

DARING TALES OF THE SPRAWL

ROAD TRIP



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05

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ROAD TRIP

FORWARD

This Savage Adventure contains a cyberpunk tale based around the exploits of four pre-generated characters. The full character sheets are available for free at www.triplecegames.com.

The heroes have all their leveling opportunities from Seasoned (at which they begin) into Legendary mapped out in advance. Each published adventure in this line earns the heroes a fixed 5 Experience Points, guaranteeing them an advance every mission. All the players need do is tick the appropriate box and start making use of the new upgrade.

Characters: 45 XP.

The GM also needs the cyberpunk setting rules from the TAG website.

SCHEMES

Dr. Nathaniel Peaslee stared at the screen in front of him, his eyes flicking from one data feed to another. Individually the data feeds were innocent but when you saw all of them together the plan it revealed was monstrous. Shaken to his core and momentarily unable to comprehend how anybody could conceive, let alone allow, such a mad scheme Nate took off his glasses and rubbed his eyes.

How could he have been so blind? His long hours of painstaking research into viruses, the how and why of their mutations, working towards what he believed would be a better future for his fellow man – all a lie. Nate's shortsighted gaze rose to the crescent moon symbol of his employer picked out in silver on his laboratory door and he shivered. They hadn't wanted his research to

help mankind cure the ravages of the ever more prevalent mutating viruses; they had wanted to build their own virus – a weapon to be sold to the highest bidder!

Struggling to keep his loathing of Crescent Biotech bidden from his fellow researchers, Nate went about his tasks almost mechanically. His fellows may have noted his lack of customary enthusiasm but he made excuses about tiredness and they left him alone. Finally he decided there was no way he could continue the work; in fact he could not allow the corporation to go ahead with their plan unopposed. From the inside there was little Nate could do but if he could escape the corporate enclave perhaps he could make a difference.

Standing by the open life support unit, gazing at the all but dead clone body inside, Nate felt his customary panic rising again. As a man, more machine than biological, urged him to get a move on he cast his mind back to that map – the one with the town of Pleasant Falls marked by a biological hazard symbol and the flashing words "Sigma-7 Infection Test Site". Shaking himself, Nate slammed the lid of the unit closed and turned to the... no his... deniable asset team. "I'm OK, let's do this"

INTRODUCTION

Nathaniel Peaslee (friends call him Nate) is a researcher for the corporation Crescent Biotech, or at least he was until very recently; now he is on the run in the Conurbation with a highly illegal and infected clone!

Nate was employed to work on a top secret virus research program for Crescent Biotech, specifically providing information on viruses that potentially prevent

vaccines from working by stopping their host bodies from developing an immunity. During this research he developed an excellent working relationship with Dr. Aiden Flattery, who works and resides in a remote research laboratory, the two of them collaborated on a number of breakthrough studies.

Recently the two collaborators uncovered the primary reason for the research they and many others were undertaking – Crescent Biotech was developing a viral weapon! By the time they discovered this shocking revelation the virus, code named Sigma 7, was ready for testing on a target population and the corporation had identified the remote town of Pleasant Falls as their test site.

Lacking enough hard evidence to confront Crescent Biotech and stop the tests Nate and Aiden concocted a somewhat naïve plan of their own. As luck would have it the Sigma-7 virus was being incubated in clones grown in the laboratories (essentially a mindless collection of organs kept alive by machinery) and one of these clones was temporarily in the Crescent Biotech laboratory in the Conurbation.

Nate's plan is:

1. With the help of some deniable assets steal the clone and extract himself from the Conurbation.
2. Hire a second team of deniable assets (cutting any link between the first team, Crescent Biotech and him) to get him and the clone out of the Conurbation and to perform the other tasks on the way to Pleasant Falls.
3. Arrange to get hold of some Tasers or similar non-lethal weapons in case force is needed to restrain the Sigma-7 victims.
4. Extract Aiden from his research base along with data on Sigma-7.
5. Travel to Pleasant Falls where he and Aiden will use the infected clone and stolen data to synthesize a cure and vaccinate the population before the Sigma-7 has a chance to mutate.

So far Nate's plan has been a success; the first team of deniable assets successfully extracted him and the clone along with a Crescent Biotech vehicle from his corporate building. Nate sold some unrelated research data to a variety of brokers to gather the funds he would need and has arranged for a shipment of Tasers to be available. Now all he needs is the second team of deniable assets...

ACT 1: DOCTOR ABOUT TOWN

The scenario begins with the heroes being hired by a broker on behalf of a corporate researcher, Dr. Nathaniel Peaslee. Dr. Peaslee has absconded from his employers taking some rather valuable research material with him along with a company "car". The doctor's ex-employers, Crescent Biotech, are actively seeking him and the

SIGMA-7

Sigma-7 is the experimental bio-weapon being developed by Crescent Biotech; its purpose is not to kill the target population but to cause the maximum disruption possible. The virus progresses through three stages:

1) The virus manifests as a common cold with a slight fever, itchy eyes and a runny nose. This stage lasts 5–10 days and the victim is highly contagious allowing the virus to be passed on to further victims.

2) The symptoms become more like those of flu with severe aches, a high fever, sore throat, and upset stomach. Victims become increasingly weak requiring attention and care. This stage lasts an additional 5–10 days.

3) The victim collapses into a coma.

In approximately 20% of cases the stage 3 victim "awakens" after a few days with madness induced strength and rage. The victim is psychotic and berserk, attacking anyone they encounter.

heroes must get him and his precious cargo out of the Conurbation while avoiding the corporate pursuit.

ACT 1 SCENE 1 – A JOB

If your heroes already have a regular broker they deal with use that person in place of the broker, Fence, mentioned below. If your heroes check out their broker allow the usual research rolls and let them know he has a solid reputation and is considered trustworthy. Read or paraphrase the following to your players, substituting their regular broker for Fence if appropriate:

Well so far so good – Fence wanted a face-to-face meeting at a restaurant, Rock Heaven, where if nothing else you'd get a free meal. Rock Heaven's shtick is rock music from way back in the 1960s and 70s played at an ear splitting level. Thankfully the booth you are sitting in has a degree of sound proofing, reducing the music to a mere annoyance, and on the plus side there is no way anyone could overhear your meeting. Aside from pleasantries Fence has not spoken of any job yet but, as the main course is cleared away, he wipes his mouth with a napkin and turns to business.

"Thank you for meeting with me today; I trust you have had a reasonable meal and enjoyed the 'experience' of some classic music. Now to the job I have on offer. I was recently approached by a research scientist, fresh from a corporate research center, who requires a team to get him and a valuable commodity safely out of the Conurbation and

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CRESCENT BIOTECH

Default: Crescent Biotech is a large corporation specializing in biological systems. In recent years it has made a name for itself force growing “spare” organs such as hearts and kidneys.

Success: Crescent “grows” the spare organs in clones grown in tanks of chemical nutrients which force rapid growth. These clones have no brain activity and are legally not alive allowing the corporation to side step many laws.

Raise: There is a rumor that Crescent may be involved in darker research than cloning; there have been hints of biological weapons – tailored viruses and other such things.



delivered to a remote town with a couple of side trips. The nature of the commodity has not been disclosed to me other than it requires a special storage unit and must remain in the cargo area of a vehicle the client is providing. My limited understanding of the side trips are one involves a prearranged meeting to pick up some specialized armaments and the second a penetration and extraction job. I realize these details are vague but my client refused to give any more information. However, the money he is offering more than compensates for the secrecy". Fence slides a payment card preloaded with a sizeable amount of money towards you.

When the heroes agree to the task Fence gives the payment card to them along with a key card for a vehicle, a key card for a parking garage and a Crescent Biotech business card with the address of a parking garage in the Periphery and the word “bay 4-41” on the back.

“As you can probably deduce from the business card my client worked for Crescent Biotech. The client’s name is Dr. Nathaniel Peaslee; he’s about 6 foot, wears round, wire-rimmed glasses and has

shaggy grey hair. He doesn’t look like much and comes across as nervous but you might want to bear in mind this guy managed to extract himself and a vehicle from Crescent. Peaslee will meet you at his vehicle, in the parking garage in two hours, which just leaves us time for dessert, if you’re interested?”

ACT 1 SCENE 2 – WORKING AT THE CAR PARK

The address the broker gave the heroes is a multi-level underground parking garage in the Periphery. Unknown to both the heroes and Nate a group of thugs, hired by another broker in the employ of Crescent Biotech, have managed to locate Nate’s stolen vehicle and are waiting in the garage for Nate to arrive.

GETTING IN

The entrance to the underground garage is blocked by an armored steel shutter (Toughness 18); a card reader mounted on a post on the approach to the door *should* allow access to anyone who swipes a valid card. The thugs who preceded the heroes had to bypass the card reader to gain access and their tampering has caused the lock to malfunction.

When the heroes swipe the card given to them by their broker the lock gives out a low buzz and both the valid and invalid card lights glow. Anyone looking closely at the card reader who succeeds in a Notice roll can see it has been tampered with recently.

A few minutes work and a successful Repair roll gets the card reader working again.

A COMPLICATION

While the heroes are trying to gain access to the garage a Sentinel Incorporated patrol car drives past the access road leading to the garage. Successful Notice rolls hear the patrol car stop and begin maneuvering. If the heroes do nothing the patrol car reappears and turns into the access road pulling up behind the heroes just as they complete their repair of the card reader and the door begins to roll up.

Any reasonable explanation, “*My card got jammed and I had to lever it out*”, or a successful Persuade roll allays the two Sentinel security guards’ suspicions and they wave the heroes on their way.

If the heroes go for their guns the Sentinel guards retreat to their car while calling for backup. Said backup arrives in d6+4 minutes and consists of a further 3 patrol cars each containing 4 security guards. These reinforcements probably arrive as the heroes are engaged with the thugs in the garage resulting in a 3-way gun battle!

★ **Sentinel Incorporated Guards (2):** use Corporate Security Guard page 23.

THE GARAGE

The garage consists of 6 floors all identical in layout with vehicle ramps, pedestrian stairs and a pair of elevators leading between them. The floors are numbered from 1 to 6 as they descend.

Each floor is rectangular (60" by 40") with the elevators and stairs at one of the narrow ends and vehicle ramps at the opposite end and midpoint.

Parking bays are arranged in four rows of 40 vehicles on each floor with concrete pillars interspersed between them. Parked cars provide Medium Cover (+6 Armor) and the concrete pillars provide Light Cover (+10 Armor). Fluorescent lights should provide sufficient lighting on all floors but the poor maintenance schedule has left many of them malfunctioning resulting in Dim Lighting (-1 penalty).

THE AMBUSH

Nate's SUV is on floor 4, parking bay 4-41 which is at the far end from the elevators – it is immediately recognizable as it is white with the Crescent Biotech logo emblazoned upon its hood and doors.

About 10" away from Nate's vehicle is a truck with a closed back; hiding within are a number of thugs waiting for someone to approach the vehicle. The thugs wait until the heroes are within 2" of Nate's vehicle before hurling the truck doors open and ambushing them. The thugs are armed with clubs and use these *unless* the heroes retaliate with lethal force.

When half or more of the thugs are unconscious or dead two more thugs emerge from the truck armed with Hachiman Rapid Fires while the driver starts the engine. These newcomers use Suppressive Fire against the heroes to allow their comrades to withdraw to the truck. Any thugs withdrawing try to take their fallen colleagues with them. When any survivors reach the truck they clamber in and the driver attempts to escape.

★ **Thugs (2 per hero):** see page 25.

★ **Driver:** use Thug, page 25, with Driving d10.

TRUCK

Acc/Top Speed: 20/40; **Toughness:** 12 (3); **Crew:** 1+10
Notes: Air bags.

NATE ARRIVES

Soon after the heroes have dealt with the thugs a voice calls down from the level above *"Is it safe to come down now?"* It is Nate who arrived shortly after the heroes and witnessed the start of the fight before taking cover and hiding. Once reassured it is safe Nate descends and greets the heroes.

Nate urges the heroes to board the SUV and get going as the police are probably on their way. Use the information in the sidebar, "Dr. Nathaniel Peaslee" on page 23

SENTINEL INC

With very little central government controlled assets within the NYC the local police force is gradually being phased out. The replacement personnel are being provided by Sentinel Incorporated, a company that specializes in security.

There is a degree of ill feeling between the police and the Sentinel Inc. personnel due to the different stance the two organizations take – the police see the Conurbation as their "home turf" while to Sentinel Inc. it is just another property to be secured.



and in the introduction if the heroes start to ask Nate questions.

ACT 1 SCENE 3 – LEAVING TOWN

The heroes have no problems leaving the underground garage and are soon making their way through the streets of the Periphery towards the deregulated zone. Nate punches some instructions into the GPS system and the onboard computer is soon feeding directions to the driver.

Nate talks to the heroes telling them he intended to mask the Crescent Biotech markings of the SUV before they left and has suitable supplies with him to spray over the markings. He suggests they find somewhere quiet, probably in the deregulated zone, and work on the SUV.

THE CRESCENT BIOTECH HELICOPTER

With the SUV out of the underground garage Crescent Biotech picks up the signal from its tracking device and dispatches a helicopter to intercept. The helicopter is soon in visual contact with the SUV and lining up for an attack run.

Helicopters are not unusual in the Conurbation, often being used to transfer personnel from one corporate enclave to another and to monitor traffic flows, so the heroes are not necessarily aware of the impending attack. Roll some dice, look at the results and then call for a Notice roll.

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DR. NATHANIEL PEASLEE

Dr. Peaslee, or Nate to his friends, is a man quite out of his depth but he is passionate about his self-appointed task and does his best to deal with the heroes.

See the Introduction for further details of Nate's plan – how much of it he divulges to the heroes at any time depends upon how much he trusts them and how persuasive they have been. To begin with Nate is “the man” who is paying the heroes and everything is on a need to know basis; as time goes on and the heroes demonstrate they can be trusted to do the “right” thing Nate reveals more of his plan.

When he first meets them Nate does not reveal what the “valuable commodity” is only that it is biological samples that must be kept at a constant temperature which the special storage unit will do while it is linked to the SUV's power supply.

Before he actually reveals the truth about Sigma-7 and his mission Nate will have to be very sure of the heroes and their motives.

SAVAGE WORLDS EXPLORERS EDITION

If you are using the Savage Worlds Explorers Edition use the following to run the chase, using the additional Obstacle rules (see the Pulp Cyberpunk Rules). The Sentinel patrol cars begin at Medium Range and the Range Increment is 5”.

Shooting at the patrol cars is difficult due to the brightly flashing strobe lights causing a -1 penalty and the unstable platform penalty (-2) for firing from a moving vehicle. The characters best chance is to get away from their pursuers by increasing the distance between the vehicles to 10 Range Increments or more.

If a hero succeeds in the Notice roll read the paragraph below aloud to your players and allow the driver to make a Driving roll to try and dodge the helicopter's attack.

“There's something odd about what you first took to be a traffic helicopter flying behind the SUV; it takes you a second or so to realize it is emblazoned with the logo of Crescent Biotech – the same logo as on the SUV you are in. At the same time you realize what you took to be camera mounts are actually guns! The helicopter opens fire and a stream of bullets arc towards the SUV. Despite your last minute attempt to maneuver out of the line of fire you bear the multiple impacts against the body work followed by a horrendous clanging as the cargo area is penetrated.”

If all fail the Notice roll read the following aloud to your players:

“Without warning what you took to be a traffic helicopter flying behind you opens fire! As bullets arc towards the SUV you realize the helicopter bears the logo of Crescent Biotech. Despite your last second attempt to maneuver out of the line of fire you bear the multiple impacts against the bodywork followed by a horrendous clanging as the cargo area is penetrated.”

THE HELICOPTER ATTACKS

The Crescent Biotech helicopter continues to pursue the heroes and fire at them whenever a clear shot presents itself. The heroes need to ensure the helicopter does not get a clear shot!

Each round the driver of the SUV must succeed in a Driving roll to prevent the helicopter lining itself up for a shot. At the beginning of each round draw a single card for the heroes. If the card is a club the heroes encounter an obstacle, check the table below and apply the modifier as a penalty to the driver's roll.

Obstacle	Penalty
Slow traffic	-1
Traffic jam	-2
Road completely blocked ahead	-3
Narrow street which abruptly dead ends	-4

After six rounds of playing cat and mouse the helicopter abruptly gives up the chase as it receives notification of Sentinel Incorporated's involvement – proceed to Sentinel Incorporated Pursuit below.

If the heroes manage to damage the helicopter it gives up the pursuit and you should continue with the next section.

HELICOPTER (1)

Acceleration/Top Speed: 20/50; **Climb:** 20, **Toughness:** 9 (2); **Handling:** +1; **Crew:** 2

Abilities: Piloting d8, Shooting d8

Weapons: 1 x forward-firing machine gun (Range: 12/24/48; Damage: 3d6; ROF 1; AP 6, HW)

SENTINEL INCORPORATED PURSUIT

“Suddenly the helicopter pulls up and veers away as the sound of sirens replace the rattle of gunfire. Three Sentinel Incorporated patrol cars, their bright lights strobing, drop into position behind you.”

Each of the patrol cars has a driver and a passenger. The driver attempts to get close to the heroes vehicle and force it off the road and to a stop. If the heroes shoot at the patrol cars the passengers return fire.

Run this scene as a Chase with a standard length of five rounds. If a club card is draw indicating a Complication use the table below to see what happens and run the mini-scene. The heroes manage to get away from their pursuers if their vehicle is still running at the end of the chase or they disable all of their pursuers.

Shooting at the patrol cars is difficult due to the brightly flashing strobe lights causing a -1 penalty and the unstable platform penalty (-2) for firing from a moving vehicle.

OBSTACLES

Collisions count as Extras, so damage rolls don't Ace against the characters' vehicle. Text in *italics* is for GMs using *Savage Worlds Explorers Edition*.

Deuce (-4) Traffic Mayhem: A hacker changes the traffic priority just as the vehicle enters a junction. A success allows the driver to swerve around all the vehicles, while a failure causes a collision with a hard obstacle.

Three (-2) Tunnel: The chase enters a long underpass making overtaking difficult. *There is no penalty for a failed roll.*

Four (-2) Another Chase: A different chase crosses the chase. *A success allows the driver to swerve around all the vehicles, while a failure causes a collision with a hard obstacle*

Five (-2) Ambulance!: An ambulance belonging to Angel Care pulls out of a side road directly into the vehicles path. *A success allows the driver to swerve around the vehicle, while a failure causes a collision with a hard obstacle.*

Six (-2) Rough Road: The road surface has been damaged and large holes pockmark the surface. *A failed Driving roll indicates one of the major holes was not avoided and an axle slams down onto the road. Damage is 2d6 and the vehicle loses a Range Increment.*

Seven (-2) Damaged Fire Hydrant: Water is spewing onto the road making the surface slippery. *A failed Driving roll means the vehicle automatically goes Out of Control.*

Eight (-2) Collision: Two cars have smashed into one another right in front of the vehicle. *A success avoids the collision, while a failure leads to a collision with a hard Obstacle.*

Nine (-2) Road Construction Crew: A group of construction workers are moving barricades across the road. *A failed Driving roll results in the vehicle losing a Range Increment as the driver dodges the workers.*

Ten (-2) Late Delivery: A large truck, running late, pulls into the vehicles lane to overtake a car; the driver may just be able to squeeze past. *A failure leads to a head-on collision. The truck is moving 10" per round.*

Jack (0) Sharp Curve: The road curves sharply with crash barriers along its edge. *A failed roll badly scrapes the paintwork and the vehicle loses a Range Increment.*

Queen (0) Gun Fight: A gunfight is being waged

NATE'S VEHICLE

This is a large sport utility vehicle. The front "cab" consists of a driver and passenger seat each with their own doors. Sliding doors behind the driver and passenger give access to the passenger compartment that has two bench seats which can seat 3 people each. There are sunroofs above the driver and passenger compartments. The SUV has a cybernetic link up allowing someone with suitable cyberware to interface directly with the vehicle.

The rear of the SUV is a covered cargo bay with a tailgate giving the only access. The cargo bay is predominantly filled by what appears to be a high-tech coffin wired into the SUV's power system. Stacked around the "coffin" are various containers of gear, spare parts and tools.

The front of the SUV has a winch with 50 feet of steel hawser attached.

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+7

Notes: Air; Luxury Features; Four Wheel Drive.

WHAT IF NATE'S SUV IS DESTROYED

Hopefully any hero driving the SUV has the Ace Edge, which enables them to make Soak rolls for any damage the vehicle takes. If you are using the Pulp Rules remember a Bennie spent on a Soak role which soaks all Wounds is given back to the player. If at all possible the GM should try to ensure the SUV is not damaged too severely or destroyed! The SUV carries sufficient tools and spare parts to repair one of each type of Critical Hit to the Engine, Locomotion and Controls. Each such repair requires a successful Repair roll with a -2 penalty if performed outside of a workshop.

If the SUV is effectively destroyed Nate reluctantly suggests they steal a suitable vehicle (if near a settlement) or hijack the next vehicle of a suitable size to carry their cargo. It is left to the GM's imagination as to whether this heist is as simple as it sounds or more complicated. Once a suitable vehicle is obtained a successful Repair roll wires the "coffin" into the vehicle.

across the road. *A failed roll causes the vehicle to be hit by a shot for 2d6 damage.*

King (0) Sudden Downpour: Torrential rain suddenly drops from the skies reducing visibility to virtually zero; this result affects all vehicles involved in the chase! *A failed roll means the car drops back 1 Range Increment.*

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Ace (0) Road Side Fire: A building alongside the road is on fire with thick smoke billowing across the road. A failed roll causes the vehicle to graze another losing speed and costing it one Range Increment.

★ **Sentinel Incorporated Driver (3):** use Corporate Security Guard, Driver, see page 23.

★ **Sentinel Incorporated Passenger (3):** use Corporate Security Guard, see page 23.

SENTINEL INCORPORATED PATROL CARS (3)

Acc/Top Speed: 30/56; **Toughness:** 10 (3); **Crew:** 1+3; **Notes:** Air bags.

ACT 1 SCENE 4 – ARMOR UP

Once clear of pursuit Nate asks the heroes to pull over so they can assess the damage caused by the helicopter attack.

A quick survey of the exterior of the SUV reveals quite

a few dents and abrasions caused by bullets that ricocheted off of the bodywork. More worrying is the single bullet that penetrated the body and impacted inside the cargo area.

Nate opens the back of the SUV to reveal a 6 foot long, 3 foot wide and high container with an intricate looking control panel set on one side. Nate scrambles into the cargo area and frantically taps controls on the side of the container while studying the readouts. After a minute or so Nate leans back and wipes the sweat from his forehead. Gazing around the back of the SUV he points to a metal toolbox strapped to one wall with a massive dent and then to a hole in the floor of the cargo area.

"We were lucky, very lucky. Just look at the trajectory of the bullet that penetrated," Nate's finger traces a straight line from the hole in the side panel of the SUV to the dent in the toolbox; the line misses the top of the crate by less than an inch. *"We can't risk any damage to this container. I suggest we hide ourselves in the deregulated zone and see if we can find some way to reinforce the structure of the cargo bay to make it more bulletproof."*

THE TRACKING DEVICE

The SUV actually has three tracking devices, two of which are active all the time. The third is mainly passive only broadcasting when it receives an activation code, and even then only sends a minute amount of data.

The two active tracking devices can be found relatively easily if the heroes state they are looking for them, requiring only a successful Notice roll for each one. The passive tracking device cannot be found at this time.

THE DEREGULATED ZONE

If the heroes have had any friendly contact with any communities or gangs within the deregulated zones they may well suggest travelling to one of them and Nate warily agrees. If not it takes the group about an hour to find a shell of a warehouse in which they can hide the SUV while they work on it.

MAINTENANCE WORK

Once the SUV is hidden the heroes and Nate can get to work disguising and armoring it. The Crescent Biotech markings may be either covered over with spray paint (Nate has several cans in the SUV) or scraped off with a suitable tool.

Adding armor to the SUV is a more difficult task and is broken into two steps:

Step 1: Find Suitable Materials for Armor.

Allow the heroes a cooperative Notice roll, each success and raise garners them sufficient armor to provide +1 Armor to the SUV. If the heroes are in a friendly settlement give them a +1 bonus to this roll. If the settlement is one that deals with scavenging the deregulated zone (for example the Pack Rats from Daring Tales of the Sprawl #2 – Tail Chasing) give them an additional +1 bonus. Finally if the heroes are willing to pay, they gain a +1 bonus for each \$500 dollars they spend.

Step 2: Affix the Armor to the SUV

Once the heroes have gathered sufficient material, it requires a cooperative Repair roll to affix it to the SUV. Give the heroes the same bonuses as applied for finding the material. A success attaches the armor but lowers the SUV's Acceleration by 2 and top speed by 4. Each raise on the Repair roll reduces these penalties by 1 and 2 respectively.

ACT 2: ON THE ROAD

This act contains several scenes that should be run *between* the other acts detailing what happens to the heroes on their road trip. Each scene gives details of when it should be run but a summary is given here along with the approximate distance from the Conurbation the Act/Scene occurs:

Act 2 Scene 1 – Crescent Biotech Bikers (as the heroes leave the Conurbation)

Act 2 Scene 2 – Arms Meet (about 80 miles or 2 hours drive from the Conurbation)

Act 3 – Crescent Biotech Extraction (about 320 miles or 8 hours drive from the Conurbation)

Act 2 Scene 3 – Wreckers (about 400 miles or 10 hours drive from the Conurbation)

Act 2 Scene 4 – Bridge Out (about 480 miles or 12 hours drive from the Conurbation)

Act 4 – Pleasant Falls (about 560 miles or 14 hours drive from the Conurbation)

ACT 2 SCENE 1 – CRESCENT BIOTECH BIKERS

As the heroes leave the Deregulated Zone and the outskirts of the Conurbation, Nate directs them towards a major highway. Fearing Crescent Biotech may have issued a warrant for his arrest since his defection Nate also turns on the SUV's radio, quickly tuning it to the Corporate News Channel ("CNC – all the corporate news as it happens").

THE PASSIVE TRACKING DEVICE

Shortly after the heroes leave the Conurbation, Crescent Biotech begins to blanket broadcast the activation

SO WHERE IS PLEASANT FALLS?

The answer to this depends upon where you have set your adventures. Ideally, Pleasant Falls needs to be at least 14 hours drive away from the Conurbation. The roads the heroes will be travelling on are not all major roads so their average speed is going to be about 40 miles per hour – so Pleasant Falls needs to be about 560 miles away.

If your heroes home city is in a country which doesn't allow such distances to be travelled (e.g. the United Kingdom) you will have to arrange for the heroes to be somewhere more suitable – perhaps at the end of another mission.

HACKING ON THE ROAD

Within the Conurbation, or any other built up area, access to the Super Net is always available either by hard-wired networks or the ubiquitous Wi-Fi. On the road the Hacker has to rely on the coverage provided by satellites in orbit around the earth. For "normal" day-to-day activities such as checking the news or weather no roll is required. However, to secure a connection suitable for hacking computers and networks a Hacker first needs to hack one of the satellites which are all Red-6 systems. Once within the satellite system the Hacker requires a simple Hacking success to access the Super Net.

code for the passive tracking device embedded in the SUV. The tracking device responds with a very short but powerful transmission of the SUV's current co-ordinates. If the heroes still have the SUV's radio on, or have their own radio headsets active, a successful Notice roll hears a short burst of interference. Any hero noticing the interference and succeeding in a Smarts roll deduce the interference is caused by something transmitting.

Smart heroes may try to find the passive tracking device once they are aware of it. The device is very well hidden and disguised requiring a Raise on a Notice roll and a successful Repair roll to locate.

MOTORBIKE CHASE

Soon after the passive tracking device broadcasts their location Crescent Biotech sends a strike force to intercept the heroes. The force consists of six armored motorbikes. In addition to the drivers all of the bikes have an armed passenger; two of the passengers are armed with Hachiman Hayabusa ("bird of prey") missile launchers (Range 24/48/96, Damage: 4d8+2, RoF: 1, Medium Burst Template, Heavy Weapon, Snapfire, Ammo: 1 each) – remember the unstable platform and snapfire penalties to be applied to shooting from a moving vehicle for a total of -4 on Shooting rolls.

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SAVAGE WORLDS EXPLORERS EDITION

If you are using the Savage Worlds Explorers Edition use the following to run the chase, using the standard Obstacle rules. The bikes begin at Medium Range and the Range Increment is 5". The chase continues until either the heroes get away from their pursuers (by increasing the distance between the vehicles to 10 Range Increments or more) or the bikers are eliminated.

MR. HENRIKSON

Default: No knowledge, he is not important enough to have made a name for himself.

Success: The broker who calls himself Mr. Henrikson is one of the small players in the Conurbation; he has had several attempts to make it to the "big time" but never quite made it.

Raise: Mr. Henrikson has been linked with several cases of double crosses; deniable assets have found themselves facing alerted corporations when working for him and in one case an arranged extraction team showed up an hour late to pull out a team – allegedly a simple misunderstanding. Basically the guy shouldn't be trusted.

The six bikes join the highway shortly after the heroes pass an on and off-ramp on a section of highway which runs almost dead straight for several miles. The bikes, like the heroes SUV, are designed for off-road travel and continue their pursuit if the heroes leave the highway.

Run this scene as a Chase with a length of "Dogfight" – the chase continues until the bikers are eliminated. If a club card is drawn indicating a Complication the relevant vehicle has hit some debris on the road, a road sign, crash barrier or similar.

MOTORBIKES (6)

Acc/Top Speed: 20/36; **Toughness:** 10 (4); **Crew:** 1; **Passengers:** 1

★ **Corporate Security Guard, Driver (6):** see page 23.

★ **Corporate Security Guard (6):** see page 23, two are armed with a Hachiman Hayabusa ("bird of prey") missile launcher (Range 24/48/96, Damage: 4d8+2, RoF: 1, Medium Burst Template, Heavy Weapon, Snapfire, Ammo: 1 each)

ACT 2 SCENE 2 – ARMS MEET

Nate made a deal with a broker, going by the name of Mr. Henrikson, to obtain the Tasers he requires. Being somewhat naïve Nate didn't do any background checks

on his broker, which is unfortunate as Mr. Henrikson has a bad reputation about the Conurbation. If the heroes want to investigate Mr. Henrikson before the rendezvous allow them the usual Investigation, Streetwise or Hacking rolls and see the nearby sidebar.

Nate has the GPS coordinates for the meeting place provided to him by Mr. Henrikson; when Nate arrives at the meeting place he is to call a number and his contact will meet him there.

The coordinates lead to a disused processing factory some 80 miles from the Conurbation with a single, narrow, mile long track leading to it from the main road. Rough scrubland and a few trees mask the factory from view by those passing on the road.

The factory is an area some 200 feet square surrounded by an old chain link fence, which has many holes in its rusted metal. The factory is composed of a single structure, a long narrow building with gaping holes where the windows and doors used to be. The interior is dimly lit and has been gutted of anything useful including the interior walls, leaving a large open space with a few piles of rubbish and old machinery.

The factory building is 30" by 12" with a large hole (where the loading doors once were) in the center of one of the shorter sides and a normal door-sized hole at one end of a longer side. The broken windows are 3" above the ground and a successful Climbing roll is required to get to them. The windows provide Dim Lighting. There are six piles of rubbish that can provide cover in any fight, all provide Light Cover and most give +1 armor while two of them are old machinery and give +3 armor. Use Small Burst Templates to represent these piles of rubbish. The building has a roof that slopes from one side to the other (4" above the ground on one side 5" on the other) with exposed girders on the underside. A successful Climbing roll is required to gain access to the girders for any potential snipers.

THE RENDEZVOUS

When Nate makes the phone call he is told the weapons will be with him in 30 minutes and he should stay put. Mr. Henrikson is, of course, going to double cross Nate and he sends a team of thugs backed up by two samurai to the meeting. The team's plan is given here but actions by the heroes may alter things.

The group arrives in 3 cars, one of which stops momentarily at the road junction to allow the samurai to exit the car. While the cars drive slowly up to the factory the two samurai swiftly and quietly make their way to the factory through the brush. As the Negotiator and his thugs noisily exit the cars the samurai make their way to the other side of the factory and climb up to the windows on that side (assume they make their Climbing rolls).

The Negotiator and thugs enter the building carrying several metal cases which, after placing them on one of the piles of junk, they open. The cases contain Tasers, stun batons and batteries for them. Read or paraphrase the following as the Negotiator begins to speak:

"I'm assuming one of you is Dr. Peaslee? I am a representative of Mr. Henrikson, who unfortunately could not personally make this meeting. He has, however, instructed me to act as his agent. As you can see we have the requested merchandise, but there has been a complication. Certain activities in the Conurbation have resulted in the prices for such merchandise increasing quite dramatically and we are going to require further funds before we can hand these over."

If the heroes don't intervene Nate asks how much more and is told a figure that makes him go pale before stammering that is equal again to what he has already paid. The Negotiator apologizes but states "business is business" and insists Nate pays up (which he cannot as he does not have sufficient money left). The Negotiator has instructions to eliminate all witnesses if a deal cannot be struck and he does not hesitate to pull his gun, which signals his men to attack when this becomes obvious.

THE ATTACK

All of the thugs (including the Negotiator) draw their weapons and move their full distance for one round away from any obvious heroes before taking cover or going prone. The samurai provide covering fire by shooting at the heroes from the windows; they have had plenty of time during the negotiations to take aim and hence get +2 to hit with their first shots.

★ **Negotiator (1):** use Thug, see page 25, with Persuasion d8.

★ **Thugs (2 per hero):** see page 25.

★ **(2):** see page.

THE WEAPONS

The metal cases contain 4 Taser Guns, 4 hand held Tasers and batteries for all of them – these weapons are detailed in the Morrighu Arms Catalog Addendum in Appendix A.

ACT 2 SCENE 3 – WRECKERS

After leaving the Crescent Biotech research center the heroes' route becomes wilder with few signs of habitation. The road becomes worn and in places eroded or pockmarked with fissures and craters – signs of past violent encounters. The terrain beyond the road varies between actual greenery, naturally growing trees, grass and shrub, and areas of blasted and muddy land reminiscent of a war zone. The area is currently home to a roaming gang of wreckers – a gang which preys upon other travelers, killing them and reducing their vehicles to scrap and spare parts.

This scene occurs as the heroes are driving along a reasonably straight stretch of road cut through a steep hillside; on one side the land drops steeply downward

whilst on the other it raises steeply upward. Both sides of the road have drainage ditches, too deep and wide for the SUV to cross. The hillsides are covered in long grass with a scattering of trees and bushes.

THE AMBUSH

The heroes round a sharp bend to see an articulated truck jack-knifed across the road blocking both carriageways, the windscreen is broken and a body lies on the road just in front of the tractor. The body is just that – a dead body. When the heroes move to investigate the body two snipers hidden in a copse about 60" away, who have been aiming for at least one round (gaining a +2 bonus to hit), shoot at the heroes; one targets the heroes' vehicle aiming for the tires while the other targets any obvious "muscle". The SUV's tires have Toughness 6 and have no armor aside from any the heroes added to the SUV – a "Wound" causes a tire to burst.

The snipers gain Medium Cover (-2 penalty to hit them) from the undergrowth.

When the heroes begin to approach the copse (before or after dealing with the snipers) a further six wreckers step out of the foliage. Two of the newcomers use their machine guns to lay down suppressive fire for a round while their fellows target individuals.

If more than half of the wreckers are incapacitated or killed the remainder attempt to flee, running away through the copse and gaining +2 Cover as they do so.

★ **Wreckers (8):** see page 25.

TO THE VICTORS

If the heroes search the thicket where the snipers were hiding they find the gang's temporary camp; four camouflaged tents containing sleeping bags, clothing, food and a makeshift cooking area. The truck is drivable if the heroes need a replacement vehicle or just want to upgrade. However Nate is against the idea as such a vehicle will slow them down and it is not as adaptable as the SUV. If your heroes insist you may need to make some changes to the rest of the scenario. The trailer contains a scavenger's paradise – it is jam packed with vehicle parts, from body panels to electronics, to complete engines as well as all manner of tools, including cutting torches. If the heroes' SUV is damaged the heroes can certainly find suitable spare parts here to repair it.

ACT 2 SCENE 4 – BRIDGE OUT

The route the heroes have been following towards Pleasant Falls crests a high hill and ahead they can see a river, swollen by recent torrential rain. The road leads up to the river and ends at one end of a bridge, which has been washed out by the high water!

Nate begins to fret – the bridge was the only way across the river in this area; finding another route would delay them and jeopardize the aid they can give the in-

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NATE'S PLAN FOR AIDEN'S EXTRACTION

Nate has been planning both his escape and the extraction of his colleague for some time and has managed to obtain some details of the security at the Crescent Biotech center. Nate knows the following:

- * The research center's computer system is not usually connected to the Net; when data transfer is required the system connects but Nate does not know when this is.
- * The cameras are motion sensitive and possess infrared capability. They are routinely monitored by the center's computer.
- * If the cameras are the same as those generally used by Crescent Biotech they feed their data directly to the security center, but can also record and store up to two hours video footage each. It should be possible to get a camera to record several minutes of footage while also relaying it to the security center. The camera could then be set to replay the recording over and over.
- * The center consists of a two story residential block, a one story administration block (which houses the security center), and a bunker which houses an elevator to the underground research laboratories. Nate suggests the team neutralize the guards first, and then locate Aiden Flattery so he can lead them to his research.

The center has 30 research personnel, 15 administration staff and about a dozen security guards – the last is a guess based on Nate's observations at other Crescent Biotech buildings.

Once Nate has told the heroes what he knows give them a chance to think of ways to overcome the cameras before Nate speaks up. Nate's plan is for one of the heroes to get to one of the towers and rig the cameras to relay blank footage back to the security center. To enable someone to get close without being detected the approach should be at night, and the hero's body heat can be lowered by a special water-cooled suit Nate stole. The water system is passive with no heat exchanger or cooling unit so will not mask the hero's body heat for long, but it should lower the wearer's temperature enough so they merge with the night temperature.

fectured town. If the heroes do not mention it Nate asks if the SUV is waterproof and up to fording the river? It is.

FORDING THE RIVER

To begin with all goes well as the SUV drives slowly

into the river but, within a short distance, the water level rises above the doorsills and it is soon lapping just under the windows. Ask the vehicle's driver to make a Driving roll as the current begins to push laterally against the SUV. With a success the vehicle creeps slowly across the river while a failure results in a collision with a hidden rock causing 2d6 damage.

STUCK

When the SUV is about half way across it suddenly drops a foot or so as the riverbed beneath caves in under all four wheels leaving the vehicle stuck with its wheels spinning uselessly getting no traction. The heroes are going to have to somehow shift the SUV forward so it can gain purchase. As the heroes begin to exit the vehicle one of them spots a large tree upriver, being buffeted from side to side of the river, but heading straight for the SUV!

The heroes can make use of the winch on the front of the SUV and/or push the vehicle. To make use of the winch requires a hero to get the end of the cable across the rest of the river. A successful Swimming roll with a -2 penalty gets a hero across the river; each failed attempt gives the swimmer a level of Fatigue. Once ashore it takes one round to secure the winch cable to one of the bridge supports. The winch gives the SUV a Strength of d12+2 to assist or supplement the heroes who are pushing.

Shifting the SUV sufficiently for its wheels to gain traction requires a total of 10 successful Strength rolls with a -2 penalty due to the heroes having to fight the river current as well as push (if a hero achieves one or more Raises this counts as a single additional success). Heroes may work together using cooperative rolls to offset the penalty. If any hero rolls a 1 on their Strength roll they are buffeted by the current against the SUV taking 2d6 damage as though from an Extra.

The oncoming tree begins 21" away from the SUV and travels 3 inches per turn twisting and spinning, sinking and rising as it approaches. If the tree hits the SUV it causes 2d6 + 12 damage and overturns it. The current catches the damaged SUV and it is swept up on the far bank about half a mile downstream. Any heroes in the SUV during this bumpy ride must succeed in a Vigor roll or take a level of Fatigue from bumps and bruises. See the side bar What If Nate's SUV Is Destroyed.

Creative heroes may try to destroy the tree before it can impact the SUV especially if they have heavy weapons such as a missile launcher. Don't deny them their destructive urges but describe how the tree bobs up and down, sometimes above and sometimes below the water making it extremely hard to damage. Apply a uniform -4 to hit the tree which has a Toughness of 12 and the equivalent of 3 Wounds; for each wound inflicted on the tree reduce the impact damage against the SUV by 4 points.

ACT 3: CRESCENT BIOTECH EXTRACTION

This act contains details of the extraction of Aiden Flattery from the Crescent Biotech research center. The first scene examines the external details of the center and the following scenes detail the various buildings arranged in the order they will probably be encountered if the heroes follow Nate's plan (see the nearby sidebar). If the heroes attempt to enter the facility during the day rather than at night the GM will need to amend some of the descriptions below.

ACT 3 SCENE 1 – CRESCENT BIOTECH RESEARCH CENTER

APPROACHING THE CENTER

The SUV's satnav directs the heroes to a narrow road leading off the main highway towards a wooded ridge. A successful Smarts roll whilst studying a map, or a Hacking roll, suggests the research center the heroes are seeking is about a mile beyond the far side of the woods. If the heroes do not think of checking, Nate can inform them of this fact as he has visited the center before.

THE EXTERIOR

The research center is sited upon level ground about one mile from a wooded ridge that supplies the only cover within a reasonable range. The center is a square measuring 200 yards on each side, surrounded by a ten feet high chain link fence with three buildings within it. The road the heroes entered the wood on leads to a gate in the fence.

At each corner of the compound there is a tower rising a further ten feet above the fence (giving a total height of 20 feet). The towers are just large enough for a person to stand but are not routinely manned; however each tower supports an array of cameras.

THE CAMERAS

The cameras have an effective range of 50 yards beyond the fence and cover all approaches to the center. The cameras are generally controlled and monitored by the computer in the security center but the security guards can take manual control if they need to.

Avoiding detection by the cameras is almost impossible by day unless the heroes have some form of rural camouflage and move very slowly – even then the hero must succeed in a Stealth roll opposed by the security system's Notice of d10. At night the cameras also have a d10 Notice against anything with a temperature more than a few degrees above the night temperature. If a cam-

era spots one of the heroes it alerts the security guards (see The Center Alerted on page 13).

If a hero examines one of the cameras a successful Smarts roll indicates they could be set to record for a few minutes and then to play back the recording rather than relaying a live feed which should allow other heroes to reach the fence unseen. Such an action requires a successful Repair or Hacking roll. Alternatively a hero could interfere with the arc a camera swings through leaving a narrow path unobserved; a successful Smarts roll is required to figure this out.

THE TOWERS

Each of the four towers has a ladder leading up to a platform twenty feet above the ground surrounded by bulletproof plastic barriers giving Medium Cover and +4 armor. Each platform has a swivel mount for a medium machine gun (these are only mounted when the center is alerted) allowing them a 360-degree arc of fire. Additionally, each platform has a trio of floodlights powerful enough to illuminate the whole of the inside of the compound and outside to a distance of 100 feet.

The machine guns are stored in the Security Center but their statistics are repeated here for convenience: Range: 50/100/200, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB.

THE FENCE

The ten foot high chain link fence is electrified carrying enough current to cause 2d8 damage from an Extra. A successful Repair or Stealth roll deactivates the fence allowing the wire mesh to be cut or the fence climbed.

THE BUILDINGS

One of the buildings is a two-story structure with many windows and a fire escape at the back (the residential block), the second is a single story building (the administration block) while the last is a low concrete bunker (entrance to the research center). All doors and windows have alarms linked to the security center, which are activated if anyone attempts to force them. Each building's external doors are locked by a swipe card lock requiring a successful Stealth or Hacking roll to unlock; a failed roll sets off an alarm. All windows are made of armored glass with closed blinds on the inside. Doors and windows have Toughness of 12.

Crescent Biotech personnel carry swipe cards to access the buildings they are authorized for: security guards and researchers can access all buildings while administration staff can only access the administration and residential blocks.

THE CENTER ALERTED

The center could be alerted by one of the cameras spotting movement, loud noise within the compound or

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THE CRESCENT BIOTECH COMPUTER NETWORK

The research center has three different computer networks each with a distinct purpose (and rating):

Admin Network (Green 8): Contains staff records including room assignments within the residential block. It is also responsible for day-to-day functions such as entertainment. Access points can be found in the Administration and Residential blocks.

Research Network (Red 6): Used by the researchers in the laboratories. Access can only be gained via computers in the Research block. Once hacked a successful Hacking roll can find the research data required by Nate on Sigma-7 and the location of the bio samples he requires (Sub-Level 3, storage chamber 6, cryo-cabinet 116).

Security Network (Red 8): Can only be accessed in the Security Center in the Administration block and controls the cameras and power to the electrified fence. It can be used to activate or deactivate the drones in the admin block, but not those in the research block. With a raise on a Hacking roll the security network can be linked to the other networks allowing them to be hacked.

the heroes running into one or more guards who raise the alarm. When the center is alerted several things happen:

- Steel shutters slam shut over the doors and windows of all buildings and require clearance from the security center before they open.
- Sleeping security guards are awoken and spend a few minutes gearing up.
- Four guards head to the towers at the corners of the compound with medium machine guns, climb up and mount their weapons.
- The remaining guards spread out in groups of two to look for the intruders.
- A call is made to Crescent Biotech for reinforcements but such aid will not arrive for at least an hour – hopefully the heroes will have completed their extraction and fled the area by then.
- All non-security personnel have been drilled in what to expect if the alert is raised and will be quite calm assuming it is a drill until they find out otherwise (probably by armed heroes threatening them). Even when notified that the alert is not a drill most of the non-security personnel will stay, quietly in their quarters fearing for their lives.

ROUTINE PATROL OF THE WOODS

If the heroes decide to deal with the cameras by sending in a single team member use this section to *entertain* the rest of them!

While the team watches their teammate stealth to-

wards the fence call for Notice rolls with a success hearing movement within the woods. Investigation reveals two security guards, sporting the Crescent Biotech logo on their armor, making a sweep of the woods. It is immediately apparent the guards will find their vehicle unless the heroes intervene somehow.

Hopefully the heroes have the sense to deal with the guards quietly, without guns shots; if shots are fired each has a 1 in 6 chance of alerting the research center (see The Center Alerted on page 13).

If the guards are questioned they relate the center's security system detected the noise of a vehicle and they were sent out to investigate. If suitably persuaded (or threatened) the guards can tell the heroes the layout of the buildings and what is where (the GM should paraphrase the information in this Act). Guards sent on patrol do **not** carry key cards for any of the center's buildings.

★ **Corporate Security Guards (2):** see page 23.

ACT 3 SCENE 2 – THE ADMINISTRATION BLOCK

The administration block houses the security center and guard barracks. The GM should keep track of where the guards are and what they are doing. There are a total of 12 guards in the center distributed as follows: 6 asleep / resting in the barracks and lounge, 2 in the security center and 4 either patrolling (during the day) or in the ready room.

RECEPTION

A typical reception area with a single desk, corporate branding and little else except an atypical drone sentry gun turret! The turret is an armored hemisphere in the center of the ceiling with a mounted medium machine gun. The turret can be activated or deactivated from the security center and is activated each night.

The desk has a built in computer linked to the admin network; a successful Hacking roll is required to access the network, which may then be hacked as per the normal rules.

★ **Drone, Static Defense (1):** see page 24.

OFFICES AND CORRIDORS

Past reception is a T-junction of corridors with offices leading off of each. The corridors are featureless giving no cover, while the offices have the normal furnishings that can provide Light Cover.

These areas are patrolled by 4 Mobile Defense Drones, which the GM should spring upon the heroes as desired. The drones are semi-autonomous during their patrols but report back to the security center if they encounter anything unusual. In game terms a drone alerts the center on the round *after* it encounters the heroes – if they can disable it in one round it cannot report back.

★ **Drone, Mobile Defense (4):** see page 24.

SECURITY CENTER

Situated in the center of the administration block and marked by an armored door (Toughness 18). The door has a swipe lock that can be opened with a successful Repair or Hacking roll.

The security center is always manned by between two and four security guards; two always remain here. A door leads from the center to the guards ready room – a kitchen / lounge area with storage lockers for the armor and weapons of the off-duty guards as well as 4 medium machine guns (Range: 50, 100, 200, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB). The center's security network can be accessed here.

★ **Corporate Security Guards (2 or 4):** see page 23.

SECURITY BARRACKS & LOUNGE

A small room with 10 bunks linked to a recreation area. Unless the center is alerted there are 6 guards asleep or resting in these rooms. These off-duty guards are armed only with pistols and do not have any armor. The walls and doors of the barracks are thicker than the normal walls and sound proofed to allow the guards to sleep – this also means even the sound of gun shots do not travel beyond (or into) the area.

★ **Corporate Security Guards (6):** see page 23 but reduce Toughness to 6.

ACT 3 SCENE 3 – RESIDENTIAL BLOCK

The residential block is a two-story building containing 50 self-contained single apartments, a dining room, a gym and several lounges and recreation areas. When not working in the laboratories or administration offices all personnel except the guards live here.

There is no security in the residential block except for the doors and windows. However a few of the residents are authorized by Crescent Biotech to carry weapons and are not afraid to use them on any *deniable assets* who happen by!

RECEPTION

The reception is just a small room where the elevator and stairs are housed. A desk has a built in computer linked to the Admin network. If the network is hacked the heroes can find Aiden Flattery's apartment number (first floor, apartment 20) and also stop any alerts being sent to the security center.

DOOR-BY-DOOR SEARCH

If the heroes do not know the number of Aiden Flattery's apartment they have to do a room-by-room search. For each room investigated there is a 1 in 6 chance there

are two occupants rather than one. All occupants have a 1 in 6 chance of knowing where Aiden's apartment is. Also, for each occupant draw a card; if it is a face card they are armed and react badly to the heroes!

If the heroes act suspiciously there is a 4 in 6 chance an encountered person hits a panic button sending an alert to the security center.

Note that the center's personnel are used to "security specialists" visiting (sometimes at odd hours) and will not automatically assume the heroes should not be here – any feasible cover story will allay suspicions. For example the heroes may claim to be specialists from Crescent Biotech sent to remove Dr. Flattery for questioning or a new research project off-site.

★ **Armed "have a go hero" (1):** use civilian, see page 23, with Shooting d6 and armed with Glock 9mm (Range: 12/24/48, Damage: 2d6, Rate of Fire: 3, Shots: 32, AP 1, Semi-Auto),

AIDEN FLATTERY'S APARTMENT – FIRST FLOOR APARTMENT 20

Note the following assumes the heroes have not set off an alert – if they have Aiden will be alone in his apartment and not being threatened by a colleague.

One of Aiden's co-researchers, a rather lackluster scientist, has been jealous of Aiden's successes and has been secretly spying on him and his research. Whilst hacking into Aiden's data pad the spy discovered his plans to be extracted from Crescent Biotech. Rather than report Aiden the spy chose to confront him, demand to be joint-credited for all of his research and then arrange for Aiden to be *accidentally* killed during his extraction.

When the heroes arrive outside Aiden's apartment the spy and a security guard ally are discussing how Aiden is going to help them while holding him at gunpoint. Any hero close to Aiden's door who succeeds in a Notice roll hears low voices within; what is being said cannot be heard unless the hero has enhanced senses of some form in which case read the following:

"So this is how it is going to happen Aiden. You credit me with being a partner in your research here at the center and I pay off this nice security guard so when your little extraction happens nothing untoward occurs. Alternatively I could just call Crescent and let them know what you are planning; as it happens I have internal affairs on speed dial. So what's it to be?"

The apartment door is locked with the normal swipe card lock. Additionally the spy has also wedged a chair against the door, which prevents it being opened easily and alerts those inside if anyone attempts to open the door. A successful Strength roll bursts the door open.

INSIDE THE APARTMENT

Aiden is seated in a chair opposite the door and be-

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hind him stands a security guard with his pistol aimed at Aiden. The spy is sat in a second chair opposite Aiden. All three are only 2" away from the apartment door. The security guard is essentially on Hold and the heroes can see he is more than willing to shoot Aiden.

The heroes could try and persuade or intimidate the guard and/or spy into letting Aiden go or a particularly agile (and confident) hero could try and disable the guard before he can pull the trigger. If a fight breaks out the spy draws his gun as his first action whilst going Prone behind his chair. On his second action the security guard triggers his radio and calls for backup. If any of the center's guards are capable of responding they arrive in about 2 minutes.

If Aiden is shot he should be treated as Incapacitated and Bleeding Out but as he is no longer part of the combat will only have to make a Vigor roll every minute.

★ **Aiden Flattery:** see page 23.

★ **Spy (1):** use civilian, page 23, but add Fighting d6, Shooting d6, Parry 5, Glock 9mm (Range: 12/24/48, Damage: 2d6, Rate of Fire: 3, Shots: 32, AP 1, Semi-Auto),

★ **Corporate Security Guards (1):** see page 23, make him a Henchman with 3 wounds but no Wild Die.

AIDEN'S RESEARCH

Once Aiden is safe he tells the team he had a feeling he was under suspicion and so did not manage to get the data and samples he and Nate require from the research laboratories. The team will have to break into the laboratories and remove them. Aiden knows the research laboratories are locked down between the hours of 19:00 and 06:00 and the bio samples required are on sub-level 3, storage chamber 6, cryo-cabinet 116).

ACT 3 SCENE 4 – RESEARCH LABORATORIES

The low concrete building houses only a foyer and a pair of elevators, both of which are locked down on the lowest sub-level between the hours of 19:00 and 06:00. Beneath the bunker are two levels of research laboratories both of which are accessed by the two elevators.

Under the research levels are a further 3 sub-levels used for storage which can only be accessed by a cargo elevator sited at the far end of the levels from the main elevators and runs between all 5 floors. The cargo elevators is not locked down.

GETTING TO THE LOWER LEVELS

Once inside the bunker the heroes can gain access to the underground levels by either "hot-wiring" an elevator or abseiling down the elevator cables. Hot-wiring an elevator requires a raise on a Repair roll with a failure indicating the controls are fused and unable to be fixed.

A successful Strength roll opens the elevator doors and a successful Climbing roll is required to climb down

to each level. If the Climbing roll is failed the hero starts to fall and has one chance to catch himself with a successful Agility roll – even then the hero takes 2d4 damage to his hands from friction burns (treat as though from an Extra). A hero takes 4d6+4 damage falling from the ground floor and 2d6+2 if falling from the first underground level; again such damage should be treated as though from an Extra.

THE LABORATORY LEVELS

Both of these levels are essentially identical consisting of a single long corridor running between small foyers in front of the main and cargo elevators. On either side of the corridor are six laboratories all outfitted with high-tech equipment for bio-medical research. All of the laboratories have computers linked to the Research Network.

The corridor is 240 feet long (40 game inches) with no furnishings to provide any cover or protection. Midway down each corridor is an armored autonomous sentry gun that is armed and programmed to fire on any movement in the corridor. Additionally, there are two small, concealed rooms by the main elevators, each holding a mobile defense drone, which activates when the sentry gun begins firing. The GM should note the mobile drones might be behind the heroes when they emerge and may get the Drop on them.

★ **Drone, Mobile Defense (2):** see page 24

★ **Sentry Gun (1):** use Drone, Static Defense, see page 24.

THE SUB-LEVELS

All three sub-levels are identical, consisting of a long corridor lined by numbered storage chambers. The samples Aiden and Nate require are stowed in a large cryogenic storage unit (a high tech freezer storing samples at near absolute zero). Warning signs around the unit caution against touching samples without protection but a quick search finds thick, padded gloves and an insulated container to put the frozen samples in.

ACT 4 – PLEASANT FALLS

Pleasant Falls is one of many so called "Free Communities" set up by people who have had enough of living in the claustrophobic city and want to "get back to nature". The inhabitants of such communities are not technophobes but seek to use technology to make their lives easier rather than just for the sake of it.

Since its inception Pleasant Falls has grown into a thriving community composed of many outlying farms and a central "town". It is home to some 1,000 people all of whom are gainfully employed providing for the needs of the community.

Three months ago Crescent Biotech selected Pleasant Falls as a test site for its biological weapon Sigma-7. The

corporation bought up several farms, moved in a medical and security team and began their trials by deploying Sigma-7 via air dispersal. A few families developed the early symptoms of the virus and the corporation sat back to watch the results. Even without further deployments the Sigma-7 virus spread through Pleasant Falls, being passed on by physical contact between those who were infected.

A month after the trial began a second Crescent Biotech team publically arrived to offer what aid it could to the citizens of Pleasant Falls – really just monitoring the progress of the Sigma-7 and keeping other corporations away.

Pleasant Falls is now a town under quarantine although Crescent Biotech has kept this quiet. The people living in the town have been warned to stay indoors and to avoid contact with all other people as Crescent attempts to contain the outbreak.

Approximately 75% of the town's population is currently suffering from the effects of Sigma-7.

ACT 4 SCENE 1 – WELCOME TO PLEASANT FALLS

All the roads leading into Pleasant Falls have barricades across them with warning signs:

Danger! Pleasant Falls is under quarantine and no unauthorized access is permitted.

The barricades are not substantial and there is nothing to stop anyone either removing one or driving around it. However each barricade does have hidden cameras feeding to the monitoring station (see Scene 3).

WELCOMING COMMITTEE

The teams' arrival is noticed by either a camera on one of the roadblocks, by a hidden camera around town or because most of the population of the town is too ill to drive and the heroes' vehicle is the only one moving! Soon after the heroes arrive in Pleasant Falls a white SUV, emblazoned with the Crescent Biotech name and logo and with darkened windows, approaches them.

The back doors of the SUV open and two security guards emerge clad in armor and helmets including full-face masks and breathing apparatus. The two guards are peaceful enough and attempt to warn the heroes about the unknown virus afflicting Pleasant Falls. If either of the guards catches sight of Nate or Aiden they immediately recognize them (unless the heroes have disguised them in some way) and demand the heroes surrender.

If the heroes manage to take their leave peacefully the monitoring station deploys a helicopter surveillance drone to follow them and check they leave town. The drone flies at a high altitude and a successful Notice roll is required to spot it. If someone wants to shoot at the drone it is effectively 48" away and flies away from the

WHAT IF THE HEROES ARE CAPTURED?

In the unlikely event the heroes are captured by Crescent Biotech they are handcuffed (hands behind their back), their armor and weapons are removed and they are taken to a remote farmhouse (not the monitoring station detailed in Scene 3). Crescent Biotech security guards question them trying to ascertain what they know and who they may have passed any information on to.

If the heroes refuse to answer, or when the guards are satisfied they have answered fully, one of the guards simply states: *"Control says to eliminate them"*.

There are four armored security guards in the same room as the heroes who are severely hampered by the handcuffs. The handcuffs have a Toughness of 12 but the plastic linking them can be broken with a Raise on a Strength roll. A particularly agile hero could get their cuffed hand in front of their body with a successful Agility roll. Heroes fighting in unbroken handcuffs suffer a -2 penalty to all Agility based skills (-4 if their hands are behind their back).

shooter immediately after the first shot. The drone follows the heroes for five miles before returning to base. If the drone is shot at, the corporate welcoming committee actively seeks out the heroes to *neutralize* them. Note if the drone is shot down it explodes on impact rendering it useless to the heroes.

If a fight breaks out there are a further 4 security guards in the SUV who join the fight on the second round. If possible the guards use the SUV as Medium Cover gaining +3 Armor.

★ **Corporate Security Guards, Armored (6):** see page 23.

★ **Drone, lightweight surveillance helicopter (1):** see page 24.

ACT 4 SCENE 2 – DOOR TO DOOR

As soon as the team arrives in Pleasant Falls Nate looks for a suitable place to set up the equipment which he and Aiden need to help the townsfolk. Ideally he wants somewhere central, with plenty of power and where they cannot be easily noticed by any Crescent Biotech patrols. Cleanliness is not an issue as Nate has already considered that.

Let the heroes suggest a few places that are suitable and could be found in a small town before Nate picks one of them. Some suggestions are: the back warehouse of a small supermarket, the workshop of the repair shop,

DARING TALES OF THE SPRAWL #05

and a farm's barn. Once a site is selected Nate has the team check it out; if the GM wants he can have a Sigma-7 victim hiding in the shadows who attacks anyone who enters.

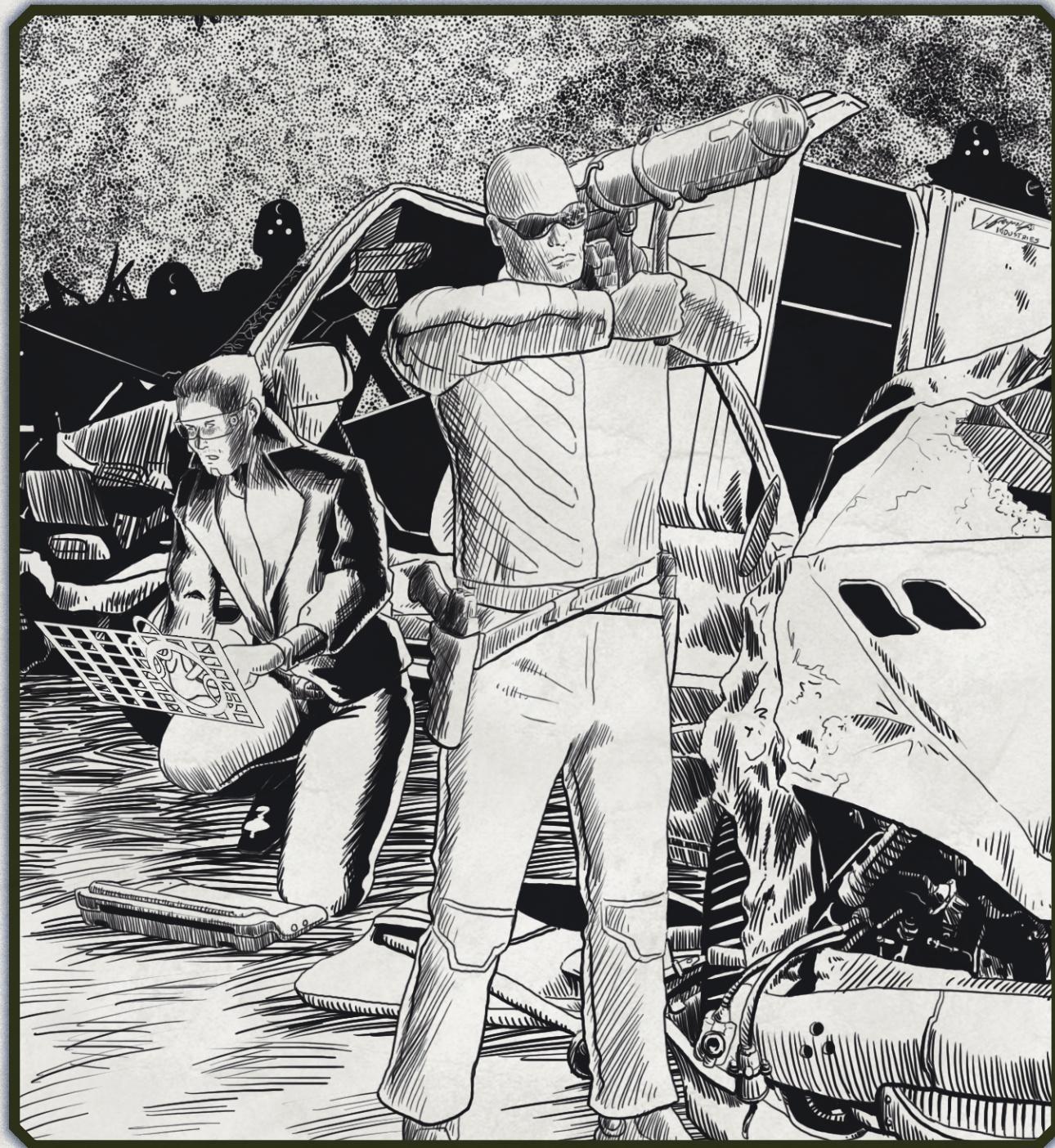
★ **Psychotic Sigma-7 Victim (1):** see page 24.

PREPARING THE LAB

Nate directs the heroes to clear out as much of the room as possible while he and Aiden unpack the SUV.

With the room clear Nate hands out plastic coveralls complete with hoods and face masks and hands each hero a large aerosol can containing a special plastic paint. Nate explains the paint dries within a few minutes and covers anything it is sprayed on with a durable, antiseptic layer. With them all spraying it should only take a few minutes to coat the whole room.

The coveralls restrict the wearer's vision and hearing so it may well be a complete surprise when a Crescent Biotech patrol arrives. Allow any hero with augmented



senses a Notice roll to detect the stealthy approach of the patrol with a success being sufficient to give the team warning; otherwise they are surprised. Additionally the coveralls give a -1 penalty to any physical actions, which can be negated by ripping the suit (this takes an action). The patrol is immediately hostile due to the suspicious activity of the heroes (and quite possibly because they have already dealt with the welcoming committee).

Once the patrol is dealt with, the room can be completed. Nate requests the team do a quick house-to-house survey of the town to ascertain how bad the infection is while he and Aiden get to work.

★ **Corporate Security Guards, Armored (4):** see page 23.

DOOR-TO-DOOR

Pleasant Falls is eerily quiet and deserted with no one moving on the streets and no obvious signs of life. When the heroes call at any dwelling or shop draw a card and check the value against the following table. Additionally if the card is a Club the heroes experience a more violent encounter – check the second table.

CARD

2: No answer; the property is empty but shows signs of people leaving in a hurry.

3, 4: No answer; there are 1d6 people present who are too sick to get to the door.

5, 6, 7: Someone appears at a window and tries to wave the heroes away; there are 1d6 occupants all suffering from Sigma-7.

8, 9: Someone appears at a window and tries to wave the heroes away; there are 1d6 occupants all currently well.

10: Someone opens the door and is obviously inflicted with Sigma-7; they beg the heroes to help them and their family (1d6 people are present).

Jack, Queen, King: Someone opens the door and is not inflicted with Sigma-7; they are quite coherent and explain what is happening in the town.

Joker: As King but also the person saw Crescent Biotech personnel arrive in the town a few weeks before the outbreak began; he can point the heroes at a farm they purchased (see Scene 3 – The Farm).

CLUBS

2, 3, 4, 5, 6: the door is yanked open and a howling, mad-eyed group hurl themselves upon the heroes; there are 1d4 Psychotic Sigma-7 Victims (see page 24).

7, 8, 9, 10: the property appears to be empty but there are 1d6 starving and half-crazy dogs (see page 24) that attack the heroes as though using the Berserk edge.

Jack, Queen, King: driven mad by the virus the occupant of this home has set a trap; a shotgun fires as the door is opened with a Shooting skill of d8 and 3d6 damage.

HIDDEN CAMERAS & A SURVEILLANCE DRONE

Crescent Biotech has deployed a number of cameras around the town to monitor the situation. Further details are given below. Additionally the corporation has a fleet of flying surveillance drones, one or more of which is normally airborne over and around the town, used to supplement the feeds from the cameras.

After each property the heroes investigate call for Notice rolls. The first time someone succeeds with a Raise the hero spots a concealed camera. After the initial camera is spotted only a success is required to spot other cameras. Once a camera has been spotted a subsequent Notice roll with a Raise spots a surveillance drone.

CAMERAS

When a camera detects movement it immediately begins to broadcast what it is seeing. A successful Stealth roll, opposed by the camera's Notice of d8, allows a hero to approach a camera without triggering it. Each camera is independently powered (with sufficient battery life to last a week) and broadcasts its video on a separate frequency but all are in a close band with a range limited to a few miles.

THE SURVEILLANCE DRONES

The surveillance drones are small helicopters and when initially spotted are 24" away. The drones are being piloted by corporate drivers and attempt to flee if shot at.

If the heroes take no obvious action against the drones aside from covertly watching them, they return to base an hour later for refueling. The heroes may track the drones with a successful Notice or Tracking roll to an isolated farmhouse.

If a drone is shot down and the wreckage examined a successful Smarts roll suggests it was being remote controlled and the driver must be within a few miles. The heroes can also get the control frequency of the drone and with a successful Repair or Hacking roll can jury rig a scanner allowing them to triangulate the signal's source – an isolated farmhouse.

★ **Drone, lightweight surveillance helicopter (1):** see page 24, the controlling driver has Driving d10 and Notice d10.

ACT 4 SCENE 3 – THE FARM

Situated about 2 miles outside of town is a small farm complete with fields, a farmhouse and two large barns. The fields are overgrown and obviously have not been maintained but offer excellent cover for sneaking up on the farmhouse.

The farm is the main base of operations for the Crescent Biotech surveillance team. The team consists of 24

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security guards (only 12 of which are at the farm), 4 drivers, 4 technicians, and 8 scientific/medical personnel. Half of the non-security personnel are off duty at any time and they are found in the residential pod in the larger barn. When the heroes investigate the farm half of the security guards (12) are elsewhere on patrol or already neutralized by the team.

All non-security personnel should be treated as Civilians (see page 23) with appropriate skills at d10. For example the drivers have Driving d10 and Notice d10, technicians have Repair D10.

SURVEILLANCE DRONES

There are a number of static surveillance drones scattered throughout the approaches to the farmhouse. If the team is actively looking for surveillance measures a successful Notice roll spots a camera. If the team is moving stealthily so as to avoid detection a successful Stealth roll opposed by the cameras Notice of d8 allows them to slip past undetected. No matter which way the team approaches the farmhouse they must successfully bypass 3 cameras or the occupants are alerted.

THE FARMHOUSE

The farmhouse is deserted; it has obviously not been used for some time.

LARGE BARN

The larger barn holds two demountable residential pods, two SUVs, and a coach suitable for up to 50 people. If the heroes manage to approach the farm without being detected 12 security guards and all off-duty personnel are here.

★ **Corporate Security Guards, Armored (12):** see page 23, they are not armored so have Toughness 6 and armed only with their Widow Makers – none of them have Rapid Fires.

SMALL BARN

Entrance to the barn is via a large set of wooden doors, which are not secured in anyway. A second door is on a platform 20 feet above the ground, to one side of the barn (also not secured), which leads to an upper level taking up only half the area of the barn and giving an excellent vantage point to the main barn below.

A large demountable pod has been sited here and is the control center of Crescent Biotech's operation. If the heroes were spotted approaching the farm the security guards from the residential pod in the larger barn are arrayed behind bales of hay (Medium Cover, +1 Armor) with their guns aimed at the doors (on Hold). Two of the guards are posted on the upper level, again facing the doors.

★ **Corporate Security Guards, Armored (12):** see page 23.

INSIDE THE POD

The pod is obviously used for communications and monitoring with multiple feeds from hidden cameras and surveillance drones. The equipment is always manned by 2 drivers and 2 technicians all employed by Crescent Biotech.

Part of the pod is a garage area and contains six lightweight surveillance helicopter drones (less any shot down by the heroes), two mobile defense drones, and a pair of Hachiman Hayabusa ("bird of prey") surface-to-air missile launchers (Range 24/48/96, Damage: 4d8+2, RoF: 1, Medium Burst Template, Heavy Weapon, Snap-fire, Ammo: 1 each).

The pod also houses the computer which is a Red-10 system. Once a hacker has gained access to the computer a successful Hacking roll is required to find each of the following items of information. When the second roll is made tell the Hacker what he has found and then proceed with A Surprise Communication (below).

- Sufficient details of the Crescent Biotech plans for Sigma-7 and Pleasant Falls to cause the corporation serious trouble if it is made public. Unscrupulous teams could also use this information to blackmail the corporation to gain money, new cyberware or convince them to call off the attack on Pleasant Falls (see below). Details of any monetary reward are left to the individual GM but the reward should be substantial.
- Research data on the effects of Sigma-7. If provided to Nate and Aiden this greatly aids their efforts to cure the virus.

A SURPRISE COMMUNICATION

While the team's hacker is still hacking the system a communication is received from Crescent Biotech. The message is displayed across all monitors:

Attention all Crescent Biotech personnel assigned to Pleasant Falls. The Pleasant Falls experiment is to be terminated immediately. All non-security personnel are to leave the site. Self-destruct codes have been transmitted to computer systems. Security personnel are authorized to use heavy weapons to destroy pods prior to leaving. Inbound strike team has orders to eliminate all, repeat all, signs of life. ETA is one hour. Crescent Biotech will not be held responsible for any personnel injured during this termination operation.

A powerful Intrusion Countermeasures Electronics program is released into the computers instantly wiping all data. The team's hacker is dumped out of the system and takes 1d10+5 damage resisted with Spirit as per the Hacking rules; this damage does not Ace.

If the heroes have not neutralized the personnel in the large barn they hear sounds of people moving around. The non-security personnel are preparing and moving the vehicles while the guards head for the smaller barn and the heavy weapons stored there.

ACT 4 SCENE 4 – CRESCENT BIOTECH ASSAULT

Several Crescent Biotech strike teams are on the way to remove all signs of their involvement with Pleasant Falls including the farm, all of the inhabitants and the heroes! It is up to the heroes to somehow stop this. The only sure way to prevent the corporation from eradicating Pleasant Falls is to reveal to the rest of the world (or at least the part that cares) what Crescent Biotech have been up to – to achieve this someone has to get beyond the interference zone (see Crescent Biotech Actions below); a trip which will take in excess of the hours grace the heroes have.

One plan, and the one this scenario assumes, is for Nate and/or Aiden to flee the area and contact the outside world while the heroes somehow hold off the inbound Crescent Biotech forces. If the heroes do not think of this possibility Nate suggests it.

If the heroes decide to leave Pleasant Falls to its fate and flee the area Nate and Aiden argue against it, pleading with the heroes to intervene and prevent the loss of further innocent lives. If the heroes still decide to bail out the GM should improvise an encounter or two with the inbound security forces and wrap up the scenario with the End Credits – Pleasant Falls Loses.

The following sections give a timeline of events and detail the resources available to the heroes. The GM can use this and “helpful” suggestions from Nate and Aiden to run the final part of this scenario.

TIMELINE OF EVENTS

This is a timeline detailing Crescent Biotech’s actions and when anyone fleeing the area may achieve anything. The heroes actions may prevent some of the items listed from occurring.

+10 MINUTES:

Crescent Biotech begin to broadcast interference at all satellites which have coverage of an area 200 miles in diameter centered on Pleasant Falls effectively cutting the town off from the outside world as it has no land lines. Note that this interference only affects broadcasts in or out of Pleasant Falls; broadcasts within the town still function (for example controlling drones).

+1 HOUR:

A Crescent Biotech helicopter approaches the Crescent Biotech farm from the south; it descends to approximately 40 feet (7”) above the surface and fires missiles at the farm to destroy all evidence. If no resistance is met it then lands and a squad of 12 security guards disembark. The guards proceed through the fields towards the town using flamethrowers to make a fire break before burning the crops. The helicopter takes off and provides covering fire if required.

CRESCENT BIOTECH ATTACK HELICOPTER (1)

Acceleration/Top Speed: 15/40; **Climb:** 10, **Toughness:** 12 (2); **Handling:** 0; **Crew:** 1 + 12

Abilities: Piloting d8, Shooting d8

Weapons: 4 X Missile launchers (Range 24/48/96, Damage: 4d8+2, RoF: 1, Medium Burst Template, Heavy Weapon, Ammo: 1 each)

★ **Corporate Security Guards, Armored (12):** see page 23 half are armed with Morrigu Dragon flamethrowers.

+2 HOURS:

Three separate Crescent Biotech teams arrive from the north, east, and west each consisting of a Hachiman Tank armored personnel carrier and two SUVs carrying 20 security guards per team. The guards disembark and begin to sweep the town aided by their colleagues from the south. These guards move house-to-house killing anyone they find and laying demolition charges. The armored personnel carriers and helicopter provide support for the ground troops.

HACHIMAN TANK ARMORED PERSONNEL CARRIER (1 PER TEAM)

Acc/Top Speed: 6/25; **Toughness:** 25/20/20 (15/10/10); **Crew:** 2+12

Weapons: 30mm Cannon Range: 50/100/200; Damage 3d8; RoF: 3; AP 3, Heavy Weapon

Notes: Heavy Armor

HACHIMAN SPORTS UTILITY VEHICLES (2 PER TEAM)

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+7

Notes: Air bags; Luxury Features; Four Wheel Drive.

★ **Corporate Security Guards, Armored (20 per team):** see page 23, additionally armed with demolition charges which may have their timers set from anything from 3 seconds to 12 hours and may be thrown as grenades (Range: 5/10/20, Damage: 3d6, Med Burst Template).

+2 HOURS 30 MINUTES:

Anyone trying to leave the interference zone does so and they can communicate with the “outside world”. Nate and Aiden contact various news channels and begin to spread the story of Sigma-7 and Pleasant Falls.

+4 HOURS:

News teams begin to arrive at Pleasant Falls effectively stopping the conflict; proceed with End Credits – Pleasant Falls Survives.

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+6 HOURS:

The sweep of the town is complete; the guards are picked up by their transports and evacuated. The charges are detonated razing Pleasant Falls to the ground and scouring the rubble with fire.

HEROES RESOURCES

QUESTIONING CRESCENT BIOTECH PERSONNEL

Non-security personnel know nothing that will help. Security forces need persuading or intimidating but eventually give a cut down version of the Crescent Biotech actions listed above – they cannot give exact times, only what the corporation has done in previous such ventures.

CAMERAS

The heroes have access to all of the cameras deployed by Crescent Biotech that feed their video to the farm. A simple Hacking roll can configure the farm's systems to re-route the feeds to anywhere else the heroes require.

DRONES

The heroes have their own drones plus up to six lightweight surveillance helicopter drones (less any shot down by the heroes) and the two mobile defense drones found at the farm. A lightweight surveillance helicopter drone can be altered to carry a weapon (essentially converting it to a general purpose helicopter drone) with a successful Repair roll; each attempt takes 15 minutes.

HEAVY WEAPONS

The pair of Hachiman Hayabusa ("bird of prey") surface-to-air missile launchers (Range 24/48/96, Damage: 4d8+2, RoF: 1, Medium Burst Template, Heavy Weapon, Snapfire, Ammo: 1 each).

VEHICLES

In addition to their own vehicles the heroes have two Crescent Biotech SUVs and a coach. There are also 40 cars in the town, 12 large trucks, and 30 tractors and other heavy farm vehicles.

The team has access to the resources of a farming community and town so in true "A-Team" style one or more of these vehicles may be fitted with armor. Armoring a vehicle provides it with an additional 4 points of armor and takes a number of hours as follows: normal car – 1 hour, SUV – 2 hours, truck – 4 hours, and farm equipment – 3 hours. The time required is based on one person doing the work. Note certain vehicles (e.g. a tractor with a digging blade) already have the equivalent of 6 points of armor in certain directions.

MID-SIZED CAR

Acc/Top Speed: 20/40; Toughness: 11 (3); Crew: 1+4
Notes: Air bags

SPORTS UTILITY VEHICLES

Acc/Top Speed: 20/40; Toughness: 14 (3); Crew: 1+7
Notes: Air bags; Luxury Features; Four Wheel Drive.

COACH

Acc/Top Speed: 5/30; Toughness: 12 (3), Crew: 1+32;

TRUCK

Acc/Top Speed: 20/40; Toughness: 12 (3); Crew: 1+10
Notes: Air bags.

FARM MACHINERY

Acc/Top Speed: 5/20; Toughness: 10 (3); Crew: 1
Notes: certain vehicles (e.g. a tractor with a digging blade) already have the equivalent of 6 points of armor in certain directions.



PLEASANT FALLS LOSES

If the heroes did not act to save Pleasant Falls from the Crescent Biotech forces read or paraphrase the following:

Safely back in the Conurbation, away from Pleasant Falls and its fate at the hands of Crescent Biotech, you watch their media lies unfold. News broadcasts relate how the town of Pleasant Falls fell victim to a deadly virus, codenamed Sigma-7, released by terrorists. Only the prompt actions of Crescent Biotech prevented the spread of the virus to other population centers. Unfortunately there were no survivors at Pleasant Falls, which the corporation were forced to raze to the ground to cleanse it of the virus. Crescent Biotech also publishes moving obituaries for two of its most dedicated researchers, Drs. Nathaniel Peaslee and Aiden Flattery, who succumbed to the virus while seeking to aid the inhabitants of Pleasant Falls.

PLEASANT FALLS SURVIVES

Read or paraphrase the following if the heroes saved Pleasant Falls from the Crescent Biotech forces:

An eerie silence falls over the streets of Pleasant

Falls as the remaining Crescent Biotech forces pull back to regroup. The steady beat of another helicopter rises and you scan your surroundings looking for the new threat. As the helicopter comes into view you notice the logo of the Corporate News Channel emblazoned on its side as your headset signals an incoming call. The voice of Nate (or Aiden or any other character that left Pleasant Falls to get help) crackles in your ear “Hi guys, having fun? I bought a few ‘friends’ who have an interest in what Crescent has been up to. I’d imagine they’ll be cancelling their interference and recalling their troops any time now, so just sit tight.”

A few minutes later, as more helicopters begin to descend, a Crescent Biotech commander signals he and his men are surrendering. As the media circus begins you take the opportunity to slip quietly away aware your life as a deniable asset does not need the scrutiny of the media.

Nate contacts the heroes a few days later and arranges for them to receive their full payment, plus a sizeable bonus for their actions “above and beyond the call of duty”.



CIVILIANS

Run of the mill people, 90% of the population who are always around when you don’t want them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: suitable career skills at d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major)

Edges: —

Gear: suitable career equipment.

CORPORATE SECURITY GUARD

**(ALSO CORPORATE SECURITY GUARD, ARMORED
ALSO CORPORATE SECURITY GUARD, DRIVER)**

No matter what uniform they are wearing the Corporate Security Guard is essentially the same, a paid thug with the benefits of better training and equipment than their rivals.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d10, Fighting d8, Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/8 (1/2) or 8/10 (2/4)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Armored Jacket +1/+2 or Kevlar Vest +2/+4, Armored helmet +2, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), baton (Str+d4)

When encountered in groups of two or more one is additionally armed with a Hachiman Rapid Fire Light 9mm (Range: 12/24/48, Damage: 2d6, Rate of Fire: 3, AP 1, Auto)

The Crescent Biotech strike teams are also armed with Morrighu Dragon flamethrowers (Range: Cone, Damage: 2d10, Rate of Fire: 1, Shots 2) with sufficient reloads for their task – see Appendix A for further details. If the heroes get hold of these weapons they have 1d4 reloads (this is an exception to the pulp ammo rules).

Notes:

- * the Corporate Security Guard, Armored has the heavier armor
- * the Corporate Security Guard, Driver has the Driving skill



DR. AIDEN FLATTERY

Dr. Aiden Flattery (he prefers Dr. Flattery from all except his colleague) does not appear at first viewing as a scholar. Dr. Flattery is short, just 5 feet and 4 inches, and almost as round as he is tall. His face is chubby, with small eyes peering out of deep folds; his thin black hair is routinely oiled and smeared over his balding pate.

Dr. Flattery’s obese body hides his razor sharp intellect and a passion for biology and all its fields. A hostile extraction from a rival corporation left Dr. Flattery working for Crescent Biotech and nursing a grudge against his new employer. Not one to easily make friends somehow Dr. Flattery became a close friend and confidant of Dr. Nathaniel Peaslee despite the fact they have not actually met.

Although helping his colleague in his, to Dr. Flattery’s eyes, “mad scheme” Dr. Flattery is actually more interested in the damage they can do to Crescent Biotech.

Dr. Flattery should be treated as a Henchman.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d6, Knowledge (Biology) d10+2, Knowledge (Viruses) d10+2, Notice d8, Repair d6

Charisma: +0; **Pace:** 5; **Parry:** 2; **Toughness:** 6

Hindrances: Curious, Obese

Edges: Scholar

DR. NATHANIEL PEASLEE

Dr. Nathaniel Peaslee, or Nate, does not look like a man with any strong beliefs or convictions but his scholarly exterior hides a, recently discovered, passionate heart. Nate stands a shade less than six feet tall, is lanky and thin – almost cadaverous. His equally thin face is framed by unruly grey hair and a pair of wire framed spectacles.

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Nate is an expert in biological systems specializing in viruses and has worked his whole life for Crescent Bio-tech. Several times he was offered a team leader role but rejected it, preferring the non-adversarial role of a research scientist. Nate is personable, but not too confident, and a pacifist; he tries to appear confident with his dealings with the heroes but defers to them if they are assertive.

Nate's belief in the way the world worked was severely shaken by the revelation his employer is testing a biological weapon on an innocent public. However he has recovered and discovered a steely resolve within himself that he never knew existed, and is willing to risk all to help his fellow man.

Nate should be treated as a Henchman.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Healing d6, Investigation d6, Knowledge (Biology) d12+2, Knowledge (Viruses) d12+2, Notice d8, Persuasion d6, Repair d4,

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Eyes, Cautious, Pacifist (Major)

Edges: Jack-of-all-Trades, Scholar

DOGS

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6+2, Vigor d6

Skills: Fighting d6+2, Notice d10

Pace: 8; **Parry:** 3; **Toughness:** 6

Special Abilities:

- **Berserk:** the dogs are already berserk all effects have been factored in already.
- **Bite:** Str+d4.
- **Fleet Footed:** Dogs roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Dogs are relatively small.

DRONE, MOBILE DEFENSE

A small tank like vehicle with treads (3 foot long).

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Driving d6, Fighting d6, Notice d6, Shooting d8

Pace: 8; **Parry:** 5; **Toughness:** 9 (2)

Special Abilities:

- **Armor:** +2
- **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- **Fearless:** Drones never suffer fear effects.
- **Hardy:** A second Shaken result does not cause a wound.

Gear: (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB, Unstable Platform)

DRONE, STATIC DEFENSE

Little more than a heavy machine gun linked to a computer behind armor plating.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d12

Skills: Driving d6, Fighting d6, Notice d6, Shooting d8

Pace: -; **Parry:** 5; **Toughness:** 10 (2)

Special Abilities:

- **Armor:** +2
- **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- **Fearless:** Drones never suffer fear effects.
- **Hardy:** A second Shaken result does not cause a wound.

Gear: Hachiman Rapid Fire Heavy .50 (Range: 50/100/200, Damage 2d10, Rate of Fire: 3, Shots: 200, AP 4, Auto, HW)

DRONE, LIGHTWEIGHT SURVEILLANCE HELICOPTER

A small helicopter (3 foot long) equipped with cameras and a sophisticated pattern matching program which allows it to spot intruders.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Piloting d6, Shooting d6

Pace: -; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- **Fearless:** Drones never suffer fear effects.
- **Flight:** Flight 18", Climb 3"
- **Hardy:** A second Shaken result does not cause a wound.
- **Gear:** None

PSYCHOTIC SIGMA-7 VICTIMS

Unwilling test subjects of Sigma-7, these poor souls have not yet succumbed to the debilitating effect of the biological weapon but have been driven mad. Their berserk state increases their Spirit, Strength and Vigor while making them little more than animals. If the cure is administered in time they may recover with sufficient medical care.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d8+2, Vigor d8

Skills: Fighting d6+2, Notice d8

Charisma: +0; **Pace:** 6; **Parry:** 3; **Toughness:** 8

Edges: Berserk – note the victims are all considered already berserk gaining all the benefits and penalties.

Gear: bare hand and teeth (Str), possibly a club (Str+d6)



STREET SAMURAI

Originally samurai were mercenaries hired by feudal lords to protect assets. Eventually they became wealthy enough to become politically powerful, although it took them a few hundred years to do so. Samurai tribes lived by a strict code and were expected to act accordingly.

Street samurai are hired mercenaries who follow their own code making them a step above the average "thug".

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Shooting d10

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9/11 (2/4)

Edges: Fleet-Footed, Level Headed

Cyberware: Eye-Gun Link (Shooting), Muscle Augmentation (Strength)

Gear: Flak jacket +2/+4, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB), katana (Str+d6+2, AP 2)

THUGS

Hired muscle with more brawns than brains.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: —

Gear: Haxchiman Rapid Fire Medium (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto 3RB), club (Str+d4)

WRECKERS

Most of this group are ex-military lacking the discipline to become mercenaries and the courage to become samurai for hire. To a man they are cold-blooded killers quite happy to slay passersby and pick over their corpses and vehicles.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Repair d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Patchwork ballistic armor +1, Morrigu Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB), various wrecking tools Str+d6

The snipers are also equipped with Morrigu Arms Longshot (Range: 20/40/80, Damage: 2d8, Rate of Fire: 1, Shots 7, AP2).

DARING TALES OF THE SPRAWL #05



MORRIGU ARMS CATALOG ADDENDUM

MONOFILAMENT WHIP

A monofilament whip consists of a monomolecular carbon filament attached to a handgrip at one end and a weight at the other. When swung the whip can slice through flesh and fabric with ease and if sufficient force is applied to the swing a monofilament whip can cut through heavier materials such as armor. The monofilament whip is a difficult weapon to master and unskilled users can inflict horrific injuries on themselves.

Game Notes: If the wielder rolls a natural 1 on his Fighting die he loses control of the whip and inflicts its normal damage on himself!

TASER, HAND-HELD

A hand-held Taser is similar in basic design to an electric cattle prod with two thin projecting metal electrodes at an end of a shaft containing the batteries and mechanism. At the other end of the shaft are a handle and a switch.

The Taser delivers a 50,000 volt electric shock, at very low amperage, to the target which is painful and can momentarily paralyze. A hand-held Taser's batteries carry sufficient power for 6 uses before recharging is required.

Tasers deliver sufficient voltage to pass through clothing and light armor however their effectiveness is slightly reduced against heavier armors.

Game Notes: Users of a Taser roll to hit their target as normal however, instead of damage the victim must succeed in a Vigor roll or be Shaken. If a raise is achieved on the Fighting or Shooting roll the Vigor roll is made at a -2 penalty.

If the target is wearing armor with a protection value of 3 or more the victim gains a +1 bonus to their Vigor roll.

TASER GUN

Taser guns fire two needles with trailing wires leading back to the gun; once the needles make contact with a target the weapon delivers the same shock as a hand-held

Taser (see above). Once the needles are attached the firer may hold down the trigger to deliver a second shock.

Pushing the guns trigger forwards rewinds the wire and needles ready for a new shot. The battery, which powers both the firing of the needles and the electric charge, is good for six shots before it needs recharging.

Game Notes: See notes for Taser, Hand-Held.

Once the needles are attached the firer can hold down the trigger delivering a new shock every round (draining one charge), preventing the victim from recovering from being Shaken. The victim may spend a Benny to recover from being Shaken but as the current is still flowing they will have to make another Vigor roll on their next action.

A victim can remove the needles as a free action *if* they are not Shaken.

SLIVER GUNS

Sliver guns use magnetic fields to propel projectiles composed of many needle-like objects (slivers or flechettes). These slivers are highly efficient at penetrating light armor but tend to be flattened by heavy armor. Due to the nature of the propellant sliver guns are almost silent in operation making only a low hiss when fired.

Soon after release street parlance twisted the sliver into slither and, coupled with the trademark hiss when being fired led to the guns being known as "snake guns"; bowing to popular demand Morrighu Arms rebranded their range with serpentine names.

Game Notes: The armor piercing of slivers is applied as normal to targets with 1 or 2 points of armor. Against armor with a higher rating, however, the armor piercing is ignored. To hear a sliver gun firing requires a Raise on a Notice roll.

DRAGON

The Dragon is a hand flamethrower. It appears similar to a small fire extinguisher with a pistol type nozzle.

Game Notes: The Dragon follows all the regular rules for flamethrowers.

GOLIATH

More a cannon than a pistol, the Goliath is a large bore weapon that fires an equally large shell. The recoil from the Goliath is fierce and anyone with Strength of less than d8 suffers a -2 penalty to Shooting.

Weapon	Range	Dmg	RoF	Wgt	Shots	Min. Str	Cost	Notes
Monofilament Whip	Melee	D8 + Str	-	-	-	D4	400	AP 2
Taser, Hand-Held	Touch	Special	1	1	6	-	250	See weapon description
Taser Gun	1/2/4	Special	1	2	1	-	350	See weapon description
Taser Battery	-	-	-	.5	-	-	10	
Morrighu Viper	9/18/36	2d6	1	2	16	-	250	Sliver Pistol, AP 2; Semi-auto
Morrighu Cobra	18/36/72	2d8+1	3	8	60	-	300	Sliver Rifle, AP 2; Auto; 3 round burst
Morrighu King Cobra	9/18/36	2d6+1	3	4	60	-	350	Sliver SMG, AP 2; Auto
Morrighu Dragon	Cone	2d10	1	4	2	d6	400	Hand-held flamethrower
Morrighu Goliath	12/24/48	2d10	1	5	6	d6 / d8	400	

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