INTERFACE ZERO 2.0

HOT POTATO

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A One-Sheet Adventure for *Interface Zero 2.0*

This adventure is designed for a group of four characters of Seasoned Rank, though may be scaled for more experienced or larger groups. The characters come into possession of a case and everyone wants it.

OVERVIEW

The Armenian mafia have been hired by the corporation, Flex-I-Tax "U pay what U want!," to hit an armored car from Sunrise Financial Systems (SFS) and steal a package. The hit runs into trouble as the police respond in record time. While fleeing persuit, the thugs ditched the stolen package, with the intent of recovering it later. A Howling Raiders go-ganger finds it, but the gang quickly starts fighting each other for it.

The heroes are caught up in a chase as the gangers fight over the prize, and lots of innocent people are caught in the crossfire. One way or another, the heroes end up with the package. If they want to turn a profit, the team needs to find a buyer and deliver the package before the mob, the gang, or either of the two corporations stops them. If they are lucky they might get paid.

The final twist is that SFS intentionally lost the truck, as they wanted Flex-I-Tax to steal the package. So SFS's fixer, Elliot Jones, is desperately trying to ensure Flex-I-Tax ends up with this package.

SFS and Flex-I-Tax can easily be replaced with any corporations from your campaign—they may sound like financial institutions but could be fronts for anything you like.

CHASE

"It is midday and you are navigating the spaghetti-like roads of hyperway junction 17, when suddenly an eco-car to your front right starts to spin and flips over, spraying metallic shrapnel everywhere."

The driver needs to make a Driving test to avoid any shrapnel from the crashed car. Failure means a cracked window and a −2 to all Driving and Notice rolls until someone smashes the window out completely. Call for Notice rolls from everyone: success shows the cause of the crash was a go-ganger; a raise spots the go-gangers both in front and behind, fighting.

The heroes are drawn into a chase by wild shots and swipes at their vehicle from the go-gangers. The go-gangers are not being careful with the other vehicles on the street, making the terrain perilous. Run the encounter as a Chase (see *Savage Worlds* rulebook) with at least three distinct go-ganger groups.

A Common Knowledge or an appropriate Knowledge roll identifies the go-gang as the *Howling Raiders*; with a raise the character knows gang is normally not this bold in broad daylight.

Each round have the heroes make a Notice roll in order to spot the package the lead biker has which they seem to be fighting over.

You can run the chase for as long as is interesting, which might depend on whether your heroes have a dedicated wheelman

(in which case you may need to beef up the gang). Keep it "fast, furious, and fun," and keep in mind the heroes need the box.

If the heroes crash, they crash with the current holder of the package, so it's salvaged from the devastation.

THE PACKAGE

The package is a very tough, metallic case, 35×35×15 cm deep. It has an internal lock and a single alphanumeric keypad. A successful Lockpicking or suitable Knowledge roll informs the heroes that this sort of box is often fitted with an internal explosive charge that will detonate if the wrong code is entered, destroying the payload. A raise reveals that it can be cracked, but only with sophisticated quantum computers—the sort big corporations might have.

The keypad has no hyper object, therefore it cannot be hacked. If the heroes start taking the keypad apart, a successful Knowledge (Electronics) or Lockpicking roll tells them they are in grave danger of triggering the charge.

The exact contents of the package are left to the GM, in case they wish to use it as a spring board for future missions. Some suggestions: a new chemical, a computer virus, or a zeek's brain kept in suspended animation.

THE NEWS

Once the heroes are back at a safe house, give them a chance to look over the package and dress any wounds, and then tell them of the newsfeed running on all major networks.

///BREAKING NEWS///

"An armored car was attacked on its way out of the city today by heavily armed mercenaries. Police responded in moments and a gun battle broke out on the hyperway. Two police officers and three mercenaries were injured, and one of the two drivers was killed in the ensuing battle. Two other individuals are believed still at large."

///END BREAKING NEWS///

A successful Notice roll shows one of the mercenaries holding the case as he retreats from the police. A raise gives a good view of the leaders face so they can find out he is Valentine, a cyborg Armenian mob enforcer with a reputation for being tough as nails.

REACHING OUT TO CONTACTS

Nobody who wants the package knows who or where the heroes are. They must start to reach out to try to arrange a deal for it. They have many options here and will no doubt use contacts and favors to determine whom the package belonged to and who wanted to steal it. Take note of how careful they are, as the mafia hoods are looking for it and follow the clues back to the heroes.

THE HOWLING RAIDERS

A few hours later, the go-gang's HQ is hit with excessive force by the mafia. The heroes are likely to find out about this through their contacts.

VALENTINE

If the heroes are not subtle, the mob gets wind of who they are and what they have. Valentine, a mafia mercenary, leads a bunch of wise guys to recover the package. Valentine is tough, ex-military, and highly professional. It might be possible to negotiate with him if he meets stiff resistance; he has already lost three men to the police. He has his reputation to consider, and going away empty handed would be a disaster for him. He could offer to split the take 70/30. A successful Persuasion roll improves this to 60/40, with a raise netting the heroes a 50/50 split. "Business is business," and he does, after all, already have a buyer.

- ⏻ **Valentine**
- ⏻ **Mercenaries (1 per hero):** use the Wise Guys profile, from the *Interface Zero 2.0* rulebook)

REACHING OUT TO FLEX-I-TAX

If the heroes discover who wanted to buy the package (perhaps by figuring out who hired the Armenians) then they can arrange a meeting with Flex-I-Tax. With very careful planning, good location choice, and a professional outlook, the heroes could be rewarded with a peaceful deal. If they are sloppy, Flex-I-Tax might think they can get the package cheaper by attacking the heroes, or a third party might rock up and turn the sale into a fire fight. Valentine is still annoyed for missing his payout, which could lead to future "adventures."

REACHING OUT TO SFS

The heroes might trace the delivery to SFS somehow, with legwork, interviewing the surviving driver, hacking traffic systems, etc.

This is bad news, as Elliot Jones does not want it. He arranges a trade using third-party goons (not professionals) in a warehouse at the docks, but tips off Valentine when it is going down, hoping the mercenary get the package back and pass it on to Flex-I-Tax. In any fight the third-party goons flee after one or two casualties.

- ⏻ **Goons (1 per hero):** Use the Human Ganger profile from *Interface Zero 2.0* rulebook

ELLIOT JONES

Elliot Jones (the SFS fixer) was meant to see the package safely stolen by Flex-I-Tax without them knowing the plan. His reaction depends on what the heroes do and who they reach out to.

He can use anonymous tips to try to get the package sold to Flex-I-Tax or stolen back by Valentine. He has a budget, but cannot use SFS men. He cannot just say "sell it to Flex-I-Tax," as that would give away his ruse.

If the heroes sit on the package, Elliot secretly puts the word out he wants to buy it—see "Reach out to SFS."

PAYMENT

Flex-I-Tax is willing to pay the most for the package (20,000 creds — adjust for your campaign), Valentine will split that with the heroes if they make a deal, he keeps his word.

ANTAGONISTS

HOWLING RAIDERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d8, Fighting d6, Intimidation d6, Notice d6, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2); **Firewall:** 4; **Strain:** 1
Hindrances/Edges: None
Cyberware: VCI Level I
Gear: Urban Punk Combat Jacket (+2), Hostile Takeover HT-9 (Range 12/24/48; Damage 2d6; Shots 5; AP 1, Semi-Auto), Nakamura Motors Steel Wind Motorcycle, metal bars or baseball bats.

⚙ VALENTINE ⚙

Race: Cyborg
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10
Skills: Driving d8 Fighting d6, Intimidation d6, Notice d6, Shooting d8
Charisma: −2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4); **Firewall:** 6; **Strain:** 8
Hindrances: Loyal (Armenian mafia)
Edges: None
Cyberware: Cyber arm [recoil compensation], Nanoweave Organ System, Smartgun system, Wireless Reflexes II
Gear: RS Beachhead First Responder Armor (+4), RS P9D (Range 12/24/48; Damage 2d6−1; ROF 3; Shots 100; AP 3, Auto, 3RB), Firewall upgrade II.
Special Abilites:
- **Armor +2:** Metalic alloy plating.
- **Construct:** Valentine adds +2 to recover from being Shaken, don't suffer wound modifiers, and is immune to poison and disease. Valentine can only be "healed" with the Repair skill. The "Golden Hour" rule does not apply to Repair rolls.
- **EMP Shielding:** Valentine has 2 points of Armor against EMP weapons.
- **EMP Vulnerability:** Valentine suffers full damage from EMP weapons.
- **Outsider:** When dealing with other non-cyborgs, Valentine suffers −2 to Charisma.
- **Tactile Dimming:** Valentine suffers a −2 to Trait rolls where fine manipulation of objects is important.