

NASTY!

A nasty adventure for GURPS Cyberpunk, with conversion notes for GURPS Cyberworld, my own cyberworld, Cyberpunk 2.0.2.0. and Shadowrun.
By Greg Littmann.

"So we burst into this corporate's bedroom and he wants to know 'who the hell are you?', so I say to him 'who the hell is anybody?' and that little philosophical problem shut him up. Well, that and three 10mm bullets" –
Fireman Sam.

This is an adventure designed for at least three GURPS Cyberpunk characters of around 150 points. These will presumably be 100 point characters with 50 points worth of cyberware, although personally, I prefer 100 point characters with \$250,000 spent on cyberware - including the cost of operations. P.C.s should have some investigational skills and someone with Streetwise is almost mandatory. Being able to defend themselves wouldn't hurt the P.C.s either. Of course, any skill could be useful. Characters marked with an * in the text the first time that they appear are in more than one scene. Thus, they have descriptions at the end of this document rather than in the main body. Some of the Cyberwear included here was invented by Dr. Kromm (Sean Punch) and is available on the GURPS ftp site. In particular, Analgesic Glands, Dermal Armour and Muscle Grafts are all his "inventions". There are a few computers with worthwhile information, but I haven't attached them to a net. If you have a netrunner in the party, put the machines on your own local net wherever seems appropriate.

There are some nasty elements in this scenario, and it is important that no P.C. group should be forced to play it through. I have left plenty of chances for the characters to back out with their dignity intact, and if that is what your group wants to do, then you should let them. Its not just fair, its realistic.

While the plot should remain much the same in most cyberpunk worlds, the props will change - particularly the weapons. Where a character is armed, I give a number of alternatives for what they are carrying. The first alternative, which will be prefixed with a CY=, is for a cyberpunk game using just the GURPS Basic Set and GURPS Cyberpunk. The second, which will be prefixed with a HT=, is for a cyberpunk game where the referee also has access to GURPS High-Tech. The third, which will be prefixed with a CW=, is for a game set in GURPS Cyberworld. The fourth, which will be prefixed with a LC=, is for a game set in my cyberpunk world. The "LC" stands for "Littmann's Cyberworld". Obviously, these choices don't begin to cover the options. In some cyberpunk worlds, the government would never allow its citizens to be as well armed as the individuals in this adventure, and the weapons will have to be scaled down or removed. In some cyberpunk worlds, on the other hand, gun-control is so non-existent that many of the weapons listed should be upgraded, perhaps even to military hardware. As things stand, the adventure assumes a weapon control rating of 3. As a rough guide, this means that an auto-pistol or vibro-knife requires a license and anything heavier is illegal to private citizens.

Readers may find it odd that I use TL 7 weapons from GURPS Basic and GURPS High-Tech to arm characters in a TL 8 setting. I did this because I like auto-pistols and shotguns, items that GURPS Cyberpunk is unfortunately short on.

In GURPS Cyberworld, the only State Of The Art cyberwear is Ling K'o's, regardless of what the text says.

At the end of each section, I have also attempted to provide some sort of translations into Cyberpunk 2.0.2.0. and Shadowrun terms, for those who prefer these systems. My translations are VERY approximate. I don't know those systems well at all. Shadowrun players will no doubt note that there is not a lot of magic around in this scenario. But that's hardly surprising, is it? If you want to, put a second-rate Combat Mage in Dr. Drake's clinic and a Shaman on the Morphia. Give the Shaman Shark as a totem and also give her a pendant for using sea and storm spirits. I'll leave the details to you.

BACKGROUND

"The quest for truth died with the birth of the net. Now we have more truth than we can use. The new quest is for some way to make sense of all this damn truth cluttering up my terminal" - Daemion.

No player should have the slightest idea of what is in this background section. It would ruin everything! G.M. only or no fun!

Christopher Sarracen was a bad man. He was the director of Sarracen Entertainments, which made simsense "nasties". That is, the company made realistic simsenses based on themes of torture and cruelty. Sarracen's six most loyal employees were:

Bram Lockwood - his chief bodyguard.

Marilyn - his physically strongest bodyguard.

Tarbaby - his driver / bodyguard.

Retarius - his chief netrunner. Ling K'o - his chief operative, a woman of Chinese extraction and partner to Quin.

Quin - a red-eyed operative and partner to Ling K'o.

Sarracen decided to make his simsenses more realistic. So he employed a rogue surgical-psychologist, Doctor Alice Shirinovski. Dr. Shirinovski messed with people's minds to convince them they really were the characters that Sarracen needed for his simsenses. Then Sarracen would have them really tortured to death and record it for his fans.

Usually, Sarracen only killed bums and other persons who would not be missed. However, one day, in a fit of overconfidence, Sarracen killed the wrong person. He killed 19 year old Jarvis Rainie, son of Inspector Andrew Rainie of the F.B.I.. Inspector Rainie then started to hunt the killer down and before long, knew that it was Sarracen.

Sarracen didn't want to be arrested, so he came up with a plan. He would have Shirinovski convince another person that he was Sarracen, have Shirinovski surgically change his appearance so that he looked like Sarracen, and then have this most convincing of all possible impostors take the fall in Sarracen's place. Meanwhile, the real Sarracen would hide in the guise of a normal mid-level executive in an entirely different firm. Just to make his cover perfect, as well as more bearable, he had Shirinovski change his own memories too - now he couldn't make a mistake and give himself away. He called himself John Smith and employment was arranged for him at Cagey and Case Ltd. To complete the cover, a woman and two children also had their memories replaced in order to play the parts of John Smith's happy family.

Ling K'o went undercover to guard him, since her deception skills were the greatest of all his employees. She too pretended to be an executive at Cagey and Case. Quin was to act as the go between between Ling K'o and the rest of the organization. Nobody but Ling K'o and Quin knew where Sarracen was hiding. That way, if anyone else was captured, they couldn't give anything away. Just so that nothing could go wrong, they also implanted a homing device inside Sarracen's body. Of course, things went wrong.

Dr. Shirinovski decided to get money from the false Sarracen too. To do so, she sold him the truth about what had happened. In outrage, he decided to get the real Sarracen (John Smith) arrested as soon as possible, and anonymously tipped off the F.B.I. to Quin. Then he went into hiding to avoid having himself arrested.

Quin returned to his apartment one day to discover that the F.B.I. were there, raiding it. Quickly, he contacted Ling K'o. She drugged John Smith (as Sarracen was now called) and together they took him to the nearest back-street chop-shop, Dr. Drake's Clinic. They had Drake remove the homing device and Quin switched it off. While they were there, they also had Drake produce a certificate of complete health for John Smith so that Ling K'o could plant it in the files at Cagey and Case. That way, the company would not order a routine medical examination of him in the near future and find evidence of the surgery. To protect Smith's pseudo-identity, they called him "Carl Waters" during the appointment, and had Retarius set up an account for Mr. Waters from which to draw the money to pay Drake for the medical work.

But the F.B.I. was already on to them. They left the clinic just in time to get into a car chase with the police. There was only one thing to do. Quin stopped his car and held the offers of the law off with a contraband gyrocarbine while Ling K'o sped away with the sleeping Smith. Quin was, of course, blasted into a billion pieces. But the other two got away. No-one knew who the stool-pigeon was. Only Ling K'o knew where John Smith was, and she wasn't going to tell anyone because she now didn't trust anyone. But Sarracen (the false Sarracen) still hungered for revenge for the position that Smith (the real Sarracen) had gotten him into. The false Sarracen couldn't completely trust his own people for fear that they were more loyal to their old boss than to him. So he needed to bring in outsiders to hunt his enemy down. Outsiders like the player characters...

Oh yeah, something else you should know. Sarracen Entertainments covertly employs a gang called The Goldenboys. When Sarracen Entertainments starts its civil war, they will be confused, excitable and unsure of which side they are supposed to be on. Sarracen Entertainments has also recently come into possession of a shipment of amazingly badly made but fully automatic weapons. Now the gangers are confused, excitable and seriously armed.

THE ADVENTURE

(1) THE INVITATION

"Always remember, when a suit comes offering you a job, ask yourself
'if this guy is as on-the-level as he says he is, how come he has
the need for a punk like me?'" -
Mr Fixit.

At 3:00 P.M., the party member with the best reputation for investigational skills receives a telephone call from a deep-voiced man who identifies himself as Christopher Sarracen *. He offers a job to the party that is worth \$80,000 dollars U.S. (If using GURPS Cyberworld, he's offering 122,500 Swedish krona, 60,000 U.S. dollars and 1,405,000 Greek drachmae or, to put it less atmospherically, \$25,000 in krona, \$50,000 in U.S. dollars and \$25,000 in drachmae, for a grand total of \$100,000 worth of currency of various quality). Sarracen won't explain what the job is, but if the P.C.s are interested in discussing it further, he tells them to meet his representative at The Valley of the Kinks simsense parlor downtown. They need not recognize their contact - the contact will approach them. Once this information is given, he will hang up. He will not answer questions over the telephone.

If a character successfully rolls against Savoir-Faire (Corporate) or Streetwise, they will have heard of Sarracen. For Savoir-Faire (Corporate), consult the following table. The player knows all facts corresponding to the number they made their role by and below.

0	Sarracen is a successful businessman.
1	...involved in the simsense industry.
2	Sarracen produces very violent, but rather popular, trips. He is the head of his own company, imaginatively called, "Sarracen Entertainment"
3	Sarracen's organisation has been investigated by the police on a number of occasions.
4	Various investors have tried to buy in to Sarracen's business. He is happy to take money, but refuses to let anyone get near to the workings of the company. He plays his cards very close to his chest, and trusts only a chosen few. He never hires strangers for important jobs.
5	Sarracen has recently been selling off quite a few shares from other companies here and there. Sarracen Entertainment doesn't seem to be in debt. So what was he raising money for?
6	Sarracen recently but very quietly moved almost all of his assets out of the United States
7	...even going so far as to sell many of his holdings as quickly as possible, often for less than they are worth.

For Streetwise, consult the following table. As before, the character knows information corresponding to the amount the player made the Streetwise roll by and lower.

0	Sarracen produces very violent, very popular simsense Entertainment and trips for Sarracen Entertainment.
1	Sarracen doesn't just hire anyone to act in these things, even the really grotty ones. He works only with carefully chosen people.
2	Many of the most popular trips are pure violence with almost no plot other than "one day, a person got tortured to death".
3	The "stars" in these torture-trips tend to appear once only. Rumours abound that the deaths are not being faked.
4	The cops have investigated Sarracen on more than one occasion. He has never been charged.
5	...because he always managed to bribe the police.
6	...but then he kidnapped and used an inspector's son in one of his films just to prove that he could do anything. But the inspector got mad, and is getting close to finding proof of what happened.
7	The inspector is Inspector Andrew Rainie *. His son was 19 - his name was Jarvis.

If the players want to poke around in Sarracen Entertainment's computer, they will not find any such machine on the net. The fact is, it has been shut down until everything blows over.

If the players go to meet the contact, go to (4) The Valley of the Kinks below. If they research Sarracen, go to (3) Researching Sarracen. If they do nothing, go to **(2) Doing Nothing**.

(2) DOING NOTHING

"Standing around doing nothing does not mean that life will pass you by. It means that life will run you down like a dog and leave you a bloody stain on the tarmac" - Darwin's Daughter.

A week after the players were first contacted, they will hear on the news that Christopher Sarracen, a respected entrepreneur and simsense entertainment pioneer, has been killed. He was turned into swiss cheese at point blank range by a CY or HT= 10mm machine pistol / CW= MoskArm NovUzi 9mm S.M.G. / LC= Colt Peacemaker Elite .45 Machine Pistol. It all comes to much the same in the end. The authorities don't know who killed him. Apparently, he was well liked by everybody. Yeah, right. The adventure is over, not least for the deceased.

(3) RESEARCHING SARRACEN

"Information is *the* drug of the 21st century. And like all drugs, too much can be bad for your health" - Channel One.

If the party has contacts with Savoir-Faire (Corporate) or Streetwise, they can roll on the appropriate tables under (1) The Invitation above. Any other research can only show that Christopher Sarracen is the owner of Sarracen Entertainments, which produces simsense programs and trips.

If they check the stock market, shares in Sarracen Entertainments are doing well.

(4) THE VALLEY OF THE KINKS

"Pornography may be the deformed child of nature and art, but its the only child they ever had together. That alone makes it worthy of respect" - Scarr.

The Valley of the Kinks is a simsense parlor. From the outside, it appears to occupy the bottom level on the north side of the Lattimer Building - a 30 story silver complex containing a variety of businesses. In fact, the parlor also extends underground for some way. The outside is covered in fake sandstone panels a few inches thick, engraved with Egyptian hieroglyphics. Not only do these hieroglyphs not say anything, but many of them were made up on the spot by engravers who thought they would look nice. At the very top, carved in Roman letters a foot high, is the name of the establishment.

The large glass entry doors are flanked by two security guards. These are physically identical young men (natural twins). They each wear black long-sleeved shirts and black trousers with red medium monocrys vests over the top. They each also wear reflective sunglasses and are carrying both a tonfa and an auto-pistol on their hips. The guns are CY or HT= Glock 17 9mm / CW= S&W 9mm Urban Defenders / LC= Soryu Akagi 9mms. The two guards are ST 12, DX 11, IQ 9, HT 11 and have Brawling-14, Guns (Pistol)- 13, and Tonfa- 12. This information is probably irrelevant. I can't imagine why the players would want to attack these guys, but you never know what players are going to do. The security guards will not speak to, or otherwise notice the characters unless directly spoken to or if they think that the characters look like they might frighten clients by their appearance.

If the characters speak to the guards, they will find them to be scrupulously polite. However, any question other than one for street directions will be met with "I'm sorry sir / madam, but I'm not allowed to give out information like that".

If the characters look like they might frighten clients, the guards will say either "I'm sorry sir / madam, but I'm not allowed to let you in dressed like that" or "I'm sorry sir / madam, but I'm not allowed to let you go inside with that". If anyone has visible cyberwear and is not wearing a nice suit, they are sure to get the first response. If anyone has a visible weapon, they are sure to get the second response.

Immediately inside is a large white marble room some 12' high. Soulless, high-pitched electronic "mood" music plays quietly in the background. Potential customers wander around each other and various plastic potted plants as they view the selections displayed on holographic stands about the room. There are around twenty customers in the selection room at the moment, and five attendants. The attendants are dressed like the security guards, save that they have no weapons, and their red vests are made of pseudo-silk instead of monocrys. When a customer has made a selection, an attendant will receive their payment and take them to an underground booth to enjoy the "show". Those with chip slots can simply have the experience slotted into their head - a trip chip. This costs \$10 per hour. Those without chip slots must wear special virtual reality suits, for which there is an extra \$10 per hour charge.

Given the name of the place, it should hardly surprise the characters that the majority of the simsenses are of a sexual nature. Moreover, the majority of the sexual simsenses cater to minority tastes. Moreover, most of these tend towards violence. Some allow the customer to be the victim of violence, although most (and certainly the more extreme ones) allow the customer to be the perpetrator. If the P.C.s check, they will find that many of the most extreme are produced by Sarracen Entertainment.

These simsenses tend to follow the plotline "you and a group of people kidnap a stranger and torture said stranger to death in creative ways". If the characters ask anyone, attendant or customer, about the Sarracen simsenses, they will find them highly recommended as being "very realistic".

The P.C.s will just have to wait. No-one will pressure them into choosing a simsense, but neither will anyone immediately rush up and announce themselves as the contact.

After the players have been there for about fifteen minutes, a short middle aged woman will approach the most attractive of them rather nervously. She will start with "hello" and then proceed to engage in small talk about anything trivial. Her conversation is stilted and she is clearly uncomfortable. She isn't their contact. She's a low-level corporate executive who would like to cut their backs with a surgical scalpel and then lick off the blood, but she doesn't quite know how to go about asking if they would be interested. She will not raise the subject herself. Just to help flesh out the small talk, her name is Mary Gray, she works for Duracorp, she thinks the pollution in the air has been getting worse lately, she "isn't political" but she thinks that something should be done about the economy and that United States troops should stay in the United States unless the country's safety is "directly threatened". If the characters ask her straight out what she wants, she will reply "oh - um" and then run away.

Soon after, the party is approached by a tall, slim man of (Asian) Indian ethnicity. He greets them all by name, although he will decline to give his own. He tells them that Mr Sarracen sent him to be their contact but will refuse to give them any details about the man or his own employment with him. He doesn't know what the job is about, and doesn't even know what the P.C.s have been offered. All he knows is where Mr Sarracen is, and that Sarracen wants to talk to the characters directly because he doesn't want to give his location away over the telephone. He doesn't even know why Sarracen is being so careful. The contact is completely unarmed and is psychologically incapable of fighting. If they go with him, he will lead them through the staff section of Valley of the Kinks and to an underground car-park where a black stretch-limousine is waiting. He insists that the party ride with him in this vehicle. If they have brought their own transport, he is willing to arrange for it to be stored in the underground car-park until they come to get it later. The large uniformed chauffeur, who will chat cheerfully about recent sporting events but will give nothing away about his employer, has ST 12, DX 11, IQ 10 and HT 12. His Driving (Car) skill is 14. If forced to fight, he has Brawling-14, Shotgun-13, and a sawn-off shotgun under his seat - CY= Remington M870 12g / HT= Browning Auto-5 12g / CW= Remington Model 60 12g / LC= Colt Homelands 12g "hunting" shotgun. Once again, I fail to see why the party should end up fighting here, but if they do, that's what they will face.

The driver will take them on a circuitous route through the city for an hour or so. Roll vs IQ to realize that this is an attempt to shake off anyone who might be shadowing them. Assuming that the players don't start a firefight in the back seats, they can proceed to (5) The Meeting.

(5) THE MEETING

"Having an attitude is only ever an advantage if it falls short of making you punch your employer in the solar plexus. You would be amazed at how many would-be-samurai just don't get this"
- Edward Walker.

The limousine eventually draws up outside an empty warehouse. If the city in which the game is set is by the sea, then the warehouse is by the docks. Otherwise, it could be anywhere. While the chauffeur guards the car, shotgun out and on his knees as he nervously keeps watch in all directions, the characters are ushered into the musty interior by their contact. They find the huge place empty save for a dark oak desk - sitting surreally in the middle of the floor. On one side of the desk is a white plastic chair for each of the characters - their contact will stand to the side. On the other side of the desk is a single, larger red, padded velvet chair. Ten seconds later, three people enter from the opposite side of the warehouse, their footsteps echoing through the vast chamber. In the middle is a tall, dark middle-aged man with a scar across his right temple, dressed in a grey suit. This is Sarracen. To his right is a bulky African American in a greatcoat. This is Bram Lockwood *, Sarracen's head bodyguard. To his left is a blonde woman with huge muscles - "Marilyn" *, another bodyguard who is less skilled than Bram, but perhaps more intimidating. She wears a black skirt and medium monocrys tanktop. Sarracen is straightening his tie as he approaches. Lockwood has a machine pistol out and is holding it across his chest. Marilyn appears to be unarmed.

Sarracen leans back in his seat and says "forgive me for the difficult circumstances in which we meet. I'm afraid that the federal bureau of investigations would like to speak with me, whereas I have very little wish to speak with them. I'm sure that you will understand the need for precautions. I am in this present predicament because of a certain ex-employee of mine. A mister [snarl] Carl Waters. Trusting him like my own brother, I was repaid when he made off with certain funds of mine as well as cooking my books nicely to make it appear that I had been laundering money. Presumably he thought that I would be caught before I could be revenged on him. He was wrong. Find Waters. This shouldn't be too difficult as he must now be living like a millionaire - which, indeed, he is. Don't kill him. First, I want you to photograph him to prove that you have found him. Later on, I'll ask you to bring him to me - but not yet. I'll give you a number at which an employee of mine, a Mr. Retarius, may be contacted when you have the photographs. As I have intimated, you will receive \$80,000 on final delivery, but nothing if he is dead". If the P.C.s press for something just for the photographs, he will be willing to give a \$15,000 advance on the \$80,000 once he has them (or 20% of whatever they are being offered in another world or system).

If they accept, Sarracen has the following information to add, based on the work of his netrunner, who, as it happens, is the Retarius they are to contact if they can get Waters:

1. If Waters has left the country, he hasn't done it under his own name.
2. Waters' last credit transaction under his own name was at a black market chop-shop (back-street cybernetics clinic), just known as "Dr. Drake's clinic".

The clinic refused to give over the medical records to Sarracen for less than \$100,000 (100,000 neodollars in GURPS Cyberworld). Sarracen won't pay anything to the P.C.s for getting hold of the records per se, but he thinks that they might be a good lead. He can't think of any other leads. He doesn't care if the clinic finds out that he sent operatives against it, and in fact, if the P.C.s want to make an example of Dr. Drake for being so uncooperative, that's fine with him. He doesn't know where the chop-shop is located.

If, for some reason, lead does start to fly, the chauffeur will be inside within 3 seconds, and on the 5th second, Sarracen's driver, "Tarbaby" *, will arrive.

So, either the players go on the job or they don't. If they don't, go to (2) Doing Nothing above. If they do, they either try to track down Dr. Drake's Clinic, or they try some other way. If they try to track down Dr. Drake's, go to (6) Making an Appointment with the Doctor's below. If they don't try to track down Dr. Drake's, then I can't imagine how they could find Waters. Wing it.

(6) MAKING AN APPOINTMENT WITH THE DOCTOR

"Finding a street-doc is the easiest thing in the world. Just leave an intestine lying on the sidewalk and see who picks it up" - Java.

Finding Dr. Drake's should not be too hard. If any P.C. can make a roll against Streetwise -5, they already know where it can be found. Otherwise, the party must spend time on the streets and make a roll against Streetwise unmodified. Unless they split up to do this, only one person may attempt to make the roll - presumably whoever has the highest Streetwise. The P.C.(s) must spend a number of hours on the streets equal to 8 minus the number by which they made their roll on Streetwise. Thus, if they have Streetwise -12 and roll a 10, it takes 2 hours, whereas if they roll a 12, it takes 8 hours. If no-one makes a Streetwise roll, they can try again the next day at -1 to skill. Of course, if they have contacts with Streetwise, they can let the contact roll at -5 to know immediately as well.

If the search lasts for two hours or more, then there will be an attempted mugging. Pick a P.C. randomly as the victim. If they are in a group, then everyone in the group is targeted. The muggers will be a gang known as The Hammerheads - shaven-headed young men in fake black sharkskin jackets and faded jeans. They have gills tattooed on their necks and their teeth have been sharpened to points. There will be as many of them as there are P.C.s, whether the P.C.s are together or not. They will pull flick-knives (fine small knives) and approach the P.C. from behind in the street, suddenly demanding his valuables. If the P.C. hands everything over quietly, then they will give him a routine search (Holdout is at +1) before letting him go with a few jeers. If the P.C. doesn't give them everything valuable but they then find it when searching him, the leader will head-butt the P.C. once (or, if you don't have GURPS Martial Arts, will punch the P.C. once in the face). If the P.C.(s) puts up a fight, then The Hammerheads will attack with their knives. If the P.C.s give up at some later time after initial resistance, The Hammerheads will take their valuables and spit on them, but otherwise leave them be. The Hammerheads will retreat if

- (a) One of their members is shot. Or
- (b) One of their members is incapacitated.

When retreating, they will have no concern for fallen comrades.

Hammerhead followers have ST 12, DX 10, IQ 9, HT 11, Spd 5, Dodge 6, Parry 9 (hand) or 5 (knife), DR 1, thrust 1d-1, swing 1d+2. Their skills include Brawling-12, Guns (Pistol)-11, and Knife-12. Their knives will do 1d cut or 1d-1 impale. Due to their teeth, they can do 1d-1 crushing damage with a bite. The Hammerhead leader "Curly", has ST 12, DX 12, IQ 9, HT 12, Spd 6, Dodge 7, Parry 10 (hand) or 6 (knife), DR 1, thrust 1d-1, Swing 1d+2, Brawling-14, Guns (Pistol)-13, and Knife-14. His knife will also do 1d cut or 1d-1 impale and his teeth will also do 1d-1 crushing.

The Hammerheads play no real part in the plot. They are just some shit that happens. If they get away with the players gear, then they will still have it if tracked down to their basement hangout within a week. There, however, there will be four handguns in easy reach. They are CY= Colt M1911 .45 ACP auto-pistols / HT= Colt Peacemaker .45 revolvers / CW= Colt Classic 10mm auto-pistols / LC= Damno Citizen .44 Magnum cased auto-pistols.

Once the P.C.'s have the address (pick a reasonably rough part of the town in which the game is set), it may be time to move on to (8) Going to the Doctor's below.

(8) GOING TO THE DOCTORS

"So I say to the doctor 'Doc, that better be anti-septic I can smell'
and he says 'certainly is - care to join me?'. Have you ever stitched
your *own* stomach up?" -
Bobcatt.

As already mentioned, Dr. Drake's clinic is not in the best part of town - the G.M. should pick somewhere appropriate. There is no sign outside the building declaring what it is - just a blue door in a brick wall, both of which are covered in red, anti-Brazilian graffiti. The place is three stories high, and has a spacious basement as well - not that the P.C.s could know about the basement by observing the outside.

Six people work and live here. Dr. Drake himself, his assistant/janitor Grace, the receptionist / Grace's daughter Ellen, and three toughs - Billy, Cougar, and Redneck. The first three are almost always in. Only two of the later three will be in at any given time. One will be on guard duty, and one will be asleep. As a rule,

7 A.M. to 3 P.M. - Billy Guards, Cougar is out, Redneck is asleep.
3 P.M. to 11 P.M. - Billy is out, Cougar sleeps, Redneck guards.
11 P.M. to 7 A.M. - Billy sleeps, Cougar guards, Redneck is out.

Drake is a short, balding, fat man who has snorted too much neuvocoke in his life, and whose hands shake badly unless he sedates himself. He is eternally sweating. He dresses in a clean white lab coat over an old-style but well-made gray business suit. He isn't what he used to be, and never was that great. He has ST 9, DX 12, IQ 12, HT 9, Spd 5.25. If it comes to a fight, he will hide, only using his gun if absolutely necessary. He has a skill of 12 with it. In GURPS Cyberpunk, it's an AMT Backup. In GURPS Cyberworld, it's a SOG Feder. In Littmann's Cyberworld, it's a Sharpes Slinky 7mm holdout pistol. If threatened, he will gladly give up any files or information the characters desire. He won't try any tricks. If questioned, he states that Waters was brought to him in a state of unconsciousness by a Japanese woman and a tall Caucasian man with blond hair and two red cybernetic eyes. They didn't give their names. He performed a simple operation to remove a ceramic implant of some sort from Mr. Water's neck, for which he received \$300 (420 Australian Dollars in Cyberworld - worth \$300) from Mr Water's account. If asked what became of the device, Drake confirms that he still has it in storage in the basement. The two also asked him to provide a certificate of perfect health for a John Smith (who he never saw), addressed to Casey and Cage Ltd., a finance company. Again, the \$200 (280 Australian dollars in Cyberworld) for this came from Carl Water's account. Drake will admit to asking Sarracen Entertainment for money for the information, but if the figure of \$100,000 is mentioned, he will insist that he only asked for \$5,000. Any Detect Lies rolls will indicate that he is telling the truth.

Grace is 45, tired, worn out, and sad. She now accepts that she will never get her hands on Drake's money, and so never buy her daughter's way out of poverty. His promises that if she stuck with him, he'd look after her no longer seem convincing, but she needs a job - and having few skills, has little choice. If threatened, she will cry and tell the P.C.s that she will give them anything they want - but she doesn't know the computer password. She has a can of Mace in her purse, but will be too afraid to use it.

Ellen is 16. She is vain about her appearance, especially her long blond (dyed) hair. She is completely disinterested in her job, but the work isn't too hard. Being the receptionist, she is likely to be the first one the characters meet. She knows nothing about what goes on in the clinic, and, invaluable for Drake, doesn't care. However, she does know the password for Drake's computer. If the characters pull guns, then she will enjoy the excitement as long as no-one is actually pointing a gun at her head, or at her mother's head. She cares nothing about the doctor. She is unarmed and won't fight.

Billy is tall, scruffy and unshaven. He wears a grubby t-shirt and ripped jeans, with a light monocrys jacket on top. The jacket hangs open at the front, so it fails to protect his vitals. Even given time, he probably wouldn't think to do it up. Billy is Overconfident and not very bright. He has ST 11, DX 12, IQ 9, HT 12, Spd 6, Dodge 8, Parry (Hand) 10, Parry (Knife) 6, DR 8, thrust 1d-1, swing 1d+1. He has a large knife and a Knife skill of 13. He also has a Guns (pistol) skill of 13 and a pair of guns. CY or HT= S&W M29 .44 magnum revolvers / CW= Colt Warrior .44 magnum revolvers / LC= Conell Legacy 10mm cased autopistols.

Cougar is a 20 year old woman with short blonde hair who would be attractive were it not for the fact that she had her ears removed because when she was 15 and drunk, she thought it would look cool. It looks stupid and ugly and now she has the Hard of Hearing disadvantage. Drake promises her that "one day", if she serves him well, he'll replace them. Cougar has ST 11, DX 13, IQ 10, HT 11, Spd 6, Dodge 6, Parry 10, thrust 1d-1, swing 1d+1. She has Long Claws that she can extend from each forearm, and she fights with them using Brawling -15 and doing 1d impale or 1d+2 cut. If the opposition has guns, Cougar will ready her own firearm, using a Guns (Pistol) skill of 15. She has a CY or HT= Beretta 92 9mm autopistol / CW= Glock 9mm Hotload autopistol / LC= Ruger Sparrowhawk .38 autopistol.

Redneck is a moron. He is of medium height and slight build, and keeps his straight black hair beneath a blue baseball cap. He is not actually from the south, and has no trace of a southern accent. People from the north just like to think he comes from the south. He has ST 9, DX 12, IQ 8, HT 11, Spd 5.75, Dodge 5, Parry 8, thrust 1d-2, swing 1d-1. He spends his watch by an upper window with a shotgun in his hands. It is a CY or HT= Remington M870 12g / CW= Remington Model 60 12g / LC = Remington Viking 12g "hunting" shotgun. He has a skill of 14 with it.

The ground floor of the building is reception and behind that, the apartments of Grace and Ellen. They have nothing of particular value or interest.

There are four rooms on the second floor. Each of the toughs has a room filled with the strange things that interest them - westerns and pornography for Billy, stereo and books for an introductory electronics course for Cougar, and just a television for Redneck. The fourth, locked, door opens into the room that used to belong to Drake's 14 year old daughter Samantha. Samantha disappeared a year ago, but nothing has been removed. There are several books on medicine here - the girl wanted to be a doctor like her dad.

The top floor is taken up by Drake's personal apartments, which are reasonably luxurious, as well as the oak-paneled office where he discusses business with his clients. He doesn't like to discuss things down below - it feels much safer and more private here. It is by the window in the sitting room up here that Redneck likes to sit, shotgun in hand, and look out the window. Drake dislikes this, but lets Redneck do it anyway - if Redneck left, where would he find someone else who worked so cheap?

At the far end of the (windowless) office is Drake's computer. In "vanilla" GURPS Cyberpunk, this is a personal computer (C2). In GURPS Cyberworld, this is a Roi 10 (Henri) personal computer. In Littmann's Cyberworld, it's an Apple Executive personal computer. The machine is guarded by a Password-13. Either Drake or Ellen will gladly get the P.C.s past the Password if threatened. The system will confirm that on January 12th, an operation to extract a neck implant was performed on a Mr Carl Waters at his own expense - \$300 (or 420 Australian dollars in Cyberworld). It will also record that on the same day, a certificate recording the complete health of John Smith was written out addressed to Casey and Cage Ltd. This netted \$200 (280 Australian) even though no examination was performed on any such person. Once again, the money came from Carl Water's account. The computer also has a blood-type (A) and basic genetic scan for Waters. There is no genetic scan for Smith, but if the characters check, his blood type is also recorded as A.

The basement is where the operating theater and recovery room are, as well as a room where hardware and human parts are stored until they go off or are needed. There is even a whole human body down there - pickled in yellow fluid. Drake found him lying dead on the doorstep one morning and thought "well, why not?". There is a very strong anti-septic smell down here, which is easier to produce than actual sterility. Roll against Physician skill to realize that Drake's tools are worn, incomplete and not completely up to date. Drake can show the P.C.s the device he removed from Waters amongst the piles of miscellaneous "stuff" he has stored in the back room. A roll against Electronics or Electronics Operation (Communication Systems) will be sufficient to tell that it is a homing device.

What now? The players could hit the streets, trying to find info on a Japanese woman working with a tall blond Caucasian with red eyes. If so, go to (9) More Street. They could try to trace the homing device back to its manufacturer. If so, go to (10) Tracing the Homing Device. They could try to contact Retarius to share the new information they have gathered and see if he can add anything based on what they tell him. If so, go to (11) Contacting Retarius. The players could research Cagey and Case Ltd., in which case, got to (12) Cagey and Case Ltd. Lastly, and perhaps most likely, the P.C.s will do something that never crossed my mind. If so, you'll just have to manage somehow.

(9) MORE STREET

"Anything you want to know you can find on the street. The street is just like a great big public library, except instead of data-files, there are people who want to rip out your liver and eat it" - Bobcatt.

If the players hit the street to try to find out about a Japanese woman and a red-eyed blond Caucasian, then they are almost certainly biting off more than they can chew - the city is full of strange looking people. If they mention that the two might be connected to Sarracen Entertainment, then let them roll against Streetwise every day at a cumulative -1 to skill. If they don't mention that the two might be connected to Sarracen Entertainment, they will only receive information on a critical success. Savoir-Faire (Corporate) will not help, no matter where they go and who they talk to.

If the Streetwise roll is successful, then a street-side used software dealer offers them information for \$20. If they pay, he will tell them that a Chinese woman named Ling K'o and a red-eyed Caucasian named Quin have done a lot of work together for Sarracen Entertainments. That's all he knows.

You may now return to the options at the end of (8) Going to the Doctors.

(10) TRACING THE HOMING DEVICE

"When Kyoto Electronics offered to chrome me if I sold my soul to them, I was thinking more along the lines of muscle grafts, lung filters and a smartlink, than a bar code, a homing device and a cortex bomb" - Spartacus.

It is easy to trace the device back to the manufacturer - Kyoto Electronics, who have branches all over the world. How useful this can be will depend a lot on the particular cyberpunk world in which the game is set. It probably won't be any use at all. After all, the homing device has a control rating of 6, and thus does not require registration save in the most restrictive regimes. Certainly, in neither GURPS Cyberworld nor Littmann's Cyberworld is there any legal requirement for homing devices to be registered in the U.S.. However, if registration is legally required, then the homing device will be registered to Sarracen

Entertainment - although the party will have to bribe a computer operator at Kyoto Electronics with \$100 U.S. to get that information.

You may wish to return to the options at the end of (8) Going to the Doctors.

(11) CONTACTING RETIARIUS

"I will say *one* thing for grand-dad's day. When he was young, if you called someone up and they didn't like it, they couldn't shoot you back a virus down the lines that would defrost the fridge or make your television explode. All they could do back then was pretend not to be home".
- Lludd

Whenever the P.C.s call Retiarius *, they will get an answering machine. The voice is male and slightly reedy. It says "This is Retiarius' answering machine. The master is not at home. In fact, he will be gone for a time lasting anything from an hour to a year or more. However, if you leave a message at the tone, I will replay it to him if and when he gets back". At this point, there is a brief fanfare of trumpets, after which the P.C.s may leave a message. If the P.C.s identify themselves in the message, Retiarius will call them back immediately after they disconnect. "Hello, this is Retiarius. You left a message on my answering machine. Do you have my photographs?" he will ask.

If the P.C.s say that they have not, then he will impatiently tell them to get them.
If the P.C.s say that they have, he will wish to meet them. Go to (13) Meeting Retiarius.

If the P.C.s mention that Waters was brought to Drake in a state of unconsciousness by two people, Retiarius will tell them that this suddenly all makes sense. The tall blonde man was Waters and that the patient was, in fact, a man by the name of Quin. Quin was a Sarracen Entertainment operative tailing Waters. Quin's homing device was removed so that Quin could be interrogated at Water's leisure without Sarracen Entertainment being able to track them down. A successful roll against Detect Lies will reveal that Retiarius is lying through his teeth.

If the P.C.s mention Quin and Ling K'o by name, Retiarius' story will be different. He will tell them that Quin and Ling K'o are two of Sarracen's operatives who were sent to bring back Waters. They found out too late that Waters had a homing device planted in him, with which Waters' own people were tracking them. They rushed him to Dr. Drake's clinic for a rush removal and almost got away, but Waters' samurai caught up with them and there was a ferocious shoot-out. Quin got blown to hell with a round of SLAP. He's dead. Ling K'o got away, but not with Waters, who is free once again. Ling K'o can't be contacted. She's on a run in the Philippines. Once again, Retiarius is lying about everything (except that Quin is dead).

If the players report to Retiarius that Smith looks just like Sarracen, he will pause and then say "Excellent. You have done extremely well. But if you are to be paid, you must bring photographic proof". If they ask to know what the hell is going on, he will reply "I don't know for sure, and I will not speculate at this point. I want those photographs. Get them for me".

(12) CAGEY AND CASE, Ltd.

"If I lend you \$100 and then send some associates around for your toe-nails if you don't pay me back, that's loan-sharking. If I lend you \$100,000 and then send some associates around for your toe-nails if you don't pay me back, that's finance"
- Red Square.

Cagey and Case Ltd. are a finance company some five years old. They have their own building near the outskirts of the central business district. With staggering originality, the ten story structure is known as the "Cagey and Case Building". It is a large silver and white block, with ugly steel girders running up the sides to give the impression of dependability. There is a car park behind it and gardens on three sides. The whole affair is surrounded by a 10 foot chain fence, which is not electrified and contains no barbed wire. The front gate has a guard house with a single cheerful, friendly security guard and a security camera. He asks to see your I.D. but if you come up with an excuse as to why you don't have it with you, he'll let you through anyway. He asks you to call him "Bob". During the day, there will be three guards on the bottom floor in reception, and one further security guard on each even numbered floor - so that there will be nine in all (with one extra on the sixth floor who just stays watching camera displays and coordinating the others).

At night, the gate-house will be operated by remote control - identify yourself to the camera and the gate will click open. There will be a security guard on the tenth, seventh, and fourth floor. There will also be two security guards on the first floor and two security guards patrolling the grounds, each with two trained attack dobermans on leashes (ST 12, DX 12, Move 10, 1d-1 biting damage). That makes seven, plus the commander in the sixth floor control room.

Consider each security guard to be ST 11, DX 11, IQ 9, HT 11, Spd 5.5, thrust 1d-1, swing 1d+1, with a Guns (pistol) skill of 13, a Guns (rifle) skill of 12, and a Throwing (grenade) skill of 11. They will have whatever arms and armour they may legally carry in the cyberpunk world in which the game is set. In GURPS Cyberworld, this will mean that they are armed with Colt Classic 10mm autopistols. In Littmann's Cyberworld, they have O.N.I. Militia .44 Magnum auto-pistols. In both GURPS Cyberworld and Littmann's Cyberworld, they will have 3 tear-gas grenades, and light monocryst suits with heavy kevlar vests over the top. Second

Chance Standard (Kevlar) vest from p. B211: It gives DR 14 at 2.5 lbs. If they both need to and are able to, they can obtain CY= M1 Garand rifle .30-06 / HT= M1 .30 carbines / CW= Sauvage 7mm "Boucanier" rifle / LC= Petersen Chaka 6mm carbines from weapons lockers in the basement and in the 6th floor control room. They will only be five such weapons in each of the two lockers. In any case, if they are fighting within the close confines of the building and are not up against serious armour, they are probably better off with the lower snap-shot number of the handguns.

John Smith * works on the 7th floor from 8:00 A.M. in the morning until 7:00 P.M. at night six days a week. If a fire-fight breaks out in the Cagey and Case Building while he is there, then he will hide cowering under his desk like all the other suits. As far as he is concerned, he is a perfectly normal low-middle rank executive who has never had a brush with anything unusual, criminal or even "streety" in his life. He is the spitting image of Christopher Sarracen. One of the other suits might also cause the party concern. John's co-worker and friend Susan Chuan is, in fact, the dangerous street-samurai Ling K'o * - dramatic music. She may well be more trouble than the rest of security put together.

At 7:00 P.M., the employees who are coming off shift (which includes John Smith, Susan Chuan and ten others), will get onto a Cagey and Case corporate bus which will drive them to their own Cagey and Case corporate apartment building. Cagey and Case cozy, huh? When the employees are transferring to the bus is when John Smith is most easily sniped at, whether with a camera or something else. The bus will pull up at the gate-house, so the gate guard will be in proximity, but won't be paying much attention. There is also a security guard aboard the bus, but she isn't expecting trouble either, so she too won't be paying much attention. Ling K'o, as Susan Chuan, will be paying a great deal of attention, even if she is pretending not to. If she spots a sniper, she will try to alert the guards and get John to safety without blowing her own cover. If she has to blow her cover to save him, though, then she will. By the way, the bus driver owns a shotgun and keeps it with him on the bus. Its a CY= Remington M870 12g / HT= Winchester '97 12g / CW= Remington Model 60 12g / LC= Ironstate Plainsman 12g "hunting" shotgun. If a battle starts, the bus driver will think that he's Rambo. He isn't - he's ST 10, DX 10, IQ 9, HT 10, Spd 5, thrust 1d-2, swing 1d and has a guns (Shotgun) skill of 11.

The bus travels just five miles to the Cagey and Case apartment building, imaginatively named The Cagey and Case Apartment Building. Its the same size as the office tower, but less flashy. It consists of a ground floor from which rise two eight-story towers connected by a series of perspex walkway-tubes that allow one to move from A Tower to B Tower. Security in the apartment building is a lot less tight than at the offices. There are two corporate security guards on duty at any one time. They are armed as are the guards at the Cagey and Case building, but have no access to carbines. There is one lock and a security camera at the front door. The guards will be just inside the lobby. Also in the lobby are two elevators, each requiring a key-card to operate and each containing a security camera. The guards are supposed to be watching the camera's, but the only one watching is Ling K'o through an illegal tap. John Smith's apartment is on the fifth floor, apartment B12 - which you arrive at by using the B elevator (or using A and crossing a tube). Susan Chuan (Ling K'o) has apartment B11. She keeps a careful and diligent eye on her neighbor, despite the fact that she is going insane with boredom. She has his room bugged, and also has spy holes through her wall to his. It takes a real effort of will to have his families banal conversations playing all day, but she keeps them on just the same. Ling K'o will be real glad when this job is over!

John Smith shares his apartment with his wife, Mary Smith, his son, Robert Smith, and his daughter, Alice Smith. They all have attractive appearance. Mary is ST 10, DX 12, IQ 9, HT 12. Robert, 12, is ST 8, DX 11, IQ 9, HT 9. Alice, 11, is ST 7, DX 9, IQ 8, HT 8. Mary has Computer Operation -13, First Aid -14, and apparently no other skills or interests outside of looking after the family and watching television. Neither Robert nor Alice seem to have any skills beyond what is required to get straight C's at school. The whole Smith family is wholesome and well behaved and very boring. They also seem to be somewhat two dimensional - which, since they have all had their personalities rewired, is hardly surprising. There are no weapons in the Smith household. If the characters break in, John Smith will plead with them not to hurt Mary or the kids, Mary will plead with them not to hurt John or the kids, and the kids will just plead with them not to hurt anybody. Nobody, with the likely exception of Ling K'o, will fight. On the other hand, the Smith family are very likely to call the city police and Cagey and Case security. The police won't come - they are too busy - but corp security will. If the Smith family (or Ling K'o) manage to send out a distress call, both of the ground floor security guards will arrive in 45 seconds. In six minutes, two more guards will arrive from the office tower.

Meanwhile, the office tower itself will go on alert, fearing that the trouble at the apartment tower is a diversion to draw away security. If it is daytime, there will be two alert guards in the sentry box, there will be two guards on the roof with CY= M1 Garand rifle .30-06 / HT= M1 .30 carbines / CW= Sauvage 7mm "Boucanier" rifle / LC= Petersen Chaka 6mm carbines. There will be three guards in the lobby playing cards. That's seven in all, plus, of course, the commander in his control room on the sixth floor paying extreme attention to the security cameras. If it is night-time, then there will only be five guards (plus the commander). No-one will be in the sentry box. Two will be on the roof with CY= M1 Garand rifle .30-06 / HT= M1 .30 carbines / CW= Sauvage 7mm "Boucanier" rifle / LC= Petersen Chaka 6mm carbines. One guard with a CY= M1 Garand rifle .30-06 / HT= M1 .30 carbines / CW= Sauvage 7mm "Boucanier" rifle / LC= Petersen Chaka 6mm carbine and four unleashed dobermans will be patrolling the grounds. Two normally armed guards will be in the lobby. Unless there is reason to believe that the building really will be under attack, the two in the lobby will be watching re-runs of Cheers. As before, the commander in the security centre will be paying great attention to the cameras.

Having played around with Cagey and Case Ltd., here are a few options. If the players contact Retarius to tell him either that Smith looks just like Sarracen or that they have photographs of Smith (or for any other reason), go to (11) Contacting Retarius.

If the players have abducted Smith and they were told to by Sarracen, go to (18) I've Got a New Addition to my Executive Collection, Mr Sarracen! If the players have abducted Smith and they were told to by Retarius, go to (20) I've Got a New Addition to my Executive Collection, Mr Retarius!

If the players have killed Smith and were not told to, then Sarracen (or Retiarius if appropriate) will take the news calmly but refuse to pay them a cent. The adventure is over. Go to (2) Doing Nothing for the follow-up.

(13) MEETING RETIARIUS

"Never hang with a netrunner. People joke about them - about how weak they are when things get rough. But let me say this - when one of those cold bastards decide to delete you, you never know it 'till you're dead. Attitude is nothing against a computer - you can't stare ICe down or brag your way past it. Netrunners get used to that. They don't give off those human signals when they decide to take you down. You just turn around and *crack* - that's it" -
Ludd.

Retiarius lives in a high rise apartment with his bodyguard/caretaker. He does not give the P.C.s the complete address - but simply tells them where the building is and that he will meet them there. Upon approaching the main perspex doors, they will automatically slide open for the P.C.s, although it will take deliberate searching and a Traps -3, Electronics -4 or Vision -6 roll to find the hidden camera that Retiarius is using to identify them. As they enter the empty lobby, its walls covered in garish and bloody photographs of fox-hunting, the elevator at the far end will "ping" as a small red holographic arrow pointing upwards appears in front of it. As the characters approach, the door will slide open, and they may enter the mirrored interior. The machine will not respond to them if they press any buttons, but will instead select the top (ninth) floor as soon as all the P.C.s who look like getting in have gotten in. Those that don't come now won't get another chance unless they decide to scale the walls outside. When they step out onto the thick red carpet of the corridor, door 4 at the far end of the corridor will click unlocked and creak open, revealing a creme-coloured entry-way beyond.

Assuming that the characters enter, they soon find themselves in a spacious living room. There is a couch and two arm-chairs, both upholstered in creme pseudo-leather. One wall is completely taken up by a television screen showing a documentary on the force-feeding of battery chickens - its pretty nasty stuff. Behind one of the chairs stands a tall dark man who is smiling gently at the P.C.s. This isn't Retiarius - its his bodyguard / carer (description with Retiarius'). The bodyguard / carer will wait for the P.C.s to say something, but rather than replying, will knock on the white wooden door to his right. At this point, the front door will close behind them and a solid bolt will be heard to thunk home. The white wooden door opens and an electric wheelchair slides noiselessly into the room, the quadriplegic Retiarius * within. His arms and legs are wasted and are strapped to the chair.

Indeed, he can only just keep his head level. However, a cable connects to an interface jack on his forehead, and from here he seems to control not just his wheelchair, but the whole building. His lips don't move when he speaks. Instead, his voice emerges from somewhere under his shirt. "The photographs!" he will snap, and will continue to say just that until he is shown them, or until they are handed to his bodyguard who will show them to him. After he has seen them, he will become more loquacious. "Forgive me for being so rude just now. You have done extremely well. I will not soon forget how well you have done. You will not find me ungrateful. But I am still forgetting my manners. Can I offer you something to drink?". Retiarius has a very well stocked bar, and his bodyguard can prepare most things the players may require. He has no drugs other than alcohol however, or at least, if he has them, he isn't giving any away! He will respond to most questions with "all in good time. I assure you, your patience will be well rewarded". If they were promised money up front for photographs, and ask for it, he will ask whether they require it in cash, or whether they wish it deposited directly into their accounts. If they want cash, he has it. If they want it deposited, it will be deposited within five minutes, even if the characters are talking to him in this time.

Give the P.C.s time to boast of their exploits if they want to. Eventually, Retiarius will continue. "I should tell you now that things are not going entirely according to plan. This is unfortunate. However, I am sure that you will be more than able to handle the complications that have arisen. If you keep your heads, and don't poke your noses into things that don't concern you, this should prove nothing more than a minor inconvenience. Before it will be safe to snatch Waters, there is certain...data which Mr Sarracen requires eliminated. Now, were it simply a matter of entering a computer through the net and erasing information, I would feel happy to take care of the matter on my own. However, we want the computer physically destroyed. We want any disks in the same room physically destroyed. We want the equipment in the room with which the data was generated destroyed. You should enjoy this - I know that I would in your place. Are you still interested? Would you like to hear more?"

If the characters are not interested, then the adventure is over and Retiarius bids them farewell. Go to (2) Doing Nothing above. If the characters are still interested and would like to hear more, Retiarius continues. "The computers are aboard a yacht presently floating in the Atlantic several miles off the coast of Virginia [or wherever makes sense given the setting of your game]. The name of the vessel is The Morphia. It will be guarded, but those aboard will also be very sure that no-one who might wish them ill knows their location, so they should be easy to surprise. There are accommodations there for anything up to ten people, but there may well be far fewer. As far as I am aware, there are two computers aboard. The ship's computer is a CY or HT= mini-computer / CW= EGM Pharaoh 100 (Ramses) minicomputer / LC= I.B.M. Manhattan mini-computer. That's not the one that concerns us. Not that I care if you do smash it to bits - but doing so will be strictly its own reward. The one I want is the CY & HT= microframe / CW= NATComp MDPS-90 microframe / LC= Apollo Hawkins microframe. Smash it to bits, smash all the disks in the same room to bits, smash all the equipment in the same room to bits. I cannot stress this too heavily. I should point out that everyone on the ship is a loathsome criminal, so if they die, it will be no great loss, and if they live, they will not be running to the police to report you. We can help you out to some small degree as far as equipment is concerned - obviously, no-one expects you to swim around until you find and destroy the computer and then swim back".

Retiarius is willing to provide any of the following things, if they are wanted: a speedboat, a speedboat pilot, a homing device keyed to the ship, wetsuits, aquasleds, propulsion packs, and certain fully automatic weapons. He will refuse to say how he managed to get a homing device that is keyed to the ship. The weapons available are CY or HT= 10mm machine pistols / CW= Ingram MAC-21 9mm submachine gun / LC= Orion Rata 4mm cased sub-machine guns. No more than one of each item will be given to any one character - and there is only one boat and one pilot. All items are supposed to be returned, but if they are said to have been lost or destroyed in the heat of battle, the matter won't be pursued.

If the weapons given are "vanilla" 10mm machine pistols (as per GURPS Cyberpunk and Ultra-Tech), call them "Damno Hardcase" 10mm machine pistols. Drop Acc by 4! Its a truly rotten brand, which partly explains why Retiarius can be so blas about handing them out.

None of these items are present in Retiarius' apartment. For the automatic weapons, players must wait 48 hours and then pick them up from him. The rest of the requested items will be stored in the speedboat, The Skimfish. Retiarius will not agree to keep the automatic weapons at the speedboat. He's scared of cops or gangers deciding to perform a search there.

The P.C.s must give Retiarius 3 hours notice of when they want the boat, 5 if they want a pilot. The G.M. must decide on an appropriate place for the rendezvous. If they ask for a pilot, they will get Gallagher *. If they don't ask for a pilot, Gallagher will simply be there to hand The Skimfish over to them. When they decide to execute the mission, go to (14) Vandalism on a Yacht.

If the P.C.s press for extra money to do this job, Retiarius will inform them that, unfortunately, he can't give them any more than they are already being offered. However, if they wish, they may have another \$15,000 (or 20% if appropriate) up front once it is completed. He admits that the situation is unfair, given that this task was not included in the original offer. However, that's just the way it goes - he is offering all the money there is available.

(14) VANDALISM ON A YACHT

"There is only one reason why yachts are so popular with the
corporates - because they are a completely useless vehicle. They say
- look at me! I've got so much money that I can even throw it away on
something absolutely pointless!"
- Red Square.

The Morphia sits in the water six miles out from the Virginian coast. It looks like any large luxury yacht, but is on no pleasure cruise. Although there are eleven people on the boat, there are only three people aboard who know anything about the sea. They are the captain, "Jonah", the first mate, "Trish", and the first mate's husband, "Eddie".

Jonah, a bearded African American, is a fine sailor when he can stay off the Dryad. He is currently off the Dryad because Trish threw it all over the side last night. If Jonah finds out who did it, there will be real trouble. As it is, he's just exceedingly irritable. He is ST 12, DX 11, IQ 13, HT 11, Spd 5.5, Dodge 5, Parry (Hand) 8, Parry (knife) 4, thrust 1d-1, swing 1d+2. Among his skills are Boating -15, Navigation -14, Seamanship -15, Shiphandling -14. If it comes to a fight, he has Brawl -13, Guns (Rifle) -14, Knife -13, a large knife and a CY or HT= M1 Garand .30-06 / CW= Sauvage 7mm "Boucanier" rifle / LC= Maraha Karma 6mm carbine. However, he will not fight if he is offered the chance to surrender. The main ships computer can be found in Jonah's cabin. As mentioned above, it is a CY or HT= mini-computer, CW= EGM Pharaoh 100 (Ramses) minicomputer, LC= I.B.M. Manhattan mini-computer. There is some low-level ICE on the machine. It has Password -14 and a Bluff -13 that pretends to be an Alarm -13. All ship's systems are controlled from here. Trish, who happens to be impressively ugly, is ST 11, DX 12, IQ 12, HT 11, Spd 5.5, Dodge 5, Parry 8, thrust 1d-1, swing 1d+1. Among her skills are Boating -14, Navigation -12, Seamanship -13 and Shiphandling -13. Although she has Guns (Machine pistol or S.M.G.) -11, Judo -13, and a CY or HT= 10mm Machine Pistol (Damno Hardcase so Acc-4) / CW= Ingram MAC-21 9mm submachine gun / Orion Rata 4mm cased submachinegun, she has no great wish to die and will willingly surrender unless Eddie is killed. If Eddie is killed, she will go bezerk.

Eddie is tall, dark and retarded. He has ST 14, DX 10, IQ 7, HT 12, Spd 5.5, Dodge 5, Parry 8, thrust 1d, swing 2d. Among his skills are Boating -7, Navigation -6 and Seamanship -9. He also has Brawling -13 and if attacked (even with a firearm), will attack back with his fists for 1d-2 damage. He is smart enough to wait behind a door in order to ambush someone, but that's as smart as he gets. He is not allowed to carry a gun.

All three, even Eddie, know that they work for Christopher Sarracen, although they usually get their orders via Retiarius, whom they have met face to face. They take delivery of kidnap victims whom Dr. Shirinovski then reprograms as interesting characters for Sarracen's simsenses. They are not aware that the prisoners are killed in the course of production.

Dr. Alice Shirinovski * is the most important person on the boat. She will not fight. The closest she will get to resistance is trying to hide herself and trying to hide data on her person. Her laboratory is where the P.C.s can find the target of the operation - the CY or HT= microframe / CW= NATComp MDPS-90 microframe / LC= Apollo Hawkins microframe. Its ICE defenses include a Codewall -12 and an Alarm -12. If the alarm goes off, Shirinovski will shut off the power - crude, but effective. Of course, if the players are simply hitting it with a lead pipe, neither the ICE software nor toggling the power switch is going to do a whole lot of good. If a hacker takes a look around inside the machine, they will find three things of note. One is a Complexity 1 database on Nazi concentration camps. One is a database of less than Complexity 1 on the personal history of John Smith (made up, of course, since John Smith has no personal history!). The last is a Complexity 1 database detailing the technical aspects of Dr. Shirinovski's work in Neuro-surgery. It is rather dense material and only someone with at least Physician

-10 can tell that it involves memory replacement. The P.C.s might get the bright idea of trying to sell her work. Its not a bad idea. Her research work isn't brilliant, but neither is it useless. If they try to sell it in the open, then Melbourne University will claim ownership of it, and the law will back them up. If they try to sell it on the black market, they might get anything up to \$20,000 for it. However, they had better keep their wits about them and get good advice, because if a potential buyer can convince them that the data is worth only \$2,000, then that's what they will offer!

If questioned, she will confirm that though she once had an academic career as a psychologist, she now works for Sarracen, reprogramming kidnap victims to be interesting and convincing characters for his simsenses. She does know that they will be killed horribly, but will try to hide this fact from the characters if she can. However, this is not the only thing that she will hide if she can. The most important thing that she knows is that John Smith is the real Sarracen, whereas the person who thinks he's Sarracen is some bum from the street who is to take the fall at the hands of the F.B.I. while her employer walks free.

In a cell off to one side of Shirinovski's office is someone who believes that he is called Issac Goldstein. He is shaved bald and is dressed in rags. Thanks to Shirinovski's efforts, he believes himself to be a Jewish prisoner in a Nazi prisoner of war camp in 1943 awaiting torture. The details of this pseudo-life are hazy. He doesn't know what the camp is called or the names of anyone else there. He knows that he has a wife called Judith, but can recall nothing about her. He is incapable of acknowledging that there is anything strange about these gaps in his knowledge. Issac is terrified of everyone. He will not fight, but will try to run away if given the chance.

"Security" on the boat is provided by six members of a gang known as The Goldenboys *. Apart from the fact that one of The Goldenboys is a girl, they are pretty much exactly alike. They wear black shirts and trousers, but have dyed long straight blonde hair and have golden contacts permanently affixed to their eyeballs. Their new employer has armed them with CY or HT= 10mm Machine Pistols (Damno Hardcase so Acc -4) / CW= Ingram MAC-21 9mm submachine guns / LC= Orion Rata 4mm cased sub-machine guns. The fact that they now have machine pistols / sub-machine guns makes them very happy. They feel very dangerous and absolutely invincible. They are not invincible, but on the other hand, any fool with a fully automatic weapon is dangerous. Consider each of them to have ST 11, DX 11, IQ 9, HT 10, Spd 5.25, Dodge 5, Parry 8, thrust 1d-1, swing 1d+1, Brawling -12 and Guns (M.Ptl or Lt. Auto as appropriate) -10. They will certainly fight until at least two of them have been incapacitated. After that, they will surrender if the option is offered to them by the P.C.s. Their names are Ballarat, Cargo, Lion, Punchy, Tongboy, and Zero. Ballarat is the female. The leader of the Goldenboys, Zac, is not present, and neither is the bulk of the gang.

If questioned, all they know is that they were given their employment by a guy called Retiarius to guard the boat while Shirinovski does special work on different people who get brought aboard - the latest of whom is a guy called Issac. They have never seen Retiarius face to face - their contact has been Trish. There are many ways in which the P.C.s could take on this mission. The simplest would be to keep The Skimfish out of sight from the yacht, then scuba underneath and make a hole in the bottom of the boat. However, this will be difficult as The Morphia has a DR of 5 and requires 188 points of damage below the water line before a breach is achieved. Moreover, it is unlikely that any of the P.C.s has Scuba skill and Gallagher will refuse point blank to go.

Otherwise, there is probably going to be some personal violence - although if the P.C.s can work out a plausible way of achieving their end without violence, then that's fine too. There will be two Goldenboys "on watch" on the deck at any given time. Cargo and Tongboy are the lucky two at the time the P.C.s arrive. The pair will not be paying any attention whatsoever, but on the other hand, can hardly fail to notice a speedboat roaring up to The Morphia in broad daylight.

If the P.C.s do roar up to The Morphia to parley, Cargo and Tongboy will try to get rid of them without showing them their (illegal) weapons. Any greetings or requests for information that the P.C.s give will be met with jeers, obscenities, and thrown bottles. If the P.C.s continue to bother them, Cargo will eventually raise his firearm and release a burst of bullets above the heads of the P.C.s. If the characters still persist, or lift guns in return, both Goldenboys will open fire in earnest.

If the P.C.s can think of a plausible way to sneak up on the watch and get them both out of the way quietly (i.e., without firing an audible shot of having the gangsters fire either), then it is possible that they will manage to sneak their way right into Dr. Shirinovski's lab without alerting anyone else. Of course, smashing up computers tends to be pretty noisy and its hard to smuggle out a 400 lb microframe, but so it goes. Taking hostages will work up to a point. However, it will not work if the hostage is a Goldenboy (no-one cares), nor will having a hostage deter Goldenboys (too crazy).

If shots are fired (or if a lot of noise is made for some other reason), everyone save Dr. Shirinovski and Issac Goldstein will try to defend the boat. The Goldenboys will run out in the open, spraying bullets joyfully. Jonah and Trish will take whatever cover is available, aim and snipe. Eddie will hide behind a doorway and try to thump the first person who comes through.

If, somehow, the P.C.s have gained sufficient firepower, they may be able to BLOW a hole in The Morphia from a distance. Given the DR and damage requirements just mentioned, this will not be easy. Even with APEx, a gyro round is unlikely to work and will certainly attract attention! On the other hand, if the characters have a grenade launcher and shaped charge grenades, or even some heavier military tech, things will be considerably easier. Don't blame me if your players breeze through this mission with a big bang - you let the P.C.s get their hands on army toys.

Eventually, one of four things will have happened.

1. The P.C.s are dead.
2. The P.C.s tried and succeeded.
3. The P.C.s tried and failed.
4. The P.C.s, having got talking to the crew of The Morphia, smell something rotten and don't want to go on with the mission without more info.

If 1 has happened, the adventure is over. If 2 or 3 have happened, they probably want to get back into contact with Retarius. If so, go to (15) Recontacting Retarius. If 4 has occurred, they either want to run away from the whole damn thing, in which case the adventure is over, or they want to get back into contact with Retarius - in which case, go to (15) Recontacting Retarius.

(15) RECONTACTING RETIARIUS

"And another damn thing. You can never find a netrunner when you need one. And even if you find him, you don't know where he is"
- Lludd

There are two ways in which the P.C.s are likely to try to recontact Retarius - announced and unannounced. That is, they may try to telephone his apartment, or they might just turn up. If they telephone Retarius after having tried, successfully or not, to destroy the computer, and have left the ship and returned to shore within the last hour, Retarius will tell them to come over immediately. He sounds worried, but won't talk - he is very busy. If the P.C.s go there, go to (16) A Mess at Retarius' Place. If it has been an hour or more since the P.C.s succeeded in destroying the computer, or if it has been an hour or more since they left the ship, Retarius' line will be dead. If the P.C.s go to Retarius' place, still go to (16) A Mess at Retarius' Place, but be aware that the action will be over, and everyone will have left. If the P.C.s have destroyed the computer, and then spend 20 minutes aboard the ship, Mr Sarracen will attempt to telephone to find out why his computer has alerted him that it can no longer access the system. He will be horrified at what has occurred. If he is told that Retarius ordered the attack, he will offer the P.C.s the promised reward for smashing the system plus 25% if they kill Retarius, who Sarracen accuses of turning against him. Sarracen also gives them a telephone number where he may be contacted directly. Whether they agree or refuse, if the P.C.s go to Retarius' place, go to (16) A Mess at Retarius' Place. If they contact the police with Sarracen's telephone number, go to (Appendix) Turning Sarracen In.

(16) A MESS AT RETIARIUS' PLACE

"Twisting someone's head completely off is the sincerest form of criticism"
Fireman Sam.

Things have hit the fan somewhat. Exactly what things look like when the P.C.s arrive will depend on how long they have taken to get there. If they waited until Retarius' line was dead, or otherwise fulfill the conditions given in (15) Recontacting Retarius for the action being over, things will be simplest. They will find both the door to the apartment complex and the door to Retarius' apartment to be unlocked. When they open the apartment door, they will see a coffee table with three glasses, and what look like the feet of Retarius' bodyguard positioned beneath the table. No noise will cause the legs and feet to move. Upon entering, the P.C.s will see why - although the bodyguard is sitting on the couch, his head has been violently twisted around so that he is facing the wall way over his right shoulder. Although his position is relaxed, his neck has been snapped and he is very dead. In Retarius' office, the telephone has been ripped out from the wall and thrown on the floor. Near it, Retarius' electric wheelchair lies on its side. Its owner is not in the apartment (nor is his cyberdeck). Written on the wall in large letters with a black felt pen are Which side are you on? If you are with the hackerboy, stay away or die. If you are with us, contact Sarracen NOW!

There is a telephone number scrawled underneath. If they telephone, Sarracen will send Tarbaby and Marilyn out to collect them and bring them to him at a back room of The Foundry, where Sarracen will meet them. Go to (17) The Foundry.

If the players arrive earlier, things will be different. Tarbaby will be outside in Sarracen's car with the engine running. It is quite possible that the characters have never met him nor seen the car, and if so, he probably doesn't know them either. If they have met, all he will say is that Marilyn has gone inside to talk to Retarius. Retarius' bodyguard is already dead if the P.C.s go upstairs. The man himself is in his bedroom in his wheelchair, but his interface has been disconnected and he is pretty much helpless. He can't even speak without it, and has considerable trouble breathing. His face is black and blue and he is bleeding from his lips. Marilyn stands over him menacingly, deciding what to do. She will assume that the P.C.s loyalty lies with Sarracen and will denounce Retarius as a traitor for sending the P.C.s against The Morphia (to which Retarius has confessed). She will explain that the Morphia was Sarracen's property. She will also state that Sarracen will be needing the characters help still further, and will be sure to pay handsomely.

There are a few things the P.C.s could do here. The two most likely would be that they agree to work with Marilyn or that they rescue Retarius. If they agree to work with Marilyn, she will carry Retarius downstairs to the car and have Tarbaby drive them (and the P.C.s) to The Foundry, where Sarracen will meet them. Go to (17) The Foundry.

If they rescue Retarius (and there will be no way of even speaking to him without incapacitating Marilyn), go to (19) Rescuing Retarius.

(17) THE FOUNDRY

"You want to go where no-one knows your name,
Where no-one gives a damn you came,
You want to go, somewhere low, where people know the game,
You want to go where no-one knows your name" -
poem spray-painted on the back wall
of the women's toilets at The Foundry.

The Foundry isn't a foundry. It's a nightclub. The main room is huge, dank and windowless, lit only by a few permanently swinging electric lights that cast weird shadows on the brick walls. Pipes cover all surfaces and pass overhead in all directions. Many of them actually drip warm water down onto the concrete floor. "Music" made of deep metallic clanks and grinds reverberates through air thick with the smell of sweaty bodies. Yet somehow, some people think that this is a pretty cool place to be. The clientele tend to look rather strange even for the club-goers of the 21st stinking century. Chains and piercings are common, as is pale silver metallic makeup. Sarracen isn't arriving until the P.C.s have, so Marilyn tells them to wait while she goes and contacts him. Let the P.C.s spend half an hour hanging around before she comes back to take them into the back room.

If any P.C. has obvious cyberwear, s/he will notice the admiring glances s/he is getting from all quarters. Around here, self-mutilation is a serious fashion statement. Eventually, a member of the opposite sex will sidle up smiling. This black-haired individual, who is named "Glitter", has small chains attached to both eyebrows, both nostrils and both corners of his/her mouth. All the facial chains meet under the chin and disappear inside the breast of a paisley vest. Glitter would be Beautiful/Handsome if s/he weren't quite so "modified". Although Glitter has a Streetwise of 15, s/he doesn't know anything pertinent and is simply trying to chat the P.C. up. If no-one has obvious cyberwear, Glitter will approach the most unusual looking character to start a conversation with. If given a choice between an unusual looking attractive person and an unusual looking ugly person, Glitter will prefer the ugly one.

Also before Marilyn returns, a slight 18 year old Indian woman who has painted her cheeks with grease will attempt to sell the P.C.s some "Chromatic Spray" for \$10 a dose. Roll Streetwise to know about this new drug. If the pink tablets are swallowed, roll HT minus the number of doses taken. On a success, the recipient experiences euphoria for half an hour by each point the roll was made by, minimum of 1. All that they will be able to see for this time is glittering colours spinning before their eyes. On a failure, the recipient becomes colourblind for an hour by each point the roll was made by, minimum of 1. The drug is not physically addictive, but on any critical failure on the HT roll, permanent blindness will result, correctable only by implanting cybernetic eyes. The drug is Legality Class 0. The young lady, who's name is "Tamara", has 10 doses of the drug on her, and carries a [CY or HT= needler /CW= SOG Feder / LC= Ghanacorp Reliant needler on her person that she can use at skill 14. All needlers used have a dose of sleeping poison on them. If they are important, her stats are ST 9, DX 12, IQ 12, HT 9, Spd 5.25, Dodge 5, Parry 8, thrust 1d-2, swing 1d-1. Last of all, one of the P.C.s will notice a thief trying to pick their pockets. There is no chance that they will fail to notice, as the thief is too drunk to take proper precautions. The thief is a 13 year old boy - a skinny, scruffy urchin by the name of Theo. If stopped in his activities, he will become enraged and attempt to defeat the P.C. in a brawl. Although he has a small knife on his person, he has forgotten about it and will use his fists. Theo has a ST of 8 and a present effective DX, IQ, HT and Brawling skill of 8 as well. He has Speed 4, Dodge 4, Parry 5 and can punch for all of 1d-5 damage. However, he is friends with a large unshaven man in the corner in a black greatcoat. Tiny, for that is his name, will react to any attack on Theo (including a grapple) by attacking back. He has ST 13, DX 11, IQ 8, HT 11, Spd 5.5, Dodge 5, Parry 8, thrust 1d, swing 2d-1, and Brawling -13. He is not armed, but can punch for 1d-2.

When you are finished entertaining / irritating the P.C.s in the main room, Marilyn will arrive and take them into the back. Sarracen, a haunted look in his sleep-deprived eyes, sits with his back to the wall. He has a CY or HT= heavy laser pistol / CW= Astrum Meteor 11mm Magnum autopistol / LC= Sunland Jupiter heavy laser pistol in his hands, but not aimed at the P.C.s. He isn't a happy man. There is a smell of burnt meat in the air. If the P.C.s raise this matter, Sarracen will have Marilyn open the closet door to show Retarius, hanging on a coat hook, with a neat laser blast running right through his forehead. "He tried to double-cross me" Sarracen will explain quietly.

Whether the exact fate of Retarius is discussed or not, Sarracen will tell the P.C.s that his ex-netrunner indulged in treachery against him by having them destroy the work of Dr. Shirinovski. He will assure the characters that he does not blame them, but will demand a detailed account of exactly what happened. If Shirinovski herself was killed, he will be most upset - but true to his word, won't actually try to take out his frustrations on the P.C.s.

He will tell them "Retarius confessed all that he knew before he died. Now I know it all. For a long time now, I have used Dr. Shirinovski's brilliant techniques to aid me in my work. Her brilliant neuro-physical skills allowed me to wring superior performances from the actors in my simsenses by temporarily convincing them that they really were the character they were to portray. It was a resource above rubies, and one that has financially rewarded me very, very handsomely. But it gave that ingrate Retarius a venomous idea. He decided to turn this technology against myself - his employer and life long benefactor! This is where Carl Waters enters. A greedy executive of no great ability and no bright future, it was easy work for the netrunner to corrupt him with promises of my money. Water's embezzled money from my company, with, I have just discovered, Retarius' help. But the embezzlement was just a front to explain Water's departure. The real plan was far more sinister. Together, they had that quack Drake transform Waters' appearance until it exactly matched my own. Yes! They intended to kill me! To kill me and replace me with that ingrate so that all I have worked for all these years could go to them! However, I am sure that I do not need to remind you that there is no honour among thieves. Retarius never intended to share my holdings with anyone. He planned to convince Dr. Shirinovski to reprogram Waters for him. Waters was to think that he was me. However, this new

Christopher Sarracen was to have a blind spot where it came to the actions of Retarius, so that the netrunner was to be able to indulge in any actions he wished - raiding the company until all of its riches were his own. No-one would stop him because he would have his stupid puppet me on the throne to validate everything that he did! And in the end, I would be dead, Waters would have no money left, and Retarius would be a very rich man. In the mean time, while he courted the good Doctor, Waters hid out at Cagey and Case under the magnificently banal pseudonym of John Smith - the very gentleman that you photographed for me earlier". "But there was one thing that Retarius didn't count on. Being a man who had no notion of morality himself, it never even occurred to him that promises of money could not buy the loyalty of anyone in the world. But it couldn't. It couldn't buy Dr. Shirinovski! Worse for him, the game was now up because Shirinovski informed me of Retarius' offer! He sent you to punish her by destroying her work, while at the same time, he sent my own chief bodyguard to assassinate ME!". At this point, Sarracen will stand and shout "IS THERE NO-ONE I CAN TRUST IN THIS DEN OF VIPERS?". A vision roll will reveal that Marilyn is looking very worried at this, and has her eyes firmly on the gun that Mr. Sarracen is so vigorously waving about. Sarracen will apologize for the outburst and try to calm down, explaining that he has had a very rough time lately. "Bram Lockwood is dead" he will continue "dead by my own hand, like that netrunner scum who seduced him in the first place. Now there is just John Smith. Bring him to me. Bring him to me here. I will be waiting". There is very powerful hatred in Sarracen's eyes, and a psychology roll will suggest that he may be a little unhinged.

A Detect Lies roll on all of this will do no good. Sarracen really believes it all, despite the fact that it is almost entirely false. There are a few pretty strange parts of the story. Certainly, any P.C. with Biology or Physician who has seen the basement of Drake's clinic will know that it is not equipped for the sort of delicate surgery Sarracen has described, and anyone should find it unusual that the samurai Lockwood was gunned down by the corp Sarracen, instead of vice versa. The most dangerous false part for the P.C.s is the assurance that Bram Lockwood is dead. Bram Lockwood is very much alive, and he doesn't want John Smith to get hurt. This could get messy.

If the P.C.s are going to try to get hold of John Smith for Sarracen, its time to go back to (12) Cagey and Case, Ltd. HOWEVER, before you do that, there are some things that you, the G.M., should know. Some things have happened behind the scenes since the P.C.s were last there - under no circumstances should you give this information away to them. As soon as news came in of the strike against The Morphia, Bram Lockwood abandoned Sarracen and went to protect John Smith (who, he and you both know, is the real Sarracen). He feared, correctly, that the false Sarracen would send someone to get him at any time. He was right - the P.C.s are being sent. But Cagey and Case security caught Lockwood skulking around and now have him locked up securely beneath the building for interrogation - although he hasn't told them anything yet. Ling K'o knows that Cagey and Case have Bram, but she doesn't know whether she can trust him, so she's willing to just let the corp boys do their stuff and then find out from them what he knows. If the P.C.s venture into the basement (and why should they?), they will find Bram Lockwood bound and gagged, but not guarded. His "questioning" has left him with the 15 point version of the Lamé disadvantage. The reason that he is not guarded is that Cagey and Case security are on full alert to see who else turns up. Of course, they deny that they are on alert, but anyone can tell that they are. Ling K'o is also on alert. Under no circumstances will she let John Smith out of her sight. This is rather unfortunate for the players, but them's the breaks. It is also unfortunate that Lockwood is in the cellar, as he is the only surviving person (besides the completely uncooperative Ms K'o) who knows Sarracen well enough to tell the real one from the impostor.

(18) I'VE GOT A NEW ADDITION TO MY EXECUTIVE COLLECTION, MR SARRACEN!

"I have always been puzzled by Nietzsche's observation that all higher culture is based on cruelty. I mean, its *true*, but why pick on higher culture? What the hell does he think *lower* culture is based on? Did he never watch television?" -
Angry Mainyu

When they bring John Smith to The Foundry, Sarracen will be very happy. He will have the entire building cleared of all save himself, Marilyn, Tarbaby, the P.C.s, and the captive. If they bring Smith between eight A.M. and eight P.M., this will only involve clearing out the cleaning staff. If they bring Smith at any other time, the place will have to be cleared of patrons, which will be achieved by Sarracen turning off the music and shouting "fire" to the patrons. If the P.C.s let patrons of the club see a bound and gagged Smith prior to the fire panic, eight city police will show up within half an hour to investigate. How they respond will depend very much on how nasty things have gotten inside. Consider any police to be ST 11, DX 11, IQ 10, HT 11, Spd 5.75, Dodge 7, Parry 10, DR 16, thrust 1d-1, swing 1d+1 individuals with brawl -13 and guns (gyrocs) -13. They will each carry a CY= or HT= gyro launch pistol /CW= FE Rakete-P gyro launch pistol / LC= Gemtex Urban Renewer gyro launch pistol and wear a medium monocrys vest. All gyro pistols are loaded with 6 SLAP and 3 CHEM (teargas as per B132). Most important of all, they have radios in their car, so they can call for backup if things go badly.

Once Sarracen has Smith inside, he will have Marilyn and Tarbaby set up video camera's on tripods all around the dark, dripping room. He will then personally bring in Nazi uniforms and black masks for the P.C.s.. He will order them to dress in them to protect their anonymity, to break some of the bottles from behind the bar to use as tools, and to slowly torture Smith to death while the camera's film the whole thing. He will be sad that he didn't have time to arrange for some proper actors with interface jacks so that he could make this a simsense, but this will have to do.

Now we get to find out just how evil your players really are. Sarracen isn't threatening to kill them, but will refuse to pay them any more money if they won't do this for him. If the P.C.s kill him, then they won't get any money either.

If the players go along with Sarracen's sick plan, then don't sanitize the matter. Put in as much nasty detail as you, the G.M., can take - just so that they have to face what they are doing. However, they will get paid this way. They will hear on the news

a week later that Sarracen was caught by the F.B.I. for the murder of John Smith. The proof was a videotape that Sarracen Entertainments was hawking which showed Smith being tortured to death - how careless can you get? Worse still, in one frame you can see Sarracen's gloating face reflected in a blood-stained jagged bottle. The news does not mention that Sarracen and Smith looked identical. Let the P.C.s sweat over the possibility of themselves getting caught too. You might even want to have the F.B.I. investigate them, but if so, that's another story.

Whether the F.B.I. bothers the P.C.s or not, soon after Sarracen is arrested, Bram Lockwood will come after the P.C.s. Yes, he escaped from Cagey and Case and he is very angry. That doesn't mean that he is suicidal. He is willing to die in order to get revenge, but sees no reason to die instead of getting revenge. In other words, he will bide his time and strike when a good opening presents itself rather than simply charging the P.C.s in the street. The G.M. will have to determine when there is such an opening based on the P.C.s lifestyle. Bram might even join up with old or new enemies of the P.C.s if it would help him achieve his goal. Thus, they might find in the middle of the next adventure that they are suddenly being haunted by all sorts of unfinished business from the past. If Lockwood needs to, he can get the services of up to five Goldenboys with whatever sort of automatic weapons their brethren had on The Morphia.

If the P.C.s refuse Sarracen's order, he will fly into a rage. He won't stop them from leaving, but will swear revenge. He won't pay them a red cent and a week later, there will be a news report like the one above. If they get to see the video themselves, they will see that Tarbaby is the only one who agreed to put on the uniform and commit the atrocities. Sarracen will still get caught as above.

If the P.C.s refuse Sarracen's order and rescue Smith, they still might get paid. However, they will have to fight their way out first, as Sarracen will not let his prize go easily. Even if they do fight their way out, their problems have only just begun. There is a lot to be done.

For a start, Smith is programmed so that under no circumstances will he accept that he is Sarracen. Even if he could be convinced or threatened to pretend to be Sarracen, it won't help much. Sarracen is wanted by the police and his accounts have been frozen. Of course, the false Sarracen who employed the P.C.s had money stashed away, but the real Sarracen, John Smith, has no idea where.

What to do? Only one person can help. It isn't Doctor Shirinovski - it will take her years to rebuild the equipment she needs and besides, Sarracen's memories were destroyed on The Morphia.

The person they need is Bram Lockwood. He is willing and able to pay the P.C.s all the money they are owed simply to get Smith delivered into his custody. If the players somehow find Bram in the basement of the Cagey and Case building, and free him, then things could go a lot easier for them. However, I see no reason for the P.C.s to mess around in the basement. Moreover, Bram now has the lame disadvantage at the -15 level - his captors have not been kind. His wound will make it more difficult for him to escape with the P.C.s.

Otherwise, the P.C.s will have to do without Lockwood for at least 24 hours, which is how long it will take him to escape (not bad for a lame guy, huh?). If Sarracen (the false Sarracen) has been killed or has disappeared, but the real Sarracen's body was not left at the same place, Bram Lockwood will be hunting the P.C.s to demand John Smith. If the P.C.s are also hunting Bram, you may as well give them the satisfaction of letting them find him first. Otherwise, he will turn up at 1 A.M. outside the apartment of whichever P.C. was first contacted. Yes, he will have his machine pistol (or sub-machine gun if appropriate). Yes, he will have two Goldenboys with him and yes they will have their sub-machine guns (machine pistols if appropriate). All will be wearing greatcoats in order to keep their weapons hidden until needed. If told that John Smith is not there, they will take the P.C. in question hostage until Smith can be brought over by whoever has him. This situation could be defused. If the P.C.s remind Lockwood of the sterling service they have done in rescuing John Smith, and the money they were promised, he will agree to pay them once he has Smith. With a Bard roll and some role-playing, Lockwood and his goons can even be convinced to put their guns away. Lockwood doesn't have any money on him, but if he gets Smith and has promised to pay, then the money will arrive within two days. Two days after that, the P.C.s will hear on the news that Sarracen appears to have been killed for a second time, along with a retainer. Forensics experts can't tell which Sarracen the real one. The F.B.I. had given up looking for Sarracen since his first death, but where law and order failed to catch up with him, crime and anarchy succeeded. The pair were gunned down with fully automatic weapons by a gang going by the name The Goldenboys. The P.C.s and G.M. can both make of this what they will. In any case, this adventure is over.

(19) RESCUING RETIARIUS

"Hello. This is 911. At the tone, please enter your credit-card number" -
911 Emergency Service answering machine.

Retiarius now claims to be their friend, but they will have to reconnect him to find that out. This will require a successful Electronics roll - which will give him both his chair and his voice back. His mechanically-generated voice will be oddly calm even though he is very agitated - almost dying tends to agitate people. He tells the P.C.s that Sarracen has gone crazy. He had started to actually kill the actors who were hired to pretend to die in his simsenses - just because it appealed to his sick sense of humour. Retiarius and Carl Waters, now calling himself John Smith, collected evidence against him to give to the police. But Waters fled with all the evidence, intending to blackmail Sarracen for money rather than expose him to the authorities. Meanwhile, Sarracen hired Dr. Shirinovski, a criminologist who specialized in tracking people through her knowledge of human psychology, to find out who had helped Smith get the information. Shirinovski has almost succeeded in discovering Retiarius' part, so he sent the P.C.s to destroy her work. Now Sarracen can only be stopped if Carl Waters can be captured and brought

back to Retiarius, where he will be held captive to co-operate in exposing Sarracen. The P.C.s must kidnap "John Smith" and bring him back. Retiarius promises that if they do this, he will ensure they get paid everything that they have been offered.

Of course, most of this is lies, but Detect Lies skill is at -4 because Retiarius' voice is mechanically generated. Whether the P.C.s accept the job of kidnapping John Smith, Retiarius will happily give them now whatever they have been promised for the photography job or dealing with The Morphia.

If the P.C.s want nothing more to do with the whole affair, they may take their money and run. Go to (2) Doing Nothing to see the follow-up. If they attempt to extract John Smith, you will want to go back to (12) Cagey and Case Ltd. However, if they were seen photographing Smith, or otherwise acted in a noticeably suspicious manner (such as wasting half the staff), then the security will still be on full alert.

(20) I'VE GOT A NEW ADDITION TO MY EXECUTIVE COLLECTION, MR RETIARIUS!

"The government keeps making suchN big fuss about the fact that kidnapping is down. What they don't tell you is that under the new laws, snatching a person is only kidnapping if they are unemployed or a C.E.O.. You take anyone else and its theft" - Red Square.

When the P.C.s arrive back at Retiarius' apartment, Bram Lockwood will already be there. Retiarius contacted him and, as he expected, the Samurai agreed to side with him instead of Sarracen. Lockwood will be standing behind the door, firearm at the ready, just in case the P.C.s are someone else. Anyone with Combat Reflexes will instantly realize that he is there with a successful vision roll. We can only hope the no trigger-happy P.C. spots him, fast-draws, and guns him down in the belief that this is an ambush. It isn't - although that doesn't guarantee that things won't turn nasty.

John Smith is, of course, absolutely terrified. He understands none of this and will passionately affirm his lack of knowledge at any opportunity. "This is all some kind of terrible mistake!" will be his catch-cry. If the P.C.s have not already done so, then Bram Lockwood will bind and gag him with strips made out of torn bed sheet.

Now the P.C.s will want their money (or this isn't Cyberpunk!). Retiarius is happy to oblige - but the money isn't here. There's no big problems though. He can direct the P.C.s and Bram Lockwood to it via communicator. Bram has a communicator - and if any P.C. has one, they can listen in too. The P.C.s may start to argue. If they do, that's understandable - when they cut the deal, the netrunner never said anything about them having to go get the money. However, Retiarius will stress that it is vital that they go now. He has just arranged for more personal protection to arrive. It will be Goldenboys who have changed sides, and he thinks they have heard from Sarracen that it is people fitting the P.C.s descriptions who have rubbed out their co-gangers. This is a half truth - the protection will be Goldenboys, but it was from Retiarius that they heard descriptions of the P.C.s. The hacker simply enjoys double-crossing people. It makes him feel superior. The P.C.s may also argue about having to take Lockwood with them. Even if the P.C.s don't argue, Lockwood will. He fails to see why he needs to hold their hand, since he is not getting a cut. The reason Retiarius gives is that the money, alas, happens to be in a buried case slap bang in the middle of gang territory. They shouldn't worry too much - The Plaguerats rarely pack firearms and aren't much of a gang in any case. However, he would feel a little more comfortable if Bram went with the P.C.s, just to be sure. Lockwood will grumble, but he will go - deep down he is loyal to those he sees as his allies, even if he doesn't always choose his friends well. If the P.C.s refuse to take Lockwood with them, Retiarius will press the matter even further. "Listen" he will insist "there is more in the case than just payment for the runners. I need you to collect it for me, Bram. I didn't want to mention it, and I don't want to say anything about what it is in front of them now. But I do need you to go". Retiarius will thus only direct the players to their payment if they take Lockwood with them. If they agree to go, go to (21) Excavating With Lockwood.

(21) EXCAVATING WITH LOCKWOOD

"You won't know what it is to be a cyberpunk until a 12 year old girl points a gun at your head and takes aim. And believe me, sooner or later its going to happen. And afterwards, you will stand there wiping brains off your pants and say to yourself 'so that's who I am'" - Sidhe.

Bram will insist on going to get the treasure at night. He has no wish to be seen transporting large quantities of cash, and believes that the darkness will help. The party will eventually be directed to a large building site in a bad part of town. Almost nothing has been achieved at the site other than creating a wide hole three feet deep in the middle, and the whole affair is surrounded by a wire fence surmounted by barbed wire. It would be hard to climb - Climbing -2 to do it without taking 1d-1 damage from the barbed wire. On the other hand, it wouldn't be too hard to pick the lock on the gate. Failing that, the P.C.s could always shoot it off - but even with a silencer, that will be rather noisy. If they don't shoot the lock off, The Plaguerats will still show up, but they won't have guns. If they do shoot the lock off, The Plaguerats will go get some firepower.

The P.C.s will be directed to dig in the middle of the hole, thirty paces south from the north-east corner, and thirty five paces west. Then they will be told to dig. It shouldn't take long - the box isn't deep. During this time, vision rolls by anyone already on watch will begin to show silhouettes flitting in the shadows beyond the fence. Anyone with equipment or cyberwear that

allows them to see in the dark will catch the form of bedraggled youngsters carrying large knives. If the lock was shot off, they will also notice a few carrying handguns. Its impossible to say how many there are, or how many have firearms. They will not attack at the moment though. They just want to watch and wait. Bullets fired into the air will make them pull back, but will not get rid of them. What the P.C.s eventually dig up is a black briefcase with a bulky silver lock. It feels heavy enough to have bricks in it. There is a letter combination on the lock. Retiarius will give the combination - "I.O.U.".

If the party tries to leave with the case instead of opening it there and then, a reedy voice from The Plagerats will call out, telling them not to be stupid, and just to put the case down and leave.

There will be 4d6 Plagerats in all. They average around 16 years of age and are sickly and undernourished. Consider them to have ST 9, DX 11, IQ 9, HT 9, Spd 5, Dodge 5, Parry (Knife) 4, thrust 1d-2, swing 1d-1, Climbing -13, Guns (Handgun) -12, Knife -12, Stealth -14. They purposefully dress in the most tattered rags that they can find, always in dark colours. The gang's signature weapon is a large knife with a jagged, chipped blade and a crude rat drawn on the hilt. The knives do 1d-1 impale. They are good at hiding, but probably won't present much danger in combat if the P.C.s have guns (and this being Cyberpunk, I somehow suspect that the P.C.s will have guns). However, if the P.C.s shot the lock off the gate, or otherwise made gun-noises, 2d6 of the Plagerats will have procured some cheap weapons before the P.C.s are finished. They are CY or HT= sporting pistols / CW= Patriot Arms Model 5 auto-pistol (a very cheap knockoff of the SOG Strassen Schutz 9mm kurz at -3 Acc! Sells for \$125) / LC= Caracas Hobgoblin .38 auto-pistol. As a special effect, Plagerats ignore the barbed wire at the top of the fence - they know it so well that they have no chance of getting snagged on it.

As soon as the case is open, a gray gas will hiss out. At first, it will seem to have no effect. However, anyone with Analgesic Glands, and that includes Bram Lockwood, will start to feel drowsy in 1d seconds and will collapse HT/2 seconds later. The gas cannot be resisted. The case has bricks in it, surprise surprise. The P.C.s may well decide to shout some choice words down the communicator at Retiarius, but he will assure them that he has arranged for their payment. He will explain that he will take care that Lockwood's friends never find anything out about tonight's activities. The P.C.s, in turn, should avail themselves of the unconscious samurai's very valuable cybernetic arms. They will earn a pretty penny on the black market, he assures them. However, they should hurry up in dealing with the sleeping Bram, as he will awaken in a matter of minutes.

In fact, as can be seen in GURPS Cyberpunk, the arms are worth \$25,000 each on the legal market. However, without a good look at the internal workings of the limbs and a roll against either Electronics (Bionics) or Mechanic (Bionics), it will not possible to tell that. Moreover, given that the limbs are used and illegally acquired, they may well get considerably less. Without a successful Physician roll to remove them, you can halve the value just for a start. Anyway, if the P.C.s kill Bram Lockwood and take the limbs as payment, the adventure is over.

If the characters decide to go back to Retiarius' place in anger, it may well be wise to wait for Lockwood to wake up. This will take 20-HT minutes. Bram will be very angry, and more than willing to accompany the P.C.s back to the netrunner's apartment to "sort things out". With or without Bram Lockwood's help, go to (22) Showdown.

(22) SHOWDOWN

"I swear it happened dead on high noon. I came out of The Brakelight on one side of the street and Josephus came out of some store on the other and we see each other and just stand there frozen, and our fingers start twitching by our guns. You could almost hear phantom spurs jingle and see the ghosts of tumbleweed roll by. Then his head explodes. I guess someone behind him didn't like him either" - Fireman Sam.

Its sad really. Someone with Retiarius' brains should have realized that there is a reason why so many gangers work so cheap. Its because they're not very reliable. Retiarius asked for an army of Goldenboys. He got three. One of them is lying in a pool of blood and broken glass just by where Sarracen's empty car is parked. His neck is lying at an odd angle. He is quite dead, but still has his weaponry with him. Above him, on the top (ninth) floor, a window is broken. This time the P.C.s will have to push the elevator buttons themselves. When the doors slide open, they will reveal a wide-eyed Goldenboy, slouched in a mirrored corner, wheezing desperately and clutching at his bloodied chest. If the P.C.s take the trouble to listen, he is piteously pleading for help. His weapons have been taken away. The state of the third Goldenboy depends on whether Marilyn is still alive and free or not. If Marilyn is still alive, the third Goldenboy will be one foot off the ground and nailed to Retiarius' door with an iron spike through the throat. Yes, he is dead too. His automatic weapon still hangs uselessly from his lifeless fingers. If Marilyn is not alive and free, he is kneeling in front of the door with the top half of his head blown completely away. The walls of the corridor will be very messy. Yerch! Someone somewhere is obviously quite annoyed.

The door to the apartment is locked. The P.C.s can pick the lock, shoot the lock, or knock and wait for someone to look through the peephole. Any of these methods should work. Tarbaby will be the one to open the door. If Marilyn was left alive and free, then she will be present and will pull some very angry faces at the P.C.s, but she won't attack. Sarracen will be positively delighted to see them - assuming that they don't start to act in a hostile manner. He will tell them that he forgives them, and quite understands how they could have been misled by the evil, conniving Retiarius. If Marilyn is dead or captive, then he will not know that the P.C.s ever turned on him.

Retiarius himself is lying helplessly on his kitchen table. His interface jack has not just been disconnected. The cable has been completely ripped to bits. He can only move from the neck up, and cannot talk. Around him are positioned three video camera's on tripods. Sarracen thinks that simsense recorders would have been better, but that takes a lot more time to set up. Also in the kitchen are a large number of surgical gowns, gloves and masks. All that the P.C.s have to do to get the money they were originally offered, Sarracen explains, is to don the disguises and slowly mince away Retiarius with kitchen knives for the cameras.

Simple. He won't do John Smith today though. He wants him to feature in a proper simsense. But they can prop him up so that he can see the netrunner being tortured to death. That should prime him for his own eventual big scene nicely.

However the P.C.s feel about this turn of events, if Bram Lockwood is there, he will be horrified. Sure, Retiarius deserves to die, but the man was a colleague and he can't bring himself to let him die like that. More important yet, although he doesn't want to say this openly in front of Sarracen, is that Bram is still loyal to John Smith, the real Sarracen. All the same, Bram doesn't want to kill the false Sarracen yet. He's still useful. So the two will argue over the morality of torturing Retiarius, Sarracen maintaining that the runner deserves it, while Lockwood insists that there is no need for such sadism. The argument will get more and more heated. Feel free to let the players join in. When the P.C.s have had their say, or made it clear that they don't care, make the argument get so heated that the two start to threaten each other. If the players don't intervene, eventually Tarbaby will carefully aim his pistol at Bram's head from inside his coat. Let each P.C. roll at Vision-5 to notice this. If they fail, then Tarbaby will squeeze off a shot that will plug Bram Lockwood neatly between the eyes and end his nefarious career for good. Sarracen will smile gently at his driver and nod in satisfaction.

If the characters want to save Bram Lockwood, this will involve gunning down Sarracen, Tarbaby and, if present, Marilyn. Bram will be very grateful and will arrange for them to be paid in full from his personal funds. Neither he nor John Smith will ever be heard from again, and Sarracen Entertainments will collapse in financial ruin shortly afterwards. The adventure will be over.

If the characters don't rescue Bram Lockwood, they will have a decision to make. Will they obey Sarracen's orders to torture Retiarius to death or not?

If they go along with Sarracen's sick plan, then don't sanitize the matter. Put in as much nasty detail as you, the G.M., can take - just so that they have to face what they are doing. However, they will get paid this way. They will hear on the news a week later that Sarracen was caught by the F.B.I. for the murder of Alexander "Retiarius" Blake, in infamous hacker known to police. The proof was a videotape that Sarracen Entertainments was hawking which showed Mr Blake being tortured to death - how careless can you get? Worse still, in one frame you can see Sarracen's gloating face reflected in a blood-stained kitchen knife. Let the P.C.s sweat over the possibility of themselves getting caught too. You might even want to have the F.B.I. investigate them, but if so, that's another story.

If they refuse Sarracen's orders, he will fly into a rage. He won't stop them from leaving, but will swear revenge. He won't pay them a red cent and a week later, there will be a news report like the one above. If they get to see the video themselves, they will see that Tarbaby is the only one who agreed to put on the gown and commit the atrocities. Sarracen will still be caught as above.

APPENDIX. TURNING SARRACEN IN

"Don't write off the cops, boy. There may not be any law and order any more, but that doesn't stop the police from being the biggest, meanest gang in the whole U.S.A.."
- Dead Letter.

When the characters know that the F.B.I. is after Sarracen, they might well decide to blow the job and turn him in. He is, after all, a pretty nasty character who it would be better to have off the streets. If they have Sarracen's telephone number and give that to the police, then that will be easiest. Otherwise, they will have to have the F.B.I. gatecrash a meeting. In this case, the feds will insist that the characters go to the meeting. Said meeting will thus certainly erupt into a shoot-out - with the P.C. "traitors" being the first targets of the criminals. The cops will loan the characters medium monocrysts though. Any cops on the raid will be ST 11, DX 11, IQ 10, HT 11, Spd 5.75, Dodge 5, Parry 10, thrust 1d-1, swing 1d+1 individuals with brawl -13 and guns (gyrocs) -13. They will carry a CY= or HT= gyro launch pistol /CW= FE Rakete-P gyro launch pistol /LC= Gemtex Urban Renewer gyro launch pistol and wear a medium monocrysts vest. All gyro pistols are loaded with 6 SLAP and 3 CHEM (teargas as per B132).

The P.C.s contact at the F.B.I. will be Inspector Andrew Rainie *, a haggard fifty-five year old with gray hair and heavy bags under his eyes. Rainie speaks calmly with a slow, sad voice, but is very angry at Sarracen. After all, one of Sarracen's brainwashed victims happened to be Rainie's only child - his 19 year old son Jarvis. Rainie is so angry that he will come to the bust himself. If he survives, the P.C.s have just got themselves a valuable contact, which may be worth even more in the long run than the cash they would have received by following the job through. Rainie will be available on a 12- and is of Usual reliability. Give him an effective skill of 15 in knowing what is going on in the police-world. This makes him officially worth 8 points as a contact, although as he will be shared by all the P.C.s, he's not worth quite that much in real terms.

You may want to give the P.C.s a reputation modifier of -1 amongst the criminal community because they played the stool pigeon. If so, make sure that Inspector Rainie is even more useful to them. After all, he will have gained word of their drop in reputation, and feel even greater obligation to them.

MAJOR CAST IN PROBABLE ORDER OF APPEARANCE

"Some operatives deal with computers, some deal with cars - but I deal with people. I kill people. I maim people. I torture information out of people. I'm basically a people person" - Blue Monday.

CHRISTOPHER SARRACEN

Appearance: Tall and dark with a white scar on his right temple. Identity: Thinks he's Christopher Sarracen, simsense producer/director and all-round bad guy. He's really Sarracen's dupe.

ST: 10

DX: 11

IQ: 14

HT: 12

Speed: 5.75. Move 5. Dodge: 7. Parry: 9. DR 8. Damage: Thrust 1d-2, Swing 1d.

ADVANTAGES: Very Wealthy, Allies.

DISADVANTAGES: Hunted by the F.B.I., Impulsive, Sadism.

CYBERWEAR: None.

SKILLS: Accounting -14, Administration -15, Bard -14, Beam Weapons -13, Computer Operation -14, Directing (Simsenses) -15, Economics -13, First Aid -13, Karate -11, Law -13, Savoir-Faire (Corporate) -15, Streetwise -14.

QUIRKS: Connoisseur of "art-house" simsenses, Greedy, Paranoid, Likes to insist that he is a respectable producer / director even in the face of obvious evidence to the contrary.

QUOTES: "Have the police nothing better to do than to persecute an artist?"

"Clive Barker was seminal, yes, but he failed to appreciate that once the audience has seen some-one torn apart with hooks, you can't follow that up with plain old murder. The audience just won't be interested in that anymore".

In GURPS Cyberpunk, he has taken to carrying a laser pistol in a shoulder holster under his jacket. In GURPS Cyberworld, make this a SOG Feder, and instead of Beam Weapons -13, he has Guns (Pistol) -13. In Littmann's Cyberworld, the weapon is a Chevall Celestia laser pistol. His suit is made out of light monocrysts.

If asked why he is liquidating his assets and moving them off-shore, he will confess that he is frightened of the U.S. police seizing his wealth.

BRAM LOCKWOOD

Appearance: A broad-shouldered, handsome African-American.

Identity: Sarracen's head bodyguard.

ST: 12 / 14 in arms.

DX: 13 / 14 in arms.

IQ: 11

HT: 12

Speed: 6.25 (or 6.5 for anything just involving arms). Dodge: 9. Parry 13. DR 12 (8). Damage: Arms: Thrust 1d, Swing 2d. Otherwise: Thrust 1d-1, Swing 1d+2. Punch: 1d. Kick: 1d.

ADVANTAGES: Appearance (Attractive), Combat Reflexes, Patron (Sarracen).

DISADVANTAGES: Odious Personal Habit (Menacing) (-1 on reactions), Sense of Duty (Sarracen).

CYBERWEAR: Analgesic Glands (Gives High Pain Threshold), Dermal Armour 2 (Gives DR 2), 2 Cybernetic Arms (ST 14, DX +1). All Cyberwear looks natural.

SKILLS: Climbing -12, Computer Operation -12, Driving -13, Escape -14, Fast Draw (Handgun) -14, First Aid -15, Guns (Pistol) -14, Guns (Gyro Launch Pistol) -14, Guns (Machine Pistol) -17, Intimidation -15, Motorcycle -12, Savoir-Faire (Corporate) -14, Stealth -13, Streetwise -13.

Additionally, Bram has a Karate skill of 14. However, when he uses his cybernetic arms to punch or parry, this counts as 15.

If you have GURPS Martial Arts, replace the Karate skill with the following skills in Jujutsu. The number after the slash refers to skill with the arms.

Skills: Judo 1- 11/12, Karate 2- 12/13.

Maneuvers: Arm Lock -15, Back Kick -8, Disarming -15, Spin Kick -9.

QUIRKS: Calls his machine pistol "Alicia", Respects hard work but thinks that anyone who is having fun on the job isn't taking it seriously, Chain smokes, Whatever the weather is he thinks it will be bad for his health, Distrusts Marilyn - her heart doesn't seem to be in it.

QUOTES: "I'm a patient man myself, but I think you should know what Alicia is getting very angry". "Do you know anything about medicine? Is it possible to be allergic to sunlight?"

Bram's trademark weapon, carried on his person whenever possible, is his machine pistol with laser sights and a D-tag. In GURPS Cyberpunk, this is a 10mm machine pistol with laser sights and a D-tag. In GURPS Cyberworld, it is a MoskArm NovUzi 9mm S.M.G. with laser sights and a D-

tag. In Littmann's Cyberworld, it is a Colt Peacemaker Elite .45 machine pistol with laser sights and D-tag. He won't usually have armour-piercing ammunition loaded, but he has two clips in his coat just in case. Bram wears a light monocrys greatcoat with a medium monocrys vest underneath.

MARILYN

Appearance: Hugely muscled blonde young lady.

Identity: Ex-wrestler, and now muscle in Sarracen's employ.

ST: (11) 16. Nature gave her 11. Muscle grafts gave her 16.

DX: 13

IQ: 9

HT: 12

Speed: 6.25.

Dodge: 8. Parry: 12. DR 12.

Damage: Thrust 1d+1, Swing 2d+2. Punch: 1d-1.

ADVANTAGES: High Pain Threshold, Musical Ability +3, Patron (Sarracen).

DISADVANTAGES: Alcoholism.

BIOWEAR: 70 character points worth of Muscle Grafts.

SKILLS: Acrobatics -12, Acting -11, Axe/Mace -14, Computer Operation -11, First Aid -8, Guns (Pistol) -13, Guns (Machine Pistol) -12, Knife -13, Knife Throwing -12, Musical Instrument (Flute) -13, Performance -11, Running -12, Jumping -12, Streetwise -12, Savoir-Faire (Corporate) -11, Tournament Law (Pro Wrestling) -12.

If you don't have GURPS Martial Arts, Marilyn has a Brawling -15 and Wrestling -16.

If you do have GURPS Martial Arts, Marilyn is a student of Professional Wrestling with Brawling -15, Wrestling -15, and Wrestling Sport -13. Her maneuvers are Arm Lock -17, Choke Hold -14, Drop Kick -14, Ear Clap -10, Head Butt -11, Neck Snap -14, Piledriver -11, and Stamp Kick -15.

QUIRKS: Regrets that she had her muscle grafts - it makes her feel like a freak, Wishes she had become a musician instead of a wrestler turned bodyguard, Only drinks synthetic alcohol (real alcohol is bad for you!), Hates Bram for being everything that she fears she will become.

QUOTES: "I may have taken a few grafts but at least I never let any of my organs be ripped out to be replaced with machinery". "Damn, I need a drink".

Marilyn carries a large handgun badly-concealed in a thigh-holster. In GURPS Cyberpunk, this will be an IMI Eagle .44 Magnum. In GURPS Cyberworld, this will be an Astrum Meteor 11mm Magnum auto-pistol. In Littmann's Cyberworld, this will be a Wulfgar Bull 12mm auto-pistol. She wears a short light monocrys skirt and a medium monocrys vest.

TARBABY

Appearance: Slim unattractive man with clipped brown beard and mustache.

Identity: Sarracen's Driver.

ST: 9

DX: 14

IQ: 12

HT: 11

Speed: 6.25. Dodge: 8. Parry: (Hand) 10. Parry (Knife) 6. DR 8. Damage: Thrust 1d-2, Swing 1d-1. Punch: 1d-2. Kick: 1d.

ADVANTAGES: Absolute Direction, Patron (Sarracen).

DISADVANTAGES: Lecherousness, Sense of Duty (Sarracen), Unattractive.

CYBERWEAR: Vehicular Interface Jack, 2 Cybernetic Eyes with Light Intensification and Polarization.

SKILLS: Area Knowledge (Appropriate City) -15, Computer Operation -12, Driving (Cars) -15 (19 if interfaced), Guns (Pistol) -16, Guns (S.M.G.) -16, Karate -13, Knife -13, Mechanic -13, Motorcycle -14, Savoir-Faire (Corporate) -13, Streetwise -12.

QUIRKS: Always whistles while driving, Wears a white cowboy hat wherever he goes, Has the hots for Marilyn something tragic.

QUOTES: "Hey beautiful - watcha doin' tonight?" "One thing you gotta admit about Marilyn - she's a whole lotta woman!"

In GURPS Cyberpunk, Tarbaby has a 10mm machine pistol. In GURPS Cyberworld he has a MoskArm NovUzi 9mm Submachinegun. In Littmann's Cyberworld, he has a Camillo Soldati 4mm Cased Sub-Machine Gun. If he can't take these out of

the car for some reason (for instance, if the police are watching), he will take a handgun. In GURPS Cyberpunk this is a Glock 17 9mm auto-pistol. In GURPS Cyberworld, this is a SOG Strassen Shutz 9mm kurz auto-pistol. In Littmann's Cyberworld, this is a Ruger Sparrowhawk .38 auto-pistol. In all worlds, he wears a light monocrys vest.

RETIARIUS

Appearance: Blonde, bearded quadriplegic in electric wheelchair.

Identity: Sarracen's Netrunner.

ST: 6

DX: 6

IQ: 15

HT: 9

Speed: 3.75 (Physical Speed only!).

ADVANTAGES: Absolute Direction, Absolute Timing, Patron (Sarracen).

DISADVANTAGES: Quadriplegic, Needs to betray people in order to feel superior.

CYBERWEAR: Environmental Interface. Two chipslots (Chinese (2) and a Maths chip). The interface appears to be un-natural.

SKILLS (with chips): Accounting -14, Area Knowledge (City Net) -16, Chinese -15, Computer Operation -17, Computer Programming -16, Cyberdeck Operation -15, Electronics (Computers) -14, Hacking -15, Law -14, Mathematics -14.

QUIRKS: Loves to use the phrase "ceteris paribus" (meaning: all other things being equal), Enjoys listening to dance music even though he cannot himself dance, passionate MUDer (likes to be a ninja), always dressed with extreme neatness - never without a tie, his mechanically generated voice is always calm even if he is exited.

QUOTES: "It goes without saying that should you be apprehended by the authorities, then, ceteris paribus, I will have to deny all knowledge of your activities". "Gentlemen, please. Mr. Saracen is not paying you to whine. Mr. Sarracen is paying you to get results".

Retiarius is completely unarmed and unarmoured at all times. His prize possession in his flat is his cyberdeck. In GURPS Cyberpunk, this is a complexity 2 cyberdeck. In GURPS Cyberworld, its a Novy-R Tsar with a complexity 2 icon-interface neural controller. In Littmann's Cyberworld, its a Hydra. He normally has access to even better equipment at Sarracen Entertainments, but does not keep it where he lives. Until this whole F.B.I. thing blows over, it will have to do.

Although Retiarius wants to save his employer, he sees the present chaos as a good opportunity to betray whoever else he can. He is simply not a very nice person.

Retiarius never goes anywhere without his bodyguard / helper. This tall dark man is a mute, and appears to have no name other than "Retiarius' bodyguard". He has ST 12, DX 11 and HT 11. Its not clear what his IQ is. He has Brawling -15, Computer Operation -12, Cooking -14, Drive (Car) -13, First Aid -14, Gesture -13, Guns (Laser Pistol) -14 and who knows what other skills? He wears a light monocrys vest under his white suit and has a laser pistol in a shoulder holster. In GURPS Cyberworld, the pistol is a MoskArms 9mm Russki-9, and the bodyguard has Guns (Pistol) -14 instead of a skill with lasers. In Littmann's Cyberworld, the gun a KIT Hotshot laser pistol. In any world, it has laser sights.

JOHN SMITH

Appearance: Tall and dark with a white scar on his right temple.

Identity: Thinks he's John Smith, mid-level exec. He's really Christopher Sarracen.

ST: 10

DX: 11

IQ: 12

HT: 12

Speed: 5.75. Dodge: 5. Parry 8. Damage: Thrust 1d-2, Swing 1d. Punch: 1d-3.

ADVANTAGES: Mathematical Ability +2, Patron (Cagey and Case), Secret Ally (Susan Chuan).

DISADVANTAGES: Boring (-1 Reactions), Cowardice, Sense of Duty (wife and children).

CYBERWEAR: None.

SKILLS: Accounting -13, Administration -13, Boxing -12, Darts -14, Law -12, Savoir-Faire (Corporate) -13.

QUIRKS: Collects stamps, Drinks tea, Wants to be as much like other suits as possible, Passionate about darts, Frequently comments - "I want to go home".

QUOTES: "Shoot me if you have to, but for God's sake don't hurt my children!"

"This is all some kind of terrible mistake!"

He is unarmed and unarmoured.

SUSAN CHUAN / LING K'O

Appearance: Nondescript woman of Chinese origin.

Identity: Pretending to be Susan Chuan. Really th bodyguard of John Smith who is really Christopher Sarracen. Phew!

ST: 12

DX: (13) 15

IQ: 13

HT: 13/16

Speed: 7. Dodge: 10. Parry: 14. DR 8. Damage: Thrust 1d-1, Swing 1d+2. Punch: 1d. Kick: 1d+2.

ADVANTAGES: Absolute Timing, Combat Reflexes, Strong Will +3.

DISADVANTAGES: Pirate's Code of Honour, Sense of Duty (Sarracen).

CYBERWEAR: Analgesic Glands (Gives High Pain Threshold), Bionic Eyes with Infravision and Polarization, Cortex Rewiring 30 (Added 30 points to DX, raising it from 13 to 15), Dermal Armour 8 (Gives DR 8), Organ Backups 3 (Gives Hard to Kill 3), Organ Reinforcement 3 (Gives 3 Hit Points), Weapon Implant (Gyroc Launch Pistol in right arm), Weapon Link +4.

SKILLS: Acrobatics -14, Acting -15, Area Knowledge (City in which game is set) -13, Area Knowledge (Hong Kong) -13, Area Knowledge (U.S.A.) -13, Climbing -15, Computer Operation -15, Driving (Car) -14, First Aid -15, Guns (Pistol) -17, Guns (Gauss Needle Pistol) -17, Guns (Gyroc Pistol) -19, Guns (Laser Pistol) -17, Guns (Machine Pistol) -17, Holdout -14, Language (Chinese) - Native, Language (English) -15, Language (German) -15, Law -14, Motorcycle -15, Savoir-Faire (Corporate) -15, Shadowing -14, Stealth -14, Streetwise -16, Tactics -14.

If you don't have GURPS Martial Arts, Ling K'o has a Judo -16 and Karate -17.

If you do have GURPS Martial Arts, then Ling K'o is a master (mistress?) of White Crane Kung Fu.

Instead of the above Judo and Karate skills, her skills are Judo -13, Jumping -15, Karate -16, Knife -15, Meditation -10, Shortsword -14, Philosophy (Taoism) -14. Drop her hand parry to 13.

Her maneuvers are Back Kick -13, Jump Kick -14, Riposte (Karate) -15, Spin Kick -15.

QUIRKS: Cracks her joints, When not impersonating someone she has a thousand yard stare, Giggles when she kills.

QUOTES: "I'm busy right now. You will have to make an appointment" fss-BOOM!-fss-BOOM!-fss-BOOM!

In her guise as Ling K'o, she is not armed save for her inbuilt gyroc launcher which carries 6 SLAP and 3 APEx. In Cyberworld, the weapon is an FE Rakete-P gyroc launch pistol. In Littmann's Cyberworld, its a Yosho-Noshi Gabriel gyroc launch pistol. If she blows her cover, she will arm herself with whatever weapons she can get hold of - but just to supplement the aforementioned gyrocs. Fresh gyroc magazines have been secreted all around her office and home. Her business dress is light monocrys, but she has heavy monocrys armour back at her apartment.

It is vital to remember when playing Ling K'o that no matter how impressive her cyberwear and skills might be, she is not a mindless combat machine. She is as cunning as a weasel and twice as merciless. She does not play fair and will go for all the low-down advantages that she can get in a conflict. Think tactically and don't be frightened of dirty tricks.

GALLAGHER

Appearance: Middle aged man with dark, weather-beaten skin.

Identity: Powerboat Pilot in Retiarius' employ.

ST: 11

DX: 13

IQ: 12

HT: 12

Speed: 6.25. Dodge: 8. Parry: 10. DR 8. Damage: Thrust 1d-1, Swing 1d+1. Punch: 1d-1. Kick: 1d+1.

ADVANTAGES: Absolute Direction, Alertness +2.

DISADVANTAGES: Bad Temper, Low Pain Threshold.

CYBERWEAR: Vehicular Interface Jack (unnatural).

SKILLS: Area Knowledge (Virginia) -14, Area Knowledge (East Cost of the U.S.) -15, Driving (Car) -15 (19), Electronics Operation (Communications) -14, First Aid -13, Guns (Pistol) -14, Guns (Rifle) -14, Guns (Lt. Auto) -13, Karate -13, Mechanic -13, Navigation -14, Powerboat -15 (19), Sex Appeal -12.

QUIRKS: Chews tobacco, Likes to talk about the time he was in the navy even though he never was, Cannot hear a mention of anyone else driving anything without commenting on how much better a driver he would have been.

QUOTES: "This reminds me of one time when I was in the navy and we were tracking this Korean sub..."

"I just pilot the boat. Getting killed is your job".

Gallagher possesses a CY= M1 Garand .30-06 / HT= M1 Carbine / CW= MoskArm 12mm "Thunderbolt" rifle / LC= A.K. F11 6mm carbine. He refuses to touch the fully automatic weapons, which he describes as "cheap, suicidal crap". He wears a light monocrys vest.

MISCELLANEOUS GOLDENBOYS

Appearance: They wear black shirts and trousers, but have dyed long straight blonde hair and have golden contacts permanently affixed to their eyeballs.

Identity: Gangers loosely in the employ of Sarracen and his cronies.

ST: 11

DX: 11

IQ: 9

HT: 10

Speed: 5.25. Dodge: 5. Parry (Hand): 8. Parry (Knife): 4.

Damage: Thrust 1d-1, Swing 1d+1.

CYBERWEAR: Purely Cosmetic.

SKILLS: Area Knowledge (City) -11, Brawling -12, Climbing -10, Guns (Handgun) -12, Guns (M.Ptl) -10, Guns (Lt. Auto) -10, Knife -12, Running -11, Stealth -11, Streetwise -11.

QUOTES: "Piss me off and I'll waste you"

"You're messin' with the big boys now, sucka!"

Their new employer has armed them with CY or HT= 10mm Machine Pistols (Damno Hardcase so Acc -4) / CW= Ingram MAC-21 9mm submachine guns / LC= Orion Rata 4mm cased sub-machine guns. The fact that they now have machine pistols / sub-machine guns makes them very happy. They feel very dangerous and absolutely invincible. They are not invincible, but on the other hand, any fool with a fully automatic weapon is dangerous.

DR. ALICE SHIRINOVSKI

Appearance: Thin 60 year old woman with dyed black hair.

Identity: Ex-researcher from the Psychology Department of Melbourne University in Victoria, Australia.

ST: 9

DX: 12

IQ: 14

HT: 9

Speed: 5.25. Dodge: 5. Parry: 8. Damage: Thrust 1d-2, Swing 1d-1. Punch: 1d-4.

ADVANTAGES: Patron (Sarracen), Wealth (Comfortable).

DISADVANTAGES: Age, Bully (and power-freak), Skinny.

CYBERWEAR: Artificial Heart (+2 Fatigue).

SKILLS: Computer Operation -15, Computer Programming -13, Diagnosis -

13, First Aid -14, Hypnotism -15, Language (English)-13, Language (German) -12, Language (Russian)- Native, Physician -14, Psychology -16, Surgery (Cosmetic) -14, Surgery (Neuro-surgery)- 16. Shirinovski's most important ability is to reprogram people's memories using a technique that mixes Hypnotism and Surgery (Neuro-surgery). This is not a separate skill, but neither is it a popularly known technique. Unlike a Personality Implant, it is completely undetectable.

QUIRKS: Hates Sarracen for her dependence on him, Finds the mere presence of guns disturbing, affects an English accent.

"Don't shoot!"

"Let's come to some kind of an arrangement".

She is unarmed and unarmoured.

INSPECTOR ANDREW RAINIE

Appearance: A haggard fifty-five year old with gray hair and heavy bags under his eyes. Rainie speaks calmly with a slow, sad voice.

Identity: Inspector with the F.B.I.. Wants revenge on Sarracen for the murder of his 19 year old son, Jarvis.

ST: 9

DX: 11

IQ: 13

HT: 11

Speed: 5.5. Dodge: 7. Parry 10. DR 12. Damage: Thrust 1d-2, Swing 1d-1. Punch: 1d-4.

ADVANTAGES: Legal Enforcement Powers, Patron (F.B.I.), Police Rank (Inspector), Strong Will +2.

DISADVANTAGES: Age, Good Cop's Code of Honour.

CYBERWEAR: Bionic Right Ear with Radio Reception and Descrambler.

SKILLS: Area Knowledge (City) -15, Brawling -13, Climbing -12, Criminology -14, Driving -11, First Aid -13, Forensics -14, Guns (Gyroc Pistol) -13, Guns (Handgun) -13, Guns (Shotgun) -12, Holdout -13, Interrogation -15, Intimidation -13, Jumping -12, Law -14, Running -12, Shadowing -13, Streetwise -15.

QUIRKS: Idolizes his dead son Jarvis - tends to comment about how Jarvis would feel about a given situation, Smokes cigars, Wears glasses because he's frightened to have his sight surgically corrected.

QUOTES: "I have nothing left to lose, and a man with nothing left to lose can be very single-minded".

"I do this job not because I think I'll succeed in cleaning up this town but because I would hate myself if I didn't try".

To Sarracen: "Remember Jarvis, asshole? I do. Every single hour".

Inspector Rainie wears a medium monocrys vest under his jacket. If necessary, he carries a CY or HT= gyroc launch pistol / CW= FE Rakete-P gyroc launch pistol / LC= Gemtex Urban Renewer gyroc launch pistol with 9 SLAP. However, under normal circumstances he will limit himself to a holdout pistol. This will be a CY or HT= AMT Backup .380 ACP / CW= SOG Feder / LC= Yoshonoshi Shuto 9mm.

APPENDIX: STATISTICS FOR EQUIPMENT FROM LITTMANN'S CYBERWORLD

"Just what I always wanted! Stuff!" - street saying.

G.M.s who don't have access to the equipment lists for Littmann's Cyberworld may still wish to make use of the brand name toys from it mentioned in this adventure. They should fit easily enough into most GURPS Cyberpunk games with two provisos.

1. They are too advanced for GURPS Cyberworld. If running a GURPS Cyberworld game, stick with the gear from that book.
2. In Littmann's Cyberworld, weapons that are very badly made can be staggeringly cheap. Make sure that the prices are okay for your setting.

AQUATIC VEHICLES

"The reason that we humans so desperately need to pollute the sea is that on an instinctual level, we recognize that it was the sea which gave us birth so many millennia ago. Throwing junk in the ocean is the best way that we have ever found to spit right into the face of God for inflicting existence upon us" -
Darwin's Daughter.

KAWASAKI WAVERUNNER (The Skimfish)

Only just fast enough to qualify as a speedboat, the Kawasaki Waverunner can still outpace most aquatic craft. Its big selling-point is its sheer size - with 170 cubic feet, there is plenty of room for up to five passengers. This makes it a favorite for those who like company - or for those who seek safety in numbers as well as in speed.

Subassemblies and Body Features: Flotation and hydrodynamic hull with average lines and fair streamlining. Flotation rating 8,923.2 lbs.

Propulsion: 160 Kw Hydrojet. (HP 15, Motive Thrust = 3,200 lbs).

Instruments and Electronics: Medium Range Communicator w/ cellular phone (100 mi, HP 1)

Controls: Electronic.

Crew Stations: "Helm" runs boat from normal exposed crew station.

Occupancy: Short. Passengers: Five. Crew: Helmsman. Accommodations: 5 normal exposed seats.

Power Systems: 160 Kw Ceramic Engine, uses 4.8 gallons of multi-fuel per hour (HP 30). 10,000 kW's Rechargeable Power Cell (0.022 cf, HP 1)

Fuel: Standard 40 gallon tank. (HP 20, Fire -2). Provides fuel for 8 hours and 20 minutes. A full load of diesel will be 240 lbs, \$48, Fire 7.

Access, Cargo and Empty Space: 5.5 cf access space, 10 cf cargo space, 5 cf empty space.

Volume: 171.6 cf. Surface Area: 200 sf.

Structure: Light Frame, Standard Materials.

Hit Points: 150.

Armour: Overall: PD 3, DR 6 standard composite.

Surface Features: Waterproof.

Vision: Good.

Statistics: Empty Weight: 1,477 lbs. Loaded Weight with 6 people: 2,917 lbs (1.46 tons). Loaded Weight with 4 people: 2,517 lbs (1.26 tons). Loaded Weight with 2 people: 2,117 lbs (1.06 tons). Loaded Weight with 1 person 1,917 lbs (0.96 tons).

Volume: 171.6 cf. Size Modifier: +3. Price: \$23,398. HT 12

Water Performance: Can float. Hydrodynamic drag: 20 for 6 people, 20 for 4 people, 17 for 2 people, 14 for 1 person. Top Water Speed: 35 mph regardless of occupancy. Water Acceleration 20 mph/s for 6 people, for 4 people, for 2 people, for 1 person. wMR: 0.5. wSR: 4. Water Deceleration: 5(15) mph/s. Draft: 1.1 cf.

AQUILUS MONARCH (The Morphia)

The true yacht aficionado wouldn't touch this sailing-ship with a ten foot pole, if only because of the metal armour that is carefully painted to look like wood. Having said this, anyone with enough cash to afford one of these will be working far too hard to actually go sailing. The Monarch is for impressing other landlubbing corporates with, and it performs this job excellently.

Subassemblies: Castle on top rear. One 60' mast.

Body Features: Flotation and hydrodynamic hull with average lines. Flotation Rating 458,718 lbs.

Propulsion: Fore-and-Aft rig with 1,440 square feet of synthetic sails. Motive Thrust = 576 x Wind Force. Average Motive Thrust = 2,880 lbs.

Instruments and Electronics: Long Range Communicator w/ cellular phone and scrambler. (1000 mi, HP 4, -0.04 Kw). Low-Light TV x 5 magnification (HP 1). Global Positioning System (HP 1). Minicomputer (C3, HP 6) with two terminals (HP 10 each).

Software = Navigational database of one Ocean, Routine Vehicle Operation (Shiphandling) -13 (C3).

Miscellaneous: Full Fire Suppression System (HP 16). High-Security Alarm (HP 1).

Controls: Computerized with one duplicate set (HP 4 each).

Crew Stations: "Helm" runs ship from roomy crew station. There is also a backup roomy crew station, which can help run the ship if desired.

Occupancy: Long. Passengers: Five. Crew: Eight. Accommodations: Four cabins for two crew each (HP 400 each), Four cabins for passengers (HP 400 each), One luxury cabin (HP 600). Environmental Systems: Environmental control (HP 7). -2.25 kW.

Power Systems: 540,000 kW's Rechargeable Power Cell (HP 5). Retractable Solar Panels (200 sf, Super-Light, Standard, HP 200, generates 8 kW).

Access, Cargo and Empty Space: No access space, 1,000 cf cargo space, 490 cf empty space.
Volume: Bo 7,800 cf, Su 1,000 cf, Mast 21.5 cf. Total Volume: 8821.5 cf. Surface Area: Bo 2,500 sf, Su 600 sf, Mast 50 sf.
Total Surface Area: 3,150 sf.
Structure: Light Frame, Average Materials.
Hit Points: Bo 1,875. Su 450. Mast 100.
Armour: Overall: PD 3, DR 5 Standard Metal.
Surface Features: Waterproof.
Vision: Good from deck. Fair from inside.
Statistics: Empty Weight: 33,837.5 lbs. Usual Payload: 3,900 lbs. Loaded Weight: 37,737.5 lbs (18.87 tons). Volume: 8,821.5 cf. Size Modifier: +8. Price: \$206,390. HT: 12.
Water Performance: Can float. Hydrodynamic drag: 108.9. Speed: 18 mph. Water Acceleration: 2 mph/s. wMR: Base 0.25.
wSR: Base 4. Water Deceleration: 2.5(3.5) mph/s. Draft: 3 feet.

WEAPONS

"The fashion-hounds said it when the gyro-launcher came in - 'the bullet is dead'. The fashion-hounds said it when the gauss needler came in - 'the bullet is dead'. The fashion hounds said it when the laser came in - 'the bullet is dead'. Well, the bullet is still alive. Lots of fashion-hounds are dead though" - Fireman Sam.

LEGALITY RATING 4

12g "HUNTING" SHOTGUNS

For some reason, the sales of hunting shotguns has been rising unchecked in urban areas lately. I can't imagine why.

Ironstate Plainsman 12g (\$95, 16, cr, 4d, SS 15, Acc 3, 1/2 20, Max 130, Wt 10.5, RoF 3, Shots 5, St 12, Rcl -2). On malf, roll twice on table.

You'd have to be a bit stupid and / or a little crazy to trust your life to a piece of garbage like this. Fortunately for the Ironstate corporation, there is no shortage of people a bit stupid and a little crazy who will gladly slap down their dollars for some cheap and nasty firepower. Shoddy though it is, it is a real shotgun, so if it hits you, it will blow your guts right out of your chest accordingly. Too large to carry around all the time, gangers still love to use them to paint the town red. Literally.

Colt Homelands 12g (\$115, 16, cr, 4d+1, SS 14, Acc 4, 1/2 25, Max 140, Wt 10, RoF 3, Shots 5, St 12, Rcl -2)

Unreliable, inaccurate, but very cheap and packing a helluva punch, the Colt Homelands 12g "hunting" shotgun has been a long-term favorite on the street. Although saner than the Ironstate Plainsman, this is still an amateur's shotgun and most street samurai claim that they would rather die than be caught with one. Its biggest selling point is probably the small carving of the American flag on the butt.

Remington Viking 12g (\$190, crit, cr, 4d+2, SS 13, Acc 6, 1/2 25, Max 160, Wt 10, RoF 3, Shots 5, St 12, Rcl -2)

A breath of fresh air in the junk-filled shotgun market. The Remington Viking 12g is both reliable and accurate, as well as packing all the power of cheaper shotguns and more. Still inexpensive by any account, here, at least, you get what you pay for. A good workmanlike shotgun that you can put your trust in.

LEGALITY RATING 3

HOLDOUT-PISTOLS

Sharpes Slinky 7mm (\$120, 16, Cr., 2d, SS 8, Acc 0, 1/2 110, Max 1,600, WT 1, RoF 3-, Shots 12, Rcl -1)

The Sharpes corporation is better known for its civilian lazars. The Slinky, its contribution to the holdout auto-pistol market, convinced many that it should have stuck to what it knew. A low quality last chance. Badly balanced and not particularly reliable, it defied the critics by becoming a popular model because of its price.

Yosho-Noshi Shuto 9mm (\$300, Crit, Cr., 2d+2, SS 7, Acc 2, 1/2 150, Max 2,000, Wt 1.5, RoF 3-, Shots 8, Rcl -1)

Although the Shuto is large for a holdout pistol, it is also rather powerful for a holdout pistol. Indeed, since its introduction from Japan, some who previously carried heavier handguns have given up carrying anything other than the Shuto. Not an inexpensive weapon, the Yosho-Noshi Shuto is nevertheless sleek, stylish and effective. The name "Shuto" does not, as is often supposed, have anything to do with the English word "shoot". In Japanese martial arts, the "shuto" is a hand strike designed to go under the defender's guard.

AUTO-PISTOLS

Caracas Hobgoblin .38 (Cased) (\$70, 16, Cr, 3d-1, SS 10, Acc 5, 1/2 80, Max 900, Wt 2.5, RoF 3, Shots 12, St 8, Rcl -1) On a malfunction, roll twice on malfunction table and apply both results.

Medium auto-pistols don't come any cheaper than this. The Caracas corporation's only entry into the firearm market, most consider the Hobgoblin to be more than enough. Manufactured in Guadalajara, its nickname of "The Mexican Mutilator" is not, as Caracas claims, due to its lethality, but to its reputation for blowing up in the user's hand. One for gangsters and the truly desperate only.

Damno Citizen .44 Magnum (Cased) (\$90, 16, Cr, 3d, SS 12, Acc 5, 1/2 140, Max 1,400, Wt 3, RoF 3, Shots 12, St 9, Rcl -2) On a malfunction, roll twice on malfunction table and apply both results.

The Damno corporation decided to produce a big powerful handgun at the lowest possible cost, no matter what corners they had to cut. They did, the result was the Damno Citizen, and it sold in tons. Laugh all you want - just don't get hit by one. You'll stop laughing real fast. Probably the single most popular firearm among gangsters today.

Conell Legacy 10mm (Cased) (\$135, Crit, Cr, 3d, SS 12, Acc 3, 1/2 180, Max 1,900, Wt 2.75, RoF 3, Shots 12, St 9, Rcl -3)

The Irish contender for the cheap, heavy handgun market, sales of the Conell Legacy have remained modest but steady. With its low ammunition capacity and what is probably the worst accuracy of any auto-pistol (other than some holdout pistols) on sale, the Conell Legacy simply isn't priced low enough to be a market champion. Its chief selling point is its formidable power and its rugged reliability - no other heavy pistol in the price-range can take so much punishment and still remain dependable. If the pistol has an ecological niche, it is for use in point-blank slayings, where reliability and punch are more important than precision.

Ruger SparrowHawk .38 (\$160, Crit, Cr, 3d-1, SS 9, Acc 6, 1/2 90, Max 1,050, Wt 2.5, RoF 3, Shots 27, St 8, Rcl -1)

A solid economy medium auto-pistol. Its no-frills design may not have produced the first choice of samurai, but neither will it blow up in your hand. A serious, inexpensive pistol for those who can't afford something top-of-the-range but don't want to carry a toy either.

O.N.I. Militia .44 Magnum (\$210, Crit, Cr, 3d, SS 11, Acc 6, 1/2 160, Max 1,600, Wt 3, RoF 3, Shots 27, St 9, Rcl -2)

Blatantly based on the Colt Peacemaker Civilian .45, the Militia is almost as good and costs \$90 less. Not quite as accurate as the Peacemaker Civilian and slightly less reliable, it nevertheless packs every bit as much a punch. The source of the on-going feud between the American Colt and the American-Japanese O.N.I., it has still filled O.N.I.'s coffers very nicely.

Wulfgar Bull 12mm (\$250, Crit, Cr, 3d+3, SS 12, Acc 6, 1/2 160, Max 1,800, Wt 3.5, RoF 3, Shots 24, St 10, Rcl -3)

To call the Wulfgar Bull a heavy auto-pistol is something of an understatement. A weapon for people who like great big guns that make great big bangs and put great big holes in people. Not very subtle but highly effective for intimidation purposes. If a shot from the Wulfgar Bull won't bring someone down, they are simply not going to respond to handguns. Sometimes referred to as a "cyberstopper", it is a widely feared weapon.

Soryu Akagi 9mm (\$265, Ver, Cr, 3d-1, SS 8, Acc 8, 1/2 100, Max 1,200, Wt 2.5, RoF 3, Shots 30, St 8, Rcl -1)

Designed for people who want a serious, reliable handgun that doesn't have a kick like a mule with cybernetic legs. Smaller, lighter and faster than the more "macho" auto-pistols on the market, its actual capacity to inflict damage is embarrassingly competitive. A favorite with security personnel.

CARBINES

Petersen Chaka 6mm (\$600, Crit, Cr, 6d-2, SS 13, Acc 9, 1/2 900, Max 4,000, Wt 7.5, RoF 3-, Shots 30/30, ST 9, Rcl -1)

Long famous for its affordable military technologies, it hardly came as a surprise that when the Petersen corporation turned their attention to the civilian carbine market, they produced the biggest-selling non-military firearm ever to emerge from South Africa. A mass-produced, sensible, economy carbine, the Petersen Chaka 6mm can be found wherever long-range fire is required, but military weapons would be inappropriate or unavailable. Cagey nomads and wastelanders love 'em, although most road-scum will go for something even cheaper.

Maraha Karma 6mm (\$750, Ver, Cr, 6d, SS 12, Acc 11, 1/2 1,000, Max 4,500, Wt 7, RoF 3-, Shots 60, ST 9, Rcl -1)

Many people laughed at the thought of an Indian corporation trying to muscle its way into the already overpopulated arms market. Maraha made them laugh on the other side of their faces with the introduction of the Maraha Karma, universally respected by those who know good weaponry from trash. Reliable, powerful, with excellent range and deadly accuracy, the Karma is definitely quality work. What is more, it is less expensive than other carbines made with similar care. In an age when it has become standard for carbines to take twin magazines capable of firing different types of ammunition, Maraha opted for a single large sixty round magazine at a significant reduction in production costs. They reasoned that most carbine users will only want to use one type of ammunition in a given circumstance and that loading with two types simply gives the gunman half as much of the ammunition-type that she wants. Enough people agreed with the Maraha corporation on this point to ensure that she is now one of the few Indian companies with a strong global presence.

A.K. F11 6mm (\$1,000, Ver, Cr, 6d, SS 12, Acc 11, 1/2 1,000, Max 4,500, Wt 7, RoF 3-, Shots 30/30, ST 9, Rcl -1)

A.K. has the strange distinction of being a household name before the company was even formed. The letters originally used to identify the Kalashnikov series of assault rifles were adopted by the company that, in the new Russia, received the contract to continue their development. The A.K. F11 6mm carbine is the civilian version of the infamous A.K. 900 6mm assault rifle. It is every bit as durable, accurate and deadly as its military counterpart and is a strong favorite among those who know quality weaponry when they see it. Simply as good a carbine as money can buy, only the Maraha Karma offers it competition. Where there's a professional road-samurai, expect to find an A.K. F11 6mm.

NEEDLERS

Ghanacorp Reliant (\$250, Crit, Imp, 1d+1, SS 11, Acc 0, 1/2 80, Max 240, Wt 1, RoF 3-, Shots 100, Rcl -1). On a malfunction, roll twice on malfunction table.

Despite the name, if there is anything that the Ghanacorp Reliant is known for, it is occasionally going haywire. As needle pistols go, this one is unwieldy and inaccurate, but its quiet, usually does the job, and its about as cheap as you are going to get. This West-African import caused quite a stir when it first began to appear in the United States. While silencers for auto-pistols remained legally controlled, anyone could get a permit to carry a naturally silent needler, and now that such an inexpensive model was being brought into the country, many feared that wars of assassination would rage through the streets. However, the Ghanacorp Reliant remained legal and most people in the streets still prefer to waste each other with a loud bang. Wars of assassination simply require more brains than most gangsters have got.

LASER PISTOLS

KIT Hotshot (\$500, 16, Imp, 1d, SS 10, Acc 4, 1/2 170, Max 430, Wt 2.5, RoF 4*, 20 shots) On a malfunction, roll twice on the malfunction table.

As laser pistols go, the KIT Hotshot is bulky, badly balanced and unreliable. Looking like it was cobbled together in someone's shed, the only thing it has to recommend it is that it is a working laser gun. If you absolutely must have a laser, and simply can't scrape together more than \$500 to pay for it, then the Hotshot should be serviceable. You won't win any prizes for style though.

Chevall Celestia (\$1,000, 16, Imp, 1d-1, SS 7, Acc 3, 1/2 130, Max 270, Wt 1, RoF 4*, 20 shots)

A beautifully compact design, this French weapon may not be the most powerful or accurate or even reliable weapon in the world, but as a holdout laser, it is very effective. Difficult to detect and with all the advantages of a laser against unarmoured foes, it is considered to be highly desirable. While a grand may seem like a lot to pay for a backup weapon, the Chevall Celestia is increasingly being used for occasions once reserved for medium to heavy auto-pistols.

This is a fully enclosed combat helmet with a single CBR filter (UT 38). It contains a HUD (UT 19), multi-view goggles (UT 33), a voice-activated tiny/genius computer (R 10, C2), two short-range communicators (UT 30) and a scrambler (UT 31), all linked by a data bus but able to function independently. The usual software are C2 encryption and datalink. The helmet covers the head with PD 4, DR 18 except for the visor (area 5 from the front) with PD 2, DR 10. Weight is ten pounds and cost is \$7,000.