if you are interested."*

There's just moments to spare. Needless to say, you call back and a meeting is set up; you are to appear at Marika's apartment the following afternoon.

The phone speaks it's final litany: *"That will be four World Dollars, twelve Pence. Thank you for using Pacific Bell."*

You and the crew spend — and indulge — far too much at the *Counter Intelligence* that night.

## THE MISSION

Marika's "front" is the Japanese-American restaurant *Tokyo Rose*, and her apartments are located on the penthouse of the five story building. In the heart of Japantown, the structure is similar to the hundreds of others: aggregate concrete with few windows and myriad neon and holosigns. In the afternoon haze of San Francisco it is particularly ugly.

Your party arrives, takes an elevator up as directed, and are shown in by a stocky oriental houseboy. Elegant and spacious, with a rooftop garden and terraces, it is clear that this Mercenary Broker's business is not suffering. Marika enters in a turquoise, black and silver kimono and greets you all. After being seated in the living room furnished with silk cushions, black lacquer tables, and other traditional Japanese fittings, you are served tea.

Marika then touches a jewel on her necklace and a panel opens on the table before her, revealing a keyboard. She taps in a sequence. The lights dim, and a large viewscreen lowers from a narrow slot in the ceiling. Without introduction Marika launches into the briefing. As she talks she taps on her keybard and a series of images appear on the screen.

*"Seven hundred kilometers off the coast of Texas in the Gulf of Mexico is the Leviathan, a DeepCore drilling rig designed to extract natural gas from the earth's mantle layers."*

A video of a large, rather outdated-looking offshore rig appears. A jet-chopper is descending to its elevated landing pad.

*"New Edison has perhaps ten of these rigs in operation and Leviathan is the newest and largest.*

*"Our client is concerned about the cavalier way in which New Edison has proceeded to pillage the earth's remaining fossil fuel reserves and believes that NewEd should be given encouragement to cease its offshore drilling activities. Our client believes that detonating explosive bundles aboard the Leviathan should provide that necessary encouragement."*

The inference to your task is unmistakable.

Assuming that you do not turn down the job, Marika will go on to explain that the group will be disguised as a New Edison Safety Inspection Team, provided with falsified credentials, uniforms, and special equipment. Marika then allays any concerns that the party will not be able to "act the part". With a tight smile she says:

*"Not to worry; safety inspectors aren't Suits, after all; a Suit wouldn't be caught dead on a drill rig. We can clean you up a bit, and at least two of you have some technical knowledge, if I am not mistaken. The rest of you just behave as you are expected to: like asses. Attitude is ninety percent of the game; your uniforms will do the rest."*

She explains that a set of ten *CX40 Demotherm* molecube charges must be placed in specific locations within the rig's super- and substructure. She indicates these locations on a detailed schematic of the rig.

■ Charges 1 and 2 must be placed at opposite ends of the platform superstructure.

■ Charges 3 and 4 must be located within three meters of the rig's fusion reactor core.

■ Charges 5 - 8 are to be placed at the perimeter of the rig's substructure, just below the waterline.

■ Charge 9 is to be located in the control room service crawlway near to where the backup computer recorder is kept.

■ Charge 10 should be placed in the operative's quarters so that it's handy. This is the master timer/detonator for all the other charges.

*"The charges can be placed during the 24 hour period that you, as the Safety Inspectors, are scheduled to be at the base. When you are done, you set the detonator. It has a preprogrammed 2 hour timer. Then you depart on the helicopter you went in on. Very straightforward. Easy money."*

*"The rig manager, a very competent woman named Harrison Vlostok, is a 'hands-on' sort of person, so watch her. The Safety and Security Chief, Remick Stans, will be much more of a problem. I hear he hates company intrusions into his domain. I do not have to warn you about being careful with him."*

Marika explains that the group will be transported to Corpus Christi in Texas, where they will be met by one of her men. He will offer the phrase: *"Welcome to Texas, home of the old oil barons."* A member of the group must countersign with: *"Ah, the good old days of Gulf, Chevron, and Ewing."*

Marika concludes the meeting by saying:

*"The man will then provide all the equipment you will need, including a piloted helicopter to get you out to and back from the New Edison oil rig."*

# 2.0 RUNNING THE MISSION

In this section is a more detailed breakdown of the mission.

## 2.1 REQUIREMENTS

3-6 Characters of 1st to 5th level; at least half must have some technical knowledge. One of the PCs should have some Cyberspace Skills in order to deal with the *Leviathan's* central computer.

## 2.2 AIDS

Any Tech Rat and Jockey PCs will be provided with falsified New Edison Security Card-keys, necessary to get them into the more secure sections of the rig, such as the reactor and drilling areas. They will also be given superb identity forgeries, almost impossible to expose even with a thorough computer check (SM/Eq:A).

In addition, your players will be provided with the *CX40 Demotherm* charges, and instructions on how to set the timer. They will also get a layout map of the rig, and the platform's safety checklist to help them bluff their way through the inspection

## 2.3 OBSTACLES

Remick Stans, the chief of S&S (Safety and Security) will take an immediate dislike to the PCs and will make a habit of following them around.

The rig's crew will also prove dangerous in their own right.

The most severe obstacle you players will face, however, is the earthquake that will hit, just as they're ready to leave the drilling platform.

## 2.4 COMPENSATION

$2,000 for each person in advance, deposited in the account of their choice, and an additional $5,000 each upon successful completion of the mission. "Success" is defined as placing the charges correctly so the rig is *completely* destroyed.

## 2.5 THE RUN

Here is the run, step-by-step.

### THE TRIP OUT

The PCs are booked on a cargo flight out of San Francisco's International Airport (now rather old and dilapidated compared to the new Livermore Spaceport) the following day at 4:00 PM PT, bound for Corpus Christi Free Air Base.

The flight in will be uneventful; your players will have a view of farmland in southern California, and the vast wasteland which is most of Texas. Landing at Corpus Christi will be rough due to high winds off the Gulf. As they approach (it will be nightfall by then) they will see the frequent flares of ignited gas vents from the huge megahol refining/processing plants.

They will be met by a man in a blue airport service coverall, who will give Marika's code phrase.
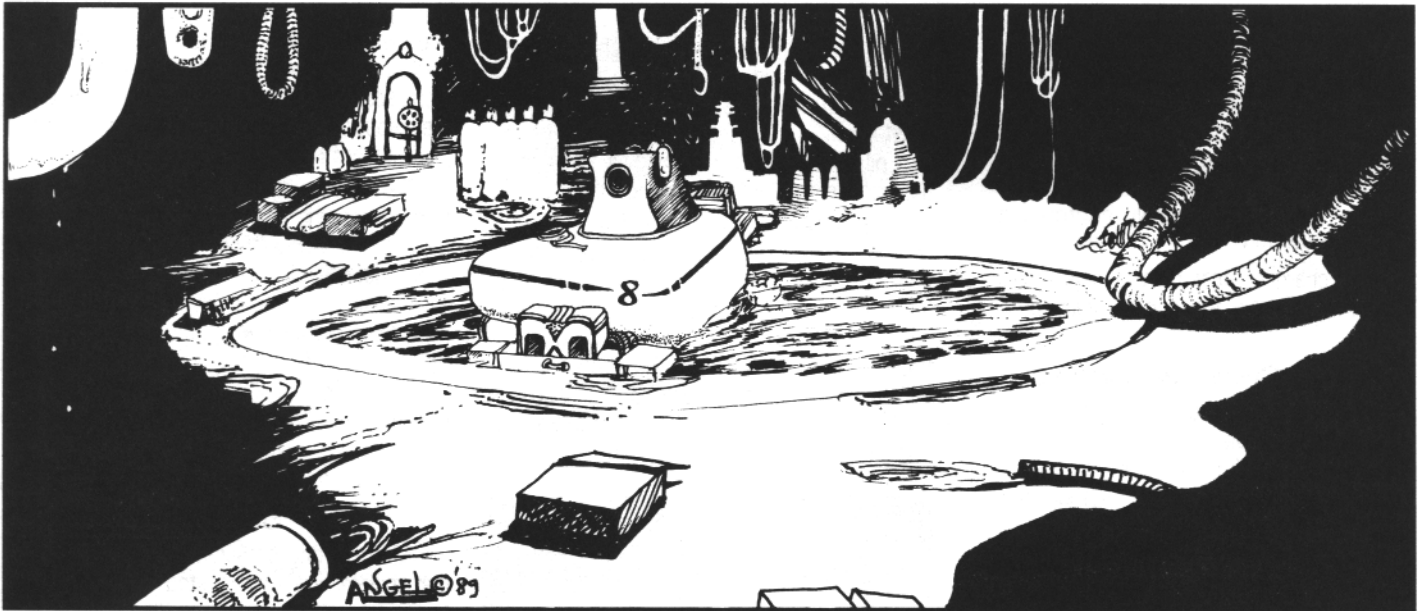
If one of the PCs replies correctly, the man will take them to a loading area where they can change into their New Edison uniforms, and be issued their equipment and identification. The man will cheerfully explain that the real New Edison crew "fell ill", and the players are their replacements. He will also explain how the explosives work (they are all disguised as diagnostic tools) and then show the PCs how to access the charge placement data on their portable Safety Scanner screens. An oil rig safety checklist is also provided. A modicum of review during the 2 hour chopper ride should be sufficient to bluff their way through the 24 hour safety check.

The PCs climb aboard an eight-man turbochopper piloted by a no-personality corporate Jockey. They lift off and two uneventful hours later they can see the glimmering orange sodium lights of the *Leviathan*.

The rig is huge, and the sheer size of it — apparent even at night — should be emphasized to your players. And their job is to blow it to unrecognizable fragments with the few kilos of explosives they carry in their bags.

Landing on the small pad in the windy Gulf is not that simple. Describe the event as the chopper being blown hard at the last second, swept off the rig and down towards the sea, throwing the PCs around a bit. The pilot will land on the second try without incident or comment.

## SETTLING IN

The player's safety checklist indicates that there should be a combination of specific location condition checks (the reactor room, the sub bay, etc.) and an ongoing spot inspection of safety techniques: Is everyone wearing their hard hats? Are people smoking near the drill area? And so on.

It will be important that the PCs discover the location of the rig's subs, and it emergency life pods. Don't make this obvious, however — work it into your narrative.

PCs will end up spending a lot of time wandering around with their electronic datapads, looking disapproving, while the rig crew will spend a lot of time glaring and snarling at the "damned company snoops."

If there is a PC skilled in CDeck Operation, he can jack into the rig's central computer from his quarters, accessing the entire security system. Counter intrusion systems in the rig computer will be restricted to Security Codes, having ratings from 5 to 30 depending on the sensitivity of the protected areas.

## THE REACTOR

A fusion reactor, about three meters in diameter, powers the rig, and it is located in a restricted area in the center of the rig's substructure. Only Stans, Vlostok and two technicians have automatic access, and the room is unoccupied during normal operations.

The players must obtain private access to the reactor in order to place two of their explosives. This is going to be very difficult. If a Net Junkie PC is helping, he could convince the computer to accept one of the other player's Card-keys, but the Security Code ICE at this point is Rtg30. There are also several Alert programs constantly running in the rig's CPU.

## CONTROL CENTER SERVICE CRAWLWAY

This cramped space near the control room is even more difficult to access than the reactor, as only Vlostok and one computer technician are authorized to be in here. Nevertheless, one of the *Demotherm* charges must be placed within.

To add to the problem, the area outside the crawlway is heavily travelled, and an inspector having trouble getting into this highly restricted area will look terribly suspicious.

## THE UNDERSEA RIG SECTION

"Downbelow" as it is referred to amongst the crew members, is several times the size of the above-water platform — a vast warren of huge, shrieking machines and sweating alloy tanks. A schematic of this area would be counter productive; rather you should describe this roughly cylindrical expanse as having dozens of catwalks, winches, and massive engines with arcane purposes.

Actually, it is one large cylinder ringed by six other cylinders, all linked by airtight pressure doors. This is where the inspectors might run into trouble with crew members, unwittingly encounter a drug deal, or simply get lost. Even with their map they might get confused in the steamy, dimly lit, alternately hot/freezing environment.

Four charges must be laid here, spaced fairly evenly along the curving alloy outer wall.

## RIG CREW ENCOUNTERS

You should flesh out the inspection sequences with plenty of encounters with the crew: at the drill, at meals, on the control deck, etc. The crew — there are about 30 of them — is a mixed group of men and women of several races. Almost all are physically strong, except for a half-dozen skinny and acerbic control techs. Personal hygiene is not a very high priority, so most will appear unkempt, unshaven, and in noticeably grimy clothing. Even Vlostok , the rig manager, is sometimes dirty. Only the security chief — Major Remick Stans — is always clean in his impeccable duty jumpsuit.

You may wish to elaborate upon a couple of the crewmen whom the PCs could run into repeatedly; for better or worse.

### Some ideas:

**1)** Have Stans challenge one of the Inspectors to an inane, macho contest of some sort.

**2)** During the night a couple of the rig crewmen (maybe drunk or wired) encounter one or two of the PCs sneaking about. They will try to bribe their way to a better assignment. Their specific references to places and people at NewEd may trip up the PCs.

**3)** A minor safety incident occurs, and it is not handled well (but that fact is lost on the PCs). Harrison Vlostok is contrite at first, but may realize that the Inspectors are clueless.

**4)** Have something go wrong with an important lock so that the PCs' Card-keys won't work. Dare they ask for a NewEd Tech Rat to help them and possibly discover that their cards are fake? The Card-key locks are not tied in with the computer, and so will require a separate Electronic Bypass maneuver (SM/EBy:V). Failure sets off a very loud siren. It should go off at least once while the PCs are there anyway, as they cardlocks are frequently malfunctioning; thus they could probably talk their way out of trouble fairly easily, but who knows.

## DISASTER!

The inspection is over, the charges are hopefully laid, and the PCs say that they will give their results to their superiors. Vlostok will have a report in a few days. The pilot that brought them over goes up to the helipad to do a preflight check.

With impeccable timing and a true sense of irony, it won't be more than five minutes after the PCs have activated the detonation timer when an earthquake hits. Completely without warning, the rig will begin to tremble, then shake violently. Loose items will fall off shelves, furniture will shift, while everything else will rattle around. Then the very floor will pitch and rock.



Your players should not have reached the chopper yet, but they might be in the control room. As the intensity of the quake increases, one of the struts gives way on the chopper pad and the machine —with pilot — tumbles into the ocean!

One or two rig crew members are thrown into the sea as well, as railings snap off and the wildly bucking rig provides a very unstable platform. Conduit snaps and cables fall. The main power goes off and red battery lights come on. Then things grow quiet again.

As the crew rushes to try and rescue their fellows, your players should now be rushing back to the detonator to stop the countdown to total destruction...

## DILEMMA

What no one bothered to tell the PCs is that there is no way to stop the detonation timer once it has been activated. None of the explosive charges may be removed from its current lodging, being held by magnetic contacts with inherent deadman detonators.

### Now the PCs have four options:

**1)** *Try to disarm the master detonator themselves.* This operation will require no less than three Static Maneuvers: SM/MBy:H, SM/EBy:VH, and SM/EBy: SF. Failing one will prevent any further success, while failing two of them means immediate detonation. Removing any bomb from its location is a SM/MBy:X task, failure meaning detonation of that explosive. Trying to disarm the master detonator may not be worth the risk — and doing so will mean failure of the mission.

**2)** *Confess to Harrison and enlist her help in disarming the detonator.* Harrison has more sophisticated tools and skills (see her Character Dossier). Her tools provide a +20 bonus to the disarming operation.

Much more doable. However, the PCs will of course be arrested and subsequently turned over to New Edison officials for "questioning". Bribery or some other sleazy way out of the situation is not impossible, but the PCs are in for a very rough time. Stans will want to kill your players outright.

**3)** *Try to escape by sub.* The best solution, but depends on how quick the PCs think. They have an excellent chance of getting away during the confusion if they act fast. The rig's minisub will hold four and the larger repair sub will hold seven in a pinch; either is capable of 50 kph continuous cruise for 12 hours — plenty of time to reach shore, which would be a six hour trip if they headed direct. They could ditch the sub and get back untraced.

**4)** *Try to get away via escape pod.* Not so good, though it means surviving. All rigs carry a number of 1-3 man escape pods for use in the event of catastrophic disaster. The pods have an autopilot which causes them to chug directly away from the rig, emitting a distress beacon until a search and rescue chopper comes to pluck them out of the water. Of course, the New Edison authorities will quickly discover that your players are imposters.

## 2.6 DENOUEMENT

Assuming the PCs escape with their lives and secrecy intact, they will manage to work their way home, seeing the *Leviathan* explosion story on WorldComp along the way. Ultimately they should find themselves dining at *Tokyo Rose*.

## 3.0 CHARACTER/ORGANIZATION DOSSIER

Following are biographies and statistical summaries of non player characters important to the adventure. A short file on New Edison is also provided.

## 3.1 MARIKA TAKESHI

A native of San Francisco's Japantown, Marika is a wizened little woman with a soft voice and a laser wit. A veteran mercenary broker ("Geisha-tech" as she likes to call it) she is well-known by many large corporations in San Francisco for her quality references and discreet mode of operation. She has ties with Okira, Sony, and Graves-Masuda, to name a few.

Marika maintains a very popular restaurant to cover her activities: the *Tokyo Rose*, serving Japanese-American cuisine. Her luxurious apartments are located on the penthouse of the five story building which houses the *Rose*.

In appearance, Marika seems to be a fragile and venerable oriental woman, slow moving and retiring. She is, however, among the coolest of the service brokers. Her matronly smile can dissolve into a mask of stone instantly. She is also a bit more spry than she lets on, being quite nimble for an old woman. It is a little-known fact that she also carries a Walther PPK in her kimono sleeve.

## IS DOSSIER: H. VLOSTOK

### GENERAL DATA

**Profession**: Tech Rat
**Social Class**: Corp Mdl. Class
**Lvl**: 9th
**Maneuvering**: LBA 0
**WMR**: 20 m/rnd
**Fire**: Glock 17D Pistol 97
**Melee**: Brawl 80
**Missile**: —
**Hits**: 78
**AT(DB)**: LBA (15)
**Primary Skills**:
Electronic Tech: 97
Mechanical Tech: 83
Software Tech: 74
Administration: 71
Perception: 70
Electronic Bypass: 68
Mechanical Bypass: 65
Equipment: 60
**Secondary Skills**:
Music: 40
Media: 25
**Languages:**
English D5
Gutterspeak D4
Swahili D4
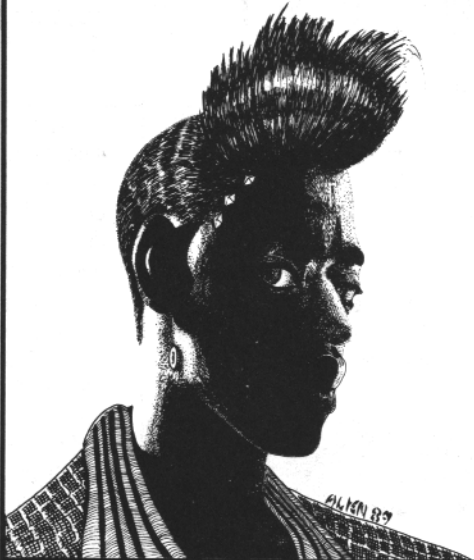
### BIOGRAPHY

Harrison is the daughter of a middle-class New Edison corporate couple currently residing in the South Mediterranean complex. She attended New Edison technical training program and excelled at every level. While essentially loyal to NewEd, she is not an unthinking automaton, however. While performing satisfactorily in her current assignment, she and Security Chief Remick Stans have had a number of clashes.

### PHYSICAL APPEARANCE

**Age**: 28
**Eyes**: Brown
**Height**: 173 cm
**Skin**: Extremely dark
**Sex**: Female
**Hair**: Black
**Weight**: 45 kg
**Race**: Negro (African)

### STATS

**Stats**: Co 88 (+5); Ag 98 (+20); SD 90 (+10); Me 78 (+5); Re 69 (+0); St 64 (+0); Qu 95 (+15); Pr 88 (+5); In 73 (+0); Em 85 (+5). Ap: 75.

### CYBER SYSTEMS

- Ovulation Control/Ovum Filtering Hybrid System.

### EQUIPMENT

- Portable card reader.
- Glock 17D 10mm Pistol.

# IS DOSSIER: REMICK STANS

## GENERAL DATA

**Profession**: Killer
**Social Class**: Corp Mdl. Class
**Lvl**: 7th
**Maneuvering**: LBA 10
**WMR**: 22 m/rnd
**Fire**: Steyr GB-98 Pistol 120*
**Melee**: Brawl 96*
**Missile**: —
**Hits**: 108
**AT(DB)**: LBA (15)
**Primary Skills**:
Perception: 90*
Environs: 80
Equipment: 75
Stalk & Hide: 60
Administration: 35
Electronic Technics: 25
**Secondary Skills**:
Subduing: 90
Drug Tolerance: 64
Quick-Draw: 50
Acrobatics: 40
Sport: 35
**Languages**:
English D5
German D4
Gutterspeak D2
* *Modified by Cyber Systems.*

## PHYSICAL APPEARANCE

**Age**: 25          **Sex**: Male
**Eyes**: Blue       **Hair**: Brown
**Height**: 182 cm   **Weight**: 75 kg
**Skin**: Fair       **Race**: Caucasian (Welsh)

### STATS

**Stats**: Co 90 (+10); Ag 96 (+15); SD 66 (+0); Me 83 (+5); Re 79 (+5); St 95 (+15); Qu 97 (+15); Pr 69 (+0); In 82 (+5); Em 49 (+0). Ap: 75. CIRS Stat: 4.
* *Modified by Cyber Systems; see below*

### CYBER SYSTEMS

■ DNI to Brain
■ Megaknuckles.
■ Eye/Hand coordinator Rtg10 Nervelinked to Visual Clarity Rtg10.

### EQUIPMENT

■ Steyr GB-98 10 mm Pistol.

### BIOGRAPHY

Born to mid-level New Edison employees, Stans attended a company school and military academy, and accepted a commission with honors at age 18. Stans is a military man at heart, and his administrative position (currently under NewEd contract, serving as Security Chief of an offshore drilling rig) chafes him; he has asked twice for transfer to combat duty on Mars.

Above all, she is a professional. She rewards efficiency and effectiveness with additional contracts. She has no time to rescue bumbling operatives, and should the PCs get themselves into trouble, she won't give them another thought.

Marika has a few pet phrases she uses habitually, some of which reflect her sometimes condescending manner:

"Just so, little tadpole."

"Sushi is no longer sushi after it is cooked, but it will always be fish."

Marika is aware that Okira is sponsoring this raid on the NewEd platform, but will not reveal this information.

## 3.2 HARRISON VLOSTOK

The Operations Manager of the *Leviathan*, Harrison is nothing like what one would expect from the name. A lithe young black woman, she has an intangible air of authority and a booming voice which she employs to great effect. Vlostok generally wears a red coverall and is never without her datapad. She knows drilling rigs inside and out, and doesn't hesitate to get her hands dirty when a job needs to be done.

She has earned the respect of virtually all of .her staff (with one notable exception — see Remick Stans). Harrison finds Major Stans a major pain, and is in the process of having him transferred.

Vlostok is less than pleased at the arrival of Corporate Inspectors, but understands that it is a necessary precaution. Anyway, she has nothing to worry about; she follows most of the safety regs.

## 3.3 REMICK STANS

The head of Safety and Security on *Leviathan*, Remick is a Major with the New Edison Security Marines and his military training is obvious. Stans is handsome and powerfully built, and though he is cocky and self-confident, he isn't vain.

He *is* a male chauvinist, a trait that the women crew members might find quaint if he wasn't such a creep about it. He thinks women have only one purpose in life, and it isn't drilling for gas. He is constantly trying to put down or find fault with Vlostok. He also has an annoying "touchy" tendency with all women.

Stans takes the arrival of the NewEd inspectors as an affront and an insult to the rig crew. He will follow the PCs around constantly, making snide comments and doing his best to be annoying. Any little thing to make their lives difficult.

As a final note, Stans is an insomniac. He only needs 2 hours of sleep a night, so is up at all hours — often in the rig's well-equipped gym, but sometimes wandering the halls or being an irritant to the late shifts. He has a skull jack on one temple which he uses to interface with the rig computer and to tie in directly with NewEd and the Net — and also to view his collection of kinky, pornographic ASP (apparent sensory perception) disks. While his CyberDeck skills are rudimentary (a simple 'deck is built into the Rig control room console) it could mean big trouble for any Net Junkie PC if both are jacked into the rig computer at the same time.

## 3.4 NEW EDISON

New Edison epitomizes everything that is big and bad about the Megacorps. A huge conglomerate, NewEd is exceeded in size only by Universal Products, and is certainly more powerful than most governments.

New Edison is currently at war with several other Megacorps, not the least of which is Okira.

# 4.0 SCHEMATICS

There is only one keyed schematic for this scenario.

## 4.1 OIL RIG INTERIOR LAYOUT

This boxlike building is located just under the helipad. Note that the layout for the entirety of the rig's convoluted substructure is not provided.

**1. Stairway**. Leading down to the main operations deck of the rig.

**2. Control Room**. Nerve center of the rig, this room contains the main computer, communications system, and monitors of all rig systems.

**3. Control Center Crawlway**. This narrow passage allows separate access to may control room circuits and systems.

**4. Equipment Storage**. Lightweight tools and other equipment used on the upper rig is stored here.

**5. Gym**. A workout area for the crew.

**6. Vlostok's Office**. "Organized clutter" might be the best way to describe this room, with printouts and reports scattered over all the furniture.

**7. Kitchen**. Including a large pantry, this automated kitchen is well stocked.

## 3.5 RIG CREWMEMBERS

Your players may run into conflicts with some of the rig crewmembers. When needed, use the following stats, generating as many as necessary with variations.

| RIG CREWMEMBER |
| --- |
| **Profession:** Tech Rat |
| **Level:** 3rd |
| **Hits:** 45 |
| **AT(DB):** NoA(5) |
| **Melee:** +45 Wrench/Chain/Pipe |

**8. Recreation/Dining Room**. Also doubles as a theater. This is the main gathering place of the crew and always has at least half a dozen people in it.

**9. Crew Quarters**. This section of the living deck is actually two stories high; the rest of the deck just has high ceilings. Metal stairways lead to the upper level. Each of the sixteen rooms has four bunks, accommodating the majority of the 70 man crew.

**10. General Bathrooms**. These facilities are used by the rig crew: common showers, etc.

**11. Laundry**. Large, industrial laundry with a stack of NewEd uniforms.

**12. Vlostock's Quarters**. Harrison and Stans are the only two staff members who have a private room. This one is rather dishevelled.

**13. Stans' Quarters**. Maintained in an antiseptic state of cleanliness.

**14. Guest Room**. This room would be cramped for more than three people, but most of the rig crew would consider it luxurious; it has a private bath (which Stans actually usually uses when the rig isn't having guests — one more reason for him to resent them).

**15. Stairway**. Leading up to the main platform and helipad.

### OIL RIG INTERIOR
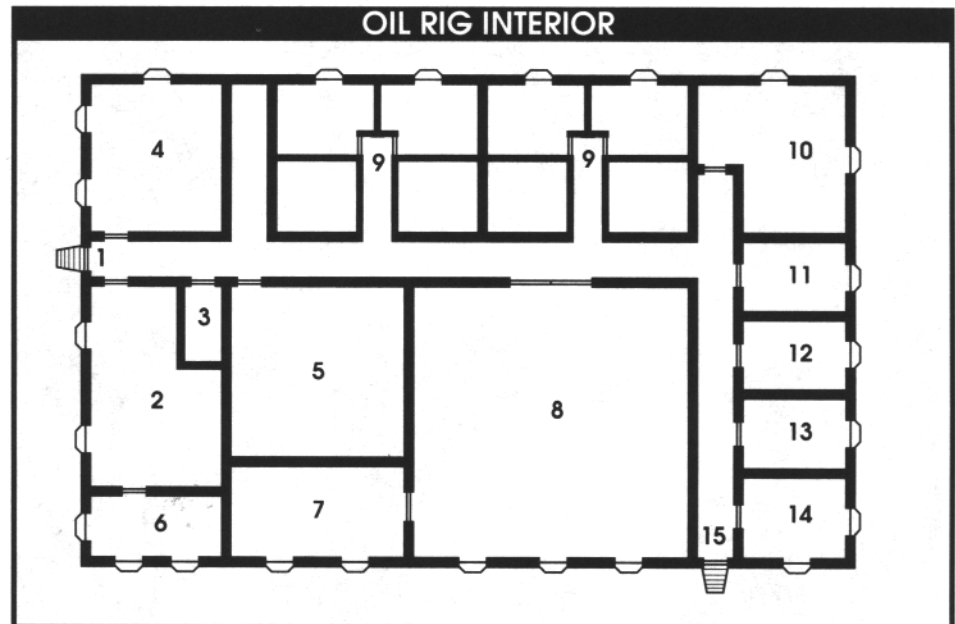
# ADVENTURE: UNSCHEDULED LAYOVER
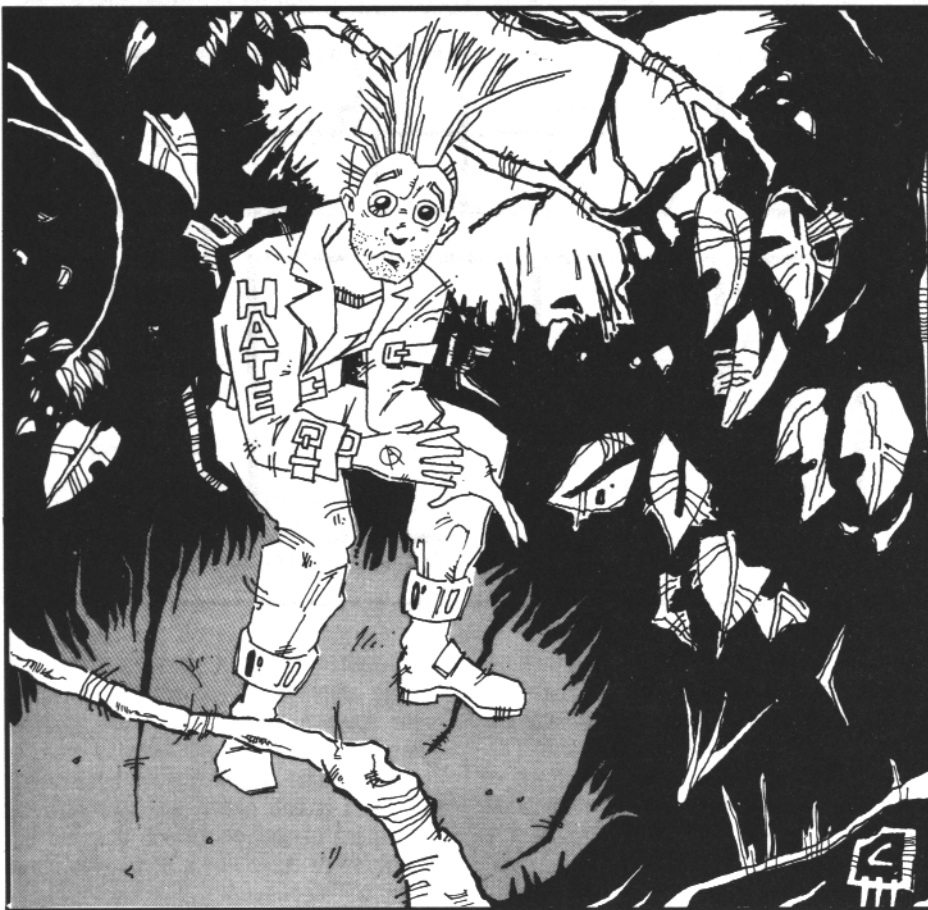


A group of guards is hired to protect a set of important biochips being delivered to Rio; a fairly straightforward mission.

But the suborbital flight from San Francisco encounters trouble over South America and is forced to crash land in the Amazon. What the passengers discover in the depths of the rain forest is a far cry from what they anticipated!

# 1.0 GENERAL BRIEFING

**Note:** *You may read the following section to your players.*

One smoggy morning, you are shopping in one of Chinatown's open-air markets, when a beautiful blonde woman in a Margo Tangi spunsilk dress walks up and addresses you by name.

*"I understand that you and your friends do free-lance escort and protection work."*

Since nods of agreement or coy allusions are bound to follow, the woman will introduce herself.

*"My name is Sharrone Cobis, and I represent a company which may have need of your services. Are you interested in a messenger assignment?"*

With more nods and strange looks, she continues:

*"Then let us discuss this in more comfortable environs."*

She looks up into the lightening sky and within seconds a VTOL car skims over the rooftops, sending the Chinese residents scurrying and shouting in the roaring downdraft. A monstrous silver Acura-Royce hoverlimo descends in a cloud of dust and papers and the rear black-tinted door opens.

Sharrone smiles. *"Please get in; we are illegally parked here."* Inside the car, which has seating for eight passengers, Sharrone will offer drinks and make uninformative small talk. The windows show a view of an overflown, barren desert — holographic projections.

After a few minutes, Sharrone begins her briefing in earnest.

*"I work for Austin Biolabs. We have a subsidiary in Brazil — Rio de Janeiro, I'm sure you've heard of the place. Well, in any event, we need to transport a set of Orgmolec data chips to them for cognition pattern imprinting. Its all a very complicated process that I'm sure your not very interested in. We have business rivals, however, who are interested. Keenly interested, shall we say. The chips are going by sub-orbital shuttle. I'd like you to be on that shuttle.*

*"There will be a contingent of our people in Rio to take the chips from the airport to our subsidiary there."*

Sharonne produces a small datacard reader.

*"Our people will give you a datacard to verify their identity. Slot it into this card player. If the screen produces a 'positive ID' response, turn over the datachips to them. No others are to receive the chips. Is that clear?*

*"I would have used our own people for the job, but our security organization here has been compromised; better to use fresh talent. And you are talented, aren't you?*

*"After the delivery is made, you return on the same shuttle you went in with."*

You ask when all of this is to take place, and the answer is shocking:

*"We already are at the Spaceport. You leave immediately. Never fear, you'll be back in time for dinner and Wheel of Torture."*

When the limo doors pop open, you find yourselves inside a cavernous hangar, one side of which is open to the morning light. Dominating the hangar is a delta-winged suborbital plane. There is no one in sight.

*"As you can see, we are in a bit of a rush. The biochips are already aboard."*

Sharonne hands over an envelope containing a stack of World Dollars.

*"There's $2,000 in there, and $18,000 more when you return, the chips delivered safely."*

The plane's passenger door opens with a whir, and a middle-aged man stands in the doorway. The pilot speaks:

*"All fueled up. I'm ready."*

# 2.0 RUNNING THE MISSION

The first thing you must know — and keep secret — is that this adventure is not what it appears to be. Exactly what sort of odyssey the PCs are supposed to be on should be unclear to them right up through to the end of it. In fact, it's so unclear that we are leaving it up to you to decide what the real scoop is. See Section 2.6 **Denouement** for a summary of the various possibilities available to you.

## 2.1 REQUIREMENTS

A group of characters from 4th through 8th level. Lower level characters would require resourcefulness and considerable skill at Electronic Bypass. Also at least one member should have some biomedical knowledge.

## 2.2 AIDS

Slim pickings here. Your players will acquire some aids which will become available as the adventure progresses.

## 2.3 OBSTACLES

Generally speaking, the whole adventure is an obstacle. Specifics will be explained later in the text.

## 2.4 COMPENSATION

Sharrone offers a total of $20,000 for safe delivery of the biochips, $2,000 now and the balance to be paid on return from the delivery.

This is bogus, of course. The PCs will be lucky to escape from this one with their lives and the $2,000 they start off with.

## 2.5 THE RUN

Here are the sordid details.

### THE FLIGHT

The PCs enter the plane and the pilot asks them to take their seats; takeoff will be in just a few moments.

A small plasticrate is strapped into one of the several empty seats; on the side is a sticker declaring: **"Biochips: Fragile! Do not open case except in properly controlled environment!"**

The plane takes off without event, and swiftly climbs to suborbital altitude, switching to rocket boosters as the atmosphere become too thin for the jets to fire. The flight proceeds uneventfully for about an hour, the pilot making small talk. Then, the pilot begins to cough. All attempts to help him are in vain; it appears as though his lungs are filling with blood. In less than a minute he expires messily, after coughing-up the red stuff everywhere.

Any attempts to use the radio to send a mayday are in vain. The aircraft shudders and warning lights begin to flash: "Rocket Engine Failure" and then "Stabilizer Failure". The autopilot system kicks-in, and attempts to override it are unsuccessful. The machine plummets towards the earth. The descent is eternal, but then the plane levels out low over an undulating curtain of green. Slowing to an almost impossible speed, the plane skims near what looks like some sort of pyramid ruin. At least one of the PCs should have spotted the ruin (SM/Per:R) as they go down.

A moment later they hit the tree-tops.

You should play this for all it's worth: fake rolls and look upset as the plane develops problems; allow the PCs to make rolls to try to control the plane, etc., etc. — when it is really under the control of a sophisticated autopilot programmed to bring the plane down in this exact spot. Then go into detail as the suborbital flight arrows down into the smothering jungle.

### IN THE JUNGLE

The plane comes down to a fairly soft landing through the rain forest ceiling,

All PCs need only make a roll on the Brawling and Falls Attack Table (*Cyberspace*, page 197), with no bonus, using the 1-3 meter damage threshold.

The plane is intact for the most part, though the fuselage is torn open along one side. It obviously isn't going anywhere soon. The biochip cryo-freeze container was knocked loose in the crash, and is lying on the cabin floor, broken open. The chips are undoubtedly contaminated and useless. Things are looking grim.

All that the PCs have are the emergency supplies in the plane and what they brought with them.

**The plane's emergency stores include:**

1) 2 Inflatable raft/shelters for eight.
2) 50 man/days worth of food concentrate.
3) Solar powered water accumulator.
4) Compass.
5) Flare gun. However, the charges are all duds; completely useless.
6) Rescue Beacon. Conveniently inoperative and irreparably damaged in the crash!

In the midst of the rain forest, the PCs have few options. They can wait by the plane for rescue; they can wander aimlessly through the jungle; or they can head for the pyramid ruins seen from the plane on the way down. The structures can't be more than three klicks away.

Even the most dense PC will eventually realize that the combination of crash, dead pilot, dead radio, smashed rescue beacon and dud flares has been no coincidence. Rescue is unlikely. *Somebody* may have planned to get rid of them! Could it be enemies of Sharonne? Maybe they will show up at the plane to finish the job! At any rate, whether the PCs are jaded or not, their only viable option is to head for the ruins and hope for some friendly archaeologists.

Hopefully the trek through the jungle will be relatively uneventful. You may wish to generate some native fauna, such as leopards or constrictors to complicate the PCs lives, but for the most part, the jungle will be non-hostile, filled with colorful birds and other harmless wildlife.

It should take about two hours to reach the ruins, barring any delays.

### THE RUINS

Located further south than most of the known Mayan civilization, this cluster of impressive buildings does credit to that lost people's determination and architectural skills.

No matter under what conditions the PCs enter the clearing, the place has a sense of eerie quiet. After hours of tromping through an endless jungle filled with alien and sometimes threatening noises, the silence is sudden and tangible. A center of ancient and mystical powers, T'kiil is enough to awe even the most jaded streetpunk. But what is it? It is a SM/His:H task to identify this as a Mayan temple compound.

There is a fair chance that the group will encounter a maintenance robot, trimming the grass or cleaning a temple surface. The bot will of course ignore the visitors except to stay out of their way. PCs will probably remember (SM/His:R; add an additional +50 for any who already identified the place as a Mayan temple) that all such ruins are routinely maintained as archaeological oddities by the Leyland-Carlisle Megacorp, which most likely owns this area. The bots are fully automated, and live in a small shed just outside the clearing. They are re-charged daily by means of the shed's solar-powered batteries.

As players explore the ruins (see the **Mayan Temple Complex** Schematics), they will soon discover that the area has been converted into some sort of secret base.

Truly alert PCs may see there are securicams and laser triggers set about the base, but it doesn't really matter, since the laser alarms have all been triggered, and no one is watching the securicam monitors any more (more on that later). One of the cameras is cocked at an abnormal angle and not panning. One of the lasers is out of alignment as well. Both malfunctions are fairly easy to perceive (SM/EIT:M) given a close look.

One last thing. You may wish to have had one or more Helix employees from Eloi Station to have escaped outside before expiring (more on that later too). Their bodies will have been decayed for weeks, and probably picked over by carrion-birds. They would also not be lying about on the grass, as satcams would have picked them up. Inside the temples (especially the Temple of the Inscriptions) is more likely.

### THE HELIX BASE

Once inside the base, you should follow the Schematic text provided below. It should be apparent early on that something has gone very wrong at the base.

Several weeks ago, a deadly bacterium was released into the underground lab here. There will be no record of the release, but this *was* a top secret biochemical as well as genetics lab; anything could have happened. What is particularly troublesome, though, is that the PCs will discover that the entire lab has been infected, despite the thorough decontamination procedures. What happened? Sabotage? A new virus or bacteria which the decontamination procedures could not stop? Are the PCs infected as they delve into the ruins? Probably not: the deadly bacteria should have mutated and completely died away before your players arrive. As for the answers to the other questions; that is for you to decide.

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### BARBIE AND KEN

Barbie and Ken are young adult human genetic replications. They are like human clones, but their genes have been artificially modified to make them superior. Both have perfect physiques and are quite strong, though not very skilled. They have been wandering aimlessly throughout Sub-level Two of the base for weeks. They know how to use the food dispenser, how to bathe themselves, and how to speak (barely) but that is about it.

Running around buck naked, they will alternately behave like curious children (following just about anyone's instructions) or wild animals, breaking things and screaming.

Genetic profiling will of course reveal that their genes have been extensively modified. They are immune to just about everything — including whatever biological catastrophe hit the base.

Hopefully the PCs will be able to figure out what Barbie and Ken are before the two are shot dead. These two would be priceless items on the genetics black market, or even as news headlines.

What happens here depends on what you decide the actual plot should be. Are the PCs rescued, along with their prizes?

### 2.6 DENOUEMENT

Do they snag one of the flying vehicles inside the base and escape, or are they intercepted by Leyland-Carlisle Marines?

Review the three possible scenarios provided in the next column. Choose one, or make up your own version of events behind the scenes.

**1)** This has all been a scheme by the Syzestemics Corporation to get information on the secret Helix genetics base. Helix is a holding of Leyland-Carlisle (a fact not commonly known) and Syzestemics is a bitter enemy of L-C. They have suspected the existence of the secret research base and were lucky enough to pick it up on a spysat while the hangar door was opened. Syzestemics is willing to risk the lives of the PCs in the crash in order to get information about the base. To this end they have set up this deception, using the PCs to investigate. They want the secret base exposed, but they don't want L-C to know who was responsible for the exposure.

**2)** Helix has lost contact with Eloi Station and is afraid to send anyone in by direct means for fear of being discovered. They have concocted this scheme to get the PCs in "by accident", and are closely monitoring the area by satellite. As soon as they detect major activity (like the hangar doors opening and a vehicle departing) they will sweep in and pick the players up. After debriefing, they'll pay off the PCs, or dispose of them.

**3)** Internal conflicts in Leyland-Carlisle have come to a head: one faction disapproves of the secret genetic research in Helix's Eloi Station, and has threatened to shut it down. Meanwhile, the already infrequent reports from Eloi have mysteriously halted. A crew of "expendables" is being sent in by the anti-genetics people to blunder about and expose the whole dirty facility. Panicked executives have discovered the plot, and a chopper-load of L-C Marines are on their way to "rescue" the PCs, and "discover" the base, in the process purging evidence of any illegal activity (i.e., files, and all Replicant materials).

## 3.0 CHARACTER/ORGANIZATION DOSSIER

The following are summaries of organizations important to the adventure.

### 3.1 HELIX

There should be almost no chance that the PCs will have heard of Helix, as it is quite a secretive little research company.

Helix Genetics Research is a subsidiary of Leyland-Carlisle, primarily concerned with high-tech biological endeavors. They have recently been able to produce genetically altered, artificial human beings: Alterant Replicants. This was the primary activity of Eloi Station, and its staff of physicians, biochemists, and genetic researchers.

### 3.2 LEYLAND-CARLISLE

Leyland-Carlisle won the long-fought battles for the South American rain forests and now controls much of the Amazon river basin. This area has been returned to a natural rain forest habitat.

Of course, L-C did not do this out of selfless generosity. The rain forest provides a vast supply of unique organic chemicals necessary for the production of many pharmaceuticals. These rare substances cannot yet be synthesized (indeed, it is estimated that only 10% of the potentially beneficial substances available have even been fully exploited) and can only be acquired through rain forest flora and fauna.

Leyland-Carlisle's most notable move in recent history was its claim in 2058 to the entire planet of Venus. L-C bases its claim on the fact that it sent the first privately owned craft there, and is currently spending billions on a terraforming effort. Several UN nations have disputed the claim, but no one has actively tried to make a competing claim.

# 4.0 SCHEMATICS

On the following pages are layouts important to the adventure.

## 4.1 SUB-ORBITAL PLANE

A very sophisticated craft, this is the latest Lear-Lockheed corporate Hypersonic Passenger Shuttle.

## 4.2 T'KIIL: MAYAN TEMPLE COMPLEX

These ancient buildings are in fact protected by a rather sophisticated security system.

### GENERAL SECURITY

Two security systems are constantly on alert to protect the Temple Complex (and so the Helix underground base):
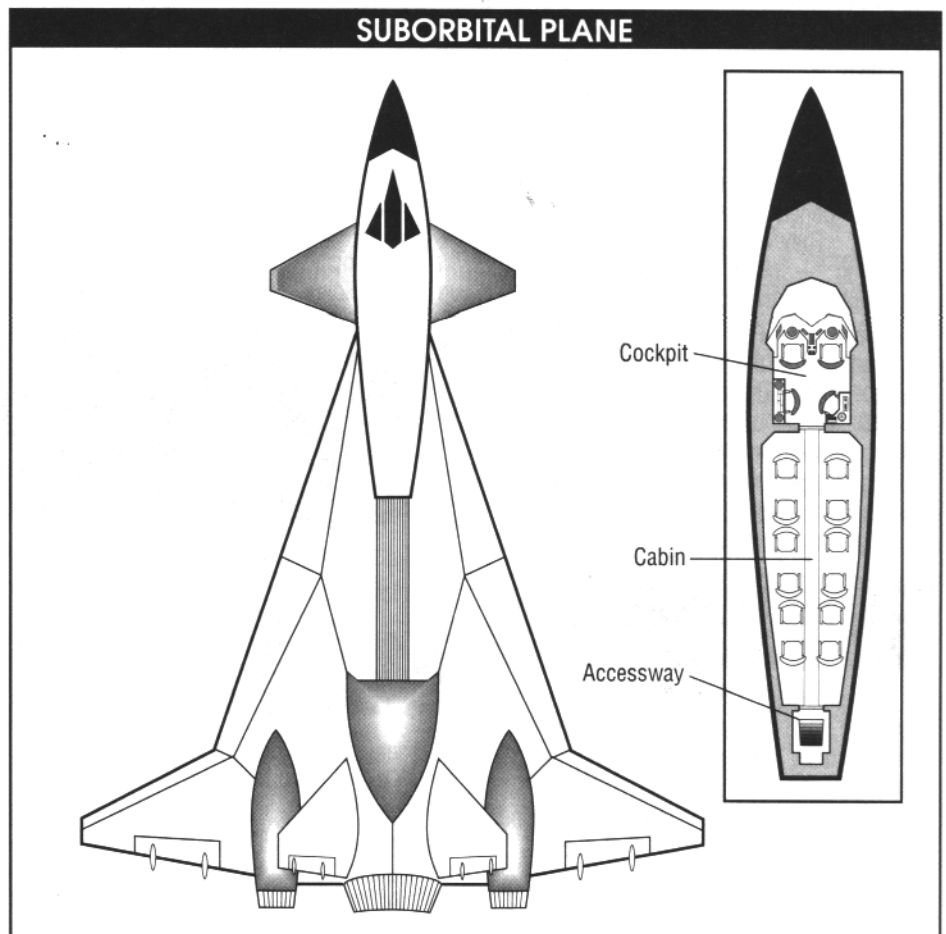
**Securicams:** (denoted on the layout by the symbol ▲) Mounted on poles and concealed (SM/Per:H to detect), these cameras constantly pan the grounds, monitoring for movement. They can make normal visual scans and infra-red scans.

**Laser alarm poles:** (denoted on the layout by the symbol ■) each pole supports a laser apparatus, one receiver and one projector. Should the invisible laser beam be broken (as by an intruder passing across it) an alarm is triggered at the station's security desk. (SM/Per:VH to detect unless at night or in misty conditions, in which case the beams are Medium to see).
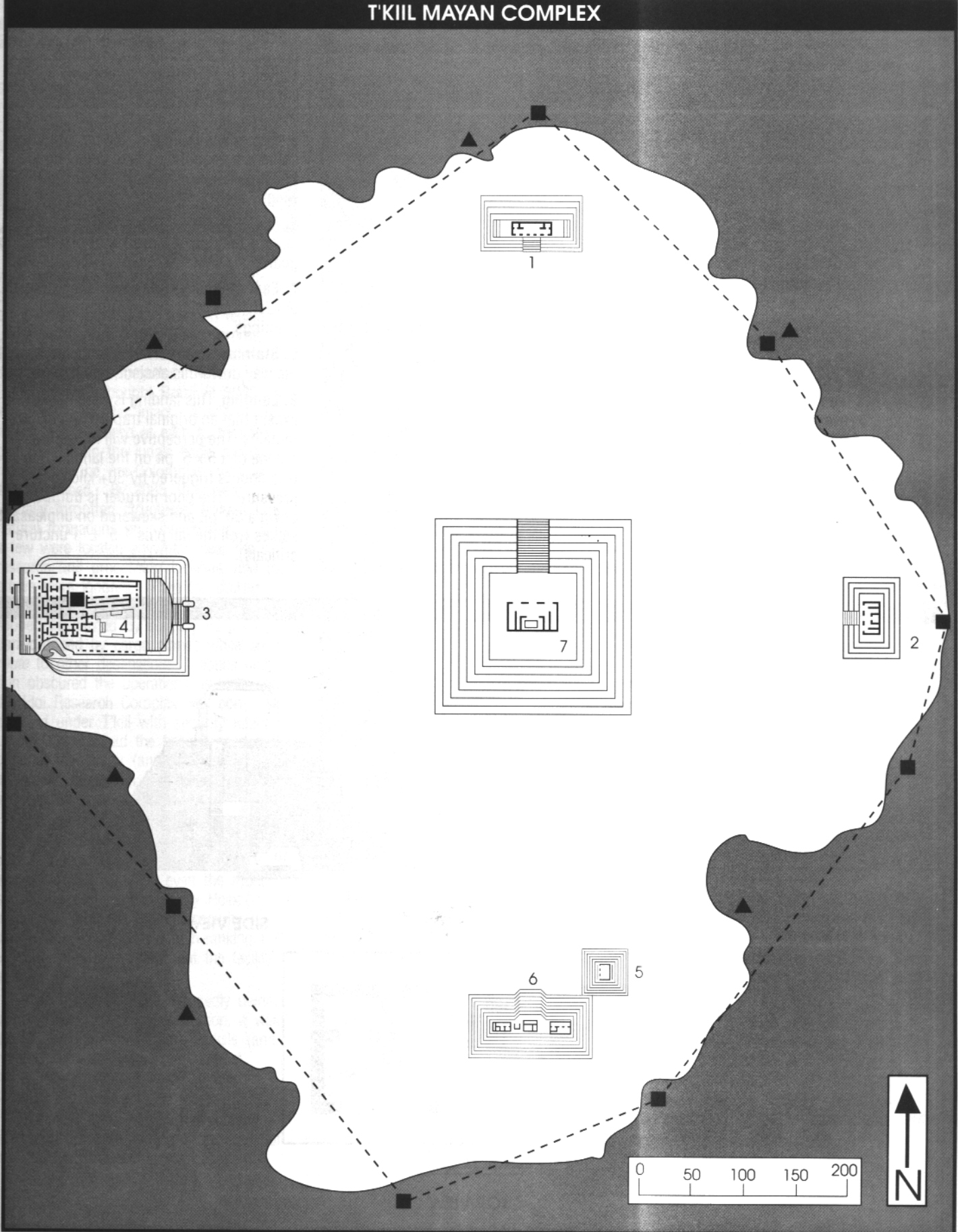
### TEMPLE LAYOUT

**1. Temple of the Inscriptions.** Most northward of the temples, it is neither the tallest nor the largest. However, it has the only sarcophagus in it's small crowning structure. It is also the ground entrance to the secret Helix lab. (See the specific schematic and text for the temple.)

**2. Temple of the Moon.** Low and relatively small, the Temple of the Moon has a structure on top like the Temple of the Inscriptions, and crowning that is a tall screen of stone perforated by many cryptic shapes, including the sickle moon.

**3. Monastery.** A maze of cubicles and corridors, this may have once been a residence for as many as 20 people. There is a small tower in the midst of the monastery, with narrow windows and strange astronomical inscriptions on the interior walls and floors. Hidden atop the tower is a small satellite disk uplink antenna; it cannot be reached except by climbing out a top window and onto the roof from the exterior. Also, though, a very careful inspection of the tower (SM/Per:VH) will reveal a plastered-over fiberoptic cable bundle leading up to the roof from a tiny hole in the bottom of the tower.

**4. Courtyard.** Within the walls is an enclosed courtyard. It would be rather difficult, however (SM/Per:SF) to tell that the floor of the courtyard is actually not set on solid ground.



SUBORBITAL PLANE

Cockpit

Cabin

Accessway

# T'KIIL MAYAN COMPLEX

1

3

4

2

7

6

5

0 50 100 150 200

N

**5. Temple of the Southern Priest.** Simplest of the temples, this one seems to have some relation to the adjacent temple.

**6. Temple of the Serpent.** The central building atop this steep pyramid is crowned by a massive stone representation of a winged serpent. The structures are interesting but not of any immediate significance.

**7. Temple of the Sun.** This largest of the temples is the centerpiece of the complex. It was once the central gathering place of the Mayan inhabitants, used as a sacrificial altar. There is no enclosed structure on the summit of the pyramid, only a colonnade running the square perimeter. In the center is a rectangular slab of stone on a pedestal. Four iron rings are set in the corners of the slab, and a shallow trough runs along the edge. It can be assumed that the rings were used to tie down sacrifices and the trough was meant to drain away blood. There is nothing else remarkable about the temple, except that from the summit one can see into the Monastery courtyard.

## 4.3 TEMPLE OF THE INSCRIPTIONS

While not visibly the most impressive of the temples in the complex, the Temple of the Inscriptions is the entry to the secret underground complex.

**1. Platform.** This wide paved area allows one to walk all around the small structure.

**2. West Guardroom.** Unadorned except for faded paintings of Mayan warriors standing guard.

**3. West Cleansing Chamber.** Rusted manacles protrude from the rear wall, and there are unpleasant-looking brown stains on the floor. The wall-paintings are slightly better preserved, showing a dead manacled figure with his chest open and bloody and a priest holding a heart aloft.

**4. Foyer.** The inner room walls are covered with beautiful mosaics and inscriptions depicting the life of the entombed priest-king *Terátitlán*. Of course, it is rather doubtful that the PCs can read Mayan hieroglyphs. However, a very observant PC will notice that a small area of the wall is somewhat cleaner than the rest, and that one of the hieroglyph rectangles seems out of place. Pressing firmly activates hydraulic systems; the sarcophagus lid opens smoothly, raising it a level six feet above the walls of the coffin. Of course, it also activates a warning on the console in the lab unless the trigger is bypassed (SM/MBy:H).

**5. Sarcophagus.** The slab atop this stone coffin is a beautiful carving depicting a priest on his voyage to the heavens. It weighs several hundred pounds.

**6. East Guardroom.** Unadorned except for faded paintings of Mayan warriors standing guard.

**7. East Cleansing Chamber.** More traces of rusty manacles and disturbing wall paintings.

**8. Staircase.** Dim blue fluorescents light the way down this ancient, damp stairway.

**9. Landing.** This landing is unremarkable except that an original trap of the builders remains. The perceptive will notice the outline of a 5 x 5' pit on the landing. The trap door is triggered by 30+ kilos of pressure. The poor intruder is dumped down a 50' pit and skewered on unpleasant stakes (roll the fall plus 1-5 "E" Puncture criticals).
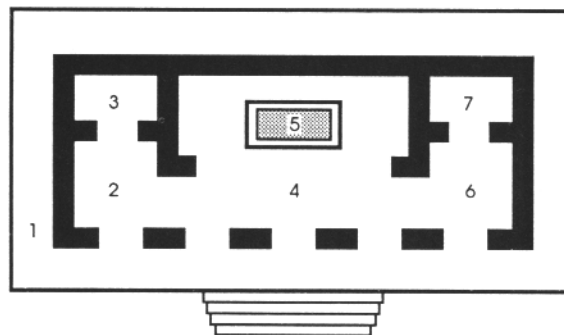
## TEMPLE OF INSCRIPTIONS
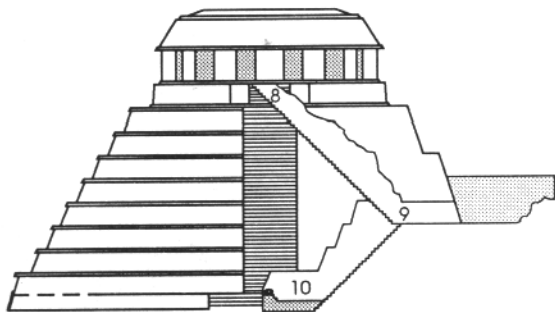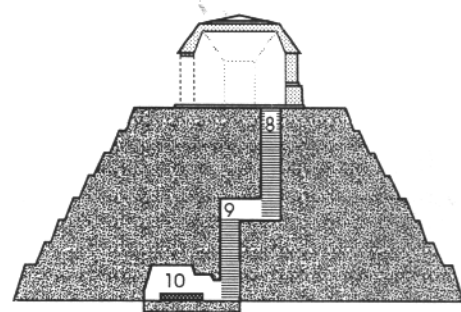


FRONT VIEW          SIDE VIEW

TOP VIEW

**10. Lower Crypt**. The walls of this room are covered with fabulous bas reliefs and paintings, and in the center is another Sarcophagus. It doesn't open.

Along the south wall, a panel of stone swings outward (SM/Per:VH to detect) to reveal the gleaming, brushed-alloy panels of the Helix Lab security doors. (See **Research Station Eloi** Schematic, #1 and #2.)

## 4.4 RESEARCH STATION ELOI

The T'kiil ruin was discovered — along with dozens of other previously unsuspected south-Mayan ruins — in the 2020's, but by then most of the Amazon region was under the control of the US government. The site was cleared, made into a park, and then pretty much forgotten. When Leyland-Carlisle bought Brazil in 2040, they left all of these sites intact. A small team of robots was stationed at each to trim the grass and keep the jungle back, quietly maintaining the pre-Colombian sites as interest waned. By 2085, they were virtually forgotten structures, treated like natural formations on satellite maps. Only a few were located anywhere near the L-C research and processing facilities, and the others were ignored. Then the drilling machinery and supplies were quietly slipped in, carried by stealthy heliplanes, or para-dropped by cargo planes while *en route* to other destinations. Clouds and rain obscured the operations as well, and the Eloi Research Complex was constructed under T'kiil with security intact. Leyland-Carlisle had the base it needed to conduct top secret (and, incidentally, extremely dangerous and illegal) genetic and biochemical research.

This underground complex houses the ultimate in research technology. Utilizing special insulating materials, the base is virtually undetectable by even the most sensitive satellite scans. Only Helix employees with the highest security clearance — and certain high-ranking L-C executives — even know that the facility exists.

While the station is supposedly owned by the Helix Research Corporation, it was actually paid for by Leyland-Carlisle (and Helix is, through devious and almost untraceable means, a wholly-owned subsidiary of L-C).

There are three levels of decontamination, and, correspondingly, three levels of biohazard control within the base.
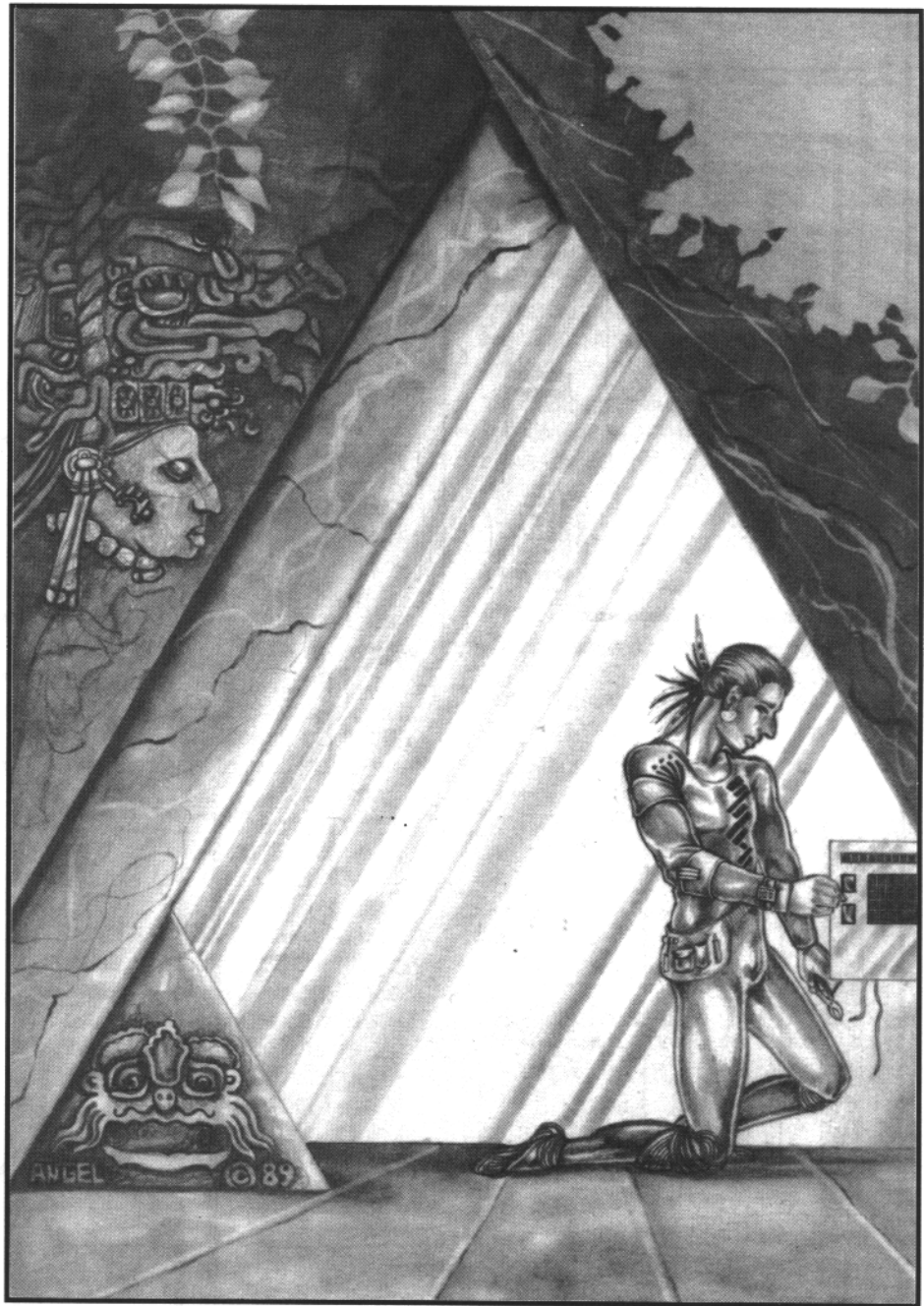


Due to the recent, catastrophic bacterial release, all members of the lab are now deceased, save a few of the Artificial Replicants developed here.

### MAIN LEVEL

**1. Tomb of Terátitlán**. This is the Lower Crypt (#10) of the Temple of Inscriptions layout.

**2. Moving Stone Wall**. This area is described in the Lower Crypt (#10) of the Temple of Inscriptions.

**3. Security Doors**. These are heavy alloy doors, and the PCs may notice the polymer seals, and the hiss of an airtight gasket when the doors open or close. The doors are locked by a keypad (SM/EBy:M) and palm lock (SM/EBy:VH).

**4. Corridor**. A tube with metal grate flooring, exposed conduit and HVAC (heating, ventilating, air conditioning) vents, it is plain white with a wide green stripe running at chest height broken by large English lettering: *MAIN LEVEL: PRE-DECONTAMINATION AREA.*

RESEARCH STATION ELOI

N →

0 3 6 12m
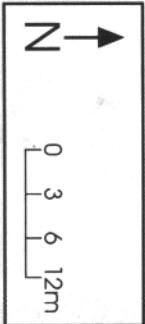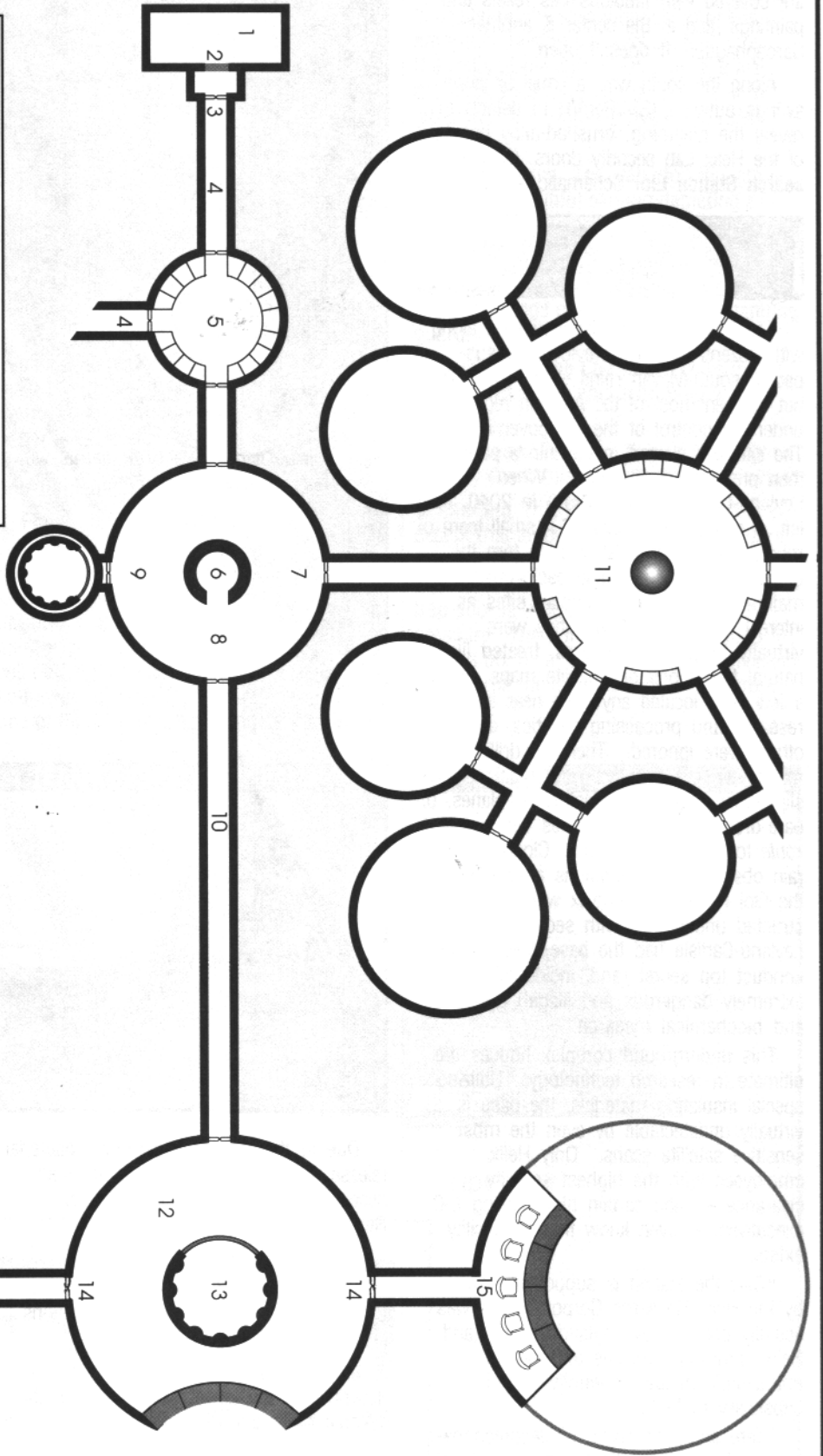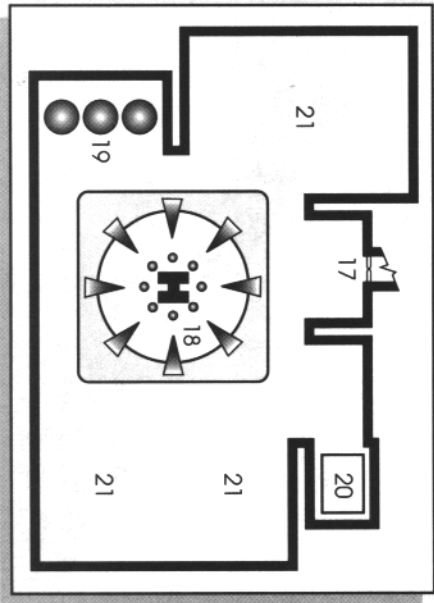
There might be a body here. Dead for about 5 weeks, a skilled medic (SM/MeP:H) might be able to determine that the cause of death was asphyxiation. The lips are purple. The stench is unbearable.

**5. Decontamination One**. Three doors open onto this circular chamber, and each is labeled on the outside with **Decontamination One**.

As the PCs approach the door to this chamber they will be unable to miss the flashing red lights on either side of the door and the blinking sign above saying: **WARNING Base Has Been Contaminated**.

Brash PCs may still open the airlock. The doors open with a press of a button on the adjacent panel.

Inside the room are padded benches around the perimeter and a strange apparatus on the ceiling. Behind the benches are glass-doored lockers, each containing a bulky-looking spacesuit-like garment; there are ten in all. A simple control panel is opposite the door to the lab. Once everyone is inside, the door closes and a monotone, but pleasant female voice says *"Prepare for decontamination level one."*

Immediately the lighting changes to an eerie purple, and powerful fans blow through the room. After about a minute the normal lighting resumes and the voice says *"Decontamination complete."* Everyone feels a little itchy. There is a pause, then the voice comes on again. *"Warning. Eloi Laboratory Main Level, Sub-level One and Sub-level Two have been contaminated. If you wish to proceed, protective suiting is recommended. Activate door controls when ready."*

The inner door opens onto a short corridor. The same female voice is repeating over loudspeakers, *"Danger, the base has been contaminated. All biosecurity doors have been sealed. Danger, the base has been..."* etc.

**6. Security Station/ Main Foyer**. Behind this large curving desk sits a rather dead lab security man. His lips are purple, and he too seems to have died from asphyxiation.

The console is a master security monitor for the entire base, and luminous floorplan displays of every area of the base are in evidence, along with screens

showing views through securicams of the lab and the grounds outside. If the PCs are smart they can learn a lot here. Under every floorplan view blinks the warning: **DANGER — BIOHAZARD Level Has Been Contaminated**.

The video monitors of the interior will show dead bodies everywhere. There is a chance that they will also reveal Barbie and/ or Ken running amuck through the base. Barbie and Ken are stuck on Sub-level Two, as they don't know how to operate the Decontamination chamber.

It is not very difficult (SM/Eq:M) to override the increasingly annoying voice and the warnings. It is even possible — though more complicated — to run a bio-filter check from this console (SM/Eq:SF) to check the base for contaminants. The result will be negative, and all alarms will shut down. If the security is not overridden, each door will have to be overridden manually, a SM/EBy:VH task.

It is also possible (SM/Eq:H) to replay vidtapes of what has been occurring for the last few weeks. The interim will certainly reveal the replicants below, but the events about five weeks ago will tell a twisted tale. The virus started in Sub-level Two, in the Bio lab. A test vial is opened, and within seconds, everyone dies, choking and gasping. Alarms sound, and panicked people rush about as the containment doors close and seal. People on the upper levels watch as their co-workers expire. They pull themselves together, and send down two people in protective suits. The two walk around a bit, encounter Barbie, who is in a tizzy, and then they begin to cough. Both are dead inside of a minute.

It takes a few hours, but somehow the deadly bug reaches the main level, and kills everyone there. How it travels is still a mystery. However, it is no longer present, having mutated and died off some time ago.

There are three sets of doors leading out of the foyer, above each is a flashing red light.

**7. Doors**. These doors are large double-panels with polymer seals and small windows and slide open with the press of a button. Only if the contamination seals have been breached do the doors lock. Printed across the panels are the words **Residence Section**. A long corridor leads to a large, lounge-like room with several people lying around.

**8. Doors**. Identical to #7 except printed on the doors is the word **Laboratories**. Beyond they can see a wide corridor leading to a large room.

**9. Doors**. Identical to # 7 except printed on the doors are the words **Power and Life Support**. Inside is a small elevator which will take the PCs down to the support section of the lab — and the ventilation control systems. There is no sign of tampering, and the PCs can see that each level had an independent ventilation system.

**10. Corridors**. All corridors on this level are identical to those described in #4 above, except there is a wide blue stripe running at chest height broken by large English lettering: **MAIN LEVEL: DECONTAMINATION ZONE ALPHA**.

**11. Recreation Lounge and Residential Areas**. The central lounge/dining area opens onto a number of corridors which in turn branch out into living areas for the lab staff. Nothing of interest here except a lot of bodies.

**12. Laboratory Observation Foyer**. Large curving windows overlook the main Genetics Lab and Operating Room. There is a snack and beverage dispensing machine built into the curving wall, and a holographic fishtank (the fish-holograms are fine).
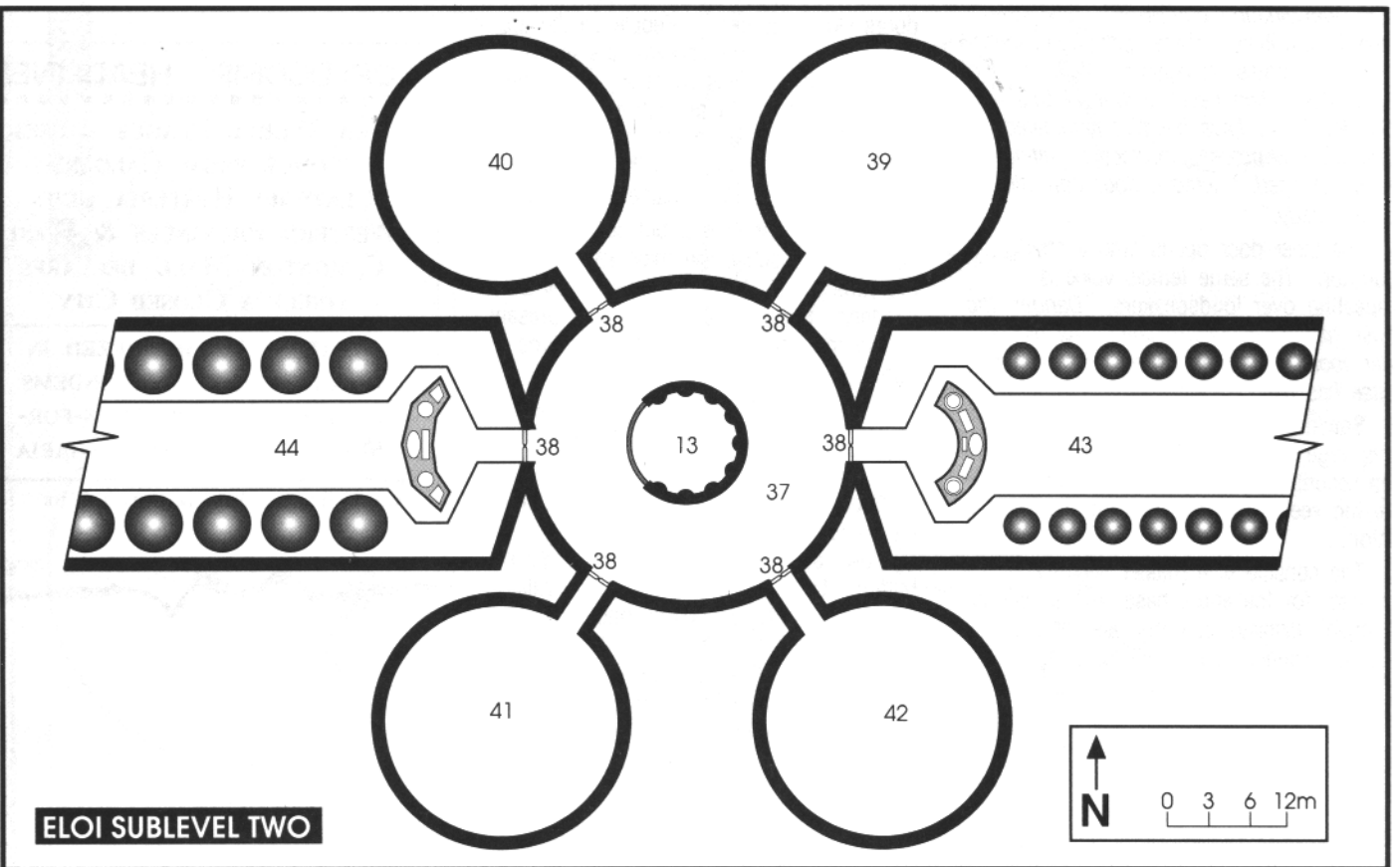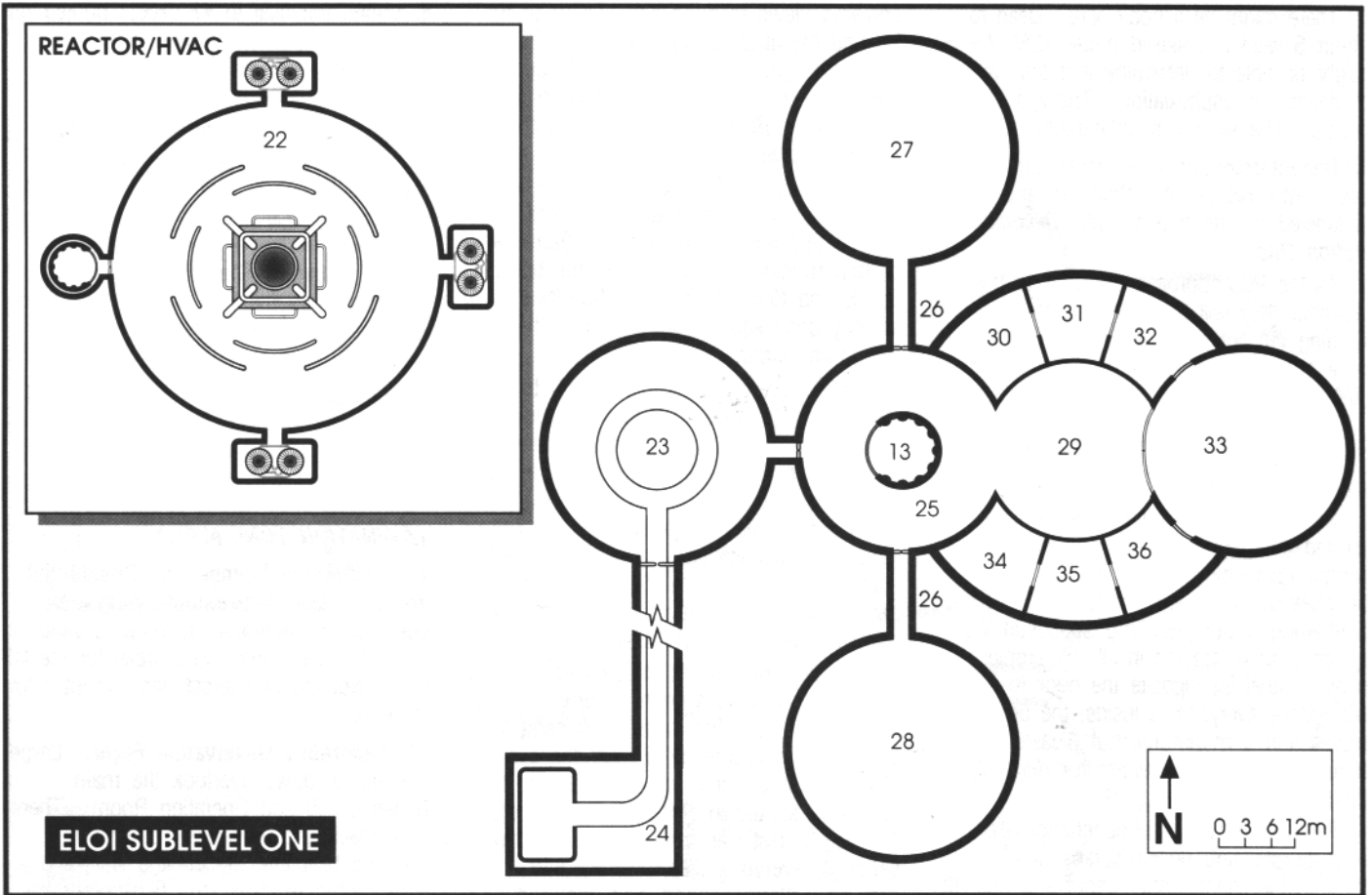
REACTOR/HVAC

22

13

23

25

27

26

30 31 32

29 33

34 35 36

26

28

24

ELOI SUBLEVEL ONE

N 0 3 6 12m

40 39

38 38

44 38 13 38 43

37

38 38

41 42

ELOI SUBLEVEL TWO

N 0 3 6 12m

**13. Decontamination Chamber/Elevator.** The center of the Foyer is dominated by a circular chamber with a set of curving alloy doors. It is a combination contamination chamber and elevator to the two lower levels of the lab. When entering, PCs will notice that there are actually two sets of doors, both of which close with a 'whump' and hiss. Inside, the chamber is absolutely bare, with floor, walls and ceiling curving gently into each other, all of a softly polished alloy. There is a solid cylinder a meter high and two in diameter in the center, a small panel next to the elevator doors, a rectangle like some sort of access panel in the wall opposite the doors, and a large contraption like dozens of shower heads arranged in a fan on the ceiling. The elevator operates in a similar fashion to the decontamination chamber at the entrance (#5). A droning female voice announces, *"Please provide level destination."* The PCs are supposed to say *"Sub-level One"* or *"Sub-Level Two"*. If they don't speak up, the voice will prompt them with the right phrases. If the PCs have not disabled the warning system, the voice will alert them about the contamination problem.

When heading down to Sub-level One, the PCs will be exposed to the same effects of wind and light as before, but for a longer period of time.

If going to Sub-level Two, however, the elevator voice says: *"Please place all personal items and equipment on the platform for decontamination; please deposit all organic materials such as clothing in the storage bins for return to you later."* The top of the cylinder opens and the sides open like a flower to reveal numerous shelves and bins. *"Acknowledge when ready."* When somebody says they are ready, the room is scanned. If anyone is still wearing any clothing (except certain plastics) the voice will return and say, *"Contaminate material is still present."*

When the PCs are acceptably un-attired, the voice will announce: *"Decontamination commencing. Please keep eyes open and breathe normally."* A tinted transparent cylinder descends over equipment in the center of the room and it is bathed in bright light. Jets of a bluish mist will fill the rest of the room, further illuminated by flashing violet lights from the array above. The entire process will take about five minutes, after which the mist is sucked out, the room is filled with warm blasts of drying

air, and everyone feels tingly; mucous membranes particularly so. Longer hair will still be somewhat damp. The wall panel will pop open to reveal numerous white coveralls. *"Please don sterile clothing and signal when ready to exit."*

When going up, people just change back into their clothes as the elevator rises to the "dirty" levels.

**14. Doors.** These alloy panels have no windows; each is sealed and a red light is blinking overhead. If the quarantine has been overridden from the security desk the doors will be unlocked. The quarantine lock can be locally (i.e., at each door) overridden with a SM/EBy:VH task.

**15. Physiology Observation Lounge.** Comfy lounge chairs near large curving windows overlook a circular chamber. There is a simple intercom under the windows. Sub-level One's Physiology Lab (#27) can be seen below.

**16. Neurology Observation Lounge.** Comfy lounge chairs near large curving windows overlook a chamber. There is a simple intercom under the windows. Sub-level One's Neurology Lab (#28) can be seen below.

## HANGAR

Located under the courtyard in the ancient Monastery, the hangar is large enough to accommodate a medium cargo heliplane. The hangar door action is normally controlled remotely from within the complex, but there is a manual panel next to the door.

**17. Doors.** These are similar to those described in #3 above.

**18. Landing Pad.** The landing pad is lowered by hydraulic lift, and a roof with a stone-like top façade slides over the hangar to completely conceal it from airborne reconnaissance.

**19. Storage.** Fuel tanks and electrical rechargers are stored here.

**20. Cargo Lift.** Down to storage level. This is one large decontamination area, heavily irradiating anything that comes in (anything alive will be killed in seconds; more fragile items must be brought in by way of the personnel route). When outgoing, however, there is no decontamination process.

**21. Vehicle Storage.** Within, explorers will find a small helicopter which will carry two or three people, and a ground effects car. The car can carry up to six people, but it has a very limited range.

## SUB-LEVEL ONE

**22. Service Area.** This contains three separate ventilation systems, each with warnings about protection from contamination.

**23. Supply Storage.** All are contained within metal crates.

**24. Cargo Elevator/Track.** This tubular tunnels curves around to the cargo bay in the Hangar. Automated carts carried supplies from the heliplanes which would land overhead.

**25. Sub-Level One Foyer.** A rather unremarkable junction.

**26. Corridors.** All corridors on this level are identical to those described in #4 above, except there is a wide blue stripe running at chest height broken by large English lettering: *SUB-LEVEL ONE: DECONTAMINATION ZONE GAMMA*.

**27. Physiology Lab.** Filled with very high-tech physiological diagnostic and training machines.

**28. Neurology Lab.** An array of arcane and utterly confusing equipment designed to study human brain activity.

**29. Genetics Lab/Operating Room.** No activity was occurring here when the disaster struck.

**30. Prep/Lounge.** One or two of the base's physicians may be found here, dead.

**31. Scrub.** This is a pre-operative cleaning area.

**32. Observation.** An observation area for the surgery.

**33. Recovery.** A post-operative recovery area.

**34. Lockers.** A storage area used by the base's physicians.

**35. Lounge.** One or two more bodies may be found here.

**36. Nurses' Station.** This room has monitors for the recovery room.

## SUB-LEVEL TWO

**37. Foyer**. There is a wide red stripe running at chest height around the perimeter of the room, broken by large English lettering: *SUB-LEVEL TWO: DECONTAMINATION ZONE* OMEGA.

**38. Corridors**. All corridors on this level are identical to those described in #4 above except they have a red stripe and the same inscription as noted in the foyer (#37).

**38. Doors**. All the doors on this level are like those described in #3 above. They have all been opened by Ken and Barbie, who roam this level.

**39. Biochemistry Lab**. A large circular room filled with dull, inscrutable equipment. This was the origin of the bacterial infection which killed the base's workers.

**40. Chemistry Lab**. A large circular room filled with dull, enigmatic equipment.

**41. Genetic Manipulation Lab**. A large circular room filled with dull, completely incomprehensible equipment.

**42. Cryogenics Area**. A large, circular room with twelve glass, coffin-like boxes around the perimeter, each holding a nude human within. They are all held in what appears to be a cryogenically suspended sleep. Next to each box is a monitor panel showing very slow respiration and other vital signs. The people being held here are Alterant Replicant experiments.

**43. Replication Chambers**. Just inside the doors is a large, sophisticate console. Beyond is a dimly lit corridor flanked by colonnades of 1.5 meter diameter glass tubes. There are ten tubes on each side, and in each is a human at a various stages of growth — ranging from fetus to young adult — suspended, apparently unconscious, in some sort of fluid. Each has an artificial umbilical cord attached to their navel.

**44. Hydroponics**. Very similar in design to the Replication Chambers, except instead of tubes there are two-meter spheres, half full of fluid, the other half with lush growth. Violet "plantlite" illumination streams down from a grid in the ceiling. The plants here are mutant breeds — more biological experiments.
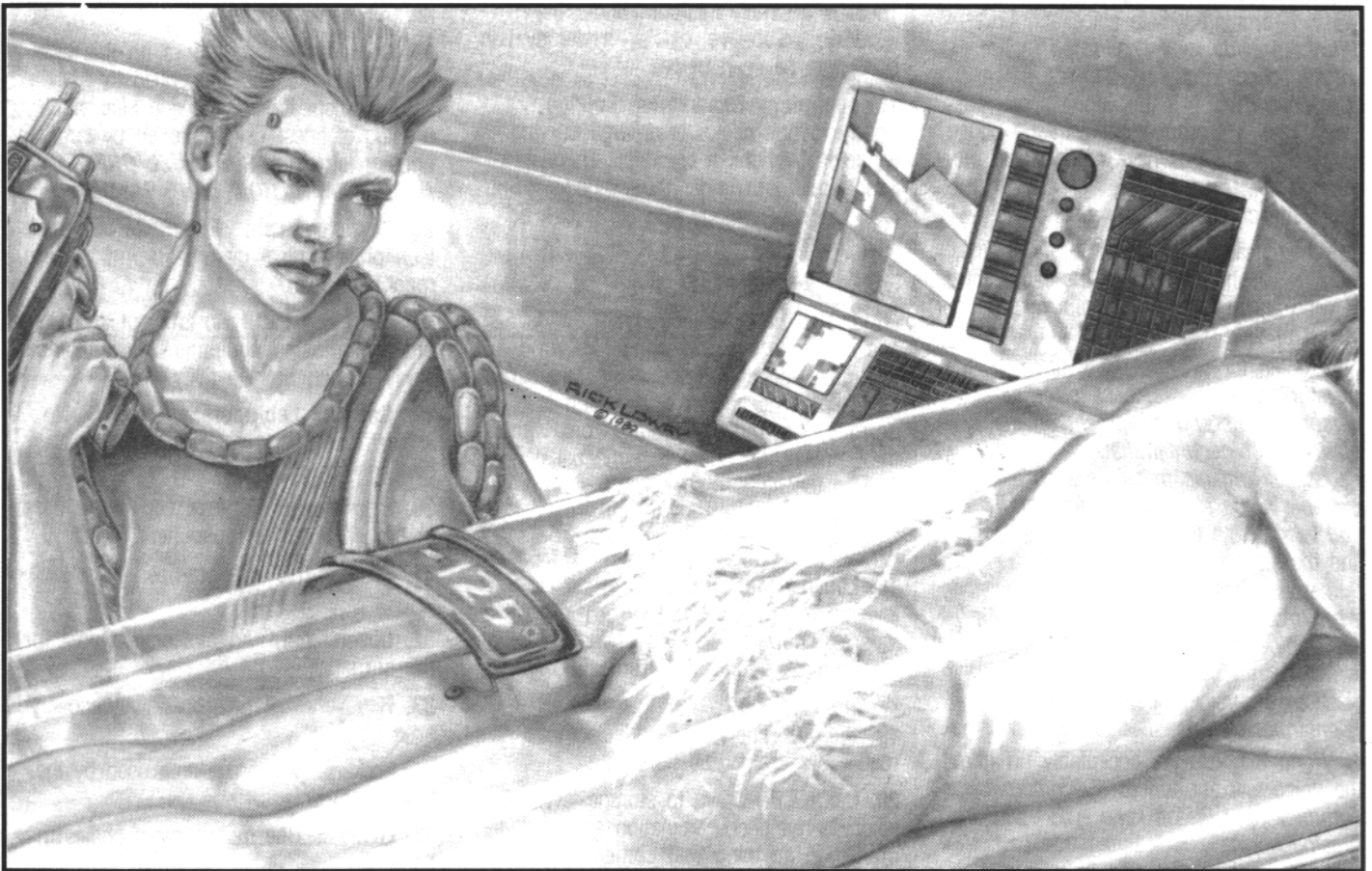
# Appendices

THIS SECTION PROVIDES GENERAL INFORMATION AND USEFUL AIDS
FOR GMs USING THIS PRODUCT

## 1.0 LINKING THE SCENARIOS

GMs who wish to run all of the adventures in this module with the same characters, so as to create a mini-campaign, may find it difficult coming up with a rationale for why the action bounces back and forth between such widely separated locales and situations. Below is one suggested method for running the scenarios in sequence.

1) **Network 69 Takes the Fall** makes a good introductory scenario, since the NPC, Dirk, can take care of the tough Cyberspace jobs. If your players are successful, word should go out on the street that they are capable, and may be looking for more work — which leads them to...

2) **Ward, I'm Worried.** SMART's Supplementary Workforce Recruiter, Mr. Jefferies has heard of your player's exploits against Network 69, and thinks that they're just the right people to find Dr. Egon Spotswood.

3) **Safety Violations.** In a similar vein, Marika Takeshi also deals in the manpower trade, but her standards are higher and her information network more discriminating than most. If the characters did well in their encounters with the *Fusers*, she will try and get them the Okira demolition job.

4) **Unscheduled Layover.** A short jaunt out to an oil rig will classify your players as world travellers, making them eligible for the trek to Rio. As this adventure evolves, it should become clear that the encounters in the Mayan temple and rescue from the Amazon create a fitting finale for this Cyberventure campaign. The subsequent return to the Sprawl, wherein the characters are hunted by Leyland-Carlisle operatives provides the mechanism for extra sessions, or the springboard for an entirely new campaign.

## 2.0 RANDOM ENCOUNTERS

Running a *Cyberspace* game is very demanding; your players will be expecting furious and lethal action mixed with heavy doses of description and dark narrative. All of this is required in order to set the *Cyberspace* mood, and you, as GM, are the one who is supposed to provide it.

Therefore, as an aid for the GM when the pace of the action wanes, we provide this listing of random encounters. They are street scenes and common occurrences which characters are likely to come across at any time. They may not become implicitly involved in the action, but the opportunity does exist. Pull random encounters as they become necessary, and

let the action lead where it may. It is not necessary for characters to know that these events are not intricately tied-in with their current mission: keep them guessing.

1) **Annoying Derelict.** A street bum, dressed in rags and a tattered overcoat, mumbles to himself as the characters pass by. He will then speak up, as if addressing the characters, but his words will be unintelligible gibberish. He will then begin to follow the characters, ranting and raving, drawing unwanted attention to them. He will not be dissuaded, and will eventually become abusive.

**Derelict:** Lvl 1, Hits 10, AT(DB) NoA(0). Brawl 5, Trickery 15, Gutterspeak D4.

2) **Enforcer Raid.** Local police troops descend on an establishment. The characters may just be walking out of it, or passing by. A shooting battle ensues and the characters may be caught in the middle. The shop fronts as a restaurant or emporium, but it may actually house a Sprawlgang HQ or fencing organization. The back storeroom will be full of stolen goods.

**10 Enforcers:** Lvls 2-6, Hits 20-60, AT(DB) ABS(10)
Mirage R10 Lance Med AR 51-70, 20mm Autoshotgun 41-60, 10mm LMG 41-50, Perception 21-30, Subduing 31-40, Gutterspeak D5.

3) **Enforcer Shakedown.** A troop of local police officers decide there's something fishy about the characters. Quite suddenly, the characters are stopped on the street by the patrol and put up against the wall. The enforcers are surly and arrogant, and will put up with little abuse from the characters — subduing those who offer resistance. If the

characters are in the possession of something incriminating, they will be booked. Otherwise they will be roughed-up a little and sent on their way.

**5 Enforcers:** Lvls 2-5, Hits 20-55, AT(DB) ABS(5).
GRU Max Hvy Pistol 51-60, 20mm Shotgun 41-50, Perception 21-30, Subduing 31-40, Gutterspeak D5.

4) **Sprawlgang Psycho.** This rogue mental case seems perfectly normal until he gets right up next to a character, at which point he starts screaming obscenities and undertakes physically provocative actions. He wants to start a fight for no apparent reason, and it is up to the character to deal with the situation. Several other gangmembers may be waiting nearby.

**Psycho:** Lvl 4, Hits 52, AT(DB) NoA(10).
Knife 60, Brawl 60, Environs 50, Gutterspeak D5.

5) **Drug Deal.** Characters either witness a drug deal, or are approached by a seller. Sprawlgang dealers are involved, and they are very protective of their turf. Selection, quantity and quality of the drugs available are variable, though prices are standard.

**Dealer:** Lvl 6, Hits 48, AT(DB) LBA(5).
H&K VP70 Med MP 50, Brawl 45, Streetwise 60, Perception 55, Gutterspeak D5.

**2 Bodyguards:** Lvl 5, Hits 60, AT(DB) LBA(10).
Mini Uzi IV SMG 65, Claws 50, Perception 45, Gutterspeak D5.

6) **Game.** Characters are invited to join a back-alley crap game. The game is straight, though some of the people playing look shady or unsociable. There will be a fair bit of hard currency floating about, though the characters should realize that the game players look like they can take care of themselves and their money.

**Typical Player:** Lvl 3, Hits 40, AT(DB) NoA(10).
Knife 50, Brawl 50, Streetwise 45, Gambling 50, Gutterspeak D5.

7) **Street Merchant.** Characters recognize a local black marketeer. He will have a number of items available, though he won't be carrying more than a few interesting trinkets with him at any one time. He deals in contraband, software, and a limited array of high tech computer hardware.

**Merchant:** Lvl 7, Hits 72, AT(DB) LBA(5).
H&K MP9 Hvy Pistol 70, Brawl 60, Streetwise 65, Perception 60, Gutterspeak D5.

**Bodyguard:** Lvl 6, Hits 98, AT(DB) LBA(5).
Mirage S10 Rapier SMG 80, Claws 70, Perception 55, Gutterspeak D5.

8) **Rumor Monger.** A streetperson who buys and sells information. He will be curious about the characters' undertakings and movements. If well informed, he may be able to supply hints or clues, which may or may not be completely accurate.

**Rumor Monger:** Lvl 4, Hits 27, AT(DB) NoA(0)
Brawl 20, Exploit 50, Perception 65, Streetwise 70, Gutterspeak D5.

9) **Soliciting Prostitute.** This encounter is a straightforward proposition, but it will be made by a member of the same sex 50% of the time. This person will note that satisfying fetishes is a specialty. Though persistent, giving the prostitute a hard time will result in a quick visit by his/her "manager".

**Prostitute:** Lvl 2, Hits 9, AT(DB) NoA(0)
Brawl 25, Exploit 40, Streetwise, 45, Gutterspeak D3.

10) **Swarming.** The characters have drifted onto a Sprawlgang's turf, and a large contingent of them come together to "swarm" the intruders. The gang members will harass and harangue the characters, and if they think they will have the upper hand in a melee, they will attack, seeking to steal clothing and items.

**12 Sprawlgang Members:** Lvl 2-5, Hits 10-60, AT(DB) NoA(5)
Brawl 21-60, Knife/Pipe/Chain 21-60, Perception 21-40, Gutterspeak D5.

## Rank sewage oozes through the gutters of dark but familiar alleyways, while insect-zapping neon reflects from stagnant pools of oil-slick filth.

Assaulted by the cloying, sour battery of smells, you know you're home on the streets of civilization's penultimate nightmare: the Sprawl. But home means safety — a relative term after all — and a base of operations once the sun slips away. From these lonesome and destitute beginnings, legends are born. And it's time you started working on yours, sprawlkid.

# CYBER SPACE ™

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# Cyberventure™ Mission File #1

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# Edge-on ™

**Edge-on** (ej´-on), **1** feeling which overtakes a person in imminent mortal danger; **2** rush of fear & excitement brought on by the activation of an Adrenal Booster.
— *The Random House Electronic Dictionary* 2089 Edition

This Cyberventure Mission File provides all you need to run four complete **Cyberspace**™ adventures ranging from the Pacific Sprawl, to an off-shore drilling platform, to the Amazon rainforest. You'll find sample player characters with full equipment listings, mission briefings, Gamemaster information, NPC dossiers, and all the schematics you'll need for each of the following scenarios:

■ **Network 69 Takes the Fall:** Channel 32 needs their competitor's new fall program line-up, and the players need 32's cash.

■ **Ward, I'm Worried...:** Players prowl the streets of San Fransisco, searching for a renowned Computer Technician — and his kidnappers.

■ **Safety Violations:** Okira plans a hit on New Edison, and it's the players who wind up holding the bag... of explosives, that is.

■ **Unscheduled Layover:** A trip to Rio leads to unforeseen danger and intrigue in the depths of South America.