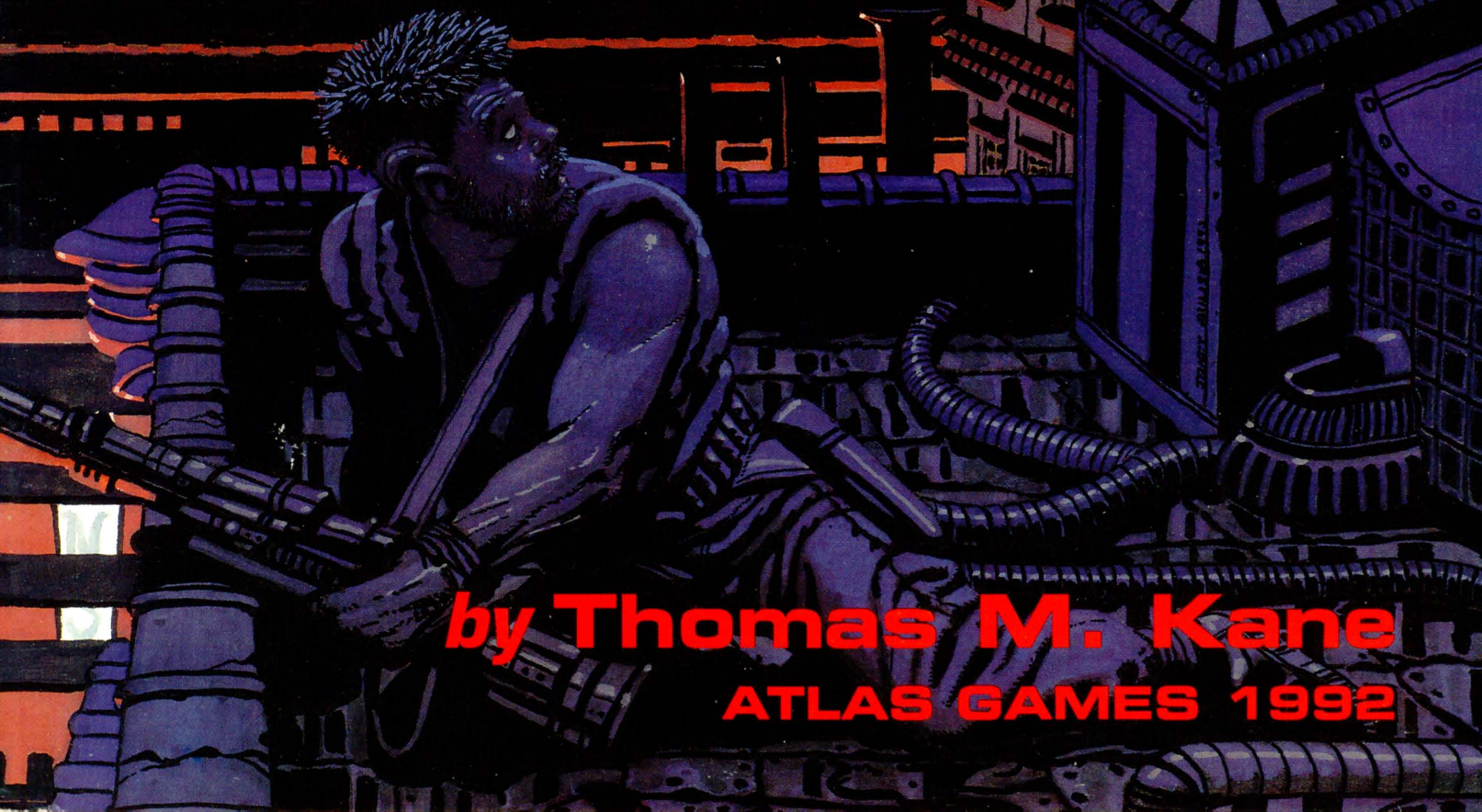


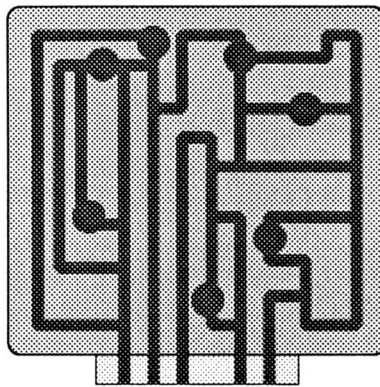
Official Adventure AG5010

THE CYBERPUNK OSIRIS CHIP



by Thomas M. Kane
ATLAS GAMES 1992

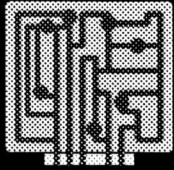
THE OSIRIS CHIP



An Official
CYBERPUNK 2020®

Role-Playing Game Adventure
by Thomas M. Kane

Atlas Games
1992



The Osiris Chip

2

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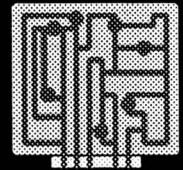
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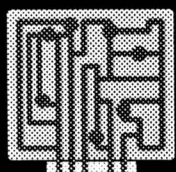
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Table of Contents

4	THE OPENING
4	The Inside Story
5	Running The Osiris Chip
6	Street Talk
6	O-Zone Rumors
7	PART ONE: O-ZONE LAIR
7	Arrival at O-Zone
8	The O-Zoners
14	Area Layout
15	Carnival
17	PART TWO: FIREFIGHT
17	The Evening
19	Combat Among NPCs
19	Investigating Entropy
20	C-SWAT
21	The Dust Settles
22	PART THREE: RETRIBUTION
22	Watching the Street
22	Appointment With Entropy
22	Getting Out and Getting Paid
24	The Calahoun Project
25	Calahoun Layout
31	AFTERMATH
31	The Osiris Chip



The Osiris Chip



The Osiris Chip

4

THE OPENING

It all starts when the local boosters cut the 'punks in on some action. Some corporate courier seems to enjoy running midnight shipments through O-Zoner turf, without paying protection. Uncool! The O-Zoners want to take him down. They have principles to maintain and furthermore, they expect to score some beaucoup loot. A booster named Julie Electrica invites the PCs to the fracas. "You join in the rumble, you join in the take."

Julie Electrica cannot tell the party much about its enemy. "This gray mini-van just keeps cruising through. It's got Corp plates but no ID. It comes pretty regularly, Tuesdays at midnight. No, I don't frackin' like it either. That's why I'm inviting folks like you to the party."

Julie continues, "We don't quite know what this van carries. However, we think it's frackin' valuable. We have this 'runner Nex, who covers the Net angle. He traces the shipments to some corp called Rorke. According to his data, each shipment carries insurance for two cool mil."

As Referee, you can get Electrica's message to your Player Characters in some fashion which suits your campaign. If your 'punks have gang connections, then this is easy. The PCs' booster friends introduce them to Electrica. The rare 'punk team who does not associate with gangs will have to enter this adventure some other way. Agents of the police or the Corporations may visit the O-Zoners to learn just what mysterious cargoes are crossing their turf. Medias may want a story.

Finally, PCs of any sort can be down on their luck. Sure, you may be a top-flight corporate who looks down your nose at the gang-trash on the Street. Wait 'till you get a "reassignment" that leaves you in the local coffin hotel. Then the offer of a share in stolen booty will start to sound pretty chill.

Note that this text does not name the city where *The Osiris Chiptakes* place. Referees

may set this adventure in any location appropriate to the campaign.

The Inside Story

It's all a set-up. The corporate couriers are allowing this ambush to take place. Humanatech Inc., one of the more secretive biotech firms, wants to rule these streets. This corporation's strategists intend to draw the O-Zoners into a pitched battle and pulverize them. But Humanatech's plan goes even beyond that. This corporation intends to make the O-Zoners scapegoats for a plot to create an army of cyberpsychos.

Humanatech Inc. holds grants to develop the "Osiris Chip," a specialized APTR designed to counteract cyberpsychosis. As originally envisioned, this chip would reproduce human feelings and emotions, allowing even the most heavily chromed warriors to function in society. Like the god Osiris of Egyptian mythology, these people would "return from the dead."

The Osiris Chip does little to restore humanity. However, it works well as a means of creating and controlling heavily cybered zombies. Humanatech intends to organize a force of these madmen, for use as mercenaries. The corporation has organized its zombies into a pseudo-street gang by the name of Entropy. Humanatech intends to locate Entropy in O-Zoner territory.

Humanatech recognized the legal, political and public-relations dangers of the Osiris Project. Therefore, the corporation minimized its ties to the project and chose a suitable dupe to direct the operation. Humanatech assigned Osiris to Charles Westhaven, a rising Med-Techie with too much ambition. Westhaven pursued this project with his usual zeal. He adopted the name "Ju-Ju," and single-handedly developed the Entropy gang.

Ju-Ju has a plan to deal with O-Zone and the party. After the O-Zoners set up their trap, Ju-Ju's psychos ambush the ambushers. Company spies locate the positions of the PCs and the O-Zoners. Then a squad of the cyberzombies swarm at the party, wielding top-quality weapons and wearing their Entropy jackets. No PC, no matter how versed in the street, has heard of Entropy before.

It gets worse. As the battle subsides, sirens blare. The Cyber-SWAT team arrives, ready to arrest everyone on the scene. For several weeks, C-SWAT has sought the smugglers who deal in a certain new brainchip, which has an unprecedented potential to cause madness and death. This evening, a "highly placed informant" warned them that the smugglers were expecting a shipment. The informant identified these "smugglers" as the PCs.

The informant, of course, worked for Humanatech. When word of the Entropy psychos gets out, Humanatech wants the party to take the blame. When the police find competent street professionals engaged in a gang brawl, they find it easy to believe that those professionals were engaged in some sort of sinister operation. C-SWAT believes that the PCs instigated the night's slaughter. The O-Zoners may assume the same thing.

The party could try to be calm and reasonable and explain themselves logically to the cyber-cops and gangers. However, their chances are much better if they catch the real distributors fast.

The punks must think back to idle encounters at the start of the adventure. Somebody set them up. They have to find out who. By working their way back through the members of the gang, the party may find its way to the real culprits. Of course, if the PCs seem too nosy, they may just persuade the gangs to flatline them.

Once the party learns who its enemies are, it can think about revenge. Humanatech has a body shop right in O-Zone territory. This covert clinic serves as a headquarters for Entropy and the Osiris project. If the PCs hit this place, they can pay back Humanatech and clear their own names as well. They can also scavenge a fortune in cybertech from the ruins.

Running The Osiris Chip

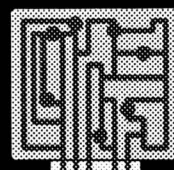
This adventure opens as a simple firefight. The ambush looks like the ideal scenario for old-fashioned fighters who love a mindless battle. Punks can simply take their positions and oil their guns, without wasting any time on role-playing or investigation. If the players want to treat this episode that way, they can. They'll just pay for it in blood.

Indifferent role-players receive their shock treatment in Section Two. First, the PCs meet a powerful new enemy they never knew existed. Second, they find themselves implicated in a crime which none of them understand. The party needs friends and it needs information. If the 'punks failed to cultivate contacts in Part One, they must scramble to make up for lost time.

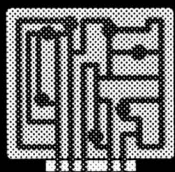
Rumors, clues and interesting NPCs appear in Part One. Successive chapters provide updates which reflect events of the adventure, and explore new avenues of investigation. If the PCs do their detective work early, Referees can simply run Parts One, Two and Three in order. If the party ignores chances at information and then sees the error of its ways, the Referee can simply refer back to earlier chapters.

As always, Referees should reflect the circumstances of the adventure in their role-playing. Several of the gangers are prepared to be downright friendly in Part One, when the PCs help them set up their ambush. Their attitude changes dramatically when they discover that someone set them up and sold them out. The party's status as fugitives from C-SWAT also slashes its ability to win the trust of strangers.

The text of this adventure follows a simple format. Referees can run encounters from this book in the order in which they are written. The PCs set up their ambush in Part One. Part Two follows directly from Part One, as the 'punks wait for their victims, and find themselves under attack instead. It also covers the days afterward, when PCs struggle to find out what went wrong. Part Three covers the enemy headquarters, giving the party a chance at revenge.



The Osiris Chip



The Osiris Chip

6

Rules Clarification : Layered Armor

When a character has more than one layer of armor, the SP values are added together. If more than two layers are present, there is an additional EV penalty of 1 per layer beyond the second, besides the total EVs for the armor. By reducing REF, this takes into account the additional bulk and hindrance of excessive armor layers. Note that Skin Weave and subdermal armor each count as a layer.

Street Talk

The O-Zoners and their problems have started a few rumors. If the party tries to track these down, the Referee should provide some clues from the following list. Do not choose these bits of information randomly. Instead, give the party information which matches the questions they pose and the people they ask them to.

◆ The O-Zone gang? From what I hear, O-Zone's just switched leaders.

◆ O-Zone's a small gang with problems. First group that wants a piece of the streets is gonna take it out of them.

◆ Looks like Humanatech expects some action. They've been involved in some big-time weapons acquisition. Mostly assault-rifles. It's all for some project called Osiris.

◆ Something's happen'in to cyborgs, all over the city. They're disappearing. Just about the time they lose it, someone seems to pick 'em up.

◆ Humanatech? I hear they're trying to solve the psycho problem. The guy running the project calls himself Ju-Ju, if that makes you sleep any better.

◆ You know the old O-Zone boss — the one they call Chain? He's one psychopathic muthuh. Don't frack with him.

O-Zone Rumors

The 'punks can learn the following information only by talking to members of O-Zone.

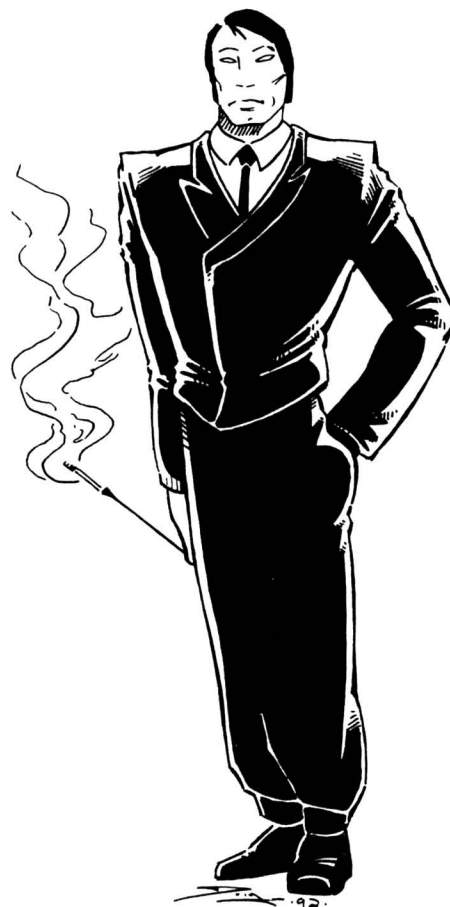
◆ Rex Nex doesn't have all-as-many big ideas as he used to. He's actually letting other people make decisions for a change.

◆ Rex Nex? He's got a real attitude. It's like, he thinks we're all out to get him, all the time.

◆ Julie's Old Gang. She's seen O-Zone through Hades and back.

◆ Chain used'ta be real chill. But he's sold his soul to the Metal Demon, and these days he'll slit your guts and smile.

◆ Julie plays input for Chain.



PART ONE: O- ZONE LAIR

Part One sets the stage. This section begins with a description of the party's reception by the O-Zoners. It continues with a description of the corner of Pitt and Ten, the neighborhood where the O-Zoners hang. PCs set up their ambush on these streets. They may also probe this area for information. The Referee should role-play the people of this area according to the way in which PCs approach them.

O-Zone contains several traitors and other undesirables, all of whom know information. Therefore, the descriptions of the NPCs refer to possible results if the 'punks trail, kidnap or otherwise molest members of O-Zone. PCs who wish to indulge in such activities must keep the rest of the gang from determining their intents. The O-Zoners defend their own. However, smooth talkers may lure gang members into a trap. Such episodes give PCs a chance to employ Fast-Talk, Seduction and other social skills.

Note that Part One contains nearly all the information the PCs need in this adventure.

Arrival at O-Zone

The roar of bikes welcomes PCs to O-Zone turf. First, Julie Electrica emerges onto the street alone, to identify the PCs and assure them that they have come to the right place. Then the rest of the gang flows from the alleys, motorcycles purring. Gang leader Mach III Mach takes over from there. He gives each PC an appraising glance. "Chill. Party time, lock and load, rock and roll."

The 'Zoners feel ready to rumble. After spending the morning snapping at one an-

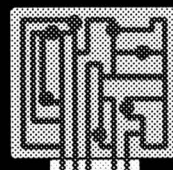
other over gang politics, all of them want to quit talking and kill something. Therefore, if the PCs propose a pow-wow, the boosters respond with blank stares. Mach III Mach speaks for his gang when he says, "We're chill, brothers. Let's do it." For him and his followers, nothing more need be said.

The 'Zoners let the party prepare its ambush in any way it chooses. Julie Electrica makes a moderate effort to coordinate her plans with those of the PCs, but whenever she speaks, Mach III Mach interjects himself into the conversation. Mach's bold comments reveal plenty of personal bravado, but offer little tactical help.

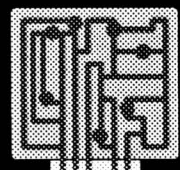
RexNex also makes his presence known. This bantam fellow with a sandy mustache lingers near the party, trying to get a word in edgewise during any discussion of strategy. He generally agrees with the party but he wants to make people think that the ideas were his.

Rex Nex also jacks into the Net frequently. He relays information on the party and its plans to the netrunner Lazarus, who is actually a spy for Humanatech. See the description of Rex Nex, below, for more details. Keep track of everything Rex Nex manages to learn and pass on about the party, because Entropy uses this knowledge in Section Two.

Mach III Mach employs the following strategy. He herds his whole gang into the alley marked on the map. The O-Zoners wait there, planning to swarm out and attack when the convoy arrives. This plan satisfies all his subordinates except for Rex Nex and Julie. The latter two find themselves unable to protest unless the PCs offer them some alternative position.



The Osiris Chip



The Osiris Chip

8

If the party wants O-Zoners to take up other positions, it must persuade individual gangers to follow its advice. The Referee should decide the gangers' reactions through role-playing. If in doubt, have the PC attempt a Leadership roll with a Difficulty of +15. Rex Nex almost certainly agrees to be part of the PCs' plan, since he wants to be involved in everything. Julie Electrica agrees if the party's ideas strike her as intelligent. The other gangers tend to stay with Mach III Mach.

The paragraph above also applies if the party asks O-Zoners to provide a tour of the neighborhood.

Mach III Mach does not mind if the party wants to use his gangers as part of their strategy. He wants the PCs' help. Nevertheless, he makes sure everyone knows that he has the situation under control, and does not need the party's advice. "We can handle this, choombahs." Obviously, he reacts violently to any criticism of his leadership. Most if not all of the gang supports him. The Referee may choose exceptions based on the circumstances.

The O-Zoners

Every neighborhood needs its gang. The youth of Pitt and Ten formed the O-Zoners half for thrills and half for self-protection. Luck came their way when a Chinese gentleman named Mr. Pei needed someone to express his extreme displeasure to certain "business rivals" in this section of town. Mr. Pei provided sufficient funds for the gang to invest in cyberware. The O-Zoners had hit the big-time.

Gang prestige became a matter of chrome. Those with cyberware got respect, those with meat did not. The old leader, Chain, simply could not handle metal. He had already made himself unpopular by skimming the take after successful rumbles. Therefore, Chain's more heavily-cybered rival, Mach III Mach, rose to the top of the gang.

When this adventure begins, Mach III Mach consolidates his hold on the gang. Meanwhile, Chain struggles for a way back to power. These divisions prevent the gang

from executing an organized ambush, and complicate the party's attempts to gather information from the gang.

As Referee, read the descriptions of the gang members carefully. Be sure you know the roles the different boosters play. Note, for instance, that Rex Nex serves as a spy and that the ex-leader Chain is well on his way to cyberpsychosis. These facts are all vital to the plot.

Remember that the O-Zoners have run together for some time. Be ready to role-play conversations in which one booster describes another one. This applies in particular to the ex-leader, Chain. If the party asks him about himself, they may send him into a rage. However, by asking other people about Chain and following up on their discoveries, the party may uncover Osiris Station.

Julie Electrica

Wiry, black-haired and ice-cool, Julie Electrica helped found the O-Zoners and played a formidable role in their early battles. Her status as the only female O-Zoner brings her admiration of a different sort, but she has never slept with anyone in the gang. That only adds to her prestige. Although Julie holds no acknowledged rank in the gang, everybody looks to her for direction.

Julie considers the corporate shipments big trouble. She also considers Mach III Mach completely unfit to cope with such a threat. Therefore, Julie suggested hiring the PCs. The other gangers responded with indifference, except for Rex Nex, who said that he had wanted to get outside help for a long time.

Electrica makes no effort to cozy up to the 'punks, but she treats them with respect. She appreciates clear thinking and does everything she can to assist a well-conceived strategy. After the battle ends, Julie plans to give PCs a fair share of any loot. When everything goes to pieces, Julie gives the PCs all due sympathy, but concentrates on saving herself and the gang.

If the party asks Julie about Chain, she becomes frigid and snappy. She used to be on intimate terms with him, and even con-

sidered becoming his lover, before he "changed." Now she takes pains to make sure nobody associates her with him. Julie knows that the gang's usual docs refused to implant more cyberware into Chain. She also knows that he acquired new chrome quite recently, from an unknown surgeon. However, Julie does not like to appear knowledgeable on the subject, if only because one of Chain's new acquisitions is a Mr. Studd.

Electrica feels a certain loyalty toward the gang she helped create. She spent her life hanging with these people. However, most of her old friends are in the morgue, and she cannot deny that the new blood includes a real crop of losers. Electrica refuses to sell the O-Zoners out, but if she got a chance to join a more dynamic team, she might take the opportunity. PCs who represent an up-and-coming street gang might be able to recruit her.

Julie makes no effort to appear attrac-

tive. She wears Fearless-Frost brand mirrorshades, a white helmet and a heavy leather jacket.

Stats

INT 9 TECH 7 REF 9 CL 12 LK 2
ATT 2 MA 5 EMP 5 BODY 4

Cybernetics

Sandevistan Speedware, Smartgun Link

Skills

Awareness/Notice +4, Combat Senses +8, Handgun +3, Intimidate +2, Judo +7, Leadership +3, Streetwise +5, Submachinegun +7, Streetwise +3

Equipment

Heavy Armored Jacket, Ingram MAC 14 Smartgun, Nylon Helmet, Honda Hardbody Motorcycle

Combat Scores

Initiative: +18*

Combat Scores

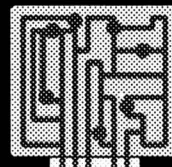
To make this adventure easier to use, we have included *Combat Scores* for each NPC that might engage the PCs in combat. These numbers total bonuses and penalties for the character in normal conditions, so that you need not look up all the information yourself. For instance, each weapon has its vital stats summarized for ease of play (#Shots, rate of fire, damage, and reliability), and then the bonus that the character receives when using the weapon is given — taking into account such factors as weapon accuracy, character skill and reflexes, smartgun links and cyberoptics, and penalties for the encumbrance of the armor worn by the character.

For martial arts, a single bonus is given; it *does not* reflect key attack bonuses (see *Cyberpunk*® rules, p. 90) for that martial art.

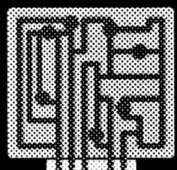
For armor, if no score is given for a body area, assume the SP value protecting the area to be zero.

If unusual conditions prevail, you may wish to revise figures accordingly. Suppose a character unloads her MetalGear™ — that relieves 2 EV, and in effect raises any scores that are based on reflex (initiative bonus, weapons bonuses) by +2.

A common initiative modifier is Sandevistan Speedware. When activated by subvocalized command, it gives a +3 bonus to initiative on the subsequent five turns. Then it must be activated again, after two turns *without* the speed. Since this modifier switches on and off through a combat, we have indicated initiative bonus totals with asterisks (*) when the +3 Speedware bonus is included. Be sure to subtract 3 from the total when it's an "off" turn — usually the first turn of combat and between boosted states.



The Osiris Chip



The Osiris Chip

10

Stun/Death Save: 4
Body Type Modifier: -1
Ingram MAC 14 SMG (#Shots 20/ROF 10/
DAM 4D6+1/Rel ST): +14
Judo: +14
Armor: Head/Torso/R.Arm/L.Arm 20

Mach III Mach, O-Zoner Leader

Mach III Mach once considered himself God's gift to the world. Now he just considers himself God. He keeps his head in the air, looking for input and action. When he fancies a woman, he does not hesitate to publicly proposition her. However, despite his ego, Mach III Mach has a firm grip on reality. The throaty chuckle in his boasts allows one to entertain the fantasy that he does not take all his claims seriously.

Mach III Mach leads the O-Zoners by virtue of his extreme self-confidence. That and his cyberware give him what he needs to command the gang's loyalty. Mach has neither time nor interest for complicated plans and schemes. He has overwhelming faith in his own ability to solve whatever problems appear.

Mach III Mach loves to gloat over the gang's old leader, Chain. His taunts usually take the form of sarcastic admiration. "Hey, choombah, nice moves, I mean you're just awesome, man." Mach quietly dislikes Julie Electrica too, considering her a representative of the gang's old leadership.

Mach never troubled to learn much about the gang's current trouble. He knows only that some corp violated O-Zone turf, "poor fool." Although Mach sees no need for outside help, when Julie suggested joining forces with the 'punks, Mach felt no need to argue. Mach feels sure that he can "ice the bleeders," with or without the PCs.

Mach has long sandy hair and peach-fuzz whiskers. His boyish face sports a cyberoptic of mylar blue.

Stats

INT 3 TECH 6 REF 8 CL 7 LK 4
ATT 9 MA 5 EMP 3 BODY 9

Cybernetics

Adrenal Booster, Cyberoptic (IR, Targeting

Scope), Rippers, Mr. Studd, Sandevistan Speedware, Skin Weave, Smartgun Link

Skills

Brawling +3, Combat Senses +6, Handgun +3, Intimidate +6, Leadership +3, Melee +6, Submachinegun +6, Streetwise +2

Equipment

Light Armor Jacket, Nylon Helmet, Ingram MAC 14 Smartgun, Honda Hardbody Motorcycle

Combat Scores

Initiative: +17*
Stun/Death Save: 9
Body Type Modifier: -3
Ingram MAC 14 SMG (#Shots 20/ROF 10/
DAM 4D6+1/Rel ST): +15
Armor: Head 32, Torso/R.Arm/L.Arm 26,
R.Leg 12, L.Leg 12

Kid Stealth

Kid Stealth acts as a loyal cheerleader to Mach III Mach. When Mach feels in the mood for flattery, he lets Kid Stealth lord it over the gang. When Stealth irritates his idol, Mach clobbers him. If the party ever argues with Mach III Mach, Kid Stealth immediately chimes in on the gang leader's side.

This gang member rabidly hates Julie Electrica.

Kid Stealth is slightly overweight. His hair stands straight up.

Stats

INT 2 TECH 4 REF 6 CL 3 LK 3
ATT 4 MA 5 EMP 5 BODY 10

Cybernetics

Rippers

Skills

Combat Senses +5, Handgun +5, Helmet, Melee +5.

Equipment

Light Armor Jacket, Nylon Helmet, Armalite 44 Autopistol, Honda Hardbody Motorcycle.

Combat Scores

Initiative: +11
Stun/Death Save: 10
BTM: -4

Armalite 44 (#Shots 8/ROF 1/DAM
4D6+1/Rel ST) +11
Armor: Head 20, Torso/R.Arm/L.Arm 14

Chain

Chain started the O-Zoners. He served as a competent, if icy, leader for the new gang. Then the gang started buying cyberware. Chain's humanity dwindled rapidly, and his personality deteriorated at an even faster rate. He stole from the other gangers. He demanded the spoils of raids for himself. He savaged the gangers who offended him.

Soon, even the local ripper-docs recognized his condition, and urged him to cut back on his new acquisitions. When Mach III Mach outdid him in implants, Chain could no longer lead the O-Zoners. His behavior made him unpopular. His inability to accommodate cyberware gave the gang an excuse to displace him.

Chain still cannot understand how he lost control of his gang. In calmer moments, he attributes it to his lack of cyberware — although he steadfastly insists that he can handle chrome. Most of the time, Chain broods on his displacement with simple, inarticulate rage. Chain neither knows nor cares much about the corporate courier. However, he looks forward eagerly to the chance to kill something.

Chain has a beetle-browed tough-guy demeanor and a loud voice to match. He seems quite self-centered. Not only does Chain take everything he wants, he fails to see why other people have a problem with that. The 'punks find him uncommunicative and unpleasant.

In happier times, Chain was a close friend of Julie Electrica. He never quite became her lover, but he felt close — until the night he snapped her collarbone over a can of Smash. The ex-leader does not comprehend why their relationship changed afterward. Chain always positions himself near Julie and tries to talk with her, oblivious to the pointed brush-offs he receives.

Although he does not know it, Chain has a connection to the corporate invaders of this district. He recently found a doc who agreed

to augment his cyberware. This doctor is Westhaven, from the underground clinic Osiris Station. Westhaven plans to drive Chain into cyberpsychosis, for eventual introduction into the Entropy zombie gang.

Westhaven has given Chain a Mr. Studd and a reflex boost. Westhaven also implanted Chain with Command Kill software. Humanatech intends to use Chain during the forthcoming raid to help wipe out the less useful members of O-Zone. Specifically, Westhaven wants Chain to kill Julie Electrica. Humanatech views her as the greatest threat to their plans.

Currently, Chain hangs in the grip of cyberpsychosis. Even if he murders Julie, he does not fully comprehend his actions. Chain refuses to tell anybody anything about his augmentation and if the PCs hassle him, he replies with gunfire. To question him, the party must forcibly capture him and find a means of interrogation.

The PCs can try any of several methods for questioning Chain. If questioners try to beat the truth out of him, let them attempt Interrogation rolls with a Difficulty of +25. In his rabid state, Chain scarcely responds to pain. The party could also attempt to talk him down from his cyborg madness. A man-to-man talk from a metal warrior might work. So might human kindness. Role-play the talk to its fullest. Then have the speaker attempt a Human Perception roll with a Difficulty of +15. The party gains a +5 bonus to this roll if Julie participates.

If the PCs persuade Chain to open up, he can tell them that the Calahoun project actually conceals a body shop. He knows that body shop patrons enter through the sewers, not the gate. Chain also recognizes several Entropy warriors as clinic guards. Therefore, the party can use him to find the real villains of this story and confirm their role.

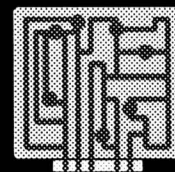
Stats

INT 4 TECH 7 REF 12 CL 5 LK 3
ATT 2 MA 5 EMP 0 BODY 16

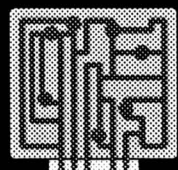
Cybernetics

Kerenzikov Boosterware (+1), Grafted Muscle, Mr. Studd, Smartgun Link, Subdermal Armor, Rippers

Skills



The Osiris Chip



The Osiris Chip

12

Combat Senses +6, Leadership +1, Melee +7, Rifle +8, Streetwise +3

Equipment

Heavy Armor Jacket, Nylon Helmet, Honda Hardbody Motorcycle, Kalishnikov A80 Heavy Assault Rifle (smartgun linked)

Combat Scores

Initiative: +17

Stun/Death Save: 16

BTM: -5

Kalishnikov A80 (#Shots 35/ROF 30/DAM 5D6/Rel VR): +14

Rippers (DAM 1D6+8) +19

Armor: Head 20, Torso 38, R.Arm/L.Arm 20

Rex Nex

At 5'2" and 110 pounds, Rex Nex cannot last long in a streetfight. However, he helped start this gang, and he more than earns his place within it. Rex Nex runs the Net. He knows no fear and has deadeye aim with a rifle. In the course of his Net-running career, he has made contacts and connections throughout the City. Julie Electrica and the other O-Zone long-termers consider him an old friend and valuable partner.

Rex has big ideas for the gang. His street connections and Net-running discoveries give him a constant supply of scams and potential jobs for the O-Zoners to get involved in. Some of them could make the gang rich. However, Rex Nex cannot make the gang listen to these plans. He finds this doubly painful because he tends to think of himself as gang leader. Rex feels eternally snubbed.

Rex uses every opportunity to prove his importance to the gang. Meanwhile, he nurses his resentment against the boosters who ignore him. Rex Nex entertains fantasies of revenge, in which he betrays the gang to some awful punishment. Without precisely intending to, Rex Nex has done exactly that.

Two weeks ago, Rex logged onto Carnival, a Virtual Reality hacker heaven. There, he met a new contact, a netrunner called Lazarus who seemed to have information on the mysterious shipments through O-Zoner turf. Lazarus led Rex to the data showing

Rorke Incorporated's two million eb insurance policy on the material.

Then Lazarus lowered his data-squeal to an electronic whisper and offered to tell Rex a secret. He claimed to have devised a scam to collect the insurance policy for himself. Of course, for the maneuver to work, somebody would have to hijack the shipment, thereby forcing the insurance company to pay off. Furthermore, his "electron wizardry" required him to know the exact time and place where the hijacking occurred. In fact, he needed to know the attack plan in excruciating detail.

Lazarus suggested that O-Zone could ambush the shipment. The gangsters could then try to fence the contents on the Street. Meanwhile, the two NetRunners, who, after all, "represent the CPU here," would collect an automatic two million eb from the insurance policy. "That makes one for each of us, choombah." There would be no point in telling the other gangsters about this additional windfall.

Rex relished the idea of cheating the rest of O-Zone even more than the money. He quickly agreed to Lazarus's plan. During the early stages of this adventure, he makes every effort to learn about the party's ambush plans, disguising this curiosity beneath his habitual drive to be a part of every strategy session. Rex then relays his information to Lazarus.

Lazarus works as an operative of Humanatech Inc. He fabricated the data on Rorke and the insurance policy to complete his cover story. This computer-spy intends to use Rex for as long as necessary. Then he plans to give Rex the gift of a datafile with a Zombie enclosed.

Although Rex Nex does not guess Lazarus's true intentions, he knows quite well that he is betraying the gang. He dismisses any questions whatsoever with a plastic smile. If asked about his sources of information on Rorke and the insurance policy, he replies, "trade secret."

PCs might manage to trail Rex Nex in NetSpace. During Section One of this adventure, he always jacks in in the portion of the City Grid which corresponds to O-Zoner

turf. From there, he crosses the city to Carnival. Consult the material on Carnival for more details.

Rex Nex has a strong voice for a little fellow, and he uses it to force his way into any discussion of gang policy. He tries to take credit for any ideas the group adopts. Rex Nex looks small, but not weak. He wears denim clothing and a flat cap.

Stats

INT 11 TECH 11 REF 12 CL 10 LK 3 ATT 4 MA 5 EMP 8 BODY 2

Cybernetics

Cybermodem Link, Digital Recorder

Skills

Electronics +3, Interface +6, Programming +5, Rifle +3, Streetwise +4, System Knowledge +3

Equipment

Light Armor Jacket, Nylon Helmet, Honda

Hardbody Motorcycle, Zetatech Paraline 5750 cyberdeck (Programs: Codecracker, Flatline, Speedtrap, Force Shield, Hotwire, Crystal Ball, NetMap), Militech Ronin Light Assault Rifle

Combat Scores

Initiative: +12

Stun/Death Save: 2

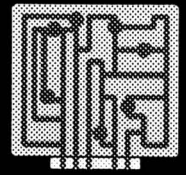
BTM: 0

Militech Ronin (#Shots 35/ROF 30/DAM 5D6/Rel VR

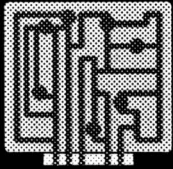
Armor: Head 20, Torso/Arms 14

O-Zoners (20)

These small-time gangers have just tasted the big-time. They think they're pretty chill. The O-Zoners aren't bad kids, but they have a taste for violence and a drive to follow the trends, right or wrong. Humanatech sees them as typical specimens of their kind, nosy, territorial and ultimately worthless.



The Osiris Chip



The Osiris Chip

14

Stats

INT 2 TECH 4 REF 6 CL 3 LK 3
ATT 4 MA 5 EMP 5 BODY 10

Skills

Combat Senses +5, Handgun +5, Melee +5,
Streetwise +2

Equipment

Light Armor Jacket, Steel Helmet,
Switchblade Knife, Dai Lung Streetmaster
Pistol, Honda Hardbody Motorcycle

Combat Scores

Initiative: +11
Stun/Death Save: 10
BTM: -4
Dai Lung pistol (#Shots 12/ROF 2/DAM
2D6+3/Rel UR) +11
Switchblade (DAM 1D6/2+2): +11
Armor: Head/Torso/R.Arm/L.Arm 14

Area Layout

The following map key describes O-Zoner turf. None of these areas play a crucial role in the adventure, except as possible cover or sniper positions. The map shows the usual route of the convoys.

1. Warren Buildings

The Warren Complex once housed apartments and a few small businesses. Landlord after landlord lost money on the project, until the entire complex mysteriously burned. Today, the shells of the buildings serve as headquarters for the O-Zoners. Neon orange graffiti scores the blackened walls.

These buildings originally rose to a height of six stories. The blackened staircases and upper floors still exist. However, if anyone climbs up here, the Referee should roll 1D10. On a roll of three or under, the climber crashes through the floor in a shower of dust and scorched PlastiBrick. The victim suffers 1D10 of falling damage.

2. Vacant Lot

Cracks and ridges undulate across this asphalt waste.

3. Pei Buildings

No spraypaint defaces the beige walls of these five-story buildings. The tidy apartments

hardly seem to fit the Street. Any O-Zoner can tell the PCs why. Mr. Pei, the Chinese tycoon who owns this complex, also supervises the Earth Tiger Triad. Anybody who offends Mr. Pei risks facing some particularly gruesome punishment.

Most of the inhabitants of this apartment are recent Chinese immigrants. They fit extended families of several dozen into the tiny apartments. PCs may see the lucky ones with jobs leaving for work, dressed impeccably in their cheap gray clothing.

The O-Zoners themselves receive a fee to protect these buildings. Furthermore, the apartments employ ten Chinese Basic Goons (as per the *Cyberpunk*® rulebook, page 186). Any PCs who want to position snipers here must fight off these guards. If either they or the apartment-owners survive to see the party's faces, Mr. Pei will take further action in the future. He may send an elite team to flatline the intruders, or he may allow the party to buy an accommodation. The Referee gets to choose details.

4. Apartment Complex 303

The four-story buildings of this complex look ready to collapse. A sprinkling of small businesses occupy the ground floors. Rows of boarded windows stand between them. The surviving enterprises include Kell's Electronics, Golden Mountain Take-Out Vietnamese and Vinnie's Pawnshop. One can look in on these establishments through huge windows of filthy PlastiGlass. Flies swarm in the Asian restaurant. Trash decorates the street.

This complex has no organized security. However, Kell's Electronics serves mainly as a fence for stolen goods, and has an Advanced Goon (*Cyberpunk*®, page 191) to keep people out of the back rooms. (Vinnie's Pawnshop, as it happens, is an honest business.)

If the party tries to enter this block with visible weapons, it faces one other opponent. Mrs. Nguyen, the aging cook at the Golden Mountain, feels that local punks have murdered each other in this building once too often. She keeps an eye on the entire area. If she sees anyone sneaking in with heavy weapons, she stops to harangue him.

Mrs. Nguyen confronts armed characters screaming in Vietnamese, a shapeless dress clinging to her emaciated frame. She carries an old Llama Comanche revolver, which she does not know how to use. PCs could easily flatline Mrs. Nguyen. However, they should feel really cruddy if they do. Furthermore, her children, sisters and friends appear in corners and hallways throughout this complex. They may call police, gangsters or even sympathetic martial

artists to avenge the cook. Once again, the Referee can choose details.

5. Razor Flash

This one-story barbershop features mohawks, spike haircuts and the most minor versions of plastic surgery. Youths from around the area hang out on its doorstep. Although this turf technically belongs to O-Zone, members of the Steelies and the Ragers always lurk in the shop. If they see anyone approach with weapons, they take the meeting as a challenge. The gangers spring up, shouting insults and attempting facedowns. The party can talk or intimidate its way past by role-playing logical responses and passing rolls with a difficulty of 15. Use *Streetwise*, *Intimidate*, *Fast Talk* or whatever seems appropriate for these tests.

On a *Style* roll of over 20, a 'punk can actually impress these gangers. Maybe they'd like to join in the party's rumble.

Treat the Razor gangers as four Basic Goons (cf. *Cyberpunk*®, page 186).

6. Calahoun Project

High board fences surround this lot. Razor wire tops the barriers and red signs warn off intruders. Scrawls of spraypaint cover the fencing, but the barriers look solid. This lot is supposedly the site for a long-delayed apartment complex. A select few know of a body shop within. None yet realize that the Calahoun Project serves as a headquarters for Humanatech's Osiris Project.

Consult Part Three for full details on this encounter.

Carnival

This illicit Net system exists in the shadow of an Infocomp Data Fortress. One piece of ICE defends the Carnival system, a Balron sculpted to resemble a ringmaster with a whip. The Balron, known as Captain Daring, carries the programs See Ya, Hidden Virtue, Force Shield and Hellbolt. Anyone who successfully passes Captain Daring once may buy a Virtual Reality ticket from a Virtual Reality carny for two hundred Real Reality eb (transferred electronically). This ticket allows the owner to pass Captain Daring freely on future visits.

Carnival consists of a Virtual Reality midway. A permanent dusk darkens the

scene. A phantasmagoria of roller coasters, Ferris wheels and other bizarre rides rise over the scene, all equipped with garish lights and all in motion. The stomach-turning rides all seem quite real. NetRunners meet here to trade data.

Lazarus meets Rex Nex on the Fusion Zipper. His RealSpace body is inside the Calahoun Project (see Section 3) whenever he is 'running.

Lazarus

Lazarus specializes in what NetRunners call social engineering. He cracks systems, not with programming wizardry, but by deceiving other people in the Net. The fact that Lazarus has no absolutely sense of honesty only improves his performance in this field. If captured and interrogated, he cracks immediately, but tells bald untruths throughout the interview.

Lazarus works for Humanatech, providing intelligence for the destruction of O-Zone. See the description of Rex Nex, above, for more details.

Lazarus's icon looks like a gleaming, sexless android. Outside the Net, Lazarus appears as an oily, overweight man with a crew cut.

Stats

INT 9 TECH 10 REF 3 CL 10 LK 8 ATT 2
MA 5 EMP 8 BODY 6

Cybernetics

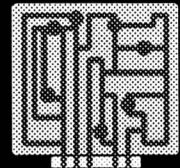
Cybermodem Link

Skills

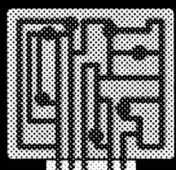
Electronics +3, Fast-Talk +7, Interface +6,
Programming +5, System Knowledge +4

Equipment

SGI Elysia cyberdeck (Programs: SeeYa, Hidden Virtue, Invisibility, Stealth, Armor, Hellbolt, Sound Machine, Crystal Ball, Instant Replay)

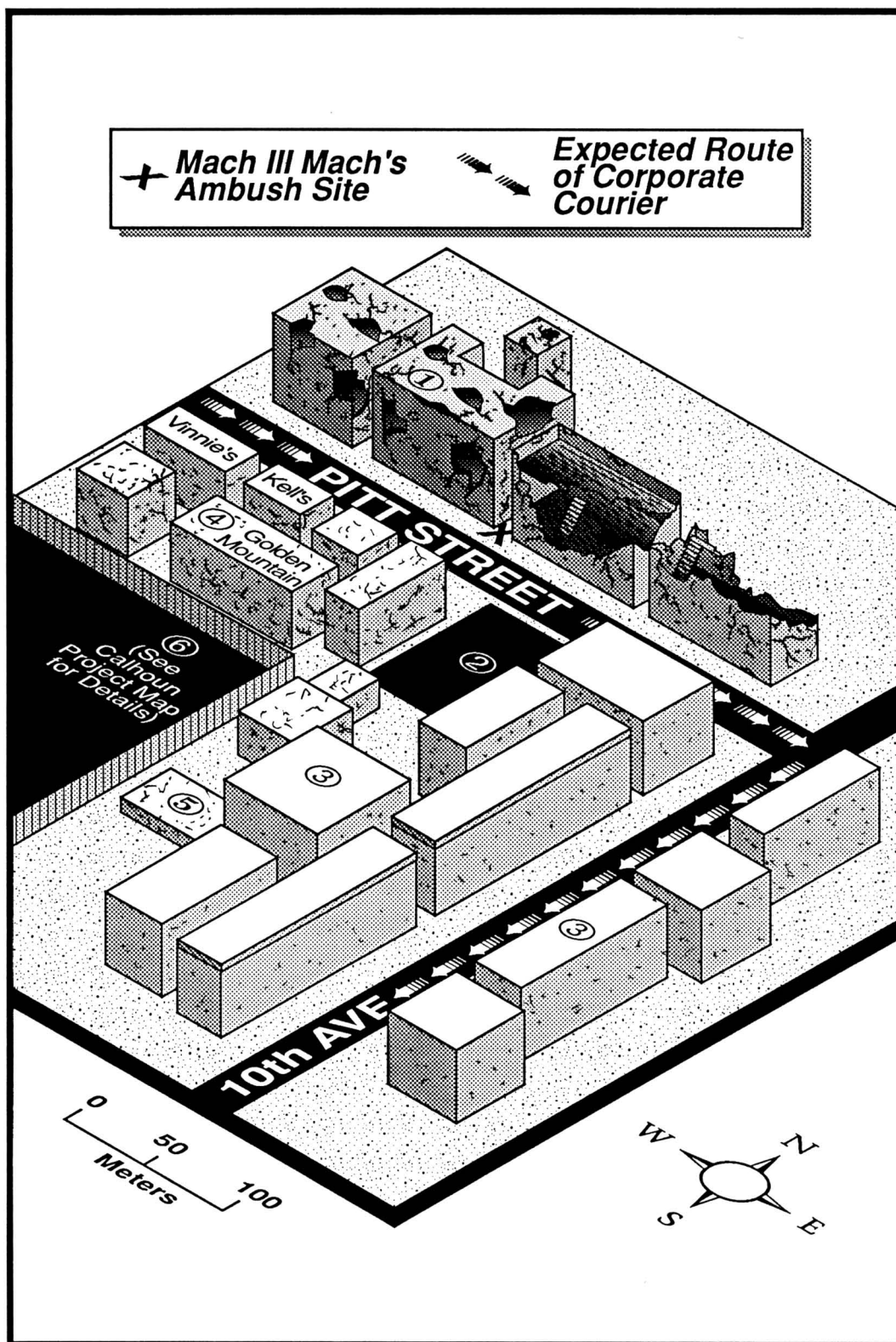


The Osiris Chip



The Osiris Chip

MAP ONE: O-ZONE TURF



PART TWO: FIREFIGHT

At 10:30 P.M., Entropy attacks O-Zone and the PCs. Part Two covers the raid, the response and the aftermath. Read the notes and rock and roll. If the party goes looking for more information, refer back to Part One.

The Evening

After the party sets up its ambush, the Referee should give players a moment for last-minute thoughts. Then, in a low voice, inform them that time passes. The sun sinks from the smoke-ridden sky. Engines throb in the nighttime city. Referees may want to run one or two random encounters from the tables on pages 210-211 of the *Cyberpunk®* rules. These events should not last long. They simply serve to test the party's nerves and itchy trigger fingers.

The Referee should also gather information for the upcoming firefight. Find out exactly where PCs are. Sketch a combat map. Decide exactly what Entropy knows and what it does not, remembering about the spy Rex Nex. Then spring the following ambush.

Entropy's gangers approach on foot, from the Calahoun project. Their strategy depends on the party's positions. Referees should plan this attack as honestly as possible, attempting to limit themselves to the information possessed by the gang leaders. Devise as cunning an attack as you consider reasonable, using all your own tactical expertise. The following guidelines describe Entropy's prime considerations.

- ◆ First, the Snipers take positions from which to fire on the ambush area. They make every effort to get behind and above their victims, preferably in a position which affords

them cover. Given time, they install their claymores along approaches to their positions, the better to blow away anyone who attacks them. Note that if the party has picket guards or other sources of reconnaissance, it may notice the snipers as they arrive. An attack upon the snipers precipitates the rest of Entropy's ambush.

- ◆ The Grunts charge the party's position. They run in, firing from the hip, hoping to gut people in close combat. They ignore casualties and feel no pain. These madmen serve largely to draw fire, providing targets for the Snipers.

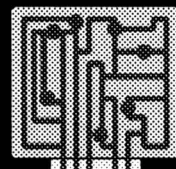
As a general principal, the Grunts occupy themselves by fighting the NPCs of O-Zone, leaving the party to deal with the more heavily-equipped cyborgs. The party should not sustain prolonged fire from the Grunts until either all the O-Zoners are dead or PCs finish fighting all their own opponents.

- ◆ The Assault Team attempts to overwhelm concentrations of PC strength. It attacks intelligently, using grenades and long-range fire. When this team decides to charge, it uses suppressive fire and smoke to avoid destruction.

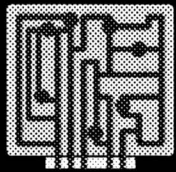
- ◆ Survivors of the battle return to Calahoun by a roundabout route. They strive to avoid being followed. PCs may encounter survivors at area five on the Calahoun Layout.

Entropy Soldiers

These gangers, cyber-fetishists and ex-security men have passed beyond the pale of humanity. They are not mindless, and their tactics show the intelligence of long experience. However, none of them possess



The Osiris Chip



The Osiris Chip

18



a trace of human feeling. If captured and interrogated, they respond with mute anger. Pain makes them scream but not talk.

Snipers (2)

Stats

INT 2 TECH 4 REF 9 CL 5 LK 5
ATT 4 MA 5 EMP 0 BODY 8

Cybernetics

Cyberoptics (IR, Targeting Scope, Anti-Dazzle), Grapple Hand, Kerenzikov Boosterware (+1), Osiris Chip, Smartgun Link, Subdermal Armor.

Skills

Athletics +5, Climbing +4, Combat Senses +6, Rifle +6, Melee +5.

Equipment

Kalishnikov A-80 Assault Rifle, Steel Helmet, Claymore

Combat Scores

Initiative: +16
Stun/Death Save: 8
Body Type Modifier: -3
Kalishnikov Rifle (#Shots 35/ROF 25/DAM 6D6+2/Rel ST) +17
Armor: Head 14, Torso 18

Grunts (10)

These gangers and would-be solos acquired their cyberware through a variety of routes. All ended up as slaves of Osiris. For game purposes, one can give them identical

statistics. However, they have a mix of cyberware, as shown below. Assume that four have Cyberware Package #1, three have #2 and three have #3.

Stats

INT 2 TECH 4 REF 9 CL 5 LK 5
ATT 4 MA 5 EMP 0 BODY 8

Cybernetics

Package #1 (four Grunts): Cowl, Kerenzikov Boosterware (1), Osiris Chip, Smartgun Link, Torso Plate

Package #2 (three Grunts): Cowl, Sandevistan Speedware, Osiris Chip, Smartgun Link, Subdermal Armor, Cyberarm (with Hydraulic Rams, kevlar armor)

Package #3 (three Grunts) Kerenzikov Boosterware (1), Osiris Chip, Smartgun Link, Torso Plate, Cyberarm with Buzz-Hand.

Skills

Combat Senses +4, Submachinegun +6, Melee +8

Equipment

Axe, Sternmeyer SMG 21, Steel Helmet (cyberware package #3 only), heavy leather pants.

Combat Scores

Initiative: 14 (#1, 3), 16 (#2)
Stun/Death Save: 8
Body Type Modifier: -3
Sternmeyer SMG 21 (#Shots 30/ROF 15/DAM 3D6/Rel VR) +16
Axe (DAM 2D6+4): +16
Armor — #1: Head/Torso 25, R.Leg/L.Leg

— #2: Head 25, Torso 18, R.Arm 20, R.Leg/L.Leg 4

— #3: Head 14, Torso 25, R.Leg/L.Leg 4

Assault Team (4)

Ju-Ju designed these cyborgs specifically for his heavy assault team. He recruited them from the gutter and wired them straight into insanity. The youths still have the pale, mistrustful faces of street-kids beneath their chrome.

Stats

INT 2 TECH 4 REF 9 CL 5 LK 5
ATT 4 MA 6 EMP 0 BODY 10

Cybernetics

Cowl, Cyberoptic with IR and targeting scope, Sandevistan Speedware, Nasal Filters, Osiris Chip, Smartgun Link, Torso Plate, Wolver

Skills

Combat Senses +6, Heavy Weapons +4, Submachinegun +7, Melee +8

Equipment

Fragmentation Grenades (3), Dazzle Grenade, Sternmeyer SMG 21, Flak Pants

Combat Scores

Initiative: +14*
Stun/Death Save: 10
Body Type Modifier: -4
Sternmeyer SMG 21 (#Shots 30/ROF 15/
DAM 3D6/Rel VR) +14
Armor: Head/Torso 25, R.Leg/L.Leg 20

Combat Among NPCs

In the early stage of this battle, the party has all O-Zone on its side. Later, the C-SWAT team may finish off extra Entropy members. Nevertheless, the Referee need not spend hours pitting one group of NPCs against another. Simply roll lots of dice behind a screen to make the players think that you are resolving combat by the book. Then use the following quick system to decide who wins.

1. Roll 1D6 for each NPC in position to use his or her weapons. Members of Entropy add +1 to this roll due to their heavy firearms and cyberware.

2. On a roll of six, the NPC eliminates one randomly-selected enemy. Referees who feel incapable of blindly picking a victim may simply list up to ten potential casualties, roll 1D10, and count through the list until reaching the number rolled.

Faceless characters simply die when hit. If this sort of combat wounds a major NPC (any character with an individual name and description), the Referee should resolve damage normally for the enemy's primary weapon.

4. If the party appears to be facing extinction, the Referee should use one or two friendly NPCs in the standard battle. Try to use important NPCs, such as Chain and Julie Electrica. Naturally, the Referee should encourage PCs to do their own fighting.

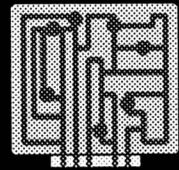
Investigating Entropy

Those who investigate live or dead Entropy members may discover some interesting facts.

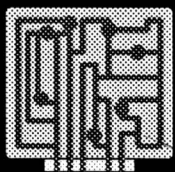
◆ All these gangers have more cyberware than the typical mortal can sustain. Any layman can guess that they should be in cyberpsychosis. Those who pass Diagnosis rolls with a Difficulty of 15 can pronounce the gangers as psychos without a trace of doubt.

◆ Although cyberpsychos often exhibit great cunning, they seldom cooperate. The loss of empathy cripples their ability to work in teams. Therefore, the existence of a cyberpsycho gang should seem strange. If the players do not think of these facts, the Referee may give them the hint. One must pass a Medtech roll with a Difficulty of 15 to know this fact.

◆ Anyone who examines the Entropy members' faces may attempt a Streetwise roll with a Difficulty of 20. Success means that the character remembers seeing the Entropy members before, with different gangs. These psychos come from Legion,



The Osiris Chip



The Osiris Chip

20

the Blood Razors, the Steel Slaughter Slammers and many other boostergangs throughout the city.

◆ Anyone who performs a physical examination on Entropy members may attempt a Medtech roll with a Difficulty of 15 to find the Osiris circuitry within each ganger's neural processor. A Medtech roll with a Difficulty of 25 reveals that this system affects the sections of the brain associated with Empathy loss and psychosis. A Medtech roll with a Difficulty of 30 reveals that the chip might control the user's thoughts.

See the appendix for more details on Osiris Chips. Note that if one attempts to remove a chip from its original subject, it becomes unusable.

C-SWAT

At roughly the time the firefight with Entropy begins, an anonymous caller informs Cybernetic Special Weapons and Tactics of the firefight. This caller identifies the PCs as smugglers of highly dangerous new cyberchips. A C-SWAT team arrives 1D6 minutes later. Note that since a combat turn equals three seconds, a lot of fighting can happen in the meanwhile.

C-SWAT intends to riddle the PCs with heavy weapons fire and arrest them afterward. Nevertheless, this attack may save the party from a hopeless confrontation with Entropy. If necessary, the Referee may accelerate the arrival of C-SWAT to save the PCs' lives. Of course, this can only save a party with the sense to run.

C-SWAT does not take time to seal off the area. Due to the intensity of the firefight and the limited size of this team, the C-SWAT detachment has made dispersing the firefight its first priority. Therefore, PCs with the intelligence to retreat may well escape. However, those who neglect covering fire may receive shots in the back.

The C-SWAT members advance in a wedge, with members 20 feet apart. This formation advances cautiously, with members seeking individual cover. When C-SWAT encounters firm resistance, the point man tries to pin down the enemy with automatic

fire while the rest of the team attempts to flank the enemy.

If someone makes a heroic effort to surrender, C-SWAT might take that person alive. As police, they do make a minimal attempt to apprehend living subjects for trial. Those who hurl themselves to the ground, spread their hands and abjectly plead for mercy can expect a trip to the police station, search and interrogation.

Role-play each victim's interview with the police. C-SWAT charges its victims with all the weapons-registry and cyberware-registry counts it can. If the police found corpses lying about the battlefield, it throws the murders in too. The interrogators claim to have all the proof they need. "You wanna save your bacon, you gonna have to play ball." Police claim to want evidence against, "Those other frackers, the ones who were shooting at you." C-SWAT provides a plausible story leading up to the events on the scene. "They came at you, right. They were gonna ice you. So you let 'em have it." Those who agree, of course, eventually discover that they have "confessed" to murder.

Punks can weasel themselves out of jail with plausible role-playing and a Streetwise roll of over 20. Cop characters can make a roll of the same sort using Authority. With a roll of over 30, a 'punk can actually get charges dropped. One makes a separate roll for each prisoner.

C-SWAT honestly wants to get the Osiris psychos off the streets. If the police believe the PCs share this goal, they do not hesitate to reveal what they know. To make the police talk straight, someone who is not currently a prisoner must role-play a plausible introduction to the conversation. It takes a Streetwise, Authority or Credibility roll with a Difficulty of +15 to convince the police of one's sincerity.

The Cyber-police know more about the Osiris chips' effects than their origins. "These chips are instant psychosis, choombah. Somebody's peddling them like hotcakes, putting crazies on the streets." The police know that O-Zone turf is a center of Osiris activity.

C-SWAT Team (7

Members)

These chromed cops still have law and order more or less in mind. However, in their line of work, the fine points get hard to see. They spend their days fighting the most dangerous cybernetic psychotics in the city. Anyone can understand why they get a little trigger-happy.

Stat

INT 3 TECH 4 REF 9 CL 7 LK 5
ATT 4 MA 6 EMP 1 BODY 14

Cybernetics

Cyberoptic with IR and targeting scope, Grafted Muscle, Sandevistan Speedware, Nasal Filters, Muscle and Bone Lace, Smartgun Link

Skills

Combat Senses +6, Athletics +4, Submachinegun +7, Melee +8

Equipment

MetalGear™ armor, Fragmentation Grenades (3), Dazzle Grenade, FN-RAL Heavy Assault Rifle, Nylon Helmet

Combat Scores

Initiative: 16*
Stun/Death Save: 14
Body Type Modifier: -5
FN-RAL Assault Rifle (#Shots 30/ROF 30/
DAM 6D6+2/Rel VR) +16
Armor: Head 20, Torso/R.Arm/L.Arm/
R.Leg/L.Leg 25

The Dust Settles

In the aftermath of the battle, the following NPCs take the following actions. Note them for all future encounters.

◆ Electrica, if alive, hides with Mrs. Nguyen at Complex 303. She considers herself betrayed by all sides, and has no desire to talk to anybody. One must use sensitive role-playing and a Credibility, Authority, Streetwise Fast Talk or similar roll to get information from her. The Difficulty of such a roll equals 20.

◆ Chain paces in a random pattern

through the streets. The violence of the night pushes him temporarily into cyberpsychosis. He wants to kill. Chain retains enough intelligence not to attack at hopeless odds. However, he does not pass up a chance for casual sadism.

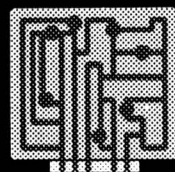
One hour after the battle ends, C-SWAT puts out a special bulletin for Chain. PCs who monitor police activity can easily learn this fact.

Six hours after the battle, Humanatech sends three gangers to kidnap Chain and bring him to the Calahoun project. There, they intend to implant an Osiris chip in his body and induct him into Entropy. Give the kidnapers the statistics of the Assault Team, described above. If no PCs intervene, assume that they kidnap him successfully. Chain then joins the defenders at Calahoun.

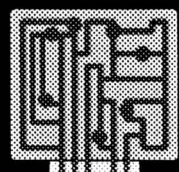
◆ The fate of Rex Nex depends on his success with the party. If the PCs talked freely with him and continue to do so, Lazarus allows him to live, in hopes of getting more information. However, if Rex provided nothing, or if Entropy considers the party destroyed, Lazarus decides to eliminate Rex Nex. Three hours pass. Then Rex Nex goes to Carnival and Lazarus gives him the Zombie.

Referees may base the Zombie's effectiveness on the needs of the story. If Chain and Julie Electrica both remain as open sources of information, let Rex Nex die. However, if the party must have his information to continue the adventure, he survives the booby trap. After this, Rex Nex knows he must find protection or die. However, having just attempted to sell out the PCs, he may not willingly tell his story to them.

◆ Mach III Mach, Kid Stealth and the surviving O-Zoners cruise their turf. They want a scapegoat for the recent debacle, and might attack anyone.



The Osiris Chip



PART THREE: RETRIBUTION

Part Three covers the Humanatech headquarters at the Calahoun project. It describes what the party can see if it stakes out the area. Then it covers the project's defenses for a raid. Most playings of *The Osiris Chip* end in an assault upon the Calahoun Project.

This chapter gives the party a chance for bloody retribution against Humanatech. The final battle won't be pretty and it won't be subtle. That's how revenge works in 2020. However, the PCs must approach their assault on Humanatech with a degree of finesse. First of all, Entropy has enough firepower to be dangerous unless handled properly. Second, the politics of attacking a corporate installation mean that the more groundwork the party does, the more likely it is to survive and enjoy its rewards.

Watching the Street

If the party still needs clues, it may stake out O-Zone turf. Watching the street eventually provides results. The Referee should roll 1D10 for each four hours the party spends watching. On a roll of 1, a cyberpsycho of the sort described under Assault Team in Part Two emerges from Calahoun, looking for a kill. On a roll of 2, an unmarked Humanatech van guarded by three Advanced Goons (*Cyberpunk*®, p. 191) brings medical supplies to Calahoun. On a roll of 3 to 5, the party meets some encounter from the tables on pages 210-211 of *Cyberpunk*®.

Appointment With Entropy

If the party inquires among its sources about ripperdocs in the O-Zone area, it may learn about Osiris Station. One must pass a Streetdeal roll with a Difficulty of 20 to find someone able to make a connection with Osiris. Such a fixer can inform the PCs that a ripperdoc called Ju-Ju operates out of the Calahoun project, and that one should enter his clinic through the sewer entry. The fixer does not reveal that Ju-Ju works for Humanatech, although on a Streetdeal roll of 25 or higher, the PCs can learn that the ripperdoc has a corporate affiliation.

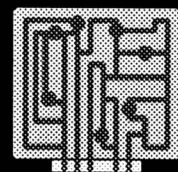
A certifiable cyber-enthusiast can even make an appointment with Ju-Ju for an initial fee of 1,000 eb. Note that this can be an exceptionally effective strategy, since it lets the party slip into Osiris Station without fighting its way through the planned defenses.

Getting Out and Getting Paid

The party probably has the strength to trash Osiris Station. It does not have the strength to fight Humanatech Inc. Therefore, before the party makes its final attack, it may want to attach itself to some more powerful entity. By cutting one of the Big Boys in on the deal, the punks may lose a little independence, but they gain friends, a little security and possibly a reward for their efforts.

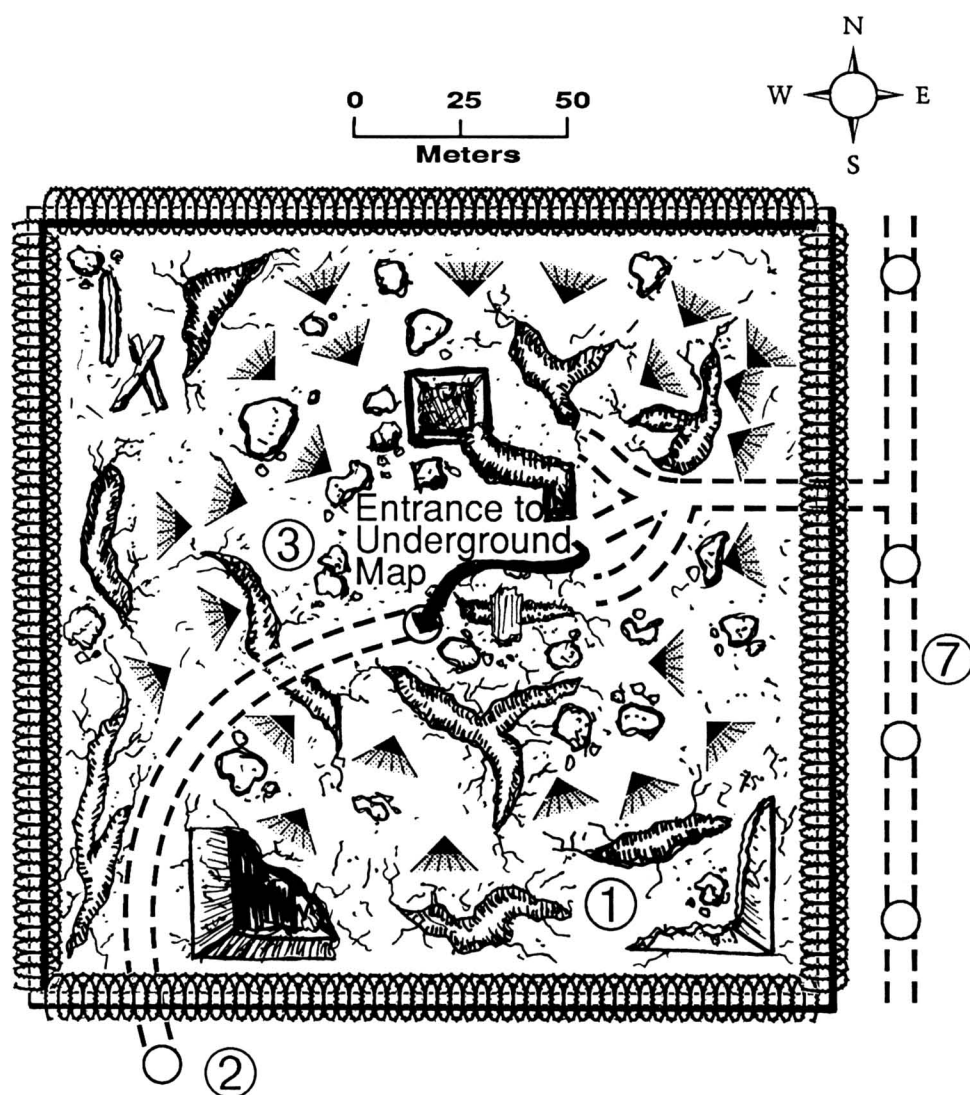
The party does not have to bring other organizations into the picture. If the team includes a PC fixer and all members have

MAP TWO: CALAHOUN PROJECT (Outdoors)

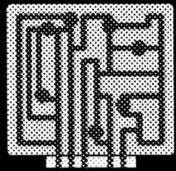


The Osiris Chip

28



	Claymore		Fence
	Trench		Sewer Entrance
	Rubble		Tunnel



The Osiris Chip

24

effective ways to conceal their identity, the party can ignore this step. However, finding a patron makes many things much simpler, and can produce some interesting role-playing as well. If the PCs simply overlook this idea, some O-Zone member might suggest it. Referees can also hint about this idea through Streetwise rolls.

The nature of a party's patron depends on the power groups Referees want to emphasize in their campaigns. The following notes provide some suggestions.

- ◆ C-SWAT provides an obvious friend for a strike against Humanatech. These cops have an obvious incentive to assist the destruction of a cyberpsycho hive. They can probably arrange to overlook crimes committed in the course of the raid. However, they cannot offer payment and they cannot keep Humanatech from seeking revenge.

- ◆ Other biotech firms, such as Biotechnica, would like to see an accident happen to their competitor. Furthermore, they might like samples of the Osiris Chip for their own research. These corporations would pay well in money (a total of around 80,000 eb). Furthermore, if the party agreed to accept slightly less cash, they might use corporate pressure to avert Humanatech's more blatant forms of retribution.

- ◆ Organized crime has characteristics of both the police and the corps. The Yakuza, Mr. Pei's Triad and even the Sicilian Mafia have an interest in suppressing rampant cyberpsychos. They also have uses for secret cybernetic projects. In return for the destruction of Calahoun and the recovery of Osiris chips, the Mob can fix "misunderstandings" with both the law and the corporation. However, it cannot rescue those unlucky enough to suffer capture or otherwise leave undeniable proof of their participation. Crimelords would offer around 40,000 eb for samples of the Osiris Chip.

- ◆ Truly daring PCs can attempt to sell the Osiris Chip to more than one patron at a time. Of course both the corporations and the mob take a very dim view of such arrangements. Add up the number of organizations the party sells its information to and roll 1D10. If the roll is equal to or less than the number of organizations involved, the party's

patrons learn about each other. The consequences begin at assassination and get worse from there. Referees may provide the details on such vendettas.

This body shop accepts patients only through its trusted fixers. Legitimate patients and employees enter this clinic through a tunnel (see Sewer Entrance, below).

- ◆ The 'punks could call in the Media. Everyone likes a corp-bashing exposé, and the tale of the cyber-zombies can score some high ratings. A Media could earn 10,000 eb for releasing the dirt on Humanatech. Note, however, that if the PCs' names turn up in the story, Humanatech may take revenge. Referees can supply details.

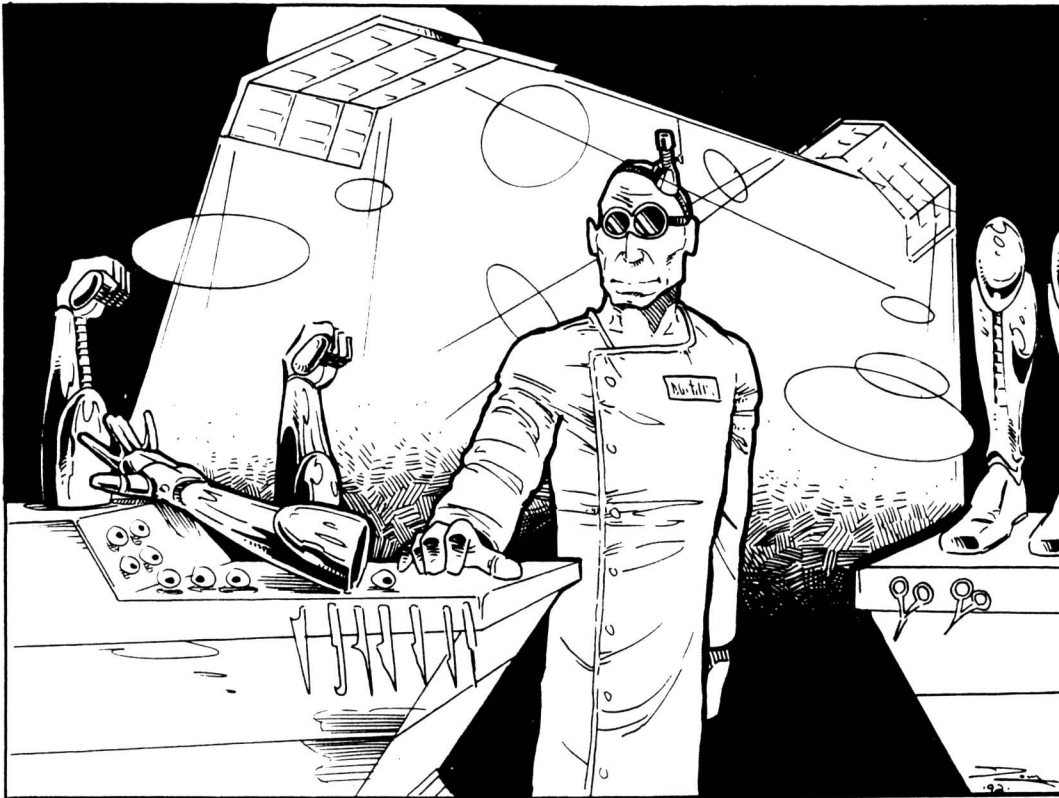
The Calahoun Project

In the twentieth century, the Calahoun project contained apartments and an underground bar. Around 2019, inspectors ordered these buildings rebuilt. The owners got roughly half-way into demolishing their old structures when their funds ran out. Humanatech's goons bought the place for a pittance. For their fee, they got a half-excavated ruin. That suited their purposes quite well.

Humanatech promised to build an industrial/residential complex. Actually, it opened a ripperdoc shop. This clinic receives many of its customers by kidnaping. Few patients leave without an Osiris chip. However, Ju-Ju installs some cyberware in willing patients, both to supplement his income and to help future zombies on their way to cyberpsychosis.

During a battle at the Calahoun project, the defenders use the following strategy. First, they detonate claymore mines to ravage anyone who appears above ground on the Killing Fields. The Tunnel Goons fight hand-to-hand with those who try to break in through the entrance. Of course, intruders who masquerade as customers may pass these hurdles unscathed.

The second stage of Calahoun's defense takes place in the rubble maze labeled



Concrete Chaos. This zone contains countless blind spots and ambush zones. The doctors of Osiris Station release their freshest "patients" into this region. The newborn zombies swarm through this maze, looking for a chance to pounce upon victims and draw blood. They use grenades, guns and close-combat cyberware to achieve maximum butchery.

Note that in the course of a fast-moving assault, the psychos may not have time to disperse themselves among the rubble. If the PCs move straight to the central buildings, pay attention to the movement rates of all combatants involved.

Entropy's experienced fighters mount a defense of the laboratories and clinics themselves. If pressed, they escape through the boltholes. Although psychotic, they are not stupid.

The Med-Tech who calls himself Ju-Ju controls the zombies of Osiris. If someone puts a gun to his head, he may order the cyberpsychos not to harm the PCs. However, if someone kills Ju-Ju, the zombies break free from his control. They then attempt to tear the PCs apart.

The Humanatech security personnel attempt to fight regardless of Ju-Ju's safety. They owe their loyalty to the company, not the scientist. However, if the Entropy members surrender, the two of them do not attempt to fight off the party alone. They seek cover and act as snipers.

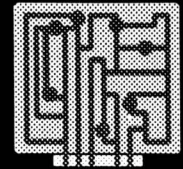
Calahoun Layout

Note that the Calahoun Layout includes two maps. One shows the lot at ground level. The other depicts the interior of the complex.

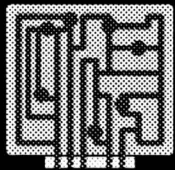
1. The Killing Field

The shattered buildings of the Calhoun project jut up from the center of this field. Trenches crisscross the field around, like wounds in the gray earth. Here and there, a strand of barbed wire runs through the scene. At first glance, the area looks deserted.

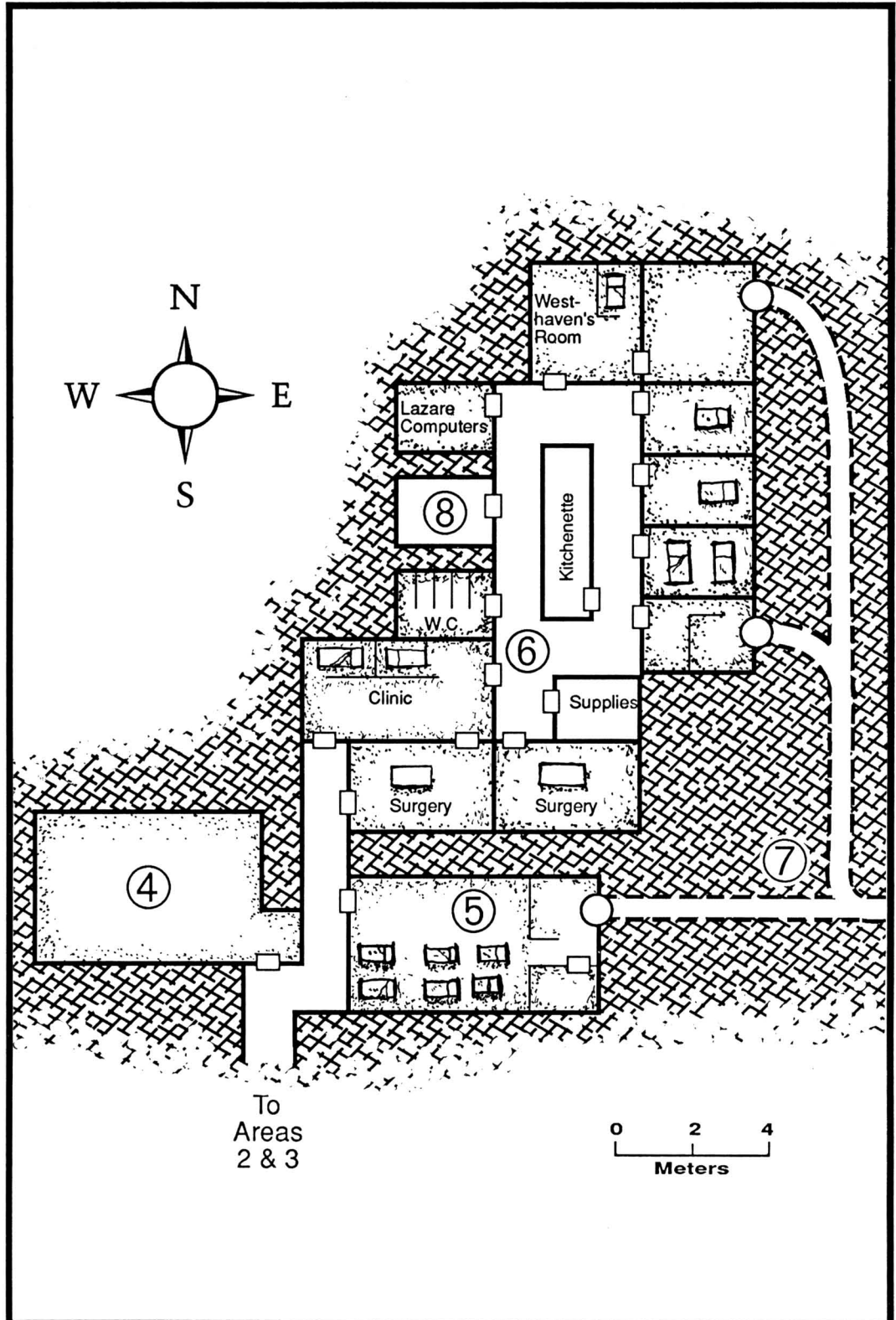
A sentry from Entropy Hall watches this zone through a periscope. Whenever any-



The Osiris Chip



MAP THREE: CALAHOUN PROJECT (Underground Complex)



one walks into the area of effect for her claymores, she triggers the mines. Meanwhile, the others prepare for combat.

2. Sewer Entrance

Legitimate customers of the Humanatech body shop enter through this sewer. A stainless-steel manhole leads down to a five-foot wide tunnel of smooth concrete. This passage goes around one elongated, round curve, then broadens. Two Entropy goons wait at the end of the elbow. They receive patients and shipments. If strangers show up unexpectedly, these killers sound a siren which alerts the complex. Then they begin the battle.

3. Concrete Chaos

This tortured field of rubble surrounds the Body Shop. Muddy trenches run between the remains of foundations. Roofed and unroofed tunnels run through the mess. The iron boiler from an ancient heating system rises bulbously from the ruins. Given warning of an attack, Humanatech disperses its most incorrigible psychopaths into this warren, creating a maze of death for invaders to pass through.

A tunnel at the center of these ruins leads into the underground complex of Osiris Station. Note that a separate map covers these interior areas.

4. Maniac Ward

This barren stone corridor serves as a cell for the two newest arrivals to Entropy. A steel security door seals them in. A small chemical facility serves as a toilet. In the event of an attack, Humanatech herds them into the area described under Concrete Chaos. Normally, the psychos squat in corners, glaring menacingly at walls, the floor and each other.

5. Entropy Hall

Hospital beds of temper-foam line the walls of this tunnel. Hoses run along the

ceiling overhead. Chambers at the rear of this room contain chemical toilets and commissaries of kibble. This barracks houses the six experienced members of Entropy. Although uniformly psychotic, these killers appear more human than their compatriots in the Maniac Ward. The experienced Entropy members can even carry on a few lines of conversation.

Any survivors from the raid in Part Two live in this chamber.

6. Clinic

The clinic resembles a garage more than a surgical center. Grease shines on the concrete walls. Bare bulbs glare in cluttered rooms. Nevertheless, this clinic contains modern equipment, including facilities for bioware inoculation and advanced surgery.

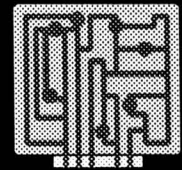
Dr. Charles Westhaven has quarters here. He keeps two corporate security personnel as personal bodyguards. Furthermore, four administrative and technical assistants work with him in the Calahoun Project. Therefore, the Clinic complex contains a small kitchenette and sleep cubicles.

The Clinic section of the Calahoun project also contains a data processing cubicle. This white chamber contains a single chair and cyberdeck jack. One light fixture bathes the chamber in an eerie glow. Lazarus (described under Carnival, above) works the Net from this room.

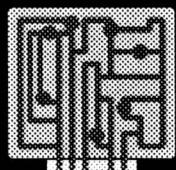
7. Boltholes

These crawlways provide emergency exits from the Osiris Headquarters. They terminate at sewer grates around the Calahoun site. Boltholes intersect the drainage system in such a way that one cannot detect them simply by looking down into the grates.

A fragmentation grenade booby-trap protects each bolthole. Ju-Ju and the experienced Entropy members know exactly how to avoid these hazards. Others must pass an Awareness/Notice roll with a Difficulty of 15 to avoid detonating the traps.



The Osiris Chip



The Osiris Chip

28

8. Vault

Ribs and bars reinforce the white steel door to this chamber. One must pass a Lockpicking roll with a Difficulty of 30 to divine the combination. PCs could also open the safe with explosives. Ju-Ju, of course, can open the lock.

A refrigeration system keeps this vault icy. The chamber holds corpses and spare parts. Ten naked bodies await dissection and reuse. PCs can find 50 Osiris Chips in styrofoam protectors. They may also take 100,000 eb worth of assorted cybertech from this chamber. Unfortunately, the cyberware sells for only about 20,000 eb on the Street.

Owing to the random fashion in which Humanatech collects its zombies, Westhaven cannot standardize their augmentations. Therefore, many of them have different sorts of implants. Each group of cyberzombies contains several sub-classes, identical except in the nature of their cyberware.

Entropy Maniacs (2)

These killers have just received their Osiris Chips. They remain frenzied psychopaths, incapable of reasoning on matters not related to combat. Eventually, they may grow more normal, and more useful to their masters.

One of the maniacs has Cyberware Package #1. The other has Package #2.

Stats

INT 5 TECH 6 REF 10 CL 5 LK 6
ATT 2 MA 6 EMP 0 BODY 14/12

Cyberware

Package #1: Grafted Muscle, Torso Plate, Cowl, Buzz Hand, Osiris Chip

Package #2: Adrenal Booster, Kerenzikov Boosterware (+1), Smartgun Link, Scratchers, Cyberoptic with IR, Anti-Dazzle and Targeting Scope, Osiris Chip

Skills

Combat Sense +7, Brawling +5, Melee +7, Rifle +7, Athletics +6

Equipment

None. Until they are better under control, these cyberpsychos will not be issued weaponry. Of course, cybernetics and melee skills alone make them dangerous...

Combat Scores

Initiative: +14/+19
Stun/Death Save: 14/12
Body Type Modifier: -5
Buzz Hand — #1 (DAM 2D6+8): +14
Scratchers — #2 (DAM 1D6/2+4): +18
Armor — #1: Head/Torso 25
— #2: None

Entropy Psychos (6)

These are Westhaven's long-term zombies. Two have Cyberware Package #1, two have Package #2 and two have Package #3.

Stats

INT 7 TECH 6 REF 10 CL 6 LK 5
ATT 2 MA 6 EMP 0 BODY 10 (#2: 14)

Cyberware

Package #1 (4 Psychos): Adrenal Booster, Slice N' Dice, Cyberoptic with IR, Targeting Scope, Osiris Chip, Smartgun Link

Package #2 (3 Psychos): Grafted Muscle, Torso Plate, Cowl, Wolverers, Osiris Chip

Package #3 (3 Maniacs): Kerenzikov Boosterware, Smartgun Link, Cyberoptic with IR and Targeting Scope, Toxin Binders, Osiris Chip

Skills

Combat Sense +7, Brawling +5, Melee +7, Rifle +7, Athletics +6

Equipment

Medium Armored Jacket (except those with #2), AKR-16 Medium Assault Rifle, Nylon Helmet.

Combat Scores

Initiative: +17/+15/+17
Stun/Death Save: 14/12/12
Body Type Modifier: -5
AKR-16 Assault Rifle (#Shots 30/ROF 30/

DAM 5D6/Rel ST) +20/+15/+20
SliceN'Dice — #1 (DAM 2D6): +16
Wolvers — #2 (DAM 3D6+2): +11
Armor — #1, 3: Head 20, Torso/R.Arm/
L.Arm 18
— #2: Head/Torso: 25

Security Personnel (2)

Stats

INT 9 TECH 6 REF 9 CL 6 LK 5
ATT 4 MA 6 EMP 4 BODY 11

Cyberware

Sandevistan Speedware, Smartgun link,
Cyberoptic (IR, Anti-Dazzle and Targeting
Scope)

Skills

Combat Sense +8, Brawling +5, Melee +7,
Rifle +7, Athletics +6

Equipment

Armored Jackets (Medium), Steel Helmets,
FN-RAL Heavy Assault Rifles

Combat Scores

Initiative: +19*
Stun/Death Save: 11
Body Type Modifier: -5
RN-RAL Assault Rifle (#Shots 30/ROF 30/
DAM 6D6+2/Rel VR): +17
Armor: Head 14, Torso/R.Arm/L.Arm 18

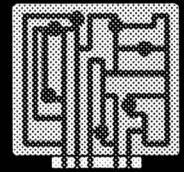
Westhaven's Assistants (4)

For these four paramedics, the Osiris job
is just a way to make a living. They assist in
the creation of cyberpsychos. After the
zombies do battle, these Med-Techs sew
them up. Westhaven's assistants dress in
blue Med-Tech uniforms without corporate
patches. They have the detached, fright-
ened faces of those stuck in an unpleasant
job.

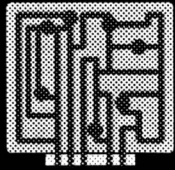
Stats

INT 9 TECH 8 REF 5 CL 6 LK 5
ATT 6 MA 6 EMP 7 BODY 5

Skills



The Osiris Chip



The Osiris Chip

30

Biology +3, Chemistry +4, Diagnose Illness +2, First Aid +4, Handgun +3, Medical Tech +6

Equipment

Armored Jackets (Light), Federated Arms X-22

Combat Scores

Initiative: +5
Stun/Death Save: 5
Body Type Modifier: -2
FedArms X-22 Pistol (#Shots 10/ROF 2/
DAM 1D6+1/Rel ST) +8
Armor: Torso/R.Arm/L.Arm 14

Charles ("Ju-Ju") Westhaven

Charles Westhaven directs the Calahoun Project. He masterminded the destruction of O-Zone. He installs the chips which make the zombies. However, Westhaven hardly seems like the evil genius behind such a project. Corporate files describe him as enthusiastic and efficient. His smile, ruddy face, and mop of sandy hair mark him as a cheerful fellow, eager to get ahead.

The Osiris directors wanted a project leader they could rely on. They also wanted someone expendable. Westhaven's outgoing personality and agile mind allowed him to rise rapidly in the corporation. However, Westhaven's corporate success left him rivals. Furthermore, his technical skills are hardly irreplaceable. He made an ideal leader for the Calahoun outpost.

Westhaven accepted his new job with enthusiasm. The moral problems of Osiris never occurred to him. This scientist threw himself into his new role, developing the idea of the street-gang Entropy and the war against O-Zone. He has gone so far as to develop an entire "image" around his new job. Westhaven now nicknames himself "Ju-Ju." He adorns his office with plastic skulls.

Westhaven knows no ambition higher than to charm his way up the corporate ladder. He behaves like the quintessential salesman, smiling, shaking hands, and al-

ways searching for things he and his audience have in common. Nothing in Westhaven's personality inspires him to risk his life for Humanatech. However, as long as he does not face personal danger, he knows no scruples whatsoever.

Stats

INT 10 TECH 10 REF 5 CL 6 LK 5
ATT 8 MA 6 EMP 7 BODY 5

Skills

Biology +3, Chemistry +4, Diagnose Illness +2, Fast-Talk +7, First Aid +4, Handgun +5, Medical Tech +8

Equipment

Armored Jacket (Medium), Sternmeyer Type 35 Pistol

Combat Scores

Initiative: +4
Stun/Death Save: 5
Body Type Modifier: -2
Sternmeyer Type 35 Pistol (#Shots 8/ROF
2/DAM 3D6/Rel VR) +9
Armor: Torso/R.Arm/L.Arm 18

AFTERMATH

In *The Osiris Chip*, the party creates its own rewards. First of all, it gets a chance to pulverize some particularly loathsome corporate types and gangers. Second, smart 'punks can always turn a profit on cutting-edge research. Even those too squeamish to sell Osiris Chips can dispose of ordinary cyberware from the Vault. See *Getting Out* and *Getting Paid* for more information on bringing this adventure to a happy close.

The party gets a chance to shape the O-Zone gang. Punks who defeat Entropy win real prestige. If the PCs build ties with Julie Electrica and upstage Mach III Mach, they could make themselves leaders of the gang. Less ambitious 'punks could remain close friends of O-Zone. Gang wars and politics can add a whole new wrinkle to the campaign.

If the party fails to destroy Calahoun, it misses most of its chances for a payoff. C-SWAT continues to suspect the PCs of involvement in the Osiris project. Humanatech continues to target the party for elimination. Under these circumstances, kindly Referees may allow the party to lose itself in the Street. Less forgiving gamemasters may create new adventures where these enemies return for revenge.

Obviously, PCs who succeed in this adventure infuriate Humanatech. However, unless the party humiliates the corporation in some particularly public way, the high executives may not waste much effort on revenge. If the party captures Ju-Ju and destroys the Calahoun Project, higher officials cannot achieve much material gain by striking the PCs. A hit team always costs money and entails risks. Therefore, PCs who cover themselves can destroy their enemies and consider this episode more or less complete.

The Osiris Chip

The Osiris Chip is a disc-shaped neural processing module, specially implanted parallel to a regular cybernetic neural processor. It masks and controls the effects of cyberpsychosis. These chips sublimate the cyberpsycho's immediate drive to kill, replacing this urge with commands given by the chip's programmer. A psycho under the influence of an Osiris Chip remains anti-social, inhuman and ultimately murderous. However, the owner of the chip may channel the psycho's activity toward tasks chosen by the chip's programmer. The Osiris Chip produces murderous, obedient zombies.

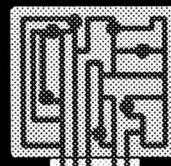
The master of Osiris psychos controls his zombies with verbal commands. Enslaved beings obey the letter and spirit of any simple order. They refuse only orders which would lead directly to their own destruction. Osiris Chips contain voice-pattern circuitry which prevents unauthorized users from giving orders to the psychotics. One must pass an Acting check with a Difficulty of 25 to fool the chip.

As with APTRs, Osiris Chips require customization for individual users. One must "chip in" an Osiris Chip by wearing it for three weeks. During this period, the user retains all personality traits of the psychotic. Users of the Osiris Chip must obey the direct commands of the chip during that period, but in the absence of orders, they automatically allow their psychosis to guide them.

One cannot re-use Osiris Chips. The process of customizing an Osiris Chip irrevocably alters key circuitry, making it impossible to take a chip out of one psycho and put it into another. Humanatech makes the chips this way on purpose. Due to the mutable circuitry in this APTR, no scientist can take a chip from a captured psycho and use it to build new Osiris Chips.

Note that the Osiris Chip establishes a great deal of control over cyberpsychos, but it does not make complete machines out of them. The meat parts of their bodies can still suffer shock from wounds.

The chip also has its own weaknesses. It is susceptible to microwaves: a "neural pulse" or "total neural breakdown" effect on the Microwave Side Effects chart (a roll of 2 or 5, respectively, on 1D6) fries the chip. Until a new chip is installed and broken in, the cyberpsycho is free of command. If the cyborg is still standing, he will be suffering the normal effects of cyberpsychosis. An electromagnetic pulse grenade (*ChromeBook*™, p. 47) will also have funky effects on an Osiris zombie. Unless the chip is EMP shielded (and none of the zombies yet built are), the grenade will destroy the chip besides any other counter cybernetic results.



The Osiris Chip

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by Scott Mackay and Delphi Concepts

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Four interwoven stories in the Night City metropolis are showcased in this product: "The Slow Boat from Chiba," "Sweet Revenge" (parts I and II), and "Deadline." Besides the adventures, the product includes "Network News 54" and "What's Happening" updates — the word from the media, and from the street, on events in 2020, dropping clues for the present and hooks for future adventures; plus handouts to put some handy harcopy in your players' hands.

144 pages of Cyberpunk® adventure! with cover art by Doug Shuler.

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CYBERPSYCHOSIS...

— a devastating mental disorder in the world of *Cyberpunk® 2020*. Those who get too much “metal” — cybernetic enhancements — may become more machine than man, dangerous technological monsters with no regard for humankind.

But a new chip has hit the streets. It claims to restore humanity to those who have fallen to cyberpsychosis — restoring them to human life, as Osiris was resurrected by Isis in Egyptian mythology. In fact it the chip makes the cyborgs into zombie slaves for a corporation's nefarious plans.

The players' involvement is simple enough. When their characters take up an offer for a cut in some anti-corp action, they find themselves in a tight spot — suspected of distributing the chip, while being hunted by its true owners. The punks must think back to idle encounters at the start of the adventure. Somebody set them up. They have to find out who. By working their way back through the members of the O-Zone gang, the party may find its way to the real culprits. Of course, if the PCs seem too nosy, they may just persuade the gangs to flatline them.

Once the punks learn who their enemies were, they can think about revenge, and excavate the secret laboratory of the *Osiris Chip*.

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