

GREEN WARRIORS

A Savage Worlds Ace Tale™ by Kevin Anderson.

A DARING TALES OF THE SPRAWL MISSION

THE JOB

Discussing a job over a meal in an expensive restaurant is always good particularly when the broker is picking up the bill. The food and drink were excellent and the task seemed fairly mundane with reasonable pay. Fast forward 24 hours and you are crouched in a dark wood, surrounded by trees and persistent rain reviewing the task.

* Penetrate a GaiaTech Incorporated research facility, located in a small wood, some 25 kilometers from the Conurbation, and upload a virus to their internal mainframe computer.

* As cover for these activities ransack several of the laboratories, spray graffiti and logos implicating members of the "Safe Earth" protest group.

* There are to be no fatalities as Safe Earth dislikes violence—the broker provided sufficient funds to purchase gel rounds for your weapons.

GEL ROUNDS

Gel rounds are available for all firearms and cost the standard amount they are made of a special ballistic gel, which flattens on impact vastly reducing bullet penetration. Gel rounds inflict normal, but nonlethal damage. Target's Armor is doubled.

THE WOODS

To locate the facility the heroes need to make their way through the dense and confusing woods surrounding the Gaia Tech facility. Have the lead hero make a Notice or Tracking roll for each ten minutes of traveling—each success and raise gains the heroes one token. Once ten tokens have been gathered they have made their way through the woods and you can move on to the next section.

GaiaTech have secreted a number of motion sensitive cameras in the woods

surrounding their facility as well as releasing a pack of augmented wolves.

For each ten minutes of travel draw a card from the Action Deck; if it is a face card the heroes encounter the wolves, if it is a Club they near a camera.

Augmented Wolves (1 per hero): there are a total of 12 wolves.



CAMERAS

The cameras are motion sensitive and linked via a one-way radio signal to the research facility—the heroes cannot use one to hack into the facility's computer system. Because of their location the cameras are prone to giving "false positives" as such the guards do not always react to alarms raised by the cameras.

Spotting a camera requires a Notice roll with a -2 penalty due to the darkness and rain. If a camera and wolves are encountered at the same time increase the penalty to -4 due to the distraction.

Once spotted a camera's field of view may be avoided, the camera may be disabled by a successful Repair roll, or the camera may be destroyed (Toughness 5). A successful Smarts roll while observing a camera reveals they react to motion and can be bypassed by moving very slowly (requires a successful Stealth roll).

Keep a tally of the number of times a camera may spot one of the heroes and each time roll 1d8, if the roll is less than the tally the security guards notice the heroes and place the facility on alert.

GAIA TECH FACILITY EXTERIOR

The facility is sited in a large clearing with 12" of clear ground between it and the surrounding trees. Cameras cover this area and the heroes have to use Stealth to try and avoid them or disable them from a distance.

An electric fence surrounds the facility which causes 2d6 damage to anyone touching it without protection (armor does not protect against this damage). A successful Stealth or Repair roll disables a section of the fence allowing the heroes to climb over. A electrified and locked gate allows passage through the fence and can be opened safely with a successful Lockpicking roll.

Beyond the fence is a further 10" of open ground to the bunker like elevator housing. A second pack of augmented wolves is allowed to roam free in this area.

Augmented Wolves (2 per hero)

THE ELEVATOR HOUSING

The door is locked with a swipe card lock requiring a successful Lockpicking roll at -2 to open. Alternatively a character may hack the lock which is a stand alone Red-4 system. Opening the lock automatically calls the elevator which arrives after 3 rounds (18 seconds). The elevator has no security; once it arrives a simple button sends it back down to the main facility.

GAIA TECH FACILITY INTERIOR

There are a total of 12 guards stationed overnight in the facility these may be encountered randomly as the heroes explore or en masse if an alert is raised (see below).

The facility consists of a central eleva-

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tor room with six corridors leading away from it, each corridor has 4 rooms off of it. Rather than provide a map roll 1d6 on the following table as the heroes explore. For each room draw a card from the Action Deck, if it is a Club card they encounter a guard patrol of 4 guards; if it is a Joker they find the mainframe room.

Once all guards have been encountered, or there is only one room left unexplored, the next room is the Main Frame room.

- 1 Lounge, Kitchen or other recreational area
- 2-3 Laboratory
- 4 Storage Room.
- 5 Security Center— if there are any guards still active 4 of them are stationed here. Smart heroes may edit or delete security logs here removing all evidence of their presence.
- 6 Mainframe Room.

MAINFRAME ROOM

The GaiaTech mainframe is a Red-6 computer system. Once a hero has successfully hacked this computer a simple Hacking roll suffices to upload the virus.

AN ALERT IS RAISED

Half of the guards take the elevator to the surface and attempt to ambush the intruders while the remainder take cover in the underground elevator room.

Additionally a call is made for reinforcements, when and if these arrive in time is up to the GM but we would suggest they arrive at the same time as the Mother Earth terrorists leading to a three way fight for the heroes!

Reinforcements (3 per hero): use Gaia Tech Security Guards.

MOTHER EARTH

As the heroes finish uploading the virus an explosion rocks the facility as a squad of eco-terrorists begins their attack by blowing open the elevator shaft. It takes the Mother Earth members 5 rounds to abseil down into the facility (handily leaving their ropes behind for the heroes to exit). The terrorists' mission brief is simple—kill everyone they find.

Mother Earth Eco-Terrorists (2 per hero)

Eco-Terrorist Leader (1): use Mother Earth Eco-Terrorists but make him a Henchman.

AUGMENTED WOLF

The results of one of GaiaTech's research programs these wolves' fur has been toughened and darkened allowing them to blend into darkness, their eyes have been enhanced allowing them to see in all but the darkest conditions and their jaw muscles have been augmented.

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

Skills: Fighting d6, Guts d6, Notice d10, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities

- * **Dark Pelt:** +1 Armor and -2 penalty to spot a wolf at night.
- * **Enhanced Bite:** d8+d6.
- * **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- * **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- * **Low Light Vision:** These augmented wolves ignore penalties for Dim and Dark lighting.
- * **Size -1:** Wolves are relatively small.

GAIA TECH SECURITY GUARD

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

Skills: Fighting d8, Notice d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6/7 (1/2)

Hindrances: Loyal

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

Gear: Armored Jacket +1/+2, 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, Shots: , AP 1, Auto)

MOTHER EARTH

ECO-TERRORISTS

Little more than a gang—they claim to be fighting for the planet and have a total disregard for human life.

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

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Leather jacket +1, Morrigan Arms Outlaw (Range: 24/48/96, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB), knife (Str+d4)

OUT NOW!

