

CYBERPUNK

LAND OF THE FREE

A CROSS COUNTRY MEGA-ADVENTURE FOR CYBERPUNK



R. TALSORIAN
GAMES, INC.

"It all started with a simple extraction..."

"Take some scientist's daughter from New York to Night City. Simple, Neh? But soon things started going wrong, dead wrong."

Land of the Free is ultimate *Cyberpunk*. From the mean streets of New York, across the country to the familiar, yet deadly, Night City. Does your team of hardened edgerunners have what it takes to get from one coast to another, while pursued by enemies that hound your every step, and are willing to kill for a secret you don't even know about. . .

- A campaign designed for all skill levels, Novice through Veteran.

Includes:

- 120 page adventure book.
- 2' X 3' map of the United States in 2020 showing the condition of every major city, and the various ecological disasters.
- 2 cardstock vehicle sheets for use with 25mm figures.
- Various clues, business cards, and other props to confuse and confound your players.



"There's a cool million in this story at least; now all we have to do is get her, and us, to Night City alive."
—Satchel Sabo, Net 54.



A CYBERPUNK
SOURCEBOOK

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CYBERPUNK®

LAND OF THE FREE

CAMPAIGN BOOK • BY WILL MOSS



R.TALSORIAN
GAMES, INC.

San Diego, 2019:

Dr. Francis Young, a brilliant researcher makes a quantum leap in the science of bio-regeneration. His work is quickly hushed up by the Corps, and he is moved to more "secure" quarters to work with his daughter to perfect the technology.

New York, 2020:

Dr. Young's daughter continues her father's work in quiet isolation, waiting for the day that it can be made public. But her knowledge is dangerous to her corporate masters, and they have arranged a special "visit" for her to the company HQ.

Night City, 2020:

Satchel Sabo waits by her phone, bag packed and travel arrangements already made. The fleeting information she has been given, plus her own instincts, tell her that this story is possibly the biggest to ever come across her desk. To get the scoop of a lifetime, all she needs to do is help a bunch of edgerunners get some scientist's daughter into Night City. How hard could it be?

Land of the Free, a cross-country adventure for Cyberpunk.

LAND OF THE FREE



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This project is the result of much hard work and harsh words; most of which came from the people listed above. However, there are some people I would like to thank that don't fit into the Categories above:

Mike Pondsmith, The founder of the feast.

Frank Kaehler, Who taught me that work *could* be fun.

And especially Dolores MacDonald, Thanks mom, you give me hope for the entire bloody species.

EDITORIAL:

Ok, kiddies, it's fourth wall time. I'm sure you know what that means, but if you don't, then I'll tell you. It's a literary device wherein the "author" (me) directly addresses the "reader" (you, the referee of the adventure.) The "fourth wall" should only be used in extreme circumstances, so you don't see it very often. Personally, I kinda like it, so a big "pbhht" to all you literary critics. Anyway, this rant has a reason, and I'd better get to it.

I would like to talk to you about the adventure that you are about to read (and hopefully run.) First, the America that you're players are about to traverse is *yours*, not ours. If your game world differs from the one presented here, change the adventure. The US map is big enough to write on, so feel free.

Secondly, this is supposed to be fun! It is a game, and should be treated as such. There are a few points that deny belief, but that is the nature of fiction and entertainment. For example, we could not present every possible route to cross the Country, no book is big enough for that.

And what happens, if after all of the work you put into the game, the players simply bypass everything, and manage to book a new plane flight to the coast?

If they did, they would bypass most of the adventure and ruin the story. You might as well ask why Dr. Kimble didn't move to Mexico and snuggle up with a frisky señorita.

The answer is suspension of disbelief. It's your job as the referee to make it fun enough and fast enough for the players that they only think about "what if..." after the fact. Some groups might have some trouble with this, so we have sprinkled the text with helpful "nudges" to keep the group on track.

Lastly, expect to do some work. We did as much as we could to set you up, now it's your turn. The more work you put in, the more enjoyment you (and your players) will get out.

Michael MacDonald

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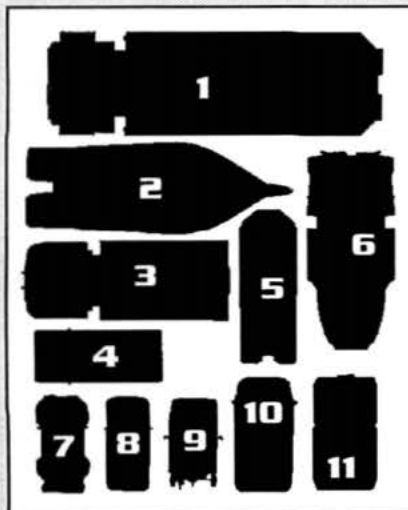
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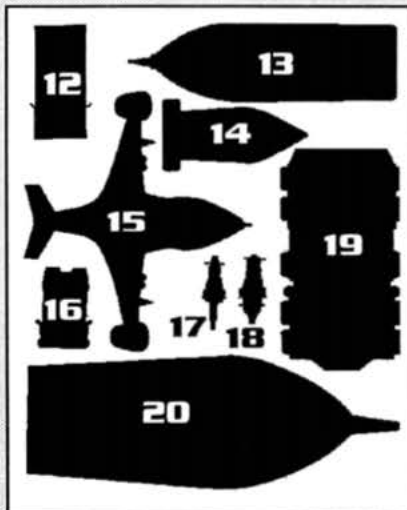
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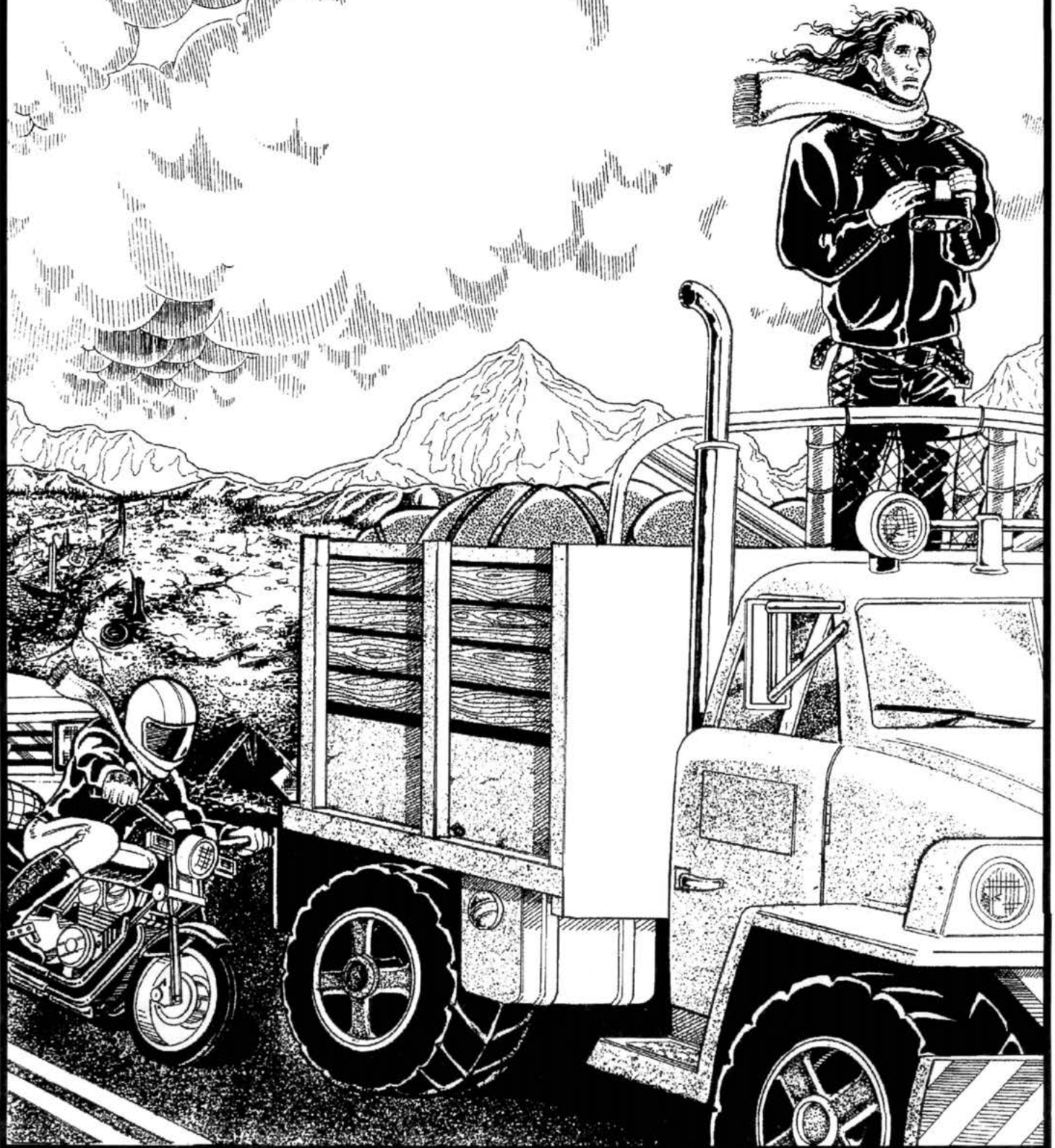


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INTRODUCTION



INTRODUCTION: ACROSS A TORTURED COUNTRY

LAND OF THE FREE

Land of the Free is an epic five part adventure that takes a team of intrepid cyberpunks on a marathon trek across the United States. Along the way, the characters will encounter bizarre cults, renegade military officers, trailworn nomads, jealous corporations, and many of the splintered, often antagonistic cultures that America has fractured into. The characters will have to be diplomatic, clever, and tough if they want to make it to the West Coast alive.

Land of the Free is a companion volume for *Home of the Brave*, the America sourcebook. Many of the places, cultures, and situations in the adventures are taken directly from *Home of the Brave*, and the sourcebook has color and side-adventure ideas that flesh out the campaign. The sourcebook has far more detailed breakdowns on the history of the American collapse and the state of post-collapse America than there is space for in the campaign book. You need not have the sourcebook to run the adventure, however. *Land of the Free* is completely self-contained, and packed with more than enough background and source material to enable you to run a colorful, gripping series of adventures.

THE CAMPAIGN

The adventure is a travelogue that takes the characters across the continental United States in several steps. The progression is linear; there isn't enough space for multiple routes across the United States. Clues and plot developments lead the party from one step to the next, and one location to the next. The characters will have to decide how to travel their route, and side adventures and subplots will keep the campaign multi-dimensional.

There are five major segments in the campaign, each based around the geographic area where most of the action occurs:

Segment One: Broadway Swing

The characters are hired to run an extraction and escort the extracted from New York to Night City via airship. The airship is shot down near the Kentucky-Tennessee border, and the characters are left to find their own way. They travel to Memphis, where they have a dangerous encounter with the Elvises, a notorious posegang. They learn something about their extractee, Adriana, as well.

Segment Two: Country Breakdown

The characters discover that they have a patron in New Orleans, who will help them escape from dangerous Appalachia. The team hooks up with the Mississippi River Nomad culture and steams for New Orleans, facing river pirates, a Nomad eco-terrorist group, and the corporate riverine patrol forces on the way.

Segment Three: Delta Blues

The characters arrive in New Orleans and meet their contact, who helps them arrange transport along the gulf coast to Galveston. Before the characters ship out they will have to deal with a dangerous man-tracker and the brutal New Orleans law. The characters encounter the Sea Nomads who live in the remains of the offshore drilling industry. From Houston, they are to travel to Night City.

Segment Four: Texas Shuffle

The characters divert to Corpus Christi, warned away from Galveston by an intrepid reporter who has discovered who the New Orleans patron really works for. They arrange overland transport to California, either directly or via Denver. Situations force the characters to journey via Denver, however, and the team must travel across the treacherous Southwestern desert and through the remains of Colorado Springs. Along the way they must deal with a new, powerful enemy.

Segment Five: Night City Rock

The characters convoy, fly, or railroad across the Rocky Mountains, through Nevada, and into California and Night City. There they are caught in a final showdown between all of the forces vying for their cargo. Only the quick will survive.

Along the way, the characters will be dogged and pursued by evil interests competing for their cargo. They will also encounter complications and sub-plots that reflect the state of post-collapse America.

STRUCTURE

Each adventure segment has an introduction that summarizes the plot and subplots and has a condensed list of all NPCs that will be encountered. NPC stats for each segment are to be found in sidebars in each section, so you can refer to them during play. Main plot elements are clearly separated from optional side adventures that add color but are not essential to the overall progression of the campaign.

Moveable Episodes

There are a few episodes that must occur for the adventure to progress, but need not happen in the exact sequence in which they appear in the text. These are generally netrunches which can be launched at the characters' convenience. Moveable episodes are clearly marked. When the characters reach one of the moveable episodes, insert it where it best suits the flow of the story. That can be in the text sequence, or whenever it works with your run.

Flexibility, Balance, and NPCs

Because characters can span a wide spectrum of skill and stat levels, it can be difficult to create an adventure that runs equally well for beginning, intermediate, and advanced characters. Advanced characters should be able to navigate the adventure more easily than beginners, but it should be a challenge regardless of the party's power level. As a benchmark, non-player characters in *Land of the Free* are created with point levels that correspond, approximately, to the maxima on the following table:

LEVEL 1: AVERAGE PEOPLE, GRUNTS

Low echelon NPCs. As enemies: cannon fodder, dangerous only in groups. As friends: moderate assistance only.

- 50 Character Points
- 40 Career Skill Points
- 10-15 Pickup Skill Points

LEVEL 2: MINOR CHARACTERS, THUGS
More competent than average people. Minor allies, or enemies with a little punch. Correspond to most beginning *Cyberpunk* characters.

- 60 Character Points
- 43 Career Skill Points
- 12-17 Pickup Skill Points

LEVEL 3: MAJOR CHARACTERS, HENCHMEN, ALLIES

These are NPCs who can have a major effect on the outcome of the adventure. As enemies: potent villains who can seriously hinder the party. As friends: valuable allies. These NPCs correspond to intermediate player characters.

- 70 Character Points
- 46 Career Skill Points
- 14-19 Pickup Skill Points

LEVEL 4: MINOR HEROES, VILLAIN'S LIEUTENANTS

These are enemies only one step removed from the main villain (or villains), or allies the likes of which the characters will encounter only rarely. These NPCs should correspond to highly-experienced player characters.

- 75 Character Points
- 50 Career Skill Points
- 16-22 Pickup Skill Points

LEVEL 5: ARCHVILLAINS, MAJOR HEROES

These are the big boys; villains that rub the characters out without breaking a sweat, or heroes of mythical stature amongst cyberpunk edgerunners. These NPCs should clearly surpass the player characters in stats and skills.

- 80 Character Points
- 55 Career Skill Points
- 19-25 Pickup Skill Points

Adjusting the Balance

Before running the adventure, review your players' characters. They should fall more or less into the same brackets as level 2-4 NPCs. If the characters are all in the same class as level 4 or 5 NPCs, increase the NPCs' power levels enough to keep the adventure challeng-

ing. A level 5 villain should always be a force to be reckoned with. For convenience, all NPC descriptions will list the appropriate level from the table.

Character Party Strength

One balance tool that will be used throughout the campaign is a sliding scale for determining the size of enemy parties. This will prevent situations such as two player characters, with only an outhouse for cover, must fight off ten heavily-armed villains and their Rottweilers.

The system uses a stat called CPS: Character Party Strength. CPS is simply the number of player characters and major NPC allies that are *present at the scene*. When the player characters encounter a group of hostile NPCs, the NPC party strength will be given not as an arbitrary number, but as **CPS plus or minus some number**. For instance: **CPS+1**, **CPS+3**, **CPS-2**. Simply add the CPS to the second number to find out how many NPCs are present. This system will keep the NPC parties scaled to the player character parties. All CPS numbers are given in bold type.

This system will only be used when the NPCs are a homogeneous group, such as soldiers or generic thugs, that can be represented by one set of stats and skills, or when there should be no combat.

Occasionally, when there are extra large groups of NPCs, the text will specify CPS *multiplied* by a number. Example, **CPSx2** or **CPSx3**.

EXAMPLES

Suppose the rules specify that the characters encounter **CPS+4** soldiers. If there are five player characters present then the CPS = 5, and there are 9 (5+4) soldiers present. If there are five players in the game, but only three of the characters are at the scene, then CPS = 3, and there are 7 (3+4) soldiers present. If all five player characters are present, along with a powerful NPC friend that they have met along the way, then CPS = 6, and there are 10 (6+4) soldiers present.

Skill Checks

Skill checks in the campaign are not done on a sliding scale. Every skill check has an assigned value that corresponds to the task difficulty table in the Skill Check section of

the *Cyberpunk* rulebook. They range from 10 (Easy) to 30 (Nearly Impossible). Skill checks are given in the form **make a skill roll \geq difficulty number**. This means make a skill roll *equal to or greater* than the number given. A specific skill (or stat) will be named. All skill checks are given in bold type.

EXAMPLE

Make an **Athletics roll \geq 18**: Make an Athletics roll greater than or equal to 18.

Only key skill checks are given in the text. Your player characters will often choose to attempt tasks which we have not anticipated. In these cases, use your best judgment to decide which skill is most applicable, and how difficult the check will be.

Scaling Skill Checks

The skill checks have been scaled throughout the campaign to present a variety of challenges for most player character parties. If, for some reason, the skill checks are repeatedly too easy or too difficult for your player characters, re-scale them so that they represent a range of difficulties. Although the checks should be harder for beginning characters and easier for advanced characters, any party should face some easy rolls and some tough ones. The game will be boring for your players if they cruise through everything, and frustrating if they can't even set fire to gasoline with a road flare.

Party Composition

Land of the Free is written for a balanced party with several character classes. If your player characters are all Solos they'll be able to fight their way out of anything, but they'll have a hard time making street deals and so on. If the players in your game don't already use a variety of different character types, encourage them to experiment. They might find that they enjoy a different role than they usually play. Successful completion of the adventure will depend on the services of Solos, Fixers, Medias, Medtechs, Techies, Nomads, and Netrunners. Although not all need be player characters (particularly since you may not have six players), the adventure will be more fun if player characters are responsible for most of the major developments. Solos, Techies, Netrunners, and Fixers are particularly critical. In order to make sure that all of your bases are covered, the players will en-

counter various NPCs of different character types. Use these NPC's to provide critical clues and information. The NPCs have different motivations and histories. If you use them, give them as much color as possible; make them part of the party rather than just tools for die rolls.

Running the Campaign

Land of the Free is a complex and challenging adventure, and the characters will have to carefully consider every step. There are far more wrong turns than right ones, and the characters will not get many chances to redeem themselves after mistakes.

To succeed in this adventure, characters are going to have to role play. There are times when combat will be suicide, and diplomacy will be the only way to win the allies that they will need to make it across the country alive. If the characters reach for their guns in every situation, answer them in kind. It will be a sorry group of survivors that limps into Night City, probably bereft of their "cargo."

Continuity is important. As NPCs appear and re-appear throughout the adventure, make sure that old enmities are not forgotten, and friendships, once built, are not squandered. If the characters make enemies, see that they are haunted by them.

Color is also important. This adventure spans the remains of the United States, and covers a number of vastly different regions. Try to capture the feeling and tensions of each area that your characters cross through. Use the source material here, and refer to the *Home of the Brave*, if you have it.

This adventure should take four to eight sessions to play, depending on how long your sessions are and how cleverly your characters deal with the obstacles that they encounter. You can use the segments as guidelines, but you are not bound by them. It is likely that one or more player characters will die and three sessions is a long time to be a spectator. If characters are killed off, let your players bring in new characters. They can either create new ones, or start playing NPCs that appear in the campaign. If new characters join during the adventure, make sure that they reflect the region in which they join and the group from which they are drawn. If a player brings a new character drawn from the Louisiana segment, then it should be played as someone from Dixie, the bayous, or the

Gulf coast, not as a continuation of the character that died.

Finally, as always, the adventure is not set in stone. If you have played *Cyberpunk* for a while you probably have your own conceptions of what the United States is like, along with institutions and foils of your own that you've created specifically for your players. We encourage you to work your ideas into the adventure and make it as much your own as you would like it to be. Re-arrange the elements, introduce your own NPCs, or change the scaling. Create detailed subplots and side adventures that draw the characters off of the main adventure track, if you like. As long as the adventure is consistent, colorful, and challenging, you and your players should have a good time discovering the America of *Cyberpunk*.

WHAT YOU WILL FIND IN THE BOX

- *Land of the Free* campaign book
- 2' x 3' map (one side is Cyberpunk America, the other is the site of the final confrontation in adventure #5)
- Two cards of vehicle templates (any vehicle with an "*" following its name is represented in the templates).
- 1 Full page text clue
- 5 Half page text clues
- 5 Quarter page text clues
- 1 Credi-Chip card
- 4 Business cards

Besides this book containing the five adventures for the *Land of the Free* campaign, you should also have a separate map of America in the Cyberpunk Era for your group to use for route planning. On the opposite side is the map of the final confrontation site for the campaign (so don't let your players have a chance to study it).

There are also a number of props and clue cards of varying sizes. Besides giving your players more of a feeling for the game, these items have another very important purpose for the Gamemaster; the ability to instill paranoia. For example, who among the party members can be trusted to carry the credit

chip with their funds? If a single player gets a clue card, will he tell the others everything, or hold something back? What happens if the party is separated and only one person has the group's blimp tickets to Night City? All of these are perfectly legitimate ways to confuse and confound your adventuring Edgerunners by using a few strategically placed props. Don't hesitate to use any or all of these methods to cruelly and shamelessly keep the party together while increasing party paranoia (specific mention of each clue will occur in the section where it first appears).

STAGE SEVEN: BACKGROUND FOR THE CAMPAIGN

GENESIS IN THE LAB

The quest for functional, intelligent, human clones has consumed several *Cyberpunk* governments and corporations for over twenty years. There has been no legislation, nationally or locally, to cover what rights and privileges a wholly artificial clone might have. Many people see this as a loophole for the creation of functional human beings with no rights, no liberties, and no freedom. The possibilities are endless...and sinister. Picture genetically engineered clones as modern slaves laboring at jobs too dangerous or awful for natural humans, but too tricky or delicate for machines. Picture armies of identical soldiers born and bred only for war, stripped of emotion and conscience in the labs in which they were created. Picture black operations operatives: spies and assassins made to order, traceable to no one. Picture illegal duplicates of living people made from genetic or biological material pirated from doctors, dentists, or even dirty silverware. These would be beings without Serial Identification Numbers, without pasts, without families. If the process was refined, they could be created and disposed of as necessary. Quickly, cheaply, efficiently.

Is this a hysterical vision fired by paranoia and suspicion? Perhaps, but these are the theories and speculations of those who argue that fully functional human clones are dangerous abominations.

On the other hand, there are those who argue that clones could be a tremendous force for progress. Imagine clones of long dead geniuses brought about by the salvaging of genetic material from corpses and biological samples. Think of backup copies of great leaders. Bodies and brains could be kept in storage, ready to be mated with copies of the template intellect copied into AI storage. Assassination would become useless. Imagine the scientific progress as clones of the best and brightest undertake missions too harsh for those with families, such as space and underwater exploration. Picture the medical progress as cloned bodies without intellects are used for medical experiments too unrefined for use on true humans.

Are these legitimate possibilities? Or are these the fantastic ravings of starry-eyed dreamers? Either way, they are the arguments advanced by those who support clone research.

Of course, both arguments are moot since human cloning has only just begun. The first human clones were generated in 2004. They were little more than cell cultures; tiny, formless blobs of barely differentiated tissue that lived in test tubes for only a few hours before dissolving into necrosis. Highly secret experiments by Francis H. Young at the Biotechnica corporation finally succeeded in producing self-aware human clones thirteen years later, in 2017. Even these were imperfect however. The beings demonstrated latent intelligence and cognitive abilities, but they were aesthetic disasters. The processes used to accelerate cell growth (so that a full-sized body — especially the brain — would form in a matter of months rather than decades) were primitive and untested, and the clones produced were pitiful, twisted, cancer-ridden, forms, with only passing resemblance to functional human bodies. Once aware they lived for only a few months before they were killed by the drugs used to suppress the pain of their malformed bodies. The ultimate goal has been to produce a “stage seven” clone (see the table): a fully functional, viable, intelligent, responsive creature indistinguishable from a natural human being. Of course, no one has succeeded in generating a stage seven clone.

Until now.



A Timeline of Human Clone Development

2004: First human clone tissue grown in-vitro at Johns Hopkins by a young Ph.D. candidate named Francis Holliday Young. Stage two only.

2005: An Italian research team publishes a paper announcing the pre-morphogenesis of cloned human tissue.

2006: First morphogenic human clones; stage three gastrulae that die after just a few hours.

2009: Francis Young quietly leaves academia for a job with the Biotechnica Corporation, who promise him unlimited funding and resources and full credit for his achievements in return for patent rights on anything he creates.

2011: Respected biochemist and Nobel laureate Edwin C. Poole publishes a monograph in which he states that there will never be stage seven human clones.

2012: There is a large shift in clone research away from academic institutions and into the private sector.

2013: Stage four clone limbs are perfected, but the techniques can't be used to create self-viable human clones because the drugs used to accelerate growth create non-functional brains.

2014: A team at Nippon Seimei Kogei Associates announces stage four human clones with neural development and activity.

2015: Nippon Seimei Kogei scientists complete a cloned body with a full-sized brain, but they are unable to marry it with a stage six intellect. Just as well, since the body was amorphous, and lived in a vat.

2016: Nippon Seimei Kogei's clone division wiped out in a black operation by parties unknown.

2017: Francis Young successfully grows three full-sized stage three human bodies. The bodies are twisted and imperfect, and rely on drugs to stay alive, but they have complete, operational brains. Young attempts to imprint intellects into the clones with a new AI/Braindance process developed by Microtech scientist Pritap Suwarti. The process is partly successful. The clones become self aware, but their intellects are stunted by their imperfect brains.

2018: Pritap Suwarti leaves Microtech for Biotechnica. A covert legal battle ensues. Suwarti is assassinated, presumably by Microtech agents, but his protégé, Moira Kelly, stays with Biotechnica. In an unrelated tragedy, Francis Young's twenty year-old daughter Amelia is killed in a traffic accident.

2019: Francis Young grows a perfect human body, cloned from samples taken

from his daughter while she was still alive. The clone grows in ten months, and looks like Amelia. It is devoid of intellect however. The body languishes in a vat while work on the intellect implanting procedure continues.

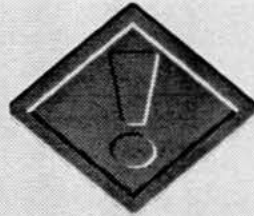
2020: Francis Young and Moira Kelly, in a groundbreaking experiment, implant a construct personality into the cloned body, using a combination of cybernetic and organic technology to hold the implant in the blank brain. The clone becomes self-aware, and is named Adriana. It is the first stage seven clone in history. Shortly after its completion, Executive Memo 801a is handed down by the Directors of the Biotechnica Corporation. Vivisect the clone and apply what is learned to the refinement of the second generation stage seven clones currently developing.

Adriana

Adriana is the first fully-functional, self-aware, self-viable human clone. She is identical in appearance with Dr. Francis Young's beautiful daughter Amelia, who was killed in a traffic accident. Adriana does not have Amelia's memories or exact personality, although she has a similar quietly cheerful temperament. Her knowledge and memories are a template drawn from several people, assembled in a computer as an artificial intelligence, and downloaded into the complete body. The AI template, called ELOISE after Dr. Young's deceased wife, still exists as a conscious entity in the mainframe at the Biotechnica lab where Adriana was created. Adriana is aware of her origins and her status as a clone. She is also aware that Dr. Young loves her and considers her a surrogate daughter. Adriana feels a certain devotion and respect to Dr. Young as her creator, but whether it is love is debatable. Adriana does have emotions, however. Her closest friend is the AI entity ELOISE, from which her own intellect was copied.

Adriana is valuable for many reasons. As a functional stage seven clone she represents the pinnacle of biological and cybernetic technology. Not only is she a wonder of biochemical engineering, but her brain is an unprecedented, revolutionary fusion of organic tissue and biochipping. Contained in her unusual brain are a prodigious intellect and aptitude for learning, as well as the complete documentation on her own creation, and several other interesting items. All of this

makes Adriana something...or someone, worth an amazing price. Worth killing for. Worth dying for.



CLONE TYPES

Stage One: A cell culture. An amorphous, homogeneous group of undifferentiated cells grown from one or more source cells. Dependent on an oxygenated nutrient bath for survival.

Stage Two: Differentiated tissue. The next stage of development, where the cloned cells begin to differentiate into several types of tissues. Analogous to the early gastrulation of a natural fetus.

Stage Three: Morphogenesis. A broad class, indicating some morphological organization of the cloned cells. This can mean anything from microscopic organizations similar to gastrulation, to the actual growth of full-sized, functional bodies.

Stage Four: Neural development. Another broad class, covering most of the range of neural-perceptual development. Stage four clones include anything from in-vitro specimens with a rudimentary neural net capable of responding only to gross environmental stimulus, to fully functional clones of lower animals not normally considered self-aware. Includes cloned replacement limbs, which are now available.

Stage Five: Self-viable. These are clones that can survive unaided, in a natural environment, outside of the vat or test tube. This includes fully functional clones of non-aware lower animals.

Stage Six: Self-aware. These are clones with some level of intellect, from basic intelligence all the way up to higher cognition and true reasoning. Need not be stage five.

Stage Seven: Perfect human clones. Self-aware, self-viable, and indistinguishable from natural human beings.

OFF THE BEATEN PATH

What if the Characters Want to Take A Different Route?

One handicap of long travelogue adventures is that the characters often need to proceed between specific locations by way of the principal means of transportation, all of which have been described in detail in the text. The primary locations—New York, Nashville, New Orleans, Night City in this adventure—are where most of the plot developments are set, and where divergence and variation in the adventure is most likely. This is because we simply don't have the space to cover every possible location and every mode of transportation that can cross the country. There is no real reason why the characters couldn't opt for a train rather than an airship; we merely don't have the space to cover them both, along with all of the other possibilities, in detail. So we select the option that we think will be most interesting and present it in detail.

Does this mean that you can't allow the characters other options in travel and location? Of course not, but more variation will mean more work for you, fleshing out scenery, background, mechanics and contingencies. Most of the important locations in the adventure are set in places that we thought would be fun. The only thing keeping you from moving them is altering the background and tinkering with the adventure where necessary. If you want the upcoming New Orleans segment to be set in Tallahassee or even Detroit, with the Great Lakes replacing the Gulf, it really won't be that hard to move the action. You will have to consider how the entirety of the journey across the country will be affected, however, and plan everything out in advance. The plot and characters are the most important part of the adventure; the locations and route are flexible, as long as you don't mind changing the names, geography, and background where necessary.

The major modes of transportation can also be interchanged, with a similar

amount of tinkering on your part. The boat ride down the Mississippi could just as easily be a nomad convoy; little would change as far as the eco-terrorism episode ("The River Raiders," page 57) goes. Most driving segments might be replaced with short flights. You always have to land to refuel, after all. Just be prepared to figure how the important plot actions from the locations figure into your new route or transportation methods.

Some hints that may help you keep control:

- If the characters travel by means other than we detail, make sure that they can cover distance in hops of only a couple of hundred miles between stops for rest or provisioning. Plot developments can be worked into those stops.

- Try to explain in advance why certain modes of transportation may be impractical, so that when the characters consider it they can come up with their own reasons why they should follow your guide. That will play better than you explaining at the last minute why the train won't work. NPCs, particularly Eliot Wier and other allies, are valuable sources of this kind of information.

- If the characters do diverge, adapt. Find ways to gently nudge them back in the direction that you need. Vehicles can break down, trains can be delayed, and weather can be bad. Most of all, there is nothing like a nasty corporation closing off your options all around you to limit your choices. The secret is not to force the characters into one route; it is simply to make one route the most reasonable option when all the factors (villains included) are considered. A word of warning: be careful when prodding the characters like this, or they will definitely give you a hard time about rigging their options.

- Finally, there are a couple of times when the characters may be particularly likely to give you fits. We have included a few sidebars called "Off the Beaten Path" to help you cope with these situations. Look for them. Happy tweaking!

One last word of advice: prepare! And be ready for any curve ball the players may throw your way. Below we have listed some of the more common "tweak" points in the adventure. We list them here so you have some forwarning.

Off The Beaten Path #1: Hitching a Ride.

The downing of the airship is the first critical juncture of the adventure, as the characters will begin to realize that they are on their own, and facing a deadly, and determined enemy. It is also the first time where the characters have to choose their route. It is also the easiest divergence point to handle. The characters first priority should definitely be to talk to Weir. If the characters have the technology to do that on their person (built in secure cellular com, etc.), they can check with Weir before they even leave the scene. Otherwise, they can find the equipment they need in any population center. No matter how or when they reach Wier, his advice will be the same: get away from the area of the crash and to the nearest major metropolis, Memphis. See "Calling Wier" in Episode Three: Nashville Nights.

The only real question is how the characters leave the scene. Hitchhiking or stealing a car will work equally well. Hiking overland would work, but will take a long time, and subject the characters to danger from searches of the local area.

The only really offbeat thing the characters might attempt here is stealing a Grey Ghost vehicle or AV. Problems with this: the ground vehicles are conspicuous and easy to follow. The AVs have little fuel left, and when the characters land to refuel locals will notice the AVs markings and report them. If the characters do steal a Grey Ghost AV, Weir will tell them to ditch it ASAP and find something less conspicuous. Something even Weir doesn't know: Grey Ghost vehicles have locator transponders in them. Characters with hi-range hearing and some communications background will be able to detect them.

Off the Beaten Path #2: Let me Take You on a Sea Cruise...or Not.

It might occur to the characters to ditch air travel and take a boat to Night City from New York, or later on, from New Orleans. There are some problems with this plan. Time from New York through the Panama Canal is three weeks. From New Orleans it is two weeks. Furthermore, the Panama Canal is a full-bore war zone, with rival military Juntas in North and South Panama duking it out over control

of the canal and its once lucrative shipping tolls. There are recent rumors of a plan to detonate a nuclear device in the canal and block it permanently. Not the best place to carry a sensitive cargo right now. As for sailing around the Cape of Good Hope, cloning technology would be obsolete by the time the journey was complete. Water travel is good for local regions only: the Eastern Seaboard, the Gulf Coast, the Great Lakes, etc.

Off the Beaten Path #3: Aisle or Window?

Even if the characters don't take an AV from the Grey Ghosts, it may occur to them at some point to try and steal a small—or large—aircraft of some kind and fly across the country on their own. This can be a hard option to deal the characters out of. Here are a few ways to cope with this situation, should it arise. It shouldn't matter if the characters complete one leg of the journey in a stolen aircraft, but they shouldn't be able to do it the entire way.

- Give the characters a balky aircraft. A few hair-raising technical failures in mid-air and hasty repair jobs in unfamiliar and unfriendly areas may make the characters re-appraise this course of action. Every landing is a chance to be caught or recognized.

- Have Norcross/Biotechnica track the characters through good detective work or air-traffic communications. Norcross will scramble mercenary or corporate interceptors to force the characters down. Whatever the characters steal, it will be multi-passenger and unarmed or lightly armed, and no match for a dedicated advanced tactical fighter piloted by, say, the cream of the Lazarus Group's pilots-for-hire.

- Have the characters steal an aircraft with a short range, like an AV-4. The characters will have to land and refuel so often, they might as well be driving.

- Remember: aircraft are conspicuous, expensive, and easy to recognize due to logos, registration numbers, and navigational and air-traffic transponders. Furthermore, the characters are not going to be able to steal any stealth aircraft. What are they going to do, crack into an Air Force base with Adriana in tow? Of course, this is *Cyberpunk*...



What Dr. Young's research means in the world of 2020.

Dr. Francis Young is a genius. His work on the cloning projects of 2018-2020 make the entire field viable. He is for all intents and purposes is now, and will be, the father of any clone created.

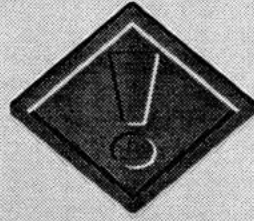
Alt, for all of her millions, could never have cloned her own deceased body without Dr. Young's research. Without his genius, the field of cloning would be in its infant stages, and all that could be reached would be a stage 4 cloning projects at best.

Dr. Young, bereft at the loss of his daughter and assistant, force-marched the entire Norcross labs to create Adriana, and his secondary attempt (the young woman in the Norcross labs) is a year away from intellect implantment.

If Dr. Young's research continues at this pace, by late 2022 full human clones with artificial minds will be a reality, and a few short years after that transplanting already living human minds into clone bodies (using a variant of Soullkiller) will be possible.

The possibilities from this point boggle the mind. The owner of this technology would be rich, very rich. Possibly the richest person in the *Cyberpunk* world, able to hold the power of life and death in the palm of his hand.

And all the information able to make this possible is locked away in Adriana's head. This is what makes Adriana Young so valuable. The idea of using a clone army to take over Arasaka (as is Seiji's plan) is *nothing* compared to her full value.



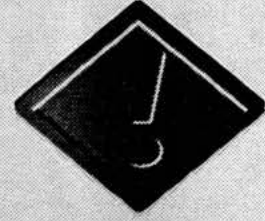
But I thought New York was nuked?

It was.

At least, part of it was. The bomb detonated in Rockefeller Center at noon, on a Thursday. The final death toll is unknown (15,000 is the "official" number, but most say it is much, much higher), but the damage caused by the explosion and the EMP pulse; the rioting and the radiation, still last to this day. Think of the entire central area of Manhattan as one giant combat zone, with small pockets of civilization clinging onto the far north and south of the island.

Right after the disaster, there were plans to rebuild, to make Manhattan the great city that it once was. This all ended with the collapse of the federal government just three short years after the bombing.

This does not mean that New York is a total write-off. Only a percentage of the city was actually located on the island; parts of Queens, Brooklyn; the Bronx survived intact, and have grown to make up for Manhattan's loss. In fact, with vast wealth still remaining unclaimed (many very expensive jewelry stores and exclusive bank vaults still lie under tons of rubble and slag), Manhattan and the surrounding city have become a mecca for treasure hunters and cyberpunks eager to make their fortunes haunting the ruins of what was once the greatest city on earth.



Dataterms... Ya gotta love 'em.

Dataterms cross the nation, and all are linked into a single huge data fort. Thus, a detailed message left in New Orleans is accessible in Night City. In fact, if a message is left for "Robin Garcia," their contact has a 30% chance to get that message and post a reply. This is a good way for them to set up an alternate pick-up site, and possibly be informed about their pursuers movements.

Here are some ideas for the players on how to use Dataterms to their advantage.

1. How about leaking the chase to other bio-companies? If Biotechnia is looking for it, it must be valuable. Maybe two big companies will spend more time battling themselves and less looking for the players. Once info is uploaded into a DT it is very hard to erase. How about leaking a rumor about Okano? That might give him something else to worry about.
2. Using the DT to contact Weir/Young/... A good way to make long distance contact after an initial set-up. If the players can get a message to Young early, he can leave helpful messages for them at the local DT.
3. Keeping in touch. The players are going to leave friends behind as well as enemies. With a DT code, the players can keep contact with the NPC's they have left behind, and may get an opportunity to know how close their pursuers are.

BROADWAY SWING



SEGMENT SYNOPSIS

These are the major parts of Segment One. Each of these units is a required part of the adventure. There are optional episodes embedded in some of the unit.

Unit One: Extraction

In this segment the characters are contacted by a fixer representing Francis Young, and hired to extract Adriana Young from an unmarked lab and escort her to the West Coast. Pursued by sinister agents, the characters make their escape on board an airship bound for Night City, only to be shot down over Appalachia.

Unit Two: Nashville

After a rough landing in the Tennessee countryside, the characters make it to Nashville. There they learn that Memphis is the hub from which they will be able to travel on to Night City. First, however, the characters must deal with the war between the Rockers and the Religious Right that is sweeping through Nashville.

Unit Three: Memphis

In Memphis the characters learn that they are wanted. The local Elvis cult has risen to the occasion, and the characters must face this malignant foe before they can escape. They are also contacted by a secret patron based out of New Orleans. If the characters survive the Elvis Cult, and its shady leader, "The King," then they can head down the river towards New Orleans, and safety...

Major Non Player Characters in Unit One

- Eliot Weir, the Fixer
- Adriana Young, the Clone
- The laboratory guards
- Corey Hewitt, the Corp
- Perry Garcia, the Rockerboy
- The Citizens for Decency
- The Elvises and The King.

UNIT ONE: THE EXTRACTION

This is the episode that gathers the characters together, if they are not already a team, and sends them on the mission that will lead to their epic journey across the country. It also introduces Adriana Young.

EPISODE ONE: GETTING STARTED

You can choose to start with your characters already a team, or you may have them hired separately and introduced to each other by Eliot Weir. Weir is a renowned New York Fixer known for putting together solid deals and working on the level. He is expensive, but that won't be the characters' problem. He has been secretly contacted by Dr. Francis Young of Biotechnica and asked to arrange an extraction. Dr. Young has passed classified information to Weir. The Fixer can give this information to whom-ever he hires, but neither Weir nor the players know who Young works for.



ELIOT WEIR

LEVEL 3 FIXER

One of New York's most renowned fixers, well known on the dark side of America's greatest metropolis. He is legendary for his cool and his connections. Although he packs wolvers in his forearms, he generally doesn't carry a firearm. Anyone who kills him won't last long, as Weir has an abundance of friends, a rarity on the edge. Weir has a Reputation roll of 7. Have the characters roll to see if they've heard of him.

Stats:	INT	10	REF	6	TECH	5
	COOL	10	ATR	7	LUCK	6
	MA	6	BODY	7	EMP	9/8
	SAVE	7	BTM	-2		

Skills: Streetdeal +8, Awareness/Notice +6, Handgun +5, Brawling +5, Melee +4, Pick Lock +5, Intimidate +5, Persuasion +8, Wardrobe and Style +3, Streetwise +8, Rifle +4, Social +2.
Cybernetics: Basic processor, chipware socket, smartgun link, DataTerm link, wolvers.
Weapons and Equipment: SP 14 armor longcoat.

• WHY ARE THE CHARACTERS IN NEW YORK TO BEGIN WITH?

If your characters aren't based out of New York, then you'll need to explain why they are there. A few possible explanations:

- They just completed a freelance job that required them to travel to New York. Perhaps a courier assignment.

- Work dried up wherever they were.

- They made one too many enemies at home and had to leave until things cool off.

- There was some kind of big underground gathering or convention in New York, of rockerboys or solos perhaps.

- That's just where their travels have taken them. Cyberpunks are supposed to be rootless, after all.

- The best of all, simply run a small adventure for them that ends with the characters in New York.

These explanations can be applied to the whole group, or assigned to individual characters if they are not yet a group.

Recruiting the Team

Eliot Weir is a no-nonsense New York Fixer. He wants to cut the best deal possible with minimum hassle. He has a reputation as a straightforward businessman who won't give a cyberpunk a raw deal. When called upon to recruit a team for an employer he will look for a group that matches the client's profile and has already worked together. When talking to the team he will watch how they interact and see if he can spot any obvious strengths and weaknesses. When role-playing him make him confident and self-assured, with a probing inquisitiveness disguised under good-natured conversation.

Weir has many sources on the streets. Once he circulates it through his web that he is looking for a single person, or a team, it won't be long before his contacts start turning up names. Neither old dogs nor new faces in town will escape his notice. Once he meets the characters, have them roll to know his reputation.

• IF THE CHARACTERS ARE ALREADY A TEAM?

Weir likes to recruit groups that have worked together before. If he hears of a team looking for work he will check them out. Word of the player characters has reached him, possibly along with some stories of their exploits (if they have had any). Weir will waste no time tracking them down. He will try to talk to the team when they are all together. If he can't do that, he will seek out the team leader or senior character and set up a meeting with the whole team. Otherwise he will randomly approach one of the players and try to set up a meeting. He will divulge very little information about the job until he can speak to the whole team at once.

• IF THE CHARACTERS ARE NOT YET A TEAM?

If Weir can't find a team he will recruit talented individuals who have the skills his client wants and form them into a team. He will try to pick people that he thinks will work well together. He recruits the best, and doesn't have to bother with disruptive, stupid or excessively ego-driven types. He will generally appoint one person as team leader. If the characters have not yet met, he will recruit each one individually. Weir prefers to talk to people in quiet settings, such as hotels, apartments, and peaceful bars, but he'll cut a deal in a club if he has to.

The Pitch

This is what Eliot Weir will tell the characters he is trying to recruit, either as a group, or individually.

"I'm representing a man who wants someone extracted. It's a big job. It'll be a tough extraction, and there's a follow-up. The extractee needs to be escorted to Night City by air. My client is willing to pay well, however, and we have inside information that will make the extraction go easier. Also, if you don't want to stay in Night City, we'll fly you anywhere you want to go after the job. Back to New York, or somewhere else if you like."

Q&A

Here are a few questions the characters might ask Weir. He will reveal no specific information about the operation until the characters accept the job. Answer other questions as you see fit.

Q: How much will we be paid?

A: 5000 EB per person, half in advance, half in Night City, plus expenses and per diem. (The price is negotiable, but it's already pretty good. Inexperienced characters have less bargaining leverage. The important thing is for the characters to accept the job. They'll earn their money. Start the bidding low.)

(Here's another opportunity to bedevil your players if you wish. How many cyberpunks balance their checkbooks much less save receipts? Expenses are going to get big in this adventure so make sure someone is keeping track or no reimbursement in Night City. Of course, they may have bigger problems to worry about...)

Q: What if there are problems?

A: I'll be your contact back here. (He'll give the characters a business card with vidphone number. Hand one player the clue business card. That character is the one with Weir's phone number unless someone makes a point of writing it down or memorizing it.) You'll also have a contact in Night City. If you're delayed along the way you'll get 200 EB per day per person plus expenses, until you reach Night City, provided the extractee is in good shape and confirms that no time was wasted. We'll support you all the way. Your success is our gain. Weir will provide a debit card and PIN number from a numbered account at an offshore account drawn on Tropical Financiers Corp., a bank in Aruba, in the Caribbean. He won't say how much is in the account. "Enough." He thinks the characters will plan better if they are not exactly sure when the money will run out. It is actually 10,000 EB. Weir requires that at least a basic accounting of expenses be turned over to the contact at the end of the adventure. (See Segment Five.) (Give the clue card to one player along with a small scrap of paper with a number/letter sequence for the PIN number. Feel free to make it long and difficult to memorize. The card is useful anywhere you could use an ATM card today and at all major banks. Make sure to keep track of who has the card and how much has been withdrawn. Make sure that they use the PIN each time and that when the 10,000 EB are gone, they are out of luck.)

Q: How did you choose us?

A: Weir will tell the characters what you read above.

Q: Where are we extracting from?

A: A corporation. I don't know which one. It's a small, secret lab here in the city, not a headquarters.

The Real Deal

If the characters accept the deal, Weir will lay it on the line and start revealing information. He won't worry about the characters backing out or spilling the beans. A handshake deal is all you need as a cyberpunk. Your reputation says the rest. Back out after an agreement and you'll never work again. Reputation is one of the few things that a punker takes along when he or she relocates.

The score is this: Weir has been contacted by a man who works at a lab in a large warehouse building in Brooklyn, along the East River. It's not a great neighborhood.

Weir doesn't know who owns the lab, but he has some details on the security systems and computer net. Weir will hand this over to the players. They are to extract a girl named Adriana Young. She lives in the lab, and has not been seen to leave it recently. Weir will also give the characters a photograph of the woman. She is about twenty years old, and is very beautiful. She knows she is due to be extracted. The extraction has been arranged by her father, Francis Young, who also works at the lab. Weir does not know what Dr. Young does at the lab, nor why his daughter needs to be taken out. Once she has been extracted, the girl must be escorted to Night City on an airship and handed over to a contact.

The girl is due to be moved from the lab at 4:30 AM the day after tomorrow. She is being taken in an escorted, armored van to Kennedy International Airport where she will be placed on a private flight to a secret destination. There are two ways the characters can proceed. They can strike directly at the lab before the girl leaves, or they can try to take her out of the van somewhere between the warehouse and the airport. They have free rein as long as they make their airship flight from Newark International Airport, across the bay in New Jersey. The flight is scheduled for 10 AM the day after tomorrow, 5 1/2 hours after the girl is due to be moved. That gives the characters anywhere up to about 48 hours to arrange and execute the job. Weir

will suggest mounting the operation the night before the flight so that there is a minimum of layover time between the extraction and departure.

Once airborne for an hour, the characters should call Weir from the airship and let him know that they have Adriana, so the Fixer can arrange for reception in Night City. Because of their executive clientele, airships have secure airphones for customer use. They are expensive, but guaranteed private. Nevertheless, the characters will use a code when they talk to Weir. The all's well code phrase is "little sister is looking forward to seeing her family." The airship will land in Night City at noon, four days after lifting off. The characters will be met at the airport by an anonymous contact. The contact will identify him or herself with the androgynous name Robin Garcia. (This will turn out to be the NPC Jenna Swayle from Segment 5.)

Insurance

During the meeting, Weir will say to the characters. "I don't believe in leaving much too chance. In case there are any problems, I am going to give you half of a cypher. If things go wrong you'll find the second half. I wish I could explain more now, but I don't want to jeopardize the mission if everything runs smoothly. Hold onto this just in case." He gives the characters a small scrap of paper that reads:

jna wye ih ct 5511

13 alo s sie 2 ite hn 13579

Hand Cypher Clue #1 to one player. See Segment Five, Unit One, Episode One for more information. This clue will mean nothing to the characters until then. They'll be hurting if they lose it, though.

Weir will also give the characters an airship pass printed in their names (whipped up in a hurry by his assistant). He will provide a ticket for the client under the name "Claire Warren." That is a pseudonym for Young, but it matches the forged identification papers he is also providing. Write your party's names in on the airship pass clue and give to one player. This one pass gets the whole

group onto the airship. Your players may or may not read the fine print before flight time, but be sure that you do.)

EPISODE TWO: THE EXTRACTION OF ADRIANA YOUNG

Once Weir and the characters have hammered out the details the team is free to begin planning. With the schematics and information provided by Weir (See Player's maps 1 and 2 on page 37 and 38) they will have an extra advantage when they go in. If the characters want to get extra supplies or try to dredge up more information they can ask Weir to do it, but he will charge them. If one of the player characters is a fixer then they can do it on their own. Before solidifying any plans, the characters will have to decide whether they want to go into the lab itself or attack the convoy.

The Warehouse

The address of the warehouse is 1689 West Seaway, a block from the East River. It is an industrial waterfront area that has lapsed into decay. The strapped government of the huge city of New York hasn't had the resources for any recent civic beautification projects. There are two gangs which claim turf around the warehouse, and several bums and wretches who wander the area. Most of the surrounding buildings are warehouses and industrial offices owned by shipping and construction companies. There are a couple of heating and plumbing companies also. Some of the buildings are abandoned, and have been claimed by gangs or squatters. During the day most of the traffic is trucks and warehouse workers. At night there is little traffic except for gangs and the occasional heavily armored police vehicle or AVX flyby. The nearby riverbank is occupied by several barge squatter camps and water nomad rafts.

At first glance 1689 West Seaway looks like a closed warehouse; not deserted, just not open for business at that moment. The building is three stories high, and the size of a small city block. There are no company logos or markings on the building other than the address. A check of city records will reveal that

the registered owner of the building is a company listed as Norcross Biomedical Research. Further research will reveal that Norcross is a small, privately held corporation specializing in surgical nanotechnology. The owner is listed as Mr. Edwin Lesh of San Diego, California. No Edwin Lesh is listed in the San Diego directory, nor are any other addresses listed for Norcross Biomedical. The characters can find nothing else.

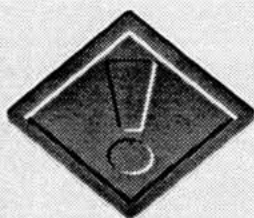
Security

Weir has given the characters a floor plan of the building. The maps show guard postings, camera and sensor locations, and where Adriana lives. Weir also has Net access codes that will get a Netrunner into the building computer system, but he doesn't have a breakdown on the subgrid layout.



See the Norcross Subgrid Map on page 34.

The building has five ground floor entrances, including a loading dock and garage. The only windows are around the top floor. There are fire escapes on all four outside walls. The fire escapes do not reach the ground; they are designed to be lowered from the second floor to the ground as people are escaping. This prevents interlopers from climbing up



LAB ENCOUNTER TABLE

Roll 1D6 every time any character moves into a new area while inside the lab. This is for random elements such as patrolling guards and dogs and wandering lab techs. See the gamemaster map for fixed enemies.

- 1: Empty.
- 2: Empty.
- 3: Corporate. (Day only)
- 4: Lab technician. See stats on page 17 of this book.
- 5: Guard. See stats on page 17 of this book.
- 6: Cyberdog. See stats on page 17 of this book.

and breaking in through the top floor windows. The building has an electric security system that monitors all doors and windows, as well as indoor and outdoor cameras. At night the front entrance and loading dock are floodlit. There are two outside guards posted at the loading dock, in view of a camera. There are no other outside guards, but the map indicates two guards stationed inside the main front entrance. The two other doors are fire exits only, not designed for regular use. The doors are unlocked by cardkeys carried by the guards and senior personnel. If the characters observe the warehouse, they will see that all traffic in or out is by vehicle, often white vans and limousines with tinted windows. The vehicles drive directly into the garage, and load and unload passengers out of view of the street.

Inside, the "warehouse" is anything but. Except for the loading dock, there are few large, open spaces. Most of the interior is divided into rooms of the size you would expect to see in any laboratory building. The characters maps show which areas are lab, which are supplies and offices, and which are sleeping areas and dining rooms. According to the map, there are a total of CPSx2 (minimum of 6) armed guards stationed in the building. There are also CPS+0 cybernetic dogs. The dogs are designed to key on anyone not wearing a special transmitting ID badge with a coded chip, or on anyone they are ordered to attack (See details in the NPC book.). The dogs are also chipped to respond to the sight of a disturbance or security breach.

Cracking Into the Warehouse

With the map, the characters shouldn't have too much trouble getting into the warehouse.



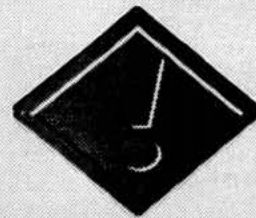
See Norcross Maps, on page 36 and 37 of this book.

Skill Checks

- Crack the warehouse doors: Pick Lock roll ≥ 20 .

- Circumvent the hardwired alarms: Electronic Security roll ≥ 20 .

A failed Electronic security roll means an alarm will sound when the door opens.



WHAT IS NORCROSS?

Norcross is a corporate front established by Biotechnica to keep their highly sensitive clone research secret. The connection between Norcross and Biotechnica is kept as secret as possible, and Norcross is given a very low profile. Only a few people know about the connection. Adriana is not one of them, although that information is implanted in her mind. There is no direct connection between the Norcross and Biotechnica computer systems. This keeps Netrunners from accidentally discovering a connection between the two.

The alarm is hardwired, and not part of the Net. An indicator light will also go off in the security control room, showing the security breach.

If the characters get into the building, they will have to deal with the dogs, other guards, and any personnel who are wandering the corridors. Guards will shoot at intruders on sight, and dogs will attack any characters not wearing transmitters. No matter when the characters go in, Adriana will be working in the cloning lab. If the alarm is raised at any time, 1D10 off-duty Norcross guards will arrive within 2D6 minutes. The police will also arrive within 2D6 minutes.

Some Strange Discoveries

The name Norcross Pharmaceuticals conjures up visions of basic chemical laboratories and manufacturing. That is only a fraction of the truth. The characters will have to enter the main lab complex to find Adriana. There, they will discover what is really happening at Norcross Pharmaceuticals. The main lab is a large room dominated by a surgical table and surgical lamps. Around the periphery of the room are various computers and lab equipment. Only a Medtech will recognize most of it, and then only with a Medical Tech roll ≥ 13 : gene splicers,

scanning-tunneling electron microscopes, in-vitro cell cultures, computer-aided chromatographs, sophisticated imaging gear, and what appears to be a professional braindance recording rig.

Whether or not the characters recognize the equipment, they will be captivated by a row of vials and large glass sarcophagi that line one wall. The four vials are glass cylinders about 18 inches high and 10 across, each hooked to a variety of monitors, medical tubing and equipment. The cylinders contain what appear to be human embryos in various stages of development. The first is little more than a blastula: a barely visible dot of cells. The second is an inch-long embryo, the third a recognizable human fetus nearly six inches long, and the fourth an apparently fully formed human fetus ready for birth. Each fetus is suspended in fluid and encased in an amniotic sac. The umbilical cords are connected with the tubing to the equipment next to the vials.

The two glass sarcophagi also contain human bodies immersed in fluid. The cases are warm to the touch, and connected to equipment similar to that next to the vials. The first sarcophagus contains what appears to be a naked human boy about eight years old. The second case holds a woman in her late teens. Both bodies are prostrate, and attached to several intravenous lines and braindance electrodes. The bodies also have cybernetic interface plugs in their wrists and umbilical cords in their navels. Cables lead from the plugs to the walls of the chambers. The umbilici lead to foamy structures that appear to be artificial placentas. The bodies are in good condition, and monitors attached to each indicate a heartbeat. Neither is breathing, however.

The fetuses and bodies are all clones in various states of development. All are in good physical shape, but none have had any intellect implanted. They are technically brain dead, and cannot survive outside of their vials and chambers. A **Medtech** roll ≥ 18 will reveal that the characters are in a cloning lab far more advanced than any believed to exist. Any captured scientists and guards will also be able to provide this information.

NORCROSS GUARDS

LEVEL 2 SOLOS

Employed by Norcross to guard the lab. They have no idea of the connection to Biotechnica, but they are tough and loyal.

Stats:	INT	6	REF	9	TECH	5
	COOL	9	ATR	5	LUCK	7
	MA	8	BODY	9	EMP	8/6
	SAVE	9	BTM	-3		

Skills: Combat Sense +7, Awareness/Notice +6, Handgun +4, Karate +5, Melee +6, Weapons Tech +3, Driving +5, Rifle +6, Athletics +4, Submachine gun +5, Stealth +4.

Cyberware: Various. Most have basic processors, interface plugs, chipware sockets, smartgun links, cyberoptics, and targeting scopes.

Weapons and Equipment: Militech Avenger Pistols with four magazines each. Half have Lzi Miniauto 9mm submachine guns. All firearms are smartchipped. Combat knives. SP 14 torso armor.

CYBERDOGS

Cyberdogs are patrol and attack units, more machine than animal. Large dogs such as Shepherds, Dobermans and Rottweilers are put in hibernation, stripped of skin, and given a transparent, synthetic skin backed by an organic armor weave. A muscle and bone lace increases strength and toughness. The jaws are reinforced, and the teeth and claws replaced with razor sharp blades and crushing surfaces. The face and ears are removed and replaced with a cybernetic sensor cluster and transmitter system which is hardwired to an interactive EPROM chip imbedded in the skull. The chips take over most higher functions, leaving the organic brain to regulate only autonomic life functions. The dogs have interface plugs through which their chips can be programmed with patrol, attack, and recognition parameters. The transmitter allows the dog to be monitored or controlled from a distance. They will follow their programming until they are killed. Their terrifying appearance, electronic howl, and reputation is often enough to keep people at a distance.

Stats:	INT	2	REF	10	COOL	10
	LUCK	5	MA	10	BODY	8
	SAVE	8	BTM	-3		

Skills: Combat Sense +7, Awareness/Notice +8, Endurance +6, Shadow/Track +10, Stealth +8, Attack +7.

Cybernetics: Basic processor, accessory chip socket, interface plugs, basic eye module, image enhancement, teleoptics, infrared, basic cyberaudio, amplified hearing, radio link, enhanced audio range, level dampers.

Weapons and Equipment: SP 10 armor skin, razor claws (2D6 damage), teeth (2D6 +3 damage).

NORCROSS PERSONNEL

LEVEL 1 TECHS AND MEDTECHS

These are lab technicians and scientists working on the cloning project. They are functionaries working with Francis Young. They know what the project is all about, but they do not know either the scope or who is bankrolling the whole operation. There are CPSx3 in the lab. They will stay out of the way of combat, but will sound the alarm if they realize what is happening.

Stats:	INT	7-10	REF	5	TECH	9
	COOL	6	ATR	5-9	LUCK	6
	MA	7	BODY	7	EMP	8
	SAVE	7	BTM	-2		

Skills: Special Ability +6, Awareness/Notice +5, Basic Tech +5, Cybertech or Diagnose +4, Electronics or Cryotank Operation +5.

Cyberware: Various. Most have basic processors, chipware sockets, and interface plugs.

COREY HEWITT

LEVEL 3 CORPORATE

Corey Hewitt is the senior Norcross executive at the lab. She is a severe but intelligent woman in her late thirties. Hewitt knows about the connection between Biotechnica and Norcross, but she has been hypnotically conditioned to kill herself with a cyanide tooth before revealing that to anyone. She is not even aware of the hypnotic implant, and will not realize what she has done until it is too late. The characters will not be able to pry the secret out of her, but if they interrogate her, her death should make them think about their adversaries.

Stats:	INT	9	REF	6	TECH	4
	COOL	10	ATR	9	LUCK	8
	MA	7	BODY	6	EMP	7/6
	SAVE	6	BTM	-2.		

Skills: Resources +7, Awareness/Notice +5, Human Perception +3, Education +6, Library Search +3, Social +4, Persuasion and Fast Talk +5, Wardrobe and Style +5, Personal Grooming +6.

Cyberware: Basic processor, chipware socket, interface plugs, DataTerm link, contraceptive implant, basic cyberoptic, color shift, Times Square Marquee.

Weapons and Equipment: Federated Arms X-22 pistol with 2 magazines.

Other Information

The characters may have begun to suspect that Norcross is only a front for something much bigger. Unfortunately for them, all of the technicians, scientists and guards know only that they work for Norcross. The Norcross computer system also has no clues, and is not hardwired to any other subgrid or corporate computer. Francis Young, father of the extractee and director of the lab, has been gone for four days, at the Norcross shareholder's meeting in San Diego, California.

The Convoy

The characters may choose to attack the convoy rather than the lab. This may be easier, but it will also be more public. If the characters take this option, they will not see the laboratory. They will get plenty of clues from Adriana, however, provided they successfully snatch her.

The convoy leaves the lab at 4:30 AM in two days. The word is that there will be a van containing the girl and several guards, and an escort limousine with more guards and a supervisor. The destination is Kennedy Airport, and a private charter flight. The van will get on the Parkway, and take it to the airport. The characters will have a much easier time if they strike while the convoy is still on city streets.

3000 EB: A used utility vehicle, capable of off-road use, and with power enough to go through anything.

Of course, they could always borrow or rent. To rent a vehicle of any of the above qualities costs 1/10 of the purchase price listed above, per day. Remember, the characters will have to put a deposit on it. Perhaps they should steal something, or talk to a Fixer. Getting a blank vehicle through a Fixer will cost 1/2 of the purchase price above.

The convoy will leave punctually. Both vehicles have blacked out windows, so the characters won't know how many guards there are until they attack. The van has an armed driver, the girl, three guards, and a corporate flunky escort. The limousine has three more guards, and a high-level Norcross supervisor, Corey Hewitt, who is overseeing the transfer. As in the lab, none of the guards or corps know who really owns Norcross. They believe that the girl is being shipped off to assist her father in a presentation to the Norcross board meeting in San Diego.

If the characters attack the convoy, they will find that the guards have been ordered to hold onto the girl at any cost. They will also send out a distress call to the company headquarters and the police, prompting 1D10 Norcross reinforcements and two cop cars to show up within 2D6 minutes.

Attacking the Convoy

The characters may want to get some kind of vehicle, if they don't have one already. Here is a quick price list for vehicles of different qualities.

500 EB: A junker. An old sedan that belches alcohol smog and breaks down at inconvenient times. Big and solid, though.

1000 EB: A more reliable car or van with some speed. Still not great.

1500 EB: A good used van, with a smooth, powerful motor. Ugly but serviceable.

CITY COPS

LEVEL 2 COPS

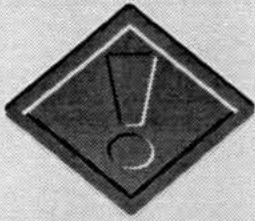
These are New York City trench cops, not special assault teams or the like. They will try to protect citizens if a street altercation breaks out, and they will gun for people who shoot at them, but they are generally content to let heavy hitters rub each other out and then go in and mop up. A tactical squad with heavy weapons is called if things get out of hand.

Stats:	INT	6	REF	9	TECH	5
	COOL	8	ATR	6	LUCK	6
	MA	7	BODY	9	EMP	7/?
	SAVE	9	BTM	-3.		

Skills: Authority +6, Awareness/Notice +5, Handgun +6, Human perception +3, Athletics +2, Education +4, Brawling +4, Melee +6, Interrogation +5, Streetwise +7, Driving +4, Dodge & Escape +4, Pick Lock +3.

Cyberware: Various. Most have basic processors, chipware sockets, interface plugs, and smartgun links. Half have cyberlimbs of some kind.

Weapons and Equipment: SP 20 helmets, SP 20 torso armor, handcuffs, batons. Every cop has an Armalite .44 pistol with four magazines. Each squad car has a Stemmeyer Stakeout 10 shotgun and an H&K MPK-11 submachine gun, and a clear, SP 25 Lexan riot shield.



THE VAN*

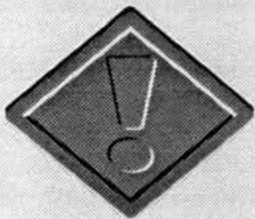
A large, black van. Controls as a van. Seats two in front, five in back.

Speed: 110 mph. Safe Maneuvering Speed: 50 mph. Acceleration: ±10 mph/round. Fuel/Range: 15 gallons/400 miles. Equipment: Radio. Body: 70 SDP, 20 SP. Tires: 10 SDP, 10 SP.

THE LIMOUSINE*

A large, sleek, black limousine with tinted windows. It seats three up front and up to six in back. It has a radio transmitter.

Speed: 120 mph. Safe Maneuvering Speed: 60 mph. Acceleration: ±10 mph/round. SP: 20. Fuel/Range: 20 gallons/400 miles. Equipment: Radio. Body: 80 SDP, 20 SP. Tires: 12 SDP, 10 SP.



REMEMBER, DON'T SPOIL THE SUSPENSE.

One of the big surprises of the adventure is that Adriana is not whom she appears to be. To all purposes she is a highly-placed lab technician, not part of the actual cloning experiments. She is shy and reserved, and very inexperienced, but all of those traits are easily attributed to a sheltered upbringing. When she is taken, she will say that Young is her father, and that she is simply his top assistant. She will only reveal the truth about herself under extreme circumstances! Keep up the charade as long as you can, and when the truth comes out, hopefully it will come as somewhat of a shock. So keep in mind, although she is referred to in the text as "Adriana," she should be called Dr. Young until the characters become a bit more familiar with her.



ADRIANA

LEVEL 4 MEDTECH

Adriana is the centerpiece of the story; a beautiful young woman cloned from Dr. Francis Young's dead daughter Amelia. She is bright and friendly, much like the woman from whom her personality was taken, but she is also young and naive, with little real life experience on which to base her judgments. Pain and loss to her are memories which she has never experienced directly. She also has a computer implanted in her brain. Adriana doesn't need much sleep, and she is prone to work at all hours of the day and night, taking only occasional catnaps.

Stats:	INT	10	REF	9	TECH	9
	COOL	6	ATR	10	LUCK	5
	MA	6	BODY	7	EMP	9/7
	SAVE	7	BTM	-2		

Skills: Medical Tech +8, Awareness/Notice +4, Basic Tech +8, Diagnose +5, Education +7, Cryotank Operation +5, Library Search +6, Pharmaceuticals +6, Resist Torture/Drugs +3, Expert: Cloning +9, Programming +5, Driving +2, Handgun +1, Dance +4.

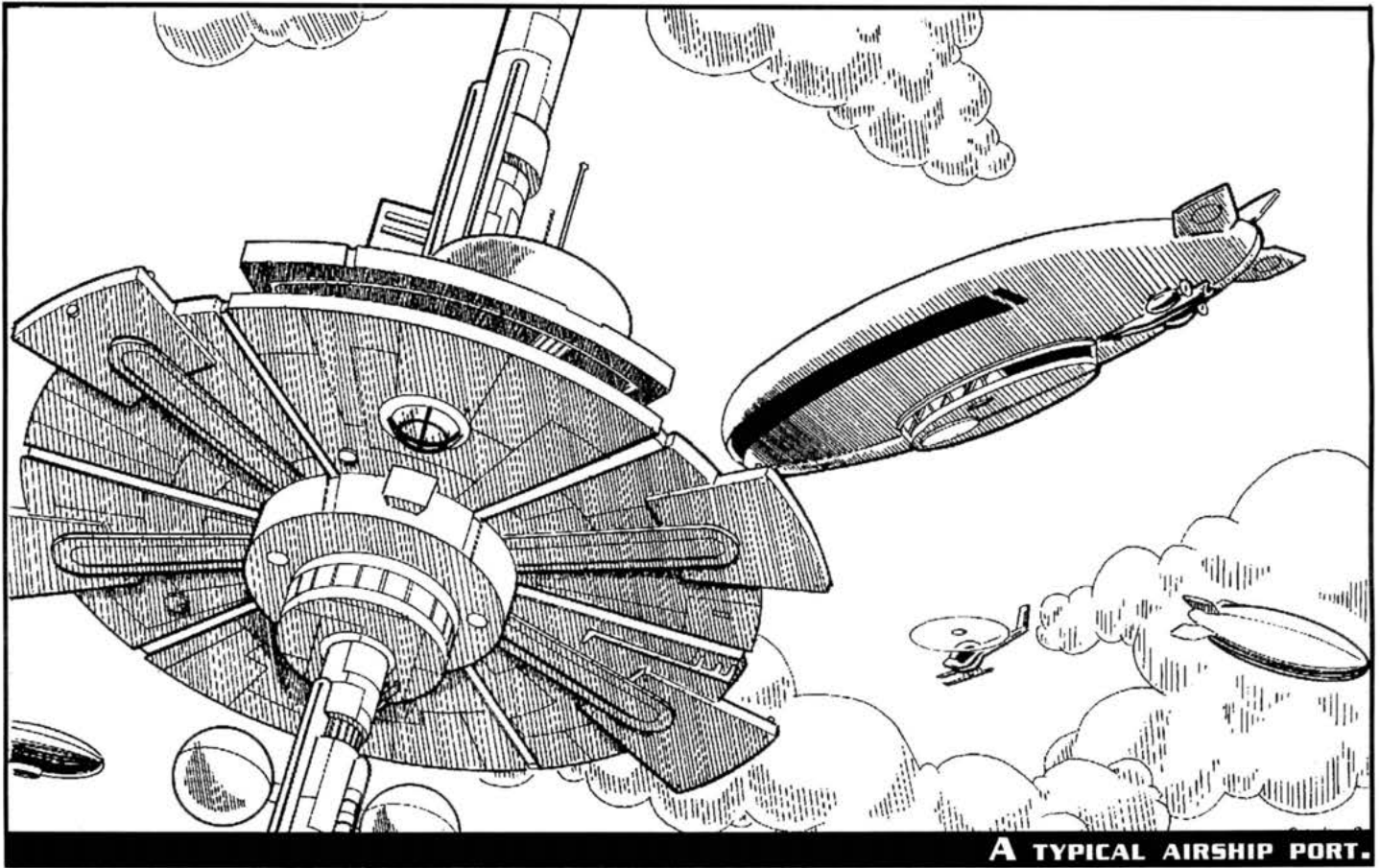
Cybernetics: Basic processor, chipware socket, interface plugs, machine/tech link, DataTerm link. Adriana also has an experimental wetware computer implanted at the base of her skull. The computer is linked with both her brain and her interface plugs. It contains some of the information that forms her skills, and is more sophisticated and flexible than any standard chipware. The computer, along with her natural intelligence, make Adriana a very fast learner, and she can often memorize things after one exposure. There are some areas of the computer memory which she does not have access to, however. These must be accessed through her interface plugs with a special code sequence or program.

Adriana

Whether taken from the lab or convoy, Adriana will be cooperative with the characters. She knew she was going to be extracted, and she will do whatever she can to help the characters. She is quickwitted and thinks on her feet. She is cooperating because Dr. Young told her to. She does not, however, know why she is being extracted, nor why her "father" had it done while he was away. She has only known of the impending extraction for three

days, from a coded message smuggled through the Norcross computer system. She does not know who owns Norcross.

If the characters extract Adriana from the convoy, she will have a briefcase chained to her wrist. The case contains several unmarked optical computer storage disks. The disks are coded, but a Netrunner can crack them with a Programming roll ≥ 20. Adriana also knows the code. The disks have photo-



A TYPICAL AIRSHIP PORT.

graphs and data on the cloning project, and will show the characters the same things they would have seen had they entered the cloning lab at the Norcross warehouse.

After the Extraction

Once the team has nabbed the girl from the clutches of Norcross, they must make it to Newark International Airport to catch their airship out. They are booked on Atlantic Airways airship flight 244, nonstop from Newark to Night City, departing at 10:00 AM. They are taking an airship because it is less likely to be suspected as a means of escape. They are generally luxury cruise vehicles, and not the first choice of poor cyberpunks or efficient corporations.

EPISODE THREE: THE SKYLINER

Once the characters have snatched Adriana Young, they will have to get to Newark International Airport to catch their airship flight. As long as they escape from the lab or the convoy, and ditch any pursuers, the charac-

ters should reach the airport without any trouble. They may want to make one stop first, if they allowed themselves enough time.

Disguising Adriana

It may occur to the characters to try to disguise Adriana. They will have to allow themselves enough time to do it after the extraction, however. Don't allow the characters to grab her just three hours before the fight, and then tell you, "oh, if we had thought of it earlier, we would have allowed enough time!" There are a couple of ways the characters can try to disguise Adriana:

- **Do it themselves:** If any of the characters has a Disguise skill they can try to do some camouflage work on Adriana with tools as simple as a wig and some makeup. Have the characters doing the work make a Disguise roll, and write down the result. It will be compared with various enemies' Awareness/Notice rolls later in the adventure.

- **Go to a Bodyshoppe:** The characters could buy some professional modifications including hair and eye color, face, and even

voice changes fairly cheaply (100 EB per modification). The problem is that the characters will have to allow 1 hour per modification. That is a lot of time to be in a public place after a high profile extraction. Also, Adriana does not want her looks changed permanently. The Bodyshoppe employee has Disguise +4 and TECH 8. Make his or her Disguise roll and save the results for later comparing with enemies' Awareness/Notice rolls.

- **Go to a Ripperdoc:** This might be easier. Now it will cost more (150 EB per modification), and it will take the same amount of time, but it will be private. The characters will have to make a Streetwise roll ≥ 20 to find a good ripperdoc who will do the mods on short notice. They will still have to allow the time. As above, Adriana does not want her looks changed permanently. The Ripperdoc has a Disguise skill of +6 and a TECH of 9. Make his Disguise roll and save the results for later comparing with enemies' Awareness/Notice rolls.

If the characters do disguise Adriana, you will have to explain how enemies track

them down later on. There are a few ways that the bad guys can see through disguises in 2020, and keep hounding the characters even if they change Adriana's and their own looks multiple times.

- The characters will be exposed to security cameras at various times in the adventure, including at the Newark Airport, on the Airship, at the toll-booths at the Appalachian underground turnpikes, and at the Customs Gate entering Texas. Norcross/Biotechnica will get photos from these sources as they nip at the characters' heels, and be able to distribute constantly updated photos to their agents.

- A villain might use a laser device to take a retinal imprint of Adriana or one of the characters and compare it with Norcross records or records of the characters obtained from other sources. In *Cyberpunk*, a retinal reading can be obtained from as far as 75 feet away with proper equipment, and if the mark is sitting still and not wearing shades.

- A villain might use a microphone and laptop computer to take a recording of Adriana's or one of the characters' voices, and compare the voice-print with a record obtained earlier.

- Use your imagination!

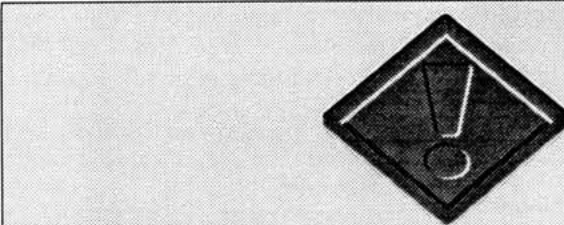
On to the Airship

The characters have all been given a pass with their names. The name listed for Adriana is "Claire Warren," matching the forged identity papers Weir provided for her. The identification check is very loose, however.

The characters should be reminded that, 21st century or not, private weapons are still not allowed on commercial aircraft.

• IF THE CHARACTERS TRY TO SMUGGLE THEIR WEAPONS ONTO THE AIRSHIP:

The increase in societal violence in the age of Cyberpunk has caused airport security to become much more rigid. Security officers maintain a high profile at airports, and are generally armed with submachine guns as well as pistols. (This is already common in Europe and the Middle East, where terrorism is already a day-to-day reality.) The characters will be visually inspected when they enter the terminal, and they will pass through metal/chemical/explosive detectors when they en-



THE AIRSHIP

Airships have come back into vogue in the 21st century as a means of luxury travel. They are much slower than jetliners or suborbital scramliners, but their selling point is their service, not their speed. Modern airships are huge, but most passengers have private rooms, or suites if they can afford them. The most expensive suites have personal servants and panoramic views. Passengers eat fine cuisine in a luxurious dining room. There is a steerage class with even cheaper rates than regular airlines, but the quarters are neither private nor comfortable, and the food is atrocious. If you find cyberpunks on an airship, that's usually where they will be. The characters are an exception. If they are in their street clothes they will get some weird looks.

The Atlantic Airways *California Express* flies the express route between Newark/New York and Night City. She is 1150 feet long, buoyed by helium, and carries a crew of 75 and up to 650 passengers (200 in steerage, the rest in 150 private rooms and suites). She cruises at 50 knots, and can travel 12000 miles without refueling or provisioning. A cross country trip takes four days, and costs between 400 EB (steerage) and 6000 EB (ultra).



See the California Express Airship Map, on pages 39-40 of this book; also see the California Express Airship Subgrid Map, on page 35 of this book.

Airship Encounter Table

Roll 1D6.

- 1: 1D6 crew. Going about their regular business.
- 2: 1D6 passengers. If in an unrestricted area: just strolling. In a restricted area: lost.
- 3: Air Police. Plainclothes sky marshals; the only people allowed to carry weapons on aircraft. If the characters are doing something they shouldn't be, there will be trouble. Use New York/generic police stats.
- 4: A famous braindance star. A known adventurer or adventuress.
- 5: An old enemy. (Choose from a player character's lifepath.)
- 6: An old friend. (Choose from a player character's lifepath.)

ter the terminal, when they pass from the ticketing area to the boarding area, and when they walk down the jetway from the terminal to the airship cabin. All luggage will be hand searched. Anyone who acts or looks suspicious or unsavory is subject to a patdown or, in extreme cases, a strip search. Having a weapon in a no-weapon area is a federal offense.

• SO WHAT CAN THE CHARACTERS DO?

- Get rid of all of their weapons.
- Try to hide a gun somewhere on their body. Modern sniffers will spot polymer one-shots, but a character might have had something specially designed or built; either a gun

made of special materials or a case designed to screen them off.

- Try to bring in a weapon in a cyberlimb. Rippers and wolvers are legal, but must be declared at check in, and certified by security. Cyberlimb firearms must be removed and shipped in baggage. All cyberlimbs will be scanned for hidden firearms. Cyberlimbs can be shielded, but it is expensive and illegal.

- Ship their weapons in the cargo area. This is legal, but the weapons must be dismantled and declared, and no ammunition is allowed. In an airship, crew can access the cargo area in flight, but passengers are prohibited. You keep your regular luggage with you on an airship.

LAND OF THE FREE

BROADWAY SWING

• Bribery and fast talking. Better bring lots of cash and role-play it really well, or it's the big house for that character. (See Airport Guard sidebar.)

• WEAPON SHIELDING:

If the characters try to shield their weapons, they have a chance of success proportional to the amount of money they spent on the shielding or concealment package: 10% chance of

success for every 100 EB spent. If 200 EB were spent, there is a 20% chance of success. If 800 EB were spent, there is an 80% chance of success. This is *per weapon!* Roll 1D10:

Success: The weapons and/or ammo are not detected.

Failure: The weapons and/or ammo are detected, and the character is busted. Everybody else had better talk fast.

• IF THE CHARACTER IS HAND-SEARCHED:

It is a straight INT vs. Awareness roll, with the characters competing against the searcher. A preparation bonus will help.

Characters are welcome to try anything else, including going through fixers and arranging secret drops, but it is going to take some work, and they'd better think ahead. This is not the kind of thing they will be able to solve on the way to the airport. Make it nearly impossible for characters to carry their weapons along. At most, one or two characters should succeed in bringing *small* weapons. Everything else is checked below.

The Flight

The Airship the party will be flying is Atlantic Airway's skyliner *California Express*. The characters have been booked into two staterooms, each with three beds. The staterooms are on the starboard (right) side, and have large, sealed windows. There are cellular phones in the staterooms. All calls are billed to the passenger's account (20 EB per minute no matter where), along with bar drinks and other frills. Meals are included with the ticket, and can be taken in the stateroom or in the dining room. The passenger loading and take-off will be uneventful, provided the characters don't supply an event. The airship will coast serenely into the blue New Jersey sky.

The Call to Elliot Weir

The first thing the characters have to do is call Elliot Weir and check in. Weir will be waiting for the call. Once the characters have told him the code words, he will tell them to call him again only if they "have problems with their trip."

Once airborne, the characters will be able to get comfortable. Their rooms are luxurious, and the airship is spacious and classy. As far as the characters know (but despite what they might suspect), it should be smooth flying all the way to Night City and a fat paycheck. It will be about a day and a half before the airship is over the Kentucky-Tennessee border, which is where the adventure will take its next major turn. The characters will have to kill time until then. If you want to liven up the flight, roll on the airship encounter table, or use the optional episode.



GUSTAV RICHTER

LEVEL 4 SOLO

Gustav Richter was born and raised in Germany, spending several years in a crack *Bundeswehr* anti-terrorist team before taking a lucrative job as a corporate agent and operative for the mighty EBM, Europe's largest corporation. After ten years in the EBM fold he went freelance, and he has made a profitable living as a corporate Ninja

Stats:	INT	10	REF	10/12	TECH	6
	COOL	10	ATR	8	LUCK	5
	MA	7	BODY	8	EMP	9/4
	SAVE	8	BTM	-3.		

Skills: Combat Sense +8, Awareness/Notice +7, Handgun +7, Thai Boxing +3, Melee +6, Weapons Tech +4, Rifle +7, Athletics +3, Submachine gun +3, Stealth +8, Electronic Security Systems +6, Pick Lock +6.

Cyberware: Basic Processor, Kerenzikov boosterware level 2, pain editor, smartgun link, DataTerm link, interface plugs, chipware socket, skinweave, basic cyberoptic, targeting scope, Times Square Marquee, infrared, right cyberarm with thickened myomar, Realskinn™, and shielded, smartchipped popup gun (P 0 - C 2D6+1/9mm 10 2 VR) and three extra magazines.

Weapons and Equipment: Concealed monoknife, concealed wire garrote (works as a melee entangle and does 1D6 damage per three second combat round until the target breaks free). See above for cyberweapons.

OPTIONAL EPISODE

Use this segment if you like, it won't change the overall storyline unless the characters are wildly incompetent.

The Ninja

The characters will eventually be traced by the Biotechnica Corporation. This will be explained in detail at the beginning of Episode Four. (In Episode Four of this segment, Biotechnica sends aircraft up to force the airship down.) In this episode, Biotechnica tracks the characters, and then learns that there is a high-class freelance corporate Ninja on board. Biotechnica will hire the Ninja to kill the characters and Adriana, and recover any Norcross information the characters may have. Biotechnica will deal with the Ninja under the name Norcross.

The Ninja will attack the characters on the first night they are airborne. He will case them, if possible, during the evening, perhaps by paying perfectly natural attention to Adriana, who is, after all, an attractive young woman. Then he will wait to make his move until the small hours of the morning when the characters are asleep. He will target whichever room Adriana is sleeping in first, since he has been instructed to make the girl and any information in her possession a priority target. He will attempt to dispatch his victims as silently as possible. He is ruthless, calculating, and deadly. He should make trouble for the characters, but as long as they are taking typical cyberpunk precautions, he shouldn't be able to overcome their numbers. Of course, if the characters are lame, sock it to 'em! We wouldn't have it any other way.

If a big firefight breaks out, the characters will have to deal with the shipboard air marshals, but they will be able to truthfully say that it was they who were attacked. They might have to come up with a creative way to stash the body if they kill the Ninja. Even if the characters are arrested and thrown in the brig it won't affect what happens next...

- IF THE CHARACTERS TRY TO CONTACT WEIR AFTER THE FIGHT:

No answer. There will continue to be no answer until the airship is attacked. See be-

low. The characters can always leave a message.

EPISODE FOUR: DOWN IN FLAMES

This is the section in which the characters' plans are destroyed, and they are truly launched on their epic adventure.

Tracked!

If the characters have faced the Ninja, they will know that they have been traced by Norcross. They won't be too surprised by the airstrike, although they may not have expected Norcross' next move to be so drastic. If the characters have not faced the Ninja, they should be shocked by what happens next.

The mean truth is that, despite all the precautions, Norcross has tracked the characters. As soon as the girl was extracted, Norcross corps contacted the "shareholders" in San Diego. The shareholders are actually Biotechnica executives overseeing the Norcross project. As soon as they learned of the catastrophic extraction they mobilized the full resources of the Biotechnica Corporation to track the characters. Biotechnica Netrunners cracked into all the transportation net computers in the greater New York area, and working from security information or eyewitness reports as well as airline, bus, and shipping records and air-terminal security information, they traced the characters and Adriana onto the airship flight. It took most of Biotechnica's Netrunners and the help of an AI, but they have located the characters. If you ran the optional Ninja segment, that was their first move against the characters. Otherwise, the next, more drastic incident will be Biotechnica's first move.

(Now that Biotechnica knows something about the characters they can take other steps as well. Perhaps Biotechnica will want to empty their personal bank accounts, or place tracers on the accounts to track withdrawals. The foe may wish to threaten people that the characters might usually call to the rescue. The players have big league enemies now and they should feel it.)

- Have the team Netrunner or corporation expert make an INT roll ≥ 14 . If successful, hint to the characters that the resources

mobilized to find them must have been great; greater than they should have expected based on the size of the Norcross outfit. The characters should begin asking themselves what other forces might be at work here...

Intercept!

Biotechnica has a well deserved reputation as one of the nastiest corporations in Cyberpunk. Although not as big as the giant megacorps, they are extremely wealthy, and put the fortunes of their corporation ahead of all other interests. Having learned that Adriana has been abducted, their first priority will be to ensure that she does not fall into the hands of a rival, or under the scrutiny of the media. If the Ninja fails (or is not used), they will waste no time mobilizing an airstrike to take out the *California Express*. It will cost hundreds of lives, but not as many as the covert testing of the Riordan Plague in Senegal in 2018. It will also avoid the possibility of any public screw ups at the far end, as might happen if a team was dispatched to intercept the characters at the Night City air terminal.

Across the great wasteland of the central United States there are many private militias and mercenary organizations. Several of them are armed with aircraft. Working through a blind front, Biotechnica has hired a private mercenary group called the Tennessee Grey Ghosts to take out the *California Express*. The Grey Ghosts are based out of Lebanon, Tennessee, about 25 miles East of Nashville on Interstate 40. The Ghosts have two unmarked Militech AVX Viper attack aerodynes (see vehicle description or the full write-up in the Militech section of *Corporation Report Volume Two*). The AVXs are more than capable of catching the airship, and can inflict heavy damage.

The Attack

It is not unusual for local aircraft to fly around the giant airships; they are magnificent sights, day or night. Small noncommercial craft are prohibited by 2020 air-traffic law from approaching closer than 2000 meters, although they occasionally do. The crew of the airship will not be surprised when two sets of running lights begin to circle them. Unfortunately, in the wake of the breakdown, air traffic control in the chaotic middle of the country is anything but comprehensive, and the airship commander will not be able to confirm the

identity of the visiting aircraft with any authorities. The visitors identify themselves as day-trippers from a local aviation club. Since it is dark, the captain will not be able to visually identify the interlopers as combat aircraft, and he will take them at their word. Besides, the air pirates attack in large numbers, and attempt to board rather than to destroy, so a direct missile attack is totally unexpected

• The attack will come at about 9:00 PM local time. If the characters can say unequivocally where they are, fine. Otherwise, roll 1D6:

1-3: In their room(s).

4: Walking from somewhere to their rooms.

5: Dining room or bar.

6: Air lounge (recreation area).

Unless they are in an area without a window, the characters will see the circling lights with an **Awareness/Notice** roll ≥ 20 . A character with both tele-optics and some kind of low light enhancement will recognize the Vipers as armed attack craft with an **INT** roll ≥ 14 . (A character with previous military experience will not need to make the **INT**

roll.) If the characters don't recognize the craft, they will have no reason to be suspicious.

The Vipers will make their move as the airship cruises through the night near Goodlettsville, a small town between Nashville and the Tennessee/Kentucky border. When the attack comes, it will be sudden and vicious, and there will be little the characters can do other than duck and cover. The AVX gunners will target both the passenger area and the body of the airship. They are trying to destroy it totally, but Grey Ghost squads are standing by on the ground to move in and look for the characters if the airship is only forced down.

The first missiles will strike the command deck, wiping it out, along with most of the command crew, in just a few seconds. A second volley will rupture several helium cells in the inflated part of the airship. As the ship goes down, the fighters will strafe the passenger compartments and surviving buoyancy chambers. The characters will have to make a choice: stay near the windows so that they can escape when the airship touches down, or move to the inside where they are safer from gunfire, but may have a harder time escaping a burning wreck.

• **IF THE CHARACTERS STAY BY THE WINDOWS :**

Have each character, including Adriana, make a **REF** roll ≥ 15 . Characters who succeed are uninjured. Characters who fail must compare the amount they failed the roll by with results on the following table:

1-2: Minor cuts from flying glass and metal shards.

3-4: 1D6 points of damage from shrapnel to two hit locations. Roll hit location. If character is hit in the head, they are blinded. Armor is effective.

5-6: 2D6 damage from cannon shells. Roll for hit location.

7-8: 3D6 damage from cannon shells. Roll for hit location.

9-10: Caught in 3D10 explosion.

11-12: Blown out of a hole in the hull and killed.

If Adriana rolls, she can be severely injured but not killed. She gets a +5 on this roll.

The characters are going to get some breaks. The attack is a plot device, and there isn't much the characters can do to stop it, so we can't let them all die in an air disaster. Here's the first break. All airships are armed with anti-aircraft missiles; a necessary precaution for slow ships in troubled times. Fortunately, the Grey Ghost pilots mobilized on short notice, and didn't have full intelligence. Although the command deck has been destroyed, the computer core has recognized the threat and armed the defense systems. As a last gasp the airship will deploy several pods from the hull and fire volleys of missiles at the attacking aerodynes. If the characters are by a window, they will see one of the aerodynes explode into a ball of fire, and the other take a crippling hit that forces it to limp away from the stricken ship.

The second break the characters are going to get is that the sheer size of the airship, along with advanced-materials construction, means that much of it has survived the attack. The anti-aircraft volley got rid of the attacking aerodynes before they could destroy the hull or rupture all of the helium cells. As the airship starts to fall, the dying computer core will trigger emergency buoyancy systems, filling reserve balloon systems from pressurized helium tanks deep in the heart of the hull. The reserve balloons will slow the fall so that the airship hits the ground at about twenty miles per hour.

• **IF THE CHARACTERS ARE NEAR A WINDOW:**

They will see the ground coming and they will be able to take cover or roll with the impact. Have all characters make a **REF** or **Acrobatics** roll ≥ 14 . Anyone who fails takes 2D6 damage through armor.

• **IF THE CHARACTERS MOVE TO THE INTERIOR OF THE HULL DURING THE ATTACK:**

They won't have to roll against the attacking aerodynes, but they will have a harder time during the crash. They won't know when the impact is coming, and they will have to make **REF** or **Acrobatics** rolls ≥ 17 to avoid taking damage. Anyone who fails, including Adriana, must compare the amount they failed the roll by with results on the following table:



THE MILITECH AVX VIPER ATTACK AERODYNE*

A sleek, second generation combat aerodyne produced by the Militech corporation for general sale and export. It is designed for ground attack, but it is well equipped to deal with slow air targets such as helicopters and airships. Equipped for day/night and all-weather operation. See *Corporation Report 2020 Vol. 2* for more information.

Crew: 2. **Speed:** 530 mph. **Body:** 110 SDP, 75 SP. **Engines:** 30 SDP, 50 SP. **Range:** 800 miles. **Weapons:** Variable. In this configuration: 1 minigun pack, 60 unguided rockets in two 30 rd. pods.

1-2: A few cuts and bruises.

3-4: 1D6 damage from the rough landing. Armor is effective.

5-6: 2D6 impact damage. Roll for hit location. Armor is effective.

7-8: 3D6 damage from impact and falling metal. Roll for hit location. Armor is effective.

9-10: Pinned under metal and bulkheads. Take 4D6 damage through armor. It will take at least three people 4D6 rounds to free the character. Unfortunately, fire will reach the character in 4D6 (roll separately) rounds. The fire does 1D6 per round through armor.

11-12: Crushed to death.

Adriana can be wounded, but not killed. She gets a +5 on this roll.

Escaping the Carnage

Despite the emergency buoyancy system and the fairly slow fall, hitting the ground will accomplish what the attack attempted: the complete destruction of the airship. The ship will hit in a lightly wooded area, and several fires will break out in the woods and in the remains of the hull. The fabric of the balloon doesn't burn, but it is draped over a large area, and obscures many exits and windows. The hull—the part of the ship with the passenger and crew areas—is broken into three parts. There are hundreds of casualties, especially in steerage, but most of the people on board appear to have survived. Those who are not trapped by damage or injuries are fleeing the burning wreckage. If the characters were near the skin of the ship they will easily be able to escape through holes in the hull or emergency exits. If they were in the core of the ship they may have to fight their way through burning wreckage and panicking passengers and crew. Here are some obstacles that the characters may face while trying to escape. Roll randomly or pick two or three for your characters to deal with.

• STILL INSIDE THE HULL:

• Smoke: Choking, black smoke fills the corridor. Only characters with thermographic

cyberoptics can see through it. Characters can hold their breath for a number of 10 second full-turns equal to their body type. After that the smoke does 1D6 damage per turn of exposure. There is 50 meters of smoke, and characters are limited to 1/2 normal MA. If no one has thermograph, the characters will have to make an INT roll ≥ 15 or spend an extra four turns in the smoke before finding their way out.

• Blocked passageway. Wreckage blocks the way to the exit. There is another way out, but it is blocked by a sealed door. Only an explosion or an Electronics roll ≥ 17 will open the other door.

• Panicking passengers: 2D6 passengers desperately trying to escape the wreckage. They will look to the characters for guidance, but first the characters will have to calm them down. Role-play it.

• ONCE OUTSIDE THE HULL:

• Fire: A wall of fire 4D6 meters across blocks the characters' progress. The solution: the fabric of the airship balloon does not burn. The fabric is a tough, Kevlar reinforced composite, but rippers and wolvers will cut it. Characters can wrap themselves in sheets of the fabric and run unscathed through the fire for 2 rounds, but at 1/2 normal MA. Characters should make a REF roll ≥ 12 to avoid falling while running. Falling costs an extra round. After two rounds, every extra round of exposure to the fire is 2D6 damage.

• Trapped under the balloon fabric: Thousands of square meters of balloon material is draped around the wreckage site. It obscures some exits, and periodically, large swaths fall from surrounding trees. If the characters are trapped beneath the fabric they will have to crawl their way underneath it, or cut through it with rippers or wolvers. Characters under the fabric move at 1/4 normal MA, and have to make an INT roll ≥ 13 to move in the correct direction. One advantage: it's fireproof.

• Explosion. An explosion hurls shrapnel and debris across the wreckage. Have characters make a REF roll ≥ 15 to avoid 2D6 of hit-located damage. Armor is effective.

UNIT TWO: NASHVILLE

Once the characters have gotten clear of the wreck, they will have to think quickly. Obviously the mission as planned is a shambles, but they are still under contract. Some decisions will have to be made quickly. Here are the facts:

EPISODE ONE: AWAY FROM THE SCENE

The Grey Ghosts ground squads will arrive in trucks and armored personnel carriers within 2D10 minutes of the crash. They have been issued descriptions of the characters and Adriana, and they will comb through the survivors looking for the characters. Their orders are to shoot the characters and take Adriana alive for delivery back to Norcross. There are CPSx5 Grey Ghost soldiers; ten each in AV4s. The AVs are unmarked, and the characters will be able to tell within seconds that the Ghosts are not the Appalachia Militia. The Ghosts will search for the characters until the real Militia shows up and forces them to retreat. The Ghosts are working under cover. They don't normally operate so close to home, or on such a large scale, but they were handsomely paid by Norcross; 3 million Eurobucks for a one night operation. The soldiers were ordered to comb any wreckage from the airship, and find and kill the characters. The soldiers are carrying photos that the characters will recognize as airport security photos from Newark International Airport. If the characters interrogate or search any Grey Ghost soldiers, this will give them more clues as to how they were tracked, and the scope of their enemy.

The Appalachia Federal Militia will show up in force at the disaster site 6D10 minutes after the Grey Ghosts. Unlike the Grey Ghosts, they were not expecting the crash, and it takes them longer to respond and reach the crash site. The Federal Militia will offer aid to the victims and begin clean-up and investigation. They will begin to organize an evacuation to a holding center in the nearby town of Madison. Serious injuries will



COMMANDER CODY MOON LEVEL THREE SOLO

Leader of this squad of mercenaries. He is the only one who knows who the client is, or what the organization has been paid.

Stats:	INT 8	REF 8	TECH 5
	COOL 9	ATTR 6	LUCK 3
	MA 7	BODY 8	EMP 8/5
	SAVE 8	BTM -2.	

Skills: Combat Sense +7, Awareness/Notice +6, Handgun +6, Brawling +5, Melee +6, Weapons Tech +2, Rifle +6, Athletics +3, Submachinegun +5, Stealth +4, Hide/Evade +4, Shadow/Track +2, Driving +5, Heavy Weapons +4, First Aid +3.

Cyberware: Basic processor, interface plugs, chipware socket, DataTerm link, smartgun link, vehicle link, basic cyberoptic, Low Lite™, targeting scope, Times Square Marquee, anti-dazzle, two cyberlegs with re-inforced joints.

Weapons and Equipment: SP 14 torso armor, combat knife, smartchipped Sternmeyer Type 35 pistol with three magazines. Headset radio.

THE GREY GHOST MERCENARIES LEVEL 2 SOLOS

These are members of the private mercenary group that works out of Lebanon, Tennessee. They are basic grunts.

Stats:	INT 5	REF 8	TECH 4
	COOL 7	ATR 6	LUCK 3
	MA 7	BODY 7	EMP 7/?
	SAVE 7	BTM -2.	

Skills: Combat Sense +5, Awareness/Notice +6, Handgun +5, Brawling +5, Melee +4, Weapons Tech +2, Rifle +6, Athletics +3, Submachine gun +5, Stealth +2, Hide/Evade +3, Shadow/Track +2, Driving +5, Heavy Weapons +2, First Aid +3. Four have Pilot AV4 +6.

Cyberware: Various. Mostly interface plugs, cyberoptics, targeting scopes, night-vision systems, and smartgun links. 20% chance per soldier chance of rippers, 10% chance of cyberarm.

Weapons and Equipment: SP 14 torso armor, combat knives, Sternmeyer Type 35 pistols with three magazines. Half have Militech Ronin assault rifles with four magazines, half have H&K MPK 9 submachine guns with four magazines. All weapons have a 50% chance of being smartchipped. All soldiers are equipped with UV nightvision goggles unless they have cybernetics that can do the job. Headset radios.

be treated in Nashville. Within six hours, Atlantic Airways Corporation officials will be on site along with Appalachian aviation authorities and local militia officers to interview the survivors and begin the investigation.

- The crash site is near a couple of roads, and 3D10 bystanders will begin to gather within minutes of the crash. Some will help the survivors. All will be checked by the Grey Ghosts, and later interviewed by the militia. The bystanders have come from vehicles parked at a highway about 500 meters away.

- The characters should realize, especially as the Grey Ghosts are searching for them, that they will be risking their lives by hanging around the wreck. Getting taken to the emergency holding center would be a disaster, since they would be photographed and interviewed, tipping Norcross off to their survival and giving the corporation a way to trace them. The key is to get away from the wreckage and regroup. Perhaps Norcross will think that they died in the crash.

- One thing the characters must remember: they know too much to allow themselves to be caught or traced.

The Next Move

Given that the characters can't allow themselves to be caught up in the past-crash clamor, they are going to have to escape the scene somehow, and lose themselves someplace where they can take a little time and sort out their next move. There a couple of small towns nearby, but in the insular Appalachian countryside a troupe of cyberpunks would be noticed. The likeliest location for a safe haven is Nashville, about thirty miles to the south. Any Rockerboy or girl in the party will know this automatically. Otherwise, any character making an INT roll ≥ 14 will remember that Nashville is the current music hub of North America. Not only does it have a large population, but it is filled with Rockers and cyberpunks. The characters will be able to blend right in. First they need to get there, though.

- **HOW TO GET TO NASHVILLE (OR ANYWHERE ELSE):**

The highway between Greenbrier and Goodlettsville is only about half a kilometer away. That's where the spectators and militia vehicles arrived from. The highway connects with Interstate 65 a few miles away. I 65 is the main free-road (see sidebar) between Nashville and Central Kentucky.

- There are 1D6 vehicles, mostly small trucks and vans belonging to bystanders, parked on the highway shoulder. The characters could steal one with a **Pick Lock** roll ≥ 20 and an **Electronics** roll ≥ 20 . Failure sets off a car alarm.

- Steal a militia vehicle. Once the militia shows up, several large trucks will be parked nearby, but they are guarded and very visible.

- Hitchhike. It's innocent enough, but explaining injuries may be hard, especially at 10:00 PM. The characters will be picked up within 4D10 minutes. See the highway encounter table.

- Walk. It's a two day hike.

- Hijack one of the Grey Ghost AV4s. This will be tough, but it would be the quickest means of escape if the characters can pull it off. The Grey Ghost pilots and co-pilots remain on board the AVs, and carry only sidearms.

- Call for help. Is there a Fixer in the party? If a Fixer can reach Nashville through a cellular phone or Cyberdeck, he or she can contact some friends for a pickup with a **Streetdeal** roll ≥ 20 .

HIGHWAYS

As America's infrastructure collapsed, many highways deteriorated into decay and lawlessness. Wealthy Appalachia has tackled this with a series of underground toll-routes that follow the paths of the old above-ground interstates. The underground roads are expensive to use, and generally frequented only by corporate and commercial traffic that can afford the fees. They are guaranteed safe, however. The aboveground roads are free, but truckers and citizens who use them do so at their own risk. See the Surface Highway sidebar for encounters while on the road.

THE APPALACHIAN MILITIAMEN

LEVEL 2 SOLOS.

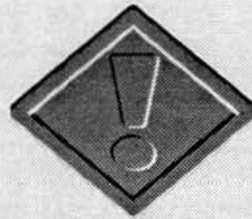
The region of Appalachia, which includes the state of Tennessee, has it's own militia. The Tennessee Militia draws from a confederate military tradition that predates the Civil War (or the War Between the States, as it's known south of the Mason-Dixon line). Appalachia is one of the more powerful regions in the U.S. (see *Home of the Brave*), and it's militia is powerful, and well equipped. Their arrival will force the Grey Ghosts to retreat. The characters should not have to fight the Militia. The rescue squad has upwards of one hundred men, and is under the command of Captain Warren Carlson. These are stats for typical militia soldiers.

Stats:	INT	6	REF	8	TECH	4
	COOL	8	ATR	5	LUCK	4
	MA	7	BODY	7	EMP	7/?
	SAVE	7	BTM	-2.		

Skills: Combat Sense +6, Awareness/Notice +5, Handgun +4, Brawling +5, Melee +4, Weapons Tech +4, Rifle +6, Athletics +3, Submachine gun +4, Stealth +3, Hide/Evade +3, Shadow/Track +2, Driving +5, Heavy Weapons +4, First Aid +4.

Cyberware: Various. Mostly basic processors, chipware sockets, smartgun and vehicle links.

Weapons and Equipment: SP 18 torso armor, ArmaLite .44 pistols with three magazines, AKR 20 assault rifles with four magazines. Half of the firearms are smartchipped.



SURFACE HIGHWAY HITCH-HIKING/ENCOUNTER TABLE

Roll 1D6.

- 1: Nothing.
- 2: Private citizens in a car. 50% chance they will stop for hitch-hikers.
- 3: A trucker in a hauling juggernaut. 50% chance he will stop for hitch-hikers.
- 4: Highway bandits. CPS+2 men and women on motorcycles and off-road vehicles. Roll 1D10. 1-3: They help the characters. 4-10: They try to rob the characters.
- 5: Police or local Militia units. If the characters are hitch-hiking: 50% chance they are ignored, 50% chance they are hassled, and possibly arrested for loitering and looking suspicious. Smooth role-playing is necessary. If the characters are driving: 50% chance it's a roadblock, 50% chance it's a car. The characters will be pulled over and checked out. Smooth role-playing is necessary. Use the Militia stats above.
- 6: Citizens for Decency out patrolling for rabble. CPS+3 young men looking for punks to rough up. They will try to give the characters a beating. See the next section for stats and information on the Citizens for Decency.

EPISODE THREE: NASHVILLE NIGHTS

Nashville is a major city in the world of *Cyberpunk*. Not only is it one of the largest towns in prosperous Appalachia, but it is the major music recording center in the United States. Every day, buses arrive from around the country, filled with young, idealistic rockerboys and girls looking for a break. The club scene in Nashville is legendary throughout the *Cyberpunk* world, and the city is known as one of the few places in the central United States where a punker can feel at home.

The one drawback is that there is a large corporate presence. The clubs and recording studios in Nashville are largely owned and run by the large media corporations, such as DMS, Net 54 (which owns several labels), and Nippon Telefunken. Many edge rockers like Johnny Silverhand and Blood and Ice find the Nashville scene to be too commercial for their tastes. But wherever there is a big music scene there will be an underground, and in Nashville the underground is thriving. The characters should be able to lose themselves in the dark side of Nashville long enough to plot their next move.

The characters' first priorities should be finding someplace where they can lie low,

and contacting Eliot Weir. The characters may already have a contact in Memphis.

- A player character Fixer will locate a contact with a *Streetwise* roll ≥ 20 .

- A player character Rockerboy will locate a friend or contact with a *Streetwise* roll ≥ 15 .

- Any other character will have a friend or contact in Nashville with a *Streetwise* roll ≥ 25 , unless they have some lifepath justification for having spent time in Nashville, in which case a *Streetwise* roll ≥ 15 will do the trick.

- Call Weir, and see if he has any contacts in Nashville. Weir will come through, but see "Calling Weir," below.

• **IF THE CHARACTERS LOCATE A CONTACT:**

Whoever makes the first successful roll has the contact. The contact is an underground musician named Perry Garcia. He is a singer fronting an underground band called the Starving Dogs. If he is contacted by a character he knows, he will offer to shelter the team at his apartment until they can plot their next move. He will also tell the characters about the underground war with the CFD (see below).

• **IF THE CHARACTERS DON'T LOCATE A CONTACT:**

You can either do a little role-playing action to see if the characters meet anybody who will help them, or they can fend for themselves. There are plenty of cheap coffin rental places in Nashville, many catering to starving musicians. The characters could easily rent a couple of coffins, get out of the weather, and see what they can engineer.

Calling Weir

Obviously, the characters are having a little trouble. Here are some things they may want to consider:

- Weir could help them out of this jam.
- Weir might have set them up. His money was good though, and his reputation doesn't make that likely.
- Weir could have been set up, and accidentally involved the characters.
- The deal could be legitimate, but the characters were traced, and Weir might have been too. Is it safe to call him?



PERRY GARCIA

LEVEL 2 ROCKERBOY

Perry Garcia is the front man for a struggling underground band, the Starving Dogs, playing the Nashville dub circuit. He came here from either Night City, New York, or whatever big city the character who knows him originated from. He's loud, and slightly obnoxious, but friendly and sincere (a rare thing in 2020). He will do whatever he can to help the characters. He has a small apartment, and a beat-up, grey van that the Starving Dogs use to haul their equipment around. Garcia carries a large handgun for protection, mostly against radical splinter groups from the Citizens for Decency. He has scars on his face from a CFD club bombing.

Stats:	INT	6	REF	7	TECH	8
	COOL	9	ATR	8	LUCK	2
	MA	6	BODY	6	EMP	10/8
	SAVE	6	BTM	-2.		

Skills: Charismatic Leadership +3, Awareness/Notice +4, Perform +6, Wardrobe and Style +5, Composition +4, Brawling +2, Play Guitar +6, Streetwise +5, Persuasion and Fast Talk +7, Driving +5, Pistol +4, Electronics +3.

Cyberware: Basic processor, interface plugs, chipware socket, smartgun link, data-term/music link, light tattoos, tech-hair, basic cyberoptic, targeting scope, Times Square Marquee.

Weapons and Equipment: Van, guitar and amp, smart-chipped Llama Comache .44 revolver with 30 rounds, SP 14 armor jacket.

If the characters call Weir: He will answer whenever the characters call. He has not heard about the crash. (A news blackout?) He will tell the characters. "This may be bigger than we thought. You're going to need to get to Memphis; that's the nearest big cross country hub. Once they realize that you're not in the wreckage, Nashville is going to get too hot to handle. The deal is still on. Get to Night City when you can. You'll all get your per diem, and I'll see if I can arrange for a bonus. Stay off commercial transportation. If they tracked you once, they can do it again.

Get to Memphis somehow, and call me from there. I'll line up an alternate route."

If the characters are still looking for a local contact, Weir will put them in touch with Perry Garcia.

The next step is Memphis. The characters have been warned off commercial transportation, so they will have to get there under their own steam. Before they do, however, you may want to check out the optional Nashville episode...

OPTIONAL EPISODE: THE CITIZENS FOR DECENCY

All is not peaceful in Nashville. A fundamentalist organization called the "Citizens for Decency" has sprung up in Nashville and its suburbs. The group blames the decline of morality in America for much of the ruin that befell the country in the Collapse, and the cyberpunk music culture in Nashville is seen as a symptom of that decline. The Citizens for Decency want to clean up Nashville, and run the 'punks out. Although the Citizens themselves are a largely above-the-board operation, they have given birth to underground splinter groups, many composed of younger people, that use violence and terror as tools against the cyberpunks and musicians. There have been several lynchings, killings, and bombings. A silent war is raging in Nashville.

While the characters are in Nashville, you may want to have them run into a gang of CFD thugs. There are a few ways you can stage this:

- If the characters are at a club with Perry Garcia, or trying to make contacts, a gang of masked, heavily armed CFD thugs crash in and start beating and shooting people. In this case, there are CPSx3 CFD people, and the characters just get caught in the crossfire.

- If the characters are driving or hitchhiking they might be confronted with a pickup truck full of Citizens for Decency. In this scenario there are CPSx2 CFD thugs, but the characters have to deal with them personally.

- For some reason, the Citizens for Decency have targeted the apartment or hotel where the characters are staying. Perhaps because of Perry, who is on their death list. In this scenario there are also CPSx2 CFD thugs.

No matter where the Citizens for Decency attack, they are all wearing black ski-masks and all carrying heavy autopistols and baseball bats or other heavy clubs. When they accost the characters they will say: "Well, well, if it isn't an illegal congregation of scum. Well, boys, I guess we're gonna have to clean up this mess," and then they will go to it. They are out to beat rather than kill, but they won't hesitate to use deadly force.



CITIZENS FOR DECENCY

LEVEL 2 THUGS

They are all clean-cut Caucasian men between the ages of 20 and 30. They are a fringe element that operates with the tacit approval of the main body of the Citizens for Decency. They attack punks, but they also target people of different races and religions, dispensing broad hatred. High on their list: longhairs, people with cyberware, anyone who looks like an edgerunner; particularly if they look like they can't fight back effectively. The thugs are big on picking on single people or outnumbered groups. They are not so tough in a standup fight.

Stats:	INT	5	REF	8	TECH	6
	COOL	9	ATR	5	LUCK	7
	MA	8	BODY	9	EMP	6
	SAVE	9	BTM	-3.		

Skills: Combat Sense +3, Awareness/Notice +4, Handgun +5, Brawling +4, Melee +6, Rifle +3, Athletics +2, Submachine gun +2, Stealth +3.

Cyberware: None. (The Citizens for Decency think that cyberware is an abomination.)

Weapons and Equipment: Heavy autopistols, baseball bats, SP 14 armor jackets, cars.

UNIT THREE: MEMPHIS

With Weir's input, the characters will want to get to Memphis. Memphis is the nearest major overland Hub, a terminal for nomad trade and light shipping along the Mississippi corridor. These are the kinds of transportation that the characters should be interested in; slow, but untraceable, unmonitored, and too numerous to control. Nashville is too much of a commercial market, and it is served mostly by commercial air and land routes that can be searched and monitored by Netrunners. Also, going to Memphis will get the characters out of Nashville, which is going

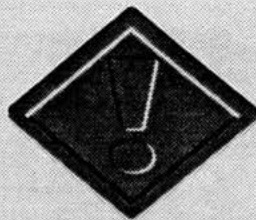
to get very dangerous soon, and it will give Weir time to make new arrangements.

- IF THE CHARACTERS COULDN'T, OR DIDN'T, CONTACT WEIR:

They can reach the same conclusions themselves, especially with an **Education and General Knowledge** roll ≥ 12 . Memphis is the place to arrange anonymous transportation, and Nashville is going to get dangerous in a hurry.

A Little Research

The characters may want to check goings on in New York while in Nashville, or even while still on the airship. There has been no official news on the Norcross break-in. That's typical; corporations seldom advertise a disaster.



RIDIN' THAT RAILROAD

The characters may decide at various points in the adventure that they would like to try stowing away on trains to get from point to point. In 2020, it is not very easy to get around that way. Most modern trains are high speed mag-lev passenger jobs. These are as secure and well monitored as commercial airliners, since they serve the corporate commuters. Most also cover rather short distances between corporate suburbs and cities. They will not be very useful to the characters. The old fashioned open, surface traveling boxcar train is a rarity, except in the West, where they are used to get freight across the Rocky Mountains. There are some high-speed cargo trains in Appalachia, but most run underground and are extremely secure.

The characters may be able to find old fashioned surface rail routes, especially along the Mississippi River and in the Deep South. They could stow away on these *for short distances only*. See Segment Five, Unit One for rail jumping information.

Also interesting is that the airship crash seems to have been suppressed in the news. There have been a few vague stories about "an incident near Nashville," but nothing specific. This should be another clue as to the power of the characters' adversary.

If there is a Netrunner among the PCs, this might be an opportune time for a little exploration. A cellular cyberdeck and an Interface roll ≥ 17 will turn up some information:

- There was a small press release in New York: "Norcross Pharmaceuticals Accident Claims Lives of Researchers." A laboratory accident has claimed the lives of several researchers at Norcross Pharmaceuticals. The researchers were part of a program researching nano-engineered retro-viral medicines for treatment of genetic disorders discovered in human fetuses. *The director of the pro-*

gram, Dr. Francis Young, was not injured, although he has expressed sadness over the death of his colleagues. Further details are being withheld pending investigation.

- And one on the air crash: Atlantic Airways reports that the Airship *California Express* encountered some flight difficulties near Nashville. Atlantic Spokespeople say that the difficulties are being resolved, and they will issue full details as soon as more information is available.

Someone is going to a lot of work to keep things quiet.

EPISODE ONE: GETTING TO MEMPHIS

Once again, the characters need to move. If they have hooked up with Perry Garcia, he will agree to drive them. Otherwise, the characters' options are the same as before: hitch-hike, steal a car, or (one new possibility) buy passage.

• IF THE CHARACTERS HITCH-HIKE

This time, they are hitch-hiking on a major thoroughfare. Use the hitch-hiking/highway encounter table from Unit Two, but a roll of 1 is also a trucker, instead of nothing. If the characters are picked up by a trucker, they will have an easy trip. A trucker will use the commercial underground road, and the characters will arrive in Memphis without incident. The trucker will ask the characters to pay 50 EB each to help defray the cost of the toll. (Or the driver may be interested in a barter situation with an attractive member of the party. If things have been going too smoothly, insert some obnoxiousness here.)

• IF THE CHARACTERS STEAL A CAR

Easy enough to do. If the characters take the above ground route, they must roll twice on the highway encounter table. If they take the underground road, they will not have to roll, but it will cost the party 250 EB toll.

• IF THE CHARACTERS RIDE WITH PERRY

Again, they must decide whether to use the free-road or the underground. Being an underground musician, Perry has nothing to contribute to the toll.

Once in Memphis, the characters are on their own again. Perry will drop them off at the locale of their choice, and then return to Nashville for a gig. The characters should have an agenda: get shelter, call Weir, get on the road again. This time, the characters have no contacts. Unless one of them has a lifepath that includes time in Memphis, they are truly on their own. Fortunately, like Nashville, Memphis has a large cyberpunk community into which the characters can disappear. One thing the characters will pick up on as soon as they enter the town: Elvis Presley, once mythical, appears to have reached the status of true godhood in Memphis. There are icons, billboards, and even temples for the worship of the god Elvis. The temples have something of a Las Vegas wedding chapel air about them. They are tacky, and spangled with lights. But they are doing spanking business. Here and there are small groups of Elvis posers. Elvis' music is practically inescapable. (Surely the gamemaster must have access to some Elvis album for background...)

Disaster #1

Once the characters have settled into whatever cheap hovel they are patronizing this time, it will be time to contact their guardian angel Eliot Weir again. This time Weir will not pick up the phone. A strange man will answer, "Hello?" If the characters ask for Weir, he will tell them to wait while he gets the Fixer. If the characters ask who he is, he will say that he is a friend of Weir's. After the man tells the characters to wait, no one will come back on the line. The man is actually a Biotechnica operative, and Biotechnica Netrunners are tracing the call. Of course, the characters may have hung up the instant a stranger answered. If the characters wait longer than thirty seconds after the man asks them to hold, the call will be traced unless the characters are using a cellular, in which case Norcross will only learn what general area they are in. At any rate, it will become obvious that the characters will have to do without Weir's help.

Disaster #2: The Elvises

As if that wasn't bad enough, the characters are about to have a run-in with Memphis' most notorious posergang: the Elvises. You can stage this a few ways, depending on how the characters have set themselves up:

• If the characters are rooming at a hotel or coffinshop, the Elvises will send an armed team to kidnap Adriana. If they find a time when Adriana is alone or unsupervised, CPS+2 Elvises will try to snatch her without alerting the characters. It will be as quick as they can make it. If the characters spend the night, the Elvises will try to do it while they are asleep. If the Elvises can silently pick the lock, they will hurl a sleep gas grenade into the characters room, or Adriana's coffin. Any characters failing a Save roll are out for 6D10 minutes.

• If the characters are driving or walking the street, have everyone make Awareness/Notice rolls ≥ 20 . Success reveals a white van shadowing the characters. Once noticed, the van will streak up and disgorge CPS+2 Elvises who will try to grab Adriana and hurl her into the vehicle. If the characters fail to notice the van, the Elvises will get one phase jump on the characters, and they will not be able to react until Adriana has been grabbed, and is being levered into the van. Again, the Elvises will use sleep and smoke grenades.

If at all possible, have Adriana be kidnapped. If a fight breaks out, the Elvises will use that as a distraction while they grab Adriana. They are trying to get her back to Graceland for reasons that will be revealed in a moment. At all times, the Elvises are fighting for an opportunity to get away with Adriana. They are not interested in killing the characters unless they have to. They will use chloroform to subdue Adriana if they have to. The idea is to stage it so that the characters have to break into Graceland. Otherwise, a knock down, drag-out fight will have to do. All the Elvises are Rockerboys, but they do have specialties. The team that faces the characters will have two technicians, and the rest will be fighters.

What has happened is that Norcross (Biotechnica) has discovered that the characters were not killed in the airship crash. Having failed to locate Adriana, the company has called in all contacts and shady organizations and offered a large reward for the return of Adriana. The Elvises were one such group, and they have contacts throughout Nashville. The characters had not been in town long before word of their arrival filtered back to "the King."



THE ELVISES

LEVEL 3 POSERGANGERS/ROCKERBOYS

The Elvises are one of the most notorious posergangs in the world. Born during the collapse, the Elvises rapidly became the dominant force in Nashville. They seized Graceland by force in 2008, and have occupied it ever since. It is the seat of their leader, "the King." No one knows the King's real identity, but the gang accepts him as Elvis' prophet on Earth. Elvis himself is worshipped as a god in the chapel at Graceland, and at smaller chapels throughout Memphis. (Not all Elvis worshippers are members of the gang.) Although the true king is dead now, the Elvises do claim to have conclusive proof that he lived until 2002.

The Elvises have chapters in all the major cities of the world. Each chapter has its own chapel, but all practice the same rites, and members are not fully consecrated until they have made a pilgrimage to Graceland. There are over 300 Elvises in Memphis, and over 15000 worldwide. Only the King and his personal staff of 50 have full-time access to all parts of Graceland. The gang-members pose as Elvis at all stages of his life, each gang member suiting his own tastes. Rumors of a schism between the young Elvises and the old Elvises are believed to have been false. The stats below are for all classes.

Stats:	INT	7	REF	9	TECH	9
	COOL	10	ATR	6	LUCK	5
	MA	7	BODY	8	EMP	7
	SAVE	8	BTM	-2		

Career Skills: Charismatic Leadership +5, Awareness/Notice +5, Perform +6, Wardrobe and Style +7, Composition +3, Brawling +4, Play Instrument +3, Streetwise +6, Persuasion and Fast Talk +4, Seduction +5.

Pickup Skills: Fighters have Handgun +5, Submachine gun +6, Stealth +4, Athletics +3. Technicians have Electronics +6, Basic Tech +5, Pick Lock +5, and Electronic Security +4.

Cyberware: Various. All have basic processors and chipware sockets. Fighters have smartgun links and cyberoptics with targeting sights and Low-Lite™. Technicians have data-term links. Most other cyberware is cosmetic.

Weapons and Equipment: Fighters have smartchipped, pearl handled S&W Combat Magnum .357 revolvers with 24 rounds each. Half have non-chipped Uzi Mini-Auto 9s with three magazines each. Technicians have non-smartchipped revolvers and basic technical and electronic kits. Parties that attack the characters will also have four sleep-gas and four smoke bombs and respirators.

• **IF ADRIANA IS NOT KIDNAPPED:**

If the characters fend off the attacking Elvises, then they may want to know what is going on. If there are any Elvises left alive, the characters can make an **Interrogation** roll vs. the Subject's **COOL**. If they succeed, they will learn that the Elvises were contacted by a corporation (he doesn't know which one), and told to look for the characters and a certain girl. If they spotted the girl, they were to take her alive, and contact Norcross in New York. A substantial reward was offered. The Elvises were transmitted a photograph of the girl to pass out to contacts. The captured poser has a copy of the photo.

• **IF ADRIANA IS KIDNAPPED:**

Then the characters will have their work cut out for them. They will have to crack into Graceland and rescue Adriana...if they care, that is. Remember, the carrot of a large payment is still dangling in front of them, along with their reputations. (If the characters are reluctant to go after Adriana, see "The Photo," below.)

Graceland is not hard to find. It was a tourist attraction for years before it was seized by the Elvises, and the signs are still up to help pilgrims find their way to the Source. The estate is still dominated by the sprawling mansion and chapel. High fences surround the property. If the characters watch, they will see lots of Elvis posers guarding the estate, and

more coming and going. There is a particularly large crowd for the evening worship at nine PM. There are two submachine gun-toting guards at the gate. The guards do not stop Elvises, but they do stop anyone who is not part of the gang. Vehicles are checked too.

• **IF THE CHARACTERS TRY TO SNEAK IN:**

The fence does have an alarm, but it is not very sophisticated. The Elvises haven't been too worried about security; there aren't many people who want to attack a posergang headquarters. The alarm can be breached with an **Electronic Security** roll ≥ 15 . The wall itself can be scaled with an **Acrobatics** roll ≥ 15 , or with help from another person. There are guards patrolling the grounds, but they are spread fairly thin. Roll on the encounter table as the characters cross the grounds. The characters will get a **Stealth** roll vs. guards' **Awareness/Notice** roll if there is an encounter. Guards will try to take the characters prisoner, rather than killing them. Intruders get an audience before the King, who passes judgment.

• **IF THE CHARACTERS TRY TO BLUFF IN:**

The characters may notice that Elvis posers are passed through the gate with little attention. The gang is obviously pretty confident. The characters might want to try dressing up as Elvises (or Priscillas or Lisa Marias). They can buy all the necessary items in town for about 40 EB per person, or they can mug

some posers and steal their stuff. If the characters try to bluff the gate, have them make **Wardrobe and Style** (or just **COOL**) rolls vs. the guards' **Awareness/Notice**. The characters may get some preparation bonuses. If they fail, they are caught. Again, the Elvises will try to capture, rather than kill.

There are CPSx4 Elvises in the compound as the characters make their move. They are spread out; some on guard: some attending to their own interests, some in the chapel. Adriana is being held under guard in the guest bedroom suite. There are three Elvises watching her. The characters will have to interrogate someone to find out where she is being held.

If the characters draw attention to themselves at any time by failing a **Stealth** roll or allowing the alarm to be raised, all of the Elvises will converge on them. The Elvises will try to surround the characters and cut them off. If this happens, use the map and try to surround the characters. If the characters fail to rescue Adriana, the idea is to force at least one of the characters into a position in which they must surrender. If any character is surrounded and outgunned, he or she will have to make the decision on whether to fight or surrender. The Elvises want the intruders alive, but not at the cost of their own lives.

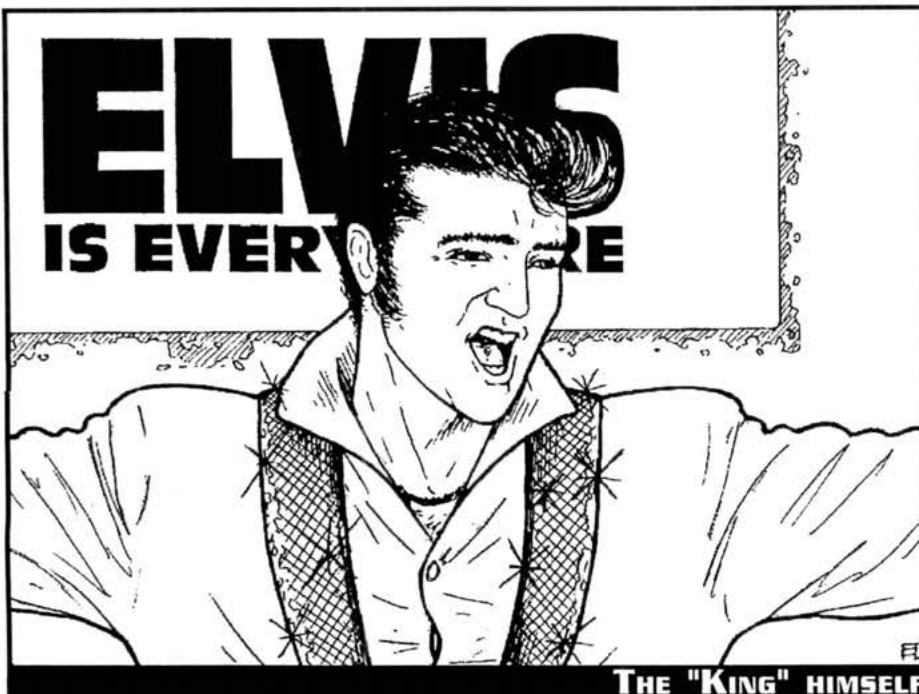
An Alternate Tactic

If the characters do their homework, they may be able to find another way of attacking the Elvises. A little research, whether in the city or through a computer database on posergangs (easily accessible through the Net) will reveal that the most holy object in the Elvises' possession is the musician's white, 1953 Gretsch guitar. It sits in a place of honor, a locked cabinet in the chapel. If the characters can sneak into the compound and scope out the chapel until it is empty, or only lightly guarded, they may find it easier to steal the guitar and use it to bargain for Adriana's release than to try to rescue the heavily guarded woman directly. Have the characters roll 1D6 to see how many Elvises are present at the chapel.

If the characters successfully snatch the guitar, the Elvises will be eager to set up an exchange meeting.



See the Graceland Under the Elvises Map, page 41 of this book.



THE "KING" HIMSELF

The King

If any of the characters are captured, they will be brought before the King, the leader of the Elvses. The King holds court in a converted auditorium, surrounded by photos, paintings, statues, and other mementos of the man himself. If the characters have stolen the guitar, they can probably hold the meeting at a place of their choice. He is a giant of a man, with short, dark hair, sideburns, sunglasses, and a rhinestone bodysuit. He looks every bit the older, Las Vegas Elvis. When he speaks, it is with the singer's southern drawl, and a low humor.

• IF THE CHARACTERS WERE CAPTURED:

The king is impressed. He will stand up and walk around as he says: "You know, these days it seems people have forgotten to have a little pride, and a little courage. I can't remember the day I've seen anyone try a stunt so stupid as this." He'll look over his shoulder at the characters. "I should have y'all deep-sixed." A pause. "I was offered a lot of money to bring in your little woman. Someone wants her back awful bad. But you know what? I ain't gonna kill y'all. I ain't gon' even keep your girl. I'm gon' give her back to you and let you go, for two reasons." He'll hold up one finger. "One: Th' last time I saw any bunch' o' people with the gall to try something like this, I was totin' a rifle in the jungles of South America. Two: I think your little girl is more trouble than she's worth. I done a little checkin' up. Look this up when you get a chance." Go to "The Photograph," below.

• IF THE CHARACTERS HAVE STOLEN THE GUITAR AND ARRANGED A TRADE:

As above, the King will seem more congratulatory than angry. He will gladly turn Adriana over to the characters in return for the sacred guitar. Again he will say: "Y'all must feel pretty proud o' yourselves. Maybe you got a right to be. I'll tell you, though, I think you all are getting the rougher part of the deal. Someone wants this little lady mighty bad, and things just don't smell right." He'll toss the characters a copy of the photograph. "Look this up when you get a chance. Y'all might find it interesting."

• No matter what leads to the meeting, the King will say: "We're not the only people who got that photograph. There's others



A CLOSE-UP OF THE MYSTERIOUS PHOTO

lookin' for you. I don't think all of 'em want you dead, either. After Norcross called, we heard from a man named Hart in New Orleans. He also wanted us to find you. Except he wanted us to tell you to call him...if you want to live." The interview will be over. He will give the characters Hart's business card with a number in New Orleans.

So What's the Deal?

The whole set up was an object lesson for the characters. Sometimes it pays not to shoot. If the characters kept their heads, they will get out with Adriana, and with some valuable information. If they just opened up with the artillery, several of them may have wound up dead.

• WHAT IF THE CHARACTERS HAD ONLY A BRIEF ENCOUNTER WITH THE ELVSES?

They will still have a copy of the photograph, taken from one of the posers after the fight. It obviously comes from a screamsheet, so it shouldn't take much prodding to get the characters checking it out. Especially when they see the words...Young Died..., the only parts of the caption that are visible on the print.

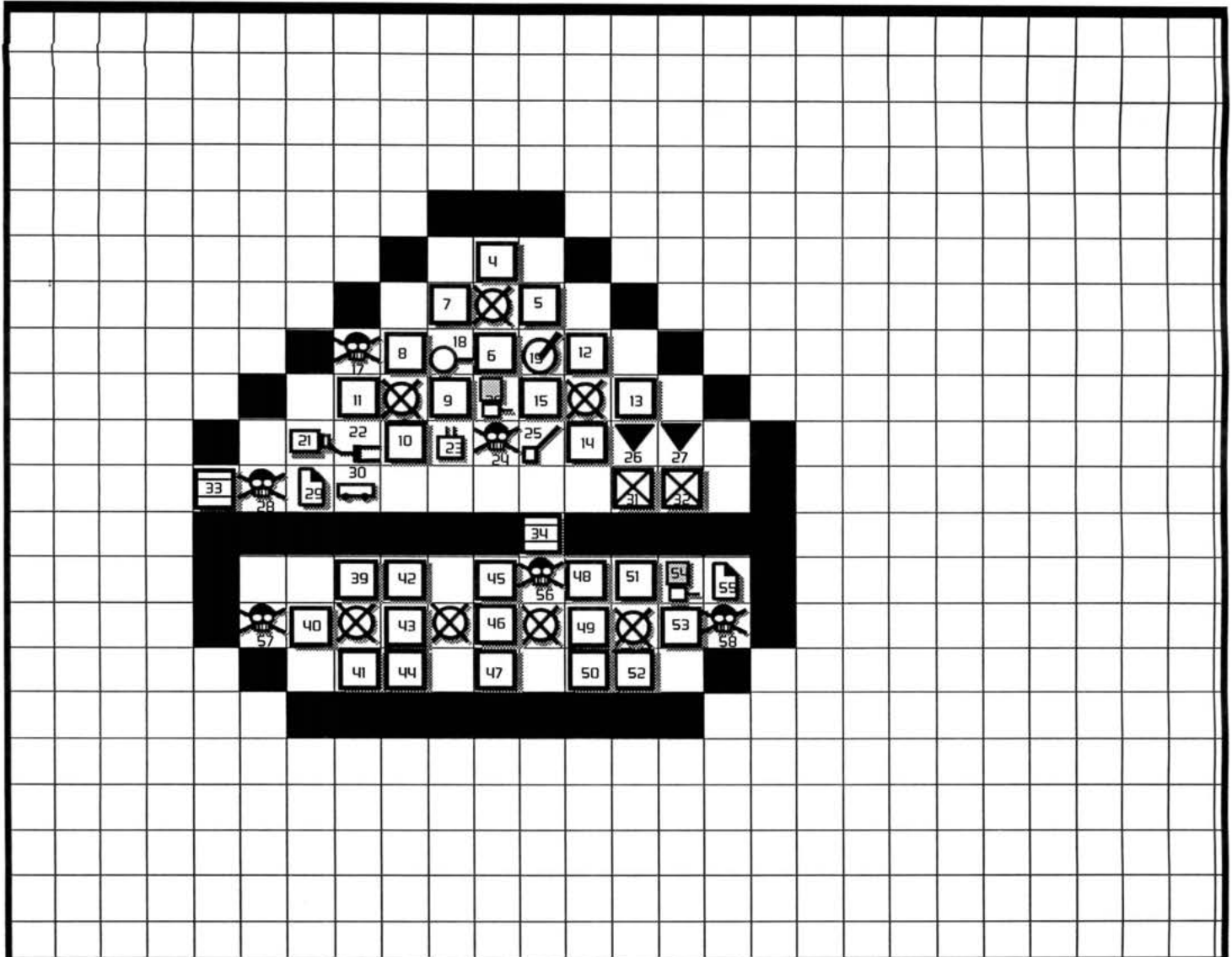
In this case, however, it will be Mr. Hart from New Orleans who contacts the characters, not vice versa. See Segment Two.

The Photograph

The photograph is an enlargement that was transmitted to the Elvses, among others, by Norcross. It looks like a blow-up of a photograph from a screamsheet news article. Some of the caption is even visible at the bottom. It is the same photograph the characters might have taken off of a fallen Elvis poser at the beginning of the episode. A Netrunner making an Interface roll ≥ 15 will easily be able to track the photo down in the screamsheet archives. The photo comes from the New York Mail, a daily screamsheet. The photo is printed in an issue dated just over two years ago. It is clearly a photo of Adriana, except that she looks about three years *older* in the photograph. (Hand the netrunner the *New York Mail* Screamsheet Clue.)

Something isn't right.

Who is Adriana Young?



NORCROSS SUBGRID

CPUs: 3/4, INT: 9/12 +8 Interface Skill
 Semi-AI (only the Eloise portion)
 Personality: Friendly
 Reaction: Talk
 Icon: Human (looks like Adriana)
 Data Wall STR: 7

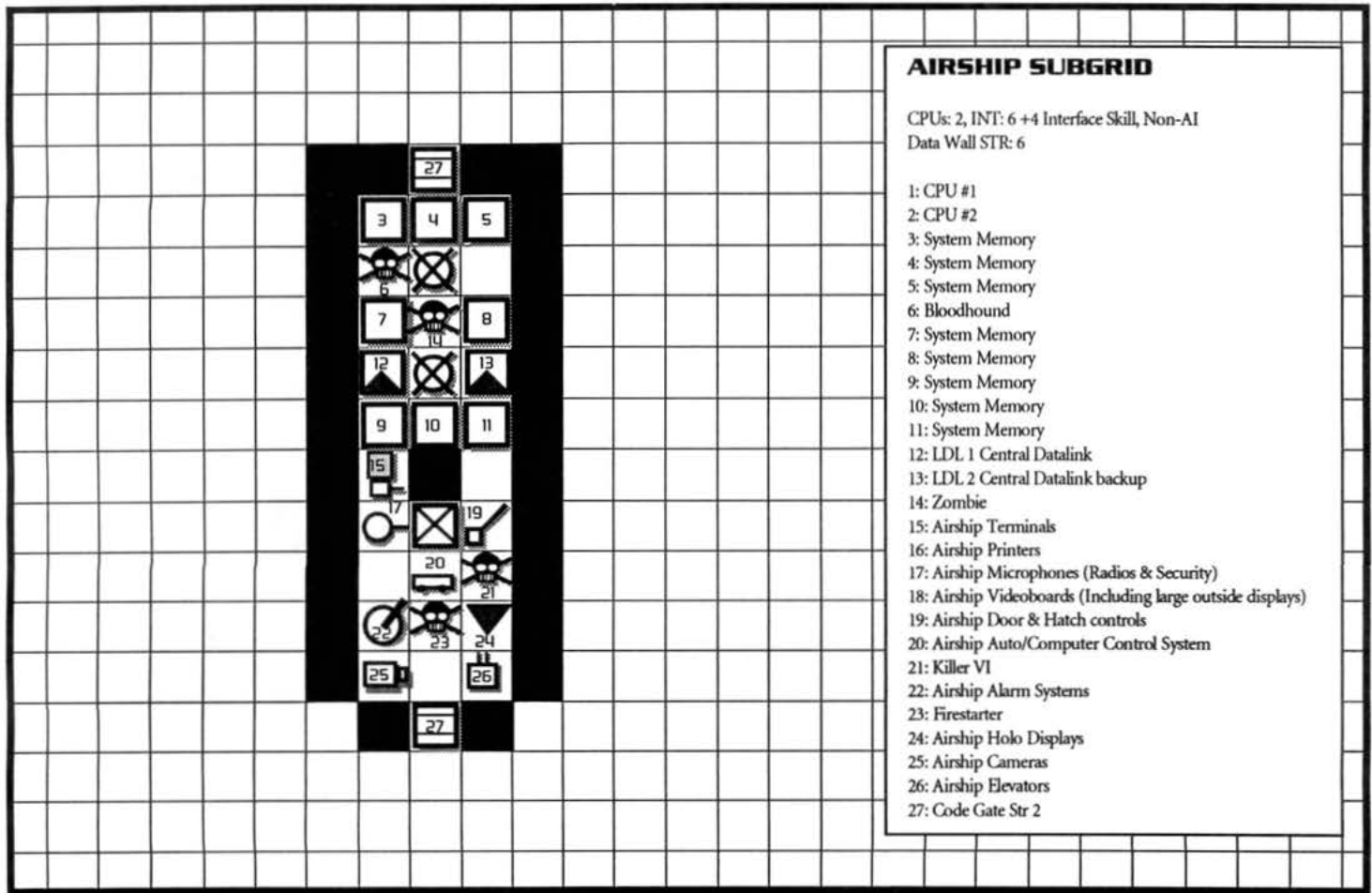
- 1: Norcross System CPU #1
- 2: Norcross System CPU #2
- 3: Norcross System CPU #3
- 4: Norcross System Memory- Personnel
- 5: Norcross System Memory- Security
- 6: Norcross System Memory- Bldg Layout
- 7: Norcross System Memory- Electronics
- 8: Norcross System Memory- Work Utilities
- 9: Norcross System Memory- Work Utilities
- 10: Norcross System Memory- Work Utilities
- 11: Norcross System Memory- Data Storage
- 12: Norcross System Memory- Data Storage
- 13: Norcross System Memory- Data Storage
- 14: Norcross System Memory- Data Storage

- 15: Norcross System Memory- Eloise Interface
- 16: Aardvark
- 17: Deckrash
- 18: Security/Intercom Microphones
- 19: Bldg. Alarm
- 20: Main System Terminals
- 21: Security Cameras
- 22: Bio-Lab Waldoes
- 23: Bldg. Elevators
- 24: Knockout
- 25: Bldg. Door Controllers
- 26: Bldg. Holo Displays
- 27: Bldg. Holo Displays
- 28: Watchdog
- 29: Bldg. Printers
- 30: Dog Monitors & Controls
- 31: Bldg. Vid Boards
- 32: Bldg. Vid Boards
- 33: Main Code Gate (Characters have the Code) Str:8
- 34: Code Gate Interface W/Eloise Partition (PCs do not have the code) Str:10
- 35: Eloise CPU #1
- 36: Eloise CPU #2

- 37: Eloise CPU #3
- 38: Eloise CPU #4
- 39: Eloise Memory- System Architecture
- 40: Eloise Memory- System Architecture
- 41: Eloise Memory- System Architecture
- 42: Eloise Memory- Sensory System
- 43: Eloise Memory- Intellect
- 44: Eloise Memory- Intellect
- 45: Eloise Memory- Intellect
- 46: Eloise Memory- Floating Memory
- 47: Eloise Memory- Floating Memory
- 48: Eloise Memory- Floating Memory
- 49: Eloise Memory- Floating Memory
- 50: Bio-Interface
- 51: Bio-Regulatory
- 52: Hard Memory
- 53: Hard Memory
- 54: Eloise Terminals
- 55: Eloise Printers
- 56: Hellhound
- 57: Firestarter
- 58: Pitbull



"THE CASES ARE WARM TO THE TOUCH ... THE SECOND CASE HOLDS A WOMAN IN HER LATE TEENS ... ATTACHED TO SEVERAL INTRAVENOUS LINES AND BRAINDANCE ELECTRODES."



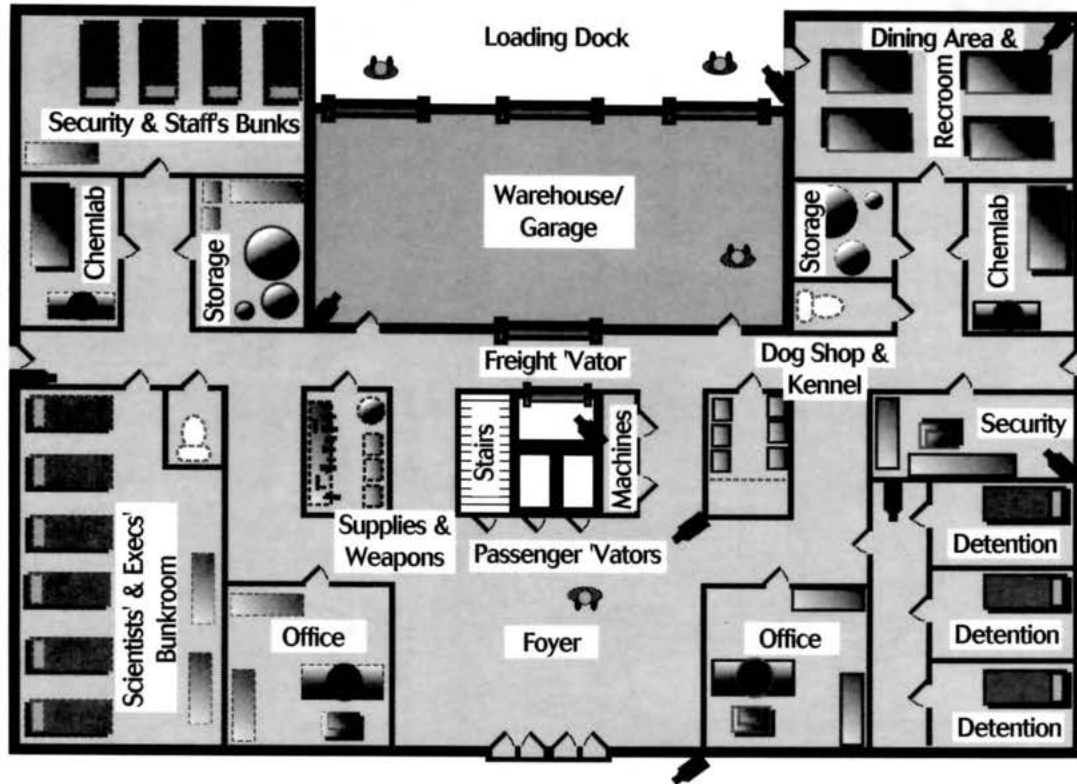
AIRSHIP SUBGRID

CPU: 2, INT: 6 +4 Interface Skill, Non-AI
Data Wall STR: 6

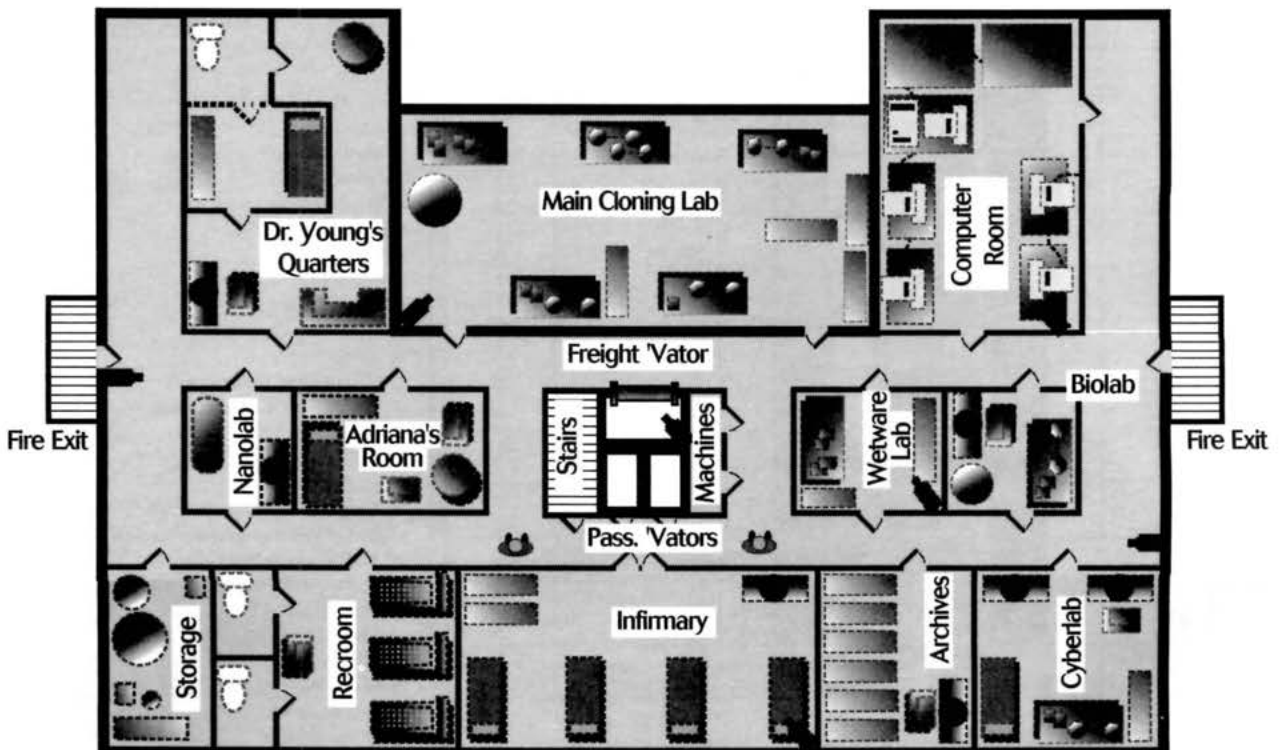
- 1: CPU #1
- 2: CPU #2
- 3: System Memory
- 4: System Memory
- 5: System Memory
- 6: Bloodhound
- 7: System Memory
- 8: System Memory
- 9: System Memory
- 10: System Memory
- 11: System Memory
- 12: LDL 1 Central Datalink
- 13: LDL 2 Central Datalink backup
- 14: Zombie
- 15: Airship Terminals
- 16: Airship Printers
- 17: Airship Microphones (Radios & Security)
- 18: Airship Videoboards (Including large outside displays)
- 19: Airship Door & Hatch controls
- 20: Airship Auto/Computer Control System
- 21: Killer VI
- 22: Airship Alarm Systems
- 23: Firestarter
- 24: Airship Holo Displays
- 25: Airship Cameras
- 26: Airship Elevators
- 27: Code Gate Str 2

LAND OF THE FREE

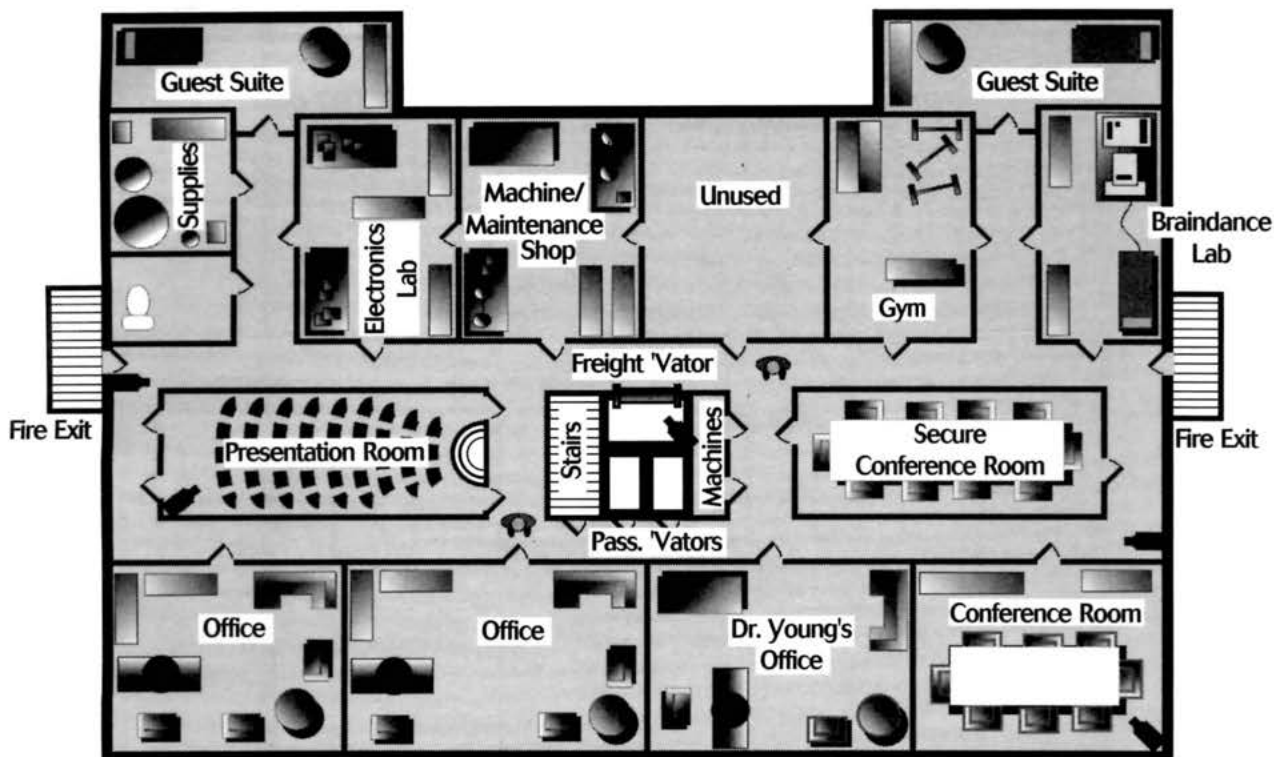
BROADWAY SWING



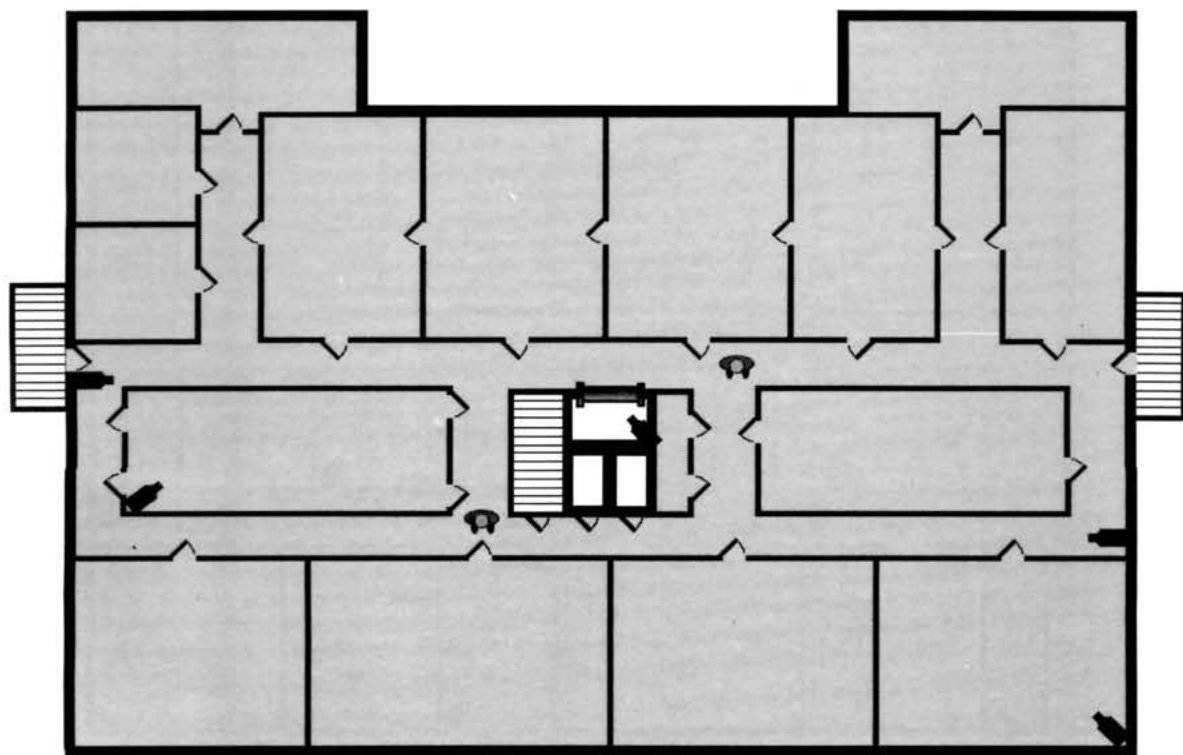
GAMEMASTER'S MAP OF NORCROSS WAREHOUSE GROUND FLOOR



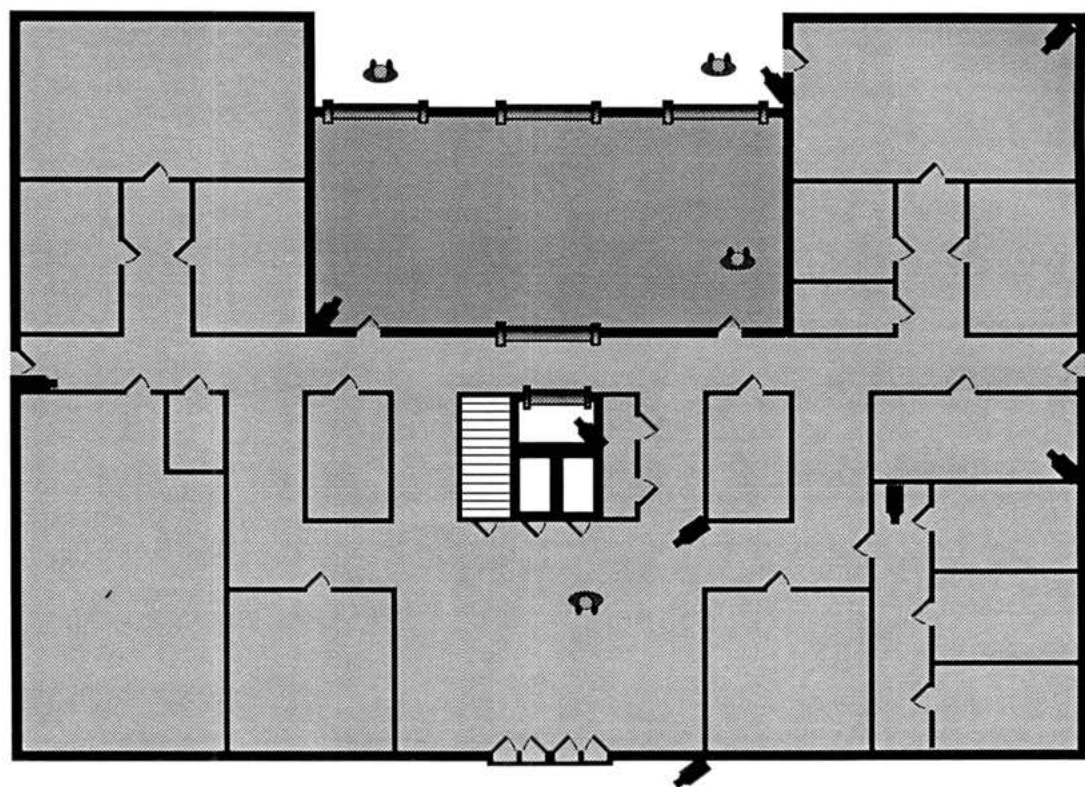
GAMEMASTER'S MAP OF NORCROSS WAREHOUSE LEVEL 2



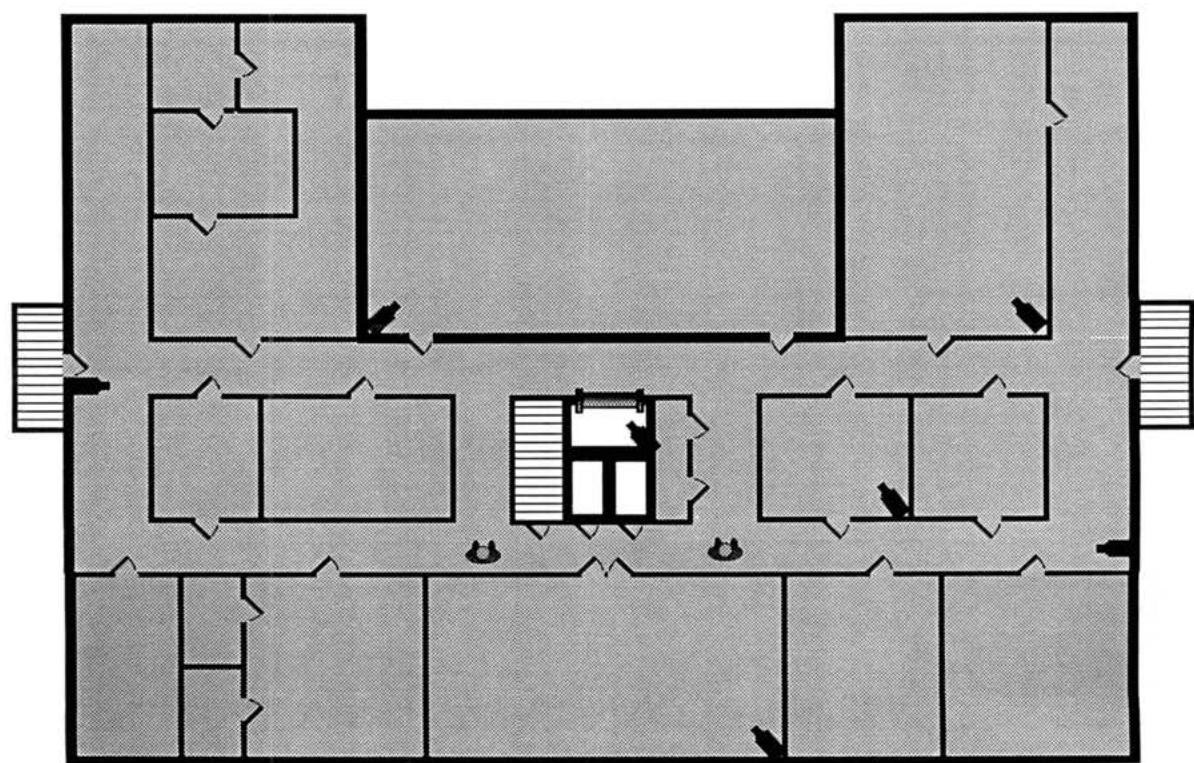
GAMEMASTER'S MAP OF NORCROSS WAREHOUSE LEVEL 3



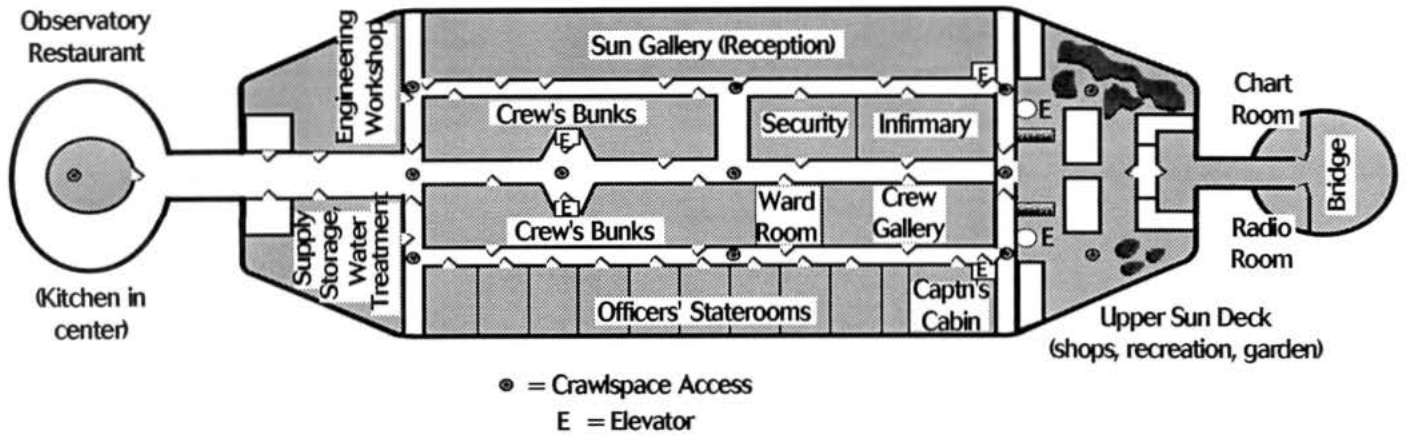
PCs' MAP OF NORCROSS WAREHOUSE LEVEL 3



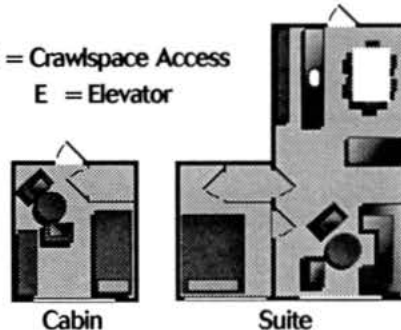
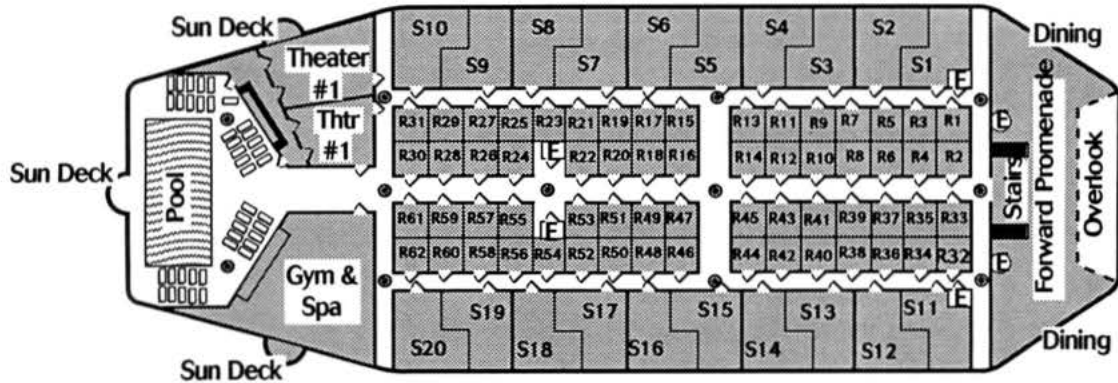
PCs' MAP OF NORCROSS WAREHOUSE LEVEL 1



PCs' MAP OF NORCROSS WAREHOUSE LEVEL 2



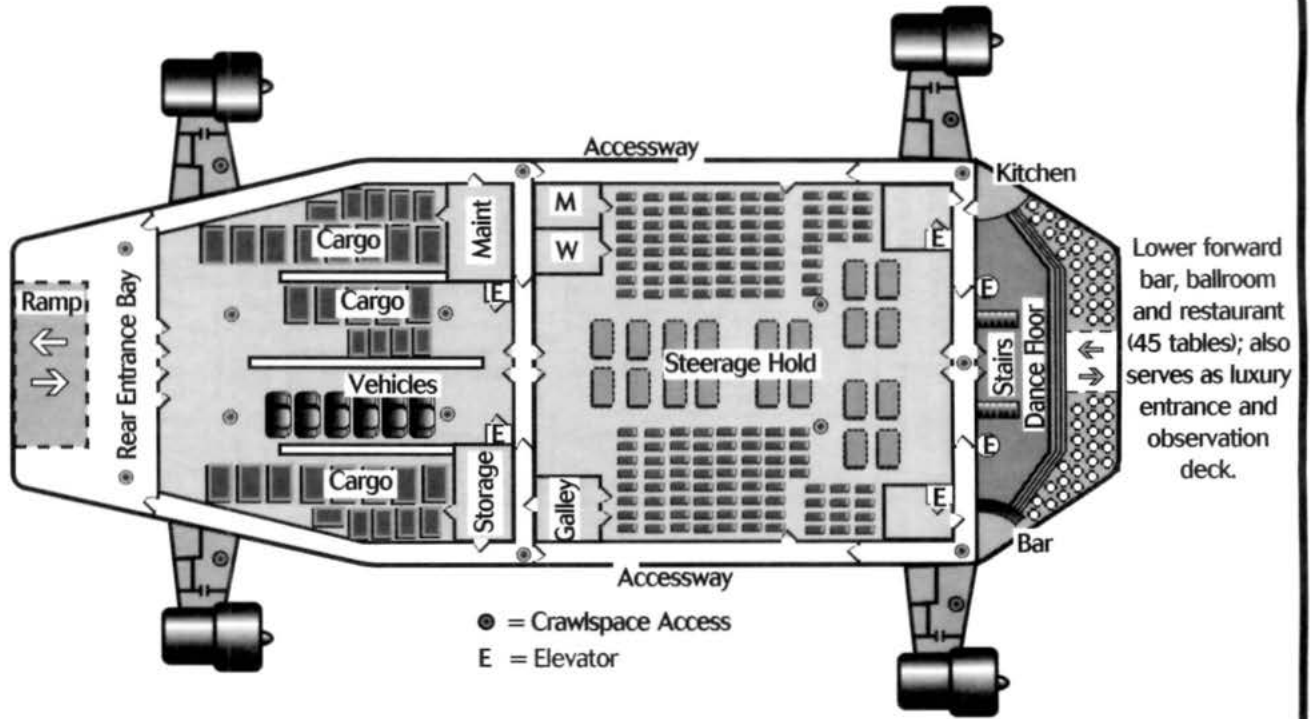
CALIFORNIA EXPRESS LEVEL 1 (TOP DECK)



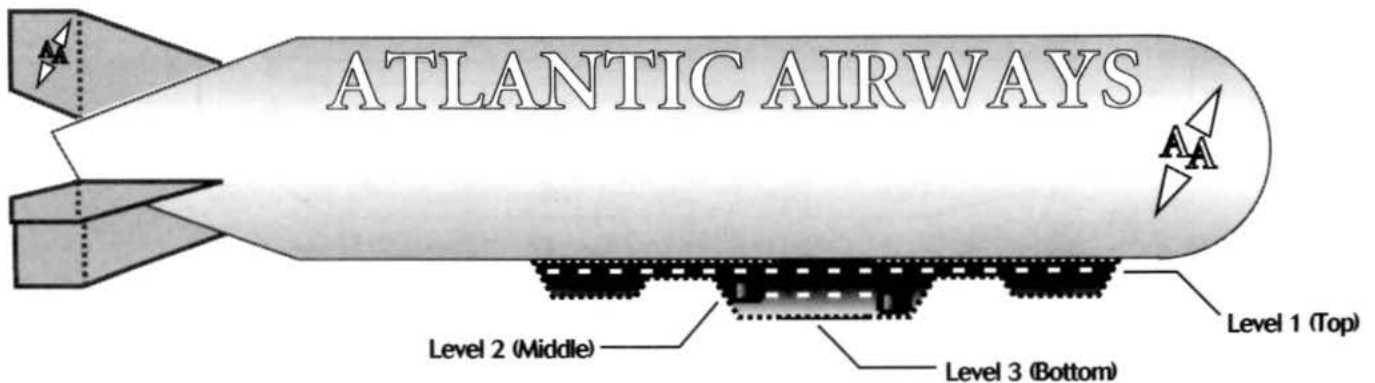
CALIFORNIA EXPRESS LEVEL 2 (MIDDLE DECK)

LAND OF THE FREE

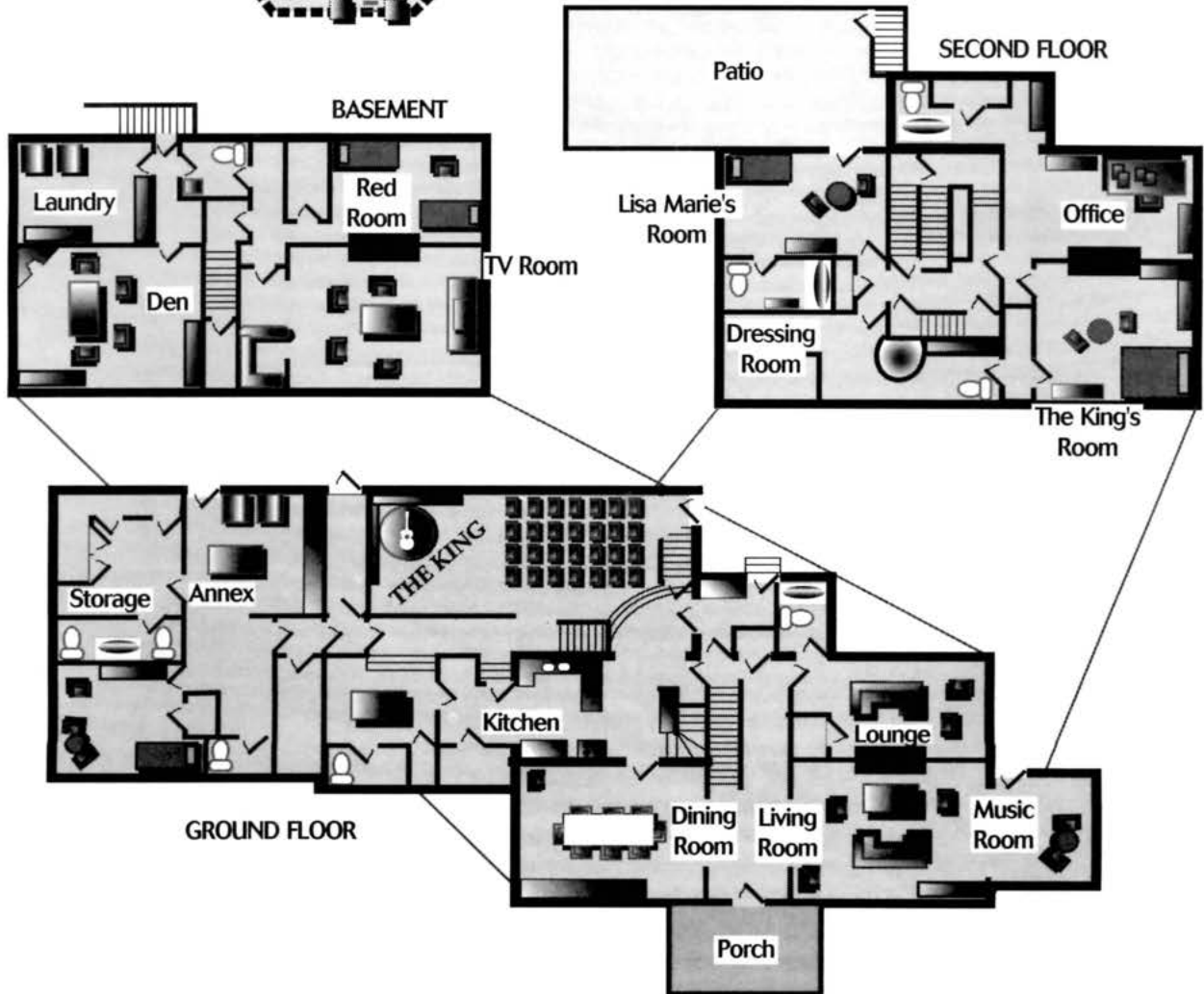
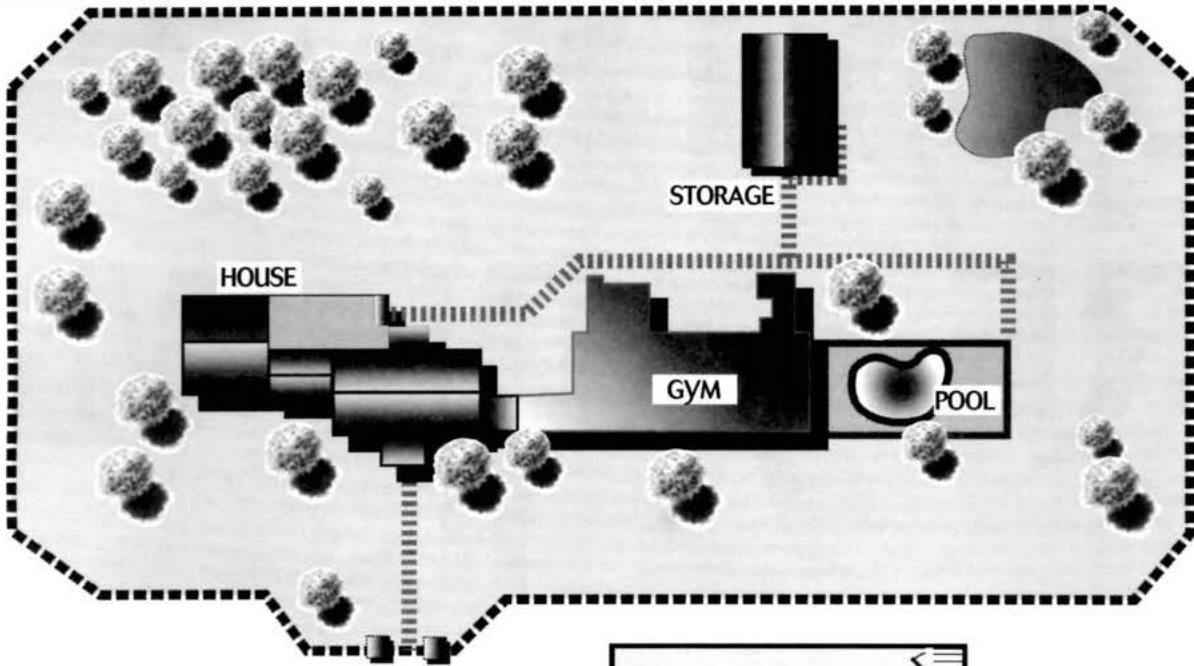
BROADWAY SWING



THE CALIFORNIA EXPRESS LEVEL 3 (BOTTOM DECK)



THE CALIFORNIA EXPRESS (SIDE VIEW)



GRACELAND (EXTERIOR AND INTERIOR VIEWS)

COUNTRY BREAKDOWN



SEGMENT SYNOPSIS

These are the major parts of Segment Two. Each of these units is a required part of the adventure. There will be optional episodes embedded in some of the units.

Unit One: Friends in Low Places

The characters have learned that they are wanted. Norcross, or whoever their real enemy is, has put a warrant out on them. They got a lucky break from the Elvises, but they may not be so lucky again. The characters are put in touch with a patron in New Orleans, however, and that offers them an escape pipeline. They hook-up with a contract steamer and journey down the Mississippi river towards the Big Easy. The characters have also been tipped off that Adriana is more than she seems. They discover that she is a clone, and information coded in her partially electronic brain is worth millions of Eurobucks. The characters also find out who runs Norcross: the Biotechnica Corporation.

Unit Two: Rolling on the River

The characters sail down the mighty Mississippi River with Cleary Kantner and his daughter, Grace, onboard their boat. Along the way they encounter eco-terrorists, corporate river police, and the ragtag cultures that thrive along the polluted banks of the once-proud river. For a time, they seem free of their pursuers, although there are plenty of other troubles to stay wary of.

Major Non Player Characters in Segment Two

- Cleary Kantner
- Grace Kantner
- The River Police
- The Pirates
- The river community citizens
- Michael Hart

UNIT ONE: FRIENDS IN LOW PLACES

EPISODE ONE: THE PATRON

At the end of Segment One the characters may have learned from the Elvises that there is someone in New Orleans who wants to help them. The characters have been given a phone number to call.

- IF THE CHARACTERS NEVER GOT INVOLVED WITH THE ELVISES:

Then they will have to learn of their patron some other way. Here are a few ways of putting the characters in touch with Michael Hart. Use the one that most suits the team.



**MICHAEL HART
LEVEL FOUR FIXER**

Hart was a good Fixer once, and a true friend of Eliot Weir's. One day he crossed the wrong people, however, and he had to flee New York. New Orleans was where he ended up, and it didn't take long before he was in trouble there too. This time he didn't have to flee, however. An Arasaka executive named Seiji Okano bailed him out and cleared his accounts. Okano demanded restitution of all debts, however, and so Hart went to work for him, becoming Okano's eyes, ears, and mouth on the street. Okano rewards Hart well for his loyalty, but Hart knows that if he tries to serve two masters – the street and Arasaka – for too long, it will be only a matter of time before one of them claims his life. In the meantime, he does his best to keep his relationship with Okano secret, and the living is good for a man with his skills and contacts.

Stats:	INT	10	REF	8/9	TECH	7
	COOL	10	ATR	8	LUCK	8
	MA	8	BODY	8	EMP	10/5
	SAVE	8	BTM	-3.		

Skills: Streetdeal +8, Awareness/Notice +6, Forgery +3, Handgun +6, Karate +4, Melee +5, Pick Lock +6, Pick Pocket +4, Intimidate +3, Persuasion and Fast Talk +7, Interrogate +4, Streetwise +7, Hide/Evade +4, Stealth +3, Dodge & Escape +3.

Cyberware: Basic processor, chipware socket, interface plugs, smartgun link, data-term link, Kerenzikov level 1 boosterware, audio/video tape recorder wired to cyberaudio/cyberoptic, rippers, basic cyberoptic, image enhancement, Low Lite™, Times Square Marquee, targeting scope, basic cyberaudio, radio link, sound editing, wide band scanner, two basic cyberlegs.

Weapons and Equipment: SP 16 armored longcoat, smartchipped ArmaLite 44 autopistol with four magazines, little black book (pocket computer).

- **E-mail!** Michael Hart may have learned the team Netrunner's cyberdeck address from the raid on Eliot Weir's apartment (more on this later). If so, he can leave a message that the team Netrunner will find the next time he or she logs on to their cyberdeck. The message will say: "Eliot Weir has been killed by Norcross. My name is Michael Hart. I am in New Orleans. I used to work with Weir. Call me if you want to live. Time is short." There will be a cell-phone number.

- **A courier.** As an Arasaka crony, Hart has resources that boggle all belief. Through the Elvies, or other local cyberpunks, he has tracked the characters into Memphis. He will have a local small-time fixer deliver a message to the characters no matter where they are. The fixer is a reedy young woman named Cat. She will approach the characters and say, "I have a message for you. Postage is already paid." If the characters ask where it came from, she will say that she got a call from man named Hart in New Orleans. Hart provided a description of the characters and said there they were. He dictated the message to be delivered, wired a payment, and hung up. The message is the same as the E-mail one above.

- **A direct phone call.** Once again, Hart has located the characters by recruiting the Elvies or other local Memphis cyberpunks or gangers to look for them. Once he finds out where they are staying, he will contact them either by a nearby phone or through cellular phone if any of the characters carry one. Hart has the resources to locate a cell-phone number in fairly short order. Here's one thing you can do: have a payphone near the character start ringing, and see if they answer it. Otherwise, some scruffy local individual actors are.

One way or another, whether the characters are mobile or still holed up in Memphis, the goal is to get them speaking with Michael Hart.

Hart's Pipeline

If the characters take a call from Hart or call him back, here is what he will say: "My name is Michael Hart. Eliot Weir was a friend of mine. Forget about contacting him for help anymore. Norcross has got him; killed him I think. Looks like he got in over his head once too often. He covered your asses before they

got him, though. If you want to get out of this mess, here's what you gotta do..."

Of course the characters might have a few questions:

- **IF THE CHARACTERS ASK HART HOW HE TRACKED THEM DOWN:**

"Weir must have figured he was marked. He had a friend call me and give me the lowdown. He told me about the Airship crash. There's a news blackout, but he had a Netrunner unearth the details. He told me the general area, and I had the local network open their eyes for you. The corporations don't know how to work the streets as well, so I got lucky and turned you up before they did."

- **IF THE CHARACTERS QUESTION HART'S GOOD INTENTIONS:**

"I'm not doing this for my health. I owe Weir big time. He saved my ass from Arasaka when I was working Manhattan back in 2009. This is payback. But I'm also picking up the contract. I stand to get a percentage if you folks can finish the run. I can sure use the money, so I aim to make that happen."

- **IF THE CHARACTERS HAVE QUESTIONS ABOUT BEING TRACED:**

"Weir contacted me through a friend. It was all casual. I don't think Norcross has a clue...yet. I think we're secure, but there isn't much time to waste. I understand that you have access to all of the operating funds you need. He didn't tell me who your contact was, though. He said you would have everything you needed to find him."

Hart's Plan

The Mississippi river is one of the biggest traffic corridors running through this region. Thousands of small-time freelance shippers run the river, and legitimate and makeshift communities line the banks. The river is polluted and foul, populated only by the hardiest of creatures, but its value as a trade and transport route is as great as ever, especially considering how bad many of the roads have become.

What the characters need to do is book passage on one of the freelance trade steamers that ferry passengers and cargo along the river; a small time carrier, not a high profile one. Hart doesn't even want to know which

one. Nothing to compromise security. Once the characters reach New Orleans, they should contact Hart. He will arrange passage to Night City via his own pipeline.

So, Who is This Guy?

Hart is not what he seems. True, he is a Fixer. True, he worked the streets of Manhattan with Eliot Weir ten years back. True, Eliot Weir saved his life. But that was all before Hart went to work for the Arasaka Corporation. Hart is now a street operative for the director of Arasaka's Southeastern United States Division. He works as a freelance, but he also serves as the corporation's ear to the local cyberpunk community in New Orleans. Like all corporations, Arasaka sometimes needs to work the streets, and they rely on people like Hart to do it for them. Seiji Okano is Director of Arasaka's Southeastern U.S. Division. He has his own motivations for ordering Hart to help the characters. He has penetrated Biotechnica security and learned of Adriana and Norcross. He wants Adriana for his own ends (to be revealed later). It was he, not anyone in Norcross or Biotechnica, who arranged for Weir to be killed. The characters won't discover his true identity until they are journeying across the Southwest in Segment 4.

- **WHAT IF THE CHARACTERS CHECK UP ON HART?**

Unless they specifically announce that they are searching the Arasaka database, which they have no reason to do, they will uncover nothing incriminating. Friends of Weir will remember him vaguely from several years ago, and remember when Weir saved his life, but none know his current whereabouts. Some may recall vague rumors of him moving to Louisiana or Texas. If, for some reason, the characters do want to crack into the Arasaka Databases, see Segment 4. If the characters check with friends in New Orleans, they will find that Hart is a fixer working the streets of the Big Easy. He seems to do well, and no one has any dirt on him. To preserve his life, Hart has covered his connections with Arasaka well. Okano is using Hart to reach the characters because of the Fixer's past association with Weir. It's an added measure of security in case the characters do a little background checking.

- **WHAT IF THE CHARACTERS ARE SUSPICIOUS?**

It's the best hope they have so far. The Memphis-Nashville corridor is way too hot for them to stay. Cross-country travel from Memphis toward Night City with no allies is going to be treacherous. Especially because Norcross expects the characters to make a beeline for Night City along the most direct route possible. Heading down South is a good move to shake pursuit, especially in the untraceable traffic of the Mississippi corridor. Also, all of Harts references check out. If the characters are still having second thoughts about continuing the contract then see the next section.

**EPISODE TWO:
WHO IS ADRIANA
(MOVEABLE)**

At the end of Segment One, the characters got a clue which should have made them a little suspicious of Adriana. They learned that Francis Young's only daughter, Amelia, was killed in a traffic accident (or incident...) a few years back. The photograph of Amelia looks just like Adriana. A likely suspicion is that Adriana is a clone of Amelia.

If the characters confront Adriana with that suspicion, she will admit it to the characters. She is a clone of her dead sister, generated from genetic material removed from her sister's body by a heartbroken father. There were three unsuccessful attempts before she successfully grew into maturity and had an intellect implanted.


The characters may want to know why they weren't told the truth, even after the attack on the airship. The reason is that Adriana was ordered by both Eliot Weir and her father, who requested the extraction, not to reveal that information. If it somehow were to become public information the danger to the characters could drastically increase. Full-human cloning is very new, and it has provoked outrage from fundamentalist and religious communities who consider clones a desecration (including the militant Eran Omaha, see Segment Four). At labs conducting public clone research there have been demonstrations and bombings. Even the Supreme Court has been debating what rights full-human clones should have under the law. Some say they are people entitled to full protection under the law and constitution. Others say that they are products to be created and disposed of as necessary.

Adriana was also being used as a courier for data on the cloning project. Biotechnica wants to expand the project, and move it into larger, more secure facilities back in Italy. She had part of the information stored on the optical discs in her case, but that was gloss for the shareholders. The real hardcore data is stored in locked compartments inside Adriana's mind. If the characters want to access the information, Adriana will let them. It will take a Netrunner and a Cyberdeck. Use the following section if and when the characters decide to explore.

Inside Adriana's Mind

Adriana has compartments in her mind that she can not access. Some of these are organic, some are electronic. Her brain is a highly advanced fusion of organic and electronic. This development alone has huge repercussions in the further development and refinement of artificial and quasi-artificial intelligence. Her body and brain alone are worth tens of millions of Eurobucks, dead or alive. There is more inside, however, and once her identity is revealed Adriana will allow access to the characters. At this point, the best chance for survival is for the characters to know everything. (See Adriana's Brain Map)

Adriana has a pair of interface plugs in her head. They function as standard plugs for her, but they also allow outside access to the secure sections of her brain; the areas that even she can not reach. The problem: she has no idea what the access codes or security measures are. She can communicate with a Netrunner or computer that is accessing her brain, but unless secure information is transferred into her conscious mind, she has no idea what is being accessed. Nor can she guide a Netrunner, since she doesn't know what security measures have been implemented. It is possible that she could be killed if a problem develops.

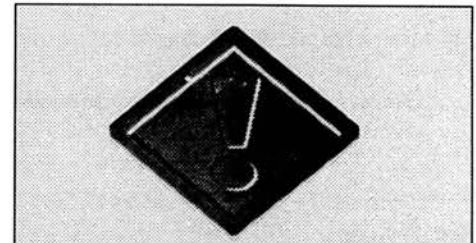
 See the map of Adriana's Brain on page 58 of this book.

Entering Adriana's Mind

Accessing Adriana's mind is the same as entering the net. Once a Runner hooks a deck to Adriana's plugs and jacks in, a virtual representation of a small cyberspace appears. It includes the unlocked electronic section of

her brain, the secure area, and her organic mind. The electronic sections are recognizable as subgrids, geometric and regular, with data walls and code gates. The organic section appears as random clouds of impulses and patterns that reveal order only under close scrutiny. All three sections are linked by pulsing information pathways. The energy source is biochemical, powered by Adriana's own body.

A Netrunner can not enter the organic section of Adriana's brain. The interface between the electronic and organic sections of her brain is customized, and will not accept other organic patterns. The unsecured electronic section is part of her consciousness, however, and can be accessed by a netrunner. That area contains the memory and processing boosters that allow Adriana to have perfect recall and greatly accelerated learning and cognitive abilities, and the four CPUs that comprise the artificial part of her intelligence. A Netrunner entering that section will experience common sensations and some common thoughts with Adriana. It is a strange and disconcerting feeling for both. If the Netrunner enters that part of Adriana's mind have him or her roll on the table to see what they discover (see table below).



STRAY THOUGHTS

Here are a few things the Netrunner might pick up on if he or she enters the unrestricted part of Adriana's electronic brain. Roll 1D6 to see which thought the Netrunner intercepts.

1-2: Adriana thinks one of the male characters is cute. Pick whichever one you think will lead to the best role-playing.

3-4: Adriana is suspicious that the pipeline to New Orleans may be another Norcross set-up.

5-6: Adriana is somewhat suspicious of the characters, after the improbable string of disasters. She feels vaguely that she is caught up in some bizarre experiment.



A WORST CASE SCENARIO

The information that the characters are really looking for is in the restricted section, however. The link between the restricted section and Adriana's conscious mind is nothing more than a status line that lets her know how much information is stored, whether the information is remaining intact or degrading, and whether it is being accessed, increased, decreased, or downloaded. It also filters for computer viruses that could attack her conscious mind.

Accessing the Restricted Section

There are three ways to access the restricted section of Adriana's mind: through the code gates, through the data wall, and through the status link.

- **Through the Data Wall:** The Data Wall for the restricted section is strength 10, the toughest a Data Wall can be. Any attempt to crack it results in a burst of searing agony for Adriana, much of which will bleed over to the Netrunner. That is feedback from the status-link. There are two ways around this.
 - 1) Disable the status link. That will take an **Interface roll** ≥ 25 and a **Programming roll** ≥ 20 .
 - 2) Along with whichever code-wall breaking program the Netrunner uses, they should make a **Programming roll** ≥ 25 to cover signs of the penetration. Failure on

any Programming or Interface roll will knock out Adriana and do 1D6 of reciprocal neural damage to the Netrunner. All of the 'Runner's rolls will be at -2 for two hours afterwards. Better prepare, and burn some luck.

- **Through the status link:** The Netrunner could piggyback on the flow through the status link, but the risk is being screened out as a virus. Joining the flow toward the restricted section is an **Interface roll** ≥ 18 . Disabling the viral screening protocol is a **Programming roll** ≥ 21 . The programming roll must be made before the attempt. Don't tell the player what he or she must beat. Let'em find out the hard way whether they succeeded or failed. Success carries the Netrunner into the restricted section. Failure means that the viral protocol attempts to dismantle the Netrunner's code as it would with any virus. It acts as a **strength 5 Liche program**, replacing the Netrunner's personality with a null. Death is the result, although the Netrunner will get a **Save roll** at -3.

- **Through the code gate:** This is the most basic method. The code gate is a basic strength 8. The problem? Look what's right behind it. Black ICE coded directly into Adriana's brain. It is perfectly effective, whether or not it is backed by a mainframe.

Dangerous Discoveries

Once inside the restricted section, the Netrunner will discover some processing engines and program files, a lot of black ICE programs, and, behind all of that, the information files that the team is looking for. Here are some of the key files and the essential information that they contain: (Hand the netrunner the Adriana's Brain Clue Card.. As is explained in a moment, this clue represents information the netrunner finds and can transmit to the other characters, but not hardcopy off the files.)

- 1) Complete records and data on the entire cloning program: development, history, and all records on the design and execution of the cloning procedure. This could be used to recreate the lab and cloning procedure. This information alone is worth hundreds of millions of Eurobucks on the open market, although it's a little hot to sell right now. No wonder Norcross wants Adriana back so badly.

- 2) Procedural notes on why Adriana is being transported. With the success of the cloning project, and several new clones developing satisfactorily, Biotechnica scientists want to examine Adriana in order to design morphological and genetic improvements into the next series. Unfortunately, the examination will require more than MRIs and blood samples. It means eventual vivisection and death for Adriana. She does not yet know that she is scheduled for this procedure. (Although her "father" does, which is why he had her extracted.) This is listed as Memo 801a

- 3) The files contain information on Norcross. This information was unofficially inserted, presumably by Francis Young when he learned that he was going to have to arrange an extraction. The files detail the chain of ownership at Norcross Biochemical Research. Although there are several levels of blinds and dummies between the two, there can be no doubt. *Norcross* is nothing more than a front for certain sensitive parts of the massive, dangerous Biotechnica Corporation. There's no shortage of money or resources there. All details of the ownership and financing chain are clearly revealed in the files.

All of the information can be plainly read by the Netrunner once he or she accesses the secure area of Adriana's brain. Adriana

can also access the files as long as the Netrunner remains in that section. There is one catch, however. None of the information can be downloaded without a code. The cyberdeck will read the data, but a security subroutine prevents transcription or storage of the data. All copies degenerate into random, digital noise. The information could probably be retrieved if the Netrunner had a mainframe or large workstation to work through, but with a cyberdeck it's impossible unless the 'Runner can make a **Programming** roll ≥ 30 . (Fair is fair. We have to give them some kind of chance!) Failed rolls cause Adriana excruciating pain.

What to do with the Information?

The characters should certainly have a clearer idea of the situation now. They can see both the value of keeping Adriana alive and out of Biotechnica/Norcross clutches, and of staying very cautious. They are dealing with a potent enemy and a very hot property. With the power of this information, the characters may decide to try a couple of things:

- **Contact someone in Biotechnica and attempt to arrange a deal:** The characters may just want to find a way to get out from under the dreadful albatross that this job has turned out to be. With the information locked in Adriana's mind, the characters can easily contact someone in the Norcross or Biotechnica hierarchy. Anyone the characters reach will be only too willing to set up some kind of a deal. The problem: the characters know too much, and have to be liquidated anyway. No matter what kind of deal they set up, and no matter how many safeguards they employ, Biotechnica will try to kill them in the course of a deal.

- **Try to offload Adriana on the Open Market:** Once again, if Adriana is put up on the market, Biotechnica will find out about it. They have tentacles everywhere, and they will be looking for the characters to make just such a move. In fact, the corporation believes that Adriana has been stolen for just that very reason, and they have been looking for some clues that she is on the international auction block.

- **Try to contact a Media and bust open the story of Adriana's existence:** This is actu-

ally one of the best things the characters can do. In fact, it will become part of the story in Segments Four and Five, whether the characters plan it or not. Here are some considerations: no small-time media is going to be able to handle this story, although they might want to. Functional human clones being secretly created by Biotechnica is a whopper, but it won't help much if it is broken by a tiny underground paper in Lubbock, or by some disreputable screamsheet. Biotechnica will have a covert group burn the operation to the

ground, and then they'll just deny everything. No, the news has to come from a major mediacorp that can stand up to Biotechnica. That means one of a few organizations.

- **Net 54:** The obvious choice. The largest and most powerful news/mediacorp in the world. Many credible news services. Huge and impersonal, however, and it can be difficult to find who you're looking for.

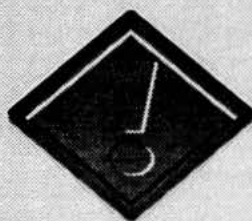
- **DMS:** Number two mediacorp, and Net 54's rival for media dominance. DMS is run by smart, ambitious people, but it is mostly geared towards entertainment, and its news services are not as good as those of Net 54 or WNS.

- **WNS:** The World News Service; a dedicated news organization, and the news service of record in 2020. WNS owns newspapers, wire services, computer text and multimedia systems, television and radio news stations, and digital newspapers. Top credibility, but with less corporate power than Net 54 or DMS. WNS is also based in London, and has less stake in what happens in the U.S.

If the characters have previous contacts in a mediacorp, they may try to reach that person. Otherwise, here are the people they will eventually contact at each news corporation that they talk to:

- **Net 54:** Satchel Sabo. Satchel Sabo is a twenty-nine year old firebrand on the fast track at Net 54's critical West Coast news division in Night City. (The corporate offices are in New York, but the major news operation is in Night City, which is more central to the important Pacific Rim.) Sabo has worked her way up from being a local beat reporter to a backup feature reporter on the respected all news satellite channel operated by Net 54 and on the regular news shows broadcast on the flagship Entertainment Channel 54. Sabo is still trying to make a name for herself and earn the respect of her peers. She's shooting for a big-time anchor or roving correspondent assignment and is looking for the story that will write her ticket. She is quick and smart, and the characters will eventually encounter her in the adventure whether they want to or not. (Segment Four)

- **DMS:** DMS is Net 54's bitter rival, always competing for the big story and the



THE CONNECTION BETWEEN NORCROSS AND BIOTECHNICA

This is a simplified breakdown of the connection between the Biotechnica Corporation and the Norcross Corporation.

Biotechnica Board: Niccolo Loggaglia, Theodore Preston, William Logan, majority shareholders. Elenika Stavros, President and CEO.

Owns:

- Trans-Mediterranean Holdings, a holding corporation out of Crete. CEO: Dominique Ynez.

Which Controls:

- 1.9 Billion EB through Gulf-Crown Bancorp in Jamaica.

Which is administrated by:

Attorney Edwin Lesh of San Diego.

Who is Actually:

- A corporate front, not a real person. "Edwin Lesh" is a code for the Norcross Board, which is actually several corps paid out of the 1.9 billion Gulf-Crown fund. They administrate the investment of the Gulf-Crown money. Naturally, the bulk is accounted for in the privately-held Norcross stock and resources. The rest is slush. Only the leader of the Norcross Board, Fahd Asuwahari, knows of the connection to Biotechnica. There are eight members of the Norcross Board.

Who Oversees:

- Norcross Labs' day-to-day operation.

exclusive scoop. If the characters try to reach someone at DMS, they will finally get hold of Shane Barger, 33, an established local reporter at DMS' Dallas operation.

• **WNS:** At WNS, the characters will reach Handel Graus, 47, an established reporter who roves between several cities in the United States, going on assignment wherever the company sends him. He is an experienced correspondent, and has a great deal of experience reporting under conditions of warfare and danger.

• **IF THE CHARACTERS CONTACT SATCHEL SABO:**

Satchel's interest is piqued! She is especially interested in the social implications of cloning; especially the right to treat sentient clones as property, and do such things as vivisectioning them. She will tell the characters to follow Hart's directions and get on a boat to New Orleans, both for safety and to avoid suspicion. In the meantime, she is going to check out the story, and check out Hart. The characters should contact her again from New Orleans (see Segment Three).

• **IF THE CHARACTERS CONTACT EITHER OF THE OTHER TWO JOURNALISTS:**

Shane Barger will also tell the characters to travel to New Orleans, from where he tells the characters that he will arrange transport to Dallas. The characters will be instructed to contact him as soon as they arrive in New Orleans (see Segment Three). Handel Graus will tell the characters to lay low in Memphis. He says that he will travel out from Chicago and meet them there, and from Memphis they can work together to get the characters to safety and uncover the story. If the characters wait for Graus or Barger, he will never arrive. No attempt to locate either will be successful. WNS will merely say that Graus is "on assignment." DMS will say that Barger's whereabouts are currently unknown.

EPISODE THREE: BOOKING PASSAGE

Assuming the characters aren't waiting around for Handel Graus (or if they have waited in vain for him), they should still want to get to New Orleans. That means hiring passage on

a local river shipper. There are a few things the characters should be looking for:

• **A Small Boat:** A small boat has a small crew, with less mouths to talk and less ears to listen. Also, the characters won't have to share the boat with another group or cargo, and it will be cheap.

• **Look for a boat in good condition, well maintained, but not flashy or high profile.** No hotdogs, no loudmouths, no speed demons.

• **A competent crew.** People who really know the river don't brag about it, because braggarts eventually wise-off to the wrong person. Someone with experience and a cool head is what the characters will want.

The characters will come across many people who look reasonable, but they will find one boat that seems especially promising. It is a sturdy looking, 40' two deck job that could have once been an offshore fishing boat doing duty off of the Gulf Coast. The boat is battered, but well cared for and maintained. It is fired by two CHOOH2 marine turbine engines, and has a large cargo area where nets and catches might have been stored. A confederate flag flies from the radio mast, and the name is stenciled on the fantail: the *Varina* (note to savvy punkers: *Varina* Davis was the wife of Confederate President Jefferson Davis). The boat is moored at a large open harbor on the river, the major congregation point for freelance riverboaters in Memphis.

Working on the boat is a grizzled man in his late fifties. He is wearing a tank top and a Greek sailor's cap. A pipe protrudes from one side of his mouth. Despite his age, the man is obviously in excellent shape. He is robust and trim, and having no trouble with the large crates he is lifting from the deck. Bright, blue eyes surrounded by a wealth of sun-burnt crows feet gaze watchfully out from under the brim of the cap. A disheveled mop of sandy, blond hair completes the look. The man is busy offloading the last of his previous client's cargo. Standing in the pilothouse, working over a small chart table is a young woman who has the eyes and hair of the older man. She is obviously related, most likely a daughter or niece considering she looks to be in her mid-twenties. The man is Cleary Kantner, an experienced, longtime river freelancer. The woman is his daughter, Grace.

They have are the best-looking crew and boat the characters will find.

The characters are not bound to charter Cleary's boat, there are other freelancers for hire. Many of the other boats look to be in shoddier condition, however, and many of the crews look drunk, disreputable, or dangerous. There are some good looking boats and crews, but many of them appear too high profile and likely to attract unwanted attention. The *Varina* is clearly the best boat for their purposes in the harbor.

Hiring a Boat

If the characters wish to hire Cleary's boat, or any boat, they will have to discuss cargo, destination, and price. Of course, the characters' cargo is themselves and Adriana. Destination is New Orleans. Cleary will start the bidding at 400 EB per day. He can be bargained down to 290 EB per day. It's a fair price for a good boat and crew. If the characters shop around they will find lower prices, but only with nasty looking outfits. Cleary reckons that the trip to New Orleans should take five days; four if everything goes without a hitch. That means that the characters will have to cough up between 1160 and 2000 EB passage. They should think of it as an investment.

• **CHARACTERS SHORT OF DOUGH?**

Then has Cleary got a deal for them. In exchange for a little help, he will run them down the river for free! See the optional episode "The Job" in Unit Two.

UNIT TWO: ROLLIN' ON THE RIVER

EPISODE ONE: CASTING OFF

If the characters sail with Cleary and Grace, they will be in for an interesting ride, but with a good crew. If the characters have elected to sail with another crew, see the optional episode "The Hot-Doggers." Whoever the characters hire, they should cast off



CLEARY KANTNER

**"THAT'S YOUR
FIRST LESSON
ABOUT DOING
BUSINESS ON THE
RIVER -- YOUTH
AND SPEED AREN'T
ALWAYS THE
SOLUTION!"**

CLEARY KANTNER

LEVEL 4 TECHIE

Cleary Kantner is fifty-seven years old. He has been running the Mississippi River for over twenty years. A native of the state of Mississippi, Cleary grew up on the river, and he remembers its glory from the days before it was choked to toxic death by the corporations. Cleary is an important member of the River Raiders, a secret eco-terrorist group made up of freelance shippers, river nomads, and river township citizens who are trying to recover the Mississippi and bring it back to life. The raiders stage secret attacks and bombings on industries that pollute the river, and run an informal police network that fights river pirates and corrupt river police. The Raiders are at odds with the corporate sponsored Riverine Police Force and with the renegade Army troops that patrol the river. See the sidebar *Life on the River* in Unit Two.

Stats: INT 10 REF 9 TECH 10
COOL 10 ATR 6 LUCK 4
MA 7 BODY 8 EMP 10/7
SAVE 8 BTM -2

Skills: Jury Rig +7, Awareness/Notice +8, Basic Tech +7, Cyber Tech +5, Teaching +3, Education and General Knowledge +6, Electronics +7, Demolitions +6, Electronic Security +5, Swimming +5, Maritime Procedures +7, Handgun +3, Melee +2, Heavy Weapons +5, Rifle +4, Submachine gun +1, Brawling +5.

Cyberware: Basic processor, chipware socket, interface plugs, vehicle link, radar sensor, basic eye module, Times Square Marquee, Low Lite™, teleoptics, basic cyberaudio, radar detector, wide-band radio scanner.

Weapons and Equipment: SP 10 armor vest, large knife, Stemmeyer Type 35 pistol with four magazines, Stemmeyer Stakeout 10 shotgun, Militech Arms RPG-A with fifteen projectiles, various smoke grenades, 10 kg of C-6 explosive.

GRACE KANTNER

LEVEL 3 TECHIE

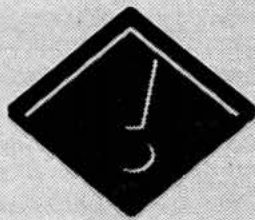
Grace is Cleary's daughter. She has grown up on the river with her father. Her mother, Cleary's wife, died when Grace was very young, and she has lived on boats with her father ever since. Grace is very bright, and Cleary had her educated by other members of the River Raiders, several of whom have advanced degrees or corporate experience. Grace is a member of the renegade organization, and believes passionately in freeing the river and its population from the grip of the corporations and the renegade soldiers. Grace is cheerful and friendly, but very intense.

Stats: INT 9 REF 8 TECH 8
COOL 9 ATR 9 LUCK 5
MA 8 BODY 7 EMP 9/6
SAVE 7 BTM -2

Skills: Jury Rig +5, Awareness/Notice +6, Basic Tech +6, Cyber Tech +3, Teaching +2, Education and General Knowledge +7, Electronics +6, Electronic Security +3, Seduction +4, Swimming +6, Maritime Procedures +3, Handgun +4, Melee +3, Heavy Weapons +5, Brawling +4, Rifle +3, Submachine gun +5.

Cyberware: Basic processor, chipware socket, interface plugs, vehicle link, smartgun link, basic eye module, Times Square Marquee, Low Lite™, teleoptics, basic cyberaudio, enhanced hearing, level dampers, wide-band radio scanner, rippers.

Weapons and Equipment: SP 14 armor jacket, large knife, smartchipped Stemmeyer Type 35 pistol with four magazines, smartchipped Arasaka Minami 10 submachine gun with three magazines.



THE VARINA*

The *Varina* is a converted open-water fishing boat once used for shrimping in the warm waters of the Gulf. Once the corporations squeezed out most of the independents, her owners ran her upriver where they sold her to Cleary Kantner, who rechristened the tough little boat after the wife of Confederate President Jefferson Davis. Cleary also made a few modifications, armoring the *Varina* for freelance river work, and converting the net and fish-holds into cargo and passenger areas. He ripped out the old marine diesels and replaced them with efficient CHOOH2 marine turbines. A new satellite navigation package, radar system, and radio suite was also installed. The *Varina* mounts weapons, and can operate in shallow water. She also carries scuba diving equipment and food and water. Cleary and Grace live onboard full time. **Length:** 40'. **Draft:** 8'. **Beam:** 16'. **Speed:** 20 kts. **Safe Maneuvering Speed:** 20 kts. **Acceleration:** 4 kts/turn. **Fuel/Range:** 150 gallons/375 miles. **Hull:** 130 SDP, 15 SP. **Pilothouse:** 40 SDP, 10 SP. The ship begins to sink when the hull has taken 40 SDP. See the Sinking Table in Unit Two. **Weapons:** Pintle-mounted .50 caliber machine gun on flying bridge (HVY -1 N R 6D10/.50 200 20 500m), Spotlight.



See the map of The Varina, on page 61 of this book.

as soon as possible. Cleary and Grace will be willing to leave within a couple of hours after the characters hire them. Other crews may make the team wait until the following morning. Casting off will go smoothly, and the characters will head away from Mem-

phis Harbor and onto the placid, brown waters of the Mississippi.

Once on the water, there are a variety of threats that the characters might face. Feel free to make the trip down the river as tortuous or tedious as you see fit. Use the River Encounter Table and situations below, as well as the detailed optional episodes.

Life on the River

The Mississippi River is not what it once was. The majestic waters still roll down from chilly Minnesota, but below St. Louis industrial waste has turned the once vibrant river into a biological graveyard. The river is still used for shipping, but only the most foolish or the most destitute swim in the water or eat the few remaining fish and mutated amphibians that grub out a living in the toxic silt.

Although the wildlife has disappeared, a new kind of life thrives on the river. A subculture has grown on the Mississippi since the great collapse, and now the river is once again a major conduit across the nation, much as it was in the days of Mark Twain. A community of Nomads, private shippers, and squatters has grown on the river. Every day, thousands of freelance shippers carry private passengers and cargos between ports on the river. Nomad families sail up and down looking for contract work in Memphis, St. Louis, New Orleans, and other cities along the banks. In some areas, large communities of squatters have grown on shoreline areas, island and raft villages.

Life on the river is not easy. The toxic animals, water and mud causes the squatters to have high rates of cancer and mutation. More than one corporation has conducted black bio-tests on the squalid riverbank shanty communities. On the water, renegade Army Riverine Units and armed gangs in armored boats prey on the private shippers, as well as on the river Nomads and squatters. Corporate-sponsored police patrol the waterways not to control the pirates, but to find and eliminate members of the outlaw eco-terrorist group, the River Raiders. Many people have been taken onto police boats for interrogation and never heard from again. The silt at the bottom of the river hides the corpses of more than one luckless person who crossed the pirates or the police.

River Encounters

Here are some things that the characters may encounter as they sail down the river. Choose or roll 1D6 three times for the four days that the characters are on the river. If the characters are delayed *en route*, roll or pick again for every extra day on the river. Don't repeat any event. See the descriptions below for details on each encounter.

RIVER ENCOUNTERS TABLE

- 1: Renegade Army Riverine Patrol.
- 2: Corporate Riverine Patrol.
- 3: Pirates.
- 4: Nomad Family.
- 5: A storm.
- 6: Placid Waters.

ENCOUNTER TABLE SITUATIONS

These are the details for the encounter table situations.

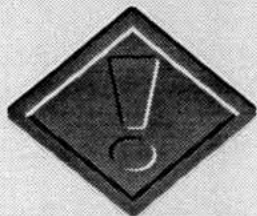
1) RENEGADE ARMY RIVERINE PATROL

The characters are flagged down by a U.S. Army patrol boat (roll randomly for day or night). In 2020, many of the Army units in rural areas have gone semi-rogue, and they operate largely for their own profit. This Army crew is conducting routine searches for "contraband." Contraband is generally any excuse the soldiers can find to extract a bribe. This means drugs (legal or illegal), weapons (registered or not), any "suspicious" cargo or passengers. There are CSP+0 soldiers (remember to include Cleary and Grace when you figure CPS) and one commander on the Army boat. The commander, Sgt. Frank Michaels, will have the *Varina* searched stem to stern, and try to shake down Cleary, Grace, and the characters for whatever he can get: "You folks are carrying some (fill in the blank). Well, there's regulations and taxes for cargo like this. You got a manifest?" The characters haven't. "You got invoices?" Nope. "Well, there's a fee for hauling material like this

through this county!" Cleary's advice is to pay and avoid a fight. It's just a part of running the river. Here's some idea of what the characters can expect to pay:

- For their guns: 50 EB each.
- For legal drugs: 25 EB per vial.
- For illegal drugs: 50 EB per vial or dose.
- If the characters have any really heavy weapons or a corpse or anything else really suspicious on board: 500 EB. (Cleary will pay for his own stuff).

If the characters don't want to pay then Michaels will try to have them all "run in" for questioning. He will also want to seize the boat as "evidence." Although he is a soldier, play Michaels as the stereotypical rural Sheriff on a power trip. He's not really looking for a legal (or military) hassle. He just wants a percentage. If the characters get into a firefight and let the soldiers escape, there is a 50% chance that the team will be pursued by another Army boat that wants to capture or kill them in retaliation.



RPV-101*

This is Sgt. Michaels' boat. It is small and lightly armored, but quick and heavily armed.

Length: 25'. **Draft:** 3'. **Beam:** 7'. **Speed:** 50 kts. **Safe Maneuvering Speed:** 50 kts. **Acceleration:** 25 kts/turn. **Fuel/Range:** 30 gallons/150 miles. **Hull:** 60 SDP, 10 SP., **Pilothouse:** 25 SDP, 5 SP. The ship begins to sink when the hull has taken 30 SDP. See the Sinking Table in Unit Two. **Weapons:** Pintle-mounted .50 caliber machine gun on bow (HVY -1 N R 6D10/.50 200 20 500m).



SGT. FRANK MICHAELS

LEVEL 3 SOLO

The crooked, renegade U.S. Army officer who attempts to squeeze the characters for a bribe. He has no hesitation about blowing the *Varina* out of the water if the characters make trouble for him.

Stats:	INT 6	REF 8	TECH 5
	COOL 9	ATR 5	LUCK 8
	MA 8	BODY 9	EMP 8/4
	SAVE 9	BTM -3.	

Skills: Combat Sense +5, Awareness/Notice +5, Handgun +6, Brawling +6, Melee +4, Weapons Tech +3, Rifle +5, Athletics +1, Submachine gun +6, Stealth +4, Intimidate +5, Heavy Weapons +3, Expert Boat Pilot +5, Navigation +2, Shadow/Track +2.

Cyberware: Basic processor, chipware socket, data-term link, smartgun link, basic cyberoptic, Times Square Marquee, targeting scope, infrared, right cyberarm with toolhand.

Weapons and Equipment: SP 14 armor vest, smartchipped Colt AMT 1200 pistol with four magazines, smartchipped H&K MPK-9 with three magazines, knife, two concussion grenades (6D6 damage in a radius of five meters.)

MICHAELS' MEN

LEVEL 2 SOLOS

Michaels' grunts. They follow orders. If Michaels is killed, they will fight until two or more of their number have been killed, and then they will flee.

Stats:	INT 5	REF 8	TECH 4
	COOL 8	ATR 5	LUCK 6
	MA 9	BODY 8	EMP 7/5
	SAVE 8	BTM -3.	

Skills: Combat Sense +5, Awareness/Notice +5, Handgun +5, Brawling +4, Melee +4, Weapons Tech +3, Rifle +5, Athletics +3, Submachine gun +5, Stealth +2, Heavy Weapons +5, Expert Boat Pilot +3, Navigation +2.

Cyberware: Basic processor, chipware socket, data-term link, smartgun link, basic cyberoptic, Times Square Marquee, targeting scope, infrared.

Weapons and Equipment: SP 14 armor vest, smartchipped Colt AMT 1200 pistol with four magazines, smartchipped H&K MPK-9 with three magazines, knife, two concussion grenades (6D6 damage in a radius of five meters.)

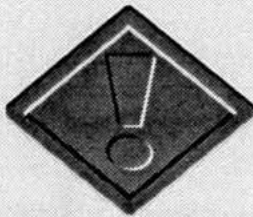
LAND OF THE FREE

COUNTRY BREAKDOWN

2) CORPORATE RIVERINE PATROL

The renegade Army units aren't the only ones patrolling the waters. Several corporations who have plants on or near the river, including many that use it as a dumping channel for toxic waste, have formed a coalition security force to patrol the waters near their plants. The corporate security forces are better trained and armed than the renegade Army units, but they tend to stick to certain areas only. They keep river Nomads and squatters away from corporate installations and canals, and keep a special watch out for members of the eco-terrorist River Raiders. If the characters approach a stretch of the river near a corporate plant (and they will have to at several points along the voyage), they may be warned off or boarded by Corporate Riverine Security. Roll 1D6:

- 1-2: Warned away.
- 3-5: Ordered to heave-to for boarding and search. Warning shots will be fired if necessary.
- 6: Fired upon.



CORPORATE RIVERINE POWERBOAT*

The corps use shallow-draft, Kevlar hulled, hydro-jet powered speedboats designed to operate in shallow, weed choked waterways. The boats don't sport much in the way of heavy weapons, but they are well armored, and are fast and maneuverable.

Length: 25'. **Draft:** 2'. **Beam:** 6'. **Speed:** 60 kts. **Safe Maneuvering Speed:** 60 kts. **Acceleration:** 25 kts/turn. **Fuel/Range:** 20 gallons/100 miles. **Hull:** 55 SDP, 15 SP. **Pilothouse:** 20 SDP, 15 SP. The ship begins to sink when the hull has taken 30 SDP. See the Sinking Table. **Weapons:** Pintle-mounted .50 caliber machine gun on flying bridge (HVY -1 N R 6D10/.50 200 20 500m).

ALBERT GIFFORD

LEVEL 3 CORPORATE

Al Gifford is a low level functionary in the Aquatex Corporation, a chemical manufacturing company that belongs to the Mississippi river security coalition. Aquatex has a long history of toxic "accidents" and discharges, and is a favorite target of the River Raiders. Consequently, men like Gifford are under orders to be extra cautious. Gifford's natural paranoia and lack of humor will add to the excitement. Play Gifford as a humorless, irritated corp on a nasty assignment.

Stats:	INT	9	REF	6	TECH	4
	COOL	10	ATR	9	LUCK	6
	MA	7	BODY	7	EMP	8/5
	SAVE	7	BTM	-2.		

Skills: Resources +5, Awareness/Notice +5, Human Perception +7, Education and General Knowledge +7, Social +4, Persuasion and Fast Talk +5, Stock Market +2, Wardrobe and Style +3, Personal Grooming +3, Leadership +4, Handgun +2, Maritime Skills +2, First Aid +3.

Cyberware: Basic processor, chipware socket, interface plugs, data-term link, vehicle link, basic cyberoptic, Times Square Marquee, Micro-Video Optic, ultraviolet, skinweave.

Weapons and Equipment: UV flashlight, lifejacket, Federated Arms X-22 with two magazines, two-way headset radio, bad attitude.

CORPORATE SAILORS

LEVEL 3 SOLOS

Soldiers from several of the coalition corporations. Some are from Aquatex, some from Interchem, some from Armex-Patterson (see below), and so on. In a clutch, those that are not from Aquatex may balk at accepting orders from Gifford.

Stats:	INT	7	REF	10	TECH	5
	COOL	9	ATR	7	LUCK	6
	MA	9	BODY	8	EMP	8/?
	SAVE	8	BTM	-3.		

Skills: Combat Sense +6, Awareness/Notice +5, Handgun +5, Karate +4, Melee +5, Weapons Tech +3, Rifle +5, Athletics +3, Submachine gun +5, Stealth +3, Heavy Weapons +5, Expert Boat Pilot +3, Shadow/Track +3, Wilderness Survival +3.

Cyberware: Various. All have smartgun links, cyberoptic and targeting scopes. Most have night vision cyberoptics.

Weapons and Equipment: SP 10 armored life vest, smartchipped Stemmeyer Type 35 pistols with four magazines, knives, half have smartchipped H&K MP 2013 submachine guns with four magazines, half have Arasaka Rapid Assault 12 shotguns.

If the Corporate sailors search, they will be looking for known members of the River Raiders, evidence of participation in the group, or equipment that could be used in a terrorist attack. Of course, Cleary and Grace are members of the River Raiders, but they haven't been identified by the corporations. Cleary does have several pounds of plastique, along with detonators and timers, hidden in his boat, however. If corporate soldiers find these items (50% chance), they will attempt to take the characters into custody for questioning. They will use deadly force if they have to. Even if they don't find the equipment, there is a 50% chance that they will deem one or more of the team "suspicious." They will want to apprehend and question this person. People taken in for "questioning" seldom live

to tell about it. If the corps don't become suspicious they will let the team leave.

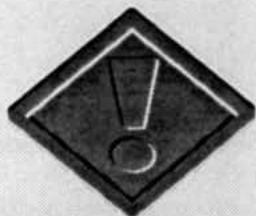
A corporate patrol boat has one leader and CPS-2 crew (minimum of four total—remember to include Cleary and Grace when you figure CPS). They use large, sturdy powerboats designed for riverine work. See NPC Book for one team that the characters might encounter. Roll randomly to determine day or night.

3) PIRATES

The party is attacked by pirates riding prop-driven swamp skimmers. The pirates are not interested in bargaining or negotiating. They are out to kill the team or drive them away and seize the Varina and its cargo...intact.

Pirates and inland freebooters are the scourge of the Mississippi River valley. They plunder the squatters and freelancers at will, forcing legitimate shippers to charge high rates and carry heavy weapons. Corporate police are little help; they protect only corporate assets. Only the boldest pirates go after corporate ships and boats. A few hardy, adventurous privateers have tried. A few of the best have succeeded. The rest have died. Many of the Army and Militia units that patrol the river are only loosely controlled, and many of them operate solely for their own profit. They demand tolls and taxes from private shippers, but they generally don't destroy them. Neither do they actively pursue pirates however. There are a few renegade units that have worked out lucrative arrangements with local freebooters, taking a portion of the loot in return for a blind eye. In fact, several well known pirate crews are Army deserters.

The gang that attacks the characters is not made of ex-soldiers. It is just a typical gang of roughneck privateers; renegades and outlaws bred in the lawless stretches of an America without an infrastructure. They are



THE SKIMMER*

The skimmers are flat-hulled boats driven by powerful fans mounted above and behind the passenger area. They are steered by huge rudders mounted behind the fan. The fans are inside wire cages to prevent accidents. Common in everglade or swamp areas, the smooth-bottom boats can move rapidly over deep or shallow water, reeds, and mud that would foul a propeller or hydro-jet driven boat. They are unstable, however, and flood easily. They also have virtually no protection for the passengers. Skimmers can carry four people, but there are only three pirates in each skimmer.

Length: 15'. **Draft:** 8". **Beam:** 7'. **Speed:** 40 kts. **Safe Maneuvering Speed:** 40 kts. **Acceleration:** 30 kts/turn. **Fuel/Range:** 10 gallons/100 miles. **Hull:** 40 SDP, 15 SP. The skimmer begins to sink when the hull has taken 20 SDP. See the Sinking Table.



DOLEUR DANS DERIERRE LEVEL 4 FIXER

DeRierre is a tough, burly *Quebecois* who drifted down from Montreal across the Great Lakes, and into Chicago, where he worked the streets for a while. After tiring of the Chicago scene, and making several enemies, DeRierre headed down the Mississippi, intending to travel along the Gulf Coast to Florida and check out the lucrative immigrant street-scene of Miami. Along the way he hooked up with river Privateers. With his natural leadership and brains he has taken control of the operation. He now runs it for his own profit. DeRierre has a network of contacts and friends all along the river. Few have savory reputations.

Stats:	INT	10	REF	9	TECH	7
	COOL	10	ATR	7	LUCK	6
	MA	7	BODY	10	EMP	7
	SAVE	10	BTM	-4.		

Skills: Streetdeal +7, Awareness/Notice +6, Handgun +5, Brawling +7, Melee +5, Pick Lock +4, Pick Pocket +5, Intimidate +6, Persuasion and Fast Talk +7, Leadership +5, French (native), English +6, Shadow/Track +4, Driving +3, Submachine gun +1, Rifle +2.

Cyberware: Basic Processor, chipware socket.

Weapons and Equipment: SP 14 armored longcoat, knife, ArmaLite .44 with three magazines, low-lite binoculars.

THE PIRATES

LEVEL 2 SOLOS

These are the scurvy scum and swarthy scalawags who prey on the freelance shippers and squatters who populate the Mississippi River. They are filthy, nasty, stupid, and unimaginative. They are also brutal and tough.

Stats:	INT	6	REF	9	TECH	6
	COOL	7	ATR	5	LUCK	5
	MA	8	BODY	9	EMP	7/?
	SAVE	9	BTM	-3.		

Skills: Combat Sense +5, Awareness/Notice +4, Handgun +4, Brawling +5, Melee +4, Weapons Tech +2, Rifle +6, Athletics +4, Submachine gun +4, Stealth +3, Pilot Skimmer +5, Swimming +4, Shadow/Track +3, Wilderness Survival +3.

Cyberware: Various. 50% chance per pirate of cyberlimb, 25% chance of rippers or wolvers. Most have cyberoptic, half have targeting sights and smartchipped weapons.

Weapons and Equipment: Various. All have knives and most have SP 10 armor t-shirts or SP 14 armor vests. Few wear life jackets. One smoke grenade each (cloud covers an eight meter radius, is penetrable by infrared or thermograph only). One concussion grenade each (6D6 damage in a radius of five meters.)



HEAVY WEATHER ON THE VARINA

perfectly representative of the chaos that has grown in the broad stretches of the rural U.S. not under the aegis of the corporations or the government. There are CPS+4 pirates, with three pirates in each skimmer. The pirates are armed mostly with light firearms, although they have a few grenades and such. They don't want to damage their victims' valuable boats with heavy weapons.

The pirates will circle the characters' boat if it is in open water, or attempt to box it in if it is close to shore. They will try to pick off the characters with gunfire or force them to surrender the ship. The pirates will try to board the *Varina* and fight hand-to-hand with the characters. They will use smoke-bombs and darkness to cover their approach. The pirates are ruthless and violent, and will kill any characters who do not comply with their orders. The pirates have no idea of Adriana's value.

4) NOMAD FAMILY

In order to defend against the pirates, many freelancers and squatters have banded together into groups. They have become river nomads, communities of workers and shippers that sail the Mississippi in groups numbering up to several hundred, looking for contract work in the river cities of New Orleans, Memphis, St. Louis, and so on. Most of the Nomad groups are peaceful, fighting only when forced. There are a few blood feuds

between families, however, and it is wise to avoid being caught up in them. The group will be traveling on 4D6 boats of all types: outboard skiffs, cabin cruisers, barges, rebuilt paddlewheel steamers, cargo steamers and tugs, skimmers, hydrojets, and so on. There will be four people per boat, on average. The larger and wealthier the group, the better the boats. Half the group is grown men and women who can fight. They are armed with all manner of firearms, but only a few heavy weapons, if any. The characters may encounter a nomad family as they are voyaging. The family is led by a senior couple; Cleve Little and Jean Wilder. Their boat is a small cabin cruiser called the *Blaze*.

Chances are that the Nomads will be friendly. They may even offer to let the characters sail with them, if they are traveling the same direction. If so, the characters will be much safer for the rest of the journey. Roll 1D6 on the following table.

- 1: A friendly group traveling the opposite direction. They offer to let the characters bivouac with them for the night.
- 2: A friendly group traveling the same direction. They offer to let the characters join their flotilla for the rest of their journey. There is a 50% chance that

the group is heading all they way down to New Orleans.

3-4: An indifferent Nomad group. They pass the characters and wave, and then steam off.

5: A hostile Nomad group. They tell the characters to clear out of their waters or be attacked.

6: A hostile Nomad group that mistakes the *Varina* for a boat from another family that they are feuding with. Unless the characters can be diplomatic in a hurry they will be attacked.

5) A STORM

A wicked, unseasonable storm blows out of the west, bringing high winds, rain, thunder, and tornadoes. Roll 1D6 on the following table, or choose:

1: High winds. The *Varina* is beached! The team will have to figure out how to re-float the boat. Minimal damage.

2: Waves and wind. Have all characters make REF rolls ≥ 14 . Anyone who fails is washed overboard. Hope someone has Swimming. There are life preservers on the *Varina*, but the current is swift. A character washed overboard must make a BODY or Swimming roll ≥ 17 . Failure means 4D10 drowning damage before being washed ashore. A life jacket is +5 to the roll.

3: Flash flood! The runaway current rams the *Varina* into a rock outcropping for 3D10 damage.

4: High water floods the boat. The characters must bail, bail, bail! If the characters don't bail fast enough, the ship becomes completely awash and the characters will be delayed two days. They may also lose some

items. Have the characters and NPCs make **BODY** rolls ≥ 14 . At least five people must succeed to keep up with the water. Those who fail become exhausted, and must stop.

5: Tornado! Roll 1D6 to find out how many D10 of damage the *Varina* takes. One day of repairs for every 10 points of damage. If the *Varina* sinks, then the characters may have to find another mode of transportation. Steal a boat, hitch with a nomad family, or the like.

6: No problem.

6) PLACID WATERS

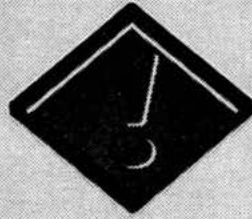
No weather, no interference. Just clear, smooth sailing. Go fishing! Just don't eat what you catch.

What if Things Get Really Wicked?

Not all of the Army units along the river are crooked, just a couple. There are still many honest troops who patrol the river as part of several units stationed near major cities along the route. If the characters are really getting their butts whipped, a helpful Army patrol may sail along at an opportune time and lend a hand. The disadvantage is that they will want to file a report which Biotechnica may trace. Another possibility is that a friendly Nomad group may lend a hand if the characters are in trouble. The disadvantage is that they will be members of the River Raiders, and they will demand the characters assistance on a mission in return for their help. See the optional episode "The Job."

OPTIONAL EPISODES

Here are two optional episodes that you can work into this unit if you like. If the characters need to be rescued by a Nomad family at any time, then you must run "The Job." In this situation, Cleary Kantner will know the leaders of the family, and they will be other River Raider members.



BOAT SINKING TABLE

So what if a boat takes a lot of damage? If it is an enemy boat then use your discretion and do whatever serves the storyline best. If it is the characters' boat, or you want a regular system for deciding how quickly boats head for Davy Jones' locker in this scenario, use the following table. It will come in handy in Segment Three also.

1: Minor damage. The boat is taking on water, but the leak can be controlled. The characters need not worry.

2: Moderate damage. Someone had better bail or work on the leak, but as long as it is getting attention, the boat won't sink. **Basic Tech roll 12** to fix.

3: Serious damage. The boat will founder in 2D6 minutes unless rapid action is taken. Three people will have to bail to slow the sinking, but it only buys time unless someone can patch the hole. **Basic Tech roll 17** to fix.

4: Heavy damage. The boat will sink in 1D6 minutes. No amount of bailing or patching will help. The only answer is to run the boat aground to keep it from sinking, and then take the time to make extensive repairs. **Basic Tech roll 22** to fix.

5: Fatal damage. The boat will sink in 1/2D6 minutes. There is no saving the boat. The engines are disabled. The only thing left to do is abandon ship.

6: Critical hull rupture. The boat sinks like a stone in one turn. Anyone not above decks must make an **Athletics or Swimming roll 14** to avoid being trapped and drowned.

OPTIONAL EPISODE: THE HOT DOGGERS

This is a brief misadventure that you can inflict on your characters if they decide to hire a boat other than the one owned by Cleary and Grace. Have them hook up with this crew instead. There is a group of CPS+0 young

cyberpunks who are running a very smooth looking hydrojet along the river. The boat is certainly nicer looking than the *Varina*, and the price is about the same (± 300 EB per day after haggling). The crew seems energetic and eager, and they have excellent weapons and supplies. The leader is a brash young man named Colton who guarantees that he will get the characters to New Orleans in "record time."

Everything will go smoothly for a few hours, but when night comes disaster will strike. Colton is out to build a reputation, but he and his crew are new at running the river, and they don't know all of the pitfalls and traps yet. Traveling at high speed, under cover of darkness, Colton will steer using radar and cyberoptics. Unfortunately, none of that will help when he strikes a partially submerged tree trunk drifting downstream. At forty knots the tree trunk will punch a hole through the fiberglass hull of the boat, and the impact will toss people around the deck. Have your characters roll to see where they are; 50% chance above decks, 50% chance below. Everyone must make an **Athletics or REF roll ≥ 18** . Characters who fail below decks take 1D10 damage as they are hurled against cabin walls and bulkheads. Characters who fail above decks are vaulted into the river. They won't take immediate damage, but they will have to swim.

The impact ruptures the hydrojet's fuel tank, and a spark ignites the vapors. In moments the hull is ablaze, and there is a pool of fire with a radius of 4 meters burning around three quarters of the foundering boat. A **Swimming roll ≥ 12** is necessary to swim under the fire and hull without surfacing. Any character who surfaces in the flames takes another 1D6 damage. The ship will sink in 1D6 minutes. The characters will only be able to save what they can swim with (2 KG per BODY point, x2 with a successful swimming roll). The nearest land is a small island 100 yards away. The nearest bank is 200 meters away. The river is quite wide at this point. Some items, such as cyberdecks, may be susceptible to water damage. Use your discretion.

The pyre will attract the attention of Cleary and Grace, who are steaming down river after failing to find a client in Memphis. They will heave-to near wherever the wet characters have beached themselves, and search with

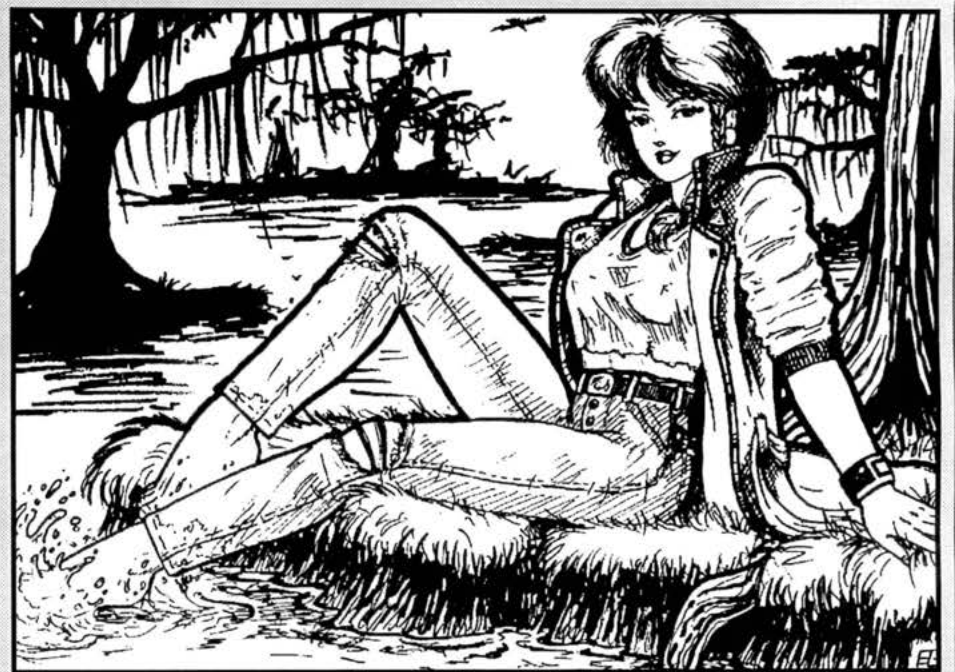
the spotlight for survivors. Upon spotting one or more of the team, Cleary will hail them and say, "Aho! Trouble with your charter?" He will offer to lend a hand, and help the characters pull themselves and as much as their equipment as possible from the water or island. When he gets a chance he will say, "That's your first lesson about doing business on the river. Youth and speed are not always the solution!" He will offer to ferry the characters the rest of the way. He may even offer them a cut rate of 200 EB per day. He will put the distraught Colton and his two surviving crew-members ashore at the next town or village. Then he and the characters can continue their voyage down the river.

OPTIONAL EPISODE: THE JOB

Cleary and Grace are members of the River Raiders, the eco-terrorist group that is a thorn in the side of every corporation that pollutes the Mississippi. They may ask the characters (experienced cyberpunks all, no doubt!) for help on a strike mission in return for free passage. This will be especially possible if the characters don't have the cash or barter on hand to meet Cleary's 290 EB per day price.

If the characters agree to the job, Cleary will steer the *Varina* to rendezvous with another boat carrying other members of the River Raiders. A midnight meeting will be held around a fire built on a small island. There are CPS+0 other River Raiders, including a Med-tech, a Techie, and a Nomad. The remaining members are Solos. Conspicuously absent is a Netrunner. Cleary will introduce the characters to a woman named Demeter. She is a St. Louis Rockergirl, and the leader of the local River Raider cell. Demeter will explain the situation:

"Recently, Armex-Patterson, a chemical manufacturer in Vicksburg [Mississippi] signed an agreement with the Mississippi State Legislature to curb emissions into the river. The move was a stunning public relations success for the company involved and several local politicians who helped to broker the agreement. Mississippi Lieutenant Governor Sandy Beech was even in on the deal. Our sources close to



DEMETER

LEVEL FOUR ROCKER

Demeter is a Missouri rockergirl who sings about the river and its history. She has devoted herself to preserving the river's legacy, and is one of the leaders of the River Raiders. She is an inspirational leader and a good ally. The characters may encounter her again in New Orleans.

Stats:	INT	10	REF	7	TECH	8
	COOL	10	ATR	10	LUCK	6
	MA	6	BODY	6	EMP	10/7
	SAVE	6	BTM	-2		

Skills: Charismatic Leadership +8, Awareness/Notice +7, Perform +7, Wardrobe and Style +5, Composition +5, Brawling +4, Play Guitar +8, Streetwise +6, Persuasion and Fast Talk +4, Human Perception +4, Leadership +6, Handgun +5, Melee +3, Driving +4.

Cyberware: Light tattoo, basic processor, chipware socket, data-term link, interface plugs, digital recorder, voice synthesizer, basic cyberoptic, color shift, image enhancement, anti dazzle, basic hearing processor, sound editing, wearman, level damper.

Weapons and Equipment: SP 14 armored long coat, brass knuckles, Fender Stratocaster guitar, amp, Colt AMT-2000 pistol with four magazines.

company have told us that the signing was a front. Armex curbed the most visible discharges, which were *not* the most lethal. The state inspectors and politicians who certified the controls were paid off, and the whole publicity scheme was arranged for the benefit of the masses. The Federal Government is not interested in investigating the legitimacy of these complaints despite the protests of our political arm. Birth defects in the poor areas of Vicksburg and the surrounding communities are 73% over even the Mississippi squatter average. Illegal discharge of the deadly waste is continuing, so we are going to teach Armex-Patterson a lesson they won't forget for a while...River Raider style!"

Demeter will explain the plan: Armex-Patterson has a large tank-farm about three-hundred meters from the riverbanks. The farm is double fenced and well patrolled. There is an angle, however. A flood-control canal runs through the tank-farm and feeds into the Mississippi nearby. The canal runs underground for the last two-hundred meters, in a wide, concrete channel. Apparently there is an airspace most of the way. Unfortunately, a number of computer-controlled gates block the channel. With a Netrunner to defeat the gates, however, an intrepid team of Solos and Techies might be able to get in and plant explosives in a couple of key places. The explosions would destroy the tank farm and cost Armex-Patterson millions of dollars in damage and bad publicity.

So how do the characters fit in?

Demeter will explain: "It's been tough for the Raiders recently. Corporate intelligence has gotten better, and several of our cells have been infiltrated. We've lost a lot of members." She will tell the characters that their own cell no longer has a Netrunner, and has only a few Solos. They need help from the characters to pull this mission off. Cleary has vouched for them, so the cell has taken a risk by revealing itself. If the mission is successful the risk will have been worth it. Not only will it teach the corporation a lesson, but it may recruit valuable new members into the Raiders. (A hint: the line about cells having been infiltrated is a red herring. Use it to increase the characters' paranoia level.)

The Mission

The characters have the skills, Cleary Kantner has the equipment, and the River Raiders have the guts to mount a suicidal diversion while the characters plant the explosives. Here is the plan:



See the map of the Armex-Patterson Tank Farm on page 60.

- Paddle an inflatable raft to the shore. Scuba or free-swim the twenty-five underwater meters between the riverbank flood-control outlet five meters below the surface and the covered channel. There is airspace above the water in the channel, as most of it is above river level. Cleary has scuba gear for three, including dry-helmets with built in radios, and underwater flashlights. He will accompany the characters. There are extra sets of masks and goggles. The scuba gear isn't strictly necessary, however. The underwater swim can be made on a breath with a **Swimming** roll ≥ 14 or an **Athletics** roll ≥ 18 . Failure means running out of air, and 1D6 damage for every 10 second turn before the character is returned to the surface five meters above or to the airspace in the channel. Once in the channel, the characters can wade as the water is only four feet deep.

- Have the team Netrunner open the three gates in sequence so that the team can move along the pipe to the open part of the channel. The Netrunner will have to get into the Armex-Patterson computer and reach the gate controls without raising the alarm.

THE CORPORATE GUARDS LEVEL THREE SOLOS

These are the Armex-Patterson Corporation's plant guards. They are sharp and skilled, but fairly lightly armed. There are CPSx2 guarding the tank farm.

Stats:	INT	8	REF	9	TECH	6
	COOL	9	ATR	6	LUCK	6
	MA	10	BODY	8	EMP	7/?
	SAVE	8	BTM	-3.		

Skills: Combat Sense +6, Awareness/Notice +6, Handgun +5, Judo +4, Melee +6, Weapons Tech +2, Rifle +5, Athletics +4, Submachine gun +5, Stealth +4, Shadow/Track +4. Wilderness Survival +3.

Cyberware: Various. All have smartgun links, cyberoptic and targeting scopes. Most have night vision cyberoptics.

Weapons and Equipment: SP 14 armor vests, smartchipped Militech Arms Avenger pistols with five magazines, knives, headset radios, flashlights, handcuffs.



See the map of the Armex-Patterson Subgrid on page 59.

- When the Raiders mount their diversionary attack on the tank farm fence, the party slips out of the channel and plants explosives on the tanks marked on a hand-drawn map. (See Tank Farm Map.) The tanks in question contain extremely volatile chemicals. Make **Stealth** rolls vs. the Armex guards' **Awareness**, and **Demolitions** rolls ≥ 17 to successfully plant the explosives. If the characters are discovered they may have to fight their way in and out, facing CPSx2 guards. The diversionary attack will help. The timers on the explosives are set for ten minutes.

- Slip out through the channel before the tanks blow. To be in the channel when the explosives detonate is certain death. Everything here rides on the skill of the Netrunner, as the gates must be closed behind the characters as they enter to avoid electronic alarms. While wading or swimming the characters move $1/4$ their MA in meters per round. They can double that, but they will make a lot of noise. See the sidebar. Once they emerge from the tunnel, the characters must rendezvous with Grace at the *Varina*, just offshore.

- If you wish, send out a boat with corporate soldiers on board to pursue the *Varina* after the mission. See the boat stats in Episode Two.

- **IF ALL THREE FLOOD CONTROL GATES ARE OPENED AT ONCE:**

The current will wash the characters out into the river in seconds, but the characters will have a 50% chance each of taking 3D6 damage.

- **IF THE EXPLOSIVES GO OFF WHILE THE CHARACTERS ARE IN THE TUNNEL:**

A flaming mass of toxic chemicals courses through the channel. Everyone in the channel takes 6D6 damage.

After the Mission

Only Demeter and one other Raider will make it back from the diversionary attack alive, (not counting Cleary and Grace). If the attack is successful Demeter will judge the mission worth the sacrifice. If the attack fails it will be a great tragedy, and possibly the end of the River Raiders in this area.

INTO NEW ORLEANS

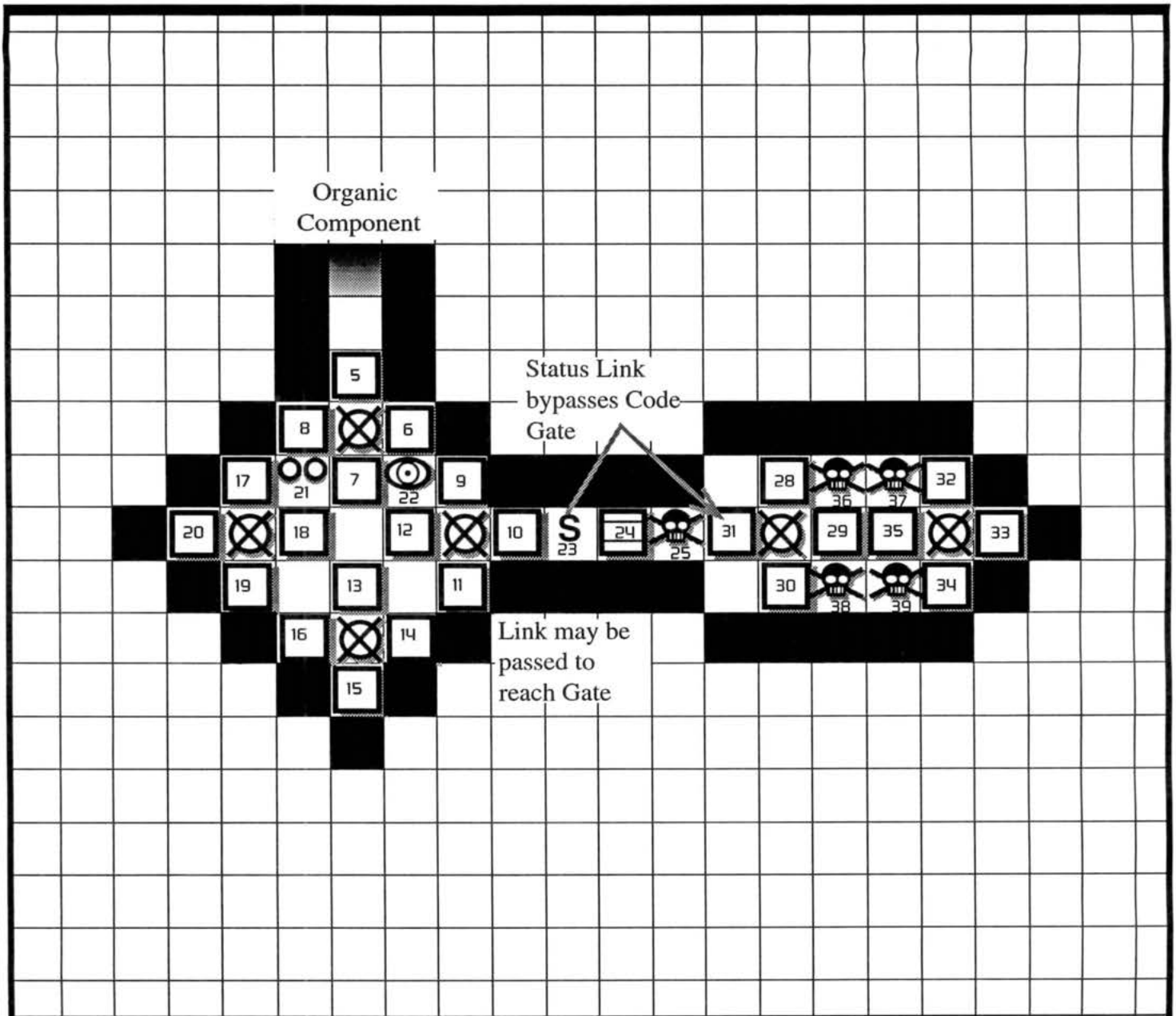
Finally, after all of these adventures and misadventures, the characters will sight New Orleans. Cleary will anchor at a riverside harbor, and drop the characters off. Any remaining debts should be settled. Now the characters must locate Michael Hart. The next chapter of the odyssey looms ahead...

NOTE: SWIMMING

If none of your characters have the swimming skill, then they might be in a little bit of trouble. If you are feeling generous simple allow basic "dog paddle" swimming to be available without the skill. This type of swimming will not help them at all with tricky situations like currents or obstacles.

LAND OF THE FREE

COUNTRY BREAKDOWN



ADRIANA'S BRAIN

CPU: 4/2, INT: 10 +10 Interface Skill
 Pseudo-AI (it's Adriana, Jim).
 Data Wall STR: 10

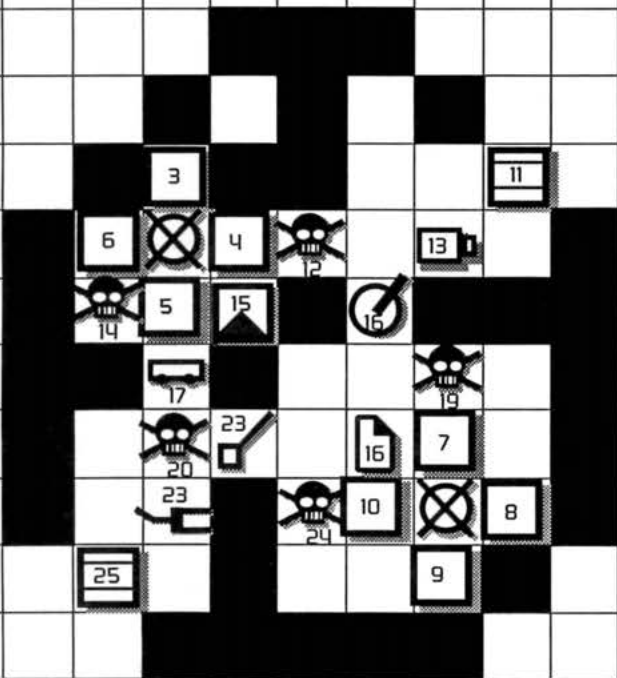
- | | | |
|--|---|---|
| <ul style="list-style-type: none"> 1: CPU 1- Sensory 2: CPU 2- Cognitive 3: CPU 3- Personality 4: CPU 4- Acceleration 5: Memory Unit 1- Floating 6: Memory Unit 2- Floating 7: Memory Unit 3- Floating 8: Memory Unit 4- Floating 9: Memory Unit 5- Floating 10: Memory Unit 6- Hard | <ul style="list-style-type: none"> 11: Memory Unit 7- Hard 12: Memory Unit 8- Hard 13: Memory Unit 9- Hard 14: Memory Unit 10- Hard 15: Memory Unit 11- Hard 16: Memory Unit 12- System Architecture 17: Memory Unit 13- System Architecture 18: Memory Unit 14- Communications 19: Memory Unit 15- Communications 20: Memory Unit 16- Assignable 21: Interface Plug Entry Port 22: Sensory Processing Locus 23: Status Link (Bypasses Code Gate, Need not be encountered.) 24: Code Gate Str 8 25: Hellhound (Won't attack Adriana) | <ul style="list-style-type: none"> 26: Restricted Data Processor 1 27: Restricted Data Processor 2 28: Restricted Memory Unit- Norcross Files 29: Restricted Memory Unit- Norcross Files 30: Restricted Memory Unit- Biotechnica Files 31: Restricted Memory Unit- Biotechnica Files 32: Restricted Memory Unit- Adriana Project Data 33: Restricted Memory Unit- Adriana Project Data 34: Restricted Memory Unit- Adriana Project Data 35: Restricted Memory Unit- Adriana Project Data 36: Poison Flatline 37: Dragon 38: Spazz 39: Liche |
|--|---|---|

ADRIANA'S BRAIN

ARMEX-PATTERSON SUBGRID

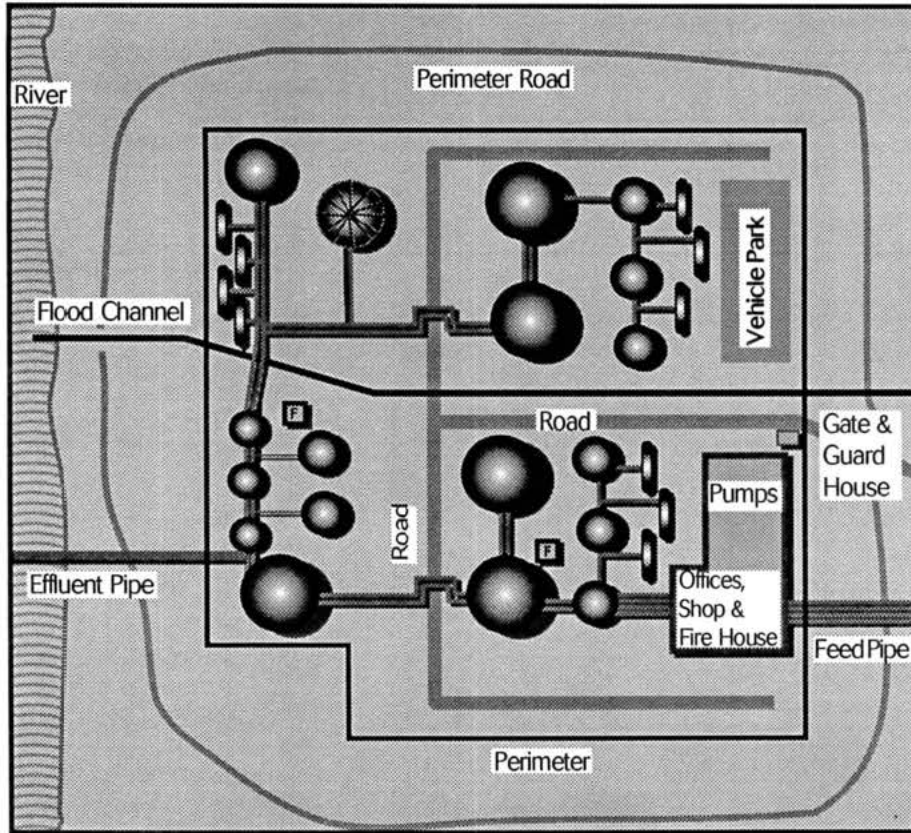
CPU: 2, INT: 6 +4 Interface Skill, Non-AI.
Data Wall STR: 5

- 1: CPU 1
- 2: CPU 2
- 3: Data Files/Memory Unit 1- Tank Farm Maint.
- 4: Data Files/Memory Unit 2- Tank Farm Maint.
- 5: Data Files/Memory Unit 3- Crew Schedule
- 6: Data Files/Memory Unit 4- Personnel Files
- 7: Data Files/Memory Unit 5- Armex Data
- 8: Data Files/Memory Unit 6- Armex Data
- 9: Data Files/Memory Unit 7- Security
- 10: Data Files/Memory Unit 8- Security
- 11: Code Gate Str 6
- 12: See Ya
- 13: Security Cameras
- 14: Pit Bull
- 15: LDL to Amex HQ.
- 16: Alarms
- 17: Fire Control Vehicles and Robots
- 18: Armex Terminals
- 19: Glue
- 20: Knockout
- 21: Door and Gate Controls (Includes Aqueduct Doors)
- 22: Printers
- 23: Manipulators, Including Tank Valve Controls
- 24: Hellbolt
- 25: Code Gate Str 8

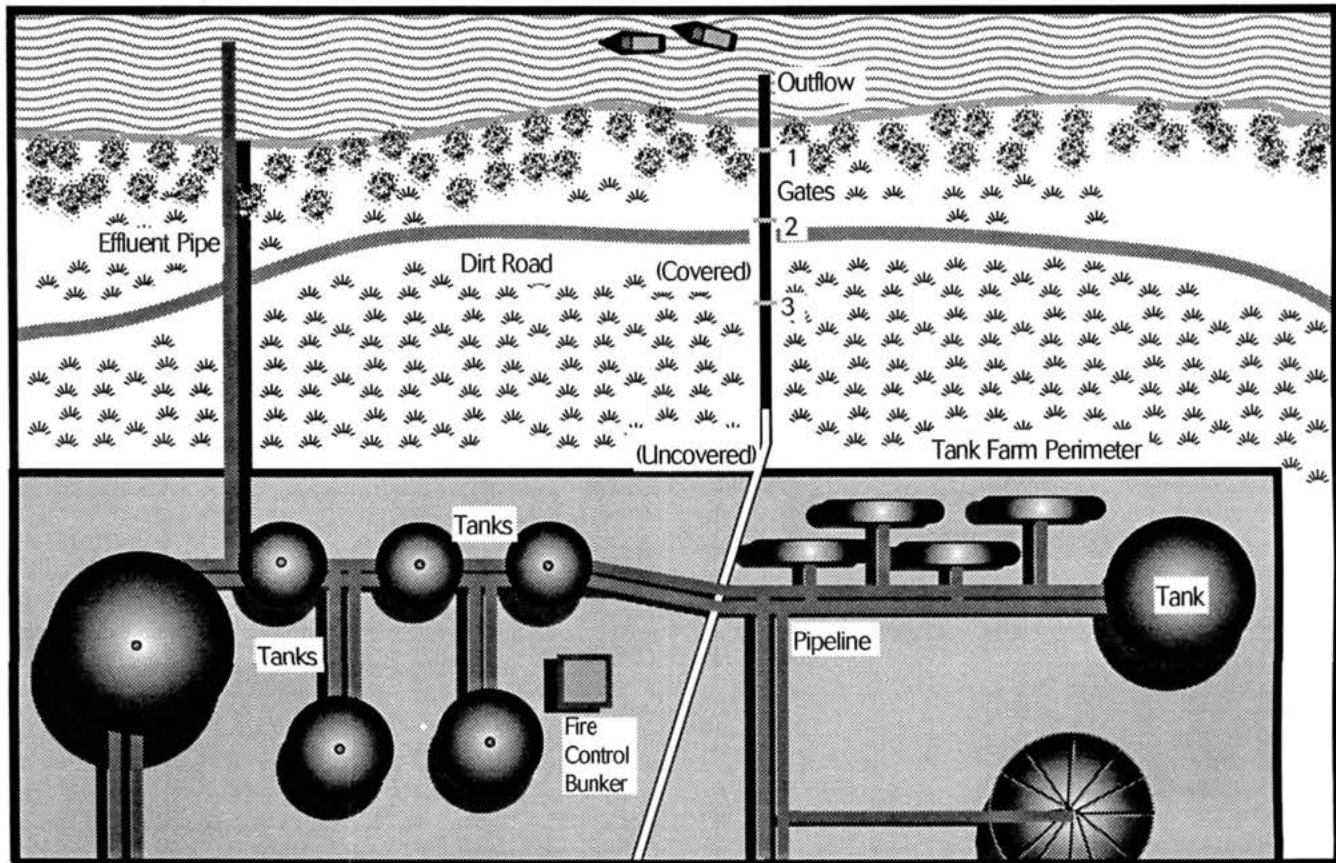


LAND OF THE FREE

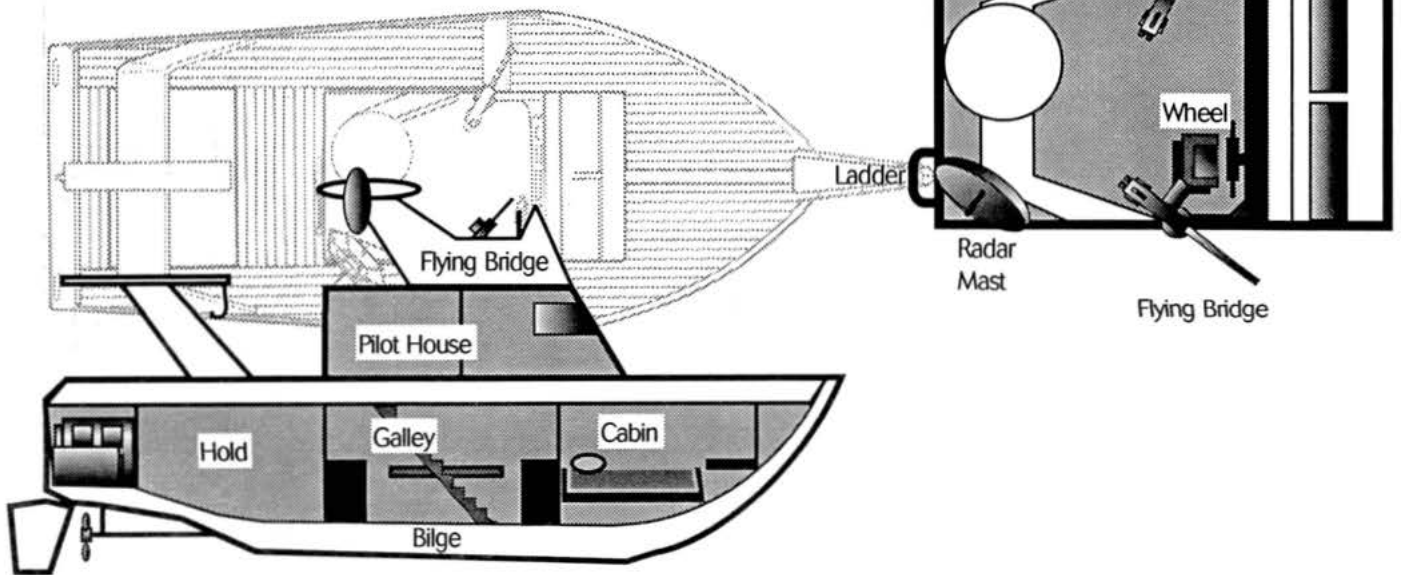
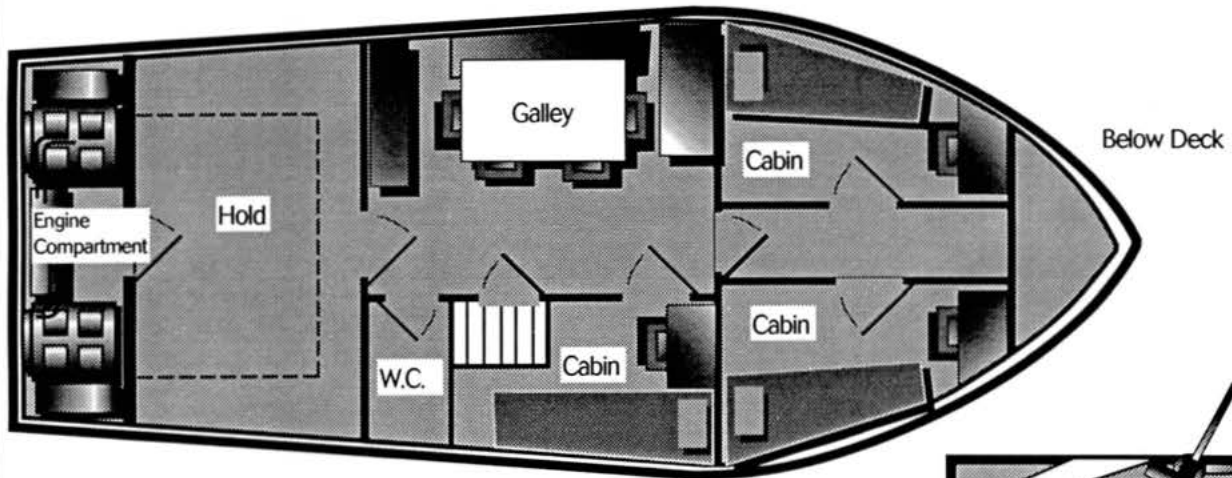
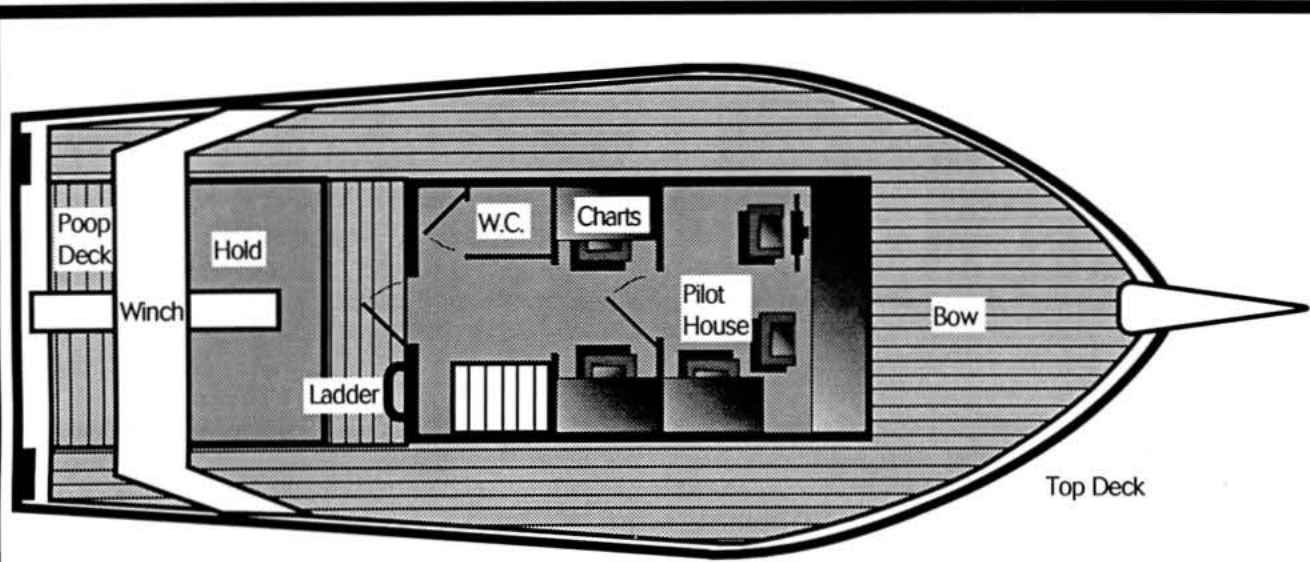
COUNTRY BREAKDOWN



FB Fire Control Bunker



ARMEX-PATTERSON MAP



DELTA BLUES



SEGMENT SYNOPSIS

These are the major parts of Segment Three. Each of these units is a required part of the adventure. There will be optional episodes embedded in some of the units.

Unit One: All That Jazz

The characters arrive in New Orleans and rendezvous with their patron, a man named Michael Hart. They run into trouble with the fearsome Cajun tracker Bayou Slim and his men, but, hopefully, escape with the help of Michael Hart. Hart arranges passage for the characters on a coastal steamer bound for Galveston, where he says a private plane will be waiting to ferry them to Night City.

Unit Two: Deep Water

The characters set sail on their charter along the Gulf Coast. They are still pursued by the forces of Biotechnica. On the voyage to Galveston, the characters face various threats. The Gulf is different than the Mississippi river. The Gulf is alive with international interests, and a black market thrives in multicultural communities that have sprung up on abandoned offshore oil wells. The characters will have an opportunity to explore these communities, but they will have to keep an eye open for enemies. The characters begin to talk to Satchel Sabo.

The characters will also learn the disturbing truth about Michael Hart; he's really an agent of the Arasaka Corporation, working for a renegade Arasaka Corp official out to recover Adriana for his own use.

Major Non Player Characters in Segment Three

- Michael Hart
- The New Orleans Police
- Bayou Slim the Tracker



UNIT ONE: ALL THAT JAZZ

This is the episode in which the characters begin drawing together the various strands of the adventure. They will learn who is competing with Biotechnica for the recovery of Adriana, and they will learn just what Adriana is worth to the forces that would possess her and the knowledge embedded in her brain. The characters will find a powerful new ally, although they still face a difficult road ahead.

EPISODE ONE: SOUTHERN COMFORT

The characters are in New Orleans. It's a large city, and it can get pretty lonely if you don't have some friends. Unless any of the characters has a lifepath that justifies time spent in the Big Easy, the characters have only themselves to rely on...until they can find Michael Hart. The only other possibility is that one of the journalists they might have tried to contact at the beginning of Segment Two has come through. More on this in a moment.

As for Cleary and Grace, they will be in New Orleans only as long as it takes for them

to find a new client for the journey back upriver. That will take 4D6+10 hours. The characters will be able to stay on the *Varina* until then. After that it's business first, and the characters will have to find shelter somewhere else.

The characters should have at least one, and perhaps two priorities. The first is to contact Michael Hart, the Fixer who located them in Memphis. The second applies only if the characters tried to alert a Media to their plight back in Memphis. They will want to follow up on that.

The Big Easy and the Cotton Republics

New Orleans is only a shadow of the great city it once was. Not only have Dixie and the Deep South become tragically poor, but the decay of the American infrastructure has resulted in the flooding of the drained swamp on which New Orleans was built (see *Home of the Brave* for more information). The levees that held the ocean out of the city gave way long ago, and now New Orleans is a poor imitation of Venice, with crumbling skyscrapers and buildings rising out of the canals that flow where once there were streets.

The city would have had to be evacuated were it not for two things: Southern

pride and the corporations. Southern pride kept the people in the city when all seemed lost. They adapted, moving up a few floors, and rebuilding the city's power grid so that it traveled overhead or in waterproof conduits beneath the canals. The corporations stepped into protect their own investments in the South when the corrupt Cotton Republic governments refused to spend the money necessary to keep the city alive. They replaced sidewalks with overhead walkways, and built plazas above the water level downtown and in outlying commercial areas. There are a few medium-sized skyscrapers in downtown New Orleans which were built to stand in the water, including the Arasaka Southeastern Bureau, Petrochem Gulf Operations, and Dixiebank Towers. None is taller than forty stories.

Despite inundation, New Orleans still lives. The population of the city has adapted to life at water level. Water taxis, small boats and motor gondolas have replaced cars, and overhead walkways connect city blocks. Building roofs supply the open space for parks and plazas and cafes. The prized space in any building is in the middle stories, between the bustling roofs and waterways.

Life in the Big Easy is difficult. The Cotton Republic governments of Louisiana and the other Deep South states keep a strict watch over their populations. Police and militia troops are everywhere, and patrols cruise the waterways day and night, shining spotlights into the dark crevasses that line the canals. Possession of weapons other than hunting rifles and sporting shotguns is illegal, and suspicious looking characters are likely to be searched. The police will use any excuse to throw strangers into jail, and most of the jails are below water level and most uncomfortable. Although the freelance ships and crews are generally not searched, the harbor is well-patrolled, and any unlawful activity is rapidly stamped out. Fortunately for the characters New Orleans, like all cities, has sections, like the Red Light District and the French Quarter, where cyberpunks can feel at home, where the law is a little more blind. The characters should be cautious, however. See the end of Unit One for optional New Orleans Encounters.

Michael Hart

Michael Hart told the characters to contact him once they had safely reached New Orleans. He did that because he didn't want the characters to be traced through him if Biotechnica discovered his connection to Eliot Weir. Hart gave the characters a cellular number to call. Since Hart always keeps the phone on him, the characters will be able to reach him whenever they call.



See Micheal Hart's Stats in Segment Two, page 43.

Hart is overjoyed that the characters have made it safely (unless of course, the characters have not all made it safely, in which case he is saddened by their tragic loss, etc.). He will want to arrange a meeting as soon as it is practical. He will tell the characters to bring Adriana and come to his apartment as soon as they can. If the characters would rather meet someplace neutral, Hart will agree, but unless one of the characters knows New Orleans, Hart will still have to choose the location. He will name a downtown club called Antoine's. If the characters wish, he will give them time to scout the city and name their own location.

Hart's Apartment

Hart's apartment is a dingy two-room job on the second floor (above water) of a dilapidated building in the heart of the Red Light district. The first floor is a greasy diner that caters to the streetwalkers and thugs that frequent the rooftops and canals of the area. As a professional Fixer, this is the kind of area that Hart lives for, the hardcore mean streets (canals?) of the downtown big city. A Fixer who loses touch with the street loses touch with the current of the city; the life blood of the streetwise deal-maker. The apartment itself is quite well furnished, however. Hart is obviously cutting some worthwhile deals.

Antoine's

Antoine's is a district club that caters to the New Orleans cyberpunk community. It has a couple of large rooms and a stage where local groups and, occasionally, national artists strut their stuff. The club is a popular dealmaking haunt for local edgerunners, and there are private booths and rooms for parties that don't wish to be disturbed. Antoine's guaran-

tees the discretion of its staff, and they have never failed to live up to that guarantee. There is a core of regulars at Antoine's, but outsiders are welcome so long as they pay their bills and keep their weapons pointed at the floor. The characters may know Antoine's by reputation. Every city seems to have one big club where the Players move: the Forlorn Hope in Night City, the Del Sol in Miami, the Double Eagle in Los Angeles, the Skeleton Coast in New York, and King's in Chicago. Antoine's is definitely the cyberpunk hub of New Orleans. A large dock caters to an outdoor crowd, and has space for many boats to tie up.

The Meeting

Much of the progression of the meeting will depend on what the characters are willing to share with Michael Hart, but there is some basic information that the fixer wants to share with the characters. Here is what he will say about the following topics:

- **The Pursuit:** "Heading south instead of west threw off the organized pursuit for a while. My sources tell me that Norcross is concentrating its efforts around Omaha, Kansas City, and Tulsa; the major cities to the west of Memphis. The problem is the freelance bounty hunters and solos. Norcross has put the word out on you; that's why you ran into the Elvises back in Memphis. It's been circulated through the underground of every major city in the continental United States. God knows how many hard-cases, Solos, and freelance trackers are looking for you. The orders are to return the woman alive. The standing offer is one million EB."

- **The Night City Rendezvous:** "I don't know anything about your rendezvous. I'll help get you to Night City. As for your contact, you'll have to locate him on your own. Remember this: Norcross knows that you were originally bound for Night City. The network will be looking for you there. If that's where you're still headed, you'd better keep your eyes open. If you have some way of re-establishing your rendezvous, you'd better get on it."

- **Staying in New Orleans:** "For a while maybe. I don't know how long you'll have before you're tracked here. I know the New Orleans streets, though, and the word is just beginning to circulate that there is a company

who will pay big bucks for a girl matching her description.” (Gestures at Adriana.)

Note: If Adriana was disguised, see Segment One, Episode Two.

• **The Plan From Here On:** “The mainland is getting hot, but I think I know a way to cool off the trail. If we can get you off of the mainland for a while we should be able to get you some breathing room. I could arrange road transport between New Orleans and Night City, but it would be a huge risk. It’s a long drive, and you’ll run into a lot of people between here and the West Coast. Commercial air travel would be suicide. I’ve been trying to hook up a private charter, but the closest I’ve been able to come is Galveston. That’s a personal friend; someone I trust. He won’t fly out of New Orleans, though. A little bad blood with some of the locals. It’s just as well, though, because you will need some time to figure out what you’re going to do when you reach Night City. And I think I’ve figured out how to get you there.”

“Ever since the petrocorps abandoned the gulf oil fields, nomads and freelancers have taken over the abandoned platforms. It’s a multinational fringe community ...there are Americans, Jamaicans, Haitians, Mexicans, South Americans, and everything else living out there. [See Sidebar in Unit Three.] It will be nearly impossible to trace you through the offshore community. It should be easy to score cheap, untraceable sea or air transport between the platform colonies and Gulf Coast ports. If we can get you to Galveston that way, then I can arrange air charter from Galveston to Night City. The time spent offshore will throw Norcross off, also. I don’t think they’ll check the offshore communities, and if they do, they’ll have a hard time finding you. The Gulf Nomads are not likely to make it easy for corporate agents.

• **IF THE CHARACTERS TELL MICHAEL HART WHO REALLY RUNS NORCROSS:**
Hart won’t be surprised at all. He will say:

“That makes sense. Cloning is in Biotechnica’s bailiwick, and they certainly have the resources to case a continent looking for you. Actually, I’m surprised you’ve lasted as long as you have. Let’s see if we can preserve your good luck.”

Of course, this is a smoke screen. Because of his Arasaka connection, Hart knows of the connection between Norcross and Biotechnica. Seiji Okano has kept him filled in on all of the details. Hart will not reveal this knowledge to the characters, however.

What If The Characters Ditch Michael Hart Altogether?

It is possible that, at some point along their journey, the characters may decide that they don’t trust or like Michael Hart, and that they want to do things their own way. If they do journey all of the way down to New Orleans, then it won’t take much research for the characters to discover the Gulf pipeline on their own. A talk with any New Orleans Fixer, and the characters will know that their best chance is taking a slow journey through the offshore colonies that have sprung up on the abandoned oil rigs. Corpus Christi is widely known to be a major overland shipping and Nomad hub in the Southwest, and it is a logical destination. They will not have Hart’s help locating a reliable shipper or pilot, however, and they will have to take a few extra chances. The overall route of the adventure shouldn’t change. See Unit Two for details.

If the characters skip out on Hart you can be sure that he, or at least Okano, will track them down later. See Segment Four for ways in which Okano will re-encounter the characters.

Following Up on the Media

If the characters did try to contact a Media in Segment Two, then this is where they will learn if there is any payoff.

• **IF THE CHARACTERS CONTACTED SACHEL SABO:**

Satchel has been doing research on Biotechnica and Michael Hart. She has been discreet, and has managed to avoid attracting Biotechnica’s attention. She has also gone underground for her own protection, however, and the characters will not be able to reach her directly. If they follow her directions they will leave a coded message at the Net 54 bureau in Night City as soon as

they reach New Orleans. Then they will have to wait for her to contact them. Satchel will call the characters within 6D6 hours after they leave their message in Night City. She will reach them on a cellular phone if they have one, or through the team Netrunner’s cyberdeck if they don’t. If neither of these options is available, the characters will have to leave a contact number for Satchel, although that will be risky.

If the characters fail to contact Satchel Sabo for some reason, then she will call them back after they have been in New Orleans for 1D6 days on the assumption that something has gone wrong. It is possible that the characters may already be at sea by then. If, for some reason, the characters can’t reach Satchel, she will get in contact with them in the Gulf.

Talking With Satchel

As it turns out, Satchel has little hard information to offer at this point. She is doing background research, trying to find out what the characters are up against, and trying to verify Hart’s credentials. So far, everything about his past with Eliot Weir in New York checks out. Satchel agrees that heading along the Gulf and hopping between the colonies is a good path. She will stay in touch with the characters. Her goal is to set up a rendezvous in Galveston or in the offshore colonies and travel with the characters for the rest of the journey. Even if the team flies from Galveston to Night City she can use the time to prepare a story with the characters, and arrange for a secure reception in the West Coast. She will remain in contact with the characters throughout the rest of their trip. They should talk again as soon as the next stage of the journey is under way.

• **IF THE CHARACTERS CONTACTED SOMEONE ELSE:**

Sorry, no luck. Any Media that the characters tried to contact are “on assignment,” and can’t be reached. No one will make the rendezvous. This includes personal friends of the characters who will likely turn out to be dead, killed by Biotechnica. The corporation was watching the news organizations looking for signs that word of Adriana’s existence had been leaked.

The only way that the characters will be able to successfully link up with a Media person other than Satchel Sabo is if they told that person to meet them somewhere on the road with a promise of a huge story. No information on Adriana can be divulged over the Net or phone lines. If the characters are sufficiently persuasive, they will entice the Media into rendezvousing with them to see what they've got. Needless to say, any Media who does learn of Adriana's existence will be very impressed, and happy to pick up the story and join the team.

If this is the case, then Satchel Sabo is expendable, and you can use whatever Media the characters contacted. It can even be a player character! Here is the catch, however: the media will want the characters to continue with the mission and rendezvous with the contact in Night City. Not only will the identity of the contact and Adriana's eventual fate be good story material, but the story of the journey itself will sell airtime and screamsheets like nothing else. In this situation the Media person joins the characters somewhere along the line and participates in the rest of the adventure. Good places for the Media person to enter the adventure are in New Orleans and out on the Gulf. (This pre-empts Satchel Sabo joining the team.) Use your alternate media to uncover the information that Satchel would have given the characters, such as who Michael Hart really works for (see Unit Two). Remember that if this new Media brings a big team of Solo support, the group is going to be more obvious and deserves to get more flak from freelancers along the way looking for that cool million reward.

So, What to Do in the Meantime?

The characters will probably want to take at least a day of rest after their arduous trip down the Mississippi River. The voyage along the Gulf Coast promises to be equally difficult, and even a team of hardy cyberpunks will burn out and lose its edge after too much continuous running. A 24 hour layover will probably not cause too many problems. Longer than that would begin to be risky, as the characters would run a greater risk of being detected.

The characters are welcome to stay in Hart's apartment, or they can book a room

any of many anonymous local flophouses, floating hotels, or coffinshops. If they want to lay out the money, they can even book a suite at the palatial Gulf Towers hotel, although that would be foolishly ostentatious. If the characters stay anywhere other than Michael Hart's apartment you will have to create a map, since there may well be a fight with Bayou Slim and his Cajun Headhunters wherever the characters are staying.

EPISODE TWO: OPTIONAL NEW ORLEANS ADVENTURES AND ENCOUNTERS

New Orleans is a unique place, and, although the characters are in a bit of a hurry, you may want to have them experience a little bit of the color and thrill of the Crescent City...Cyberpunk style. Pick or roll 1D6 on the following table. See below for details on each episode.

NEW ORLEANS ENCOUNTERS

- 1: Nice and easy. Kick back. Have a mint julep.
- 2: An old but nosy friend.
- 3: Southern Roughnecks.
- 4: Cops.
- 5: Imprisoned!
- 6: Hurricane!

1) NICE AND EASY. KICK BACK. HAVE A MINT JULEP.

What more need we say? Take in a Cyberleague Football game at the Hydrodome.

2) AN OLD BUT NOSY FRIEND.

Pick an NPC from one of the player characters' lifepaths. This person should not be an enemy, but they should not be a close friend either. They will become an irritating acquaintance who pops up two or three times at inappropriate moments, and asks nosy, tact-

less questions about what the characters are doing and who Adriana is. This person can be deflected, but coincidence will have them cross paths with the characters at least twice. The acquaintance means no harm, but use him or her to increase the characters' paranoia level. By the end of this adventure they should trust no one. Not even each other. Using the nosy friend will call for a little role-play. Pry, but no so much that the characters feel tempted to whip out their guns and have done with it.

3) SOUTHERN ROUGHNECKS.

A gang of CPS+1 local good old boys has noticed the characters. The characters might have done something to offend them; making a derogatory comment about the South or Southerners, or wearing some piece of distinctly Northern paraphernalia. Listen to how the characters role play in New Orleans, especially in the clubs, harbor, or on the waterfront; anywhere where there are likely to be large numbers of people. If the characters give you an excuse with something they say or do, have this large, surly group of men accost them. Otherwise, have them hassle the characters arbitrarily after hearing a northern accent or reference.

The trick to this encounter is that the characters need not get into a fight. If they can swallow their pride and put up with a few choice insults their tormentors will grow bored and leave them alone. They will only persist if the characters react. They are looking for a fight, but they won't start it. They will however call the characters a variety of names, including "cowards" in an attempt to goad a reaction.

Don't use this episode if the characters are Southerners! Have them hassled by equally boorish Northerners at some other point in the adventure. The decay of America has exacerbated regional differences, and a traveling group of characters will encounter some kind of racial or regional trouble somewhere along the way.

4) COPS.

If the characters get involved in some kind of altercation they may attract the attention of CPS-2 (minimum 2) cops. If they fight with the thugs in the preceding episode then they have a 50% chance of attracting the police.

Local cops will be much more inclined to believe other locals than they will a bunch of dangerous looking types from above the Mason-Dixon line (or merely from outside New Orleans if the characters are Southerners themselves). If the characters don't get in a fight they may be stopped and hassled merely because they are obviously from out of town, or for any other petty reason that the tyrannical local law enforcement can think of. Or no reason at all. A few choice infractions are: unsafe boat piloting, possession of weapons, possession of drugs, disturbing the peace, loitering, and "behaving in a suspicious manner." As you can see, this encompasses just about everything.

Again, the characters are only likely to run into serious trouble if they are actually carrying illegal weapons (which is anything other than hunting rifles and sporting shotguns in New Orleans), or if they are fighting or committing some other genuinely illegal act, or if they resist the cops or give them a lot of lip. The cops are really just looking to shake the characters down and intimidate them, and they won't try to arrest them unless they really have a reason. That would mean paperwork! If they are given a reason, however, they will go after the characters big-time, and it could be a major disaster. Role play this hard, and make the characters squirm. See how far you can push them before they do something stupid.

5) IMPRISONED!

It is possible that one or two of the characters might get slammed in the pokey for committing some minor—or possibly major—infraction. This is especially likely if the characters get involved in an imbroglio with the police or the roughnecks above. But it could happen for no real reason at all. One or two of the characters might be outside alone for some reason, or separated from the main group. You could even have Adriana get captured, but that might be pushing your luck.

Use one of the contrived "offenses" from the police encounter and start by role playing it with the unlucky character(s). Then have that character get overwhelmed and arrested. The rest of the team could find out about the incident in a few ways:

- Witness it from a distance at which they are helpless to intervene.

- Hear about it from a bum who witnessed: "The police took your friend. For a few bucks I'll tell you where!"
- Have the character be missing for a few hours and have Michael Hart or one of the characters pick it up on the street: an out of townner who looked like this busted for such and such...
- Anything else you can think of.

The characters will hopefully feel motivated enough to want to get one of their own out of jail. There's three ways they can try to do this. Legally, by graft, and by violence. Predictably enough, legal recourse will yield nothing. No one wants to help the characters, and no one cares. Graft might work. A little Persuasion and Fast Talk vs. the COOL of the police captain at the jail, and 2D6x100 EB could free a jailed cyberpunk. A failed roll might mean getting somebody else slammed in jail, however. The final option is to break the jailed character out. It will be tough, but not impossible. The New Orleans police aren't used to a serious challenge, and the jail in question is not extremely heavily guarded. The characters will have to run a tight operation, however, since they cannot afford to be caught or engage in a war with the entire NOPD. Remember, police can summon a lot of reinforcement when they know they are being attacked. Stealth will be key. If the characters are especially crafty, they may even be able to break the prisoner out without major conflict (see below).

The Beaufort Jail

The Beaufort Jail is a dead end hole where the New Orleans police throw all the deadwood that they don't want to deal with. It is not a high security facility, it's just a pit where riffraff can be stored with a minimum of hassle. People put in there are either forgotten about, or released when the captain in charge feels that they've "paid their debt to society." The jail is a stone structure built at water level. The offices and quarters are above water level, the cells below. The cells are bare stone; cold, wet, and vermin infested. No high-tech doors or computer lock systems. Old-fashioned iron bars and keylocks hold prisoners in dark single or double cells, or large group cells. Many of the cells have windows bare inches

above high tide water level. In rough weather, extremely high tides, or even when a large boat passes by, water pours in through the barred windows, drenching prisoners six meters below, and fouling the cells. Pumps remove the water slowly.

A crafty character could probably break out by themselves. A few Lockpick rolls ≥ 20 and some Stealth vs. the guards' Awareness/Notice and it wouldn't be hard (see the map of the jail for guard and camera positions). There are no electronic systems other than the cameras. Most of the prisoners thrown into Beaufort are winos and thugs who don't pose a huge security or escape risk. It would be too bad if characters breaking in and a character breaking out missed each other.

The captive character is being held in a large, group cell with 2D6 other inmates. There are a couple of water level windows six meters above the floor. Characters breaking in can either try to get inside the jail and break out a friend, or they can go the easier route and cut the bars out of one of the water level windows of the cell holding the characters. If they do that, there is a 10% chance of one of the other inmates summoning the guards. The walls are unclimbable, so the team will have to bring a rope or other climbing implement. The alloy bars have 10 SP and 10 SDP each. If the alarm is raised, CPS+0 reinforcements will arrive at the jail within 1D10 minutes. Once the characters have successfully broken out they will have carefully avoid the police for the rest of their stay in New Orleans. This could be tough!



See the Beaufort Jail & Subgrid maps on pages 75-76.

Note: Use Cop stats from the "Busted" episode.

6) HURRICANE!

If you didn't have a storm on the river, and you're not going to have one out in the Gulf, then why not have one in New Orleans? Don't use the hurricane if you had a storm on the river or if you're going to have one in the Gulf.

Every now and then, especially in the autumn, a whopper of a hurricane will brew up out in the warm waters of the subtropical Atlantic. Some travel into the Eastern Atlantic coast of the US, some into Central America

and Mexico, wreaking havoc as they churn across the islands of the Caribbean. Some swoop into the Gulf of Mexico, traveling West, and then turning North to smash into Alabama, Mississippi, Louisiana... If you like, one such monster can roll in off the Gulf and into New Orleans as the characters are there. It will delay them 1D6 days, and have the following possible effects (roll 1D6):

1-2: A light hurricane blows in off of the Gulf. There is no chance of a building collapse. Anyone in the water for any reason must make a **Swimming roll** ≥ 15 or an **Athletics roll** ≥ 20 to swim to safety, or risk being drowned or crushed by a wave (20% chance per phase, 2D6 damage). Characters exposed to the wind are at 3/4 normal MA and must make a **BODY roll** ≥ 12 to avoid being thrown around by the wind. All boat and motor vehicle piloting rolls are at -3.

3-4: A moderate hurricane rolls in off of the Gulf. *Only if the characters are in a very old or dilapidated building* will there be a 20% chance of a collapse. Anyone in the water for any reason must make a **Swimming roll** ≥ 17 or an **Athletics roll** ≥ 23 to swim to safety, or risk being drowned or crushed by a wave (20% chance per phase, 3D6 damage). Characters exposed to the wind are at 1/2 normal MA and must make a **BODY roll** ≥ 15 to avoid being thrown around by the wind. All boat and motor vehicle piloting rolls are at -6.

5-6: A thunderous hurricane devastates New Orleans. Ask the characters where they take shelter, and use your discretion as to its security. Huge swells and waves penetrate into the heart of the city, and winds up to 150 mph scream between the buildings. If the characters are in a building, you decide whether it has a 50 (wood), 30 (stone), or 10% (modern) chance of collapsing or coming apart. Characters in a

collapsing building must make an **Acrobatics roll** ≥ 21 to avoid taking 7D6 crushing damage. Characters who fail also have a 50% chance of being trapped under water. In a collapse, everyone is dumped into the water. Anyone in the water for any reason must make a **Swimming roll** ≥ 20 or an **Athletics roll** ≥ 25 to swim to safety, or risk being drowned or crushed by a wave (30% chance per phase, 4D6 damage). Characters exposed to the wind are at 1/2 normal MA and must make a **BODY roll** ≥ 17 to avoid being thrown around by the wind. Boats and cars can not be driven.

CHARACTERS HUDDLED UP?

If your characters are huddled up waiting for the storm to pass, you can always hit them with a reason to get outside and face it.

- Somebody needs to be rescued. Perhaps a child or family, or if you have one of those all-male teams, a comely young lady. Go to it, fellas!

- It hits while the characters are rescuing their imprisoned friend in the jailbreak episode above.

- The building starts to give, but doesn't. The ominous creaking, shaking, and cracking are enough to make the characters want to seek shelter elsewhere, however.

EPISODE THREE: BOURBON STREET SHOWDOWN

Even if the characters are in New Orleans for only a day and a night they will face an ominous reminder of how badly Biotechnica wants Adriana back, and them dead. The corporation has made it known to professional bounty hunters and man trackers around the nation that it is willing to pay a large price for the return of Adriana. Among the hunters to receive word of a job, is a canny and dangerous man named Daniel Dorfman. He is better known around Louisiana and the other Southeastern states as Bayou Slim. He

leads a tough, dangerous group of men called the Cajun Headhunters. Their motto: Any contract, any time, any quarry. The quarry they have their sights on now is Adriana.

Bayou Slim has a big network in the southern states; especially in New Orleans, which is close to his base in Des Allemandes, in the heart of Bayou country. His contacts will alert him to the arrival of a team matching the general description of the characters and accompanied by a girl who looks like the mark specified by the contractor, Norcross. Within hours, he and his team will make the short journey from Des Allemandes to New Orleans, and begin searching for the characters.

You can choose to play this episode a couple of ways, depending on how difficult you would like it to be for your characters. You can give them a chance to detect Bayou Slim and his men before they attack, or you can surprise them in the dead of night and see who comes out on top.

- **IF YOU GIVE THE CHARACTERS A CHANCE TO SEE WHAT'S COMING:**

Bayou Slim will want to confirm the identity of the quarry before he makes his move. Going on the latest information from his street network, he will target the characters' location and check it out. He wants to make sure that they are with Adriana. He also wants to get an idea of the lay of the land, so he knows what he has to work with, and what can work against him when he attacks. If the characters are alert they may notice that, depending on whether they are moving about or staying in one location, they are being followed or the place where they are staying is being cased. Bayou Slim has CPS-1 other men (minimum three total). See their stats below. If the characters have said that they are taking any security precautions, have them roll **Awareness/Notice vs. the Cajun Headhunters' Shadow/Track skill**. If they succeed, they will notice that they have been seeing the same man or men repeatedly over the last couple of hours. If the characters wish, they can provoke an encounter on their terms, or take extra precautions against the imminent attack.

- **IF YOU DON'T GIVE THE CHARACTERS A CHANCE, OR THEY FAIL TO DETECT THE HEADHUNTERS:**

Bayou Slim will make his move at a time when the characters are asleep, off guard, or just in a convenient location for an attack (choose at your discretion). He doesn't give a fig about whether the other characters live or die. The contract from Norcross specifies payment on return of Adriana alive, 1/2 payment if she is dead. All other concerns are secondary. Make no mistake, the Headhunters will kill the characters without a second thought, and once they get Adriana they won't give her back. The Elvises were rank amateurs. The Headhunters are pros.

The Attack

No clumsy drive-bys or clunky midnight attacks. That was just an object lesson. If your characters weren't prepared for the attack of the Cajun Headhunters, then one or two will probably die, if not more. Depending on where the characters are, here are the moves that will be used.



See stats for The Cajun Headhunters on page 70 of this book.

- IN A HOTEL, COFFINSHOP, OR FLOPHOUSE.

The Cajun Headhunters have operated in Dixie for a long time. They know the laws, they know the lawmen, and they know how to break or bend the rules. That means that they have weapons. Good ones. And they know how to use them. They prefer to attack at night, but will make their move when they have to. One of the Headhunters will set up on a high point with a Barrett-Arasaka Light 20. At first opportunity, this individual will fire at one of the player characters with a +5 ambush bonus. He will continue to pick off other targets as they present themselves. The other Headhunters will attack in the chaos that follows. The objective is to kill the characters as quickly and efficiently as possible. They will use smoke grenades to cover their entry, and thermographs to see. Characters without thermograph are at -5 to visual perception rolls. Other cyberoptics are ineffective. No sleep gas, just silenced gunfire and death in the dense smoke. As soon as they have Adriana they will flee.

If no initial shot presents itself, the Headhunters will go in and the rifleman will pick off anyone who attempts to flee.



DANIEL CARSON (BAYOU SLIM) DORFMAN

LEVEL 5 SOLO

The Deep South's premier manhunter, Dorfman has been tracking human quarry all around the country for over twenty-five years. He is legendary in the South, where he prefers to operate, but not so well known around the rest of the country. Dorfman is skilled, and puts the success of the mission above all else. Occasionally, he even considers his own men expendable. A grizzled fifty, Dorfman is in excellent shape. He is however, perilously close to 'borging out.

Stats:	INT	10	REF	10/12	TECH	7
	COOL	10	ATR	6	LUCK	7
	MA	10	BODY	10/12	EMP	8/3
	SAVE	10/12	BTM	-4		

Skills: Combat Sense +10, Awareness/Notice +8, Handgun +7, Thai Boxing +4, Melee +7, Weapons Tech +6, Rifle +7, Athletics +3, Submachine gun +6, Stealth +7, Swimming +3, Interrogation +6, Intimidation +5, Streetwise +7, Driving +5, Shadow/Track +7, Dodge and Escape +2, Electronic Security +6.

Cyberware: Basic processor, chipware socket, data-term link, smartgun link, Kerenzikov boosterware level 2, muscle and bone lace, skinweave, basic cyberoptic, image enhancement, thermograph, Times Square Marquee, targeting scope, two cyberarms with hydraulic rams and microwave/EMP shielding.

Weapons and Equipment: Various. Generally a headset radio, SP 8 armor jacket, low-lite glasses (same effects as Low-Lite™ cyberware), monoknife, smartchipped Stemmeyer Type 35 with four magazines, smartchipped Arasaka Minami 10 in under-jacket holster with three magazines.

- ON THE WATER.

If the characters are staying in a moored boat, the Headhunters will use the same tactic as above. If the characters are sailing for some reason, the Headhunters will track the characters and make their attack when the characters are back on land or on one of the Gulf Colonies in Unit Three (use your discretion). This may give the characters more time to discover that they are being shadowed.

- WALKING OR DRIVING.

The Headhunters will shadow the characters until they stop at some location where an attack will be practical. Again, this will give the characters more chances to discover that they are being shadowed. The Headhunters will use two men to shadow the characters. One will radio the location when the characters stop so the others can close in.

THE CAJUN HEADHUNTERS

LEVEL 4 SOLOS

These are Dorfman's men. They are all tough, canny, and well trained. Many of them consider it an honor to serve Bayou Slim, and they are prepared to lay down their lives for him. They are well paid for their services, and will remain loyal to Slim.

Stats:	INT	9	REF	10/11	TECH	7
	COOL	10	ATR	6	LUCK	6
	MA	9	BODY	9	EMP	9/?
	SAVE	9	BTM	-4.		

Skills: Combat Sense +8, Awareness/Notice +7, Handgun +7, Thai Boxing +4, Melee +7, Weapons Tech +5, Rifle +6, Athletics +4, Submachine gun +6, Stealth +7, Heavy Weapons +6, Intimidation +5, Streetwise +5, Driving +4, Shadow/Track +7, Dodge and Escape +3. One has Pick Lock +7, one has Electronic Security +7, one has Demolitions +7.

Cyberware: All have basic processors, chipware sockets, data-term links, smartgun links, Kerenzikov boosterware level 1, basic cyberoptic, image enhancement, thermograph, Times Square Marquee, targeting scope. Half have rippers or wolvers. Half have some kind of cyberlimb with a 20% chance of further options. One has a skinweave, one has a micro-missile launcher built into a cyberarm. Customize the team a little.

Weapons and Equipment: Various. All have headset radios, SP 14 armor jackets, low-lite glasses (same effects as Low-Lite™ cyberware), monoknives, smartchipped Stemmeyer Type 35s with four magazines, smartchipped Arasaka Minami 10s in under-jacket holsters with three magazines. Some may have specialized security or lockpicking equipment.

• IN A WELL POPULATED AREA

If the characters stay in well populated, well lit areas where it will be hard to make a move, the Headhunters will delay, possibly until the characters are on the offshore colonies.

The Worst Case

What if the Headhunters get Adriana and there are some surviving characters? They can try to recapture her. As soon as the Headhunters capture Adriana they will return to Des Allemandes by road. That will take two hours. Two jetcopters from Norcross will land at the camp four hours after they arrive in camp, along with ten Norcross soldiers. One will ferry Adriana back to San Diego. If the characters can't get her back by the time she takes off in the jetcopters, end of story.



See the map of Bayou Slim's campsite on page 97.

But Wait, There's More

Even if the characters successfully repel a Headhunter attack or recapture Adriana they will have recurring problems with Bayou Slim. Slim will have stayed out of the way of the main combat. The characters might notice

him lurking on the fringes. If the tide turns for the worse, Slim will leave before he gets hurt. He doesn't lose often, though, and he doesn't like it. Stealing Adriana from the characters, preferably over their dead bodies, is now his passionate goal. He will follow them across the offshore gulf colonies, and harass them every step of the way. He will not report their whereabouts to Norcross/Biotechnica just yet. (Or possibly, not at all—see Segment Four.) He wants the pleasure for himself.

UNIT TWO: DEEP WATER

This is a pivotal unit in the development of the story. It is short on action and long on plot. The characters have had some rough times on the Mississippi River and in New Orleans, and most (not all!) of the voyage along the Gulf Coast will be combat free. There will be some important revelations, however, and some pivotal decisions which need to be made. This Unit also gives the characters a chance to get acquainted with another part of post-collapse American life that could re-appear in subsequent adventures: the offshore colonies.

EPISODE ONE: OUT OF NEW ORLEANS

The next step is for the characters to leave New Orleans. There are two basic paths. 1) The characters are going with Hart's story and plan, and are traveling to Galveston to rendezvous with the Lear jet piloted by Hart's contact. The next stop after that should be Night City. Or 2) The characters have decided to ditch Hart and proceed on their own. Their research and deduction should lead them to Corpus Christi, not Galveston. Corpus Christi is a major overland shipping hub. Taking the second option changes a couple of things about how this unit flows. Developments for either progression are clearly detailed in each episode.

Whether the characters are bound for Galveston or Corpus Christi, the first step is to book some kind of passage to one of the gulf colonies (see sidebar in Episode Two for more information on the colonies). There are over 45 offshore colonies. Ten of them are very large, and five of those lie between New Orleans and Southern Texas. There are twelve smaller colonies along the same stretch of sea (see the map). The larger colonies have between two and three thousand residents, the smaller ones between 500 and 1000 residents. There are two large colonies and three smaller ones in the general region of the Mississippi Delta. There are regular charter boats out to all of them, some carrying as many as 200 passengers. There are seaplane, helicopter, and AV-4 charters too. Other air and sea carriers run between the colonies. Small time freelance shippers also make the same journey, much as Cleary and Grace Kantner contracted for voyages along the Mississippi. There are no direct services between New Orleans and Galveston or Corpus Christi. Most of the Gulf travel options are catch-as-catch-can. Voyages to nearby colonies, and between colonies, take 2-12 hours depending on the distance and speed of the vessel.

There are advantages and disadvantages to each means of travel in the Gulf.

•**Small Charter:** Small charters are faster, but more vulnerable to pirates and, generally, higher priced (50-100 EB per person one way to any nearby colony). You are not accompanied by 100-200 other passen-

gers who might later identify you, but you deal personally with the crew, who will almost certainly remember you and are more likely to be questioned by pursuers.

•**Large Charter:** Large charters are slower, but less likely to be attacked or affected by weather. They are also cheaper (25-75 EB per person one way). There is anonymity in a large group of passengers, and the crew are unlikely to remember you. On the other hand, you are exposed to a large group of people, any one of whom *could possibly* identify you.

•**Air Charter:** Air charters are the fastest, with seaplanes and helicopters taking 20 minutes to 2 hours to complete the trips that take boats 2-12 hours. AV-4s are even faster, taking 20-70 minutes. There is no risk of piracy or weather. The disadvantages are that it is expensive (200-600 EB per person), and high profile. Many people notice when a seaplane lands, and *everyone* notices when an AV-4 lands. Also, there aren't that many air charter services compared to sea charters. They are easily checked. The characters could also try to steal or buy a boat or aircraft. Can any of them fly or sail? Don't get caught. You will lose some of the flavor the next episode, but the key development to include is Satchel Sabo's revelation of Michael Hart's employer and the routing of the team to Corpus Christi.

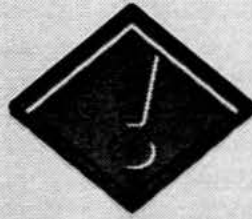
There are also advantages and disadvantages to stopping at smaller and larger colonies.

•**Small Colonies:** Small colonies provide fewer services and transportation options than large colonies, and visitors are more likely to stand out. On the other hand, there are many more of them

•**Large Colonies:** Large colonies have far more services, and visitors and traffic are common. On the other hand, there aren't many of them, and pursuers could check out each one given a little time.

• **IF THE CHARACTERS ARE WORKING WITH MICHAEL HART**

Hart intends to travel with the characters as far as Galveston, where he will oversee the rendezvous with his pilot. It is his intention to take a large charter to a large colony, and jump between large and small colonies to confuse the trail. He is amenable to other suggestions.



WHAT'S THE LOGIC OF TRAVELING THROUGH THE OFFSHORE COLONIES?

The offshore colonies represent the characters best hope for leaving New Orleans undetected, or losing any pursuit. The colonies have a diverse, polyglot culture that is harder to trace through than onshore American culture. Also, there are hundreds of ways of traveling between the forty-five colonies near the American coast and the 200 others that span the Caribbean. The Gulf colonies are jumping-off points for legal and illegal trade throughout the Caribbean, Latin America, and the Southern United States. In a land of smugglers, few people talk. Snitches don't last long.

EPISODE TWO: ISLANDS IN THE SUN

A Brief History of the Offshore Nomad Colonies

Most of the oil dried up in the few years after the turn of the century. Soon thereafter, many of the large oil companies disintegrated. A couple, such as Parker Petrochemicals (later Petrochem) and SovOil, were able to adapt, shifting to production of CHOOH2 or exploring previously unattainable sources of oil. Many of the petrochemical giants simply withered away, however, leaving behind their silent towering machines like the discarded skeletons of an extinct race of giants. Among the abandoned relics, several thousand offshore oil rigs in the North Sea, the West Coast of the United States, Alaska, Nova Scotia, the Gulf of Mexico and Caribbean Sea. Some oil companies tried to cannibalize the rigs of their defunct competitors. Many of the rigs were broken up by scavengers and salvage companies. Some were co-opted as coast-guard or naval outposts. Some were reclaimed by Nomads.

Most cyberpunks are familiar with the Nomad families that rumble across the open highways of America, and some have even encountered the river Nomads that travel the Mississippi, Missouri, Ohio, Sacramento, and Hudson rivers. Few, however, have given much thought to those that roam the coastal waterways and shallow seas and archipelagos of the world. The collapse displaced large numbers of coastal industry workers: shipbuilders, merchant mariners, and so on. They joined fishermen who had lost their boats to tough economic times or succumbed to depleted or poisoned fishing grounds. Many of these people banded together on large, reclaimed boats and barges and sailed the coasts of their countries looking for work. Barred from settling in many cities and bays, many of the sea Nomads moved to the few unclaimed anchorages they could find, including abandoned offshore rigs and anchored, mothballed ships. Offshore platforms once designed for crews of 100-300 were expanded with barges and ships until they became island communities with populations in the thousands. Technicians restored power, the Nomads restored trade, and life returned to the once empty hulks.

The Caribbean Sea and Gulf of Mexico have particularly high populations of sea Nomads, especially along the Gulf coast of the U.S. where the entire shrimping industry collapsed. Among the ethnicities common in the Gulf Colonies are Vietnamese, Cubans, Americans, Mexicans, South Americans, and inhabitants of the West Indies. The common language is a *patois* of English, French, Vietnamese, and Spanish, although most of the foreign sea Nomads speak English to some degree. Many of the colonies are outside of U.S. territorial waters, and the only government is the government of the Nomads themselves. There are few better places for fugitives.



See the map of The Gulf Colonies on page 77 of this book.

Red Herrings!

The characters will have to book at least three stages of travel to cover the 450 nautical miles to Galveston or four stages to cover the 650 nautical miles to Corpus Christi. The maximum distance any one carrier will travel is



about 175 miles. Most of the charters are strictly short hops traveling between colonies in a given area. If the characters are smooth, and cough up some dough, they may be able to persuade a small carrier or an air carrier to take them 300 miles. They can count on at least one or two stopovers, however. The exact route can be planned with the enclosed map of the Gulf Coast Colonies.

All of the choices about transportation and which colonies the characters stop at are red herrings to make them think, and to introduce them to the Sea Nomad culture. Their choices won't affect the major developments in this unit.

OPTIONAL EPISODES

Optional episodes that the characters can experience while journeying through the Gulf Colonies, if you wish. Roll 1D6 or pick.

EPISODE TABLE

1-2: A Smuggler.

3-4: Corporate Expatriate Netrunner.

5-6: Another Encounter with Bayou Slim.

A Smuggler

Smuggling is a common occupation in the Gulf Colonies. Restricted cargos can be brought in from any of a number of countries and ferried to isolated drop points on the U.S. shore. The Coast Guard and state militias try to keep it under control, but the decay of American infrastructure has cut into budgeting for border control, and good smuggler teams rarely have any trouble with the authorities.

At some point in their voyage the characters may run into a team of smugglers who can provide them with a few nuggets of information. It can happen in any of a number of settings. If the characters are relaxing in a bar onboard one of the colonies, they might be approached by someone who realizes that they are fresh faces. This person is only making conversation. Try to find some reason why the smuggler engages characters in conversation, such as a military unit tattoo or obvious regional affectation. You can also see if the characters respond to a boat sending up distress flares as they pass by. They will find the boat foundering for technical reasons, and the grateful smuggler(s) will be glad to engage the characters in conversation. They will also trade part of their cargo of weapons in return for a ride along to the characters' next destination.

The smuggler will mention in conversation that he or she makes money by bringing contraband weapons into the Dixie states, where weapons and weapons sales are tightly controlled. The smuggling scuttlebutt is that

the word has come down for all Gulf of Mexico Coast Guard and marine militia units to be on extra alert. No one is saying for what. It doesn't affect people on the colonies, but it makes getting to and from shore a little more difficult. Legitimate cargos aren't being seized, but even borderline illegal cargoes such as untaxed Haitian cigars are being confiscated, and crews are being jailed. Outgoing vessels are being searched more rigorously too, although no one is saying why.

The smuggler is an experienced runner from Trinidad named either Maurice Dega or Marie Dega depending on whether it is a man or woman (your discretion). The story is another red herring, however, added just to keep the characters on their toes.

Corporate Expatriate Netrunner

While on a large charter boat or on one of the colony platforms the characters may be engaged in conversation by a friendly, sandy-haired young man named Claudius. If the characters have a Netrunner in their team then that is who he will speak to. Claudius is looking to buy a duplicate of some kind of demon software, having suffered a system crash a day ago and losing some programs. He will pay 1.5 x listed price for a duplicate of any demon software that the player character Netrunner might have in his or her cyberdeck. While duplicating, Claudius will say that he used to be a Netrunner for Microtech until he was busted for cracking into restricted data. Now he makes his living cracking corporate databases. He says that in the last few days he has seen a lot of activity on the World Stock Market. Especially in biotechnical issues. He thinks there might be something going on behind the scenes, leading to a lot of inside trading. Someone is about to have a triumph or a disaster, and he's not sure which.

This is *not* a red herring. Claudius doesn't have many specifics, but if the characters take a cue and have their Netrunner take a look at the World Stock Market public quotes they will see that Norcross stock has risen three points in the last two days and Biotechnica stock has dropped five points. No analysis is available yet, but if the Netrunner cracks into the confidential WSM databases he or she will make some interesting discoveries. WSM has traced several stock transactions in the last few days. For the last week the

Biotechnica Corp. has been buying up large chunks of privately held Norcross Stock, depositing payment in separate accounts in the Gulf-Crown Bancorp of Jamaica (see Segment Two, Unit One). The accounts are administered by the "Edwin Lesh Group" of San Diego. Control of Norcross Stock has shifted to Biotechnica's Corporate Subsidiaries branch. It looks like a friendly takeover gone slightly awry. It was all very hush-hush until someone leaked the transactions two days ago. The leak caused price fluctuations. One day later (24 hours ago), one of the Norcross board members was killed in a mysterious accident. No details are available yet. Remember: as far as the World Stock Market knows, Norcross and Biotechnica are two separate and unrelated corporations!

Analyzing the Data

A Stock Market roll ≥ 16 will provide the answer if the characters don't come up with it on their own. Biotechnica is covering the asses of the Norcross blind shareholders. By buying the stock, Biotechnica is assuming direct liability for the 1.9 billion in Norcross assets. This likely means that Biotechnica expects a disaster to undermine the value of Norcross stock, and it is protecting its executives and assuming direct control of Norcross' property holdings to protect against a cyberpunk-style hostile takeover when it all goes down. Biotechnica is assuming a risk by doing this however, since it is making it more likely that the original link between it and Norcross will be discovered. The looming disaster could be the public revelation of the loss of Adriana. Then again, it might not be...



See the map of the WSM Subgrid on page 96 of this book.

Another Encounter with Bayou Slim

A final possible encounter is a reminder that Bayou Slim did not perish in the encounter in New Orleans. The characters will simply overhear some gossip on a boat or on one of the colonies. Bayou Slim, the feared Louisiana man-tracker is hunting someone in the colonies. No one knows who, but everyone is glad it isn't them! If the characters press the person they overhear for details they will not be able to find out anything more specific. Only that, apparently, Bayou Slim has a grudge against someone and he is looking to settle... Uh oh.

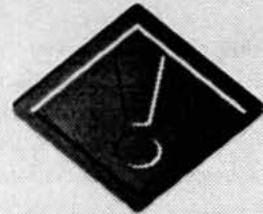
EPISODE THREE: MOUSETRAP

In this episode, the characters receive a nasty jolt, but also ally themselves with a powerful new friend. New problems loom on the horizon, but there is also cause for renewed optimism. First, a little grist for the mill.

Feelings

Adriana has never been in any situation like the last several days. Never have her emotions and senses been subject to so much turmoil. She has always lived in a controlled, sterile environment. Now there are new stirrings inside her as she experiences true fear, pain, relief, and friendship for the first time in her short life. One result of these new experiences is that she is beginning to develop an attraction towards one of the male player characters (pick one at your discretion — whoever you think will be the most fun). When she gets a chance, she will corner this character and strike up a typical sounding conversation about their journey, and what their plans are next. She will soon trail off into awkwardness. Finally, unable to wait any longer, and with an impetuosity that demonstrates her lack of social experience, she will kiss the characters square on the mouth. See the sidebar for some dialogue ideas.

You're looking for fun and confusion with this subplot. Some things to consider in picking the target for Adriana's affection: which character has a lifepath that might lead to a romantic triangle that could be fun to role-play? Does any character have a reason to dislike clones? Do you have a player who will squirm when asked to role-play romance?



THE MUSHY STUFF

Adriana engages the character she has a crush on and asks a few generic questions about the team's short range plans. Then she says... "So do you think we can make it to Night City? I mean, we're only half way there, and we've already used up all of our lucky stars just to get this far? If we don't make it, there's so many things I've never... I mean I wanted to..." She gives up and kisses the character, clumsily. After the kiss: "I wondered what it would be like. I don't know how to describe what I'm feeling, but I've wanted to do that for a while..." After that let nature and role-play run their natural course!



It's okay if Adriana's feelings are unrequited, but she will continue to feel the same way until the end of the adventure. She is persistent and socially inexperienced. Use your imagination!

A New Player

Now that you've injected a little happiness into your adventure, it's time to add more anxiety and terror. We have to keep things balanced. After all, this is *Cyberpunk*. Your characters shouldn't get too complacent. The next development comes when Satchel Sabo contacts the characters with some disturbing revelations. (Remember, Satchel Sabo can be replaced with any media you care to use, including a player character who can join the adventure at the beginning of the next segment.)

• **IF THE CHARACTERS HAVE ALREADY TALKED TO SACHEL SABO:**

Then they should know that they were supposed to contact her shortly after venturing out into the Gulf of Mexico. They now have a contact number for Satchel in Night City that they can reach either through a cellular phone, cyberdeck, or even through a pay phone if they have to. (Of course, there are no pay phones on the offshore colonies, only short-wave radios, which could also be used although it would take some doing.) If the characters don't contact Satchel Sabo, she will call them 3D10 hours into their voyage across the Gulf of Mexico. See below.

• **IF THE CHARACTERS HAVE NOT YET TALKED TO SACHEL SABO, OR ARRANGED OTHER MEDIA PLANS:**

Then Satchel will now reveal herself. In this case, Satchel was alerted to the situation by Eliot Weir. Shortly before he was killed, Weir called Satchel, a contact of his, and told her what was happening. At this point Weir knew that the plan was beginning to spin out of control, and he figured that alerting a prominent Media was the best chance of keeping the characters and Adriana alive. Weir gave Satchel the character's cellular phone and cyberdeck numbers, but ordered her not to contact them unless he disappeared. Of course, he did disappear, and Satchel began to trace the characters. First she did some background research, however, including calling in some contacts in Norcross. It was one of the Norcross board members who secretly clued

Satchel into the progression of the search. This executive also leaked to Satchel the information that caused the Norcross and Biotechnica stock fluctuations. This board member, a man named Harris Chen, paid for that leak with his life (see the second optional episode, above). Satchel's own sources traced the link between Weir and Michael Hart, and confirmed that Hart had mysteriously vanished from New Orleans a day before, reportedly headed for the offshore Gulf colonies. At first Satchel thought Hart was legitimate, but her research revealed his connection with Seiji Okano and Arasaka. Now, after several sleepless nights and an exhausting investigation, she must warn the characters that they are walking into a trap set by the Arasaka executive.

Satchel will call the characters on their cellular phone or cyberdeck, introduce herself, and tell the characters what she knows.

Okano's Gambit

Whether or not this is Satchel's first contact with the characters, the gist of her message will be the same. Of course, the characters may be more inclined to trust her if they have talked to her before.

"Listen, you're in danger. Don't go to Galveston! Hart has set you up! He is working for the Arasaka Corporation. He reports to Seiji Okano, director of Arasaka's Southeastern United States Regional Office. I think that there is an Arasaka reception waiting for you in Galveston!"

The characters may have some questions:

Q. Is there proof of Hart's complicity?

A. Satchel has raided the Arasaka New Orleans office computer files. She has found several photographs of Hart and Okano together, apparently kept by Okano as insurance. Okano could ruin Hart's reputation on the street by releasing the photographs. She has also intercepted several transcript fragments. She will transmit this data to the characters via cellular cyberdeck

Q. Why didn't Okano just capture them in New Orleans?

A. Why the ruse? Satchel doesn't know. The truth is that Okano is working outside of his authority under Arasaka. More on this in

the next segment! Don't reveal this to your characters yet!

Q. What to do?

A. Divert to Corpus Christi. Texas is a free state, and Corpus Christi is a major overland shipping hub and sea port. Satchel will meet the characters there and travel with them back to Night City. She thinks that Net 54 will guarantee their safety in order to get the story of Adriana.

Confronting Hart

Now the characters must confront Michael Hart with what they have learned. Hart will bow before the evidence, but he will try to convince the characters of his and Okano's good intentions:

"Look, Okano doesn't want to hurt you or Adriana. He just wants the information stored in her head. He doesn't want her dead, and he doesn't want you dead. Hell, he's grateful to you for keeping her alive! He'll pay you for her. She'll be well treated and cared for. Far better than she ever was at Norcross! Would you have come with me if I told you that I worked for Arasaka? Come with me to Galveston. we can get you and her out of danger, and see that you are well paid for your time!"

If the characters express disbelief, Hart will tell them to call Okano by cellular phone or short wave. "At least talk to Okano. Hear him out. Let him offer you terms!"

• **IF THE CHARACTERS CONTACT OKANO:**

Okano will talk to the characters. See Segment Five in the NPC Book for Okano's stats and skills, including Persuasion and Fast Talk. He will say:

"What Hart told you was true. I don't want Adriana hurt any more than you do. I want her well cared for, and I want you well compensated for your time, and for the horrendous risks you've taken. She is worth a great deal to me. I will compensate you 100,000 EB each if you release her to Mr. Hart. If you accompany him to Galveston I will guarantee your safe, anonymous transport to anywhere in the world. Arasaka is a very powerful organization. We can protect you."

Again, the characters may have a question or two.

Q. Why Galveston and not New Orleans?

A. "Surely you know how valuable this woman is. How valuable the information in her head is. Certain concerns are aware of Arasaka's interest in the cloning technology. They will try to monitor our New Orleans offices, especially if they have been tracing you. By flying you from Galveston we keep you hidden from our mutual enemies." This is an evasion. As we mentioned above, Okano is acting outside of his authority, and the arrangements at Galveston involve Arasaka troops loyal to him personally. If he had brought the characters into New Orleans, Adriana might have been discovered by Arasaka personnel loyal directly to Tokyo. His actual plan is to fly Adriana to a private compound outside Atlanta.

Q. Can you give us a guarantee of Safety?

A. "My friends, Hart has been with you the whole time. If I wanted you dead, you would have been dead long ago." This is an evasion. Okano kept the characters alive because he knew that they would fight to keep her alive. That made them useful.

• WHAT IF THE CHARACTERS BYPASSED HART IN THIS SEGMENT?

Okano will personally contact the characters while they are in the Gulf, and attempt to persuade them to come to Galveston, using the arguments and inducements above. If he fails, he will re-appear in Segment Four. Hart is no longer a factor in the adventure.

• IF THE CHARACTERS ACCEPT OKANO'S OFFER:

They can proceed to Galveston. Okano will greet them and Hart at an airstrip near the city. Unless the characters take drastic safety precautions, Okano will have his troops kill the characters and seize Adriana. Never trust Arasaka, and never ever trust someone who would betray Arasaka! If the characters take sufficient safety precautions to guarantee that Okano pays them and lets them get away, Okano will take possession of Adriana and the characters will escape. Okano will continue to pursue the characters if possible, however. They know too much. They should also get reprimanded for selling out to an enemy of the cyberpunks.

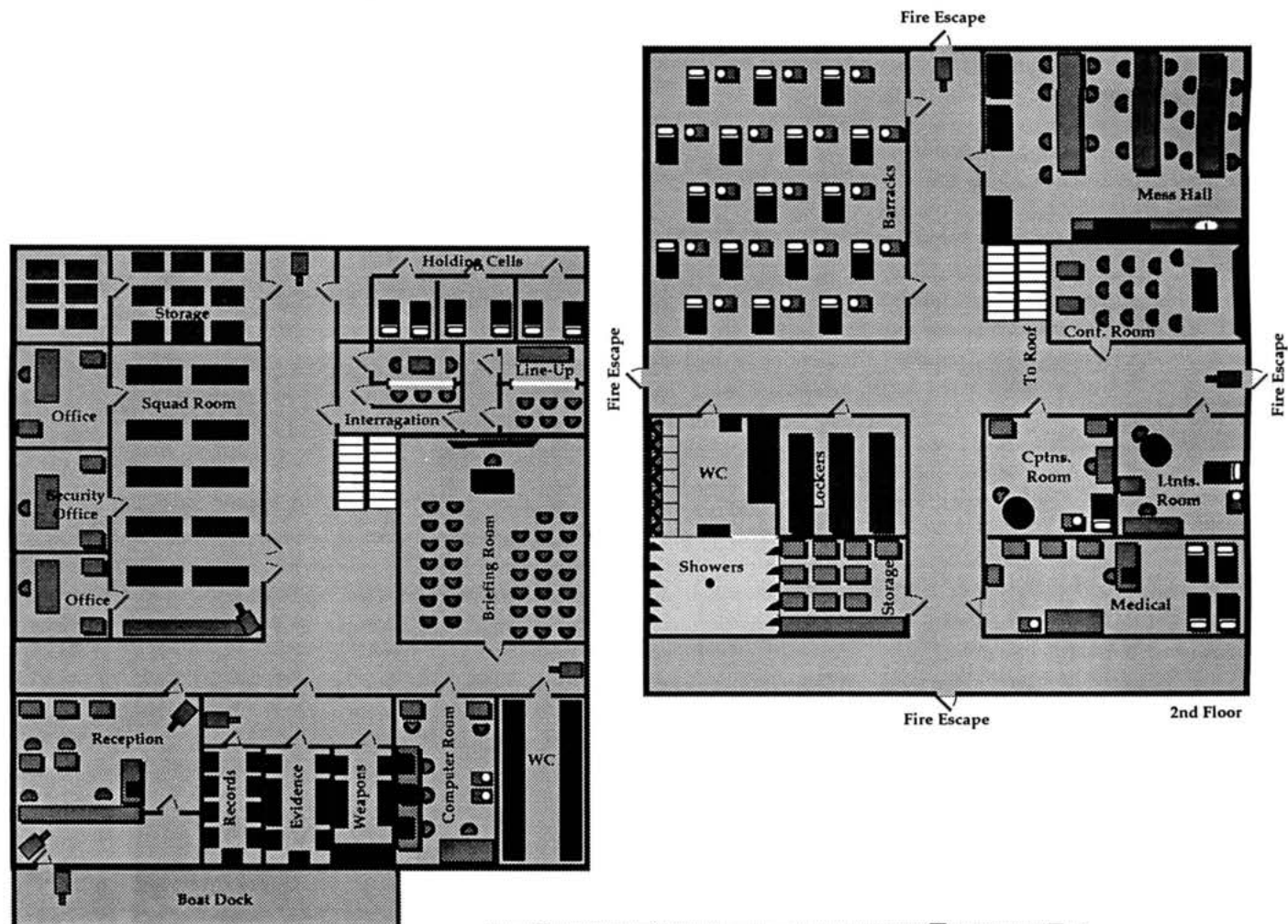
• IF THE CHARACTERS DITCH HART AND PROCEED TO CORPUS CHRISTI

Good riddance to Hart, who was only working for Okano. The characters can do what they wish to him, although by letting him live they may earn a favor from him down the line. This could be important in Segment Five! We understand if the characters feel the need to turn him into fish-food, however. Betrayal is usually a death sentence in *Cyberpunk*. The characters and Adriana can proceed to Corpus Christi and their rendezvous with Satchel Sabo without further interference. Okano will return to haunt them in Segment Four, however!

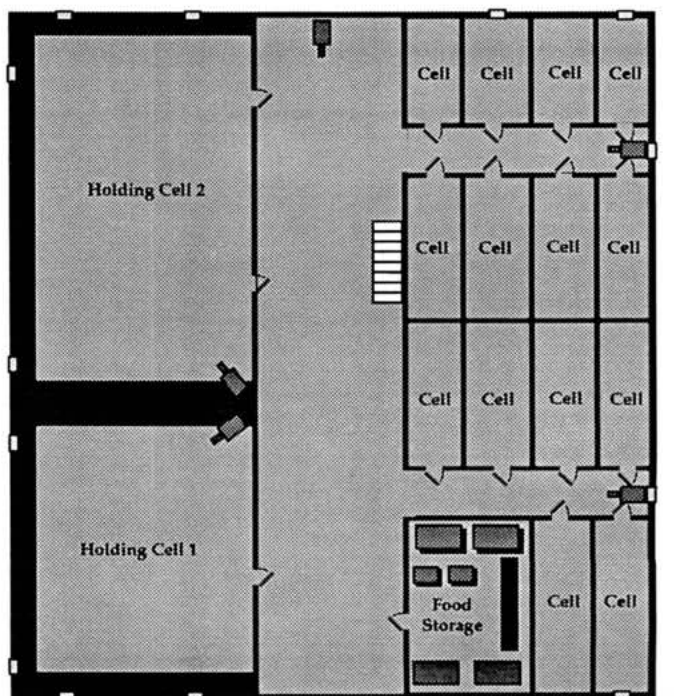
TEXAS LANDFALL

Shortly after the disturbing events on the Gulf the characters should complete their journey through (or over) the offshore colonies and arrive in Corpus Christi. They can finally bid good-bye to travel over water. The next leg of the trip is a dusty, overland journey across the treacherous Southwest. There are new challenges and more frightening discoveries ahead!

BEAUFORT JAIL SUBGRID														
CPUs: 3, INT: 9 +5 Interface, Non-AI Data Wall Str: 6														
1: CPU 1														
2: CPU 2														
3: CPU 3														
4: Memory Unit 1- Prison Records														
5: Memory Unit 2- Prison Records														
6: Memory Unit 3- Prison Records														
7: Memory Unit 4- Prison Records														
8: Memory Unit 5- Personnel Records														
9: Memory Unit 6- New Orleans Police Database														
10: Memory Unit 7- New Orleans Police Database														
11: Memory Unit 8- New Orleans Police Database														
12: Memory Unit 9- New Orleans Police Database														
13: Memory Unit 10- Prisoner Data														
14: Memory Unit 11- Security														
15: Memory Unit 12- General														
16: Str 5 Code Gate														
17: Watchdog														
18: Printers														
19: LDL to New Orleans Police Database/Federal Criminal Files														
20: Virizz														
21: Cameras														
22: Terminals														
23: Hydra														
24: Alarms														
25: Brainwipe														
26: Microphones														
27: Code Gate Str 5														



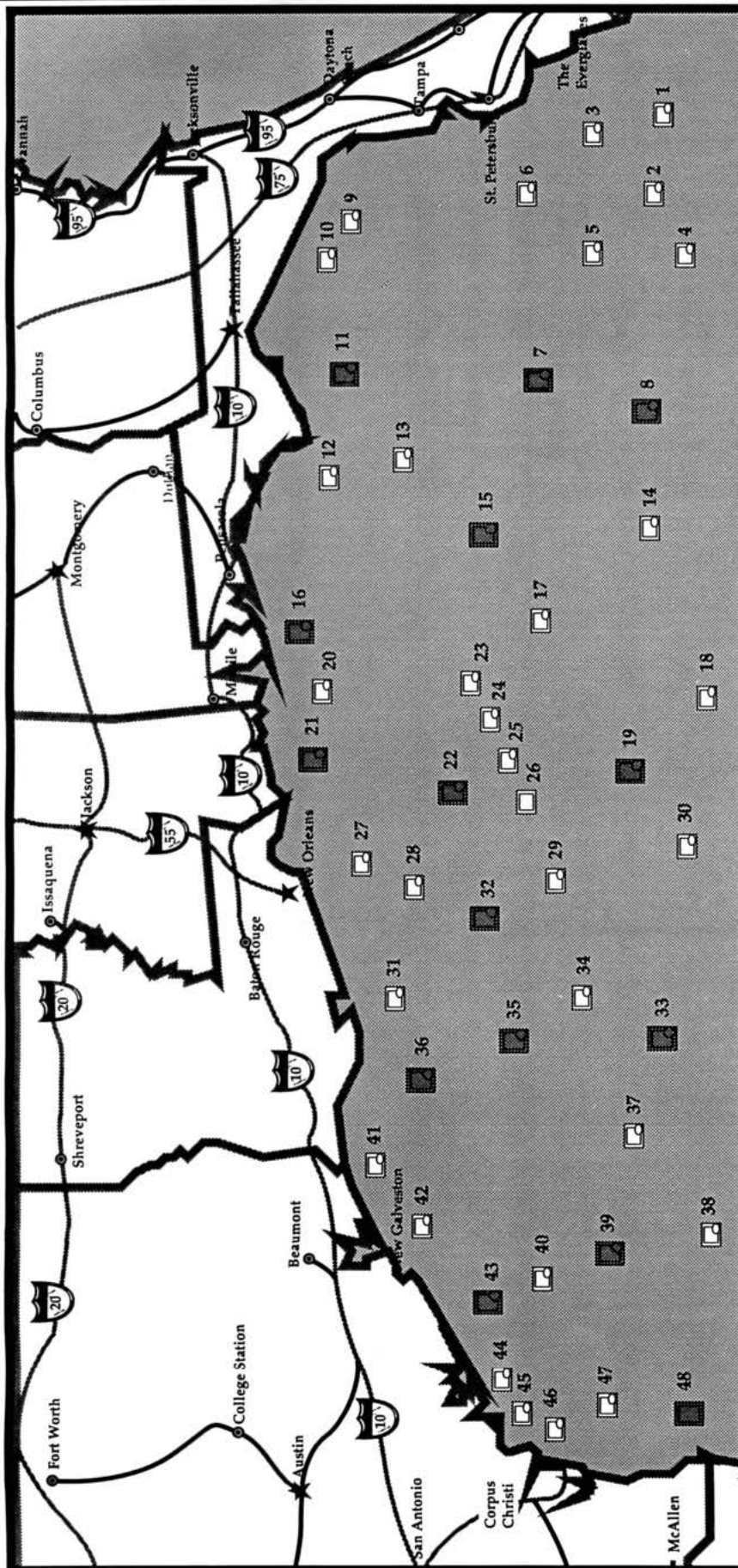
Water Level



Basement Below Water Level

Security Camera

BEAUFORT JAIL - 2ND FLOOR (TOP), 1ST FLOOR (MIDDLE) & BASEMENT (BOTTOM)



Colony (* = Large)	Population	Colony (* = Large)	Population	Colony (* = Large)	Population	Colony (* = Large)	Population
1: Little Havana	652	17: Atlasville	508	33: Borderville*	3214	41: Haven	888
2: Salvador	891	18: Windsweep	450	34: Rooneyville	660	42: Paradise	515
3: New Miami	1012	19: Vista*	2454	35: The Lick*	3160	43: Unity*	2772
4: Santa Cruz	788	20: Solidarity	542	36: Sabine	2542	44: Arcadia	1183
5: Madre de Christo	636	21: Barataria*	3297	37: Tropicon	1588	45: Van Waal	882
6: Concepcion	998	22: Deltaville*	2066	38: Capricorn	1386	46: New Rio	964
7: Santa Lucia*	2070	23: Chilipepper	732	39: Ciudad Laguna*	2111	47: Groverville	574
8: Santo Domingo*	3582	24: Sister Alpha	667	40: New Abilene	547	48: San Fernando*	2187
9: Pride	1025	25: Sister Gravo	787				
10: New Cargo	755	26: Sister Charlie	822				
11: Sargasso*	2587	27: St. Joseph	941				
12: Salvation	531	28: Vermillion	634				
13: Diego	606	29: Solitaire	421				
14: Horizon*	2888	30: The Reach	906				
15: The Cay*	2581	31: One-Hop	988				
16: Freedom	959	32: The Sound*	419				

MEXICO

LAND OF THE FREE

TEXAS SHUFFLE



SEGMENT SYNOPSIS

These are the major parts of Segment Four. Each of these units is a required part of the adventure. There will be optional episodes embedded in some of the units.

Unit One: Corpus Christi

The characters arrive in the port of Corpus Christi (or possibly Galveston), and rendezvous with Satchel Sabo or another Media. The team must book passage across the Southwest with an overland Nomad convoy and make the dangerous trip from Texas to Night City. The characters have a new ally in Sabo, but as they get closer to their destination it seems that more and more obstacles appear in their paths. The Arasaka Corporation appears to be the newest threat, but in Corpus Christi the characters will learn that Seiji Okano is a rogue operating without authority. The team hooks up with Nomad Shippers who are experienced in making the dangerous Southwestern Haul up into Colorado. The journey continues.

Unit Two: American Ghosts

The characters continue up into New Mexico, the fringe of the New American Frontier. This is a land filled with ghost towns killed by famine and bio-plagues during the Collapse. In the dead town of Wagon Mound, the team must confront an old enemy. The danger and fear continue as the team reaches the bombed-out remains of Colorado Springs. Outdistanced by the characters, Biotechnica has adopted a new tactic, and released Adriana's identity nationwide. A Luddite cult on the fringes of the Colorado Springs Crater attempts to destroy Adriana. To the cultists Adriana is a symbol of mankind's technological evil, and the demise of humanity.

Major Non Player Characters in Segment Four

- Satchel Sabo (or other Media)
- Joe Satch and Sue Hamm

- The Nomads
- The Atoka Coyotes
- Bayou Slim
- Haruko Kanawa
- Seiji Okano
- Asavedo Weddell and the Luddite Brotherhood of the Desolate Soul.

UNIT ONE: CORPUS CHRISTI

EPISODE ONE: THE LONE STAR

Texas is a free state, and responsible for its own internal well being. Gulf trade is one of its economic lifelines, especially since New Galveston is the Riviera of the Southern U.S., but the long coast and the border with Mexico make the state a prime target for smugglers, refugees, and illegal immigrants. Texas has adopted two measures to deal with these problems. One is the extensive use of Republic Identification Numbers (RINs), and the other is the expansion of the storied Texas Rangers law enforcement organization (see *Home of the Brave* for more information).

RINs

Coded identification numbers are nothing new. Their history can be traced to old-fashioned Social Security numbers, which were tied to everything from health to education to employment before the Collapse destroyed many government records. Modern Serial Identification Numbers (SINs) generally exist for reasons of state security rather than social security, however. They are especially common in free states, such as Texas and the California's, which are more sensitive about population movement and law enforcement than the rest of the political U.S.

All citizens of the Republic of Texas are assigned a Republic Identification Number (the Texas version of the Serial ID Number). While in the Republic, people with RINs have rights and advantages over those without,

including legal protection, access to restricted goods and services, free travel rights, and so on. People who travel without RINs risk being thrown in jail, or worse, for the slightest transgression against Texas law, and sometimes for no reason at all. The Texas Rangers have a notoriously thin sense of humor. RIN numbers are printed on special identification cards, and also encoded on chips implanted beneath the skin. A special reader can scan the number right off the chip from a distance of a few centimeters.

Cyberpunks entering Texas should bear this in mind. It can have an effect on how the characters enter Texas and how they travel across it. A few options:

• IGNORE THE RIN:

The characters can choose to try to get across Texas without RINs. If they are busted by the Rangers, they may end up in the Sherman Disposal Centers, the infamous Texas prisons where inmates are spared only so that they can go on suicide black operations for the corporations that finance them (see *Home of the Brave* for more information). They may also end up dead.

• GET FORGED RIN's:

The advantage is that the characters will get better treatment from the law if they are stopped and questioned for any reason (see Texas Encounters, below). They can also get weapons without having to resort to the black market. The disadvantage is that if their RIN's are discovered to be forged it is an automatic sentence to the Sherman Disposal Centers...assuming the Rangers want to take the time and effort to apprehend the characters as opposed to merely shooting them. Forged RIN's come with all paperwork and an implanted chip from a ripperdoc. Getting them requires a *Streetwise* roll ≥ 20 and 50 EB per number *per 10% chance of success*. Black market RINs can be purchased either on the offshore colonies or once in Texas.

Example: for one character to buy a forged RIN with an 80% chance per use of escaping detection will cost 400 EB. Safe passage doesn't come cheap. Black market RINs usually come from people who have died unrecorded deaths. Once a person's death becomes known the RIN is invalidated in the central Texas database and the forgery will not be accepted. As an option, the characters



can buy invalidated RINs at half price, but the team Netrunner must make an Interface roll ≥ 25 to alter Texas computer records. A failed roll will be revealed only when the characters are busted.

Getting into Texas without an RIN

The characters can either enter legally as visitors, and be registered as such, or they can try to get into Texas undetected. If the characters come in as visitors they will not be able to use forged RINs as they will be entered in the Texas database as aliens. A little intervention by the team Netrunner, with an Interface roll ≥ 25 , can change this, but the price of failure can be steep. If the characters sneak in they will need to pay a smuggler 50 EB per person for delivery onto the beach or a Texas registered fishing boat that can offload passengers without a border check. There is a 25% chance of detection by the Texas Rangers coastal division (see Texas Encounters for Ranger stats). Alternatively, the characters can offload at a harbor and try to sneak around the customs area. See the map of a harbor customs gate and the Ranger stats below. Coming in from Mexico is nearly impossible. The border controls include a wall and armed guards, and these are just on the Mexico side! The Texas side has large contingents of border guards, as well as infrared and acoustic sensors, land mines, and razor-wire barriers.

The traffic goes both ways these days, and no one is happy about it. Furthermore, the trip from the border to Corpus Christi is over a hundred miles.

Getting into Texas with a RIN

The characters can take any transport from the offshore colonies to Corpus Christi (or Galveston if that is where the characters are headed). Upon entry they will be screened by the Texas rangers. Their RIN data will be compared with the database, and if the characters have purchased good numbers they will be waved through. A rejected number means instant arrest. See the map for a typical customs area, with CPSx2 Ranger guards.



See the map of the Harbor Customs Area on page 98.

• WHAT IF THE CHARACTERS ARE GOING TO GALVESTON?

New Galveston has become the low rent Riviera of the Gulf of Mexico, with gambling, hotels, and other tourist attractions. Hurricane watching is especially popular, as the giant concrete dome of the city was designed to withstand the most powerful storm, while observation decks above and below water level offer spectacular views of nature's rages. The dome of New Galveston is a mile and a half offshore, and is not subject to Texas law. It is under the aegis of the Federal Govern-

ment, such as it is. The causeway to the mainland port is controlled by the Texas Rangers, however, and under strict control since smugglers and illegal immigrants favor New Galveston. If the characters are coming ashore to rendezvous with Seiji Okano they will have no trouble. If they are coming ashore to continue with their own plans they will have to deal with their own security as if they had landed at Corpus Christi. If your characters have made all arrangements with Satchel Sabo to travel from Galveston, play it the same way as if they had landed at Corpus Christi. The only thing that changes is the route, as the team will travel all the way across Texas on Interstate 10, rather than taking Interstate 37 from Corpus Christi to the junction with I-10 at San Antonio.

Corpus Christi

Corpus Christi sprawls along the shores of Corpus Christi Bay, sheltered from the Gulf by Texas' barrier islands. The city is greater now than it ever was before Texas became a free state, although not for reasons the government of Texas is always happy about. Since the destruction of Galveston by Hurricane David (see *Home of the Brave*), Corpus Christi has become Texas' major trade port on the Gulf coast, accepting traffic from the offshore colonies, Mexico, Central and South America, and the Caribbean Islands. These cargos are carried by Nomad, private, and commercial overland shippers to destinations across North America.

The huge volume of overland and maritime traffic has made Corpus Christi one of the most important cities in the Southern United States. It has also led to the growth of gigantic Nomad encampments on the borders of the city. Hundreds of thousands of people live in temporary camps, vehicle camps, and squatter villages. Many more live in the hundreds of hotels and coffinshops in the city proper. It is a perfect environment for smuggling and other crimes, and were it not a major source of revenue for the state of Texas, the Rangers would have closed the entire area down long ago. As it is, the local Ranger units exist in a perpetual state of frustration, forever unable to completely control the lawlessness that naturally thrives in such an environment. It is a perfect environment for cyberpunks. Especially cyberpunks on the run.

EPISODE TWO: A TICKET TO RIDE



THE NOMAD CAMPS OUTSIDE CORPUS CHRISTI

Satchel Sabo in Person (Moveable)

The characters may have set it up so that they rendezvous with Satchel somewhere other than Corpus Christi. All of the information here remains applicable.

The characters should have two priorities after safely reaching Texas soil. The first is contacting Satchel Sabo (or the alternate Media). Have the characters established a rendezvous? If so, then Satchel will be there waiting. (If the characters asked her for a suggestion, she will have named the Rialto, a cheap hotel in a predominantly Latino area). If no rendezvous has been established yet, the characters can reach Sabo on her cellular phone and set up a rendezvous anywhere in town.

Sabo will be at the appointed place at the appointed time, waiting for the characters. She is easy to recognize: a stunning, Hispanic woman with long, wavy hair, and the penetrating, watchful eyes of a veteran street reporter. She is wearing a tight, black skirt that has attracted the attention of a couple of the locals, and a loose, black, leather jacket that reveals the telltale shape of Kevlar armor panels when she moves. A large, black duffel bag rests on the ground by her side.

Once the team and Sabo have identified themselves to each other, it shouldn't take long to establish a rapport. Sabo will say, "You're here. I still don't quite believe it! I'm amazed you've made it as far as you have. I just hope we can hold out for another few days!" She seems like a friendly and sincere person. Solos who make an Awareness/Notice roll ≥ 17 will also see that she is always casing her surroundings and checking every person who comes near. This is a woman who knows her street survival technique. She will be a good ally.

Satchel's Plan

Satchel Sabo would like to file a couple of live reports on the trip, and she has the equipment to do it, but she says she probably won't as she doesn't want to tip Norcross or Arasaka off to the team's location. She will log video reports along the way, recording them for broadcast when the team reaches Night City safely, and she does want to cover their arrival live. She will also keep written logs, and take the time to interview each player character, and Adriana, as they make the journey across the southwest. You can role-play the interviews with each player character if you like, it could be a useful tool to establish Sabo as a roleplaying catalyst.

Once the team has greeted Satchel Sabo, it will be time to get down to the business of planning the route and securing the right kind of transportation.

Which Way Through Hell?

There are two major routes from Corpus Christi to California. Both leave Corpus Christi on Interstate 37, and then switch to Highway 285 at Fort Stockton. Highway 285 runs north to Santa Fe, where the routes diverge. The Desert Route leaves Santa Fe heading south on I-25 a short ways before joining I-40 at Albuquerque. I-40 runs all the way into Southern California, where it splits into roads leading to Los Angeles, Night City, San Francisco, and points north. The Mountain Route leaves Santa Fe heading north on I-25, and follows that road all the way up to Denver, with a detour around the remains of Colorado Springs. From Denver, most traffic bound for California takes I-70 across the Rocky Mountains, into Salina, Utah. At Salina there are three choices: head north to I-80 at Salt Lake City and into Northern California, head directly west on Highway 6, which leads straight to Central California and Night City, or head southwest on I-15 into Southern California. Of course, Highway 6 best suits the characters.

• ADVANTAGES AND DISADVANTAGES OF THE DESERT ROUTE:

The Desert Route is about 1650 miles; 350 miles shorter than the Mountain Route. The weather is generally more predictable, and there aren't the mountains to deal with. The route is also less heavily traveled because there are fewer intermediate towns and cities, and there are completely barren stretches as long as 200 miles. This can be an advantage or a disadvantage. You are less likely to run into hostiles, but it can be hard to find help if you have a breakdown or other disaster. It also makes a specific vehicle or convoy easier to find. Hijacking is also more of a problem on the Desert Route, as Native American Nomad groups based on the Pueblo and Navajo tribes have been trying to establish independent nations in

LAND OF THE FREE

TEXAS SHUFFLE



SACHEL SABO

LEVEL 5 MEDIA

Satchel Sabo is a rising star in Net 54's national news operation. She works out of the prestigious Night City bureau, and she has a nose for finding the big story and the talent for assembling it and getting it on the air. To avoid having the characters traced through her, she told her bosses that she was taking her vacation. The only person who knows that she is covering the extraction of a fully-functional human clone from Norcross Pharmaceuticals is her trusted friend, and Net 54 Night City Bureau producer Helen Lane. Sabo is tough and intelligent, and has seen a great deal for someone 28 years old. Satchel has a large suite of optical and auditory cyberware built into her skull to pick up and record everything she sees and hears, even if she loses her equipment.

Stats:	INT	10	REF	7	TECH	10
	COOL	10	ATR	10	LUCK	8
	MA	9	BODY	6	EMP	10/6
	SAVE	6	BTM	-2		

Skills: Credibility +9, Awareness/Notice +8, Composition +7, Education and General Knowledge +5, Persuasion and Fast Talk +7, Human Perception +8, Social +2, Streetwise +6, Photo, Film and Camera +5, Interview +6, Personal Grooming +4, Wardrobe and Style +4, Driving +4, Handgun +4, Brawling +2, Stealth +1.

Weapons and Equipment: Stemmeyer Type 35 with two magazines. In her magic duffel bag Satchel keeps two headset radios, a broadcast quality micro video camera, twelve two-hour read-write video discs, a tripod, a small playback/editing deck, a small digital audio deck, cellular phone, notebook computer with cellular modem, and a small, encrypted, satellite uplink system which can be used to transmit or receive live or recorded video and audio information from Net 54 via their broadcast satellite system. Satchel can access all of the information via her interface plugs. She also has spare clothing. The equipment in the bag casts about 25,000 EB. The bag itself is waterproof and armored, but looks as ratty as possible to discourage attention from thieves.

the lands of their ancestors, and they are known to attack traffic passing through their territory. Finally, much of the road is in poor shape. For these reasons I-40 west out of Albuquerque is no longer the main shipping road. I-25 through Denver is. (See the New Mexico segment in *Home of the Brave* for more information).

• ADVANTAGES AND DISADVANTAGES OF THE MOUNTAIN ROUTE:

At 2000 miles, the Mountain Route is 350 miles longer than the Desert Route. There are more towns along the way however, including the metropolis of Denver. The weather is rougher than in the desert, with rain, and

snow when it's seasonable. The mountains also present a formidable obstacle, but there is more traffic, and more people to turn to in an emergency. There is no organized threat along the way, such as the new Native American Nations springing up in Arizona and New Mexico. The roads are better, and the larger amount of traffic makes it harder to track and find any specific vehicle or convoy, also. One important thing to consider: Denver is a major city, and only about a 1000 mile drive from Corpus Christi. It is possible that, given some time to work, Satchel or one of the characters might be able to arrange private air travel from Denver into Night City. That could shorten the trip from five days to three. There are no comparable opportunities on the Desert Route. I-25 through Denver is the major trade route to the West Coast these days. It is in better shape, safer, and supports more traffic. (See the New Mexico segment in *Home of the Brave* for more information).

Let the characters go over the routes and mull and plan, and decide how they want to go. It will be fun for them. Of course, it probably won't make any difference in the end. They are probably going to take the Mountain Route whether they want to or not. They'll learn why when they reach the fork at Santa Fe. In the meantime, they can feel good about themselves...for a little while. Too much self-esteem invariably leads to trouble in *Cyberpunk*.

Wheels

The characters must secure the right kind of transportation for their trip. They must remember that they are traveling overland at least 1000 miles, and possibly up to 2000 miles on roads of dubious quality, with fuel available only intermittently. As always, the characters are faced with a choice:

• STEAL OR BUY TRANSPORTATION AND STRIKE OUT ON THEIR OWN:

The characters *may* want to steal some kind of rugged overland vehicle, or buy one on the open market. If they botch stealing one they may have to answer to the Texas Rangers, or just to some extremely angry, well-armed owners. Of course, the characters may not be able to afford to buy anything. Vehicles capable of making the trip range in cost from 4000 EB for a beat up but reliable army surplus truck to 100,000 EB for an armored, convoy escort land cruiser with

gun ports and heavy weapons. The advantage to having their own vehicles is that the characters will not have to bow to anyone else's decisions or judgments, and they will be able to choose their own destination. On the other hand, traveling across the Southwest without a convoy can be extremely dangerous. Solitary vehicles often disappear permanently.

• **FIND A NOMAD PACK THAT WILL ALLOW THEM TO TRAVEL ALONG:**

Many Nomad families travel the Desert and Mountain Routes. The families are often paid to escort convoys, or to ship goods themselves. Nomads usually know their routes well, and can offer good protection. The problem is that the toughest families are hardcore American Wasteland Nomads, and they are generally leery of outsiders. The characters will need some kind of introduction if they are to convince a pack to allow them to ride along on an escort. If one of the characters is a Nomad, it might help. A **Persuasion** and **Fast Talk** roll ≥ 25 or a **Family** roll ≥ 20 will get the characters in the good graces of a 20 member family escorting three trucks.

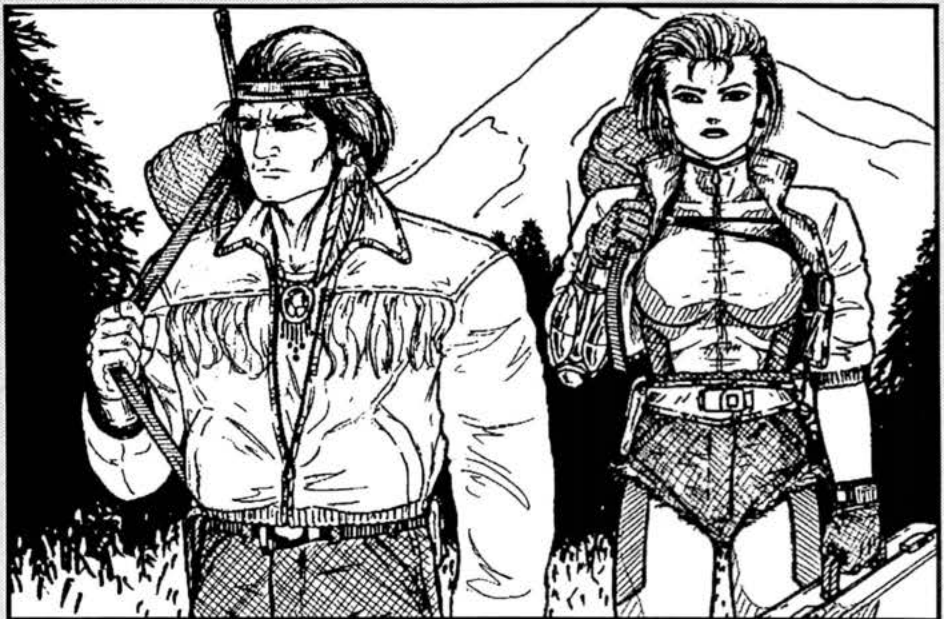
The problem is that the family may not be headed where the characters want to go. There is a 50% chance the pack is headed to Denver, and a 50% chance they are headed all the way to California. If the pack is going to California, it is 50/50 whether they plan to take the Mountain or Desert Route. See sidebar for more information.

• **BOOK SOLE PASSAGE WITH A PRIVATE SHIPPER:**

This option gives the characters much more control over the route and destination. It will leave them a little more vulnerable, however, since a private shipper might have only one or two vehicles. This would be the overland equivalent of sailing down the Mississippi River with Grace and Cleary Kantner. It will cost the characters about 200 EB per person per thousand miles to hire a shipper with one or two sturdy vehicles and some outriders on motorcycles. (If any of the characters can ride a motorcycle, they might see if they can find one to use on the journey.)

• **BOOK PASSAGE WITH A CONVOY:**

Many commercial convoys leave Corpus Christi every day. Some have up to 100 or more vehicles. Commercial convoys are well



JOE SATCH (OR NOMAD LEADER)

LEVEL 4 NOMAD

Joe Satch is a half-Hopi who used to ride the road with a tribal Nomad pack out of Arizona, but most of his family was wiped out when they accidentally trespassed onto a Militech reservation in New Mexico. He waged a bitter, fruitless war of revenge for a while, and then put his past behind him. Now he makes a good living as a freelance shipper and smuggler. If you don't use Joe and Sue, use Joe's stats for a generic Nomad leader.

Stats:	INT	8	REF	9	TECH	10
	COOL	10	ATR	6	LUCK	5
	MA	6	BODY	10	EMP	8/7
	SAVE	10	BTM	-4.		

Skills: Family +3, Awareness/Notice +6, Endurance +4, Melee +6, Rifle +4, Drive +8, Basic Tech +4, Wilderness Survival +5, Brawling +5, Athletics +2, Handgun +5, Hide/Evade +3, Shadow/Track +4, Stealth +2, Navigation +3.

Cyberware: Basic processor, chipware socket, interface plugs, vehicle link, basic cyberoptic, Low Lite™, teleoptics, Times Square Marquee.

Weapons and Equipment: Knife, SP 15 armor jacket, walkie-talkies, S&W Combat Magnum revolver with two speed loaders and 100 rounds, M-16A2 with four magazines and 200 rounds, binoculars, tool kit, tent, sleeping bag, and other outdoors equipment.

SUE HAMM (OR NOMAD TECHNICIAN)

LEVEL 4 TECHIE

Sue Hamm is Satch's lover and partner. She met him shortly after the destruction of his family, and has been his confidante and companion ever since. Hamm is a large, rugged woman who grew up in the empty wastelands of the Southwest. She has seldom left the region. If you don't use Joe and Sue, use Sue's stats for a generic Nomad technician.

Stats:	INT	10	REF	8	TECH	10
	COOL	10	ATR	6	LUCK	6
	MA	9	BODY	7	EMP	10/8
	SAVE	7	BTM	-2.		

Skills: Jury Rig +9, Awareness/Notice +4, Basic Tech +7, Cyber Tech +2, Teaching +3, Education and General Knowledge +6, Electronics +7, Weapons Tech +5, First Aid +3, Streetwise +6, Persuasion and Fast Talk +4, Handgun +4, Melee +2, Rifle +5, Brawling +2 Driving +5.

Cyberware: Basic processor, chipware socket, interface plugs, vehicle link, basic cyberoptic, Low Lite™, teleoptics, Times Square Marquee.

Weapons and Equipment: Tool kit, Sternmyer Type 35 pistol with four magazines, knife, outdoors and survival equipment, walkie-talkie, electronics and mechanical spare parts, notebook computer, cellular phone.

LAND OF THE FREE

TEXAS SHUFFLE

protected by trained soldiers and outriders or by large Nomad families who escort for a living. Large convoys will sell space to passengers at reasonable rates: 100 EB per person per 1000 miles. There are two disadvantages passengers have no input in to the route or leadership decisions, and there will be a lot of potential enemies.

• HIRE THEMSELVES OUT AS ESCORTS:

The characters could try to turn a buck on the deal by hiring themselves out as escorts to a small convoy or even to a family or private individual making the lonely trip across the Southwest. Of course, the characters probably don't know anything about the area or the possible dangers, which means that they'll either have to misrepresent themselves, or they will have to hire their services out at a cut rate in the face of more experienced competition. The characters will find a settler family bound for either California or Denver (whichever the characters are heading for). The characters are offered 50 EB per day per person for their protective services. All payable on safe arrival. Take it or leave it.

Default Settings

This book does not have the space to fully describe all of the different ways the characters can get themselves across the Southwest, so you may have to do a little work filling in the details. In the box are some basic vehicles and NPCs from which you can assemble any of the possibilities above.

If you don't want to customize the adventure that much, you can simply role-play it such that the characters end up with our default scenario. A **Streetdeal** roll ≥ 15 or a **Streetwise** roll ≥ 18 will turn them on to this. They are hired on to ride shotgun for a pair of freelance shippers, Sue Hamm and Joe Satch, (See character details in Sidebar). Hamm and Satch are hauling a load of black market Venezuelan clone circuit boards. They have deliveries in Denver, Grand Junction, Carson City Nevada, Sacramento, and Night City. Their previous escorts were a pack of unreliable mercenaries who spent more time drinking than patrolling. Hamm and Satch are looking for replacements to escort them and their drivers back to Night City at a reasonable price. The advantage is that they know the route, and can make up for the characters' ignorance. The characters just need to provide a little muscle and some watchful eyes. In



THE TEXAS RANGERS

LEVEL 3 (PATROL)/LEVEL 4 (OFFICER) COPS

There are a couple of opportunities for the characters encounter the Texas Rangers, at Corpus Christi and after they have hit the road. Here is a typical Texas Ranger. There is one officer for every 5 patrolmen. Officer stats are in Parentheses.

Stats:	INT	7(8)	REF	10	TECH	6
	COOL	9(10)	ATR	6(7)	LUCK	7
	MA	10	BODY	9	EMP	7
	SAVE	9	BTM	-3.		

Skills: Authority +6(+7), Awareness/Notice +5, Handgun +5, Human Perception +3(+5), Athletics +4, Education and General Knowledge +2(+5), Brawling +6, Melee +5, Interrogation +3(+5), Streetwise +4, Driving +5, Leadership +2(+5), Rifle +4, Submachine gun +4, Shadow/Track +3.

Cyberware: Various. All have basic processors, interface plugs, chipware sockets. 80% have smartgun links and cyberoptic targeting scopes. 50% have some kind of cyberlimb or miscellaneous cyberoptic enhancements. 20% have implanted weapons.

Weapons and Equipment: Night vision glasses (function as Low Lite™ cyberoptics, walkie-talkies, batons, handcuffs, SP 18 armor vests, knives, flashlights, RIN scanners, Militech Arms Avenger pistols with three magazines. 50% have H&K MPK-9 submachine guns with three magazines.

return they will receive 75 EB per day per person. It is a mutually profitable deal, and the best situation the characters are likely to end up with. Hamm and Satch even have two dirt bikes which can be used for outriding, if any of the characters know how to use them.

• WHAT ABOUT COMMERCIAL AIR TRANSPORT?

The characters may be tempted to investigate again the possibilities of commercial air transport out of Corpus Christi. That's how Satchel Sabo got there, and, after all, it's been a while since they were troubled by their pursuers,

and they may be feeling more secure now. Here are a couple of things that might discourage them: The airports in Corpus Christi are tightly monitored by the Texas Rangers, an organization that the characters want to avoid as much as possible. Also, Norcross/Biotechnica, and now Seiji Okano too, are still scanning airports across the country looking for the telltale identification trace that will locate the team. They are damned sure watching Night City Airport and most major airports on the West Coast. Remember, the characters' enemies have known since they targeted the airship where the characters were bound.

OPTIONAL EPISODES: CORPUS CHRISTI ENCOUNTERS

You may wish to give your characters a couple of interesting encounters while they are in Corpus Christi. Here are three possibilities which can lead to further mayhem, confusion, and despair. Roll 1D6 or choose.

EPISODE TABLE

1-2: Texas Rangers.

3-4: Smugglers.

5-6: An old Fixer.

Texas Rangers

The characters are stopped on the street by CPS-1 Texas Rangers and asked for their RIN numbers. The Rangers have a portable reader that will scan the chips implanted under the skin on the back of the hand (or elsewhere if cyberlimbs prevent that). If the characters are using black market RIN chips, then roll as described earlier. A failed roll means an attempt at arrest. If the characters are not wearing RINs they will be searched. Any weapons will lead to an arrest. If the characters are clean they will get a warning to stay out of trouble. Cool heads prevail. Wise mouths get shot off.

Smugglers

The characters are walking the city in the evening or night, either near the water or at a Nomad camp at the fringes. Perhaps they are a little lost. As they approach a dark corner they see a figure slumped on the ground. It is

a man in a leather armor jacket. A smartchipped pistol is tucked into his waistband. He is dead, his eyes bugging from his skull, a surprised look on his face. An Awareness/Notice roll 20 reveals a melted APTR chip plugged into his socket. It is still warm. A Cybertech roll 20 reveals that the chip was defective. An examination of the body and a Medtech roll 20 reveals that the chip caused a seizure and killed the man within seconds of installation. A character making a Streetwise roll 17 knows that bad black market APTR chips have been becoming more common. Rumors say they are shipping out of factories in Panama. A lot of Panamanian traffic comes into Corpus Christi. It makes sense.

If the characters make any noise at all another man will come around the corner. "Hey Foster, what's the racket?..." He will see the characters around his fallen comrade, freeze, and immediately start yelling for his companions. He thinks that the characters have killed the guard. The man is holding a Minami submachine gun. He will point it at the characters and yell "Freeze, you bastards... Hey guys, we got snoops!" He will keep his gun on the characters, but he won't fire until the characters go for their guns. Within seconds CPS-2 other armed men will appear. One, in a trenchcoat, appears to be the leader. If the characters have gone for their guns then there will be a firefight.

If the characters haven't gone for their guns, then the man in the trenchcoat will step forward and say, "Who sent you? Barton? McIntyre? I expected better." The way out of this situation is for one of the characters to mention that Foster died from a bad chip before the shooting starts. If one of the characters says this, the man who first came around

the corner will check out Foster and then say, "It's true...he hasn't been shot. It was the chip!" If this happens then one of the other men will shove the man in the trenchcoat and say, "Hey, Wallace, what kind of crap are you trying to push on us?" The man in the trenchcoat will say, "The chips are fine. He must have had a defective processor." The gunmen will not buy this. They will hold a Minami to Wallace's head and bring him and the characters around the corner, where the characters will see that the men were loading clear plastic parcels filled with chips from a car into a truck. The gunmen will make Wallace install one of the chips. Within seconds he will go into seizures and collapse while the characters watch. Now here is the payoff for cool heads. One of the gunmen will turn to the characters and say, "I don't know who you characters are. I ought to kill you for just witnessing this, but you just saved me from spending 500,000 EB on bad chips, so I'm gonna give you the benefit of the doubt." He will reach into his truck, pull out a parcel, and open it. He pulls a chip out and pops it into his own socket to demonstrate that it is safe. "These are good chips. From my other supplier." He will toss the bag to the characters. "take 'em. Forget you saw anything. If I see you around here again I'll take those back, with interest."

The bag contains 36 chips, all +2. There are two of each TECH APTR chip listed on page 73 of *Cyberpunk*. That's 8,000 EB worth of chips on the black market! A little windfall for our heroes, and perhaps a skill or two that will help them out down the line. Use the bag o' chips prop card to keep track of the sudden gain.

An Old Fixer

The characters are walking somewhere in the city when a gentleman of about 60, dressed in a pinstripe suit, walks up to them. He doffs his bowler hat, flips his umbrella smartly up under his arm, and says, "Good day gentlemen, ladies. I don't know who, how, or why, but I have just received a most odd phone call on my cellular here. A woman named Eloise just rang me, described your party to a tee, and asked that I tell you that she will be watching out for you." He will pause, and then say, "Do I know you?" The characters have never seen him. The man is an elderly Fixer named Frederick Julian. He is semi-retired now. He knows nothing more.

TYPICAL ROAD NOMADS

LEVEL 3 NOMADS

Can be friends, enemies, or just passers by.

Stats:	INT	7	REF	10	TECH	8
	COOL	9	ATR	6	LUCK	8
	MA	9	BODY	8	EMP	8
	SAVE	8	BTM	-3.		

Skills: Family +6, Awareness/Notice +6, Endurance +4, Melee +5, Rifle +6, Drive/Motorcycle +6, Basic Tech +4, Wilderness Survival +4, Brawling +5, Athletics +3, Handgun +4, Submachinegun +3, Hide/Evade +3, Dodge and Escape +4.

Cyberware: Various. A lot of two-way radio communication, night vision equipment, and basic cyberlimbs to replace to replace things lost in accidents. All have at least one firearm.

Weapons and Equipment: Various. Often old and second-hand.



RUNNING THE "OLD WEST"

Oddly enough, the American southwest in 2020 is more like the traditional "old west" than the old west really was. After the collapse, the states out here literally dried up and blew away. Water became more valuable than gold, and most towns in the deserts simply emptied overnight. For years the bad lands were just that, haunts to boosters and nomads. Only the fittest could survive. Native Americans still holding on to their culture were finally rewarded with the return of their land, as the deserts slowly emptied.

Years passed, and after a time order returned. Power lines were restored, and the vital water flowed again into the once deserted towns. The government, seeing how overcrowded cities had become, for the second time in its history announced a Homestead Act. For 2 years (2008-2010) people were lured back into the Southwest as land was practically given away. Settlers flocked back to rural towns, eager to find a place to make a home after the upheaval of the last few years.

They were sadly disappointed.

The land was free, but most of the buildings were nearly useless, many destroyed beyond repair. The utilities were never reliable; water and power could go out for days or weeks at a time. Doctors were rare, and law enforcement was often left to the settlers themselves.

Now, times aren't much better. In fact, the Southwest seems to be trapped in the late 1800's; not with the rest of the world. The local sheriff still holds the responsibility of law enforcement. "Indians" still try to drive the settlers off, and greedy corps still try to swindle people out of their land. The only difference seems to be that the motorcycle has replaced the horse as method of transportation (and even the horse is making a comeback in some areas!)

The people of the "new west" are almost dichotomous from the rest of Americans. They are generally trustworthy, and trust others (they must, to be trustworthy is to live in the harsh desert). Substance is everything, and style means leaving a good-looking body. They will judge by actions, rather than words, and make loyal friends once their friendship has been earned. A few hours around these people will drive any true 'punk totally nuts.

Adriana knows what the message means. ELOISE is the name of the Norcross AI which was the template for much of her intelligence. The computer was always a friend to her, but she never considered before that it could be an ally when she was on the run. The characters don't know this yet, but ELOISE has been following the chase. Although Biotechnica lost the characters on the Mississippi, ELOISE managed to trace them into New Orleans, using government satellites to track the Kantners' boat. The AI then tracked the characters into Corpus Christi, and located them with Texas Rangers surveillance cameras. It found Julian's phone number in the local directory, and used him to contact the characters. It didn't want to contact them directly, in case, somehow, the call was traced to them electronically. The computer has been a secret ally for the characters, dropping a few false clues for Biotechnica. It's one of the

reasons why the characters have been free of obvious pursuit for so long. If the characters try to crack into Norcross with a Netrun, see Segment 5, Unit 2 for more on the situation with ELOISE.

UNIT TWO: AMERICAN GHOSTS

The American Southwest: A new Frontier

In the years between 1996 and 2010 the American Southwest died. The crash of 1996 began the exodus as the collapse of the na-

tional infrastructure left many of the nation's outlying areas in decay. In an attempt to resuscitate the country, most national resources were concentrated on salvaging the cities and industrial and agricultural areas that were the heartbeat of the economy. The Southwest was allowed to atrophy. Basic services such as water and power failed as state governments ran out of money, and a people who had lost touch with the pioneer spirit could not adapt. What economic and governmental collapse started, the bioplagues and drought finished. Hundreds of thousands of refugees flooded into the cities, leaving thousands of abandoned towns throughout West Texas, New Mexico, Arizona, Utah, and Nevada.

Two things emerged from the ruins of the Southwest. The first was the Nomad families. Some people found a way to survive in the barren land, traveling from place to place looking for subsistence. They were the first of the Southwestern Nomads, a culture that is now extensive and well developed. The second was the Free States. In the Southwest, Texas, Nevada, and Utah all took advantage of the Collapse, using it to distance themselves from the disintegrating federal government. Texas and Nevada profited by their actions, although Utah is still struggling (see *Home of the Brave*).

Now life is beginning to return to the barren stretches of the Southwest. Some Nomad families have staked claims in abandoned towns, and are establishing new communities. They have learned to survive in the harsh conditions, and they have grown weary of life on the road. There is a new pioneer spirit also, as many poor families have fled the hell of the inner city to establish homesteads in empty towns or on open tracts of land. Life is tough, but no tougher than it is in the violent, overpopulated cities. The new Southwest is an open and lawless place, much as it was 150 years before, when the original pioneers were staking their claims. In Arizona, militant Native American splinter groups are fighting to establish independent homelands on ancestral territory. Packs of hostile Nomads and Boostergangs roam the open territories, preying on isolated towns and homesteads and remote corporate outposts. A few Federal Marshals and locally appointed sheriffs are often the only law. Across this land the characters must pass.

EPISODE ONE: THE ROAD TO SANTA FE

Once the characters have established how they will travel it will be time to hit the road. The major highway out of Corpus Christi is Interstate 37. The first leg of the journey is 175 miles to San Antonio. This a safe, well maintained, heavily traveled road, with twelve paved lanes in each direction. At the metropolis of San Antonio the road splits into branches bound for Houston, Dallas, and the Mexican border town of Laredo (headquarters of the Texas Ranger Border Patrol, Southern Command). The characters will follow Interstate 10 to Fort Stockton, site of the first night's bivouac. I-10 is also well paved, and in good shape. In the old days travelers would have taken I-10 all the way through El Paso and up to Albuquerque, but turbulent relations with Mexico and repeated border conflicts have resulted in the closing of that stretch of highway. At Fort Stockton, the characters will turn north, taking Highway 285 to Santa Fe. Here the easy traveling ends.

By the time travelers reach Highway 285 traffic has thinned out. There is still regular traffic, but only one or two small convoys an hour and two or three large convoys or Nomad families a day. Sometimes there will be several hours between passers-by. Highway 285 is intermittently paved, but much of it is crumbled and broken asphalt alternating with wide stretches of packed dirt. The road is passable, but it will be hard going for vehicles not equipped for off-road use. The average top speed is about 40 mph. About 50 miles out from Santa Fe it starts to improve, and becomes regularly paved again.

OPTIONAL EPISODES: HIGHWAY ENCOUNTERS

On the three day journey between Corpus Christi and Santa Fe, the characters may have a few encounters. Roll 1D6 or pick.

- 1: All clear.
- 2: A friendly settler family offers to bivouac the characters for a night.

Joseph and Jenny Tamanno have a small homestead near the highway, and a patch of dirt where they raise crops and goats. They have power and shelter. If the characters have any delicate repairs, medical treatment, or Netrunning to do, this is the place.

- 3: A dust storm whips out of the West, packing 75 mph winds. Exposed characters take 1D6 damage per turn to uncovered body parts. The storm lasts 1D6 hours. 20% chance per vehicle of damage requiring a Basic tech roll ≥ 17 to fix.
- 4: In Texas only, a Texas Ranger road block. All cargoes are being searched and all tariff documentation checked. There are CPS+2 Rangers in two cars (use the chopped Nomad car) and one Komatsu truck with a built-in command post. If the characters are on their own or with a Nomad pack they will be searched. If they are with a commercial convoy they will be waved through. If the characters are traveling with Satch and Hamm then they are escorting a black market cargo. Creating the proper documents will require a Forgery roll ≥ 21 . Perhaps the team can bluff it. How well do your players role play a little fast talk?
- 5: Navajo Nomads. As the players are camped out one evening they may hear a sound if they roll Awareness Notice vs. the Navajo's Stealth (they have REF 8 and Stealth +4). Otherwise the old man, the boy, and the dog will appear at the fringe of the camp. They will ask permission to share in the characters' fire (if they have one) and shelter. They have back packs and canteens, but few other possessions except the battered clothes they are wearing. The man is named Estevez, the boy is Rico. The dog is called "dog." They are walking and hitch-hiking from Lubbock to Elephant Butte, New Mexico. If the characters are hospitable, Estevez will tell them various stories and legends of the

area. They are entertaining, but not useful. At one point he will mention, however, that there was a great deal of activity about ten miles away. It looked like many corporation vehicles, including tanks, and aircraft. There were armed men also. All were heading parallel to the characters direction of travel. He doesn't know what they were doing. Come the morning, he and the boy will walk away.

The information is a red herring. Estevez saw Militech wargames on a nearby military reservation. Characters familiar with Militech or making an Education and General Knowledge roll ≥ 20 may realize this.

- 6: Raiders! CPSx2 men, three each in AMT Baja Blazer off-road vehicles. Use the general Nomad stats. They are wearing little personal armor, but they carry a variety of old revolvers and not so old Militech Ronin light assault rifles liberated from a corporate supply depot. Each has three loads for each weapon. They also have two fragmentation grenades each (4D10 over a 5 meter radius, armor is effective, 9 second fuse). Two of the vehicles have squad automatic weapons (HVY 0 N R 6D6(7.62) 200 20 ST 200m) on the roll bars. Half the Nomads have smartgun links. They are looking for cargo to steal, but they will attack only if there are 12 or fewer people in the characters' party. If the characters are traveling with an entire Nomad pack or commercial convoy then they will be safe.

Santa Fe

Santa Fe is the first major stop along the characters' route. Santa Fe is at the junction of two major overland trade routes, so it has survived while many other cities and towns in the Southwest have faded away. The town is much smaller than Corpus Christi, with only about 40,000 permanent residents (it once had over 60,000). Since it is a way-station and not a terminal it doesn't have a huge transient population like Corpus

STATE POLICE

LEVEL THREE COPS

There are CPSx3 (Maximum 24) at the roadblock on I-40. They will tell the characters to return to Albuquerque. If the characters resist they will be arrested. If the characters are detected trying to sneak around they will be pursued. (Vehicles make a lot of dust on the road, let alone off of it! Plumes are visible ten miles away in daylight, four miles at night with Low Lite™.) One officer for every ten men. Officer stats are in parentheses.

Stats:	INT	8(9)	REF	(10)	TECH	6(7)
	COOL	8(10)	ATR	7	LUCK	6
	MA	10	BODY	8	EMP	8(9)?
	SAVE	8	BTM	-3.		

Skills: Authority +5(+7), Awareness/Notice +7, Handgun +5, Human Perception +2(+4), Athletics +3, Karate +4, Melee +6, Interrogation +3(+6), Streetwise +4(+5), Shadow/Track +7, Rifle +5, Submachine gun +3, Driving +5, Wilderness Survival +4.

Cyberware: Various. 50% have smartgun links and targeting scopes.

Weapons and Equipment: Knives, canteens, homing tracers, headset radios, SP 15 armor vests, Stemmeyer Type 35 autopistols with two magazines each. 25% have a Federated Arms Tech Assault II or a Stemmeyer Stakeout 10 shotgun with three reloads. Handcuffs, vans.

THE ATOKA COYOTES

LEVEL 3 NOMADS

The Native American rebels fighting for an autonomous homeland on ancestral territories. There are CPSx6 (minimum 40, maximum 60). Their leader is named Ulysses Redstream Walker (INT 10). He will treat the characters as unwelcome trespassers unless they do some really fast talking.

Stats:	INT	9	REF	10	TECH	4
	COOL	10	ATR	6	LUCK	3
	MA	10	BODY	7	EMP	9
	SAVE	7	BTM	-2.		

Skills: Family +7, Awareness/Notice +7, Endurance +3, Melee +4, Rifle +6, Drive/Motorcycle +5, Basic Tech +4, Wilderness Survival +6, Brawling +5, Athletics +2, Dodge and Escape +3, Stealth +5, Hide/Evade +6, Handgun +3, Submachine gun +2.

Cyberware: None. The Coyotes don't use cyberware.

Weapons and Equipment: Various. All have knives. Half have Militech Ronin Light Assault Rifles. The rest have various older handguns and rifles. All weapons have two reloads. The Coyotes also have several AMT Baja blasters and motorcycles, as well as a couple of cars and pickup trucks.

Christi, Galveston, or Denver. Santa Fe is a melange of Native American, Hispanic, and Caucasian culture, much as it has always been. The edges are rougher than they once were, and few tourists come to visit anymore, but the beauty and cross-cultural tides that once made Santa Fe the romantic capital of the Southwest can still be seen beneath the dust.

The characters should reach Santa Fe at the end of three days of travel, provided that they encounter no unexpected delays. They will have to bivouac at a convoy camp on the outskirts of town, or, if they have fewer than 15 people in their party at a motel (20-50 EB per night per person) or at a coffinshop (10-30 EB per night per person).

While they are staying in Santa Fe, or passing through, the word will come down. Interstate Forty—the California Route—is closed. A Native American radical splinter group, the Atoka Coyotes, has seized a piece of land which encompasses 50 miles of the Interstate at the New Mexico—Arizona border. All traffic has been blocked for a week. They are under siege by combined elements of the New Mexico and Arizona Militias and Federal Marshals, but for the moment they are in control. They are demanding homeland rights in adjacent territories; demands which have been made through political routes and then rejected. The political arm of the Coyotes, the Native American Territorial Rights Association (NATRA), is lobbying in Santa Fe, Phoenix, and Washington on behalf

of the militants, but so far there is no progress. In the meantime no traffic is permitted. No one knows how long the siege will last. Previous incidents have taken up to several weeks to resolve.

The characters can hear the news in a few ways:

- **As scuttlebutt:** at a Nomad camp, convoy stop or club the word will be going around. It will be hard to confirm, however.

- **As a news report:** If the characters tune into the local news or read a screamsheet they will get all of the details.

- **At a police roadblock:** If the characters have elected to take the California Route they will hit a large police roadblock on I-40 about 100 miles west of Albuquerque. There are concrete barriers on the road, and several police vans parked on the shoulders. New Mexico militiamen will tell the characters that the road is closed to all traffic except law enforcement, military, or diplomatic vehicles. The characters will have to turn back (and lose some travel time).

- **IF THE CHARACTERS HAVE ELECTED TO TRAVEL VIA DENVER**

Then the news will not effect them, although they will still hear it.

- **IF THE CHARACTERS HAVE ELECTED TO TRAVEL VIA ARIZONA**

They should re-think these plans. If they forge ahead they will be defying both the police and the Atoka Coyotes. Any other people the characters are traveling with, including Joe Satch and Sue Hamm, will want to divert to the Mountain R route if they were not already planning on it. Any convoy bound specifically for points in Arizona will have to wait for the crisis to end: 1D6+2 weeks. That's more time than the characters will want to spend in one location.

- **IF THE CHARACTERS DECIDE TO TRAVEL THROUGH ARIZONA DESPITE THE ROAD CLOSURE**

The characters can choose to do this, but it will be difficult and dangerous. First the characters will have to run the police roadblock. Under some situations the police would probably let the characters go and fend for themselves, but several teams of high ranking diplomats and negotiators have just left for the

site of the siege, and the police are wary of saboteurs or anything else that could scuttle the negotiations that may be the last chance to avoid all-out war. They will not hesitate to shoot.

Once past the police the characters will have to bypass the siege line where the militiamen and the Atoka Coyotes are squaring off. Again there are barriers, and this time large numbers of armed men on each side. The characters will have to try to go around without being detected. While off the road they will be at the mercy of Atoka raiders. Then they will have to travel all the way to Flagstaff—200 miles—before they find any services or supplies.

If the characters do make it through then they can continue to travel into California. The two other episodes from the drive to Denver, the ghost town and Colorado Springs, can still be encountered. Relocate the ghost town to some point on I-40. If you wish to keep the Colorado Springs episode, then the Luddites will be headquartered at the Arizona Meteor Crater, about 10 miles south of I-40 in Arizona, rather than at the crater of Colorado Springs. You will lose the mysticism of the ruins of Colorado Springs, but you will keep the plot development of the disclosure of Adriana's identity. See Episode Four in this segment for more information on adapting the adventure.

EPISODE THREE: GHOST TOWN (MOVEABLE)

This episode can happen at any time in any lonely town or stretch of road along either route out of Corpus Christi. All information remains applicable.

The characters will have two more serious challenges to face. If they stay on the route to Denver, the first is an encounter at, or near, the abandoned town of Wagon Mound. (Wagon Mound is on I-25 near the New Mexico-Colorado border, but if the characters are taking the California Route relocate it to I-40, just west of the Petrified Forest, where Sun Valley is now.)

The road from Santa Fe to the Colorado border is in poor shape, and the characters will only make about 100 miles of travel that day. That will bring them to Wagon Mound

at around nightfall, if they didn't sleep in too long. Time to make camp for the night. Abandoned towns are quite common along both Interstates 40 and 25. Some have a few inhabitants, many are truly deserted, wiped out by bioplagues, raiders, or simple economics. It can be hard to tell what killed a town when ten years have camouflaged the signs and coyotes have carried off the bones of the dead. Shippers and Nomads commonly use the towns as bivouacs, since there is shelter and defensible positions. There are a few towns which are superstitiously avoided, particularly ones known to have been destroyed by plagues. Wagon Mound is not one of those towns.

• IF THE CHARACTERS HAVE BEEN TRYING TO TRAVEL AT NIGHT

Travel at night is ill advised except within 50 miles of a major city, on the underground tollways of the Appalachians, or on those few stretches of surface road that are still really well maintained and well traveled. Neither I-40 nor I-25 fits the bill. If the characters are really driven they could travel at night between Corpus Christi and the junction of I-10 and Hwy. 285 at Pecos, Texas. Hwy. 285 is not navigable at night except within 50 miles of Santa Fe. Cyberoptics help, but only to a point. (Where the road disintegrates to packed dirt, they may wander and be totally lost by daylight. Or an inopportune chuckhole could do moderate damage to suspension or drive train.)

• IF THE CHARACTERS CAMP OUTSIDE OF TOWN

The characters may be wary, and camp some distance away from the town. If they are within a half mile of town then they will see the mysterious lights, although they won't hear anything. If one or more characters investigate, run the scene as it develops.

• IF THE CHARACTERS CAMP NOWHERE NEAR THE TOWN

The sound and light will come from over a nearby rise. The woman will appear in the ruins of an isolated farmhouse. The town is merely being used as a base camp by the Arasaka team. There are two barns, a stable, a large garage, and an outhouse to complete the building ensemble.

• IF THE CHARACTERS CAMP INSIDE THE TOWN

Let the fireworks begin. In case your players ask some smart questions right away, see the "Detecting the Trap" section below.

Baited

The setup is based on the character(s) having somebody on watch. There are two ways to set up a trap. Choose the one that you think will appeal the most to the character(s) on watch. If you have a player who is impulsive, or inclined to be singularly heroic, you might spring the trap while they are on watch. The objective is to get one or two player characters separated from the pack.

• **Hint:** If a character separates him or herself from the team to investigate the sound, take that player out of the room and run the trap. This will prevent interference and coaching from the other players.

Setup One: Appeal to Their Hormones With Cheesecake

Have the character(s) standing watch make an Awareness roll ≥ 20 . This is strictly for effect. If they fail, say that they wait a while, and then have them roll again. Whether they make the roll or not, the character(s) on watch will eventually hear the sound. It is very faint music...an old, scratchy recording like a 19th century gramophone. If the characters are in the town then the music is coming from a Victorian house couple of blocks away. If the characters are camped away from the town then it is coming from a large, abandoned, Victorian farmhouse.

As the character(s) approach the building they will see flickering candlelight glowing from an open window. Tattered curtains blow in the warm breeze. If a character watches, he (or she) may catch a glimpse of a young woman moving in the room. She appears to be wearing little more than a lace nightgown. There is no sign of anyone else. If the character stays out of sight, a few minutes will pass and then the young woman will lean out of the window. She will watch the nighttime horizon wistfully for a few moments, and then retreat back inside.

Setup Two: Appeal to Their Egos With Pathos

If you feel that the cheesecake factor will be ineffective (if, for instance, you have all-fe-



THE TRAP IS BAITED

male characters) then you can try the pathos method. In this case, the entire setup is the same except that the music is replaced with pitiful, muted weeping, and the warm breeze is a chill breeze. The candlelight still flickers, only this time it reveals the same young girl hunched in a chair, crying. Sad sight isn't it? Isn't one of your intrepid players going to go inside and ask her what the problem is?

The whole point of both of these setups is to get one, or at most two characters away from the others. That character does not necessarily have to enter the building, just be out of sight of the others for a few moments. If they enter the building, so much the better.

What Is Actually Happening?

Seiji Okano and Bayou Slim have joined forces and formed an evil pact. Slim still wants revenge, but he is alone now, and no match for the characters. He has continued to track them, however, and he knows that they are driving to either Denver or Southern California. He has also discovered that Seiji Okano's men have been trying to track the characters too, although they are not as skilled as he. Consequently, he has hired his services out to Okano, and has lead him to the characters in return for the opportunity to be present at the kill. Okano's plan is to kidnap one of the

characters and exchange him or her for Adriana. He thinks this will be safer than attacking them outright. An attack gone wrong could result in the death of Adriana. Okano is not actually at the scene. The trap is being lead by his lieutenant, Haruko Kanawa. At the scene are Kanawa, Bayou Slim, and enough Arasaka soldiers to make a total of CPSx2. The woman in the window is one of Okano's operatives doing an acting job.

Note: This time, CPS is all player characters, not just those at the scene.

Springing the Trap

If one character goes into the building alone or is out of sight of the others for even a few seconds, you can spring the trap. You can even spring the trap on two characters together, although they will probably be more inclined to do something reckless. See the map of the town for the positions of the hidden Arasaka soldiers. If one character is alone near one of the hidden positions, the soldiers will appear from their hiding places, covering the characters with silenced submachine guns. Once they have one character captured and disarmed, they will proceed with the next step in the plan. If they have two captives to bargain with, so much the better. Remember, the soldiers want to capture a player character alive. A dead hostage is no use.

Why not Just Lay Waste?

Unlike Norcross/Biotechnica, who, at this point, could profit from Adriana's destruction, Seiji Okano needs her alive and undamaged. An attack on the characters creates an unacceptable risk of injuring or killing her. Hence, the hostage plan.

- **WHAT IF THE CHARACTERS STEADFASTLY REFUSE TO BE BAITED, OR IF THEY INVESTIGATE IN A GROUP?**

The key goal is still to split the characters up somehow. If they all go out in one big knot then have the soldiers attack the camp and try to steal Adriana there. Joe Satch and Sue Hamm are no opposition for the well trained and armed soldiers. The characters didn't mention that Adriana was with them, did they? This will cure them of taking her presence for granted! You can also split the team up by dropping other clues around the buildings, such as sounds, and things seen out of the corners of eyes.

If the characters simply will not leave their camp then the trap has failed. Haruko Kanawa will approach the characters' camp under a flag of truce and set up the link to Okano. See the sections "The Deal" and "No Deal," below.

Detecting or Defeating the Trap

The characters can defeat the trap in a few ways. One way is to ignore the music and crying and simply sit tight. If they do this then Haruko Kanawa will approach the characters' camp under a flag of truce and set up the link to Okano. See the sections "The Deal" and "No Deal," below. Alternatively, the character held hostage can be rescued by part of the team while the other part of the team is negotiating with Seiji Okano. They can also defeat the trap by detecting the presence of the soldiers, who were airlifted in several hours earlier (the dustoff AV is waiting about ten miles away for Kanawa's signal). An Awareness/Notice roll vs. the Soldiers' Hide Evade will work (one chance per character present). An Awareness/Notice roll 25 will also reveal signs of recent activity including footprints. Finally, a search with thermographic cyberoptics has a 50% chance of revealing one or more hidden soldiers. Of course, the characters can also defeat the trap by refusing to deal. See "No Deal," below.

The Deal

If a character is captured, he or she will be disarmed, bound, and held captive in the candle-lit room. Half of the Arasaka soldiers will stay to guard the captive. Haruko Kanawa, along with Bayou Slim and the remaining soldiers, will approach the other characters and tell them that she has their friend. She will then say that Okano wishes to negotiate an exchange. She will set up a small video screen and a camera on a tripod, and hook both up to a small satellite uplink. When she throws the switch, Seiji Okano will appear on the screen. It is a live picture. Okano will address the characters:

“Hello again (ladies and) gentlemen. I see we have another chance to do business. You have to believe me when I say that I have your best interests at heart. Biotechnica knows where you are going, and they will be waiting for you in Night City, or wherever you decide to turn. They want you and the clone dead. I want you to live. I’m trying to relieve you of a terrible burden! This is my final offer. Hand the clone over to my assistant, Kanawa, and I will release your captive companion(s). Refuse me, and your friend(s) will die. It is that simple. Do you really have to think about it that much?”

The characters can talk directly at the screen, but Okano is not looking to negotiate. A life for a life, that is the deal.

If the characters refuse to deal, Okano will make one final plea. “Do you really think you can continue to cross Biotechnica and survive? I’ll let you in on a secret. Tomorrow they are going to make the news of the clone’s existence and escape public. It is going to be on the news, complete with pictures of all of you. How much further can you get with her?” A Human Perception roll vs. Okano’s Cool, if made by +3, will reveal that he doesn’t appear to be lying about either Biotechnica’s press release or his intention to release the characters. This could be a disaster. What will your team do?

• **IF THE CHARACTERS PREVENT THE UPLINK**

If the characters destroy the uplink system, or otherwise prevent Okano’s televised appearance then Kanawa will negotiate for him.



HARUKO KANAWA

LEVEL 5 SOLO

Haruko Kanawa is Okano’s chief enforcer, a skilled and ruthless solo in the true corporate ninja style. She is privy to Okano’s plans of an Arasaka coup, and she is counting on being made chief of his security and corporate army when the plan succeeds. In the first encounter with the characters she is more interested in negotiating than fighting. She is under orders not to fight the combined player characters or do anything else that might endanger Adriana. Kanawa is gorgeous, and wears a black leather body suit and a gunbelt. She is a cross between a leather fantasy and an SS nightmare.

Stats:	INT	10	REF	10/12	TECH	7
	COOL	10	ATR	10	LUCK	7
	MA	10	BODY	8/10	EMP	9/6
	SAVE	8/10	BTM	-3/-4.		

Skills: Combat Sense +9, Awareness/Notice +7, Handgun +6, Aikido +5, Melee +7, Weapons Tech +3, Rifle +5, Athletics +7, Submachine gun +5, Stealth +7, Driving +4, Electronic Security +4, Seduction +6, Hide/Evade +5, Japanese (Native), English +6.

Cyberware: Light tattoo, basic processor, Kerenzikov level 2, chipware socket, interface plugs, data term link, smartgun link, contraceptive implant, muscle and bone lace, rippers, basic cyberoptic, colorshift, image enhancement, targeting scope, Times Square Marquee.

Weapons and Equipment: SP 10 armored bodysuit, Low Lite™ goggles, smartchipped Arasaka WSA pistol (P0JC2D6+3(10mm) 15.2 VR 50) with three magazines, headset radio, monoknife, 9 throwing stars with poison (3D6 toxin damage).

ARASAKA SOLDIERS

LEVEL 2 SOLOS

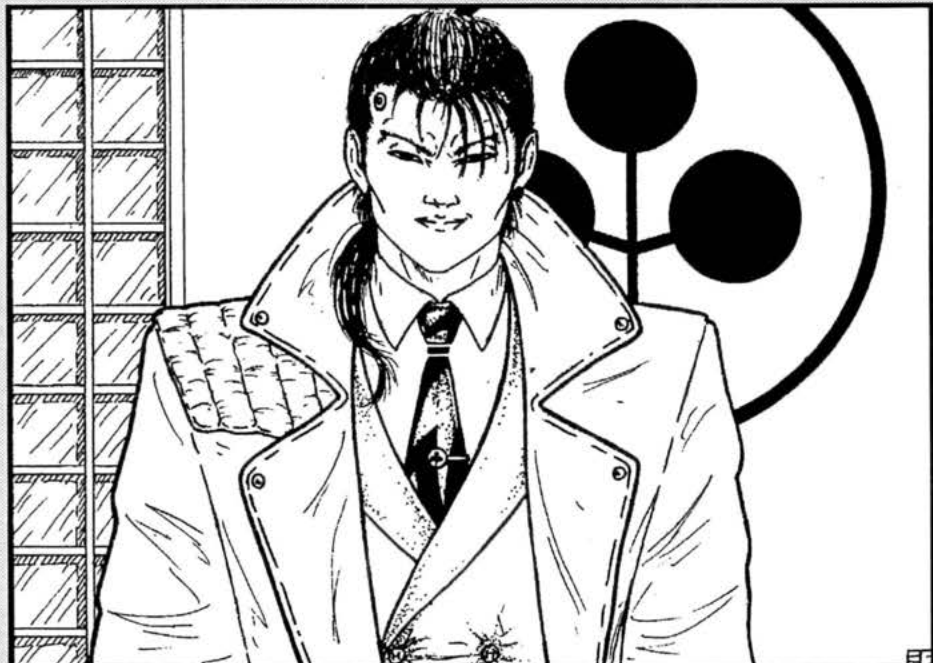
Basic Arasaka soldiers. They are loyal to their commanders, skilled, and well equipped, but not spectacular. They are wearing unmarked uniforms, but using Arasaka equipment. See *Corpbok One* for more information.

Stats:	INT	6	REF	8/?	TECH	5
	COOL	8	ATR	6	LUCK	5
	MA	8	BODY	8	EMP	7/?
	SAVE	8	BTM	-3.		

Skills: Combat Sense +5, Awareness/Notice +5, Handgun +4, Karate +3, Melee +4, Weapons Tech +3, Submachine gun +5, Rifle +6, Athletics +3, Stealth +4, Drive +4, Heavy Weapons +3, Hide/Evade +5.

Cyberware: Various. All have basic processors, chipware sockets, basic cyberoptic, smartgun links, and targeting scopes.

Weapons and Equipment: SP 18 armor vests, Arasaka WAA assault rifles (RIF +1 N C 5D6(5.56mm) 30 VR 400m) with four magazines each, Arasaka WSA pistol (See above) with three magazines each, monoknives, headset radios. All firearms are smartchipped.



SEIJI OKANO
LEVEL 5 CORP

Calculating, smooth, and ruthless, Seiji Okano is the epitome of the Cyberpunk Corp with his own agenda. He is so ambitious that he would buck his own employer, the mighty Arasaka corporation, to fulfill his own goals. All others are pawns to be used in his game. If he survives the adventure, he will make it his life's work to destroy the characters who undermined his plot to make himself the most powerful man in the world (a distinction which currently belongs to Saburo Arasaka).

Stats:	INT	10	REF	8	TECH	6
	COOL	10	ATR	9	LUCK	5
	MA	8	BODY	7	EMP	8/6
	SAVE	7	BTM	-2		

Skills: Resources +7, Awareness/Notice +5, Human Perception +6, Education and General Knowledge +6, Library Search +4, Social +7, Persuasion and Fast Talk +8, Stock Market +5, Wardrobe and Style +6, Personal Grooming +5, Seduction +6, English +8, Japanese (Native), Driving +4, Handgun +4.

Cyberware: Basic processor, chipware socket, interface plugs, data-term link, smartgun link, Mr. Studd, basic cyberoptic, Times Square Marquee, low lite, targeting scope.

Weapons and Equipment: Arasaka WSA pistol (P O J C 2D6+3(10mm) 15 2 VR 50m), two magazines, Trauma Team® card, SP 14 armor jacket.

No Deal

If your players accept the deal then Okano will release the hostage(s) and allow them to leave. He will not turn over the hostage(s) until Adriana and Kanawa are safely away on the dustoff AV-4, however. If your players refuse the deal without rescuing their captive companion(s) then Okano will have the hostage(s) killed. If the hostage was a player character, or characters, than that person may be a little put out, but they can always bring another character in. There will be opportunities for new characters in Denver. Okano will order his troops to leave without attacking the rest of the char-

acters. This might make the team suspicious, and it should. Okano has another card up his sleeve that he will play at the end of the adventure. More on that later.

The characters may accept the deal and then try to rescue Adriana once their friend is released. This will be difficult since Okano and Kanawa don't intend to release the player character hostage until Adriana is away on the dustoff. If the characters plan everything out, maybe they can bargain it so that their friend is released before they have to turn over Adriana. It will be tough, though, Kanawa has a high COOL, and is

not easy to intimidate or bluff. Once Adriana is away on the AV-4 she will be nearly impossible to retrieve.

Betrayal at Arasaka

Another wrinkle in Okano's plan is Bayou Slim. When Okano makes it clear that he is going to release the characters (which he genuinely intends to do), Slim will grow restive. He will say, "You promised the fugitives to me! That was the deal, Okano!" Okano's TV image will reply, "Calm yourself, Dorfman. You did well tracking the characters. You have proved your merit. I will pay you well for your services now, and again in the future."

"You said their lives were mine!"

"And now I say they must live. Obey me!" Bayou Slim will explode into rage and draw his gun. He will point it at the characters, but before he can fire Haruko Kanawa will draw her own pistol and fire a round into Slim's head. Slim will drop to the ground, mortally wounded. Okano will say, "Perhaps that will convince you of my good intentions." Nothing changes if the characters still reject the deal.

Kanawa and the Arasaka soldiers will leave Slim lying on the ground when they leave. If any of the characters make an Awareness/Notice roll ≥ 15 they will notice Slim still twitching. He seems to be gesturing for the characters to approach him. He appears too badly wounded to hurt anyone. If the characters approach him he will motion one down close to his shattered head. The characters will be able to see that the bullet has destroyed much of his face and skull.

Slim will live just long enough to say, "Never...never should have made that deal...listen... Okano... betraying Arasaka...betraying Arasaka...needs clone...be careful..." Then he will die. He has told the characters this information not out of any duty to them, but simply because it was the last thing he could do to spite Okano before he died. The characters can check out his information in the next segment.

• IF THE CHARACTERS NEVER FELL INTO THE TRAP

If the trap failed, and the characters were not surprised or managed to avoid capture, then Slim will still be killed. This time it will be because the plan failed and he became a

liability. The characters will discover his barely living body as they leave the scene. Slim will tell them the same information before he dies.

It is also possible that the characters are traveling with a very large group, such as a Nomad family. If that is the case then Kanawa and Slim will approach the characters with the up-link, and Okano will try to buy Adriana from the characters again. Bayou Slim will still explode, and Kanawa will shoot him, enabling the characters to learn about Okano's betrayal.

EPISODE FOUR: COLORADO SPRINGS (MOVEABLE)

This episode can be run at three locations: at the remains of Colorado Springs, or in the Arizona Meteor Crater. If absolutely necessary, it can be run in any convenient abandoned town.

Colorado Springs is about 250 miles further down the road. The characters will reach it either the day after the Wagon Mound incident, or two days later. Before they arrive, however, there is another development that needs to happen.

Going Public

If the characters wish to verify Seiji Okano's story about Biotechnica's disclosure of Adriana's existence and escape, then all it takes is a cell-phone call or a brief trip into the Net. Sure enough, the stories are everywhere, as are the replays of Biotechnica's televised news conference. Photos of the characters from Newark International Airport's security cameras are in some of the articles and pictures of Adriana as she appeared at the airport and at Norcross, are in all of them. Biotechnica has obviously taken a few liberties with the facts. Every article and broadcast story mentions the 1,000,000 EB reward for her return, alive or dead. The Supreme Court is holding emergency meetings on Adriana's rights, or lack thereof. In the meantime, however, Biotechnica lawyers have successfully lobbied for the Corporation's right to treat her as property. That means she can legally be killed. Things just got much hotter.

Give the players the "Night City Newz Screamsheet" and "Eran Omaha Pure America" Clue Cards.

"The company said that Adriana escaped from a Biotechnica (motorcade or lab) several days ago, apparently with the help of members of a militant fringe group bent on using her abilities for criminal, possibly terrorist activities. Adriana was last reported to be somewhere in the Southern United States. Persons with information on Adriana's whereabouts are asked to contact any office of the Biotechnica Corporation."

The Grave of an American Dream

DECEMBER 22ND, 2008, 4:33 PM.

The Orbital War between the Europeans and Americans didn't touch most people living in the United States. It was a "conflict," something that made headlines in the morning, and lit up the television screen at night, but not much more. Until the Euros drove the point home. 15 tons of nickel and iron moving at nearly fourteen miles per second streaked out of the twilight skies and hit the center of town. It had been targeted at SAC/NORAD in Omaha, but deflected by hidden thrusters at the last minute and retargeted at Colorado Springs. When it hit, the shockwave rivaled something that would have been created by the strongest nuclear weapons. In one tenth of a second Colorado Springs became a crater two miles across, and a hundred thousand people became ghosts. The 2008 Winter Olympics were permanently canceled. American military commanders heaved a sigh of relief.

Now Colorado Springs is a ruin, superstitiously avoided by all but the most cynical, and populated only by wildlife and the ragged, savage human beings who scavenge a living from the debris. They are the rats, and the town, after a graffiti painted on a highway sign by some wag, is known as "Colorado Sprung" (see *Home of the Brave* for more information).

Normally, I-25 takes a healthy detour around the ruins of the city, traveling several miles to the west, following a cliff along

the shoulder of Pike's Peak. Few shippers or nomads will camp within ten miles of the crater. Strange things are often reported around the crater... odd lights and sounds... disappearances. There is a road that runs through the center of the crater, used for four years before the detour was carved out of Pike's Peak. It is about thirty miles shorter, but used only in emergencies or by those who are especially daring or foolhardy.

The fork in I-25 is clearly demarcated. It is an old, green highway sign. In large letters is the famous "Colorado Sprung" graffiti, indicating where the cracked remains of the paved highway lead. A smaller inscription on the left side of the sign points at a westward leading dirt road and says simply "go this way." The characters can choose to go either way. If they go through the city then go straight to "The Brotherhood of the Desolate Soul," below.

If the characters take the detour, everything will go smoothly for a while. The road is wide, but there is a precarious cliff on one side so caution is necessary. After ten miles, however, the characters will be forced to stop. The road has given way in a huge rock fall. It is totally impassable. A character making a Demolitions roll ≥ 20 will be able to determine that the fall was natural, and not the result of an explosion. Nonetheless, the characters will have to find another route. Unfortunately, the impact of the crater opened huge fissures and canyons in the surrounding area, and the only continuously passable route is the one through the city. Unless the characters want to go on foot.

If the characters are having some second thoughts about going through the city, have a commercial convoy pass them from the opposite direction. If the characters talk to the foreman of the convoy they will learn that the Pikes Peak road has been blocked for a couple of days. Everyone has to run through the city. It was spooky, and he didn't dare stop for any length of time, but there was no trouble from the inhabitants. He hasn't heard any reports of trouble either. Fortunately, it appears that he hasn't seen the news lately, either.

The Brotherhood of the Desolate Soul

If the characters run through the city things will start out smoothly. At one point they will pass a man standing by the side of the road. He is dressed in robes and has a long beard. The only item he is holding is a walking stick. A small cooking fire burns nearby. He will watch intently as the characters pass by, lifting one hand in greeting. If the characters stop, he will greet them. His name is Amadou, and he lives in the city. He is unarmed. If the characters pass him by he will watch them go, and then slowly walk to his fire and douse it with sand.

The characters will be able to continue into the city unmolested for awhile. The outskirts are the most disturbing part. Here many of the buildings survived; blasted shells home to the unspeakable creatures who pry a living out of the scorched remains of Colorado Springs. The characters may catch glimpses of furtive individuals peeking out of windows and from behind corners and walls. As the characters get closer to the center of town it becomes more open and barren. Here the explosion leveled everything, and there is nothing but the huge floor of the crater. A few parts are flooded, but the road is dry. At one point the characters will pass by another robed individual. He, too, has a stick, a beard, and a small fire nearby. He will also wave at the characters as they pass. If they stop to talk he will say that his name is Evan. He like his friend up the road, is a Luddite; a member of the Brotherhood of the Desolate Soul, a cult that abhor technology. He will refuse any offered rides, saying that his beliefs will not permit him to use mechanical transportation. Any characters making an Awareness/Notice roll ≥ 30 will notice that he, too, douses his fire once the characters pass. The characters will pass one more identically attired man. This time the characters will have to make an Awareness/Notice roll ≥ 25 to notice that he douses the fire as he passes. So far none of the Luddites have made any threatening moves. They are unusual only because they are staked out by the road. Perhaps it's part of their cultist rites.

Ten minutes later, as the characters are driving through the ruins on the far side of the crater, they will encounter the main body of Luddites. Have the characters attempt an Awareness/Notice roll ≥ 25 . If they succeed



ASAVEDO WEDDELL
LEVEL 4 ROCKERBOY

Asavedo Weddell was a normal man until he had his basic cyberarm installed. Then he developed a rare form of Cyberpsychosis where the mind can not reconcile the fusion of machine and body. Slowly, insanity takes over. Some people tear their cybernetics out with their own hands. Weddell's psychosis was more subtle; he formed a revulsion of all technology. He kept the cyberarm however, and merely camouflaged it to make it appear as human as possible. Eventually, he moved out to Colorado Springs where he joined a small Luddite cult, the Brotherhood of the Desolate Soul. His charisma enabled him to take over, and now he is high priest. Weddell got the Napalm from an abandoned Army depot near Colorado Springs. He has been saving it for a special occasion.

Stats:	INT	10	REF	7	TECH	3
	COOL	10	ATR	8	LUCK	8
	MA	7	BODY	7	EMP	10/9
	SAVE	7	BTM	-2		

Skills: Charismatic Leadership +8, Awareness Notice +5, Perform +3, Wardrobe and Style +5, Fencing +8, Composition +5, Brawling +4, Streetwise +7, Persuasion and Fast Talk +8, Seduction +6, Leadership +6, Education and General Knowledge +4, Wilderness Survival +6.

Weapons and Equipment: A metal sword (2D6+2 damage) concealed in his staff.

Cyberware: Basic left cyberarm with Realskinn® covering.

they will notice a long, narrow ditch crossing the road. It is about 2 feet across and one foot deep. There are several planks laid across the trench where the road crosses it. The trench might be missed because the road is laced with large fissures at regular intervals. If the characters stop, nothing will happen. There is a strong smell of petroleum in the air, coming from the trench. A character making a Demolitions roll ≥ 15 will realize that the trench is filled with Napalm. Have characters make Awareness/Notice rolls vs. the Brother's Hide/Evade. If they fail they will not notice the robed

man holding a torch to a rag leading to the trench. Everything at the trench takes 8D10 flame damage. The damage decreases 1D10 for each inch (2 meters) away from the flame (see map). If the characters make their roll they will see the man, and have two turns to act before the flames erupt. We suggest running rather than shooting. Once the flames have blocked the way CPSx7 (yes, we mean it!) Luddites will come flooding out of the surrounding buildings. The characters can retreat, try to go around the trench, or fight. The Brotherhood wants to kill Adriana. No two ways around it. The

THE BROTHERS OF THE DESOLATE SOUL

LEVEL 3 SOLOS

Future shock, technopsychosis, call it what you will. It means the inability to function in a technological world. Sometimes people develop that way. Sometimes it hits them all at once. More and more of these people are popping up, as life becomes ever more technological. Many of these people gather at Colorado Springs. The crater represents the ultimate technological obscenity, and is a place of purgatory for the Luddites. The brothers have forsaken all technology. They wear only robes, and hunt with handmade traps, and, occasionally, bows and arrows. They communicate over long distances with smoke signals. Their only weapons are handmade swords generally concealed in walking staffs. There are over 1000 Brothers across Colorado and New Mexico, but only a few at the shrine in the crater at any given time. Their fanaticism makes them dangerous.

Stats:	INT	8	REF	8	TECH	3
	COOL	10	ATR	6	LUCK	6
	MA	10	BODY	8	EMP	8
	SAVE	8	BTM	-3.		

Skills: Combat Sense +3, Awareness/Notice +6, Brawling +6, Melee +5, Stealth +4, Hide/Evade +6, Fencing +5, Dodge and Escape +4, Wilderness Survival +7.

Cyberware: None.

Weapons and Equipment: Swords (2D6+2 damage) concealed in their staffs.

characters are in a far better position than if they miss the trench, however.

If the characters miss the trench their first warning of trouble will come as a huge wall of fire erupts in front of their vehicles. This time the fire will be both in front of them and behind them, however (see map), and the team will be trapped between the flames and the ruins with CPSx7 Luddites. One man will stand in front of the characters vehicles and raise his staff. He will say:

"It is as the smoke said. The transgressors are here. Criminals against God, deliver the unwoman to us! She is an abomination! She is unclean! She must be purged in the fire! You we have no quarrel with. You are unclean, but you are human. The unwoman must die!" It looks as though the release of Adriana's identity, and some bad luck, is causing the characters some problems. If the characters refuse to hand over Adriana then the Brotherhood will attack. Their staffs are sword-canes; their only weapons. They have sheer weight of numbers, however. The flame will burn brightly for 1D10 minutes, and then decrease in damage 1D10 per round until it dies. Until then the characters are trapped with the Luddites.

The Brotherhood will fight to the last man, so passionate is their religious fervor. There is only one thing that can defuse them. Their high priest, Asavedo Weddell

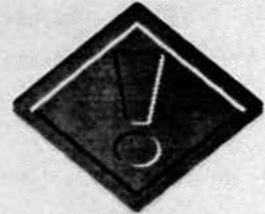
has a left cyberarm. If that arm is wounded and revealed to be artificial then the Brotherhood will fall on him, feeling betrayed. They will forget about the characters in their grief and betrayal. It will have to be a lucky break for the characters, however, as they have no way of knowing about Asavedo's secret. If Asavedo is killed and the characters reveal the cyberarm to the Brotherhood then they will stop fighting, sheath their swords, and fade back into the buildings. The reasons for this are the same as if Weddell was alive. They feel betrayed.

• WHAT IF THE CHARACTERS WENT THROUGH ARIZONA?

Stage this episode at an abandoned town near the famous (and real) Arizona Meteor Crater. You'll lose the ambiance of Colorado Springs, but you'll keep the geography. Use boulders and escarpments instead of buildings.

• HOW DID THE BROTHERHOOD KNOW ABOUT THE CHARACTERS?

A convoy that went through the ruined city the day before dropped several news print-outs with the story about Adriana and the characters. The Brotherhood did not know that the characters were approaching Colorado Springs until they received smoke signals from companions spread across the countryside. One of them witnessed the incident with Arasaka at the abandoned town, and reported it.



WEIR'S GHOST

Elliot Weir was a good fixer – one of the best. Even after having been "neutralized" by Biotechnica he still has one last trump card to offer the players (this can be worked in at some point after Weir's death):

As the players are in some street, an Awareness roll over 15 allows them to spot a discarded New York Times lying nearby. The screamsheet's date is a few days to a few weeks old (depending on the amount of time that has passed since his death); it includes a notice of Weir's body washing up on the supports of the Brooklyn Bridge. The official verdict was Suicide. There is a small human interest story about Weir's unusual will, including how he wanted the phrase "NY's Finest" put on his tombstone. "NY's Finest" is a code – a Message Mail code that Weir used for his contacts. If typed into any Dataterm, the following message is displayed:

Greetings & salutations, gatos. A word o' warning – the opposition may already have found and altered this message, so don't believe everything you read...

I've been made. Norcross is a front for Biotechnica, and now they're gunning for me. I've tried my best to cover your tracks, but it's only a matter of time for me. Don't worry, I won't compromise anything by putting it in here (so to any Biotechnica weasels are might be reading this – tough luck). All I'll say is: you carry the contact with you and it's in a very safe place. You've got a two-sided coin and only one side is heads.

The deal's still on, though I don't think I'll get to spend my cut. Your contact will expect to hear from you when you reach the exchange area, but don't make contact before your arrival; too dangerous. Good Luck and avoid mass transit – try to make it overland. -E.W.

DENVER

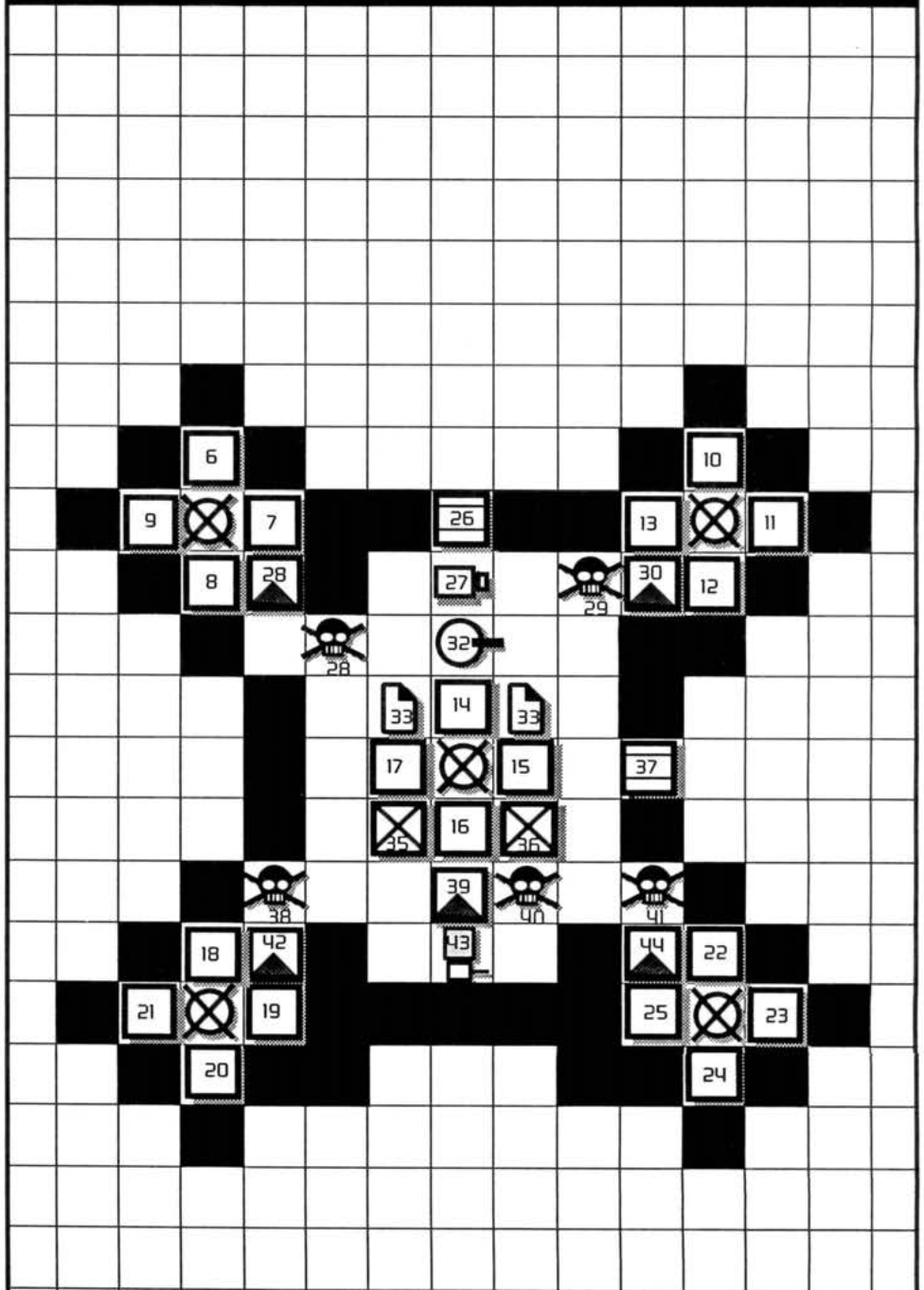
If the characters make it past the Brotherhood in one piece then everything else will run smoothly until they reach Denver. Within a day after the horror of Colorado Springs, the lights of the Rocky Mountain metropolis will appear on the horizon. One last stop... The nightmare is almost over!

WORLD STOCK MARKET SUBSTATION

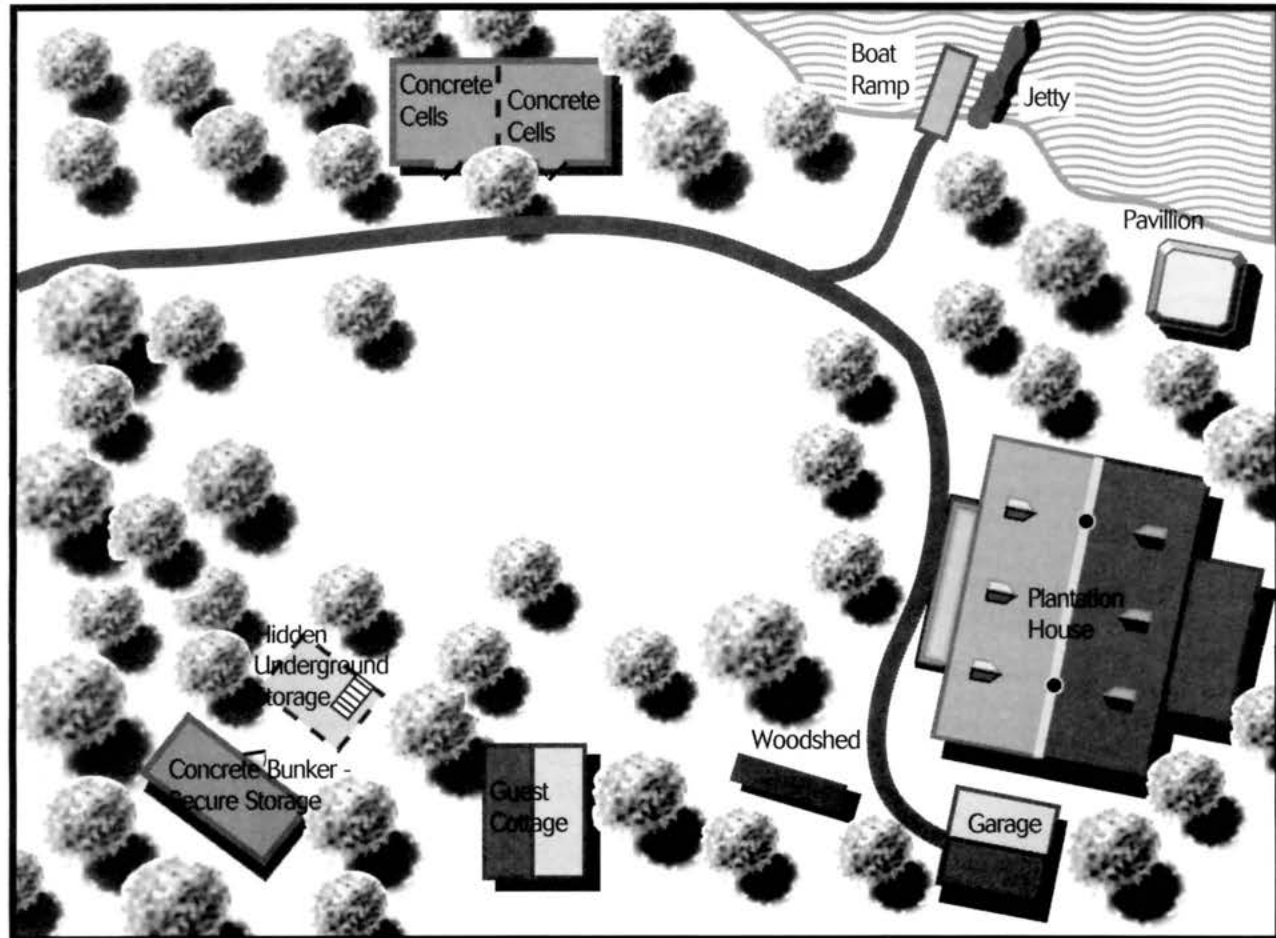
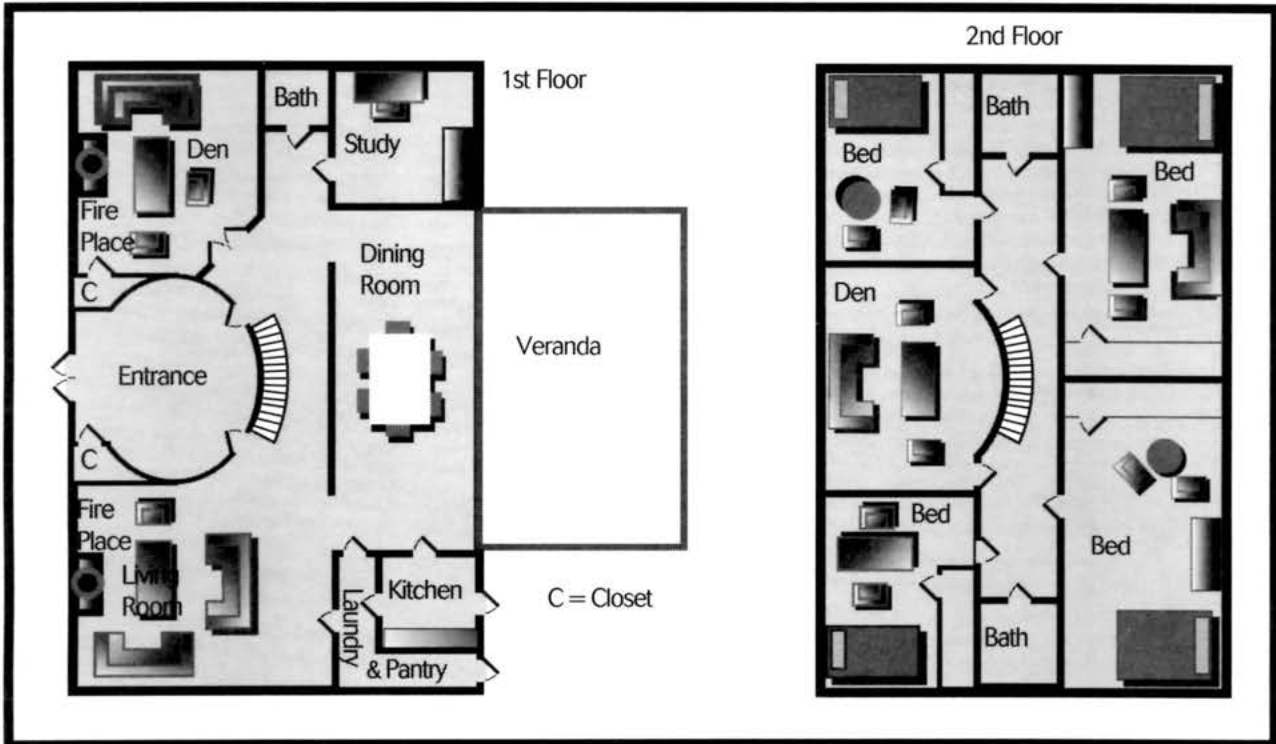
CPU: 5, Int: 15 +8 Interface
 AI: Stable, Report, Humanoid.
 Data Wall Str: 10.

1. CPU #1: North American-based Corps
2. CPU #2: Asian & Pacific Island-based Corps
3. CPU #3: South American-based Corps
4. CPU #4: European & Space-based Corps & miscellaneous
5. CPU #5: African-based Corps
6. Memory Unit 1
7. Memory Unit 2
8. Memory Unit 3
9. Memory Unit 4
10. Memory Unit 5
11. Memory Unit 6
12. Memory Unit 7
13. Memory Unit 8
14. Memory Unit 9
15. Memory Unit 10
16. Memory Unit 11
17. Memory Unit 12
18. Memory Unit 13
19. Memory Unit 14
20. Memory Unit 15
21. Memory Unit 16
22. Memory Unit 17
23. Memory Unit 18
24. Memory Unit 19
25. Memory Unit 20
26. Code Gate Str: 8
27. Main Trading Floor Cameras (around the world)
28. Main LDL interface
29. Hellhound
30. LDL network interface backup
31. Liche
32. Trading Floor Mics
33. WSM office printers
34. WSM office printers
35. Videords around the world
36. Videoboards around the world (backup)
37. Code Gate Str: 8
38. SeeYa
39. LDL Network interface backup
40. Zombie
41. Helhound
42. LDL Network Interface backup
43. WSM Terminals & Dataterm & Computer Trading Interface
44. LDL Network interface backup

...THERE MIGHT BE SOMETHING GOING ON BEHIND THE SCENES, LEADING TO A LOT OF INSIDE TRADING. SOMEONE IS ABOUT TO HAVE A TRIUMPH OR A DISASTER...

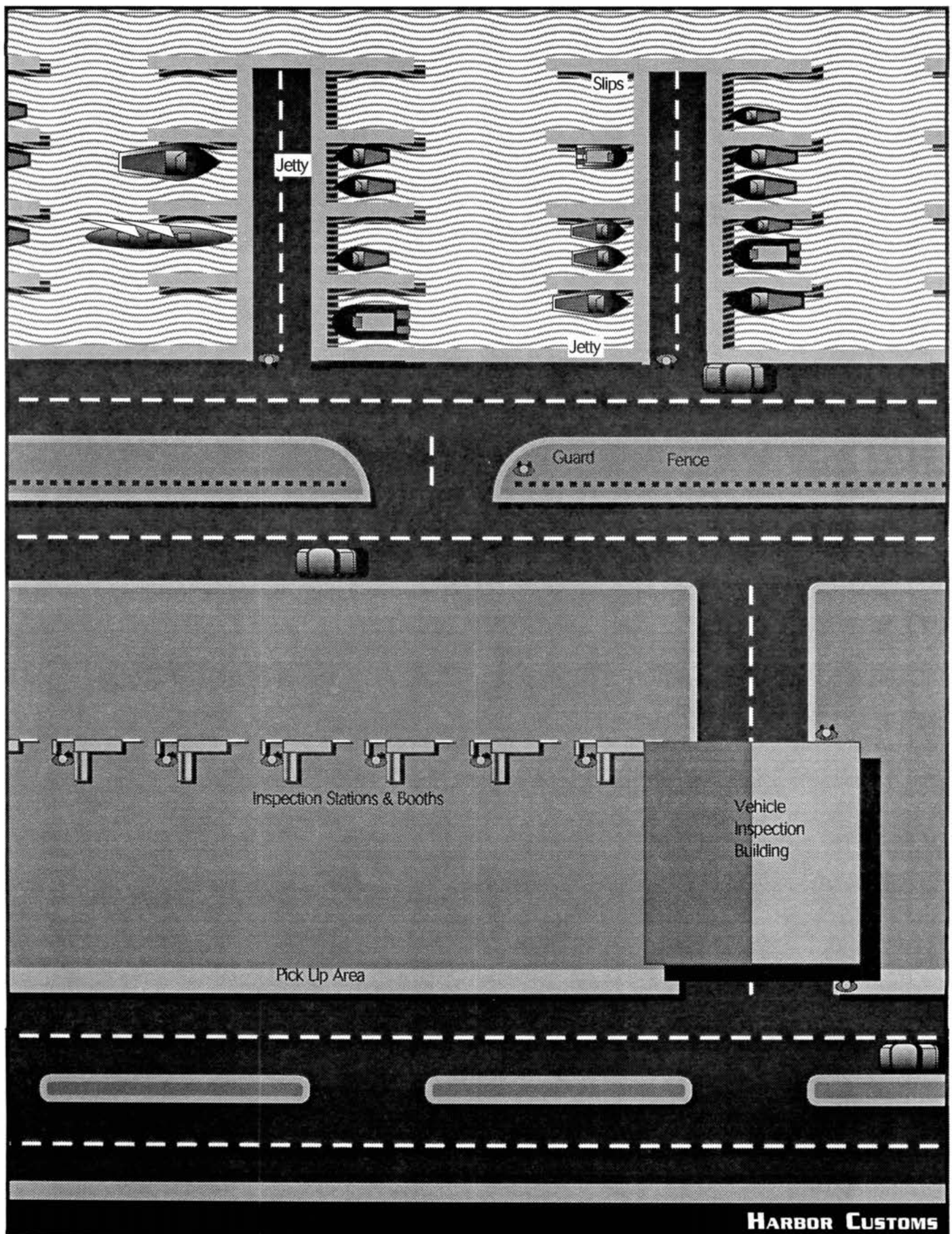


THE WORLD STOCK MARKET SUBSTATION SUBGRID

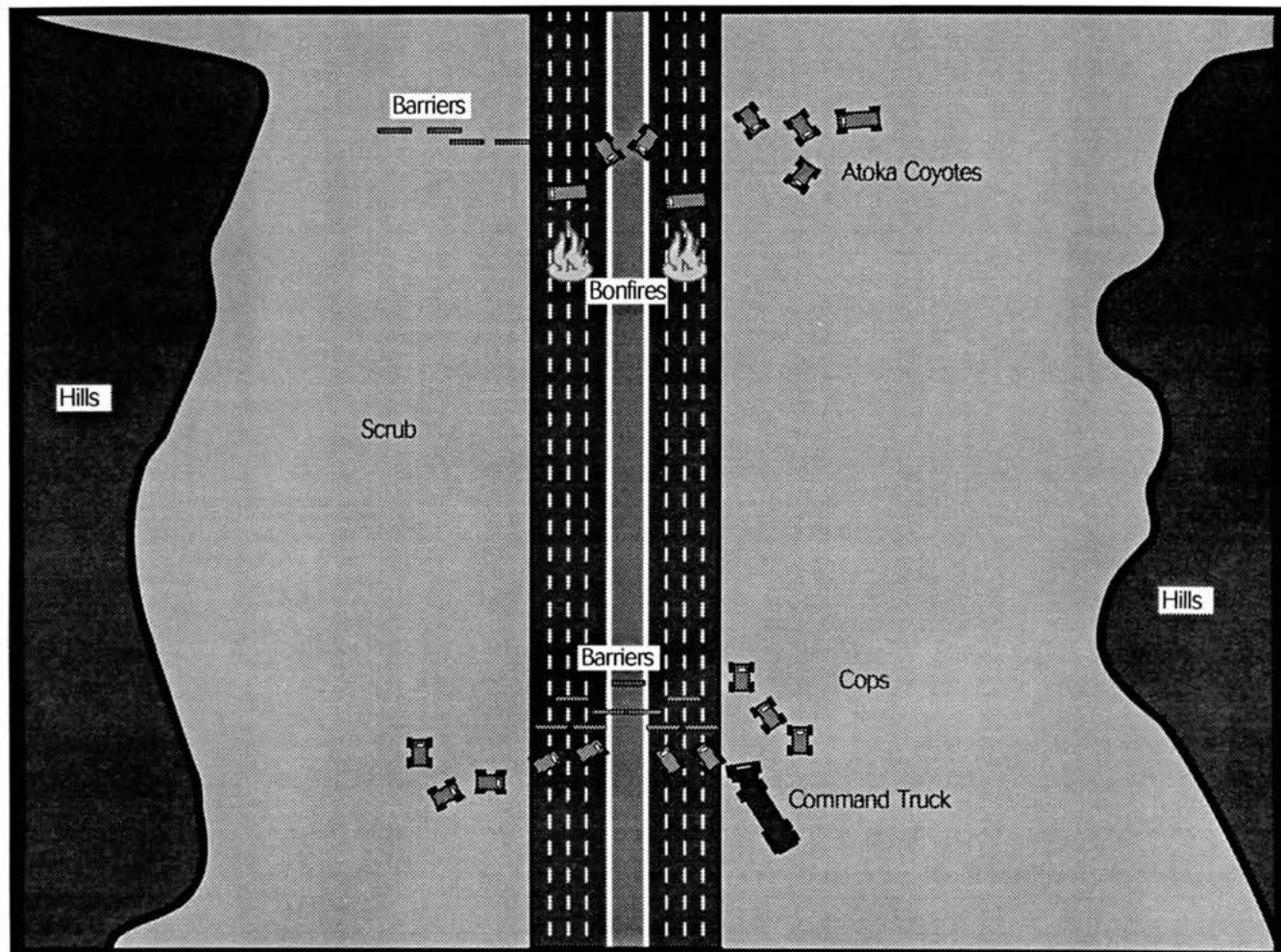
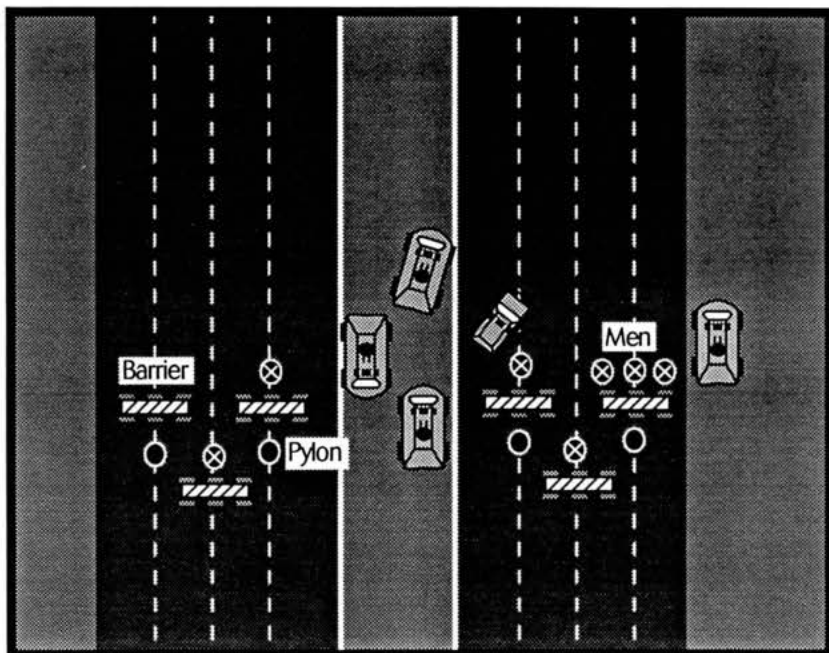


LAND OF THE FREE

TEXAS SHUFFLE



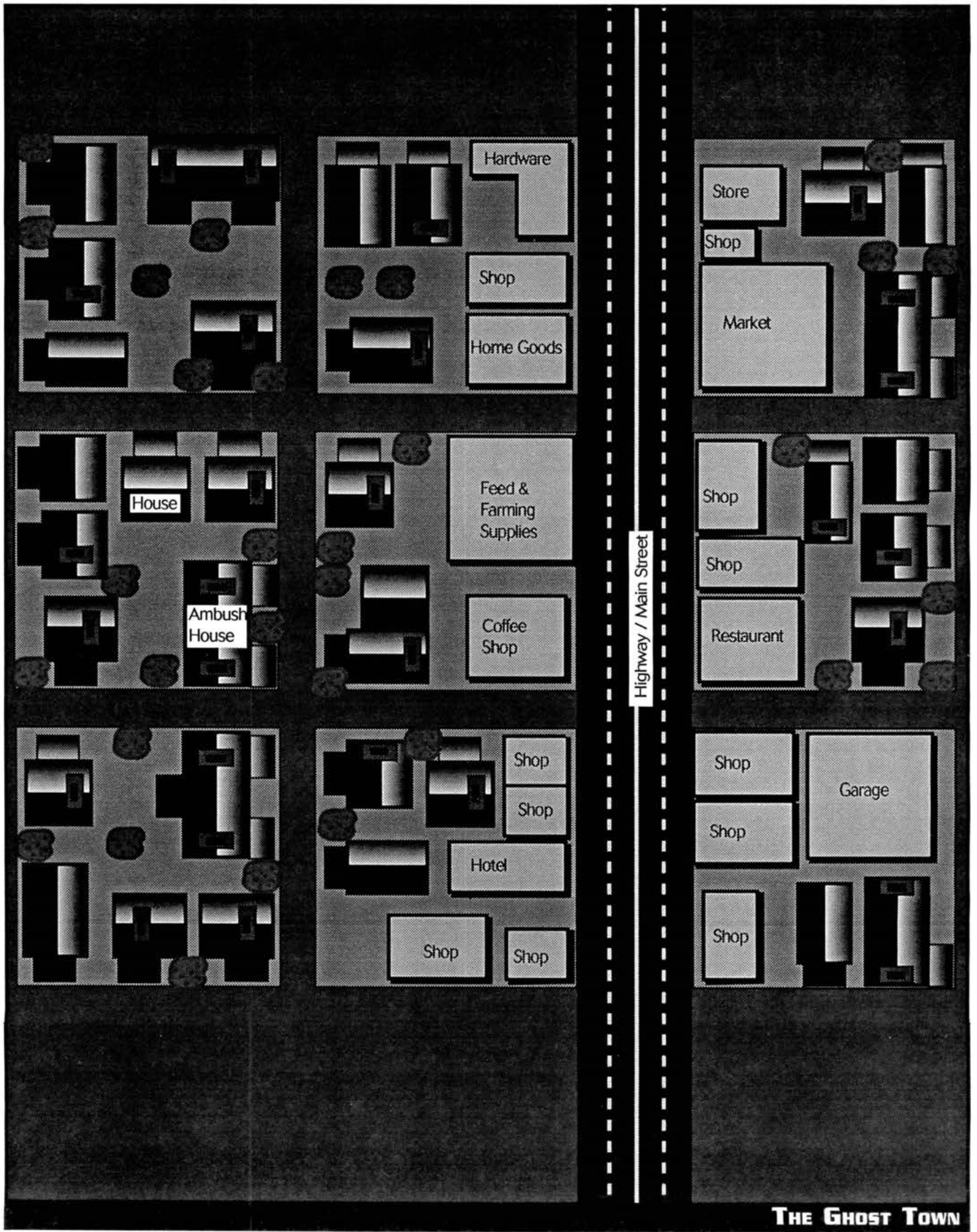
HARBOR CUSTOMS



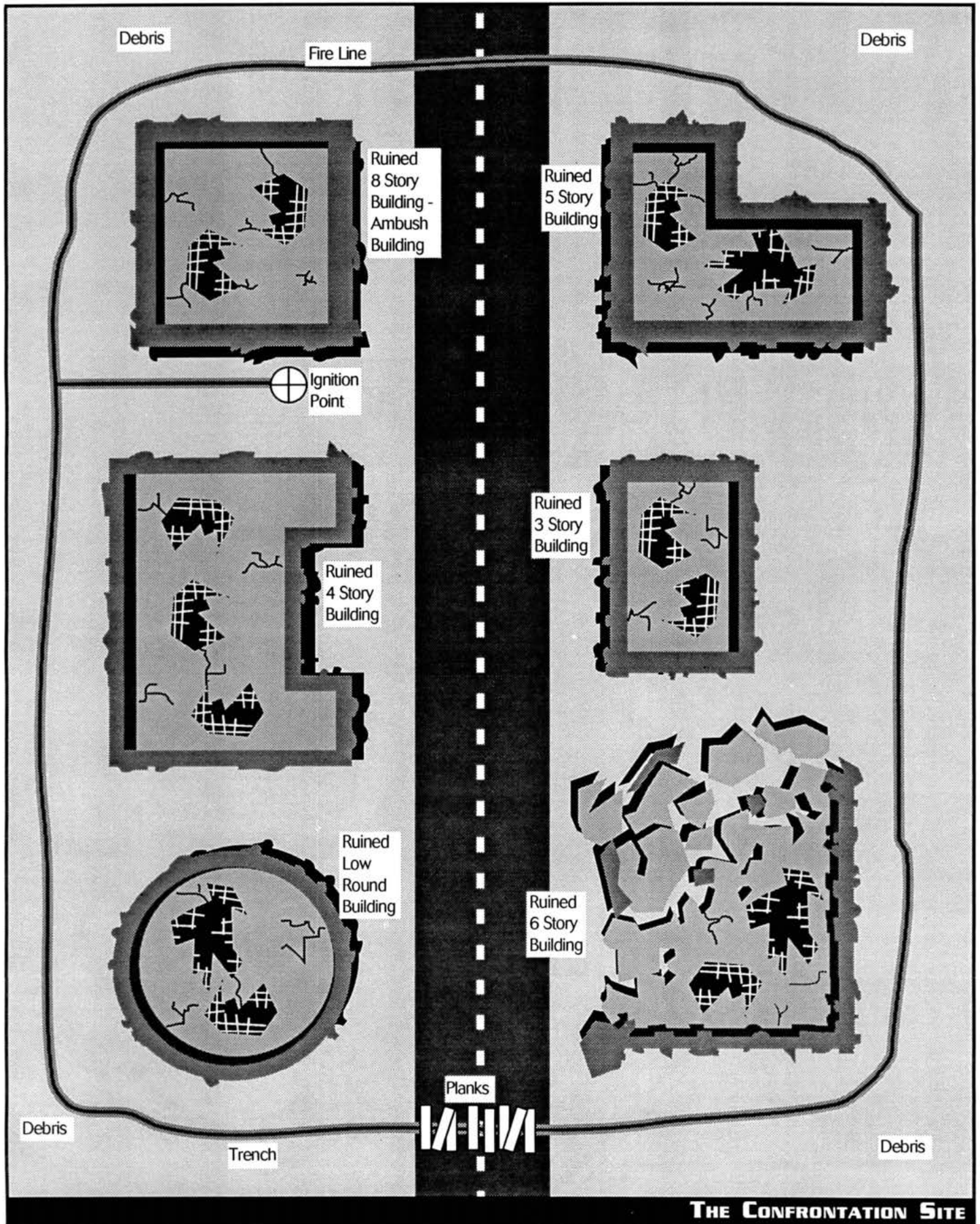
THE ROADBLOCK (ABOVE), THE SIEGE LINE & SURROUNDING AREA (BELOW)

LAND OF THE FREE

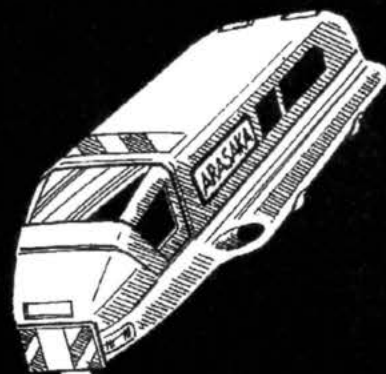
TEXAS SHUFFLE



THE GHOST TOWN



NIGHT CITY ROCK



SEGMENT SYNOPSIS

These are the major parts of Segment Five. Each of these units is a required part of the adventure. There will be optional episodes embedded in some of the units.

Unit One: Rocky Mountain High

The characters arrive in Denver, where they must do a little operating and legwork to prepare for their imminent arrival in Night City. There are more developments with Seiji Okano and Arasaka. The team Netrunner must link up with Adriana's mind again and take a dangerous, virtual journey inside the Biotechnica computer system. The characters discover the identity of their final contact in Night City. On the final leg of the characters' odyssey across the nation, the team must drive or fly across the forbidding Rocky Mountains. Most of the trip goes smoothly, but the characters must prepare wisely for their arrival in Night City.

Unit Two: Night City Rock

The characters arrive in Night City and rendezvous with their contact. There are surprises galore as the greater shapes of a large plot are revealed. The characters are confronted with a new twist on the hostage situation, however, as Biotechnica threatens to unplug Adriana's beloved template AI. The characters will have to play all of their cards right to survive, but they will have help from allies both expected and unexpected as Net 54 and the Arasaka Corporation are drawn into the final showdown. Are the characters quick, or dead?

Major Non Player Characters in Segment Five

- Seiji Okano
- Francis Young
- Kei Arasaka

- Helen Lane
- Powell Chandler, the Net 54 cameraman
- Okano's soldiers
- Arasaka's soldiers
- Biotechnica's soldiers
- Jenna Swayle
- Fahd Asuwahari, the director of Norcross.

UNIT ONE: ROCKY MOUNTAIN HIGH

In this episode the characters arrive in Denver. Once again they have eluded their pursuers for the time being, but now they must carefully consider Adriana's eventual fate. Who is their contact in Night City? How will the characters go about getting in contact with that person? What opposition can they expect to face in Night City? What is Arasaka's real involvement?

EPISODE ONE: INTO DENVER

In an era of poverty, Denver is a relatively prosperous community. It is one of the major hubs of the Southwest, and the most important metropolis between the new cities of the Pacific Coast and the historic midwestern cities that punctuate the Mississippi and the Great Lakes shores. As overland shipments arrive from the Gulf Coast, they also arrive from and depart to Omaha, Chicago, Indianapolis, Detroit, Cleveland, Las Vegas, Los Angeles, Seattle, and Night City.

If the characters want to spend some time in Denver before striking out for Night City—not a bad idea considering the preparation they have to do—they will have no trouble finding flophouses, hotels, or coffinshops with open rooms and discreet employees. If they have not already been

taking precautions to keep Adriana from being recognized now is the time to begin. There are plenty of people in Denver who saw Biotechnica's package on the news, or read it in the screamsheets. There are many enterprising edgerunners who will try to turn her in for the reward if they spot her. There is a fraternity among edgerunners, but it gets mighty shallow when large amounts of money are on the line. See Segment One for ideas on disguising Adriana.

• WHAT IF THE CHARACTERS TOOK THE CALIFORNIA ROUTE INTO NIGHT CITY?

Most of the incidents and events that happen in Denver and on the road to Night City can be transplanted, as the bulk of this segment, except for the climax, is research and plot development. Everything that happens in Night City will go down the same way.

A New Rendezvous

The characters were originally supposed to rendezvous with their contact at the Night City air terminal. That appointment was probably broken a few days back. Now that the characters are getting close to Night City, however, they have to consider exactly who Adriana is to be handed over to...assuming they want to hand her over at all.

• IF THE CHARACTERS WANT TO FOLLOW THROUGH ON THE CONTRACT AND TURN ADRIANA OVER TO THE CONTACT:

Then they will have to determine on their own who the contact was supposed to be and set up another rendezvous. Other than the contact him/herself, only one living person knows who the contact is: Francis Young. Francis Young is also the only person who can fulfill the characters' contract. Unfortunately for the characters, Francis Young is hidden somewhere in the clutches of Biotechnica's labyrinthine West Coast operation, which has offices in Seattle and Night City, and large offices in San Diego. Somehow the team will have to contact Francis Young. Dr. Young is being held under security, however, and that means that there is only one way for the characters to contact him...through the Net. (If the player characters don't think of this, Adriana certainly will!)

- IF THE CHARACTERS HAVE THEIR OWN PLANS FOR ADRIANA

A few things to remember:

- The characters don't fulfill their contract until they deliver Adriana to the specified contact. How important is their word and their street rep to them?

- Adriana is becoming a hotter and hotter property as time goes by. The characters don't have the resources to protect her forever. Presumably, Francis Young has made long term plans for her safety. He probably has the resources to have her hidden or to have a new identity successfully forged for her. Of course the characters *might* be able to forge an identity for her...

- Although Adriana has likely become attached to the characters (they are the first real, human friends she has had a chance to make), she still wants to follow her "father's" wishes.

CONTACTING FRANCIS YOUNG (MOVEABLE)

The only possible way to contact Francis Young is through the Net, and even the Net may not be enough. Even if the characters get into the Biotechnica subgrid, Dr. Young may not have access to a terminal or vid-screen. His work is critical to Biotechnica, however, and it makes sense that they will allow him use of the tools that he needs to continue it. That includes access to the Net.

Francis Young is working at the Biotechnica labs in La Jolla, near San Diego. He has computer and Net access, but, since the extraction of Adriana, Biotechnica has set up a special AI security cordon that permits only specialized data to pass through. This prevents Dr. Young from transmitting or receiving unauthorized data. The AI cordon monitors *all data* entering or exiting the subgrid. See the sidebar for a map of the subgrid.

Between 8 AM and 8 PM (Pacific time) there is a 75% chance that Dr. Young is on the computer. At all other times there



ADRIANA AND A NETRUNNER CRACK BIOTECHNICA


is a 20% chance (he keeps odd hours). The security cameras and personal access codes in the computer will allow the team Netrunner to verify which terminal Dr. Young is logged on to. They don't want to alert the wrong people to their presence in the system!

The AI Cordon

Biotechnica's executives don't know for sure of Dr. Young's transgressions, but they suspect. To prevent any further contact with the outside world they have installed an AI subroutine in his work subgrid at the Biotechnica labs in La Jolla, where he has been working since leaving New York a few days before the extraction. The AI subroutine is a selective gate that watches the sole line running into and out of the subgrid. All static data (text, non-operational program code, visual and sound files, etc.) is allowed in. All interactive data (operational programs, AI links, and *Netrunner ICONs*) are denied access. The program is efficient and effective. Detection of interactive data triggers a powerful killer program (see subgrid). Detection of a Netrunner ICON triggers an extremely powerful Hellhound variant (see sidebar).

No cyberdeck carries enough processing power to defeat the AI cordon. It will take a minimum of 4 dedicated processors, which means 4 synced cyberdecks running in parallel or one cyberdeck linked with a 3 processor computer. Cyberdeck processors linked in parallel might be able to break the cordon, but Biotechnica coding information would need to be downloaded from Adriana's mind, and at least four decks would need to be run in sync, for a combined INT bonus of +8 added to the 'Runner's roll. That means a *Cyberdeck Design or Electronics roll* ≥ 25 and a *Programming roll* ≥ 25 . Then the Netrunner will need to use some kind of *evasion program* (taking into account the extra processing power wired into his or her deck) to get by the AI cordon. The Netrunner won't know he or she has failed any of the above rolls until the defense program is triggered. By then it's a little late.

There is one other way in, however, which Adriana may mention, or which the Netrunner might figure out with an INT roll ≥ 18 . Adriana not only has extremely fast processors built into her brain, but half of her mind is also a Biotechnica AI, using more sophisticated versions of many of the same algorithms, subroutines, and intelligence chips. If the team Netrunner links his cyberdeck with Adriana's mind, which can be done with a pair of interface cables and a

 See the Biotechnica Net Map on page 119 of this book.

Programming roll ≥ 20 , then the ‘Runner and Adriana can cooperate. Once successfully linked, the Netrunner will get +14 to his or her roll to evade the computer...that equals the artificial part of Adriana’s intelligence and a +2 bonus because of the similarity of her own AI architecture. Failure of any roll will trigger the defenses and alert Biotechnica to the presence of intruders in the subgrid. Every three minutes the characters are in the subgrid they will have to re-roll as the AI makes a routine anti-intrusion sweep (time this loosely). The characters will also have to roll to leave without being detected. Remember, they don’t want Francis Young to be caught either!

The fusion is similar to the experience from Segment Two when the team Netrunner should have made a first exploration of Adriana’s brain. It is odd, intimate, and a little uncomfortable. With a successful linkage, the Netrunner will feel the extra speed and power from Adriana’s processors. With a failed linkage that sensation will not happen, but since the Netrunner doesn’t know what to look for, that may be no clue to the failure. As with the first time, there will be some leakage of conscious and unconscious thoughts between the organic brains of Adriana and the Netrunner.

Once the characters successfully contact Francis Young, things will move quickly. Young will say (or type); “I can’t believe you’re still alive! Officially we were told nothing more than that you had been kidnapped! And once I heard that the airship had been shot down...I thought it was over. There was a blackout after that...at least in here! There were some rumors, but nothing solid. When they made your existence public I knew they hadn’t caught you yet...but I didn’t know if that meant you were still alive.” When the characters mention the contact they were supposed to meet, Dr. Young will say, “Weir arranged the contact himself, and, for security reasons, never told me who it was. So I had no way of setting up a new contact once the first meeting was shot. I didn’t know if your team was still alive, and my outside contact was cut off. Weir had me set up a blind fail-safe in case of emergency, though. Pay close attention: the key to the identity of the contact is written into the code on the 500th line of the pattern recognition algorithm on the

ocular enhancement chip in Adriana’s brain. The information means nothing to me, but Weir said that his team would be able to use it if necessary. Adriana can order the code to download onto a cyberdeck, and you can read it. All contact information is included. I have to go now, before we’re caught. Good luck. Adriana, I love you.” And to the Netrunner, “Thank you for taking care of her.” He will break the connection.

Another Step Forward

Once Adriana and the Netrunner have logged out of the Net it will be easy to access the code that Dr. Young spoke of. From line 495 it prints out:

495 :AN [sentrans] array 1 to 4 GOLINK filter

:AN [sentrans] array 5 to 8 GOLINK unfilter

:DI [sentransup] array 9 to 12 GOLINK filter

:DI [sentransup] array 1 to 16 GOLINK unfilter

EN SAL NGT IY 589

46 CRSNT UT 3 LTL CIA 24680

:allpurge [sentrans] RETRANSMIT rate 30 NEWGOLINK

Give Cypher Clue Card #2 to the players and watch the fun.

It shouldn’t take them long to figure out how it fits together with the first Cypher Clue Card, especially with the numerical clue at the end. (They still have the first half, don’t they?) If it’s really late, and your players are having trouble, a character INT roll ≥ 20 will solve the puzzle. Remember, the cypher on paper from the meeting at the beginning was:

jna wye ih ct 5511

13 alo s sie 2 ite hn 13579

If the characters from each section of cypher are alternated with each other, you get:

jEnNa SwAyLe NiGhT cItY 5558191

4163 CaRlSoN sT sUiTe 32 LiTtLe ChInA 1234567890

This is the name, phone number, and address of the person who was supposed to pose as “Robin Garcia.” Now the characters will have to contact the woman named. All the information they need is included. They can either call, or try to reach her through a cybermodem. Calling will be easier, since she doesn’t have a cellular notebook and she isn’t a Netrunner. Swayle will be at home only between the hours of 8 PM and 7 AM, Pacific. The rest of the time she is out working, or networking. If the characters reach her she will be amazed: “I can’t believe you made it. I wasn’t very surprised when Biotechnica intercepted you on the way out, and I sure didn’t think you could get across the country on your own. All the terms of the deal are still good, however. I have an account to pay you from. Let’s do this...you probably don’t know exactly when you will be arriving in Night City, and I don’t want to set up another rendezvous that may just get broken. We take a risk every time that happens. Call me again when you are just outside the city. That way we minimize the risk of having an uninvited party show up.”

If the characters ask Jenna Swayle who she is she will answer: “I work for a corporation...don’t get excited, it’s not a biotech corporation...and I won’t say which one. I run a side business establishing new identities and legal California SIN numbers for immigrants coming into the country. I also have several pipelines for getting people out of the country, and, if necessary, off of the Earth. Hey, a nine-to-five paycheck doesn’t pay all of a modern city woman’s bills!”

She won’t give any more details until she meets the characters face to face in Night City. A really determined Netrunner can sort through Night City municipal and corporate files, but won’t find any record of Jenna Swayle. She probably separates her business and street lives with a pseudonym. That is a common thing for moonlighting Corps to do. The “Robin Garcia” name was created only to serve as a code for the original meeting at Night City Airport.

- IF THE CHARACTERS ASK WHY JENNA CAN’T COME OUT AND MEET THEM TO TAKE DELIVERY OF ADRIANA:

She will tell the characters that her whole network is based out of Night City. If she joined them, they would still have to return to the city, and there would be one more person to be traced and to slow down the team. One thing the team does not need to be is more conspicuous for any reason.

EPISODE TWO: CRACKS IN THE BLACKNESS

While the characters have a break, they may want to see if they can research Bayou Slim's dying story about Seiji Okano's betrayal of the Arasaka Corporation. There are only three practical moves:

- **TRY TO CRACK THE ARASAKA NEW ORLEANS SUBGRID AND SEE WHAT CAN BE FOUND IN THERE.**

Arasaka subgrids are the most notoriously difficult to crack in the corporate world. One of its largest branches specializes in corporate security, after all. The Arasaka R&D Compound subgrid is known as the Graveyard of Netrunners. Once a Netrunner gained access to the system, however, he or she could find sealed personal records detailing some elements of Okano's scheme. The information is locked in Okano's private records. It is not specifically incriminating, but it contains details of a study on how much it would cost and how long it would take to secretly create an army of clones engineered and programmed specifically for loyalty, and combat against troops matching Arasaka corporate specifications and strengths. It is a blueprint for corporate war within Arasaka. It would be a coup of astounding proportions.

- **TELL OKANO WHAT THEY HAVE LEARNED, AND BLACKMAIL HIM INTO LAYING OFF.**

No good. The stakes are too high. No matter what Okano may say to appease the characters, and he will say virtually anything, his plans will not change. A character making a **Human Perception** roll vs. **Okano's Cool** may see through his deception. Okano knows that, at this point, his options are success, or death. Since he can't

track the characters anymore, he will have to try to intercept them in Night City.

- **PASS THE REPORT IN TO THE BIG BOYS IN ARASAKA TOKYO AND LET THEM DEAL WITH IT.**

You can be sure that, if there is any truth to the report, they will confirm it and act with devastating swiftness. Of course, if the report is false, they will turn with equal ferocity on those who dare meddle in their internal affairs. Of course, the Arasaka Corporation will appear at the end of this adventure whether the characters notify its leaders of Okano's treachery or not. Their level of gratitude toward the characters will, however, depend on how helpful the team has been. There are few advantages so great in *Cyberpunk* as having Arasaka owe you a favor.

If the characters go through channels, they will be able to deliver their information to an executive no higher than the Director of the American West Coast Regional Bureau. If they contact the Japanese headquarters branch they will get no higher than a Senior Executive for North American Operations. These men will appear impassive, and demand all the evidence the characters are able to produce. When the conversations are over, the characters may not be sure if they accomplished anything. The wheels are spinning, however. The executives will offer no concessions in return for the information: "We will see what happens. Perhaps, if your information is correct, you will be rewarded." Attempts to communicate with higher executives of the Corporation, or members of its ultra-secret Internal Security Division by cracking through Arasaka computers, will not help the characters convince the corporation of their good intentions. The team will just have to wait and see.

EPISODE THREE: ON TO NIGHT CITY

Once the characters have established that there is still a reason to go to Night City, it's time to think about getting there. Once again, a decision about transportation must be made. There are three main modes open to the team:

- **BY AIR.**

Air travel over any significant distance has been impractical through most of the journey because of the expense and because most air travel is still commercial, and heavily regulated and screened. Most small-time air shippers and smugglers operate in extremely limited areas where they know the controllers, customs, and airstrip personnel, and can keep enough connections greased for smooth operation. That means a radius of 200-300 miles, and maybe three or four main locations. Anything else gets risky for the operator, who must keep tabs on more and more people. Legitimate air charters must go through commercial airports, and if you are entering a free-state, like California, that means going through an entry screening, and dealing with the SIN/immigration/visa process (similar to entering Texas through customs, in Segment Four).

There are, however, some fliers who operate the busy trans-Rocky Mountain route from Colorado as far west as Nevada. If the characters want to spend a little money, they can take a couple of days off of their journey by chartering a flight into just about anywhere in Nevada. Nevada is a free state, but it depends almost completely on visitors coming to gamble for revenue. Consequently, traffic into Nevada is copious and largely unregulated, especially through the air. Unlike the other free states, it is, in fact, easier to get into Nevada via air, since, due to the lack of weapons laws in the state, the border patrol is paranoid, well-armed, and trigger happy. Furthermore, with the immigration of almost all Nevada citizens to the cities, large areas of the state have become the refuge of insular, hostile people who want nothing to do with civilization. These "mountain men" are prone to do violence to convoys and lone travelers, and have all but permanently closed long stretches of Interstate 80 and Highway 50 (see *Home of the Brave* for more information on Nevada).

The characters can charter a small plane into several towns along Highway 6, which is the road that they will most likely take into California (and one which is generally free of "mountain man" attacks). The towns of East Ely, Warm Springs, and Ba-

salt are all good destinations. Basalt is closest to the California border, but East Ely has the busiest airport, and is a major center for trans-Rocky air travel, and points in Utah and Colorado. The flight will cost from 100 EB (prop) to 250 EB (jet) per person, and will take between two and five hours. It will probably be safe and uneventful. Once the characters reach Nevada, however, they will have to arrange ground transportation again. Air transport from Nevada to California is commercial only.

Possible Air Travel Incidents

Roll 1D6 or pick:

1: Nothing.

2-3: Mechanical or fuel problems force the plane down. Roll 1D6.

1: Snowy, isolated mountain peak. 2: Remote mountain forest. 3: Foothills. 4: Nevada desert. 5: Near a town or city. 6: On take off or landing. If the pilot fails his Pilot roll then everyone on board takes 1 to 6 D6 of damage (roll randomly). Preventing a crash is a Pilot Fixed Wing roll ≥ 22 .

4-5: CPS-2 (minimum 3) Nevada police decide to inspect the plane on landing. It matches the description of an aircraft wanted for smuggling a fugitive out of Nevada. There is a 50% chance of their having heard of Adriana. Their chances of recognizing her depend on what measures the characters have taken to disguise her. Use generic police or militia stats.

6: The pilot is incapacitated! Can anyone else fly? Landing the plane without Pilot Fixed Wing requires an INT roll ≥ 25 and a REF roll ≥ 20 .

By Road

This is the default method of making the trip. It also covers what may happen if the characters fly into Nevada and then travel by road the rest of the way to Night City. The characters may have planned on making the trip by road all the way from Texas.

If so, they may have arranged to travel with the same convoy all the way into California, or, if they have procured their own vehicles, they may be doing it on their own. The trip from Denver across the mountains may be treacherous, especially in winter, but I-70 is a well traveled road, patrolled and maintained by the Denver Commercial Authority, who rely on a steady flow of traffic to keep the city alive. Utah is also relatively peaceful, having been nursed along in poverty, but relative stability, by the Mormon government. An anti-Mormon resistance group has sprung up recently however, and there are occasional incidents. Most don't affect travelers who are merely passing through.

If the characters are not traveling straight through with the same group of people or vehicles, then the options for finding transportation are the same as at Corpus Christi. There are Nomads, commercial shippers, private shippers, and smugglers. Most will be willing to carry the characters for a fee, or in return for escort services.

Possible Ground Travel Incidents

Roll 1D6 or pick:

1: Nothing.

2-3: Blizzard over the mountains. A vicious snowstorm whips up as the characters are driving along I-70, through a pass in the peaks west of Denver. Visibility drops to zero. Driving rolls are at -5. Cyberoptics with thermograph or radar are required to see. There is a 30% chance of an avalanche sweeping across the convoy. The avalanche will bury the vehicles in 2D6 feet of snow, and do 5D6 damage to anyone not in a covered vehicle. The snowstorm will last 1D6 days. Hopefully the team brought some supplies. The road may be blocked by snow or fallen trees, requiring a Demolitions roll ≥ 20 or Driving roll ≥ 22 to clear.

4-5: Utah Militia. While driving through Utah, the team encounters a roadblock manned by CPSx2 Utah militiamen. They're looking for members of the anti-

Mormon rebel group, Front for the Secular Leadership of Utah (FSLU). The FSLU wants to abolish the Mormon government of Utah and establish non-religious leadership. They are a violent fringe group that strikes mostly through quick guerrilla and terrorist attacks. The Militia will search the team's vehicles, looking for weapons of terrorism and known members of the FSLU. As long as the characters are not hauling any truly egregious weaponry, and don't mouth off or resist, there will be no trouble...unless one of the militiamen recognizes Adriana. There is a 50% chance that they are aware of Adriana's existence. Whether or not they recognize her depends on what the characters have done to disguise or hide her. Use generic police or militia stats.

6: Nevada Border Patrol. As the characters are crossing from Utah into Nevada they are signaled to pull over by a large 4x4 truck belonging to the Nevada Border Patrol. On board are CPS-1 (four minimum) loud-mouthed, self-important police officers. They will shake down the team. They want to know where they are coming from, where they are going, and what their cargo is. Good answers include: "Coming to gamble," and "Coming to trade." There is a 50% chance that they are aware of Adriana's existence. Whether or not they recognize her depends on what the characters have done to disguise or hide her. Use generic police or militia stats.

By Rail

One option that has not been available to the characters over most of the route they have been traveling is rail (see Segment One). But there are several old cargo rail lines running across the Rocky Mountains. They are operated by private companies that ship goods between the Denver Hub

RAIL GOONS

LEVEL 3 COPS

Thick necked, thick headed, but tough security men who bounce tramps, hobos, and wayward cyberpunks out of freight trains. They also guard rail yards.

Stats:	INT 7	REF 9	TECH 7
	COOL 10	ATR 5	LUCK 4
	MA 8	BODY 10	EMP 7/?
	SAVE 10	BTM -3.	

Skills: Authority +5, Awareness/Notice +5, Handgun +5, Brawling +6, Melee +6, Intimidation +7, Streetwise +2, Persuasion and Fast Talk +4, Expert: Rail Equipment +6, Shadow/Track +3, Rifle +4, Submachine gun +3, Driving +4, Stealth +4, Dodge and Escape +3.

Cyberware: Various, but generally light.

Equipment: SP 18 armor jackets, Sternmeyer Type 35 pistols with three magazines each, nightsticks, brass knuckles, flashlights, knives, handcuffs, walkie-talkies.

and markets on the West Coast and in the Midwest, and many of them run old-fashioned, open car, CHOOH2 converted diesel trains more useful to stowaways than the mag-levs and smooth high-speed trains of Appalachia and Texas. The characters can stow away on a freight train, and, if they are lucky, ride all the way to Night City. All they have to do is either check public scheduling logs or have the Netrunner pay a brief visit to one of the rail companies' scheduling computer to find out which trains are bound where, and what the departure and arrival times are.

The characters will have to figure out how they are going to get on board a train. They can either board at a rail yard, or try to get on a moving train.

Rail Yard: The characters can try to break into a rail yard, slipping by the cargo handlers, rail workers, and security men. Entering a rail yard requires an Electronic Security roll ≥ 20 . Eluding the CPS+4 guards means **Stealth vs. the guards' Awareness/Notice**. Opening a locked car requires a Pick Lock roll ≥ 17 . Hiding on the train requires **Hide/Evade vs. the guards' Awareness/Notice**. Roll 1D6 for cargo: 1: Grain. 2: Lumber. 3: Machinery. 4: Ore. 5: Chemicals. 6: Livestock. The train is 10D10 cars long.

Moving Train: If they want to avoid all of the security, the characters can go outside of town and try to jump on the train while it is actually moving. There are many locations in the foothills and mountains where a train must slow down to negotiate tunnels or sharp curves. The only security will be the operators, and possible

extra men in the caboose. The train the characters try to jump will be moving 1D6x5 mph. Getting onto the train requires an **Athletics roll \geq the train's speed**. Example: if you roll a 4 for the train's speed, then the train is moving 20 (4x5) mph, and the characters will have to make Athletics roll over 20 to get on board. Characters without Athletics can get on the train if they are assisted by someone already on the train, and they make a REF roll \geq the train's speed.

Possible Rail Travel Incidents

Roll 1D6 or pick:

1: Nothing.

2-3: Freeze. The weather suddenly takes a turn for the worse, and the characters are exposed to chilling temperatures below freezing while trapped in unheated railcars. The cold snap lasts for 2D10 hours. Any characters not wearing at least three layers of clothes or specially designed cold weather clothes takes 1/2D6 damage for every five hours of exposure. Of course, the characters could build a fire, but then they risk detection. The characters will be safe, however, if they're in a livestock car. They'll be smelly when they get out, though.

4-5: Rail security. CPS+0 big bruisers come searching the cars looking for thieves and stowaways. The characters must all make

Hide/Evade rolls vs. the guards Awareness/Notice to remain undetected. Failure means that the guards will try to eject the characters on the spot.

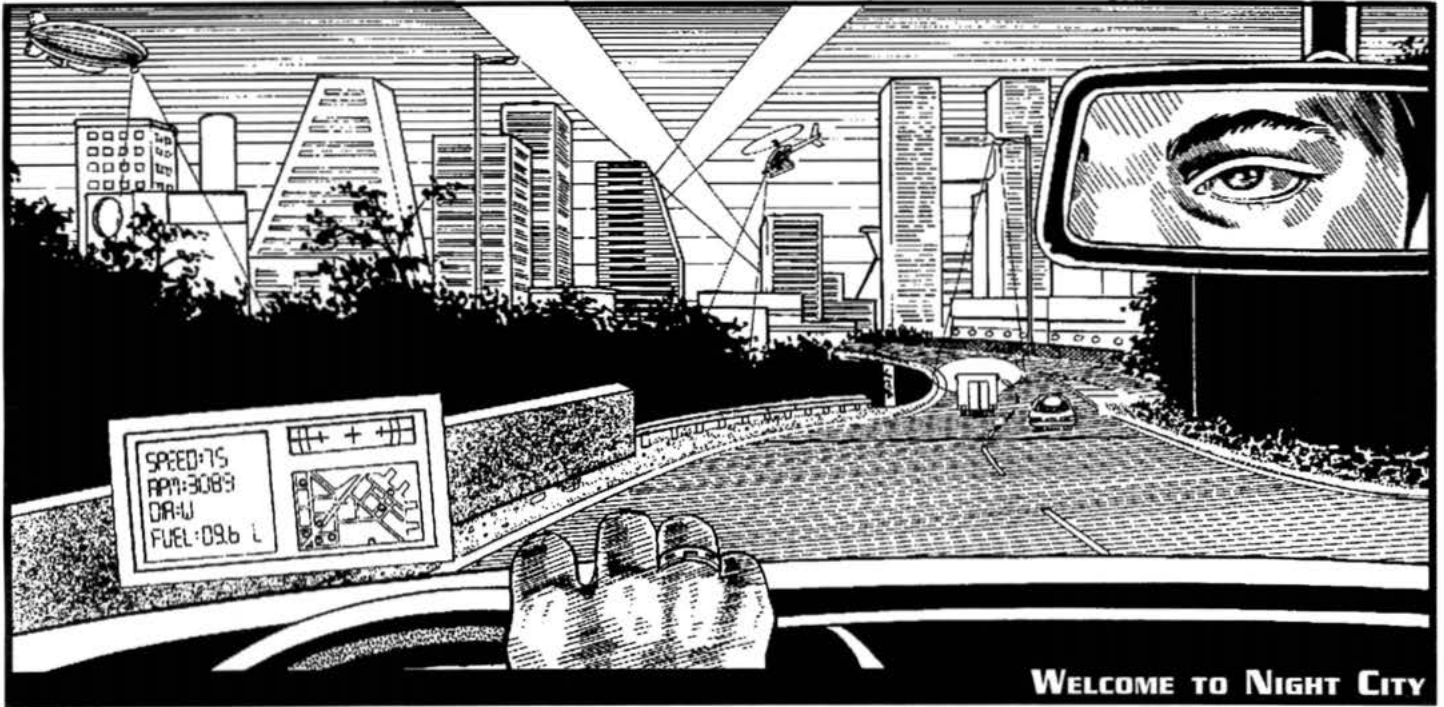
6: Derailment. A catastrophic and unlikely accident. Roll 1D6 for the severity of the accident. 1-2: Train is delayed 8 hours. 3-4: Train is stranded and the rail line is blocked. 5-6: The train is in a disastrous accident, and plunges down a steep hillside or into a river. The characters must make **Acrobatics or REF rolls ≥ 20** or take 5D6 damage. With either the second or third option the characters are going to have to find some other means of travel. There is a 50% chance that the characters are stranded in the foothills, and 50% that they are in the cold, high peaks. The nearest town is 2D10 miles away. Start hiking.

- **WHAT IF THE CHARACTERS PERSIST IN FLYING ALL THE WAY, OR MAKING THE JOURNEY IN SOME OTHER WAY?**

Use your judgment to decide if their plans are realistic, and, if so, accommodate them as best you can. The important thing is what happens once they reach Night City. No matter how they get there, they will have to meet Jenna Swayle, and that will set the backdrop for the climax. Do what you can to make the journey interesting, though. Incorporate any other elements of this unit or the next that you can.

UNIT TWO: NIGHT CITY ROCK

There will be no other problems as the characters head for Night City. The anticipation of reaching their destination should be growing. The odyssey is nearly at an end. Soon, Adriana will be safely among those who have the resources to hide her, and the characters can slip back into the comfortable anonymity, if not the secu-



WELCOME TO NIGHT CITY

rity, of everyday cyberpunk life. When the characters are nearing the outskirts of the city, play up the excitement and the mystique. The glow of Cyberpunk's most pre-eminent city...the comfortable feel of home if the characters are actually from Night City, and the termination of an adventure the likes of which the characters had never dreamed they might face, and should be amazed they survived.

Of course, there is still business to attend to. The characters must contact Jenna Swayle again, and let her know of their imminent arrival. Plans must be made to hand over Adriana, and receive payment for the job. (The payment will be quite large by now, by the way, at 200 EB per day plus expenses not covered by the debit card.) Jenna is now expecting the characters to call, and she will be easier to reach. When the team talks to her, she will be amenable to either having the characters suggest a rendezvous, or selecting the rendezvous herself. If the characters select the rendezvous, you will have to design it and figure out how to stage the final confrontation with the elements provided.

If Jenna is allowed to select the rendezvous she will suggest an isolated area away from people. Adriana's identity is public now, and, although Jenna can provide for a new identity, it will take time to

establish the cosmetics and paperwork. Biotechnica's people knew that Night City was the characters original destination, although they didn't know whether that had changed over the course of the pursuit. For all they (and we) know, the characters could be headed for Fiji right now. Nonetheless, they saturated Night City with press releases about Adriana on the belief that the characters might still be headed there. Jenna will suggest a large, abandoned shipyard and drydock on San Morro Bay, in the industrial South Night City area. She often uses it as a port for smuggling out refugees and fugitives, and she is familiar with the area and the people who live in it. Her plan is to have a motor launch meet the team and take Adriana to a rendezvous offshore. Jenna will not reveal with whom. At that point, the characters no longer need to know. In fact, every unnecessary piece of information they possess only places them and Adriana in greater danger. The characters should head straight for the meeting, and not enter the more populous parts of town. Journeying through Night City and making the exchange at night will be the safest way to do it. (This information should be taken into account if the characters decide they want to select the rendezvous. One thing you might do is make them think that the shipyard is their choice by telling one of the characters that they know a location which would make a good rendezvous. In Nevada

this called a card force. In gaming it cuts down on paperwork.)



See the back of the U.S.A. map for a detailed map of the shipyards.

If the player characters are coming home to Night City, one or more of them may think that they just have to contact their lover, partner, local fixer for more supplies. Because of Biotechnica's flooding of Night City with the reward offer, the characters may be about to find out how loyal their old connections are. 1,000,000 Eb. Think about it.

There is one other thing. Satchel Sabo wants to have a Net 54 cameraman meet them at or before the rendezvous. This may be the climactic moment of the story, as Adriana is ushered to a new life and safety by unknown benefactors. Remember, Satchel has been filming the entire journey since joining the team, and keeping notes on the progress of the journey. The characters should know Satchel Sabo well enough to comfortably trust her. If necessary, she will pledge to protect the identity of everyone other than herself, using distortion or digital reconstruction of faces and voices. The scene need not be broadcast live. It will be taped, and edited together with the footage she has been collecting for the last several days. If the characters agree, she will



POWELL CHANDLER

LEVEL 4 TECHIE

Powell Chandler is a somewhat frumpy looking middle aged man. He was born and trained in England, where he was born, but he has been living and working in the United States for fifteen years. He is an expert with modern video and audio equipment, and has the eye and the courage to get shots that few other cameramen dare go for. He has achieved notoriety covering a succession of tough stories for Net 54, and has worked around the world with some of the Network's premier talent. Chandler can also be run as a player character, if desired.

Stats:	INT	10	REF	7	TECH	10
	COOL	10	ATR	5	LUCK	7
	MA	9	BODY	8	EMP	10/?
	SAVE	8	BTM	-3.		

Skills: Jury Rig +6, Awareness/Notice +7, Basic Tech +7, Cyber tech +4, Teaching +3, Education and General Knowledge +5, Electronics +7, Photo and Film +8, Swimming +4, Streetwise +4, Hide/Evade +3, Brawling +3, Handgun +2, Driving +4.

Cyberware: Basic Processor, Machine/Tech Link, Data Term Link, Interface Plugs, Chipware Socket, Basic Cyberoptic, Times Square Marquee, Image Enhancement, Low Lite™, Basic Cyberaudio, Amplified Hearing, Sound Editing.

Weapons and Equipment: Professional cyberlinked videocam, digital video/audio recording deck, power supply, portable uplink, portable editing deck, SP 14 armor jacket, walkie talkie, tool kit.

have a cameraman join the team on the outskirts of Night City. His name is Powell Chandler. He has worked closely with Satchel on many important stories, and she would trust him with her life.

EPISODE ONE: THE FINAL STAGE

This episode is the climax of the adventure. Here, all the forces come together: Biotechnica,

Seiji Okano, Arasaka Japan, the characters, and everyone else unlucky enough to be caught in the middle. Much of what happens will be beyond the characters control, but they will still have to keep their wits about them and make the right moves to come out alive.

The Drydocks

The rendezvous is set for the defunct New American Maritime Inc. shipyards and drydocks. A brief history of the location: New American Maritime was created by a

consortium of American heavy industry companies in a last ditch effort to wrest a piece of the shipbuilding market back from Japan and Korea. The agreement was brokered largely by the infamous Night City mob rulers, who ran the city from 2005 until 2011, when the corporations decided they'd had enough and cleaned out the city in a two-year war (see the *Night City Sourcebook*). The shipyard was a wonder of automation and computer control, and required only half the number of workers of most comparably sized older yards. Unfortunately, New American was still a failure as a commercial venture, and the corporations of the NAMI consortium ordered it closed in 2011. For four years the yards were in mothballs; staffed by a skeleton crew, and maintained in a state of readiness. Finally, however, the site was abandoned altogether. Much of it was looted or sold for scrap, but a great deal of machinery and electronics remain. Some of it still works, although there is no one there to control it.

The drydocks and yards are huge. Some of the pens were designed to hold tanker-sized ships. There are plenty of sheltered areas and abandoned buildings, but the site has never been popular with squatters or gangs because it is somewhat remote and isolated, and because it is cold, windy, and damp. There is a great deal of machinery at the yards, including old rail cars, giant cranes, huge hydraulic doors and lifts, and enormous pumps. Giant videoboard decorations decorate the sides of the cranes. Now they are blank, but once they glowed with the images of NAMI supervisors exhorting their workers to greater efforts. In some areas of the drydocks, water has flooded in, washing a couple feet deep over the floors of the pens. It is a desolate location, perfect for a clandestine meeting.

Rendezvous at Land's End

Whether the rendezvous is at night or during the day the setting will be bleak. The wind howls off the water, bringing a salty spray with it. San Morro Bay's legendary cold fog blows by in chill wisps and strands. No wonder the squatters haven't claimed the shipyards.

If the characters arrive at the appointed time they will see Jenna Swayle

JENNA SWAYLE

LEVEL 3 CORPORATE

A worker in the local Night City corporate structure, Jenna makes her extra cash using her connections to establish false identities for people on the run. She is trustworthy and loyal, rare traits for a person living in 2020 America. See illo on previous page with Powell.

Stats:	INT	9	REF	6	TECH	4
	COOL	8	ATR	9	LUCK	8
	MA	7	BODY	6	EMP	7/6
	SAVE	6	BTM	-2		

Skills: Resources +7, Awareness/Notice +5, Human Perception +3, Education +6, Library Search +3, Social +4, Persuasion and Fast Talk +5, Wardrobe and Style +5, Personal Grooming +6, Hangun +5.

Cyberware: Basic processor, chipware socket, interface plugs, DataTerm link, contraceptive implant, basic cyberoptic, color shift, Times Square Marquee.

Weapons and Equipment: Federated Arms X-22 pistol with 3 magazines.

waiting in the middle of a partly flooded drydock open to the sea. The water washes about halfway up the slightly listing floor. A motor launch could run to within a few feet of the edge of the water without grounding, and the walls of the dock block the swells so that loading and unloading a small boat won't be too treacherous. The walls also cut down on the wind. If the characters wish, they can case the area. They might also want to post a sentry on one of the cranes. If they don't think to do it themselves, don't coach them.

If any of the characters have thermographic cyberoptics, have them attempt an Awareness roll ≥ 23 . Success means that they see hazy patches of warmth out in the water. It is unusual looking. Perhaps warmer water spilling into the bay from discharge pipes. It is actually the Biotechnica special ops soldiers hiding under water. If the characters make any move to flush them, go directly to the activation of the video board, below.

Swayle will be amazed that things actually seem to be coming together. She will greet the characters. "It's amazing to actually meet you after all this time. I still can't believe you made it all the way across the country on your own. Your television friends here have quite a story coming to them." Then, to Adriana, "It's a privilege to meet you at last. I hope we can give you a life worth living." Swayle will produce whatever form of payment the characters have demanded; cash, debit cards, offshore account numbers, etc. "You have more than earned whatever you contracted for. I wish I could give you more, but there is barely

enough in these accounts to cover the contract. No one expected the trip to take this long..."

Showdown at NAMI

Just as Swayle says this, a light will fill the drydock. A voice will boom out. "Actually, in some ways, we are pleased that it took this long." A giant face peers down from one of the supposedly defunct video boards mounted to the cranes; middle aged, dark hair and complexion, wearing a suit and tie. "It allowed Adriana to prove how well she can adapt and operate under stressful conditions. That has become very important to us!" Adriana will whisper to the characters: "Fahd Asuwahari. The man who

runs Norcross." There is still no sign of any other people.

If the characters shoot out the videoboard, and/or make a run for it: The soldiers will emerge from the water right away, and the AV-4s will begin to approach. See below.

If the characters wait to see what happens next: Asuwahari will keep talking. "Surprised? Well, don't worry, no one down there betrayed anyone else." He will chuckle. "No, no, it was all on our end! Now, I suggest all of you relax, and wait. An aircraft will be here in a moment. It will be so much easier if you all get on board without raising a fuss."

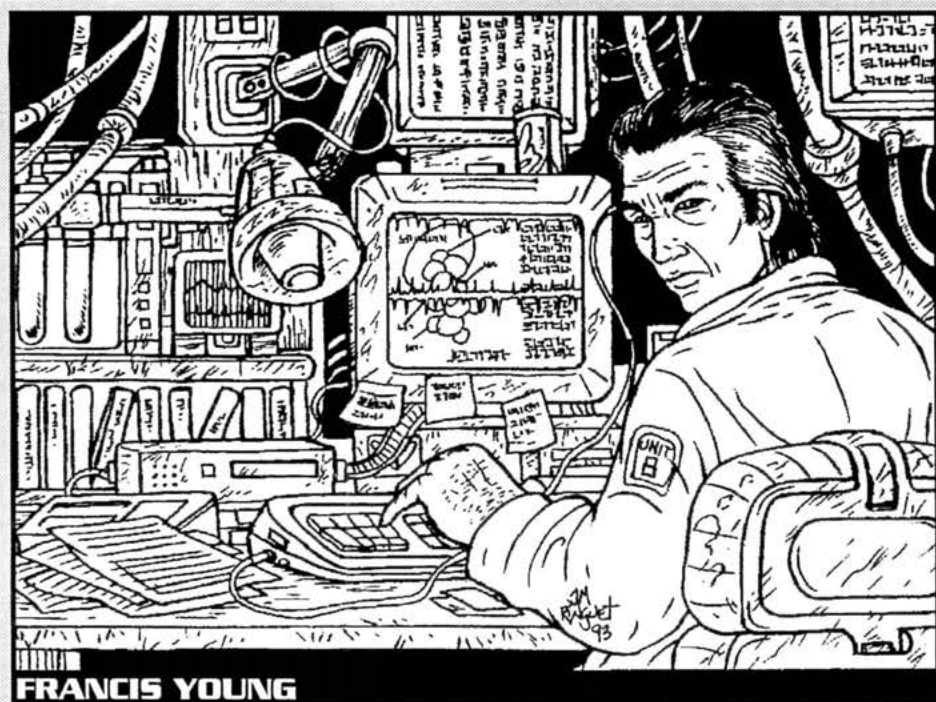
If the characters have stationed a sentry outside the drydock: Have that person make an Awareness/Notice roll ≥ 15 . Success will reveal two figures walking across the yards to the edge of the drydock. Night vision and some kind of tele-optic enhancement or binoculars will reveal their identities: Francis Young and Seiji Okano. Together.

If the characters are already in a firefight: Young and Okano will still try to interrupt, and persuade the characters to stop. Young will appeal to Adriana.

If the characters' sentry takes a shot at Okano and Young: the hidden soldiers will reveal themselves. Young will still try to talk to Adriana and persuade her to have the characters stop fighting.



FAHD APPEARS



FRANCIS YOUNG

LEVEL 5 MEDTECH

Dr. Francis Young is the genius who made full human cloning a practical reality. He is brilliant and talented, one of the most intelligent men in the world, but he has never fully grasped the implications of his creation. His attachment to Adriana is personal. He was a child prodigy, taking his first advanced degree at fifteen, and continuing his studies for many years after that. His intelligence is countered by a degree of emotional instability.

Stats:	INT	13	REF	6	TECH	10
	COOL	8	ATR	6	LUCK	4
	MA	8	BODY	6	EMP	10/8
	SAVE	6	BTM	-2		

Skills: Medtech +10, Awareness/Notice +6, Basic Tech +8, Diagnose +7, Education and General Knowledge +8, Cryotank Operation +7, Library Search +7, Pharmaceuticals +5, Biology +8, Expert Genetics +7, Expert Cloning +10, Expert Surgeon +7, Programming +6, Expert AI +7, Expert Wetware +7.

Cyberware: Basic processor, chipware socket, interface plugs, machine/tech link, data-term link, basic cyberoptic, image enhancement, Times Square Marquee, micro-optics.

Weapons and Equipment: None.

If the characters are biding their time: Young and Okano will appear at the edge of the drydock, and address the team. Young will take the initiative. "Adriana! Adriana! It's me, your...your father! Listen to me! Everything is different now. You can live! You're far too valuable to the company...they'll never let anything happen to you. They've made a deal that will keep you safe forever!" If there is time or opportunity, Okano will join in, "It's true. There is no need for any of us to be enemies any more. All that was needed was a little good business sense. Please, Adriana, listen to your father." And to the characters, "You should have made a deal when you could.

You might be rich now. But at least you will escape with your lives if you surrender the clone to us. Otherwise, you are in a most uncomfortable position. There are reinforcements on the way already."

The reinforcements are two AV-4s filled with CPSx2 of Okano's men. They will arrive in 2D10 minutes.

What has happened?

Seiji Okano went straight to the source. Biotechnica developed a product, Okano provided the market. The clones were developed as a profit source for Biotechnica. If they can be mass produced—and evidence

says that they can within a couple of years—then Biotechnica could become the richest corporation on Earth. Okano, on the other hand, needs more completely loyal soldiers for the formidable task he has planned; the violent overthrow of the Arasaka family, and the installation of himself as leader of the world's most powerful corporation. Okano has found nameless sponsors—enemies of Arasaka—who will fund his coup. All he needs is specialized manpower. Clones designed specifically to fight and infiltrate are just the wild card he needs. If he can't steal the technology, he now has the finances to buy it.

With the secret out, and a buyer for the technology already on hand, Adriana has become too valuable to kill out of hand. Okano needs delivery of an intact specimen right away to convince his backers to funnel him the billions of Eurobucks that he will need to completely finance his coup. Adriana is the only functioning prototype, and Biotechnica is at least several months away from creating another one. That is too long for Okano.

The flip side is that Okano needs to keep Adriana alive and healthy to demonstrate her technology and abilities. Since Biotechnica no longer wants to dissect her, Francis Young has been persuaded to entreat her to return to the fold. Biotechnica and Okano have promised him that he will be allowed to remain with her. They have also made concessions to his freedom, and Adriana's eventual freedom. If they can recapture her alive. Faced with the possibility of being able to continue living with his "daughter," Young has crumbled. While the characters were communicating with him over the net, he accessed Adriana's long term memory and downloaded her conscious memories of the half of the cypher the team received from Eliot Weir (remember, it was loaded into her brain in Segment One). It was a capability no one suspected, but one basic to his ability to construct Adriana's mind in the first place. She was never aware of the scan. Once Young learned Jenna Swayle's identity, it was easy for the corporation to trace her.

The characters can learn all of this if they interrogate Francis Young or Okano. ELOISE might be able to fill them in later, too (see below).

Coercion

Biotechnica has soldiers hidden in the water, and Okano has more on the way, but they have been holding off on using force for the same reason that Okano was leery of attacking the characters back in Segment Four. They don't want Adriana injured or killed in a firefight. To them it is imperative that they persuade the characters to surrender Adriana without starting a huge firefight. They will have their soldiers attack only as a last resort. If the characters precipitate a firefight, then go to "Soldiers in the Darkness," below. The characters will fare much better if they can hold their itchy trigger fingers for a few more moments, however. There is help on the way!

If the characters don't surrender Adriana, then Okano, Young, and Asuwahari will pull one more card out of their sleeve before resorting to violence. Asuwahari will address the characters through the video board: "You have been through so much, why make it any more difficult on yourselves than it has to be? Perhaps this will convince you..." His image will disappear. In his place will appear the screen ICON for the AI, ELOISE. ELOISE was the template from which much of Adriana's mind was created, and, for most of Adriana's short life the computer has been her teacher, guardian, and friend. In fact, before meeting the characters, the computer was really Adriana's only true friend. As the ICON glows, Asuwahari's voice will rumble out of the video board's giant speakers, "Adriana, I know this computer was your friend. Come back to us, and it can stay your friend forever. Otherwise I will have the plug pulled. Believe me, we can replace the AI. It doesn't have to be that way, though. You can be together again if you want..." Adriana is obviously extremely upset by this development. She will mouth, "no..." and tears—the first tears the characters have ever seen from her—will begin to roll down her cheeks.

This is strictly a dramatic role-play opportunity. Adriana is clearly considering surrender. This is not in the characters best interests, nor Jenna Swayle's or Satchel Sabo's. The characters should suspect rather strongly that, once they surrender Adriana, their lives go straight to the bottom of



**BIOTECHNICA SPECIAL OPS SOLDIERS
LEVEL 3 SOLOS**

Stats:	INT	7	REF	10/11	TECH	7
	COOL	9	ATR	6	LUCK	5
	MA	10	BODY	8	EMP	7/?
	SAVE	8	BTM	-3.		

Skills: Combat Sense +6, Awareness/Notice +6, Handgun +5, Karate +4, Melee +5, Weapons Tech +5, Rifle (and Dart Rifle) +6, Athletics +4, Submachine gun +4, Stealth +5, Intimidate +4, Drive +4, Heavy Weapons +5, Underwater Ops +4, Airborne Ops +5, Hide/Evade +4, Heavy Weapons +5.

Cyberware: See below

Weapones and Equipent: These are the bulk of the oppisition facing the PC's in the finale. Equip them to match the PC's but try not to overwhelm them.

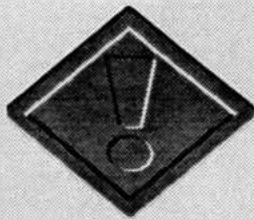
Biotechnica's and Okano's priority list. (Satchel is, by the way, recording everything that goes down, along with her cameraman.) It is up to the characters to try to talk Adriana out of surrendering herself. Base your judgments on how well the characters role play it. If they are desperate for a roll, then Persuasion and Fast Talk ≥ vs. Adriana's COOL roll may help. If necessary, ELOISE's voice can also ring out of the speakers. The computer will say, "Stay with your friend's, Adriana...there is nothing for you here. Stay where you can be human."

Predictably enough, if the characters let Adriana turn herself over, their lives won't be worth spit. Okano can hardly allow his picture, dealing with Biotechnica, to go out over the air waves in Satchel's big story. The soldiers will rise out of the water and do their best to permanently terminate

our cyberpunks' careers. If, however, the characters successfully persuade Adriana not to give herself up, Asuwahari will make good on his threat. The screen will split, with him taking up most of it, and the ELOISE icon filling a small picture within the picture. "Very well. You leave me no choice. Perhaps this will convince you of the seriousness of this situation. Shut it down!" The icon will waver, come back to full strength briefly as ELOISE's voice rings out one more time; "Goodbye, my friend..." Then it will vanish into blackness. Adriana will scream and drop to her knees.

• **WHAT IF COMBAT HAS ALREADY ERUPTED?**

Asuwahari will use the ELOISE hostage tactic to persuade the characters to stop fighting and surrender.



THROW 'EM A BONE

If you think your characters have no chance of surviving a firefight, but it looks like they are going to go for their guns, then you can stall them until reinforcements show up. Have Helen Lane, Satchel's producer, make a cell-phone call to Powell Chandler and say, "Help is on the way! Hold on for another three minutes!" Maybe the characters can negotiate long enough for their rescue to arrive. If combat breaks out after help arrives, at least the odds will be more even.

If the ELOISE hostage tactic fails, then Asuwahari will lay it on the line, and reveal his soldiers. "Then I have no choice but to use force. Now I have no promises left." Let the combat begin. Check the elapsed time to see how close Okano's AV-4s are, also.

Soldiers In the Dark

Asuwahari knew that he might have to resort to violence. He also knew that he would be taking a horrible risk if he did. He did his best to minimize the risk to Adriana, and to keep his forces hidden until the last possible minute. Waiting in about fifteen feet of water, a short way out from the drydock, are CPS+5 Biotechnica special ops soldiers in armored underwater gear. They are linked to Asuwahari by low frequency radios. On command, they will rise up out of the water and begin marching toward the characters. Their armor and breathing apparatus slows them down, but it also protects them. They are a horrifying sight, looking more like creatures out of a bad science fiction movie than men. Their weapons are real, however. All of them carry high powered dart guns loaded with fast acting tranquilizers. They are under orders to use only these weapons unless absolutely necessary, to avoid hurting Adriana. They also carry Colt AMT 2000 pistols with two magazines each. See the sidebar for complete equipment specifications and enhancements and limitations. The frogmen

will fight hard to capture Adriana and subdue or kill the characters.

For even more fun, the two AV-4s bearing Okano's CPSx2 soldiers will arrive at the appointed time, depending on how you rolled (or picked). If combat has not begun, they will land a short distance away and wait. If combat has begun then they will join the fray. The Arasaka soldiers carry firearms, and are a little less discriminate than the Biotechnica soldiers. They will fight as Asuwahari and Okano yell, "Watch for the clone! Don't injure the clone, you fools!"

Unlikely Rescues

If the characters can pull it out themselves, fantastic! More power to them. Considering the forces they are facing, however, that is not likely. That is why they will get a couple of surprising, and dramatic breaks.

• ELOISE Lives!

The entire shipyard was built for automation and computer control, and much of it still functions. The characters may be surprised to find the machinery fighting on their side! Among the parts still operating: the giant cranes, huge water pumps, pipes,



HELEN LANE

LEVEL 5 MEDIA

Senior news producer at Network 54's flagship Night City operation, and Satchel Sabo's immediate boss. At 48, Lane is a savvy Media who has seen it all in her long career in broadcast news. She is a tough, smart, competent executive, and has been tapped to move up in the Net 54 hierarchy within the next couple of years.

Stats:	INT	10	REF	7	TECH	7
	COOL	10	ATR	9	LUCK	8
	MA	7	BODY	6	EMP	10
	SAVE	6	BTM	-2		

Skills: Credibility +10, Awareness/Notice +10, Composition +4, Education and General Knowledge +7, Persuasion and Fast Talk +6, Human Perception +7, Social +5, Streetwise +6, Interview +6, Personal Grooming +4, Wardrobe and Style +5, Brawling +3, Driving +4, Handgun +3.

Cyberware: Shift-tacts, chemskins, basic processor, chipware socket, interface plugs, data term link, basic cyberoptic (both eyes), color shift, image enhancement, Low Lite™, MicroVideo optic, Times Square Marquee, basic cyberaudio, amplified hearing, level damper, sound editing.

Weapons and Equipment: Federated Arms X-9mm with two magazines, cellular phone.



KIICHI NAGAWA

LEVEL 5 SOLO

The director of the Arasaka Corporations Internal Affairs Division. Arasaka IAD is responsible for making sure that no one in the corporation abuses their power in such a way that it damages the corporation or its leaders. IAD is part of the Arasaka Security Group, and is the most feared part of the corporation. Nagawa is brutal, efficient, and thorough, and he reports directly to Kei Arasaka, the President and CEO of the corporation and son of founder and Chairman Saburo Arasaka. Nagawa was chosen for his complete loyalty to the family. He would never abuse his power, which is second only to members of the Arasaka household. His troops and agents are among the best in the corporation. Nagawa is cybered to the max, and very skilled. He is possibly the worst person at Arasaka to cross, other than Kei.

Stats: INT 10 REF 10/12 TECH 8
 COOL 10 ATR 5 LUCK 5
 MA 10 BODY 10/4 EMP 10/?
 SAVE 10/? BTM -4.

Skills: Combat Sense +10, Awareness/Notice +8, Handgun +7, Aikido +6, Melee +7, Weapons Tech +7, Rifle +4, Athletics +7, Submachine gun +3, Stealth +8, Driving +5, Pilot AV +5, Interrogation +7, Intimidate +6, Resist Torture/Drugs +6, Strength Feat +4, Hide/Evade +5, Shadow/Track +6, Heavy Weapons +6, Electronic Security +7, Pick Lock +6.

Cyberware: Basic processor, chipware socket, interface plugs, smartgun link, data term link, vehicle link, Kerenzikov level 2, skinweave, muscle and bone lace, toxin binders, nanosurgeons, basic cyberoptic, Times Square Marquee, targeting scope, Low Lite™, image enhancement, basic cyberradio, amplified hearing, radio link, phone splice, bug detector, sound editor, wide band scanner, rippers.

Weapons and Equipment: As soldiers below.

LOYAL ARASAKA SOLDIERS

LEVEL 3 SOLOS

The same as Seiji Okano's soldiers from Segment Four except with a slightly bigger punch, and these are still loyal to the company. The boys in black are back, with a vengeance. This time, however, they are on the same side as the characters! You never thought you'd see it.

Stats: INT 7 REF 10 TECH 5
 COOL 10 ATR 6 LUCK 5
 MA 10 BODY 8 EMP 8/?
 SAVE 8 BTM -3.

Skills: Combat Sense +6, Awareness/Notice +6, Handgun +5, Karate +3, Melee +4, Weapons Tech +4, Intimidate +5, Submachine gun +5, Rifle +6, Athletics +4, Stealth +4, Drive +4, Heavy Weapons +4, Hide/Evade +4.

Cyberware: Various. All have basic processors, chipware sockets, interface plugs, smartgun links, and basic cyberoptic with Low-Lite™ and targeting scopes.

Weapons and Equipment: SP 18 armor vests, Arasaka WAA assault rifles (RIF +1 N C 5D6(5.56mm) 30 VR 400m) with four magazines each, Arasaka WAA pistols (P O J C 2D6+3(10mm) 15 2 VR 50) with three magazines each, monoknives, headset radios. All weapons are smartchipped.



valves, and sluices, the video boards, and the flotation systems for the drydock floors (they raise and lower). See the map for details on which parts operate, and where they are. If the team Netrunner jumps onto the Net, or the characters watch the video board they may realize what has happened. ELOISE is still alive, somehow, and operating the machinery to give the characters advantages.

What happened: AI's are hard to kill. It's not always enough just to cut the juice. In the waning moments before her power completely failed, ELOISE downloaded her logic core onto the Net. She lost a few sections of data, and it took a few minutes for her to reconstruct herself, but now she survives as a ghost; a free AI living in the Net at somewhat diminished power. The unique architecture that enabled her to serve as a clone template—initiative, independence, etc.—enabled her to reconstruct herself in the NET. She will watch over Adriana as long as she exists.

• **Arasaka Fights Back**

ELOISE can only help so much, but there is one more lucky break coming for the characters. Uncork this one after Okano's men arrive, and only when things seem truly desperate.

Just as it looks like the end for the characters, five more AV-4s will appear, skimming low over the yards and the water. With bursts from their miniguns they will destroy Okano's parked AV-4s. Moments later, they will drop lines, and CPSx6 men in black combat outfits will rappel out of the aircraft and into the melee. They will immediately begin fighting the Biotechnica soldiers and, especially, Okano's men. With an Awareness roll ≥ 20 the characters will see the distinctive, three-lobed Arasaka Corporation *mon* on the side of the aircraft. The men in black also wear the Arasaka logo.

As the combat dies down, the AVs will land around the drydock. One will land in the center. Out of it will step four people. Two soldiers in the trademark Arasaka black, one large, solid looking Japanese man in a suit, and Helen Lane, Satchel Sabo's producer from Network News 54. The man in the suit will ask any nearby

characters (refer to your map), "Where is Okano?" Okano was last on the rim of the drydock. He is gone now. Any character making an INT roll ≥ 14 will remember seeing him running for the entrance to the yards. If the characters mention that, the man in the suit will immediately send a squad of soldiers in that direction. He will tell the rest, "Spread out. Bring any others to me."

Meanwhile, Helen Lane and Satchel Sabo will be having a small reunion on the spot. Everything is being captured on video.

What happened: The characters' attempts to inform the Arasaka Corporation of Seiji Okano's treachery have paid off. After the report, Arasaka raided Okano's offices at the New Orleans headquarters and discovered enough evidence to convince them that the story was worth checking out. They still didn't know where in Night City Okano was going to be, however. That's where Satchel Sabo and Net 54 came in. When Sabo requested a cameraman, she also told her boss, Helen Lane, of the possible Arasaka schism simply because she thought it would make astounding story material. Lane told Sabo to leave her satellite transmitter on so that she could be traced. Lane then wasted no time contacting Kiichi Nagawa, the Arasaka Corporation's feared director of Internal Security. Together they struck a deal. Lane gave Arasaka the tracer information and promised to leave Arasaka out of the big story. In return, the Arasaka troops do their best to save the characters as well as Adriana. The result was possibly the saving of the characters lives, and likely the first time any of the characters can remember being glad about anything connected with Arasaka.

Things to Remember in the Climax

• Adriana may have some kind of romantic involvement with one of the player characters from back in Segment Three. This will affect character role-play and decision making.

• Just so that it's clear to you, the best thing the characters can do in this situation is stall long enough for the reinforcements to arrive. If they try to take on the Biotechnica soldiers and/or Seiji Okano's men by them-

selves then they will suffer some serious casualties. If they are getting too desperate and see no way out, proceed with the Helen Lane clue that rescue is one the way.

• Role play, role play, role play. Sure there is a big fight, but that's only half the fun.

HIGH DRAMA: POSSIBLE OUTCOMES FOR HEROISM AND PATHOS

Once the dust clears there a few things that will have happened, and several possible ultimate outcomes.

• **Adriana Dies**

If combat erupts, it is possible that Adriana may catch a slug instead of one of the harmless sleeping darts being fired by the Biotechnica troops. Her death will be a tragic end to the adventure. To cross the entire country and form friendships, only to have everything torn asunder at the point of success, and safety. Fate has dealt a cruel blow to the characters. Adriana is dead, which is particularly tough on any character with a romantic attachment to her. Not only that, but after risking their lives countless times and likely suffering a few casualties, the characters have nothing to show for it: no reputation, no payment, no sense of accomplishment. The cyberpunk world is a cruel one indeed.

Even with Adriana dead, Okano will want the characters out of the way. They know too much about his plans to be allowed to live. The characters can still make it if they hold out until Kiichi Nagawa and Helen Lane arrive, but it will be a Pyrrhic victory. The walk back to downtown will be long, cold, and lonely.

• **Adriana Is Surrendered to Biotechnica**

The characters might capitulate and surrender Adriana to Biotechnica. Once again, Okano still wants them dead so that he is protected. The characters will have to fight

until Kiichi Nagawa and Helen Lane show up. Adriana has already been spirited away by her father and Biotechnica, however, so the characters have once again lost their fee and their friend. (They can always try to convince Jenna and Francis Young that they should get paid anyway, since she has been returned to her "father".)

Even if the characters survive they will be in for one more nasty surprise a few weeks later. Biotechnica will have an official unveiling for Adriana, who has been "repaired" to deal with the nasty character traits ascribed to her in the news releases from Segment Four. As soon as Adriana begins to speak the characters will see that there is something different about her. As the press conference continues, the characters will figure out what it is. Her personality has been altered. Gone is the warm, quick witted, very human, Adriana who crossed the country with them. In her place is someone...or something...certainly less than human. Demure, passive, unimaginative. Biotechnica has stripped down her personality, either as punishment, or as insurance. Either way, it is a sad fate for the woman who courageously crossed a shattered country with the characters....

• Adriana Is Saved By the Characters

Of course, this is the most desirable outcome. The characters negotiate their way through, and survive any firefights long enough for the reinforcements to show up. Once Helen Lane and Kiichi Nagawa have shown up, the worst will be over. Nagawa has no interest in Adriana. He, like his master, Saburo Arasaka, thinks that human clones are repellent. "We believe that such a creature has no spirit. No connection to Heaven. As such, it is machinery to us. I do not trust a machine made from flesh." He has no wish to harm Adriana, however. He is quite content to release her to the characters.

Shortly after the battle dies down, a small set of lights will appear offshore. They will rapidly draw closer, until the shape of a small motor launch becomes recognizable. The launch will ride into the shallow water in the drydock, and beach itself on the deck. Out will step three people. Two are just sailors. One the characters will recognize



ERAN OMAHA

LEVEL 5 ROCKERBOY

Leader of an underground pipeline that hides corporate fugitives, extraction victims, and now freed clones. He covers his activities and spies on his enemies by assuming the persona of a popular radical-right preacher who condemns all minorities, non-Christians, foreigners, and clones and heavily cybered individuals. It is a dangerous double life. Omaha holds a Ph.D. in history, and specialized in the history of religious and racial pogroms.

Stats:	INT 10	REF 7	TECH 7
	COOL 10	ATR 7	LUCK 10
	MA 7	BODY 9	EMP 10
	SAVE 9	BTM -3.	

Skills: Charismatic Leadership +10, Awareness/Notice +6, Perform +8, Wardrobe and Style +7, Composition +5, Brawling +5, Streetwise +10, Persuasion and Fast Talk +8, Seduction +3, History +8, Oratory +10, Leadership +7, Social +6, Driving +4, Education and General Knowledge +8.

Cyberware: None.

Weapons and Equipment: None.

ERAN OMAHA'S MEN

LEVEL 2 TECHIES

Basic hired hands. Not much use in a fight, but loyal and gung-ho.

Stats:	INT 7	REF 6	TECH 8
	COOL 7	ATR 6	LUCK 5
	MA 8	BODY 7	EMP 8
	SAVE 7	BTM -2.	

Skills: Jury Rig +5, Awareness/Notice +5, Basic Tech +6, CyberTech +6, Teaching +3, Education and General Knowledge +5, Electronics +5, AV Tech +6, Cyber Tech +3, Electronic Security +4, Handgun +4, Pilot Boat +5, Driving +4.

Cyberware: Basic Processors, chipware sockets, interface plugs, vehicle links, machine/tech links, data term links, various cyberoptics.

Weapons and Equipment: Tool kits, headset radios, SP 14 armor jackets, Militech Arms Avenger pistols with two magazines each.

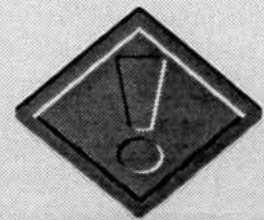


A FOND FAREWELL

from the articles they read in Segment Four, after Biotechnica publicly acknowledged Adriana's existence. He is the Reverend Eran Omaha; the man who so vociferously condemned both clones and illegal immigrants in the print and broadcast media after Biotechnica's announcement. Based on what they know of him from Segment Four the characters should be shocked, and, perhaps angered. They might think that they have been tricked again. That is not the case. If given a chance, Omaha will explain, although it will all be off-camera and off the record (you will see why):

"Everything you heard about me is true. I am the leader of Pure America. I do denounce human cloning, and immigrants, and foreign governments, and just about anything else you can think of. It's all a front. It does two things. It let's me run fugitive pipelines along with Miss Swayle here while remaining completely above suspicion. It also puts me in the confidence of the leaders of several other malignant organizations. They confide in me as a kindred soul, and I use that information to make sure that the pipelines stay open and unmolested. It's not easy but it works.

"Ms. Young will be safe. Within a few days, we will have her a new face, a new voice, and a secure place to live. It will take some adjustment, but she'll be free, and able to live like any other human being, and not like somebody's property." Omaha will ask that his face be obscured whenever he appears on camera. He also trusts that the characters will keep his secret safe. It's a big step, but the characters are trusting in his



Just in case you want to know, for follow-up adventures, Omaha is planning on relocating Adriana to Marseilles, in the south of France. He feels that she would be safer out of the US completely. It is fairly close to Biotechnica Headquarters in Rome, but far way from where they will be looking for her.

ability to protect Adriana, so they all have something to gain by respecting each other's wishes.

There is one final catch, however. Once Adriana has left with Omaha, none of the characters will ever see her again. It is a necessary step to preserve her safety and anonymity. There can be no exceptions, at least until several of the issues surrounding human clones are resolved, and the whole idea becomes more acceptable. If Adriana has become involved with one of the characters that means a tough choice. They can part ways, and never see each other again. Alternatively, the player character can elect to accompany Adriana and remain with her. That means a new identity for that person, too, however. And no more contact with any old friends, including the other player characters. Ever. Role play it to the hilt!

Once the deals have been struck, the characters have been paid, and the good-byes have been said, Adriana (and possibly one of the player characters) will board the launch with Omaha, and head out into the bay for a rendezvous with a mysterious boat, and a long trip to destinations un-

known. For the second time in her life, she cries. She owes her life to the characters, and she will always think of them as her friends. Her first real, live friends.

CONCLUSION: EQUAL JUSTICE UNDER LAW

It's over. One way or another, it's over. The characters have crossed the remains of the United States on their own, and survived an adventure unlike anything most people will ever know. If Adriana was killed or surrendered to Biotechnica then the characters may be bitter. How many times did they put themselves on the line? What came of it all? Only death and failure. On the other hand, perhaps Adriana survived, and was delivered to Eran Omaha. A bittersweet ending, to be sure, but at least the characters will be able to look back on this time with a sense of satisfaction.

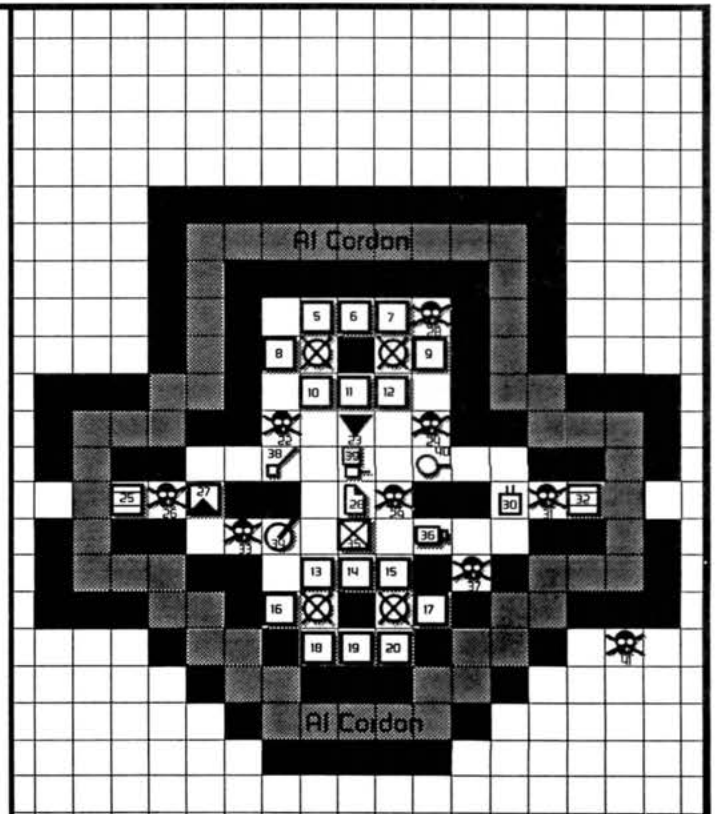
Either way, the characters should be proud of what they accomplished in those

few hard weeks on the road. They have done something that few cyberpunks, no matter how good, ever do. They have made themselves a part of history. The issue of human cloning is only just beginning to attract attention. Soon there will be others like Adriana, and the world will have to decide what place they should hold in society. The characters should know by now that clones can be as human as anyone else. Adriana laughed, cried, and lived with the characters through an ordeal that brought out every human characteristic she had. With the help of Satchel Sabo and Net 54, perhaps the rest of the world will see, when the story is broadcast, that Adriana was as human as the rest of them, and at times more human than many of them. With the characters' help, she has forged the step that may guarantee her brethren yet to be created equal rights, equal respect, and equal justice. As the characters slip back into the familiar world of the cold Night City streets these thoughts may help to keep them warm. Perhaps the experience will have made them a little more conscious of the value of their own humanity as well. In a country where life is hard and death is cheap, few things are so precious.

BIOTECHNICA/LAJOLLA

CPU: 4, INT: 12 +8 Interface
AI: Machinelike, Kills Intruders, Generic Icon.
Data Wall Str: NA

- | | |
|--|--|
| 1: Processor 1 | 26: Knockout |
| 2: Processor 2 | 27: Holo Projectors |
| 3: Processor 3 | 28: Printers |
| 4: Processor 4 | 29: See Ya |
| 5: Memory Unit 1, Biotechnica Data Base | 30: Elevators |
| 6: Memory Unit 2, Biotechnica Data Base | 31: Hellhound |
| 7: Memory Unit 3, Biotechnica Data Base | 32: Str:7 Code Gate |
| 8: Memory Unit 4, Biotechnica Data Base | 33: Jack Attack |
| 9: Memory Unit 5, Biotechnica Data Base | 34: Alarms |
| 10: Memory Unit 6, Biotechnica Data Base | 35: Vid Screens |
| 11: Memory Unit 7, Personnel | 36: Cameras |
| 12: Memory Unit 8, Personnel | 37: Liche |
| 13: Memory Unit 9, Personnel | 38: Doors |
| 14: Memory Unit 10, Security | 39: Terminals (objective) |
| 15: Memory Unit 11, Security | 40: Microphones |
| 16: Memory Unit 12, Dr. Young | 41: Special Hellhound. |
| 17: Memory Unit 13, Dr. Young | Released only when AI cordon is triggered, but released in same square as Netrunner. |
| 18: Memory Unit 14, General | Str:8 |
| 19: Memory Unit 15, General | |
| 20: Memory Unit 16, General | |
| 21: Flatline | |
| 22: Dragon | |
| 23: LDL with Biotechnica HQ | |
| 24: Zombie | |
| 25: Str:7 Code Gate | |



LAND OF THE FREE

NIGHT CITY ROCK

THE FINAL CONFRONTATION SITE (THE NAMI DOCKYARDS)

