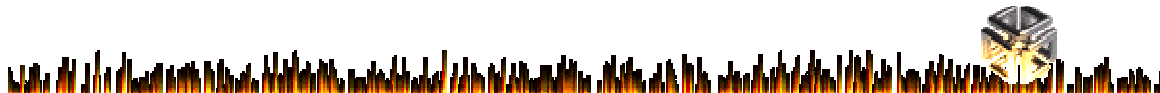


RPG Scenarios

Below are some basic scenarios that can be used for Cyberpunk or Shadowrun-type RPGs with a little alteration. Hope your PC's enjoy them.

--gfx: thanks to RTG



JOB OPPORTUNITY NUMBER ONE

(for beginning PC's with little cash, or alter to suit more advanced ones)

TO START: A PC's contact rings a party member. Jobs as Bouncers are available at a new club in the CMBT ZONE called SUPIE'S. After 9pm, the PC and friends can turn up and ask at the bar for a fixer named FREDDO. The contact tells them they owe him/her 25 eb for the tip, payable when next they meet.

• *AT SUPIE'S-- Positions of Bouncer have already been filled. But Freddo, surrounded by 4 burly bodyguards, has heard of another job they might be interested in. It'll cost the Party \$100, unless they can talk him down (\$60 min) just for the data, but that's cheap.*

--If the PC's don't agree, Freddo says, "See ya later then, maybe." His minders indicate it's time for the Party to leave.

--If they do agree, they pay up and Freddo informs them softly that Jeddediah Judgement is coming to Night City and will need extra security for his lightning concert. Since his last concert here resulted in a big riot outside Arasaka Towers, he is persona non-grata by Citicop.

--Guards with transport need to meet him at the Greyhound bus depot on 30th and Oak the next night at 7pm and take him secretly to City College (37 on Nite City Map) for a quick concert. The job also entails front-line security and crowd control at stage-side.

--At all costs, Citicop must not get their hands on Jed. Should they storm the stage, the Party must delay them using only hands and not-lethal melee weapons. Other guards will take him out of the city if this happens, or after his rage.

Payment--\$75 each and a meal pass at the City College pizza bar for the gig plus free legal aid should the party get arrested and charged with obstructing police. (if party is not strapped for cash, GM-REF can alter fees to temp PC's).

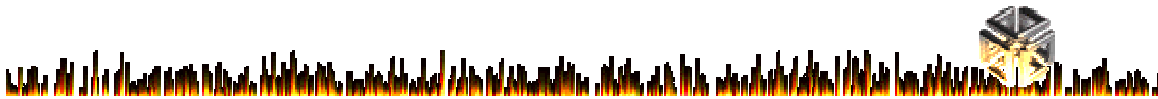
--If they reject the offer, no other work can be had, other than roaming the streets to supply the Body Banks, if they can fight off the others doing the same and if the Banks will deal with unknowns. Or

there is checking illegal cable trid connections. (see back of manual for details.) "Sorry, biz is slow at the moment. Check back next week, if you're still around."

--If Party accepts, he passes a plain yellow envelope across the battered table toward the person who knows Freddo best. Inside, it gives Jed's disguise, bus number and arrival time. It also contains four big "Let's Hear It For the Luddites" badges for the Party to wear at the Bus Depot. Finding each other should be no hassle. Getting Jed to the gig might be a different story. Hope they have transport!

ON THE MOVE

Make regular random Encounter Checks as usual when group leaves Supie's. Hopefully they will make plans for meeting the following night for the job. If not, play it out as usual. Make random Encounter Checks for the next evening, too, as they head for the Bus Depot. If they agree to meet there separately, do randoms for each separately if you are so inclined.



AT THE BUS DEPOT

--Hopefully, they will plan to meet Jed as arranged, and have a vehicle ready to escort him to the City College venue. If not, a cab or Metro bus is cool, too. (They will arrive okay at the Campus, no randoms.) They spot Jed in his filthy Army surplus overcoat, slouch hat and fake moustache. A thin disguise, but it seems to be working so far.

--If party is not quiet about it, Jed will start hollaring about rotten security. Ref to roll to see if anyone recognises Jed 1-5 no one does, 6-10 several people do.

--Party will have to get Jed away from his adoring fans. If they do, they can get on with going to City College.

--If Party cannot control fans and get Jed away, Roll 1d10. 1-5, Greyhound Guards are alerted and call Citicop. 6-10, they take no notice.

--The Party eventually arrives at City College and escorts Jed to the Auditorium. People of all ages, from all walks of life, in all kinds of gear are streaming onto the Campus, heading for the Auditorium. The Party can tell that the news of Jed's concert has spread fast. "Let's hope Citicop doesn't hear about this," one nervous-looking dude wearing 1960's hippy gear is telling his Chrome-skinned girl-friend. "Aw, don't be so non-violent," she snaps back. "I could really go a little action with the Law tonight. Blam, blam, blam!" she makes a pistol of both hands locked together, forefingers extended.

--So far, no one recognises Jed. In fact, there are several Jed look-alike posers attracting large groups of people here and there on the lawns. "Blasted face-sculptors!" Jed spits out. "At least, they can't sculpt in my Juice! Not yet, anyhow. I'm still the one and only original Jeddediah Judgement!"

--The Party reaches the back entrance to the Auditorium. One of Jed's advance men sees him and orders the other security people to clear a way through the crowd pressing in to get a glimpse of Jed. "Security! Security! Comin' thru!" he cries out. The Party escorts Jed. inside. A few in the crowd call

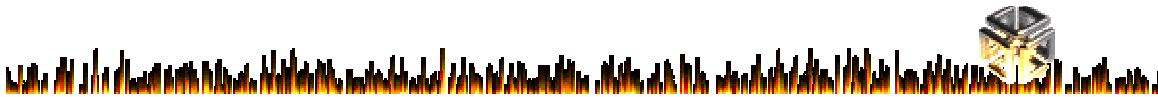
out "It's him, it's him!" The rest of the crowd yells them down. "That's what you've said the last twenty times anyone's gone in," they retort disdainfully.

--Inside, the advance man directs you to your position at the right hand side of the stage while Jed removes his dirty overcoat and fake moustache. Advance man tells the party, "Join the others, and don't let anyone thru. You fail, you don't get paid!" This last phrase was not part of the deal.

What will Party do?

--If they argue with the advance man, he will simply wave his arms in disgust and mutter "whatever! I ain't got time for this garbage!"

--If they don't argue and accept this, they'll have to live with the consequences.



THE CONCERT BEGINS

--Eventually the house lights go down and Jed starts his concert. As usual, it is full of invective against the Megacorps and their destruction of the last remaining natural resources. When he kicks into his latest hit, "Smash the Smashers", the power fails and the sound dips. "This is an unlawful assembly," a Citicop megaphone roars into the stunned silence. "Disperse at once. I repeat, this is an unlawful assembly. Disperse at once."

--Some of the crowd roars in anger, others scream and start milling toward the side exits. Then a piercing shriek of feedback drowns out all other sound. All eyes turn to the stage, where Jed has cranked up his auxiliary power source. "I'll say when this gig is done!" he cries, and restarts "Smash the Smashers!"

--The crowd stops everything and starts head-banging to the heavy beat of the anti-establishment song. Citicop officers start shoving their way through the crowd from several sides, trying to reach the stage and arrest Jed. The cops reach the front of the crowd half-way thru the song.

COP STATS: (use one set for all, or GM can roll up as per "fast & dirties" in CP 2020 Source Book.)
Int: 5 Ref: 9 Tech: 3 Cool: 5 Attr: 4 Luck: 3 MA: 6 Body: 8 Emp: 5 Run: 17 Leap: 4 Lift: 200 lbs.

--Applicable **SKILLS:** Intimidate: 5 Authority: 6 Melee: 4 Handgun: 4 or alter to suit PC's skills & levels.

--**GEAR:** Hvy Armour Jackets; Shin Protectors (SP 15 to front/sides from knees to feet) Nylon Helms; Riot Shields, Riot Batons; Tasers (normal stats); Mastoid Com-Links. Target Scope, SG Links, etc. Any other WPNS and/or cyberware GM-REF's wish to include to make it interesting/a challenge for PC's.

--If the PC's cut and run, they won't get paid.

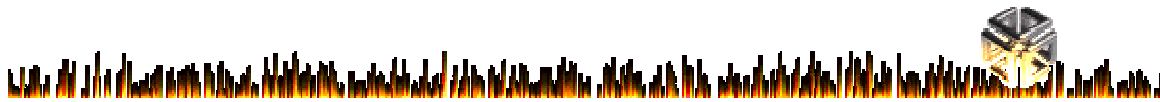
--If they try to repel Citicop, pull out Map on Stage area and place Miniatures. (Sorry GM-REF, you'll have to make your own Map to suit your PC Party. Basically a 10 metre deep by 40 metre wide stage would do. Select whatever section you want the PC's to defend). First round, party members face one

cop each, then add one cop per round to oppose each party member, max of 4 vs each player. Let's Rock and Roll!

--If players are overcome, they look back at stage. Jed is just finishing his song. He grins at the cops, then disappears back-stage. Cops take party out to paddy wagons if they can subdue them. They are checked for outstanding warrants. If they are all-clear, they are warned and released. Channel 0 News is on hand. Party gets their heads on the TRIDS and are cheered by bystanders as they leave. Rep goes up appropriately for each party member.

--If players hold their own for 10 rounds, Jed is just finishing his song. He grins at the cops, then disappears back-stage. Party may try to disengage and split. Use normal combat-evasion system to see if they succeed. If they get away, they are cheered by on-lookers. Rep goes up 1 for each party member.

Session ends, or maybe not?



ALTERNATE J.J. SCENARIO

Party may decide to betray Jed. A Mr. Johnson will ring Fixer at 6pm. He will offer \$10k for live delivery of a certain package to Pier 12 at the Night City wharf. Mr. Johnson will leave the details up to Fixer--he doesn't want to know. He hangs up

---Fixer lets the PC's know, but how will they respond?

--If they agree they may simply drive him to the wharf at 7pm straight from the Bus Terminal.

--If they don't agree, the Fixer gives up and the GM-REF can return to the original scenario above, or go off on his/her own tangent, as desired.

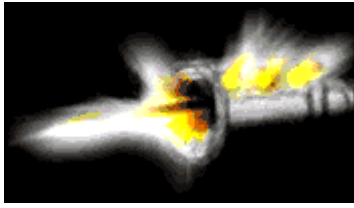
--If Jed twigs that they are not driving him to City College, he will ask what's the score? At the next stop light, he will try to escape. Party will have to try and stop him.

Jed STATS: (or GM-REF can roll his/her own) Int: 7 Ref: 9/12 Tech: 8 Cool: 9 Attr: 4 Luck: 3 MA: 6 Body: 6 Emp: 6 Run: 18 Leap: 4 Lift: 180 lbs Char. Ldrship: 11

Applicable SKILLS: Persuade: 8 Handgun: 6 Tae Kwon Do: 5 CHIPS: Fencing: 3 Drive: 3 Motorbike: 3

--If they catch him, Roll to see if Citicop or any citizens notice. If so, the party will have to cope with possible pursuit. If Jed gets away, they may chase as per normal encounter rules. If Party restrains Jed, they get him to Pier 12.

AT THE WHARF:



The Party arrives at Pier 12 around 7:30-8pm. At first they see no one. After a few minutes a big AV4 arrives and lands 50 metres from the Party's vehicle.

--If the PC's are cautious and set guards, they should do so. --If they simply walk right up to AV4, snipers will open up. Serves the careless devils right, right?

SNIPER STATS: Rifle: 6 CMBT Sense: 5 WPN: Hunting Rifle, Ammo to suit PC party--deadly, but not overkill.

EITHER WAY, it is a set-up to get both Jed and terminate any witnesses.

Gunfight ensues.

SUIT'S Merc force STATS: Int: 4 Ref: 8/11 Tech: 4 Cool: 6 Attr: 3 Luck: 2 MA: 6 Body: 8 Emp: 4 Run: 18 Leap: 4 Lift: 200 lbs CMBT Sense: 6 Target Scope Optics, SG Links, etc. Applicable **SKILLS:** Handgun: 6 SMG: 5 Melee: 4 etc **CHIPS:** Fencing: 3 Drive: 3 Motorbike: 3 Karate: 2 etc **ARMOUR:** (To suit PC's--tough, but not unbeatable) Med. Armour Jacket, Helm Hvy Leather pants **GEAR:** Ingram Mac SMG's; Ammo to suit PC levels; Smoke grenades; Frag. Grenades; Arasaka Rapid Assault Shotguns (2) (or heavier to suit PC levels)

--After two rounds, another vehicle roars onto the pier. It is a big black van. Four armed men in Hvy Armoured Jackets and flak pants jump out and deploy, each bearing Militech Ronin Light Assault Rifles. Two open up on Suit's men, two open up on Fixer's gang.

Gang's STATS: Int: 4 Ref: 8/11 Tech: 3 Cool: 5 Attr: 3 Luck: 3 MA: 6 Body: 9 Emp: 4 Run: 18 Leap: 4 Lift: 220 lbs CMBT Sense: 7 Target Scope, Low-Lite Optics, SG Links, etc. Applicable **SKILLS:** Rifle: 6 SMG: 5 Melee: 4 etc **CHIPS:** Fencing: 3 Drive: 3 Motorbike: 3 Karate: 2 etc **ARMOUR:** (Or to suit PC's) Hvy. Armour Jacket, Helm; Flak pants **GEAR:** Ronin Light Assault Rifles; Ingram Mac SMG's; Ammo to suit PC levels;

OPTIONS:

--If they cut and run, they might survive, unless PC's are very well equipped and stick it out to fight on and win. If PC's choose this option, fire away!! If they win, they have no one to pay them. But Jed can offer them 500 eb on the spot to take him back to the College Concert Hall. Hey, it's better than nothin'!

--If PC's surrender to the Suits, they will be executed on the spot, and Jed will disappear from the face of the proverbial. Roll new characters, chombattas!

--Jed may escape and get to the Black Van without being shot (1-5 on d10 roll). If so, the Van will leave. Then only the Suits will need to be fought. On 6-10, Suits will leave too once Jed gets away. Otherwise, they will fight on till they fail Cool checks if/when wounded.

--If PC's surrender to the Black Van gang, the Black Van Gang will strip the party of gear and let all of them go later if any PC's pass their cool roll but PC's will suffer -1 to Rep. It's a long walk back to the Guns 'n' Ammo Bar from here, muchachos! Mue malo, to say the least!

--If PC's come up with some other totally off the wall scheme, well, then GM-REF's are on their lonesome from that point on. After all, being caught on the hop is all part of the fun.

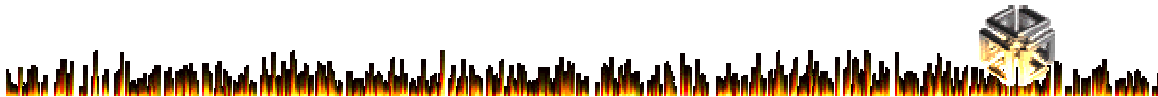
P.S.

--I've probably forgotten something, I usually do and discover it missing in the middle of my campaigns. Sorry about that. Just wing it best you can and feel free to email me your ire and abuse--I can take it (not really, but you gotta at least make a Cool check, right?)

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Missing Person: T R A C I N G J O B

(ONE FOR THE BUDDING NETRUNNER IN YOUR PARTY)

Some suit contacts one of the PC's.

He wants to talk some biz. He wants to meet at the Hamilton Hotel (Number 24 on Nite City Map) so the party will have to get some decent clothes if they don't have any, or haggle for a different meet. Either way, the Johnson will not leave the Corp Zone, and definitely will not meet in the Combat Zone! He will give no details over the phone, except to demand the party turn up with a hacker/decker. (If the Party doesn't have one, try the NPC listed below:)

--The Party can ask for Johnson by name. If the Maitre de asks "Which one?", they are to say, "the one wearing two yellow carnations." The M.d. will know at once and have them directed to the table. Yet he may hold out for the usual gratuity. (50-100 eb)

--If you like rolling randoms for your players, go ahead. They may have trouble on the way to the Hamilton.

AT THE MEET:

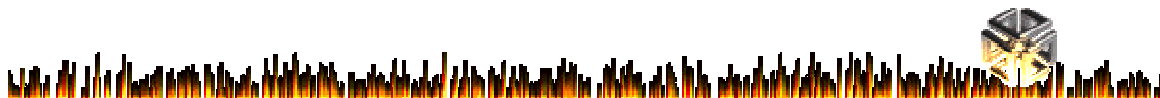
--Mr. Johnson is waiting. He greets the party wearily. He looks a little old to be a Mr. J, but hey, if his dough is good, who cares, right? He buys the PC's a drink (the real thing, too!) He asks them if they would be interested in "a little tracing work." If they are, he tells them it pays 1,000 eb apiece for a hacker and whatever watchers may be needed; half upon agreement, half upon completion. The risk is low to moderate for the one jacking into the Net. They will be looking for a missing person. As usual, they will need to agree before any further data is transfered.

--If the party agrees, then Mr. Johnson explains:- "Three years ago, a most excellent computer programmer was killed during an extraction operation in Australia. But ever since, a rather small electronics firm has been steadily growing. Rumour had it that this firm was behind the extraction. Now certain interested parties are not so certain that this hacker died in the failed extraction's explosion. After all, when they sifted through the ruined escape van, they only ever found a foot, DNA tested as the missing hacker's. He may well have been removed and repaired, and kept under wraps ever since. My client wishes to have this rising company searched. If the missing hacker/decker is there, there will be some kind of data entry on record somewhere listing his existence." Mr. Johnson will slide a yellow manilla envelope across the table. "Your advance pay and details of this missing person are in there, as is a contact number to use when you have completed your task. You have one week to find out what you can. Good-bye and good hunting."

--With that, Mr. Johnson rises and leaves with three very large Islander bodyguards who appear as if from nowhere (unless the party has done very good aware/notice checks previously). They will escort Mr. Johnson from the restaurant.

--If the party does not have a hacker/netrunner, it might be a good idea for them to get a spare batch of euro-bucks to hire one in the initial deal.

--GM-REF should make up a quick data-fortress for a company called "Austechnic", located in Hobart, Tasmania, Australia. Inside the trusty plain manilla envelope left by Mr. Johnson, the party will find a back-door phone number to the datafiles of that mainframe. The missing programmer's name is Russel Thompson. The personell files may have some record of his presence at AusTechnic. If the hacker/runner can find a trace of him there, that will be sufficient info to report back to their employer.



AUSTECHNIC MAINFRAME



--Make the datastore difficult, but not impossible for the party's netrunner to break into. Mainframe Wall Strength should be 5, Mainframe Speed +4. Personnel Datastore Str 4.

--gfx: thanks to RTG

DECOR:

Virtual Reality decor is, as always, essential to set the mood. AusTechnic uses traditional Japanese decor-- Bonsai trees, delicately painted paper wall panels, sliding doors granting access to different parts of the mainframe, even Geisha icons to bow and ask Mainframe users their passwords. GM-REFs can describe these features as the hacker enters the SAN from the international phone line. The outside construct visuals appear as a small green pagoda with a stylised AT over the entrance for AusTechnic.

PROTECTION:

--A few Watchdogs and

--a Hell-hound or two might be suitable.

--a Chrome Samurai icon may be called in to terminate a stubborn/dumber than usual hacker who refuses to flee if detected. Icon will challenge intruders, ordering them to flee, then proceed to draw Katana Attack Program (Str 5 Quick +3) and attack to terminate. Does 2d10 damage to the brain (head) when attack is successful. Roll for stun and death as per real time physical damage (NASTY).

OTHER DATAFILES TO BE ACCESSED:

--Future Projects in R&D;

--Special Funding with details of Australian officials currently being bribed to send Government business AusTechnic's way and

--Office Gossip (both these last two are good for potential blackmail). Sorry, do NOT let party find Finance and transfer large quantities of cash to their own accounts. It should not be kept in this portion of the Austechnic Mainframe, nor should Gray or Black Ops.

--The file on Russel Thompson WILL be in personell, but heavily defended. It will require a Strength 5 code-breaking program to unravel the password (very difficult task on Task Table) plus good dice rolls on the skill check. Common sense should tell the party that if a file request for Russel Thompson has so much protection on it, he must have been there, whether they can access the file or not. If PC's lack it on the night, broad hints may be in order.

OTHER PARTY MEMBERS?

--At least one will be required to "ride shotgun" so the runner can be "jacked out" if detected in the AusTechnic Mainframe.

--The others should stand by in the hacking location to protect the hacker/runner in the event that runner is traced back and a "disposal unit" is sent in to clean up the party.

IF DETECTED:

--On a runner's failure to "evade" or slip past a Watchdog, a passive alert will go off--datalines change colour to orange, virtual reality grills slam down in front of datastores, Bloodhound programs are launched to track down "meat" location of intruders. If Bloodhounds are successful at tracing the party's runner, expect company in five minutes. Full Death Squad of six street samurai will arrive in AV-4.

DEATH SQUAD STATS: Int: 7 Ref: 8/11 Tech: 4 Cool: 7 Attr: 5 Luck: 4 MA: 8 Body: 10 Emp: 3 Run: 24 Leap: 6 Lift: 250 lbs CMBT Sense: 8 Applicable SKILLS: Rifle: 7 SMG: 7 Melee: 5 Athletics: 6 etc CHIPS: Demolitions: 3 Drive: 3 AV-pilot: 3 Karate: 3 etc ARMOUR: (Or to suit PC's) Hvy. Armour Jacket, Helm; Flak pants GEAR: Ronin Light Assault Rifles; Ingram Mac SMG's; Ammo to suit PC levels; Frag Grenades, C-6 explosives; Mastoid Com-units, Cyber Optics, etc

-Party can then decide to fight or run.

-If Party fights, good luck to them, they'll need it.

-If Party flees, they get away clean on 1-4 on a d10 Roll. If they fail, they engage the enemy, but can flee on 1-4 on a d10 roll once each round. GM-REF's can use their own discretion on how hard the Death Squad chases them.

--If Party gets away with the data, they can contact their Mr. Johnson and set up a meet for data swapping. A bonus 1000 eb or suitable amount can be paid for a clean operation, plus a +1 to REP.

--If the runner gets detected but not traced, he can try again every 6 hours till successful or gets terminated. (Passive alerts go off after 4-6 hours variable, so too active ones)

--If the runner gets data but gets detected and/or traced, no bonus is paid, REP suffers -1 for netrunner.

--If party flukes a victory over the Death Squad or is very good, REP goes up +1 and they get the booty from the D.S. wreckage, if anything survives the battle!

P.S.

--I've probably forgotten something again, I usually do and discover it missing in the middle of my campaigns. Sorry about that. Like I said before, just wing it best you can and feel free to email me with comments, abuse, etc. etc.

Some unaltered memorable quotes, in context. (For true, no joke!)

--Ice had taken some severe hits on a run gone bad. As he lay bleeding, he figured he'd play dead and maybe survive. The merc approached his motionless body and checked the pulse on his neck. "Nice try, boy-oh," the merc muttered, "but it won't work." The merc terminated Ice without a second thought. "Aw," Ice's real-time persona complained, "but I held my breath and everything!"--

"I'm going out to fight somebody," Basil Leaf declared, totally broke and desperate for cash. "But it's only 10:30am," K.Y. reminded him. "It's never too early to find trouble," Basil insisted. He was right. Five minutes later he returned, with nothing to show for his trouble except a 5Eb hunting knife and several serious wounds.

Several party members were tearing strips off the newbie on the team--Vermin--a quiet-looking but very ugly oriental guy with a natural attractiveness stat of 2. Norman Green, techie, finally had compassion on the poor guy and offered these profoundly Zen words: "Never mind, Vermin. True beauty shines from within!"

After nuking a string of self-modified tasers in the quest to make THE Killer Taser of all time, Techie Norman Green finally managed to come up with a version that passed the "Meltdown" phase unscathed. Upon hearing that his fixer Gemini wanted his presence on her next meet, he shouldered the taser's add-on battery backpack and declared with unhidden delight, "It's time for a field test!"

Killer Taser Stats: P -2 J (backpack N) R Death-8 1 1 UR 4m 750Eb Ev-3

Improved Killer Taser Stats: P -2 J (modified underbarrel microwave powerpack) R Death-8 1 1 ST 4m 1750Eb Ev-1 N.B. The Norman Green Killer Taser requires his tweaked-up battery source to operate. If you can get close enough to hit your target, he/she must make a save throw against Death. Death roll at -8 to their save number. If they manage to survive, they automatically pass out for 1d6+3 rounds. Though he wanted a fortune for each one he builds, Green has reluctantly agreed to let his fixer retail the original el cheapo Mach I for a measely 750Eb, and his Improved Mach II version for 1750eb. He has not gotten too many orders, though, mostly because the heavy battery backpack to power up his home-made gizmo is too cumbersome. Green is currently trying to get hold of a laser power-pack to reduce the weight and bulk for a Mach III version, despite every other techie he knows advising him against it. After all, if you got a laser power pack, why mess with a taser when a laser offers the same results, if not better? *"Sometimes I worry about Norman!"* -Doc, the medtech who constantly patches up the unfortunate Mr. Green.

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