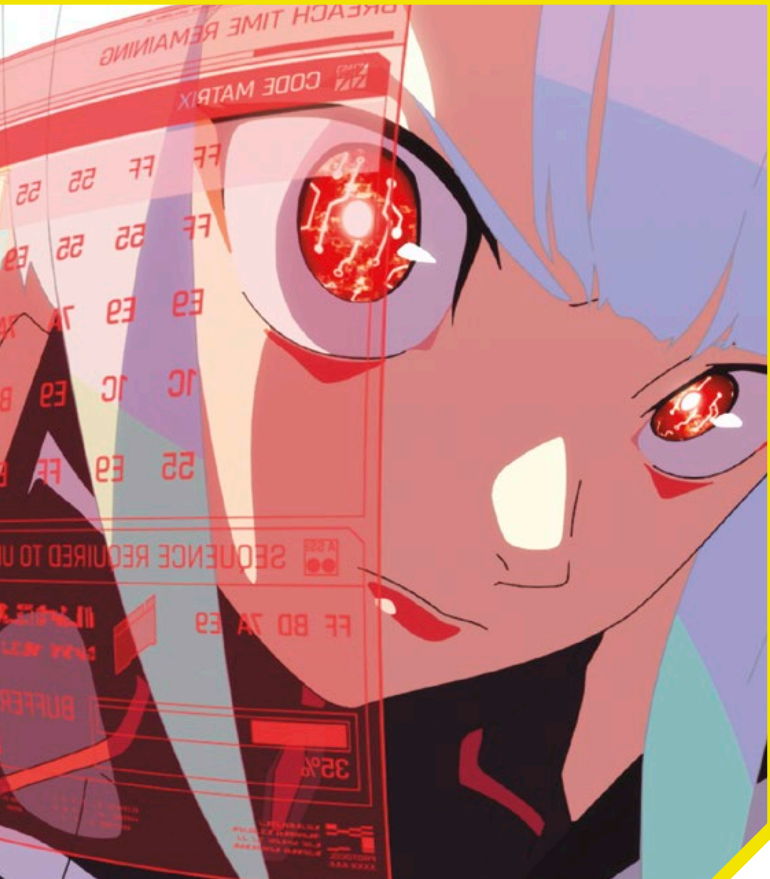# Cyberpunk EDGERUNNERS
MISSION KIT

THE JACKET

RUNNING THE GAME

Welcome to the game!

Let's dive right in with the difference between Players and the Gamemaster. In the *Cyberpunk: Edgerunners Mission Kit*, most of the people involved will take on the role of Players. They'll pick one Edgerunner and decide how that Character responds to the various events of the Mission and what actions they attempt to take. One person acts as Gamemaster (GM). While the Players control their individual Edgerunners, the GM controls everything else in the world. If you're reading this booklet, you probably plan on being the GM.

If not, you can read this section, but please don't read the Mission itself. We'll mark it to make it easy to know when to stop.

WHAT DOES A GM DO?

A Gamemaster has three duties when running a game:

1. The Gamemaster sets the scene. You explain who and what is present in a location and the current status of the world.

2. The Gamemaster plays all the other Characters. We call anyone in Night City who isn't a Player-run Edgerunner a Non-Player Character (NPC), and you control them all.

3. The Gamemaster adjudicates the rules. As the GM, it is important for you to know the rules. The actions of Edgerunners and NPCs alike are governed by the rules set out in the *Rule Book*.

SETTING THE SCENE

When you set the scene, you weave a story: Where is this happening, what's around, who is present, what are they doing, and the overall mood. Throughout this Mission, we've included italicized read-aloud text: Pre-written scene settings for you to read to the Players. Players, however, can be unpredictable. If they go off the beaten path, you might need to improvise something. Here are some guidelines to help.

Offer a thumbnail of where the Edgerunner is, who and what is present, and what actions are taking place. When possible, draw on real-life experience. For example, if an Edgerunner decides to set up an ambush in a public bath-room, you can describe the public bathroom from a local, real-world store in a few sentences: *You walk through the door into a public bathroom. A row of three sinks sits across from a single, broken hand dryer. Further in are three stalls. A corpo is staring into the mirror above a sink, fiddling with their hair. You hear a flush coming from one of the stalls.*

Draw a rough sketch of the location's layout if it will help in the description. The key is to give the Players enough information to act. Additional elements, like sto-rytelling flourishes involving all five senses *(there's a smell, like rotten meat, wafting out of the farthest stall)* and metaphors/similes *(the overhead lights buzz like insects around a dead bird)* are great, but don't push yourself to include them until you're comfortable with the basics.

PLAYING THE OTHER CHARACTERS

As GM, you'll decide what every NPC does and says. In this Mission, we provide basics on how the different NPC encountered will react to the Edgerunner's presence and their most likely actions. We can't cover it all, though, so you'll need to decide what happens when the unexpected occurs.

Start with the initial impression. Based on the Edgerunner's appearance and observed actions, what does the NPC think of them? A well-dressed Edgerunner with a friendly smile and a compliment will elicit a different reaction than a blood-spattered Edgerunner waving a gun around.

Keep in mind the NPC's background. A high-class corpo is going to view a group of rough-and-tumble street mercs differently than a member of the Valentinos would. Think of their mood, too. The more stress someone is under, the less likely they are to be willing to stop and chat or react positively to a source of additional tension.

Think of character quirks. You don't have the time or energy to run a full Lifepath for every NPC the Edgerunners encounter, and that's fine. You can still make each NPC unique by adding a quirk or two. Maybe the clerk they encounter at a convenience store often ends sentences with the phrase, *"You know what I'm saying?"* or maybe the bouncer at a club door never looks anyone in the eye. Quirks are a quick, easy way to transform a faceless NPC into a memorable citizen of Night City.

This is a big one: Remember, NPCs are not two-dimensional enemies or monsters. They act according to their best interests and core values. Even in Night City, a place full of danger, most people do their best to flee from violence. Civilians aren't interested in dying. Even the NPCs the Edgerunners fight will focus on their priorities. They'll engage in tactics to accomplish their goals and fight as intelligently as they are capable. Remember, your NPCs are individuals with their own lives to lead.

ADJUDICATING THE RULES

Make sure to read the *Rule Book* included in the **Cyberpunk: Edgerunners Mission Kit**. Everyone in your group should, if possible, but it is especially important you do so, because you're in charge here. You decide when an Edgerunner or NPC makes a Check, the Skills they can use, the Difficulty Value (DV) of the Check, and the results of a success or failure. A solid piece of advice: Don't ask for a Check unless you feel the outcome is in doubt or there's a consequence for failure.

In *The Jacket*, we've done our best to think through the possible actions Players might take and provide guidance on Checks, but we can't account for every possibility. The human imagination is infinite, and anything can happen, so be open and flexible.

When a Player decides to try something not covered by the book, your first instinct might be to say, "No, you can't." Instead, take a moment to think about what they want to do and decide if it is possible. If it is, decide which Skill Check they need to make and what the DV is based on the task's difficulty. If it isn't possible, feel free to offer a suggestion in the same spirit but more within the bounds of the rules and the current situation. Try to reward creativity and style whenever possible. At *R. Talsorian Games*, we call this the "rule of cool."

One more thing. You aren't a bad GM if you forget a rule. Even the people who wrote the **Cyberpunk: Edgerunners Mission Kit** need to look something up from time to time. If you need to adjudicate an Action and can't remember the rule for it, don't stress. You'll find rule summaries on the back of two of the books in this box to guide you. If those don't help, make a judgment call. If you can look it up quickly, go for it. If you need time to read and absorb, feel free to call a time-out so everyone can use the bathroom and grab a snack while you consult the *Rule Book*. Otherwise, be honest and tell the Players, "I don't know this rule off the top of my head. We'll run the situation this way for now. Later, I'll check the book so we know how to handle things if this comes up again." Then, make a call and move on. You have our permission.

YOU DESERVE TO HAVE FUN, TOO

As Gamemaster, you have the most complex job of anyone in the group, but remember it is still a game. It is easy to be overwhelmed but, as the GM, you should be having as much fun as the Players are! If the game isn't enjoyable, you're free to pause, take stock of the situation, and make a decision as to whether you want to continue or not. You may be able to make changes to reduce your stress or it may be that you'd have more fun being a Player instead of a GM. That's fine. Talk to your group and make a decision as to how to continue… or if you should continue at all. Again, this is a game, and you deserve to enjoy it as much as the Players do!

If you're not the Gamemaster, here's where you stop reading.

THE JACKET

A *Cyberpunk: Edgerunners* Mission

The Jacket is a full-length Mission set after the events of the *Cyberpunk: Edgerunners* finale. We've designed it to be a fun follow-up to the anime. In it, you'll visit some iconic locations, meet a few familiar faces, and carve out a new story in Night City.

Gamemaster, step one is knowing how to play the game. We highly recommend you read the *Edgerunner's Handbook* and *Rule Book*. You should also familiarize yourself with the Edgerunner sheets included in the box.

You don't need to memorize every rule, but being familiar with them will make it easier to quickly look up an answer if a Player asks, "How does my Edgerunner do X?" and you don't know off the top of your head. Read *The Jacket*, too, from beginning to end. Much like the director of a movie, you should know the script before the action begins.

Next, your Players need a Character to play. Show them the pre-generated Edgerunner sheets. If need be, explain each Role. Then let everyone pick who they want to play. If you want to jump right into the action from there, that's fine, but we suggest running each Edgerunner through a Lifepath (). This helps cement an Edgerunner in a Player's mind, transforming them from numbers and words on a piece of paper (or the digital equivalent) into living, breathing characters with their own pasts, goals, and styles. Together, the Edgerunners chosen by the Players form a Crew: a team of street mercs. Take a moment and guide the Players in a discussion about the Crew. Have they worked together for long? Or were they put together by a fixer for this particular job? It is up to you, the GM and the Players together to decide if the Crew is a group of chooms who have each other's back, or are new to each other and still learning how to work as a team.

Note: The Edgerunners already have assigned names and images, but you're not stuck with them. If a Player wants to change a name, look, or gender, let them! We do recommend not doubling up on Edgerunners, though (e.g., two **Solos** or two **Netrunners**). Giving each Player a chance to shine via their specialty makes the game more fun for everyone!

Go over the Edgerunner sheets with the Players. Point out the location of STATS, Skills, Weapons, Armor, and so forth. Explain their unique Role Ability and note the helpful rule cheat sheet on the back.

Now, you're ready to begin.

MISSION LAYOUT

The Jacket was created using *R. Talsorian Games*' patented Beat Chart system. This breaks the story down into individual scenes, known as Beats, making the Mission easier to parse. We begin with the **Background**, a short bit of text for you to read aloud. It helps set the mood. Next, we present the **Rest of the Story**. This is behind-the-scenes information the GM needs to know what's going on. Then, the **Setting**, a list of important locations, and the **Opposition**, a summary of potential enemies. This information is all for your edification and shouldn't be shared with Players.

With the basic information out of the way, we get to the Mission itself. It begins with the **Hook**: A guide to getting the Edgerunner Crew involved in the adventure. It is followed by a series of **Developments** (non-action Beats) and **Cliffhangers** (action Beats). As the Edgerunners approach the end of a Mission, they'll hit the **Climax**, aka the big finale, and then experience the **Resolution**, where everything's wrapped up with the closing scene. With each Beat, we'll also be giving you a hint as to the purpose and tone to help you play it.

Read *The Jacket* carefully before running it. The flow of Beats isn't always linear. For example, in the middle of the Mission, we'll present a choice of Beats. You get to pick the order in which you run them. You can even skip one or two of them if you're short on time, feel they aren't a good fit for the group, or you just don't like them. Some Beats are entirely optional and only happen if the Players choose specific paths or if you, as the GM, decide to throw them in. If you get lost, check the flowchart printed on the back of this book. It will help.

No two runs of *The Jacket* should be alike. Every group will handle it differently! Telling a story unique to your group is part of the fun of tabletop roleplaying!

> We've written this Mission assuming you're new to the role of Gamemaster and possibly new to playing a tabletop roleplaying game as well! As you read through *The Jacket*, you'll notice boxes like this one, offering advice on how to manage the game, present NPCs, or set the scene.

The Jacket should take between 6 and 10 hours to complete, depending on your play-style and familiarity with the rules. Pace yourself. Don't try to finish it all in one go. We recommend playing in sessions of no more than 4 hours each, with bio breaks roughly once per hour. Take your time and enjoy the game!

BACKGROUND (READ ALOUD)

Welcome to Night City, a neon-slicked titan of ambition and excess, home to megabuildings and slums housing dreamers big and small, rich and poor. You're one of these dreamers. You've said a big "fuck you" to the system imposed on you by the megacorps and chosen to earn a living by dancing on the outskirts of what's proper and legal. You're an edgerunner.

Since working alone is suicide, you joined up with a Crew. You watch each other's backs and make up for each other's weaknesses in the field. Which is good, because today you've got a job to do.

If there's neither a Fixer nor a Nomad in the Crew

A fixer named Dakota Smith called you about a job. Now you're driving out to a self-storage joint on the outskirts of Night City to meet the client and get the detes. Dakota didn't give the client's name – just said to look out for a cowboy.

If there's a Fixer but not a Nomad in the Crew

*You're a **Fixer**, which means you know people who know people. In this case, you know Dakota Smith, another fixer. She lives outside Night City and passed on the job to you and your Crew. That's why you're driving out to a self-storage joint on the outskirts of Night City to meet the client and get the detes. Dakota didn't give the client's name – just said to look out for a cowboy.*

If there's a Nomad in the Crew

*As a **Nomad**, you're always ready to help out family. That's why, when a fellow nomad named Dakota Smith rang your holo, you had to take the call. She's a fixer living outside of Night City, helping to broker deals between the nomads and the statics so doing her a favor would be smart thinking even if she wasn't family. That's why you're driving out to a self-storage joint on the outskirts of Night City to meet the client and get the detes. Dakota didn't give the client's name – just said to look out for a cowboy.*

THE REST OF THE STORY

The client's name is Falco, a getaway driver for David Martinez's legendary crew of edgerunners. He was there at the end, when David and his team went up against Adam Smasher and Arasaka – and lost. As one of the only members of the crew left alive, Falco ended up with several mementos to remember his fallen friends by. He had them stowed in a unit at a small self-storage place on the edge of Night City. Traumatized by what happened to David and the crew, Falco wanted to spend some time alone in the Badlands to ponder the next phase in his life. He's done the pondering, and now he's ready to move on. He returned to his storage unit to gather his stuff, only to find someone inside, stuffing items into a carryall bag. Falco shouted. The thief hauled ass, jumped on a nearby bike, and zoomed off. Falco didn't follow – the thief was headed into the city, and he's on both Arasaka's and

Militech's radars thanks to the showdown David had with Adam Smasher. Worse, since the NCPD's always happy to bow to the megacorps, Falco's wanted by the cops, too. If Falco enters Night City, he's asking to be shot. Which is why he called Dakota and asked for her help in recruiting the Crew.

The thief's name is Dalton, and he's a low-level member of the Valentinos. He joined the gang hoping to find his place in life – only he didn't. Truth be told, all Dalton wanted was a family. Somewhere to belong. People to care about him. He fell in with a faction stupid enough to steal from Gustavo Orta, a high-ranking member of the gang. Gustavo has ordered the death of everyone involved in the theft. That's why Dalton broke into the storage unit. He was hoping to find something he could sell for some big eddies so he could pay to smuggle himself and his mainline out of town. If Falco hadn't startled him, Dalton would have broken into a few other units as well. As it is, all he got was a few guns... and a bright yellow jacket.

If you've seen *Cyberpunk: Edgerunners*, you probably already know the jacket belonged to David Martinez... and to his mother, Gloria Martinez, before him. That's the important bit. Gloria was a medtech working for REO Meatwagon, a cut-rate emergency response company contracted by the city. Trauma Team picks up the rich who can afford their services. REO Meatwagon picks up everyone else. Like any corporation, REO Meatwagon is always looking for ways to boost its profits. Selling data on their patients and their employees is an easy way to prop up the bottom line. To help with this goal, REO Meatwagon built two devices into the field jacket of every medtech riding their rigs: an external biomonitor for capturing and recording the wearer's biometric data, and a tracker. David never knew the tech was there. Luckily for him, the tracker malfunctioned shortly after he became an edgerunner, thanks to a hard hit he took while training. The external biomonitor, though? That kept working, capturing all of David's biometric data during his time as an edgerunner.

David was sporting a piece of impressive chrome – a high-end, experimental, heavily upgraded Sandevistan designed to be part of an elaborate cybernetics package known as the Cyberskeleton. Both the Sandevistan and the Cyberskeleton were utterly destroyed during David's last stand. If you want to know more or refresh your memory, we recommend you go and watch (or rewatch) the anime. The important part is this – some big names in Arasaka were impressed by David's performance. They haven't given up on the project and recently realized the jacket contains a lot of juicy data. Data they need if they're going to revive the project and create the next generation of cybersoldiers.

In short, Falco **had** the jacket. Dalton **has** the jacket. And Arasaka **wants** the jacket.

And the Crew selected by the Players is right in the middle.

THE SETTING

Everything starts off with the Crew arriving at Honest Stan's Self-Storage on the edge of the Badlands, near the Night City border. They'll get the job there and their first lead is at Tom's Diner in Little China (Watson). From there, the investigation might hit up a few different locations based on GM and Player choices. The Crew might visit El Coyote Cojo, a popular hangout for the Valentinos. They might chase someone down on an NCART subway train. They could attend a party high atop Megabuilding H4. Or they could get ambushed in an abandoned shanty town in the Northside Industrial District.

After running around Night City, the Crew finds themselves heading out into the Badlands. First, they'll visit the Sunset Motel in the Red Peaks area. Then they'll visit a nomad camp under attack by Arasaka forces. The Crew's next destination is back inside Night City. Specifically, they'll step into Lizzie's Bar, a braindance club. And it all ends back in the Badlands near a crashed AV.

THE OPPOSITION

You'll find stat blocks for all possible opponents starting on page 33.

The first firefight will be against **employees from REO Meatwagon** who are looking to make a few extra eddies.

The Crew will be chasing a **low-level Arasaka corpo** through a subway train.

They'll either confront or run from **NCPD officers** in an effort to escape a megabuilding under quarantine.

An **Arasaka security specialist** hires a **team of edgerunners** to ambush the Crew.

Things get real when the Crew winds up in the middle of a battle between **Arasaka soldiers** and a nomad pack.

The final battle is against a **team of Valentinos** loyal to Gustavo Orta, led by **Maria Torres**.

Oh, and if the Crew jumps the wrong way, you have the option of tossing in **Adam Smasher** just for fun.

THE HOOK (READ ALOUD)

*You cross the border where Night City and the Badlands blur together, then turn left down a long road, through an open gate, and into Honest Stan's Self-Storage: an old yard full of ancient cargo containers. Dakota's text said to meet the client at Unit 300. There are only two other vehicles in the lot – a black and tan Chevillon Emperor, covered in Badlands dust, and a beat-up old REO Meatwagon ambulance. You park and head into the maze of cargo containers. Unit 300 isn't hard to find. It's the one at the center of a gunfight. You hear the **pop pop pop** of gunfire up ahead and are welcomed by the strangest sight: A group of REO Meatwagon employees in a firefight with a cowboy. Normally, you spot random violence in Night City and head the other way, but today if you want to get the job and get paid, you'll need to pick a side!*

The choice of which side is an easy one to make. Dakota said you were meeting a cowboy, after all. Besides! One of the REO Meatwagon gonks notices you and shouts an alarm. Another cries out, "No witnesses!" Guess someone's making the choice for you!

The trip to the storage place is made in a Villefort Columbus V340-F Freight van. If there's a **Nomad** in the Crew, they own the van. Otherwise, decide which Edgerunner it belongs to. No one else in the Crew currently owns a vehicle.

There's no better way to start a game of *Cyberpunk* than with some good old-fashioned violence, so let's go! The cowboy is Falco, and he's currently pinned down inside Unit 300. On occasion, he peeks out and takes a shot at the REO Meatwagon Gonks, but they're making it impossible to exit without getting ventilated.

Go to Cliffhanger (First Fight)

CLIFFHANGER (FIRST FIGHT)

Purpose and Tone: The purpose of this Beat is to start things off with a bang, giving the Players a chance to learn the basic rules with some violence against opponents they can beat (without taking too much damage themselves). The Players should come out of this Beat with a better understanding of the rules and a sense of victory.

There's 1 REO Meatwagon Gonk per Edgerunner minus 1 (minimum 1). In other words, if there's 4 Edgerunners in the Crew, there are 3 REO Meatwagon gonks. This should be an easy fight, especially with Falco on the Crew's side.

Since this is your first combat, we'll run you through the basics. To start, position everyone on the map using their standees or tokens according to the image (). You might need more or fewer tokens for your map, depending on the number of REO Gonks present.

Next, set the Initiative Queue. Each Player should roll 1d10 and add their Edgerunner's REFLEX to it. **Solos** need to add the bonus they get from their Role Ability as well. Record each Edgerunner's total, from highest to lowest. This is the Initiative Queue. Next, roll for the REO Meatwagon Gonks. They go as a group, so only roll their Initiative once. Add it to the Queue in the appropriate spot. Finally, add Falco to the bottom of the Queue and begin Round 1.

Start at the top of the Initiative Queue. If that's the REO Meatwagon Gonks, you should decide what they do. Remember, they get one Move Action and one other Action each.

At least one will keep firing at Falco, but the others will turn to shoot at the Crew. All will seek cover via a Move Action after firing their guns.

On an Edgerunner's Turn, ask the Player what they want their Character to do, then resolve the Action by helping them decide on the appropriate Checks to make and then adjudicating those Checks.

> If this is a Player's first combat, they might be overwhelmed by the possibilities or unsure if they can do a thing they want to do. Here's a tip for breaking them out of "choice overload." Ask them to describe what it is they want their Edgerunner to do. Then help them break down the description of their reply via the rules. You might need to rein them in a bit since they can only perform a single Move Action and a single other Action per Turn, but they'll get the hang of it soon enough.

If there's a **Netrunner** in the Crew, ask them to make a DV13 Perception Check at the beginning of their first Turn. If they succeed, they notice an industrial floodlight on the map they can hack as an Action by rolling their Interface + 1d10 versus DV6. If they succeed, the light pops on and one the REO Meatwagon Gonks is automatically blinded and suffers a -4 penalty to all Checks involving sight for the rest of the combat.

Depending on the number of Players, you might need a different number of enemies than depicted here.

HONEST STAN'S

Crew Starts Here

On Falco's Turn, he'll pop out from behind cover to shoot. If you want to play Falco to the max, you'll find his stat block **on page 33**. If you want to keep his Turn short, sweet, and simple to help the action flow, roll a 1d10. On a 1 through 3, he misses. On a 4 or higher, he scores a hit on any single REO Meatwagon gonk he can draw a bead on, doing 4d6 damage. Once he's finished shooting, Falco ducks back behind cover in his storage unit.

For simplicity's sake, assume any REO Meatwagon Gonk reduced to 0 Hit Points automatically fails their Death Save and dies. If half the Gonks fall, their surviving comrades will break for the ambulance and try to escape. The Crew can give chase, but Falco calls out, *"Let 'em go! Ain't worth burning the CHOOH² to chase 'em!"*

Once the fight ends, **go to Development (Meeting Falco)**.

DEVELOPMENT (MEETING FALCO)

Purpose and Tone: Obviously, this is where the Crew gets the job, but it is more than that. It is the first real chance for the Players to roleplay as their Edgerunners – to really get into the spirit of the game and inhabit the Characters.

Encourage them to play it up! As the Beat progresses, you might notice we mention "a yellow jacket" and not "David's jacket" and "an Arasaka HJSH-18 Masamune with a pink-painted muzzle" and not "Rebecca's Arasaka HJSH-18 Masamune." There's a reason for it. If your Players are fans of **Cyberpunk: Edgerunners**, there's a good chance they'll figure it out from the context clues. Seeing their faces light up as they do is a little reward for you!

As the smoke clears, the cowboy holsters his sidearm and steps out of the storage unit.

"Y'all must be the Crew sent by Dakota. Name's Falco. Thank you kindly for your assistance. I'm gonna check my belongings for damage. Y'all search the bodies."

At least one REO Meatwagon employee should be on the ground. When the Crew searches the body, they find any items listed on their stat sheet. In addition, one of the dead Gonks is carrying a data shard and a handheld tracking unit of some kind.

Before you can check the shard, Falco emerges from the storage unit. "My apologies for making y'all come out all this way, but I thought it was the only way to get this

done safely. Seems I was wrong. Last night, I caught someone breaking into my storage unit. I took to arms, but they got away with a few of my belongings. Truth be told, what they got wasn't worth many eddies, but it all holds significant sentimental value to me. I'd like to pay you to find and retrieve the stolen goods."

Now's a chance for the Players to interact with Falco by roleplaying as their Characters. Encourage the Players to take on their Edgerunner's mannerisms and voice and talk not to you as the GM, but to Falco. Obviously, they'll have questions. Here are a few of the most common ones, along with the answers, in Falco's voice.

> One of the keys to bringing a Non-Player Character (NPC) to life is giving them a unique personality and voice. This can be done by assigning them a few quick descriptors and quirks and then playing them out. Falco, for example, is a laconic cowboy. Talk slowly and give him a drawl.

How much are you paying?

"I've got a nest egg stored up. I'll pay you five hundred eddies per person for every item returned, plus a flat thousand for the group as a bonus if you retrieve the whole set."

What was stolen?

"Three guns and a bright yellow jacket: an old Militech M-10AF Lexington, an Arasaka HJSH-18 Masamune with a pink-painted muzzle, and a black Arasaka TKI-20 Shingen decorated with a pink skull. The jacket looks a lot like the jacket these REO folk on the ground are wearing, except it's sporting a neon green, stylized E and R on the back."

Who is the thief, and where did they go?

"I don't rightly know. They were driving an old model Apollo bike. I got a shot off on it, might have hit it even, but didn't get a good look at the thief 'cept to see they had wild red and blue hair. Practically glowed in the dark!"

Does the storage place have any security cameras/are there any witnesses?

"Naw. Place like this? They don't bother with security. Buyer beware and all that. Most folk don't even know it exists. The units are automated. You pay your eddies, and you get a code. No cameras. No employees. Convenient for people trying to keep a low profile."

Why are the items important?

"Like I said, they ain't worth much. The pistol belonged to one of the first choomba I made in Night City. Big guy. Ran his own crew until... well, anyway. The others belonged to a firecracker of an edgerunner I ran with. Small thing, but she loved her guns! The jacket belonged to a good friend. He's gone now. They're all gone now. This is how I remember them."

Why were REO Meatwagon employees attacking you?

"Good question! Honestly, don't rightly know. I shouldn't be on their watch list at all."

Why don't you just retrieve the items yourself?

"Short version? I ain't a welcome presence in Night City. Too many big dogs know my face and want to see me dead. I can't say I'm the happiest I've ever been in life, but I do want to keep on living."

Can you pay more? Can you pay some upfront?

Falco claims his nest egg isn't much bigger than what's needed to pay for the job. However, if an Edgerunner succeeds at a DV17 Trading Check, he'll agree to give them "something extra" as a bonus when the job ends. He'll also make a good faith gesture, paying them for one retrieved item in advance by transferring 500 eddies into each person's account right now. If there's a **Fixer** in the Crew, make sure they include the +4 bonus from their Role Ability. No amount of success will convince him to pay for expenses.

During the Q&A, ask one of the Players to make a DV9 Human Perception Check. If the Check succeeds, the Edgerunner can sense Falco's underlying sadness and general world-weariness. This is a man climbing back up from a pit of despair.

> After the Check, point out that the Players are always free to perform Human Perception Checks to ascertain an NPC's motives, emotional state, and attitude. They should keep this in mind, as it can be a valuable tool to help them decide which direction to take.

Once the Players finish asking questions, Falco speaks again.

"Noticed y'all plucking a data shard from one of the bodies. Mind if I take a look? Don't worry. I'll give it back."

Falco accepts the shard, then plugs it into a handheld holophone. He reads the contents quickly.

"Seems like these gonks were lookin' for the jacket, too. Damn. I'd best tell you more of the story. The jacket belonged to David Martinez. A friend of mine, died not long ago. He got it from his mother after her death. She worked for REO Meatwagon. According to this here shard, each field jacket issued by the company has an external biomonitor and tracker built in. It records biometric data from the wearer while they're in it. The corpos are too cheap to pay to link the biomonitor to a transmitter, so they usually just wait for the employee to hang up a jacket in their locker at HQ, then go in and download the data. Shard says a big spender from one of the megacorps wants the data from David's jacket. Problem is, the tracker stopped signaling a while back. I reckon David's rough lifestyle broke it. Then, last night, REO Meatwagon recorded a single ping from the jacket's tracker here. Maybe the thief knocked it around and partially activated it again, somehow."

In other words, the best lead the Crew has to find Falco's lost items is the tracker in the jacket. Luckily, the REO Meatwagon Gonk wasn't just carrying the shard but also a tracking unit. In fact, not long after they get the tracking unit in hand, it briefly pings with a location. The tracker was just at Bradbury and Urmland Street in Little China.

Falco smiles, though the mirth doesn't quite meet his eyes. *"You best be off. I'm sending you my number. Call me when you've got my mementos, and I'll tell you where to meet. Good luck."*

During the Q&A with Falco, the Players might want to see if their Edgerunners know more in-game than they do out-of-game. After all, the Edgerunners live in Night City. The Players don't. If the Players don't ask, suggest it to them. A Streetwise Check against a DV13 will tell them more about David's meteoric rise to the top and then his blazing glory of an end, though the exact details of how he died remain a muddled mystery.

A DV13 Electronics/Security Tech Check confirms Falco's suspicions about the tracker in David's jacket. There's nothing the Crew can do remotely to improve the signal or increase the frequency of the pings. Other Skill Checks might reveal additional information at your discretion.

Falco won't stop the Edgerunners from looting gear off the REO Meatwagon Gonks, but if the ambulance is still present, he'll insist on keeping it.

"That there's goin' to Dakota. Her people can use the medical supplies and the wheels, and it'll help pay off the debt I owe her."

Go to Development (Tom's Diner)

DEVELOPMENT (TOM'S DINER)

Purpose and Tone: This Beat helps set the pace, letting the Players know this isn't a sprint but a marathon. They won't find Falco's stolen items right away. It also helps seed plot points – the Valentino thief, the dead nomads, the corpo assassins, and even Saito, the businessman, will all show up again later. By introducing them now, you're laying a logical foundation instead of just pulling elements out of thin air later. You're also solidifying the stake. The presence of REO Meatwagon earlier hinted at this Mission being bigger than a storage locker theft. The suited killers in this Beat confirms it.

A giant neon burger rests like a crown atop a building styled after a type of food joint few people alive even remember. Tom's Diner. There are satellite locations all over Night City, but this is the original. Tom still works the counter most days, though rumor has it he's got a few staff members biosculpted to look like him so he can take a break every so often. Inside, sandwiched between the checkerboard floor and harsh ceiling lights, booths and stools provide a place for the denizens of Little China to park their butts and grab some grub. Luckily for you, Tom's Diner never closes. You can grab some synthetic coffee while you investigate.

Ask for a DV13 Drive Land Vehicle Check from the driver of the Crew's vehicle. With a success, they make the trip from the self-storage joint to Tom's Diner in 30 minutes. If the Check fails, the trip takes 60 minutes due to bad traffic. When the Crew arrives, there's no sign of anyone with a yellow jacket or wild red and blue hair. Investigation is the name of the game. If they don't think of it themselves, suggest they begin questioning people in the diner and looking for clues.

THE BUSINESSMAN

A friendly businessman in a sharp suit sits in one of the booths, eating a scop burger. His name is Saito. He works in sales for Zetatech and only just arrived ten minutes

ago. He can't provide any information, but he is happy to hand over his business card and chat about the latest in kitchen appliances available from his company.

THE EMPLOYEE

Today is one of Tom's rare days off, which is a shame because Sergio could use the help. He's behind the counter, running the whole diner by himself since the cook was a no-show at the beginning of the shift. Things are quiet now, but they weren't earlier, and they won't be later. In other words, he's in a bad mood. Convincing Sergio to spill details will require a DV13 Conversation or Persuasion Check on the part of the Edgerunners. Drop it down to a DV9 if at least one Crew member ordered something and left a decent tip (€$50 or up). A **Medtech** might notice Sergio rubbing his temples constantly with a DV9 Perception Check. If they do, they can treat the headache with a DV9 Paramedic Check. With the pain gone, Sergio is happy to talk without any further prompting.

If persuaded to talk, Sergio tells the Crew his story.

"Yeah, some rough-looking types came in about an hour ago. Ordered some coffee to go. They walked out and bang! Gunshots! I didn't see a thing. A beat cop was nearby. She came in and asked if anyone saw something. No one spoke up, so she left. Some scavs already hauled away the bodies. Nameless gonks? NCPD won't bother setting up a crime scene and investigating. Shame. Those two guys tipped okay."

THE WITNESS

This is a great chance to insert someone from an Edgerunner's Lifepath into the Mission. It could be a friend, an enemy, or even an ex-lover (if they're still alive and in town). This person takes on the role of the witness – the person who saw the shooting. They're currently sitting at the counter and nursing a cup of synthcoffee as they stare blankly at nothing.

How talking to the witness plays out depends on who they are. A friend will give up the information easily. Ex-lovers and, especially, enemies will require persuasion. An Edgerunner can use any number of Skills to convince them to talk, including Bribery, Conversation, Interrogation, or Persuasion. Don't be afraid to reward them for taking a creative approach. For example, maybe an Edgerunner challenges their enemy to a contest – if they win, the enemy spills the kibble.

If no one from the Crew's Lifepaths fits the bill, the witness is a small-time XBD dealer named Joe. If there's a **Rocker** in the Crew, he's a fan! It takes a DV13 Bribery Check (with a €$50 bribe) or a DV15 Persuasion Check to convince Joe to talk.

"Shit, it was awful. I was walking towards the diner, and I peep two dudes coming out of Tom's, heading for their car. They'd just unlocked it when some gonk with wild blue and red hair in a bright yellow jacket runs up, shoves one of the guys out of the way, then hops into the car and drives off! Turns out he's being chased by
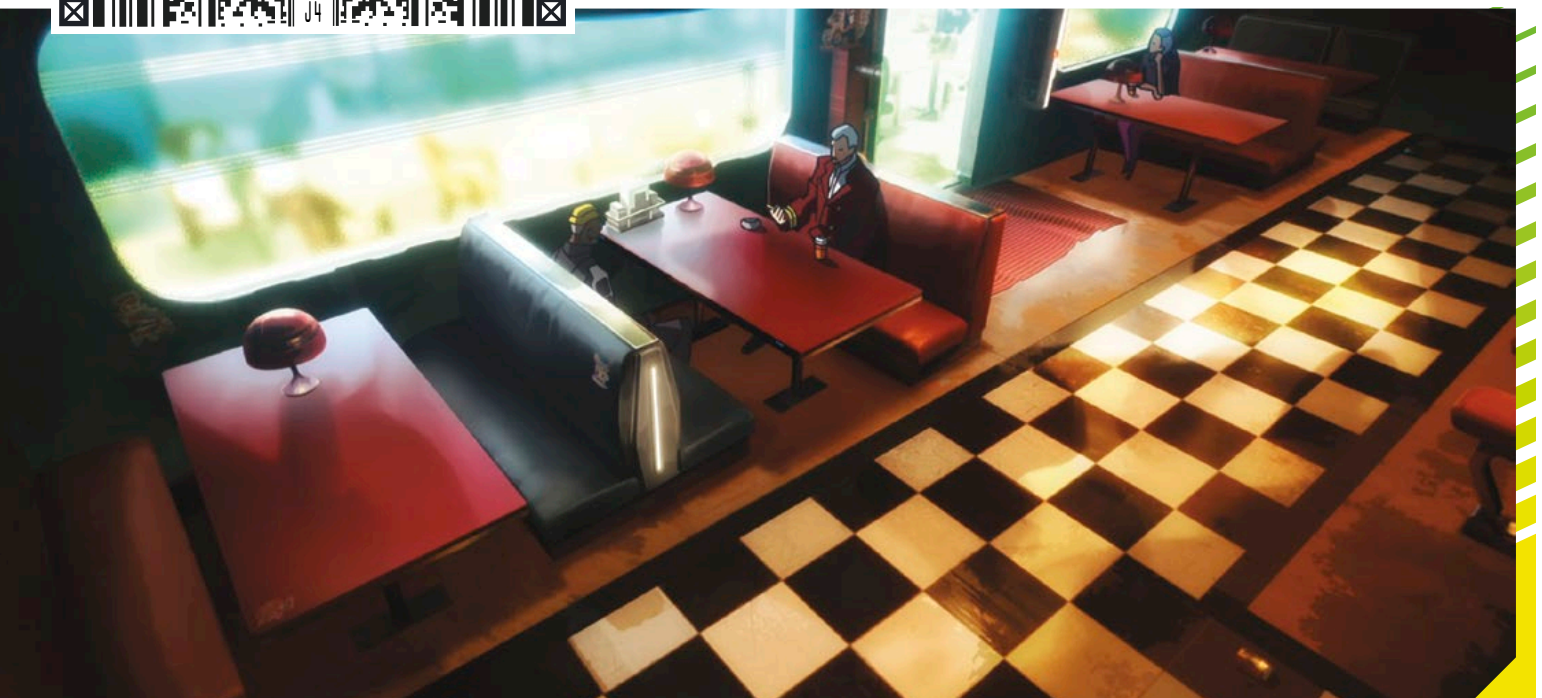
some chooms in snazzy black suits. The dudes say something to the suits. The suits pull out irons and squeeze the triggers! One each, right between the eyes. Preem skills. Fast. Professional. Then the suits vanish like fucking ninjas! Like I said, awful! I had to walk around the bodies just to get inside!"

The witness didn't speak up when the beat cop asked if anyone saw anything because why bother getting involved?

THE MOTORCYCLE

If the Edgerunners search the area, they'll find a dead, older model Apollo motorcycle a block away from Tom's by making a successful Perception Check against a DV9. If the Crew made it to Tom's Diner in 30 minutes, a group of scav kids is in the process of stripping it for parts. They'll flee if the Edgerunners call out or approach. If caught, the kids can't shed light on the incident. They arrived after it was over. If the trip took 60 minutes, the bike is already torn apart, and the kids are gone.

After examining what's left of the bike, the Crew can learn the following:

With a DV13 Perception Check (DV9 if the Crew arrived while the bike was still being stripped), an Edgerunner can find markings indicating the bike belonged to a member of the Valentinos.

A DV15 Deduction Check (DV13 if the Crew arrived while the bike was still being stripped) tells a story about what happened: The bike was damaged by two gunshots. One hole matches the gun Falco carries, but the damage was superficial. The second shot, made by an incredibly precise weapon, disabled the bike. Which explains why the rider had to jack a ride.

THE CAMERA

While looking around outside, an Edgerunner can spot a beat-up security camera with a vantage point of the scene. A **Netrunner** can attempt to hack into the camera by making a DV9 Interface Check. If they succeed, they can download the footage. The footage is grainy, but it shows a man with wild red and blue hair nearly crash his motorcycle into a wall. He hops off, yanks on a yellow jacket, and then runs off camera. Seconds later, two men in black suits, expensive pistols drawn, run through the scene, giving chase. Looking for identifying marks, the Crew can see the man in the yellow jacket has neck tattoos. A DV13 Streetwise Check identifies them as common to members of the Valentinos.

PUTTING THE PIECES TOGETHER

Once they've investigated, the Crew can try to put the pieces together and plan their next step.

Since scavs dragged off the bodies, there's no way to learn any more about them.

If the Crew spoke to Sergio and the Witness, they can attempt a DV15 Streetwise Check to identify the two people killed as nomads, likely disguising themselves so as not to attract NCPD attention. If there is a **Nomad** in the party, the Check is against a DV13 instead, even if another member of the Crew makes it.

A DV13 Streetwise Check will suggest the best way to learn more about a possible Valentino ganger is to visit El Coyote Cojo, a bar in Heywood, and ask around.

No one else in the area saw the shooting (or is willing to talk about it). A DV13 Streetwise, or DV9 Business Check suggests the killers were corporate security. Given the precision, the most likely suspects are Militech and Arasaka.

BEHIND THE SCENES

This next information is for you alone, GM. It may come out to the Players later, but for now, we're looping you in so you know the whole story. The thief, Dalton, picked up a tail as he reentered Night City. Two Arasaka agents followed him for a while, then took a few shots, winging him and damaging the bike. Desperate, Dalton rode like hell but the bike died several blocks later. He hopped off, yanked on David's jacket as a (weak) disguise, then hurried along the street in the direction of Tom's Diner.

The jacket didn't fool the Arasaka agents for one second. After all, that's what they were after! They parked and gave chase on foot.

When Dalton saw the nomads getting into their car, he bullrushed the one on the driver's side, leapt in, and drove away at high speed. The nomads spotted the Arasaka agents and spoke to them, trying to determine their involvement with the theft.

The agents, upset that a dirty ganger got away from them, took out their frustrations on the nomads with some casual murder. Then, they vanished to continue the hunt.

The Crew has two possible courses of action. They can either go to El Coyote Cojo to look for their thief or wait for another ping.

If the Crew decides to visit El Coyote Cojo, **go to Development (El Coyote Cojo)**. If they decide to wait for the next ping, **go to Development (Downtime)**.

> If the Players don't think of either option or seem to be unsure of what to do, feel free to make suggestions. If you want to keep it "in character," ask for a Deduction Check, but don't give them a DV. Just tell them, whatever the result, what the options are. Going to El Coyote Cojo might be appealing if the Edgerunners are fresh and ready to roll, but if anyone's wounded, taking some time to rest, heal, and wait for the next ping might be a more sensible course of action. The important thing is to keep the story moving.

DEVELOPMENT (DOWNTIME)

Purpose and Tone: The Downtime Beat is all about taking a moment. Breathing. And realizing the Edgerunners aren't just the job. They're people with lives, goals, interests, and hobbies. Use this Beat to encourage Players to flesh out their Characters and make them more than just the guns they shoot.

Downtime isn't a singular beat. Instead, the Crew will visit this Beat multiple times over the course of *The Jacket*. Each time, decide how many "days off" you want to give the Crew before you send them the next ping. The minimum is one day, and we recommend a maximum of no more than three. Much more, and the Players might get bored and fidgety.

> These downtime rules, especially in regards to healing, work a bit differently from those provided in *Cyberpunk RED* in order to keep the story moving. If you're playing this Mission as part of a larger *Cyberpunk RED* campaign, it is your choice which rules to follow.

For each day spent in downtime, as long as they meet the requirements to begin healing (**see Rule Book page 14**), each Edgerunner recovers a number of Hit Points equal to their BODY (up to their maximum). In addition, each member of the Crew can do one of the following.

- **Visit a Ripperdoc to Get Patched Up**. This costs €$100 and restores Hit Points equal to the Edgerunner's BODY + WILL. An Edgerunner can't visit a ripperdoc if they received the benefit of Speedheal from a **Medtech** during or since the last combat.

- **Critical Injury Mitigation**. An Edgerunner can remove a Critical Injury, either by spending €$500 at a ripperdoc or with the help of a **Medtech** Crew member.

- **Critical Injury Repair**. A **Medtech** can heal the Critical Injury of another Crew member but not themselves. This requires a Check as described in the rules on **page 14 of the Rule Book**.

- **Go shopping**. An Edgerunner can visit a local market to pick up something from the list **on page 32**.

- **Sell loot**. If the Crew picked up some loot from downed enemies, an Edgerunner can sell it to pick up some spare cash. For more on selling loot, **see page 32**.

- **Repair Armor**. An Edgerunner can restore 1d6 SP to a piece of armor (up to its original maximum). **Techs** do this for free. Everyone else needs to pay €$50.

- **Chip In**. An Edgerunner can visit a ripperdoc to buy a piece of cyberware from the list **on page 32**. Installation is part of the purchase price. Each Edgerunner can only do this once during this Mission, though Gorilla Arms and Mantis Blades can be bought in pairs and come with the required Cyberarms if the user doesn't have them (paid for separately). Unless you are playing *The Jacket* as part of a larger campaign, don't worry about Humanity Loss.

- **Restore their Luck Pool**. Through meditation and rest, an Edgerunner can restore 1d6 points to their Luck Pool (up to its maximum).

- **Recruitment**. An Edgerunner can call in a favor and bring in a new Crew member to replace one who died. If a Player lost an Edgerunner, this is where they can choose a replacement (either of the same Role or another Role not already part of the Crew) and rejoin the game.

Finally, at the end of Downtime Beat, ask each Player to describe some recreational action their Edgerunner took during it. Examples include visiting family, going on a date, going dancing at a club (ask for Dance Checks!), plugging into a braindance, or playing video games at the arcade. Players don't need to share more than a sentence or two each – just enough to show who their Edgerunner is when they're not dodging bullets.

If the Crew decides to learn more about the thief by checking with the Valentinos, **go to Development (El Coyote Cojo)**. If you're ready to send them to one of the Pings (), go to your **chosen Cliffhanger (Ping)**. If you're ready to move on to the final act, **go to Development (Final Ping)**.

> When the Crew finishes their first Ping, boost each Edgerunner's Reputation to 1. If they've finished all three Pings, increase their Reputation to 2.

DEVELOPMENT (EL COYOTE COJO)

Purpose and Tone: This Beat isn't about violence. Here, you get to show the rough, seedy, loud, and lively underbelly of Night City. Not the corporate-sanitized bullshit but the real, pulsating life of it. You'll also round out Dalton more, making him a more interesting person, and bring back a fan-favorite NPC from *Cyberpunk 2077*.

At first, El Coyote Cojo seems like any other local bar in Night City: Full of people who aren't even anywhere near the corporate ladder, much less on a rung of it, drinking, talking, shooting pool, living life, and drowning sorrows. There's an odd sense of peace to this place as if some-one's declared it neutral ground in the middle constant orgy of violence plaguing Night City. You're sure some-one's spilling blood somewhere nearby, but they aren't doing it here.

If one of the Edgerunners has a friend (via their Lifepath) local to the area, they'll be present and direct the Crew to Jackie Welles, a member of the Valentinos turned edgerun-ner. He knows everyone in the gang, they'll be told, and he is always happy to chat with any gonk outsider. Otherwise, the Crew will need to work the room. Asking questions about a Valentino with "wild red and blue hair" directs the Crew towards Jackie so long as the Edgerunner succeeds at an appropriate Skill Check. Bribery, Interrogation, Persuasion, or Streetwise are all good, depending on the tact taken. If there's a **Rocker** in the Crew, someone present is a fan. A **Fixer** will automatically know Jackie is the one to talk to, thanks to their extensive list of contacts.

The Crew finds Jackie sitting in a lounge area to the left of the bar, near some stairs, chatting with some other visitors. They'll scatter once the Crew approaches. Jackie, on the other hand, is thrilled to see them.

"Hey, chooms! Ain't seen you here before! Name's Jackie. Jackie Welles! Welcome to El Coyote Cojo! You look like you've got a story to tell. Tell you what! Buy me a drink, and I'll be glad to listen to it."

Jackie is naturally friendly, but he isn't stupid. He knows he needs to be careful about what he says and to whom. He won't talk until someone spends at least 20 eddies to buy him a drink from the bar. He'll accept anything, but if asked, he'll request *"a shot of vodka, lime juice, and ginger beer."*

Drawing information about the thief out of Jackie requires a friendly approach. He won't respond well to intimidation or threats and most of the people in El Coyote Cojo will have his back if trouble starts.

A DV15 Conversation or Persuasion Check convinces Jackie to share. Drop the Check to a DV13 if a member of the Crew succeeds at a DV13 Human Perception Check to puzzle out Jackie's state of mind so they can tailor the questioning. Add +1 to the Conversation or Persuasion Check for every drink the Crew buys Jackie, though he won't accept more than three since he's *"Got to see my girl later, you know? Can't be drunk for that!"*

Once they've succeeded, Jackie talks.

"Sounds like you're talking about Dalton. Decent mechanic, but he made a huge mistake. See, this other gonk in the Valentinos decided to make a fast buck by stealing from a choom of mine, Gustavo Orta. Dalton signed up to run tech on the heist. Not a smart move. They got the goods, but Gustavo figured the whole thing out, took his stuff back. His people have been hunting down the heist crew one by one and flatlin-ing them ever since. Shame, really. Dalton's not a bad guy. Kind of like a lost puppy, really. Probably how he hooked his mainline. She's a Mox but trying to make it as a musician. Usually busking down in the Congress Street NCART station in Vista del Rey. Her name's... Spring? Autumn? Something like that. I don't think Gustavo knows about her, though. Dalton was keeping their relationship on the down-low. I only know because I saw them together down there a few weeks back."

No matter how hard they try, the Crew won't be able to pull any additional data about Dalton out of Jackie. Nor will he be willing to join them. He's got a date!

Just outside El Coyote Cojo, a well-muscled Valentino with a shaved head approaches.

"Heard you're looking for Dalton. Me, too. Name's Maria. Maria Torres. You find him, call me. I'll pay you a thousand eddies if you do. Easy money."

A DV13 Human Perception Check reveals the menace behind Maria's words. She is Gustavo Orta's lieutenant and under orders to kill Dalton once she locates him. She can't be persuaded or bribed to reveal this information but it will slip out if an Edgerunner succeeds at a DV17 Conversation Check. She can be convinced to pay €$1,250 with a successful DV15 Trading Check.

If the Crew agrees, Maria flashes one of them her phone number. If they decline her offer, Maria shrugs and walks away while mumbling, *"Better hope you find him before I do."*

If one of the Edgerunners has an enemy, via their Lifepath, in the Valentinos, you're free to throw in a fight after Maria leaves. This isn't required at all so it is up to you if it happens. If so, the Crew will be jumped by **a number of Valentino Gonks equal to the number of Crew members minus 2 (minimum 1).** The gangers were sent by the Edgerunner's enemy (and will say so!) and are just there to create a fuss. The Valentino Gonks retreat back into the bar when things start going poorly for them.

If the Edgerunners decide to check on Dalton's mainline, **go to Cliffhanger (Ping: NCART Station)**. If they want to take a break and recuperate, **go to Development (Downtime)**.

THE PINGS

The next three Beats, collectively called "Pings", are modular. In them, the Crew receives a ping from David's jacket on their tracker and hurries to the scene. The Pings can be run in any order you want, with a **Development (Downtime)** break in between. If you're short on time, want to keep things tight and compact, or just aren't vibing with a Ping, you can skip one or even two of them. Feel up to being creative? Invent your own Ping! You control the flow here.

CLIFFHANGER (PING: NCART STATION)

Purpose and Tone: In this Beat, the Crew gets to see a glimpse of Dalton's softer side via his mainline, Summer. There's also a chase through a constricted space to catch a corpo, followed by their first victory as they retrieve one of the stolen guns. There's also an "oh shit" moment at the end – Arasaka's after the jacket!

The trail leads you to an NCART Station in Vista del Rey. There's nothing like walking down the steps into the humid, stale, oppressive atmosphere of a subway platform.

Somehow dingy and dim, no matter how bright the overhead lights are, the rush of sound from the crowds and the trains combined with the scent of too many people packed into too small a space combine into a sensory bouquet so overwhelming it takes a moment to spot the aggressively blonde busker singing and playing an acoustic guitar. She's sitting on a blanket against one wall and in the perfect position to see anyone who passes by.

If the Crew found out about the busker during a visit to El Coyote Cojo, it is possible to move right to this Beat. In that case, you can either skip the tracker receiving a ping for this location entirely or send it a ping as they travel to it in order to emphasize the lead as solid.

The busker in question is Summer, Dalton's mainline. She's a member of the Mox and a decent performer, but "Friday Night Firefight" (originally by the Rubicones) wasn't meant to be reinterpreted in a softer, more folk style.

A DV13 Human Perception Check reveals Summer's not into the music. This isn't what she wants to be playing, but she's convinced this will bring in the tips. Summer won't talk until either the song ends or she's interrupted and can't continue playing.

Asking about Dalton (or a guy with wild red and blue hair) clams her up fast. A DV9 Human Perception Check allows an Edgerunner to get a read on the situation: Summer honestly loves Dalton and won't respond well if she believes the Crew is out to harm him. If things turn hostile, she'll run, shouting for help.

Convincing Summer to talk about Dalton requires a DV13 Persuasion Check (DV15 if they interrupted her playing) or a DV13 Bribery Check if an Edgerunner spends €$20 to buy a data shard of her music. If there's a **Rocker** in the Crew, add a +1 to either Check, as she'll recognize them as a peer.

"Dalton? I love him soooo much! He's got a heart as soft as scop, you know? We've been together for three months, and he and I – we're gonna make it. I just know we are! I mean, he was just here half an hour ago, and he brought me a snack to keep my energy up. Isn't that so sweet?"

If the Crew asks about the stolen items, especially the jacket.

"Yeah, Dalton, the sweetie, he got me a jacket like that but yellow ain't my color. Said it was a symbol of his love but… well… we need money for… reasons. Anyway, yeah,

I just sold the jacket to some corpo. He gave me five hundred eddies for it and put it in a briefcase! Isn't that gonk? Who puts a jacket in a briefcase? Was just before you showed up, too!"

> This is a great chance to build a sympathetic portrait of Dalton in the Players' minds via Summer's genuine love for the guy.

Spotting the Corpo in question requires a DV13 Perception Check. If the Crew fails, Summer will point and shout, *"That's him!"* Either way, they'll see the Corpo with the briefcase just before he steps onto a subway train. They'll need to run to catch him!

Place the Corpo token on a square on the blank grid map and ask each Edgerunner for a DV15 Athletics Check. If there's a **Nomad** in the Crew, use a DV13 instead because they beat traffic and arrived a few minutes early. Anyone who succeeds boards the subway train only two squares behind the Corpo. Anyone who fails boards three squares behind. No matter what, the Corpo spots them and begins pushing forward, away from the Crew.

Ask everyone to roll Initiative and set a Queue. The Corpo doesn't need a roll and goes on 10.

This is a chase, not a combat. The squares don't represent precise distances but an abstract separation between the Edgerunners and their prey. Because the train is crowded, MOVE doesn't matter. Instead, on an Edgerunner's Turn, they'll be presented with an obstacle to overcome via a Skill Check. If the Edgerunner succeeds, they move up one square towards the Corpo. If they fail, they stay where they are. On the Corpo's Turn, roll 1d10. On a 1 through 6, he stays where he is. On an 7 through 9, he moves ahead one square. On a 10, he moves ahead two squares.

Here's a list of obstacles that the Edgerunners might encounter while on the train. You can pick from the list each time or roll 1d10 to select one at random. If you're feeling creative, make up a few obstacles of your own!

1. Someone's pissed on the floor, making it slippery. The Edgerunner must succeed at a DV13 Athletics Check to leap over, or a DV9 Athletics Check to walk through without slipping.

2. The crowd's particularly thick here. The Edgerunner needs to beat a DV13 Evasion Check to weave their way through or a DV15 Brawling Check to shove through.

3. Just as they pass by, a gonk holding a radio cranks up the volume to the ear-splitting max. The Edgerunner must succeed at a DV13 Concentration Check or be temporarily stunned by the noise.

4. The train rounds a bend, sending the whole car swaying. The Edgerunner can keep their balance with a DV13 Athletics or Dance Check.

5. A giant of a gonk has planted themselves in the middle of the train and refuses to move. There's no space to slide around them, and they're too heavy to shove. A fight would take too long, but a successful Facedown (**see Rule Book page 15**) will force them to step back and clear some space. Alternatively, a **Netrunner** who succeeds at a DV10 Interface Check can hack the gonk and force them to lurch out of the way.

6. A teenager is trying to pick a shirt to wear for an upcoming date and steps in front of the Edgerunner, asking for their opinion. They can be shoved aside with a DV9 Brawling Check, dodged with a DV13 Athletics Check, or intimidated into sitting down with a DV13 Persuasion Check. Alternatively, the Edgerunner could make a DV13 Wardrobe & Style Check and quickly point out the better shirt.

7. A panhandler steps in front of the Edgerunner, asking for money. Pushing them out of the way is easy enough – a DV9 Brawling Check will do it – but a more compassionate route might involve giving the panhandler 10 eddies. No Check needed.

8. The door between this car and the next, where the Corpo ran, is jammed. It can be forced with a DV9 BODY Check (add the Edgerunner's BODY STAT to a roll of 1d10) or quickly unjammed with a DV13 Electronics/Security Tech or Pick Lock Check.

9. Some gonk exhales a disorienting cloud of some sort of drug into the air just as the Edgerunner passes through. They'll need to succeed at a DV13 Resist Torture/Drugs Check or be gobsmacked for a moment.

10. As they rush past another passenger, the Edgerunner must make a DV13 Perception Check. If they succeed, they notice the hand slipping into their pocket in time and stop it. If they fail, they lose one item from their inventory, as determined by the GM. The Edgerunner moves forward a square regardless of the outcome.

> At some point during the chase, someone may wonder why they don't just pull out their gun and shoot the Corpo. Remind them this is a crowded train and bullet fire might cause a panic – even edgerunners would have trouble avoiding being trampled by a screaming mob. Also, some NCART train cars are rigged to seal shut and flood with knockout gas if a gunshot is detected. The doors don't unseal until the train reaches the next station, where NCPD can sort out the problem. The train cars aren't marked, so you never know if you're on one of the rigged ones.

The goal is for one of the Edgerunners to reach the same square as the Corpo. When this happens, the chase ends, and the rest of the Crew catches up. The Corpo folds instantly upon being questioned and hands over the briefcase without a fight.

"Don't hurt me! I'm just middle management! I don't know anything! I overheard some brass from higher up saying they were looking for a yellow jacket with an E and R painted on the back while I was on a smoke break! I spotted this on the busker and bought it! I thought I'd turn it in and maybe get a promotion! That's all I know! Honest!"

The Corpo is scared out of his wits, and a DV9 Human Perception Check confirms he's telling the truth. The briefcase isn't locked. There's nothing inside but a yellow jacket, the Corpo's lunch (an instant-heat scopdog), a pack of cheap cigarettes, and a pin given by Arasaka to employees after five years of service. The jacket isn't the one the Crew seeks but a windbreaker with a green E and R painted on the back. More importantly, Falco's beat-up **Militech M-10AF Lexington**, fully loaded, is wrapped up inside the windbreaker.

Just after the Crew opens the briefcase, the train lurches to a stop, and the doors open. The Corpo takes advantage of the rush as people push to debark and bolts. He'll melt into the crowd and vanish.

If no one in the Crew reaches the Corpo in 5 Rounds, the train reaches the next station, the doors open, and he escapes into the crowds outside. The Crew loses the chance to recover the Lexington and doesn't confirm that Arasaka is looking for the jacket.

If the Crew returns to the Congress Street NCART station, Summer is gone. She won't be returning, and no one present knows where to find her.

» Behind the Scenes

Dalton took a liking to David's jacket, so he bought a cheap windbreaker in the same color, painted on the logo, and gave it to Summer as a present. So they'd match. Yes, while he was hiding from potential assassins. Love makes people do stupid things. More importantly, Dalton also wrapped the Militech M-10AF Lexington inside the windbreaker so Summer could use it for protection but forgot to tell her about it before he ran off.

Go to Development (Downtime)

CLIFFHANGER (PING: MEGABUILDING H4)

Purpose and Tone: It doesn't matter if the megacorps control the world, people still find a way to cut loose. This Beat shows off one of the ways people blow off steam in Night City, offers a glimpse of the hidden dangers resulting from a world where poverty is the norm, and shows how the authorities of Night City enforce the status quo with no care for the welfare of those they're enforcing it on.

The ping leads to Arroyo and Megabuilding H4. Inside, an entire city's worth of people live on top of each other, shoved together and stacked like cans, level after level after level, in a grand experiment to house the population

of Night City. The results have been predictable. Filth. Grime. Grease. Trash clogs most of the hallways, especially on the lower floors, where the scent of sweat and human odor overcomes the creaky ventilation system. You aren't going inside, though. You're going up to the top. Someone's throwing a party on the roof.

A party on the roof of a megabuilding is already illegal, so obviously, this one is wild. No one's guarding the door to block access – if you know about the party, you're invited. All around, people are dancing, talking, making out, drinking, and doing drugs. Not a BD junkie hooked up to a jerk-off machine in sight. There are a few hundred people here, many armed, and the mood is exciting and loud. These are people looking to party loudly and forget their troubles.

This is a good spot for an Edgerunner to run into a friend from their Lifepath. They're up here partying and having a good time. If asked about Dalton, the friend remembers seeing someone fitting the description earlier in the evening. They don't know if Dalton is still at the party. A **Fixer** or **Rocker** can find contacts or fans here who will tell them the same thing.

If you want to prod the Players into no-stakes role-playing, now's a good time. Party-goers might ask an Edgerunner to dance or offer them drinks and drugs. Playing songs from the *Cyberpunk 2077* or *Cyberpunk: Edgerunners* soundtrack would be appropriate now to heighten the atmosphere – if your Players have a favorite, now's the time to crank it up!

Finding Dalton in the crowd won't be easy. Ask the Players for a Perception Check. Anyone who beats a DV13 notices many people here are sick – coughing, pale, and sweating but still determined to have a good time despite it all. **Medtechs** don't need to make a Check. They spot it automatically. Anyone who beats a DV15 spots a riot of red, blue, and yellow moving towards the edge of the roof.

There's no need to ask for a Skill Check to swim through the crowd. It isn't easy, but no one's actively attempting to stop the Edgerunners. Describe moving through the sweaty, partying masses – maybe mention some locals coughing on them a few times for fun – then read the following.

"Up ahead, you spot a guy with wild red and blue hair in a yellow jacket with a green E and R on the back. Your thief. He's talking to a woman wearing leathers. The thief's just handing a submachine gun with a pink skull

painted on it to the woman when all hell breaks loose. Three NCPD AVs rise above the rooftops. A voice shouts over a loudspeaker.

"NCPD! Megabuilding H4 is now under quarantine! Everyone go inside but do not attempt to leave the building!"

The cops don't even wait to see if the crowd complies. From inside the AVs, they launch grenades onto the roof. The canisters hit and bounce a few times before coming to a stop. Instead of exploding, the grenades hiss, releasing tear gas. The crowd begins to panic. Some pull out their guns and start shooting. Others run to the door. In the haze, you lose sight of both the guy in the yellow jacket and the woman wearing leathers… but the submachine gun with the pink skull lays on the ground near where they stood. Looks like someone dropped it!"

Let the Crew grab the gun, an **Arasaka TKI-20 Shingen adorned with a pink skull**, then ask for a DV13 Education or Streetwise Check from the Crew. Anyone who succeeds knows NCPD is serious about quarantines. If there's a plague here, they'll lock everyone inside to keep it from spreading. The Crew needs to get out now – before the NCPD can reinforce the lockdown – or this megabuilding will become their new home for at least a few weeks.

There are three potential avenues of escape. Ask the Players for a DV15 Perception Check. For each success in the group, the Crew notices one possibility. Trying to shove their way through the crowd and into the building through the obvious doors is not one of them. The Crew can all follow one path or split up, trying their luck on multiple paths in smaller groups.

» The Vents

The megabuilding rooftop is a maze of HVAC machines. Some of them open up into a vent system big enough for a person to crawl through if they suck in their gut. The vent system's a maze of twisty passages, all alike, but with a bit of determination, the Crew can pop out into the megabuilding garage and sneak past (or fight!) the NCPD units posted there.

Step one is yanking off the vent grate. If there's a **Tech** in the Crew, they can do it without a Check. Otherwise, it requires a DV15 Athletics Check to muscle it off or a DV13 Melee Weapon Check to pry it off with a tool like a crowbar, length of pipe, or a long blade.

Once inside, the trouble isn't finding a way out but determining how long it takes. Ask the Players to choose one Edgerunner to be their navigator. That Edgerunner must make either a DV15 Education Check or a DV17 Perception Check. If they succeed, they guide the Crew through the vents in 30 minutes. If they fail, it takes a 60 minutes to make it to the garage.

The garage is deathly silent except for the sound of the cops guarding it talking to one another. They've parked an NCPD cruiser lengthwise across the exit to block escape.

If the Crew made it to the garage in 30 minutes, **only 2 NCPD Officers stand guard near the squad car**, and they're fairly distracted by their conversation. Sneaking past them requires a DV9 Stealth Check on the part of all Crew members present. If the cops notice, they open fire.

If it took 60 minutes for the Crew to navigate the vents, **a number of NCPD Officers equal to the number of Edgerunners present stand guard**. They're more alert so sneaking past them requires a DV13 Stealth Check on the part of all Crew members present. Again if the cops notice, they open fire.

The Crew can go right for the fight option if they like. If they go in guns blazing, run it like a regular fight. If they try a sneak attack, check the Ambush rules **on page 11 of the Rule Book**. It is also possible to hotwire one of

Depending on the number of Players, you might need a different number of enemies than depicted here.

Crew Starts Here
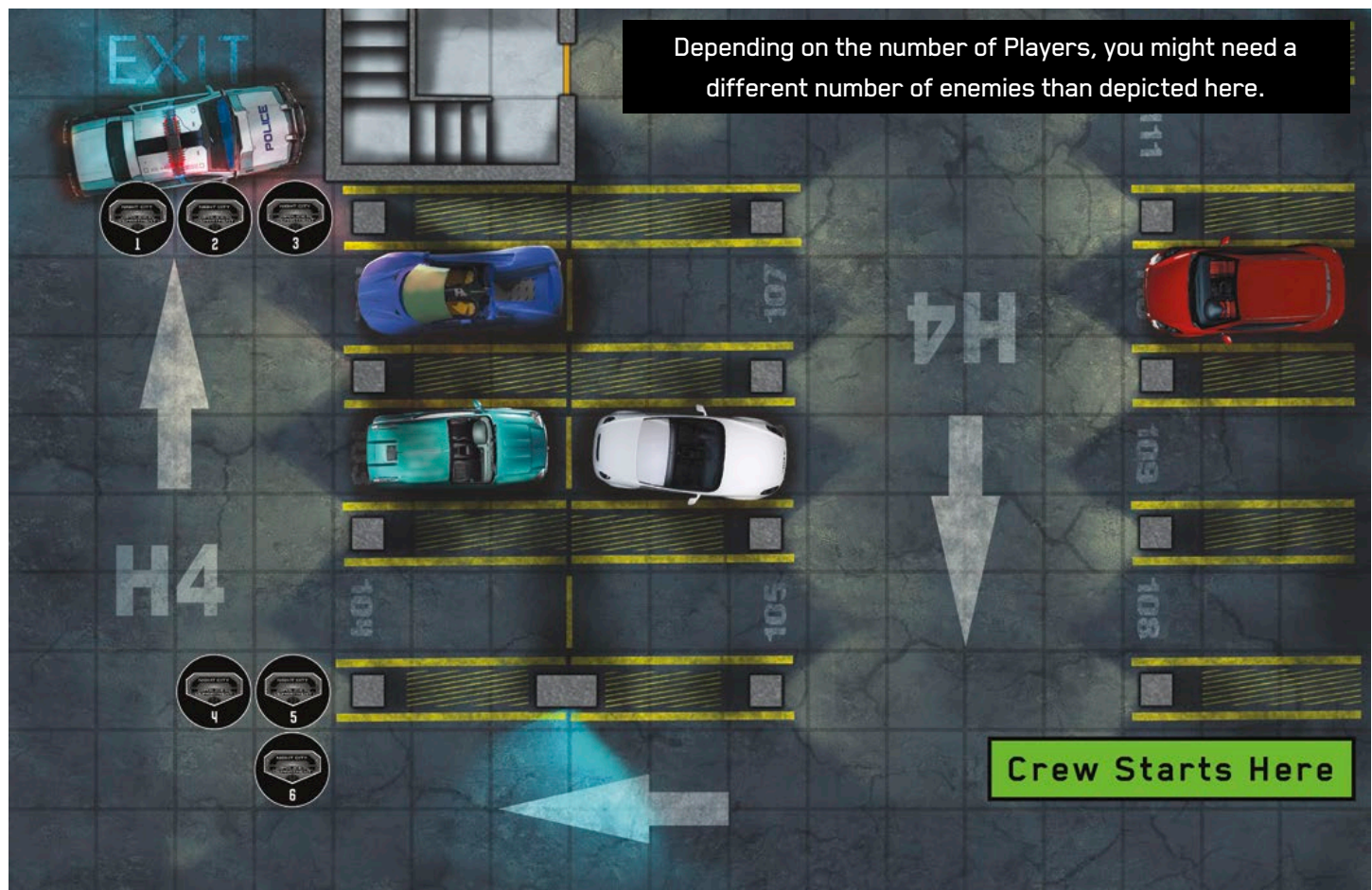
the cars in the garage with a DV15 Electronics/Security Tech Check. Reduce it to DV13 if a **Nomad** is attempting it. Hitting a target with a car requires an opposed Check – the attacker's Drive Land Vehicle versus the defender's Evasion. If the attacker hits with the car, the defender takes 6d6 damage.

Successfully ramming past the NCPD car blocking the entrance with a hotwired car requires a DV17 Drive Land Vehicle Check. If the Check fails, the two cars pile up against each other and the Crew will need to get out and fight or run.

» The Dead Elevator

A utility door in the roof leads to a closet-sized room. It has no exits but does open into a maintenance elevator. Of course, this being Night City, the elevator is out of order. The Crew can try to jury-rig it into operation in one of two ways. An Edgerunner can make a DV15 Electronics/Security Tech Check to perform a temporary repair or, if there's a **Netrunner** on the Crew, they can perform a DV9 Interface Check to jolt the elevator to life. They can ride it to the bottom.

If the Crew fails or doesn't want to attempt the jury-rig, they can still make use of the elevator. There's a ladder bolted to the side of the shaft and it goes all the way down. That's a long, dizzying climb to the bottom. Ask for two Checks for each Edgerunner.

The first is DV9 Concentration. Anyone who fails grows disoriented and loses their grip. If they fail, they need to succeed at a DV13 Athletics Check. Passing the Check means they catch themselves a few rungs down, heart rate spiking but none the worse for wear. Failing means they scrape along the ladder for nearly an entire floor before snagging hold of the ladder again and suffer 1d6 damage directly to their Hit Points. This damage bypasses armor but doesn't ablate it.

The second Check required is DV15 Resist Torture/Drugs. This is a long climb and, even with a cyberlimb or two, still exhausting. Anyone who fails must do nothing but rest on the first day of their next visit to **Development (Downtime)**. They can't perform any other activities, though they still heal damage as per normal.

At the bottom of the elevator shaft is a ground floor maintenance bay. There's an exit to the street behind the megabuilding and the NCPD hasn't set up a guard on this door yet. Escaping from here is a breeze – unless you don't want it to be. In which case, station a couple of NCPD officers just outside the door.

» Base Jumping

Someone set up a cheap plastic storage locker near the edge of the megabuilding roof and painted "Barry's Bodacious Base Jumping" on the top and side. The locker's predictably locked but a DV9 Pick Lock will open it. So will a few good swings with any Melee Weapon, no Skill Check needed.

Inside? Parachutes – each stuffed neatly in a pack and ready to deploy. There's plenty for everyone in the Crew, so no worries there!

> *Cyberpunk* is a game of consequences. When things go wrong, you don't often get a second chance to make them right. Base jumping is the riskiest path off Megabuilding H4 and it can go horribly wrong. Take a moment to ask, "Are you sure you want to do this?" to reinforce the seriousness of the situation. If they decide to go forward? Remind them about their Luck Pool.

Base jumping off a megabuilding isn't a simple task! Doing it in optimal conditions would be hard enough, but the cops in the AVs will notice, and open fire. With their hands full steering the chutes, the Crew can't fire back.

The best they can do is maneuver and place the building between them and the AVs. Doing so requires a DV13 Athletics Check.

If someone fails the Check, gunfire shreds their chute, and they plummet. Give one, and only one, Edgerunner a chance to catch their falling comrade with a DV15 Athletics Check. Passing the Check means both float down to the street unharmed. Failure means the Edgerunner hits the pavement below and flatlines.

There is no Death Save here.

Once they hit the ground, the Crew can ditch the chutes and regroup.

» Behind the Scenes

Dalton's decided he and Summer need to delta out of Night City and hooking up with a nomad pack seems a good way to go about it. As a sign of good faith, he wants to return the car he stole in front of Tom's Diner. First, though, he needs to find the nomad pack the car belongs to. That's

why he was at Megabuilding H4. He arranged to meet an ex-nomad at the party and promised to trade the Arasaka TKI-20 Shingen for information leading to the nomad pack.

Go to Development (Downtime)

CLIFFHANGER (PING: ABANDONED SHANTY TOWN)

Purpose and Tone: If you have something, someone else wants it and in Night City, they're willing to kill for it. This Beat's a good old-fashioned firefight. Megaviolence! Yeah! Oh, and it does let the Crew know Arasaka knows about the tracker.

The ping came from the middle of nowhere, in a spot of scrabble turf in the Northside Industrial District long since abandoned by the megacorps. Makeshift shacks constructed out of old industrial materials dot the landscape, ready to fall down if a stiff breeze hits them. You don't see a soul alive here. The shacks obviously housed someone at some point but they've long since cleared out – probably as part of Mayor Rhyne's war on homelessness.

In the words of a famous admiral, it's a trap! An enterprising but low-ranking Arasaka security agent hired a team of edgerunners and set up this ambush. They're hiding and waiting for the right moment to hop up and open fire. The plan is to put all but one of the Crew down, then capture and question the survivor to see what they know about the jacket's location. **The ambush group consists of 1 Corpo Agent, 1 Enemy Netrunner, and 1 Edgerunner Gonk per 2 Crew members (minimum 1).** For the Corpo Agent use the Arasaka Soldier stat block but the CORPO token.

Check the rules on Surprise Attacks and Ambushes **on page 11 of the Rule Book**. If you want, make a Stealth Check for each ambusher and remember they've had plenty of time to use Complimentary Skill Checks and to Take Extra Time, so give a +2 to each. If you want to simplify things just ask the Players to make DV13 Perception Checks. If any member of the Crew succeeds, they notice the ambush in time and combat begins as normal, with Initiative rolls.

Otherwise, the ambush squad leaps up and opens fire, getting one free Attack Action each. Once the Ambush Round ends, ask for Initiative rolls. The Edgerunner Gonks all go as a group, so only roll once for them. The Edgerunner Gonks will fight until they drop. The Corpo Agent and Enemy Netrunner will run if their HP drops to 5 or less. If the Corpo Agent or Enemy Netrunner drop to 0 HP, they automatically fail their Death Save and die.

Depending on the number of Players, you might need a different number of enemies than depicted here.
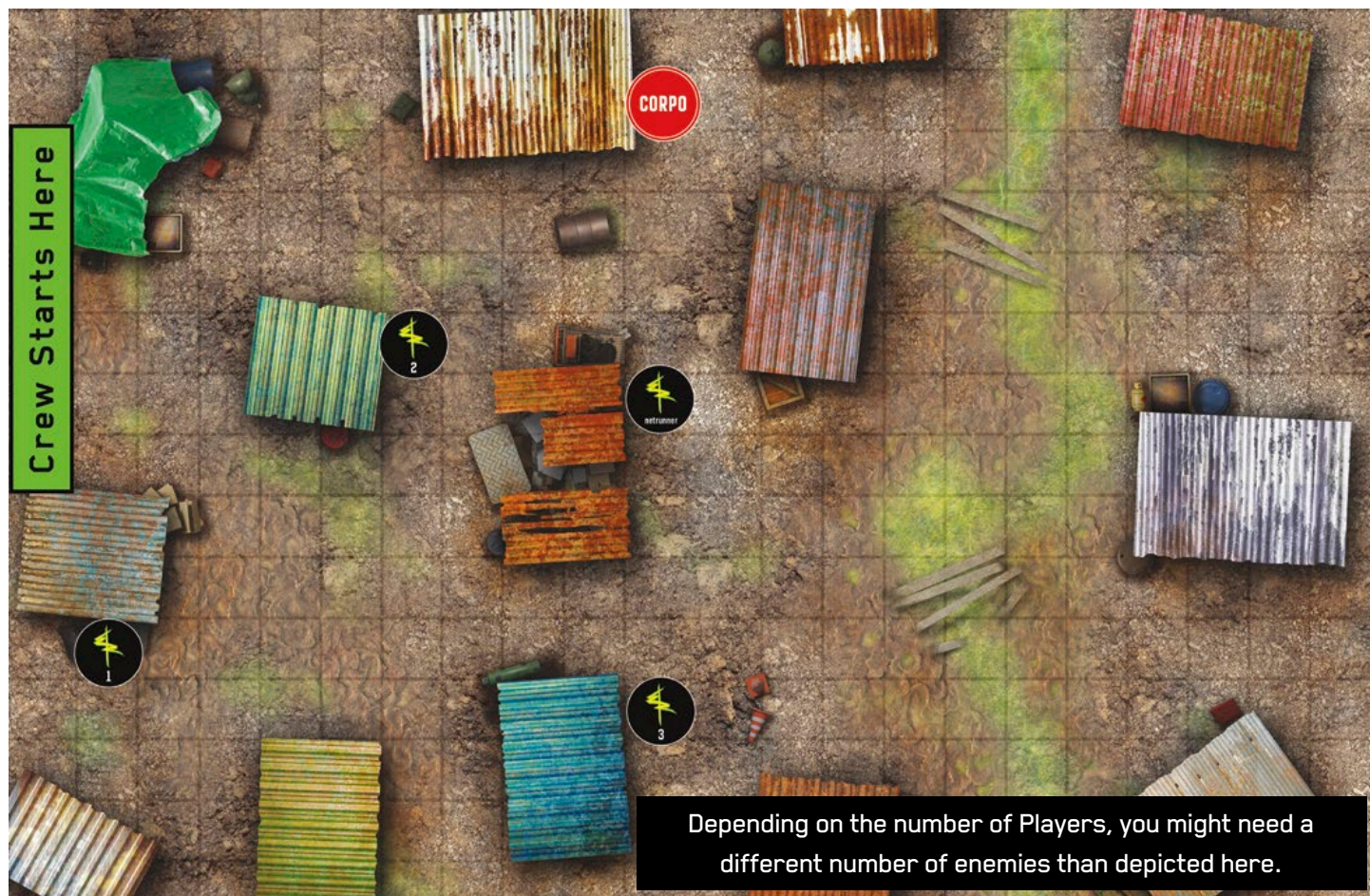
Unless the Crew proves particularly bloodthirsty, leave at least one Edgerunner Gonk alive at the end of combat to answer questions. There's no need for a Check. The gonk will happily sing.

"Look! I don't know shit! We're just after some jacket! The corpo who hired us said his bosses would pay some major eddies for it! Said word was you were looking for it, too and the jacket had some kind of tracker on it? So, his netrunner faked a signal to lure you here. Thought we'd bust you up, shake you down, find out what you know! I swear! That's it! You'll let me go, right? Professional courtesy and all that?"

The Edgerunner Gonk doesn't have any additional information to share and there aren't any clues on them, their crew, or the Enemy Netrunner. The Corpo Agent is dressed in plainclothes. If the Crew watched the security cam footage at Tom's Diner, they'll recognize him as one of the suits who chased Dalton. There's a small Arasaka logo tattoo on the back of his neck, just below the collar.

» Behind the Scenes

The Corpo Agent is an Arasaka security agent who knows his boss wants the jacket. Using his access, he learned about the tracker and hired a team: A netrunner to duplicate the signal and edgerunners to attack the Crew. The Agent's hope was to retrieve the jacket, then turn it in for a promotion. Dalton was never here. By the way, if the Crew looks, they won't find a vehicle nearby. The Corpo Agent was worried a working car in this part of the city would alert the Crew to the ambush, and so arranged for a taxi to drop them off. He planned on calling it back once the job was done.

Go to Development (Downtime)

DEVELOPMENT (FINAL PING)

Purpose and Tone: We've reached the beginning of the third act. From here, the action ramps up, the downtime vanishes, and the Edgerunners gain the information they need to fill in the blanks. If you've run all three Pings, your Players are probably getting tired of chasing Dalton around, but they also have a clearer picture of who he is – a lost soul in Night City, trying to find their way. Just like everyone else.

You've followed the pings all across Night City and haven't found the thief but this one? This one's different. For one thing, it leads you outside the city, to the Sunset Motel in the Red Peaks area of the Badlands. Covered in the grime of countless dust storms, this is the last stop for nomads and outlaws before the open road gives way to city streets. For another, you just know. A feeling builds in your stomach. This is the one. This is where it all comes together.

The sky shines purple and red as, appropriately enough, the sun sinks below the horizon. People have already begun to gather. A group of teenagers drink Smash, a cheap mixture of beer and energy drink, in the parking lot. A man in rags mutters to himself while eating a Burrito XXL, fresh from the vending machine he's leaning against. Inside, some regulars sit at the bar, ordering drinks from a man in a dirty apron who looks like he's seen too much shit in his lifetime. There's no sign of a ganger with crazy red and blue hair or a yellow jacket, so it's time to investigate.

THE TEENS

Four teenagers, all baby punks trying to grow up too fast, loiter around a single rusty old van, a Mahir Supron FS3. Their names are Adam, Rick, Cindy, and Mia. They're smoking and drinking and talking to each other in fast, loud, excited voices about absolutely nothing at all. When the Crew approaches, they try to play it tough.

If one of the Edgerunners is a **Rocker**, Cindy's a fan.

Convincing the teens to talk requires an appropriate DV13 Skill Check. Possibilities include Conversation, Interrogation, and Persuasion. If they succeed, Mia tells the tale. Otherwise, the teens tell the Crew to *"fuck off, olds!"*

"Oh! Yeah! Red and blue hair, right? What a gonk! Saw him pull up in a fuckin' nomad ride half an hour ago! Was some woman in the car with him. He got out, walked over, talked to the Rag Man for a bit, gave him some eddies, and then went into the bar. Fuckin' Noah, the bartender won't sell us no fuckin' booze in there. Got to bring our own Smash. What a fuckin' gonk! What? Oh, right! The guy. He stayed inside for a few minutes. Came out, got in the car, and they drove off. What direction? I dunno. Away from the fuckin' city."

THE RAG MAN

The old man in rags leans against the vending machine, wolfing down his Burrito XXL. There's no Skill Check required to get him talking. He's happy to share with anyone who comes near.

"The young fella with the red and blue hair? He understands. You need to understand, too. The world's all Snakes and Ladders. The have-nots slide down. The have-yachts climb up.

I tell him that, the young fella with the red and blue hair, whenever he comes to visit. The spaces on the board, they all seem random, see? Random meetings. Random events. But they ain't. They happen for a reason. You pay attention, you learn where to land. How to climb up the ladders. You don't, you slip down the snakes. The megacorps slipped before. Nuclear fire and red skies sent them sliding down a bunch of snakes. They could slide down again. I told the young fella. I told him there was a ladder in the Badlands. A ladder he could climb. He just needed to land on the right space."

THE BARTENDER

Behind the bar, an older man with short, spiked blonde hair and an expression worn down by life serves drinks to anyone who orders – as long as he likes them. His name's Noah and he owns the joint. He's happy to engage in conversation or sell a customer a bottle of Broseph Ale (€$ 20) but getting him to betray confidences will require extra work. Making an appropriate social Skill Check at DV15 will convince Noah to open up. If the Crew drops at least €$100 on drinks *or* one of the Edgerunners is a **Nomad**, lower it to DV13. If the Crew drops at least €$100 on drinks *and* one of the Edgerunners is a **Nomad**, lower it to DV9.

"Dalton, right? I wouldn't call him a regular, but he's been coming around here, every so often, for a year or so. Asking questions. What's nomad life like? What's out beyond Night City? Stuff like that. Sometimes he listens to the Rag Man ramble and buys him a burrito. This time, he came in and asked about the Steel Vaqueros. Wanted to set something right with them. They're a nomad pack who run convoys up and down the coast. I pointed him to their camp. Head east on I-9. You'll see a dirt road on your left, just past a garage. Turn up it. Count the old windmills on the left. At the second, turn left on a path. The Steel Vaqueros are squatting there, up there in flat land between the hills."

With this information, the Crew finally has a solid lead on Dalton. They know where he's going and they're not far behind. No time to waste!

Go to Cliffhanger (Nomad Camp)

CLIFFHANGER (NOMAD CAMP)

Purpose and Tone: The time has come for the Crew to meet Dalton – in the middle of a firefight between Arasaka and the Steel Vaqueros. Caught between two factions, with the bullets flying and explosions ringing in their ears, this Beat's all about violence and choice.

You speed through the desolation of the Badlands, hot on Dalton's tail. Finally, you're close to buttoning this job up! You've just turned off the highway and onto the dirt road, like Noah the bartender said, when you notice smoke rising up from the hills ahead. The sound of explosions and gunfire start soft but grow louder as you approach. Then you pass the second windmill and turn left and see it – two Arasaka AVs hovering in the air and dropping troops into the middle of the nomad camp. There's chaos as the Steel Vaqueros and Arasaka troops exchange gunfire and crash together in melee combat. And, in the middle of it all? A flash of red, blue, and yellow. There's Dalton, taking cover behind a trailer, panic-firing at a cadre of Arasaka soldiers advancing on his position. If they get to him before you do, you'll never get the jacket!

The Crew's goal is to reach Dalton. To do so, they'll need to make their way through the Arasaka Soldiers advancing on his position. Those troops are all the Crew needs to worry about. The rest of the Arasaka forces are too busy engaging with the Steel Vaqueros to pay them any attention.

Ask everyone to roll Initiative. Roll one for the Arasaka Soldiers. They'll act together and there is **1 Arasaka Soldier for each Edgerunner in the Crew**. Place Dalton at the bottom of the Queue. On his Turn, he'll pop out, take a shot, then drop back behind cover. If you want to play Dalton to the max, you'll find his Edgerunner stat block **on page 34**. If you want to keep his turn short and simple, roll a 1d10. On a 1 through 7, he misses. On an 8 or higher, he scores a hit on any single Arasaka Soldier he can draw a bead on, doing 3d6 damage.

The Crew might be tempted to prioritize helping the Steel Vaqueros over reaching Dalton, especially if there's a **Nomad** among them or they have a nomad friend in their Lifepath. Emphasize how the Steel Vaqueros don't need help by reading the following as combat begins.

Out of the corner of your eye, you spot a grizzled old nomad with two chrome arms haul up an ancient-looking rocket launcher labeled with a logo you've never seen before: Gunmart. He fires, and a rocket spirals through the air before exploding as it hits one of the Arasaka AVs. The damaged vehicle spins off and crashes into the hills to the north.

The Arasaka Soldiers have strict orders. They are not to damage the jacket. Their intent is to get close enough to Dalton to wrestle him to the ground, take the jacket, and then put a bullet in his head. As soon

Crew Starts Here

Depending on the number of Players, you might need a different number of enemies than depicted here.
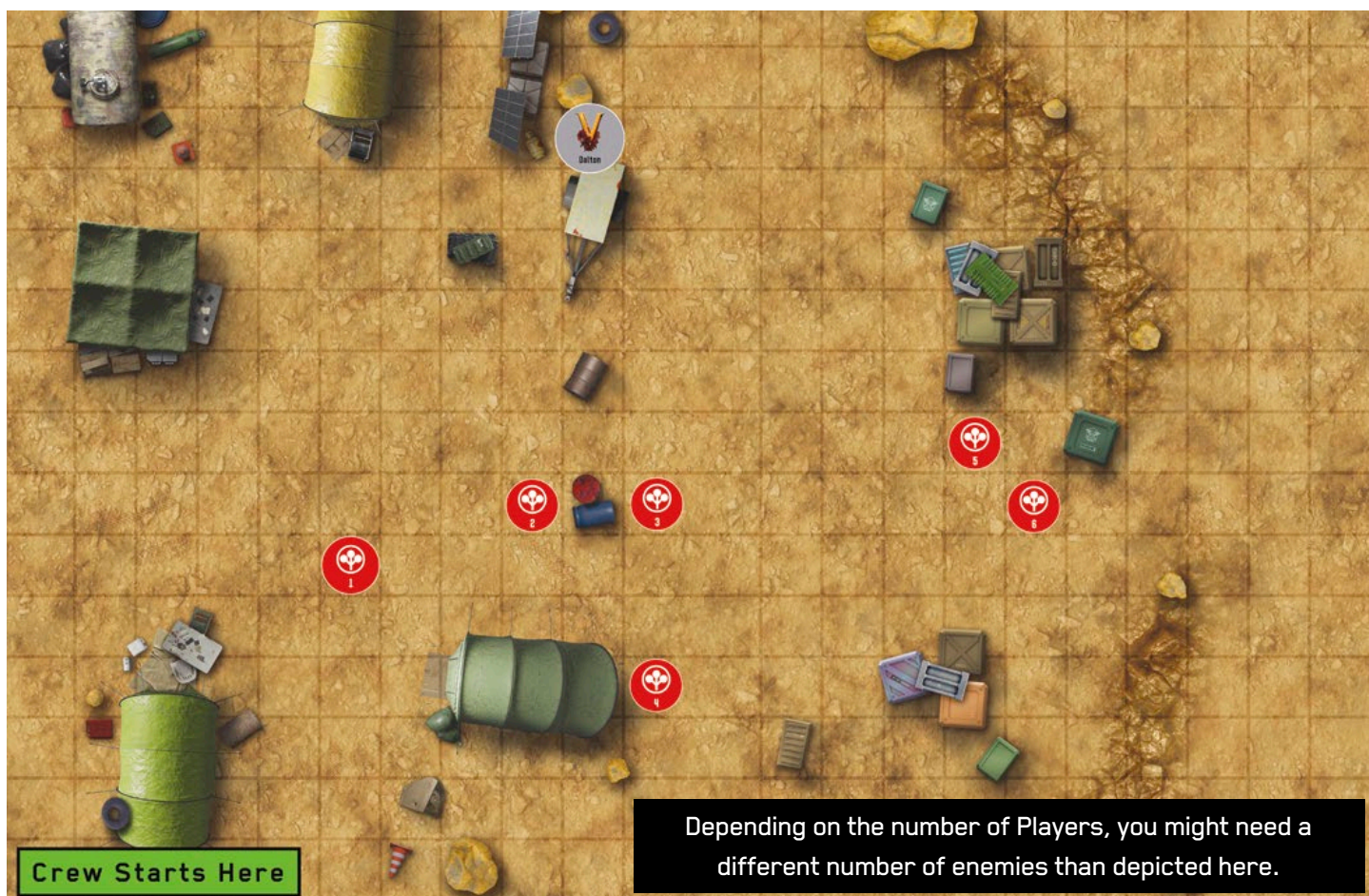
as the Crew presents a threat, they'll switch tactics. One Soldier will continue to advance on Dalton while the rest engage the Edgerunners. There's no chance for the Crew to ambush the enemy, either. The Arasaka strike team wasn't expecting the Edgerunners, but they are on alert and have full situational awareness of their surroundings. This is a straight-up fight against corp-trained troops.

At the top of each Round of Combat, roll 1d10. With an even result, describe how one of the Steel Vaqueros defeats an Arasaka Soldier. On an odd result, describe the opposite.

These events have no bearing on the Crew's fight but will serve to remind them where they are – a battlefield between two heavily armed groups they don't belong to.

> This should feel like a real battle, so if things go too smoothly and easily for the Crew, give the Arasaka Soldiers some backup in the form of a few comrades breaking away from the fight with the nomads to lend a hand.

Dalton's happy to see the Edgerunners, as they're not Arasaka, and he figures he can reason with them. He's bleeding from several shrapnel-induced cuts, and there's a corpse next to him – a woman in leathers (recognizable as the woman Dalton spoke to atop Megabuilding H4). Once he's out of immediate danger because the Soldiers currently hunting him are defeated, he'll address them directly.

If the Crew played through **Cliffhanger (Ping: NCART Station)**, start with…

"You're the Edgerunners who talked to Summer about the jacket I gave her, right?"

If the Crew played through **Cliffhanger (Ping: Megabuilding H4)**, start with or add…

"I think I saw you on H4, right? At the party!"

Then continue.

"I owe you, chooms! Been dodging these gonks for days. Thought they were Valentinos at first but… shit, Arasaka! If you hadn't come along I'd be ticking up the Body Lotto count for sure! Look, I can see you wanna talk, but can you get me out of here? I promise to answer all your questions!"

The Crew has a choice here. They can yank the **jacket** off of Dalton and leave or kill him, but if they do so, they won't get the Arasaka HJSH-18 Masamune with the pink muzzle. No amount of persuasion will convince Dalton to tell them where it is and the longer they stay in the nomad camp, the more likely it is that the remainder of the Arasaka strike team will notice them. If they pick this path, this Beat transforms from a Cliffhanger into a Climax. **Go to Resolution (Into the Sunset)**.

If they do what Dalton asks and give him a ride away from the battle zone, **go to Development (Lizzie's Bar)**.

If the Crew decides to turn Dalton into Maria, **go to Climax (Maria Torres)**.

The Crew doesn't need to worry about Arasaka following them. As soon as they get in their vehicle, there's an explosion. The Steel Vaqueros shot down the second AV. The battle rages on, but the tide is turning in the nomads' favor.

> **Boost the Reputation of each Crew member to 3.**

BEHIND THE SCENES

The Edgerunners weren't the only ones to receive the Sunset Motel Ping. By this point, Arasaka has figured out how to track the jacket, and their AVs let them reach the scene faster. Dalton had already left the Sunset Motel by the time they flew over but a grid search let them spot him in the yellow jacket, as he pleaded his case to the Steel Vaqueros. Of course, the corpo soldiers attacked immediately upon receiving visual confirmation of their target.

DEVELOPMENT (LIZZIE'S BAR)

Purpose and Tone: With the excitement of the battle left behind, the time has come to get a drink, take a breath, slow down people's heartbeats, and get some answers from Dalton.

Inside the van, Dalton twitches nervously. *"Shit, chooms, that was some messed up stuff, right? Preem the way you rescued me. I owe you, big! Why're you after me, anyway?"*

It is up to the Players to decide how much to tell Dalton. He's fairly smart (though not streetsmart). Once they say they're after the jacket and the guns stolen from Falco's storage unit, Dalton begins fitting the pieces of the puzzle together. He surrenders the jacket without a fight, but he doesn't have the Arasaka HJSH-18 Masamune with the pink muzzle on him.

"I've left it in a safe place. Tell you what, take me to Lizzie's Bar, and I'll get it for you. No tricks. I'll even buy you a round of drinks. You saved my butt today, and I owe you. What do you say?"

No amount of persuasion will convince Dalton to reveal the location of the Arasaka HJSH-18 Masamune. He knows this is his last bargaining chip and his last chance to safely get out of Night City with Summer. If the Crew wants, they can call the job there and go back to Falco with what they have. If they pick this path, this Development becomes a Climax. Have the Crew decide what to do with Dalton and then **go to Resolution (Into the Sunset)**. Otherwise, they can drive into the city and go to Lizzie's Bar.

There's no Check needed to know about Lizzie's Bar. Once owned by Elizabeth "Lizzie" Borden, the braindance club serves as the main hangout and income generator for the Mox. Unless the Crew gives the bouncers trouble at the door, getting in isn't a problem.

Once they're inside, Dalton points to an empty table.

"Wait for me there, chooms. Order any drink you want on me. I'll be right back with the gun, I promise."

Dalton wears his heart on his sleeve and is a crap liar. A successful DV9 Human Perception Check proves he's telling the truth.

The Crew can order drinks and look around while they wait.

At the bar, they might spot Saito, the businessman they met at Tom's Diner, perched on a stool. There's a large suitcase next to him. He's pleased to see the Crew again and admits while he does work for Zetatech, he doesn't work in appliance sales. That's just a cover.

"I apologize for the subterfuge, my friends. I did work in appliance sales, once upon a time, but graduated to weapons when Zetatech acquired a few less than reputable arms dealing firms. The company isn't currently promoting this fact."

Saito is fresh out of a meeting with the Mox and has his sample case with him. He's willing to sell to the Edgerunners right here and now. Give the Crew the chance to purchase any weapons or ammunition from the list **on page 32**. He isn't buying, though.

After the Crew settles back down at their table, Dalton returns with Summer at his side and the **pink-tipped Arasaka HJSH-18 Masamune** in his hands. He plops the assault rifle on the table and grins.

> If you skipped either **Cliffhanger (Ping: NCART Station)** or **Cliffhanger (Ping: Megabuilding H4)**, Dalton also gives the Crew the weapon retrieved from those Beats.

"See? Told you I'd be back. Thanks for rescuing me. This is Summer, my mainline and my whole world. Would you believe I met her while we were both shoplifting from a 25/7? Love at first sight! Anyway, she's Mox, so she's been hiding out here since you talked to her at the NCART station. Staying safe."

This is a good chance for the Crew to ask the couple questions and learn more about Dalton's actions during the last few days. He'll answer honestly, providing the data you, as GM, gleaned from the Behind the Scenes section of each Beat – where it concerns him, anyway. He and Summer also make it clear: They want a fresh start, away from Night City. If pressed, he'll admit he was part of the group who ripped off Gustavo Orta but he swears he didn't know who owned the stolen goods until it was too late.

Once the Crew has satisfied their curiosity, Dalton asks for a favor.

"I just got a message from the Steel Vaqueros. They got rid of Arasaka, and they're pulling up stakes and heading out. You can guess why. They said they'd take me and Summer on but only after we did something to prove ourselves. Don't know what. Gotta be there in the next hour. Whatever it is, until I get away from Night City, we'd feel better having a good Crew with us. There're still people who want me dead. I know I ain't got no right to ask, but… will you help us? Please?"

There's no reward for this. Dalton literally spent his last eddies on the drinks the Crew ordered, and the jacket and Masamune were the only things of any real value he had to barter with. All he and Summer can offer is sincere gratitude for their help.

If the Crew agrees, the couple expresses their thanks with exuberance. If the Crew turns down the request, they're obviously crushed but understanding.

If the Crew told Dalton about the tracker and the external biomonitor, read the following.

Dalton holds out his hand, "Let me see the jacket, yeah? I promise I'm not trying anything funny. I'm gonna help you out." Once Dalton has the jacket, he deploys a tool from the index finger of his cyberhand and neatly detaches a corner of the liner. He reaches inside and feels around. You hear a few snaps, like plastic disconnecting from plastic, and then he pulls his hand back out, holding a tangle of wires and microchips. "Here's the tech you told me about. Wish I had known about it sooner. Would have saved me so much trouble. I've disabled the tracker. Figured you don't want Arasaka following you, too."

If the Crew didn't tell Dalton about the tracker and the external biomonitor, read the following instead.

Dalton holds out his hand, "Let me see the jacket, please? I promise I'm not trying anything funny. I'm gonna help you out." Once Dalton has the jacket, he deploys a tool from the index finger of his cyberhand and neatly detaches a corner of the liner. He reaches inside and feels around. You hear a few snaps, like plastic disconnecting from plastic, and then he pulls his hand back out, holding a tangle of wires and microchips. "When you told me you were after the jacket, I realized how you and Arasaka found me. Looks like a tracker and some sort of biomonitor? Wish I had known about it sooner. Would have saved me so much trouble. I've disabled the tracker. Figured you don't want Arasaka following you, too."

Anyone in the Crew can beat Dalton to the punch by removing the tech in the jacket and disabling the tracker. They just need to succeed at a DV15 Electronics/Security Tech Check.

With their business done, it is time to go. If the Crew decides to help the couple, Dalton promises to meet them at the nomad camp. He and Summer just want to spin by their cube and pick up a few things first. If they decide not to help, the couple wishes them the best.

Either way, the Edgerunners leave first. **Go to Development (Black Car)**. If the Crew intends to turn Dalton over to Maria, run **Development (Black Car)** before **going to Climax (Maria Torres)**.

DEVELOPMENT (BLACK CAR)

Purpose and Tone: We hinted at Arasaka's involvement back in Development (Tom's Diner) and confirmed it in the pings. Now, it is time to meet someone more frightening than a squad of Arasaka Soldiers – the high-ranking exec holding their leash.

You exit Lizzie's on a high. The job's done and you just need to meet up with Falco to get your eddies. Life can't get any better, right? Right. Because life can always get worse. An armored, black Villefort Cortes V5000 Valor pulls up in front of you. The rear passenger window fades from black to transparent, revealing a corpo wearing a suit worth more than all of you put together. On his collar? An Arasaka pin denoting twenty-five years of service.

Pause a moment for dramatic effect before continuing.

Speakers placed strategically on the outside of the Valor carry the corpo's voice as they speak. "I believe you to be in possession of a yellow jacket with green markings on the back. I will pay you 5,000 Eurodollars for it. You have five minutes to decide." The window darkens once more, hiding the Exec's face from view.

> Set a timer. A real timer, on your phone or another device. Place it where everyone can see. This should be a tense moment and the timer will add to the pressure the Players feel.

Assuming the Crew hasn't already disposed of the external biomonitor, ask for a DV13 Deduction Check. With a success, they realize the corpo wants the data on the external biomonitor, not the jacket itself. If the Edgerunners want, they can hand over the device Dalton pulled out of the jacket and get paid, then get paid again by Falco when they give him the jacket. If the Players figure this out on their own, no Check is needed.

The Crew might also think to call Falco. That's David's data on the external biomonitor, after all, and David was his friend.

"Your choice, choombas, but I reckon you should hand it over. I don't want it and there's no need for more people to die. I've got enough ghosts haunting me. I don't need yours among 'em."

If the Crew agrees to sell the external biomonitor, the front passenger window rolls down. A brute of a bodyguard/driver accepts the device from the Crew, then hands them a roll of cash adding up to 5,000 Eurodollars. The window rolls up and the Valor drives off.

If the Crew refuses to sell the external biomonitor or destroys it, the Valor's external speakers project a single sentence before the car drives off: *"A poor decision."* If, for some reason, the Crew decides to open fire? The car's armor deflects their bullets as it speeds away.

If the Crew attacked the corpo and you want to end the story on an intense but bleak note to show the futility of denying a megacorp in the Dark Future, **go to Climax (Adam Smasher)**. Otherwise, **go to Climax (Maria Torres)** or **Climax (A Test of Worth)** as needed.

BEHIND THE SCENES

You might be wondering – how did the Arasaka Exec know to be at Lizzie's Bar now, of all times? Maybe a recon drone followed the Crew from the nomad camp. Maybe Arasaka keeps tabs on who comes and goes from the bar. The truth is, it doesn't matter. This just emphasizes the all-powerful, frightening nature of the megacorporations in the world of *Cyberpunk* – they're always there, even when you can't see them.

CLIMAX (MARIA TORRES)

Purpose and Tone: Life is cheap in Night City and Dalton's is worth 1,000 eddies. Time for the Crew to collect. After all, in the City of Dreams, every eddie counts.

You call the number Maria flashed you and receive instructions: Bring Dalton to the garage of Megabuilding H5 in Vista del Rey. She'll pay you the bounty once he's in her custody but only if he's alive. A dead Dalton is worth exactly zero eddies.

If the Crew hasn't yet taken Dalton to Lizzie's Bar, they can drive him to the garage without subduing or restraining him. Midway through the trip, he realizes they aren't traveling in the right direction unless he's suitably distracted by a DV15 Conversation Check. If Dalton notices, an Edgerunner sitting nearby can subdue him by dropping his HP to 5 or less via attacks or grappling him and then choking him out (**see Rule Book page 10**). They can also pull a classic move: draw their gun, point it at Dalton's head, and growl, "Don't move." Succeeding at this maneuver requires success on a DV13 Persuasion Check. If Dalton isn't subdued or intimidated, he tries to leap out of the van, even if it is moving. Stopping him requires an opposed Brawling Check to initiate a grapple by one of the passengers or a DV15 Drive Land Vehicle Check by the driver to slam Dalton back inside using a sudden turn and inertia.

If the Crew calls Maria after the trip to Lizzie's Bar, they can convince Dalton and Summer to ride with them in the van with a DV17 Persuasion Check. Once the pair are in the vehicle, treat the situation as above but increase the DVs of the Conversation and Drive

Land Vehicle Checks to 17. If the Check fails, Dalton and Summer realize something is wrong and attempt to run. The Edgerunners will need to subdue or intimidate them. Subduing or intimidating either Dalton or Summer will cause the other to surrender immediately.

During the drive, Dalton and Summer beg for their lives if they know something is wrong. Dalton will first try to appeal to the Crew's better natures and negotiate release for himself and Summer. When that fails, he'll beg them to let Summer go as *"She didn't klep from Gustavo."* Summer, for her part, must be pushed out of the van, requiring a DV13 Brawling Check. She won't abandon Dalton otherwise.

If the Crew wants to double-cross Maria, Dalton and Summer will agree and pretend to be captured so long as they receive a cut of the bounty and the Crew has a plan to extract them from danger.

Maria and a cadre of Valentino Gonks (1 per Edgerunner) wait in the garage, guns drawn and ready. Assuming all goes smooth, a pair of Gonks take charge of Dalton. Once he's in their grasp, Maria sends the payment over. If Summer is present, Maria gives her one chance to flee, since she isn't "on the list." Summer refuses to leave Dalton's side unless an Edgerunner restrains her or convinces her with a DV21 Persuasion Check. If dragged away, Summer curses the Crew and runs off as soon as possible.

Maria and the Valentinos stuff Dalton, and possibly Summer, in a truck and drive away. By tomorrow morning, they'll be just another statistic for the body lotto.

CHOOSING VIOLENCE

Any funny business on the Crew's part prompts the Valentinos to open fire. Create an Initiative Queue. Roll once for Maria and once for the Valentino Gonks as a group. Use the garage map but instruct the Players to ignore the NCPD cruiser. It isn't present.

If he is on good terms with the Crew and has a weapon, Dalton runs for cover and fires on the Valentinos. Otherwise, he runs for cover and hides. If you want to play Dalton to the max, you'll find his stat block **on page 34**. If you want to keep his turn short and simple, roll a 1d10. On a 1 through 5, he misses. On a 6 or higher, he scores a hit on the Valentino closest to him and does 3d6 damage. If Summer is present and able, she sticks to Dalton's side and acts as a spotter, pointing out possible shots.

If he isn't on good terms with the Crew, Dalton takes this opportunity to run the hell away. If Summer is present, she runs with him.

Maria and the Valentinos fight to the death. They know that if they don't get the job done, Gustavo will "retire them" in favor of someone who can.

If Dalton escapes, dies, or is turned over to Maria, the Crew loses the chance to retrieve any items not already in their possession. Time to meet with Falco and turn over what they have. **Go to Resolution (Into the Sunset)**.

If Crew double-crossed Maria and Dalton survived, this Climax transforms into a Cliffhanger. **Go to Development (Lizzie's Bar), Climax (Adam Smasher),** or **Climax (A Test of Worth)** as needed.

CLIMAX (ADAM SMASHER)

Purpose and Tone: Only run this Beat if the Crew attacked the corpo in **Development (Black Car)** *and* you feel your Players will dig a final, brutal showdown against the biggest, nastiest bad in Night City. We need to emphasize this is a fight they can't win, and this Climax is designed to show the futility of the *Cyberpunk* world – in the end, you can't even save yourself. Don't run it unless your group will enjoy going down in a bright ball of flames.

You've just left Night City when something falls from the sky and slams into the hood of your vehicle, stopping it dead. You crawl out of the wreckage just in time to watch a towering monster of metal stride through the smoke.

"You weaklings implant a little chrome, and start thinking you can call the shots. Time to die, little meat."

Adam Smasher's here to kill you.

Ask the Players to roll Initiative. Place **Adam Smasher** at the top of the Queue. He always goes first. The battle will be brutal. Devastating. No matter how much damage the Crew does to Adam Smasher, he can still take more. This isn't a fight the Crew can win. No one is coming to help them. Adam Smasher won't accept surrender. He's been let off his chain and meat needs to die.

Whenever Adam Smasher inflicts a particularly devastating blow or drops an Edgerunner's Hit Points to 0, feel free to bark a one-liner in his grumbling voice. Some examples are below.

"You should have known your place!"

"See how flimsy your bodies are?"

"I'm not even getting excited. Put up more of a fight, meat!"

"Meat doesn't need to understand. Just to die!"

"Everyone thinks they're the next damn Morgan Blackhand."

Once the battle ends and everyone's dead, **go to Resolution (Flatlined)**.

CLIMAX (A TEST OF WORTH)

Purpose and Tone: The Crew has decided to end things on a bright note by giving Dalton and Summer a chance to start over with a new life. First, though, they'll need to prove their resolve and slug it out in one last battle.

By the time you arrive at the nomad camp, almost everything is nearly packed. They've loaded a dozen vehicles, ranging from cars to big rigs, with rolled-up tents, bulging bags, and crates marked with the logos of a dozen different corporations. Almost every nomad you see sports injuries, but they're all working, just the same. As you step out of your vehicle, an older woman, skin beaten rough by weather and time, walks over to you. Her head's bandaged up, and she's got a shotgun casually held in her hands, ready should things go south.

If there's a **Nomad** in the Crew, she gives them a nod of respect.

"Name's Lola Blaine. People call me Mama Lola. I'm in charge here. Not a lot of time, so I'll drive right to the end of the road. Dalton, you want in, you need to prove yourself to the pack. You saw earlier. We shot down both of those Arasaka AVs. That's good tech just lying around. We'd be fools to leave it. Problem is, corpos always want payback. With us packing up in a hurry, we've got limited hands. Got one AV and most of the second looted. You say you're a mechanic. Take a truck, drive up, and pull the big gun off. Bring it back ready to use. You do that, and you can run with us."

The Crew has a choice. Help Dalton and Summer fulfill their task for the Steel Vaqueros or let them go it alone. If they let the couple go it alone, they can leave and turn in the goods to Falco. **Go to Resolution (Into the Sunset)**. Otherwise, continue on.

The Arasaka AV in question is far enough up the road the Crew needs to drive at least part of the distance. When they arrive, Dalton hops off and hurries over to the wreckage. Summer follows, lugging his toolbox with her. In short order, she's handing him wrenches, and he's uncoupling the turret from the AV.

If there's a **Tech** in the Crew, they're free to help out.

If the Crew killed Maria Torres in **Climax (Maria Torres)**, things run smooth. Dalton detaches the turret. Jump forward to **Back to Camp** in this Climax.

Otherwise, trouble hits a few minutes after Dalton begins work. Ask the Edgerunners for a DV13 Perception Check. Anyone who succeeds spots a plume of dust in the distance – someone's driving their way. Dalton pops his head out of the wreckage.

"Mama Lola called! Says a truck just shot past the camp in our direction! Valentino colors! I think Gustavo's soldiers have found us!"

Set up the map as shown.

Give the Players a moment to decide how they want to handle things. They can try to hide and set up an ambush using the rules **on page 11** of the Rule Book, prepare for a straight-out fight, or negotiate and try to end this diplomatically. Dalton and Summer will follow the Crew's lead.

When everyone's ready, proceed.

Depending on the number of Players, you might need a different number of enemies than depicted here.
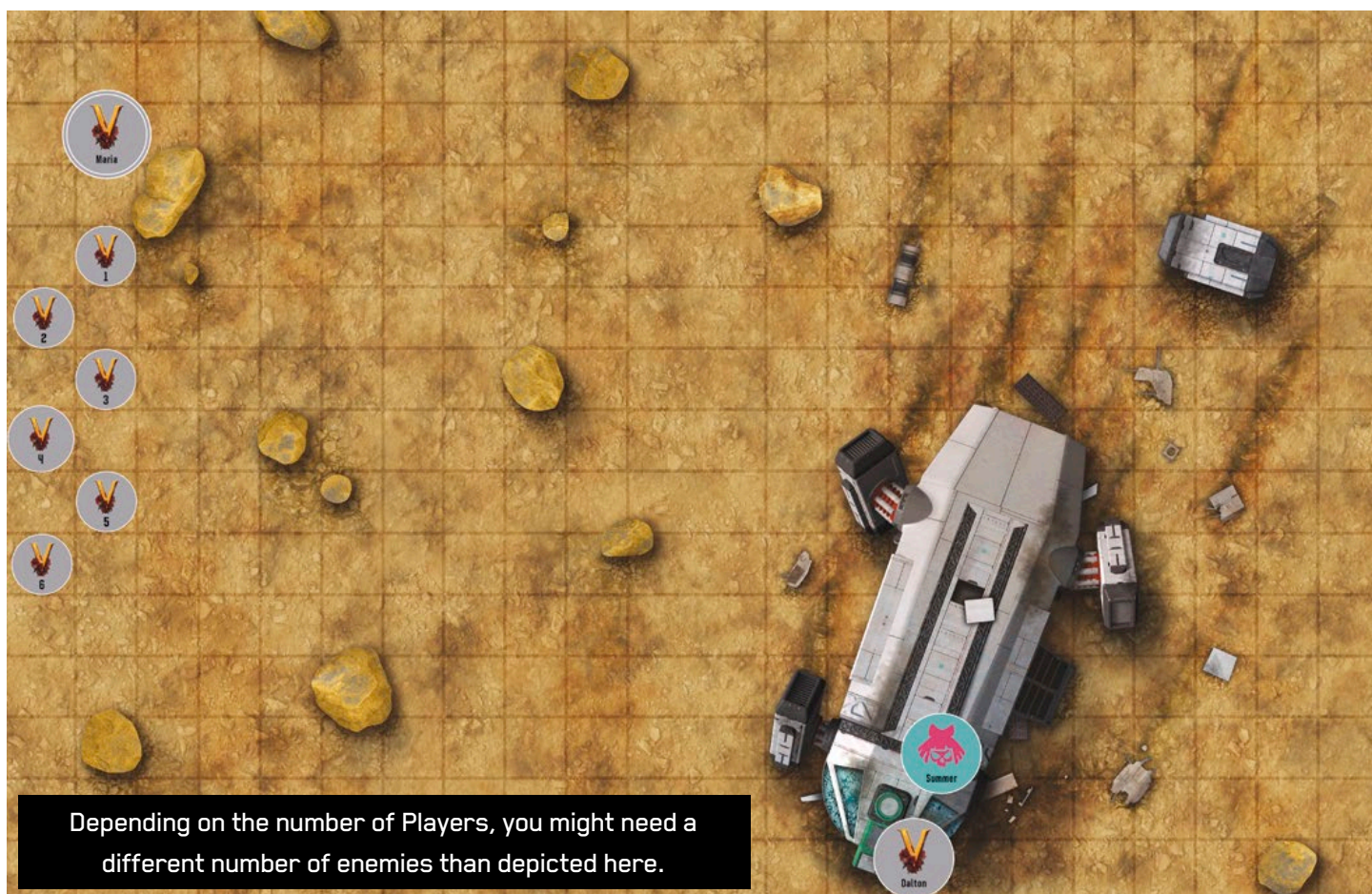
A Thorton Mackinaw MTL1 sporting Valentino colors screeches to a stop. Valentinos pile out of the truck bed and cab. The nastiest looking of them all, a woman with scars marking her face, calls out, "Thought we wouldn't be watching your cube, Dalton? Thought we wouldn't put a tracker on your ride and follow you out into the Badlands? You thought wrong! We're here to deliver a message, pendejo. No one steals from Gustavo Orta and lives!"

CHOOSING VIOLENCE

If the Crew decided to ambush the Valentinos and succeeded, they get one Attack Action each. Once the Ambush Round ends, ask for Initiative rolls.

The Valentino squad consists of Maria Torres and 1 Valentino Gonk per Edgerunner present (minimum 1). The Valentino Gonks all go as a group, so only roll once for them. Roll separately for Maria.

Anyone near Dalton will hear him mutter, *"Holy shit, that's Maria Torres! Gustavo's right hand!"*

Dalton's a smart fighter. He finds cover, sticks to it unless he's forced to move, and takes shots at opportune targets. If you want to play Dalton to the max, you'll find his stat block **on page 34**. If you want to keep his turn short and simple, roll a 1d10. On a 1 through 5, he misses. On a 6 or higher, he scores a hit on the Valentino closest to him and does 3d6 damage. Keep an eye on the combat. Once, during the fight, when an Edgerunner is in a tight spot, Dalton comes to the rescue and succeeds at an automatic Aimed Shot to a Valentino Gonk's head, shouting, *"I'm climbing up that fuckin' ladder no matter what!!!"* He's had a rough few days. He deserves a moment of glory.

Summer stays next to Dalton and acts as a spotter, pointing out possible shots.

Maria isn't Adam Smasher, but she's still tough as hell. This is the final fight, so it is designed to be punishing. Encourage the Players to pull out all the stops. There's no point in conserving ammo and this is their last chance to spend their LUCK! If things seem too easy for a final fight, more Valentinos can drive in and add to the mayhem.

If, during the fight, a **Netrunner** thinks to activate the AV's turret and use it, they must succeed at a DV12 Interface Check. If they gain control, they can order the turret to fire. It fires on its own with a Heavy Weapons Skill Base of 12 and does 6d6 damage upon hitting. The turret is stuck in single-shot mode with a ROF 1, meaning it can attack once per Round at the end of the Netrunner's Turn. It can fire three times before it breaks down and stops functioning.

Maria and the Valentinos fight to the death. They know that if they don't get the job done, Gustavo will "retire them" in favor of someone who can.

USING YOUR WORDS

To succeed at diplomacy, the Crew must speak to Maria directly. She'll agree to parley but only if she doesn't suspect an ambush is coming. Any Edgerunners in hiding must succeed at a Stealth Check against Maria's Perception. If she spots them, diplomacy ends and combat begins.

Gustavo sent Maria to end Dalton's life and convincing her to leave will be exceptionally difficult. To do so, the Crew must succeed at three separate Skill Checks. The basis of each Check must be different and can't be repeated. For example, they can only convince Maria that Dalton is a pathetic coward who isn't worth the trouble once.

Which Skills the Players choose is up to them but here are a few suggestions. Remember to reward creativity and style, and be sure to run a Facedown between Maria and one of the Edgerunners before the action begins!

- Convince Maria that Dalton fleeing Night City as a coward sends as strong a message as his death would to potential enemies of Gustavo. DV17 Persuasion Check.

- Trade Dalton's life for something valuable, such as the external biomonitor from the yellow jacket or the turret from the downed AV. DV15 Bribery or Trading Check.

- Appeal to Maria's compassion, pointing out Dalton deserves a chance to live and make something of himself. DV24 Persuasion Check.

- Convince Maria she has a good chance to come out of this fight dead. DV21 Persuasion Check.

- Point out Dalton is now a member of the Steel Vaqueros, and killing him could cause strife between the nomads and the Valentinos. DV17 Streetwise Check.

- Trick Maria into believing Arasaka is only minutes away from coming to retrieve the downed AV and anyone who doesn't want to be gunned down should get the hell out. DV17 Acting or Business Check.

- Offer Maria a future favor from the Crew in exchange for letting Dalton go. DV17 Bribery or Trading Check.

- Trick Maria into believing the downed AV is about to blow up and anyone present should get the hell out or go up with it. DV21 Acting or DV15 Electronics/ Security Tech Check.

Failing even one Check ends negotiations. Maria orders the Valentinos to open fire, and combat begins. If all three Checks succeed, Maria growls, *"You're lucky, Dalton. I ever see you again, I'll use you for target practice."* The Valentinos climb up into their vehicle and take off.

Of course, the Crew can also wash their hands of the whole mess and turn Dalton over to Maria, who will shoot him on the spot. Summer will scream and attack Maria in her grief and end up dead beside her mainline. The Valentinos leave without another word. If this happens, **go to Resolution (Into the Sunset)**.

BACK TO CAMP

When the dust settles, and the confrontation ends, Dalton whoops and shouts out his thanks to the Edgerunners.

"Come on! We can bring the turret back to the Steel Vaqueros!"

Dalton, Summer, and the Crew return to the Nomad Camp in victory. The couple has earned their place in the Steel Vaqueros. While the two of them rush to help with whatever they can in the final packing, Mama Lola takes the Crew aside.

"I know he couldn't have done it without you, and I'm grateful. Selling the tech we get from those AVs will fill our bellies and our fuel tanks for a while. If you want, there's a place in the Vaqueros for you, too… but we can't wait for you to fetch your stuff. We've got to go now."

Each Edgerunner can decide for themselves how to respond to Mama Lola's offer. If any take it, this is a chance for some good roleplaying as those staying behind say farewell to their comrades. Anyone who declines the offer receives a hearty handshake from Mama Lola and a promise they're always welcome in the Steel Vaqueros camp should they ever cross paths again.

With Dalton and Summer ensconced in their new family, all that's left is to report back to Falco.

> If the Crew traded the turret to Maria in exchange for Dalton's life, the Steel Vaqueros will still accept the couple but with less enthusiasm. Mama Lola won't be offering the Crew membership in her pack.

Go to Resolution (Into the Sunset)

RESOLUTION (FLATLINED)

Purpose and Tone: Night City's a brutal place. Edgerunners flame out, fizzle, and die every single day. This is the end of the Crew's story, and it isn't a happy one. Go here if every member of the Crew dies in a single Beat.

The world goes dark and Night City spins on without you. Hundreds will follow in your footsteps. They'll pick up a gun to run on The Edge. As for you? Maybe you burned so brightly they named a drink for you at the Afterlife.

Or maybe they didn't.

Either way? You'll never know.

Because you're dead, choomba.

RESOLUTION (INTO THE SUNSET)

Purpose and Tone: We've come to the end, GM. You've done an amazing job setting the scene, adjudicating the rules, and guiding your Players to this point. When you're done, pour yourself a drink (alcoholic or non, as you prefer) and pretend we're there with you, lifting a glass in your honor. You did one hell of a job. All that's left is to bring it home with a bittersweet resolution.

Falco sounds tired as he talks to you over the holo. He asks you to meet him in the parking lot of the Sunset Motel. As soon as you can get there. He'll be waiting. When you pull up, he's there, arms crossed, resting against his idling Chevillon Emperor. All he needs is a ten-gallon hat pulled down low over his eyes to complete the image of the trail-weary cowboy.

Falco nods to the Crew and pushes upright, motioning them over to join him. He pops open the back hatch of the Emperor, revealing the cargo space to be stuffed full of boxes and bags.

First, Falco asks for the items. As the Edgerunners return each one, he tells a little story.

The Arasaka HJSH-18 Masamune and Arasaka TKI-20 Shingen

"She always did love cute guns. Don't mind me. Just got a little of that Badlands dust in my eyes."

The Beat Up Militech M-10AF Lexington

"I'm amazed this old girl still shoots straight. Two friends of mine used this gun for practice, you know. I miss them both something fierce."

The Yellow Jacket

"She's safe now. Gone, like you both wanted. She was too good for this place. You were too, I reckon. Don't worry about me. I'm gonna be alright. I promise."

> These "little stories" aren't for the Edgerunners. They aren't even for Falco. They're bittersweet moments designed to tug on the heartstrings of fans of *Cyberpunk: Edgerunners*. If you can, say them in a slow, mournful drawl. Let the impact really hit home.

Once he has his mementos back, Falco pays the Crew as promised. Five hundred eddies each per item retrieved plus a flat one thousand eddie bonus if they brought back everything. Subtract five hundred eddies from each Edgerunner's total if Falco gave them an advance back in **Development (Meeting Falco)**. If the Crew negotiated for "a little something extra", Falco nods his head, hesitates for a moment, then draws his Techtronika RT-46 Burya from the holster and holds it out.

"This ol' girl got me through plenty a scrape. Figure she can keep watch over one of you, too."

Once they've finished their dealings, Falco offers one last farewell. Then he closes the back hatch, climbs into the driver's seat, and rides off into the sunset – metaphorically.

He actually heads south – away from where the Crew will find more excitement and adventure as full-fledged Edgerunners in Night City. Time to tell their own story.

AFTERWORD

Congratulations! You've finished your first *Cyberpunk* Mission. Let's chat a bit about aftercare. Running multiple sessions of *Cyberpunk* can be absolutely draining. The low energy you experience after the high of the game can lead to a form of post-performance depression we call the GM Blues. When they set in, focus on the fun you had. Push away worries about how well you did and leave the question of "could I have done better" for later. There is value in examining and critiquing your performance as a Gamemaster, but it is best done after you've put some distance between yourself and the game.

If you and your Crew are interested in playing further, visit the *R. Talsorian Games* website using the QR code below. There, you'll find links for buying the full *Cyberpunk RED* core rulebook in either digital or physical format, as well as hundreds of pages of free content to enhance your game… including a new gig written for use with the *Cyberpunk: Edgerunners Mission Kit*, no spending of eddies required.

DOWNTIME SHOPPING AND SELLING

During **Downtime** (**see page 12**), your Crew has a chance to buy gear or sell loot they've picked up along the way. Use the following table to determine prices. The numbers listed are for both buying and selling. During each transaction, ask the Crew member making the deal for a DV17 Trading Check. If they're buying and succeed, they haggle the price down and get 10% off their purchase. If they're selling and fail, the buyer haggles the price down and purchases it for 10% less. Remember, **Fixers** receive a +4 on the Check due to their Role Ability.

Item	Cost
Ammunition	
Bullets/Shells (all guns) (per 10 bullets/shells)	€$10
Smart Ammo (all guns) (per 10 bullets/shells)	€$50
Firearms	
Arasaka HJKE-11 Yukimura	€$500
Arasaka HJSH-18 Masamune	€$500
Arasaka TKI-20 Shingen	€$1,000
Budget Arms Carnage	€$100
Constitutional Arms Unity	€$500
Kang Tao L-69 Zhuo	€$1,000
Militech Crusher	€$1,000
Militech M-10AF Lexington	€$1,000
Militech M-76e Omaha	€$500
Rostović DB-2 Satara Shotgun	€$500
Techtronika RT-46 Burya	€$1,000
Techtronikia SPT32 Grad	€$500
Tsunami Arms Nekomata	€$1,000
Cyberware	
Berserk Implant	€$1,000
Cyberarm	€$500
Gorilla Arm	€$1,000
Mantis Blade	€$500
Monowire	€$1,000
Self-ICE	€$500

NPC STAT BLOCKS

On the following pages you'll find stat blocks for many of the important NPCs your Crew will encounter. Most will be enemies but a rare few will act as allies.

NAME	Falco		REP	7	SERIOUSLY WOUNDED	20	HP
ROLE	Nomad 6 (+6 to Drive Land Vehicle. Already included below)				DEATH SAVE	6	40

STATS

INT	6	REF	8	DEX	6	TECH	5	COOL	4	WILL	6	MOVE	5	BODY	6	EMP	4

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Brawling Attack	Brawling	12	2d6	–	2	–
Techtronika RT-46 Burya	Handgun	14	4d6	4	1	Tech Weapon

DV for Techtronika RT-46 Burya based on range from target (in m/yds)							
0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Head	11	6
Light Armorjack	Body	11	6

SKILL BASES

Athletics 8 • Brawling 12 • Concentration 6 • Conversation 10 • Deduction 10 • Drive Land Vehicle 20
Education 6 • Endurance 10 • Evasion 12 • First Aid 11 • Handgun 14 • Human Perception 12
Local Expert 12 • Perception 12 • Persuasion 8 • Resist Torture/Drugs 10 • Stealth 10
Streetwise 8 • Tracking 12 • Wardrobe & Style 8

IMPORTANT CYBERWARE

Neuroport
The central control system for all of Falco's cyberware. Includes a holophone.

EMP Threading
Cool lines on Falco's face.

Arasaka Cyberarm
Falco's cyberarm allows him to fire his Techtronika RT-46 Burya without breaking any bones.

HP 00000000000000000000
000000000000000000000

AMMO 00 00
reload
00 00

NAME	DALTON ESTEVAN-LUIS	REP	1	SERIOUSLY WOUNDED	18	HP

HP 35

ROLE	TECH 4 (+4 TO ELEC/SECURITY TECH CHECKS. ALREADY INCLUDED BELOW)	DEATH SAVE	4

STATS

INT	5	REF	6	DEX	6	TECH	7	COOL	4	WILL	6	MOVE	5	BODY	4	EMP	4

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Brawling Attack	Brawling	8	1d6	–	2	–
Constitutional Arms Unity	Handgun	12	3d6	12	2	Power Weapon

DV for Constitutional Arms Unity based on range from target (in m/yds)							
0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Tech Weapons
Light Armorjack	Head	11	6
Light Armorjack	Body	11	6

SKILL BASES

Athletics 8 • Brawling 8 • Concentration 8 • Conversation 6 • Drive Land Vehicle 10
Education 7 • Electronics/Security Tech 17 • Evasion 12 • First Aid 13 • Handgun 12
Human Perception 16 • Local Expert 7 • Perception 7 • Persuasion 6 • Resist Torture/Drugs 10
Stealth 10 • Streetwise 8

IMPORTANT CYBERWARE

Neuroport
The central control system for all of Dalton's cyberware. Includes a holophone.

Tech Hair
A shock of red and blue hair, artificial and programmable.

Dynalar Tool Cyberarm
Dalton's hand can unfold to deploy a multitude of tools, so he's always able to work.

HP 0000000000000000000
0000000000000000000

AMMO 000000 reload 000000
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Nameless NPCs like those on this page receive less detail than Characters like Falco or Dalton. Just enough to run them in an encounter.

NAME: REO Meatwagon Gonk

REP	0
SERIOUSLY WOUNDED	15
HP	30

ROLE: Medtech 2 (Gains Surgery Skill)

DEATH SAVE 4

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	4	5	7	3	4	4	4	3

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Constitutional Arms Unity	Handgun	12	3d6	12	2	Power Weapon

DV for Constitutional Arms Unity based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Kevlar®	Head / Body	7 / 7	4 / 4

ESSENTIAL SKILL BASES

Athletics 7 • Brawling 7 • Evasion 8 • Human Perception 6 • Paramedic 12 • Perception 8

IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.

NAME: NCPD Officer

REP	1
SERIOUSLY WOUNDED	18
HP	35

ROLE: None

DEATH SAVE 5

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	4	5	4	4	4	4	5	3

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Militech M-10AF Lexington	Handgun	12	3d6	21	2	Power Weapon

DV for Militech M-10A Lexington based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Head / Body	11 / 11	6 / 6

ESSENTIAL SKILL BASES

Athletics 10 • Brawling 8 • Evasion 10 • Human Perception 8 • Perception 12

IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.

Nameless NPCs like those on this page receive less detail than Characters like Falco or Dalton. Just enough to run them in an encounter.

NAME: EDGERUNNER GONK

REP	1

SERIOUSLY WOUNDED	18

HP	35

DEATH SAVE	5

ROLE SOLO 2 (+2 TO INITIATIVE ROLLS)

STATS

INT	4	REF	4	DEX	6	TECH	4	COOL	3	WILL	4	MOVE	4	BODY	5	EMP	2

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Long Blade	Melee	13	3d6	–	2	Melee Weapon
Rostović DB-2 Satara	Sh Arms	11	5d6	2	1	Tech Weapon

DV for Rostović DB-2 Satara Shotgun based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	35	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Kevlar®	Head / Body	7 / 7	4 / 4

ESSENTIAL SKILL BASES

Athletics 8 • Brawling 8 • Evasion 10 • Human Perception 6 • Perception 7 • Stealth 10

IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.

NAME: ENEMY NETRUNNER

REP	1

SERIOUSLY WOUNDED	15

HP	30

DEATH SAVE	4

ROLE NETRUNNER 3 (INTERFACE 3 • 2 NET ACTIONS PER TURN)

STATS

INT	5	REF	4	DEX	4	TECH	6	COOL	3	WILL	4	MOVE	4	BODY	4	EMP	2

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Constitutional Arms Unity	Handgun	10	3d6	12	2	Power Weapon

DV for Constitutional Arms Unity based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Head / Body	11 / 11	6 / 6

ESSENTIAL SKILL BASES

Athletics 6 • Brawling 6 • Evasion 8 • Human Perception 8 • Perception 8 • Stealth 10

IMPORTANT CYBERWARE

Neuroport w/ Cyberdeck: Their Neuroport is loaded with a Cyberdeck so they can Quickhack.

Nameless NPCs like those on this page receive less detail than Characters like Falco or Dalton. Just enough to run them in an encounter.

NAME	ARASAKA SOLDIER	REP	2	SERIOUSLY WOUNDED	20	HP	40
ROLE	SOLO 2 (+2 TO INITIATIVE ROLLS)			DEATH SAVE	6		

STATS

INT	4	REF	7	DEX	5	TECH	3	COOL	5	WILL	6	MOVE	5	BODY	6	EMP	3

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Arasaka HJSH-18 Masamune	Sh Arms	13 (Single Shot & Autofire)	5d6	24	1	Power Weapon

DV for Arasaka HJSH-18 Masamune based on range from target (in m/yds). Second # is Autofire.

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
17/22	16/20	15/17	13/20	15/25	20/–	25/–	30/–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Head / Body	11 / 11	6 / 6

ESSENTIAL SKILL BASES

Athletics 10 • Brawling 10 • Evasion 11 • Human Perception 9 • Perception 10 • Tactics 10

IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.

Self-ICE x2: To Quickhack an Arasaka Soldier, a Netrunner must first Breach 2 Passwalls (DV8).

NAME	VALENTINO GONK	REP	1	SERIOUSLY WOUNDED	18	HP	35
ROLE	SOLO 2 (+2 TO INITIATIVE ROLLS)			DEATH SAVE	5		

STATS

INT	4	REF	6	DEX	6	TECH	4	COOL	3	WILL	4	MOVE	4	BODY	5	EMP	3

ATTACKS

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Spiked Baseball Bat	Melee	10	3d6	–	2	Melee Weapon
Militech M-76e Omaha	Handgun	12	3d6	9	2	Tech Weapon

DV for Militech M-76e Omaha based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Light Armorjack	Head / Body	11 / 11	6 / 6

ESSENTIAL SKILL BASES

Athletics 8 • Brawling 10 • Evasion 12 • Human Perception 8 • Perception 8

IMPORTANT CYBERWARE

Neuroport: The central control system for all a user's cyberware. Includes a holophone.

Most of Adam Smasher's equipment & cyberware is unique and has been heavily upgraded and modified by Arasaka's best Techs.

NAME	ADAM SMASHER	REP	10	SERIOUSLY WOUNDED	—	HP	75
ROLE	SOLO 9 (+9 to Initiative, though he always goes first anyway)			DEATH SAVE	17		

STATS

INT	6	REF	8	DEX	8	TECH	6	COOL	5	WILL	8	MOVE	8	BODY	17	EMP	—

ATTACKS

All of Adam Smasher's Ammunition is Armor Piercing. When it penetrates armor, the armor is ablated by 2 instead of 1.

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Adam Smasher's Fists	Brawling	18	5d6	—	2	Halves SP
Shoulder-Mounted Rocket Launcher	Heavy Weapons	18	9d6	4	1	Explosive Smart Weapon

DV for Shoulder-Mounted Rocket Launcher based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
17	16	15	15	20	20	25	30

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Pop-Up Autoshotgun	Shoulder Arms	18	6d6	16	2	Power Weapon

DV for Pop-Up Autoshotgun based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	35	—	—

Weapon	Skill	Base [STAT + SKILL + BONUS]	DMG	Ammo	ROF	Type
Adam Smasher's Chain Gun	Heavy Weapons	18	See Type	80	1	Autofire (x5) only Power Weapon

DV for Adam Smasher's Chain Gun based on range from target (in m/yds)

0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
22	20	17	20	25	—	—	—

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Charged Tech Weapons
Adam Smasher's Plating	Head	18	18
Adam Smasher's Plating	Body	18	18

SKILL BASES

Athletics 14 • Autofire 18 • Brawling 18 • Bureaucracy 10 • Conceal/Reveal Object 12
Concentration 16 • Conversation 2 • Cybertech 16 • Drive Land Vehicle 12 • Education 10
Electronics/Security Tech 10 • Endurance 18 • Evasion 18 • First Aid 10 • Handgun 18
Heavy Weapons 18 • Human Perception 3 • Interrogation 15 • Local Expert 8 • Melee Weapon 18
Paramedic 10 • Perception 16 • Persuasion 8 • Resist Torture/Drugs 18 • Shoulder Arms 18
Stealth 12 • Streetwise 10 • Tactics 13 • Wardrobe & Style 12

NAME	ADAM SMASHER

IMPORTANT CYBERWARE

Neuroport
The central control system for all of Adam Smasher's cyberware. Includes a holophone.

Self-ICE x3
To Quickhack an Adam Smasher, a Netrunner must first Breach 3 Passwalls (DV10).

Self-ICE Regenerator
At the beginning of Adam Smasher's Turn, any Netrunner Jacked Into Adam Smasher's Neuroport Net Architecture is automatically Jacked Out and his Self-ICE Passwalls regenerate.

Communications Receiver w/ Descrambler
As an Action, Adam Smasher can make a DV13 Electronics/Security Tech Check. If he succeeds, he can listen in on any nearby (within 50 m/yds [25 squares]) holo or radio communications.

Jumpboosters
Jets in Adam Smasher's legs allow him to ignore movement penalties for jumps.

Armor Regeneration Matrix
The first time Adam Smasher's HP drops to 40 or lower, his armor regenerates back to SP 18.

FBC Body
Adam Smasher's full borg body allows him to ignore the effects of Choke Actions and Critical Injuries (including Bonus Damage). He also doesn't have to breathe, eat, or drink.

Berserk Implant
Adam Smasher does not suffer negative effects when Seriously Wounded or Mortally Wounded, though he must still make Death Saves if someone manages to knock him down to 0 HP.

Adam Smasher's Sandevistan
Adam Smasher is fitted with an experimental Sandevistan. It is always on during combat. As a result, he can take an extra Move or Attack Action on his Turn. No, this doesn't cause Humanity or Hit Point loss for Adam like it did David. Adam Smasher was born different.

A Note for *Cyberpunk RED* GMs
The above list only reflects the cyberware crucial for play using the ***Cyberpunk: Edgerunners Mission Kit***. If playing Adam Smasher using ***Cyberpunk RED*** rules, add in Low Light / Infrared / UV x2, Anti-Dazzle x2, Hardened Shielding for all cyberware, and a Level Damper plus whatever else you feel he needs. As for what type of FBC Body he has? It is unique. He's his own brand of chrome god.

HP
OOOOOOOOOO OOOOOOOOOO OOOOOOOOO OOOOO OOOOO
OOOOOOOOOO OOOOOOOOOO OOOOOOOOO OOOOO

AMMO
OOOO **Shoulder-Mounted Rocket Launcher**
OOOOOOOOOOOOOOOOOO **Pop-Up Autoshotgun**
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO
OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO **Adam Smasher's Chain Gun**

NAME	MARIA TORRES	REP	5	SERIOUSLY WOUNDED	23	HP	45
ROLE	SOLO 6 (+6 to Initiative Rolls)			DEATH SAVE	7		

STATS

INT	6	REF	8	DEX	8	TECH	6	COOL	6	WILL	6	MOVE	6	BODY	7	EMP	5

ATTACKS

Weapon	Skill	Base (STAT + SKILL + BONUS)	DMG	Ammo	ROF	Type
Mantis Blade x2	Melee	16	3d6	–	1	Melee Weapon
Techtronika RT-46 Burya	Handgun	16	4d6	4	1	Tech Weapon

DV for Techtronika RT-46 Burya based on range from target (in m/yds)							
0-6	7-12	13-25	26-50	51-100	101-200	201-400	401-800
13	15	20	25	30	30	–	–

ARMOR

Type	Location	SP vs Most Attacks	SP vs Melee/Tech Weapons
Light Armorjack	Head	11	6
Light Armorjack	Body	11	6

SKILL BASES

Athletics 16 • Brawling 14 • Bribery 10 • Concentration 8 • Conversation 7 • Drive Land Vehicle 10
Education 8 • Endurance 10 • Evasion 16 • First Aid 8 • Handgun 16 • Human Perception 9
Interrogation 12 • Local Expert 10 • Melee Weapon 16 • Perception 12 • Persuasion 10
Resist Torture/Drugs 12 • Stealth 10 • Streetwise 12 • Tactics 10 • Wardrobe & Style 8

IMPORTANT CYBERWARE

Neuroport
The central control system for all of Maria's cyberware. Includes a holophone.

EMP Threading
Cool lines on Maria's face.

Arasaka Mantis Blade Cyberarm x2
Maria has replaced both her upper meat limbs with Mantis Blade-loaded Cyberarms.

Berserk Implant
If this implant is activated, Maria does not suffer negative effects when Seriously Wounded or
Mortally Wounded, though she must still make Death Saves at 0 HP.

HP OOOOOOOOOOOOOOOOOOOOOOOOO O
OOOOOOOOOOOOOOOOOOOOOOO O

AMMO OO OO reload OO OO

Beat Chart for *The Jacket*

The Hook
page 6

→

Cliffhanger
(First Fight)
page 6

→

Development
(Meeting Falco)
page 7

→

Development
(Tom's Diner)
page 9

Don't Follow Valentino Clue

Follow Valentino Clue

PING Cliffhanger
(Megabuilding H4)
page 16

Development
(Downtime)
page 12

Development
(El Coyote Cojo)
page 13

Follow Valentino Clue

The three Pings can be done in any order, as decided on by the GM.

Return to **Development (Downtime)** after each Ping.

During the Pings, the Crew can always visit **Development (El Coyote Cojo)** to learn more about Dalton.

When finished w/ the Pings go to **Development (Final Ping)**.

PING Cliffhanger
(Abandoned Shanty Town)
page 20

When finished with pings

PING Cliffhanger
(NCART Station)
page 14

Resolution
(Into the Sunset)
page 31

Dalton doesn't survive or Crew decides not to help him

Development
(Final Ping)
page 21

→

Cliffhanger
(Nomad Camp)
page 22

Take Dalton to Maria

Take Dalton to Lizzie's

Climax
(Maria Torres)
page 26

Climax
(A Test of Worth)
page 28

Dalton survives & Crew decides to help him

Go to **Resolution (Flatlined)** if, at any point, the entire Crew is dead.

Crew decides to help Dalton

Take Dalton to Maria

Development
(Lizzie's Bar)
page 24

Resolution
(Flatlined)
page 31

←

Climax
(Adam Smasher)
page 27

←

Crew attacks Corpo

Development
(Black Car)
page 25

The Crew can abandon Dalton and report to Falco at any point after **Cliffhanger (Nomad Camp)**. If they do, go to **Resolution (Into the Sunset)**.