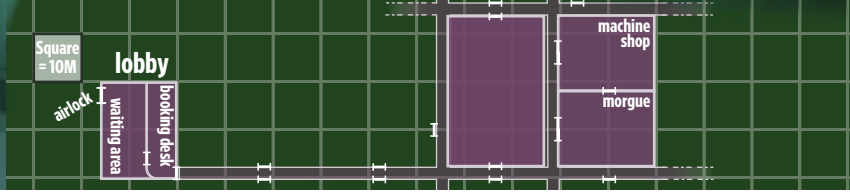


A CRIMINAL NANO OP

BODY COUNT



The characters rescue a triad ally's cortical stack from a Martian Rangers' resleeving facility – and things go wrong.

BACKGROUND

The PCs are hired to pull a job for a local triad. One of their lookouts, Shuju, was killed by Martian Rangers. With the aid of disguises and a turncoat ranger, the PCs snuck into the ranger's morph impound facility to retrieve Shuju's stack. The scene starts as the PCs open the storage unit containing Shuju's body, triggering an augmented-reality alarm throughout the entire station. The PCs must escape through the lobby and reach their waiting cars with Shuju's stack.

THE CHARACTERS

This scene is designed for the Guanxi team: Amaru, Berk, Elis, and Pivo. They're disguised as rangers. They carry their regular gear, breathers, and 2 HE grenades for the team:

High Explosive Grenade: Centered blast (~2 DV/m), DV 4d10 + 10, Knockdown (10 m radius), resisted with energy armor

THE MORGUE

The PCs begin in the station's morgue, 15x20 meters. The walls are lined with cold storage lockers containing deceased biomorphs. Autopsy tables, workstations, and evidence collection equipment are spaced around the room. Four forensic technicians work on a handsome sylph with its chest spread open. They are not suspicious until the alarm goes off. If the PCs do not trick or otherwise persuade them, they'll call for help, flee, or possibly engage the team.

An armless but living pod morph lies on another table; it is egoless but can be remote controlled without a Hacking Test. It has a DUR of 25 and no arms, but can still walk and perceive.

Its mangled cyber arms lie nearby; they cannot be reattached, but function as clubs (DV 1d10, reach).

Other medical devices around the room may be hacked and remotely operated (Firewall 30).

Popping Shuju's stack takes a Medicine: Paramedic Test with a timeframe of 4 action turns. Alternatively, his head can be removed in 2 action turns or the stack destroyed by grenade. In 10 action turns, 1d3 rangers will arrive to investigate the alarm. There are two exits from the room: reinforced doors lead to the hallway and neighboring machine shop.

HALLWAYS AND ROOMS

To escape, the PCs must backtrack through 40 meters of hallway and 2 intersections to the lobby. The corridors are 3.5 meters wide and 3 meters tall, with carts, service bots, and other obstacles. Aside from the officers investigating the morgue, multiple rangers (and their police baboons) go about their business as usual, though they are more alert to strange faces and suspicious activity due to the alarm.

Multiple side rooms branch off from the hallway, some of them connected to each other. These include a machine shop (synthmorphs and bots), a body bank (with police morphs), a resleeving center, a holding pen with multiple cells, interview rooms, lockers and showers, a break room, a shooting range, the armory, and multiple offices with workstations. The map shows the location of key rooms: place other rooms to suit your scene!

THE LOBBY

The lobby is 15x20 meters, a third of it behind the booking desk (transparent aluminum, AV 10/15, DR 150). The rest is a waiting area and exterior airlock. The PCs will enter behind the desk, where a single ranger is working. There is an assault rifle stored under the counter. One door, locked from the inside, leads to the waiting area. A heavy ordnance ranger and 3 standard rangers escort a trio of injured prisoners. There are also 5 civilians waiting impatiently for their turn.

Standard procedures prohibit anyone from leaving the station after the evidence-tamper alarm has tripped, until everyone can be verified in the system and the cause of the alarm is identified. When the PCs enter the booking area, the ranger on duty will stop them and attempt to keep them inside. If combat has broken out, the ranger will be prepared to use force and the exterior lobby airlock will be sealed.

The transported prisoners will use any opportunity to break free, killing rangers if possible. The civilians, realizing they are trapped, panic and seek cover. They won't immediately recognize which group of armed thugs their taxes pay for, but if someone is clearly a criminal, some civilians may attack with personal weapons. The rangers in the waiting area will be primarily concerned with restraining their prisoners, but will respond to obvious threats from the PCs.

The lobby's exterior is floor-to-ceiling aerogel windows (AV 7/5, WT 10, DR 50 per pane) showing the parking lot (including the teams' two flying cars) and the dark gray of a Martian dust storm approaching. The PCs will most likely have to break through this window to escape.

THE MESH

The station's interior is insulated; no mesh signals can pass in or out. The morgue's security cameras have already been disabled, but cameras throughout the rest of the facility can be accessed by any rangers or anyone hacking the station. The station's Firewall is 70. There is a security ALI on duty with Infosec 60 and Perceive 30.

Once the PCs reach the door to the lobby, they can establish wireless connections to their cars outside. This gives them a camera view of the lobby through the full-length windows. The cars can also be remotely operated.

ADJUSTING THE DIFFICULTY

Use the hallways to adjust the length of the scene or wear down the characters. Tailor the difficulty by adjusting the number and armament of the rangers, incorporating mesh techniques to identify or attack the PCs, or using interior doors to delay characters (or their foes). If the characters are struggling, a turncoat ranger (secretly in the pocket of the triads) makes a surprise appearance with her seeker rifle to attack the rangers from the rear and clear the way — or provides a convincing cover story if the team is struggling to schmooze their way out.

Remind players of the tools at their disposal and reward them for creativity. Their goal is not to kill the rangers; it is to reach the exit or to destroy their own stacks to avoid capture. If they escape, police may pursue in a flying car chase through New Shanghai!

BODY COUNT

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TACTICS & COMPLICATIONS

Possible tactics to navigate the situation:

ALTERNATE ROUTES

The hallway is the most direct path out, but also the most perilous. The PCs can weave in and out of side rooms, relying on their disguises or using Infiltrate to bypass alert rangers or baboons (opposed with their Perceive). Pivo can make use of ventilation ducts to move between rooms.

DISGUISE AND DECEPTION

The tamper alarms will alert every ranger in the station that someone tried to handle evidence without following proper procedures. People may assume this is a not-uncommon system error, but will follow protocol: check the IDs of everyone involved and conduct a root-cause analysis. The PCs have ranger disguises, but ID checks will automatically fail.

The PCs can attempt to trick or talk their way out. Deceive is opposed by SAV Check and Persuade by WIL Check. As the PCs are in sensitive parts of the building and look unfamiliar, they suffer -20 on social tests to fit in. A good cover story or use of proper lingo eliminates this penalty.

COMBAT

At first, rangers will only have their duty sidearms and will seek to block/delay the PCs by taking defensive positions and barricading passages. In 2d6 action turns, more rangers will arrive armed with assault rifles and seeker weapons. They will deploy indirect fire, using their tacnets and the station mesh, to corner and blind the PCs, then attack using deadly force. There will be confusion as all sides are dressed as rangers, but responding officers will defend rangers they recognize against ones they don't. Once the PCs are mesh-marked as enemies, confusion will be minimized. A hacker may be able to feed false info to the ranger tacnet to increase confusion.

VEHICLES AND ESCAPE

The PCs have two air cars. Once in the lobby, they may remotely operated for actions such as ramming into the lobby, creating a distraction, etc.

DEATH

The PCs' primary goal is to keep Shuju's cortical stack—and their own—out of the rangers' hands. If the PCs make it to their cars, they escape. If they are trapped or anyone dies, those stacks must also be retrieved or destroyed. If the rangers collect anyone's stack, the mission fails.

Technician

Morph: Basic Pod

Initiative: 6 • **Fray:** 30 • **AV:** 1/3
WT: 6 • **DUR:** 30 • **DR:** 45
Threat Pool: 0

Laser Scalpel 55, DV 1d6, Armor-Piercing, Concealable

Perceive: 60
Move: Walker (Medium 4/20)

COG: 20 ⁶⁰ • **INT:** 10 ³⁰ • **REF:** 20 ⁶⁰ • **SAV:** 10 ³⁰ • **SOM:** 10 ³⁰ • **WIL:** 20 ⁶⁰
Skills: Melee 45 (Blades 55)

Ranger Baboon

Initiative: 6 • **Fray:** 40 • **AV:** 2/3
WT: 6 • **DUR:** 30 • **DR:** 45
Threat Pool: 2

Bite 50, DV 1d6 + 2
Club 50, DV 1d10, Reach
Unarmed 50, DV 1d6

Perceive: 40
Move: Walker (Medium 4/20)

COG: 5 ¹⁵ • **INT:** 15 ⁴⁵ • **REF:** 15 ⁴⁵ • **SAV:** 5 ¹⁵ • **SOM:** 15 ⁴⁵ • **WIL:** 5 ¹⁵
Skills: Athletics 50, Melee 50, Provoke 40 (Intimidate 50)
Traits: Enhanced Behavior (Obedient, Level 2)

Martian Ranger

Morph: Ruster

Initiative: 6 • **Fray:** 50 • **AV:** 8/14
WT: 7 • **DUR:** 35 • **DR:** 53
Threat Pool: 2

Medium Pistol 55, DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30
Assault Rifle 55, DV 4d10 + 2, SA/BF/FA, Ammo 45 + 1, Range 100, Two-Handed [armory]
Seeker Rifle 55, SA, Ammo 12, Range 75, No Close, Two-Handed, Seeker Options: Dazzler (Blinding), Smoke, Stun (DV 1d6 + 2, Blinding, Knockdown, Shock) [armory]

Perceive: 60
Move: Walker (Medium 4/20)

COG: 10 ³⁰ • **INT:** 15 ⁴⁵ • **REF:** 15 ⁴⁵ • **SAV:** 20 ⁶⁰ • **SOM:** 20 ⁶⁰ • **WIL:** 10 ³⁰
Skills: Guns 55, Melee 50, Persuade 50, Provoke 40

Equipment: Cuffband, Fiber Eye, Prisoner Mask, Tacnet

Heavy Ordinance Officer

Morph: Reaper

Initiative: 6 • **Fray:** 60 • **AV:** 12/10
WT: 12 • **DUR:** 60 • **DR:** 120
Threat Pool: 6

Med Machine Gun 60, DV 2d10 + 6, BF/FA, Ammo 50 + 1, Range 400, Fixed Claws 40, DV 2d6

Perceive: 25
Move: Hover (Fast 8/32) • Ionic (Very Fast 8/40) • Thrust Vector • Walker (Medium 4/20)

COG: 15 ⁴⁵ • **INT:** 10 ³⁰ • **REF:** 20 ⁶⁰ • **SAV:** 10 ³⁰ • **SOM:** 30 ⁹⁰ • **WIL:** 10 ³⁰
Skills: Guns 60, Melee 40, Provoke 30

Equipment: Cuffband, Fiber Eye, Prisoner Mask
Ware: 360-Degree Vision, Anti-Glare, Magnetic System, Radar, T-Ray Emitter

Criminal

Morph: Fury

Initiative: 8 • **Fray:** 50 • **AV:** 10/9
WT: 10 • **DUR:** 50 (30) • **DR:** 75 (45)
Threat Pool: 2

Cyberclaws 60, DV 2d6

Perceive: 40
Move: Walker (Medium 4/20)

COG: 10 ³⁰ • **INT:** 20 ⁶⁰ • **REF:** 20 ⁶⁰ • **SAV:** 15 ⁴⁵ • **SOM:** 20 ⁶⁰ • **WIL:** 10 ³⁰
Skills: Deceive 40, Guns 60, Infiltrate 40, Melee 60

Ware: Enhanced Vision
Notes: They are injured (reflected in DUR & DR), bound with cuffbands.

BLASTING OUT

PCs may attempt to create their own exits by attacking walls. Skip the attack roll for speed of play. Non area-affect ranged attacks inflict half damage (after armor) to walls and structures. Each wound inflicts a roughly half-meter radius hole (just big enough to crawl through).

Interior polymer walls and doors: AV 4/8 • WT 12 • DR 60

Exterior concrete walls and roof: AV 6/10 • WT 40 • DR 200

If shooting through objects, the attacker suffers cover penalties. The target gets the object's Armor Value as an armor bonus. The object is also damaged. Some interior walls such as holding cells have much higher ratings.

Characters who try to create an alternate route through interior walls may find themselves in a worse location, such as an officers' break room, the shooting range, or just further from the lobby. If they breach an exterior wall, they will be exposed to the full Martian environment.