

A futuristic city street at night, illuminated by vibrant neon lights in shades of blue, purple, and pink. A tall, ornate tower with a lattice-like facade and glowing windows dominates the background. In the foreground, a man with a backpack stands with his back to the camera, looking towards the tower. To the left, a building features a glowing 'COFFEE' sign. To the right, a neon 'OPEN' sign is visible. The overall atmosphere is cyberpunk and high-tech.

THE SPRAWL

**MISSION
FILES**

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The Sprawl: Mission Files v1.0

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WELCOME TO THE MISSION FILES, CYBERPUNKS.

This collection contains ten missions you can use in your own games. We've tried to present these missions in order of ascending complexity, so that if you're an MC new to *The Sprawl* and looking to dip your toes into the vat-fluid of a new game, you can run these missions "as is" to ease yourself into the nutrient-rich seed-tank of mission creation. You can also read the missions in order to see some increasingly complex examples of the kinds of mission you might run in *The Sprawl*. In particular, each mission contains fully described Legwork and Action Clocks and Mission Directives, so you can see further practical examples of how you can tweak these yourself when designing your own missions.

But Hamish, you say, I'm a badass cyberpunk MC and I always make my own missions. Does this mean these files aren't for me? Well, first of all: rock on with your chrome self, Mx. Badass, you totally can! But second: I made these files for you too, the skilled director of cybernetic action and manipulator of corporate fuckery. Ever had a late day at work that stole your time to prep before the game? Read over a mission and go! Has your team's meeting with a potential employer gone south and they reject the mission you prepared? You can pull out one of these missions and run it as the backup plan you had all along!

This latter issue—which I'll explore in detail shortly—first came to my attention from a discussion I had with a badass cyberpunk MC about whether the players are allowed to turn down a mission (spoiler: they are) and what to do if they do. This is just one of many conversations I've had with players and MCs about how to run this game since *The Sprawl* was first kickstarted. One of this book's Mission Directives is to serve as a tangible repository of some of the advice about running missions, campaigns, and particular situations that I've given at various times and in various places. Hopefully I'll be marking experience for that directive.

These missions serve to share the ideas about different ways to use the rules that those conversations provoked to help you enrich your own missions as well, regardless of your experience as an MC. These missions are examples for new MCs, but they are also part of an ongoing discussion about how to use the game in different ways and to present examples of how I *have* actually done so. Each of the missions in this file introduces something new to *The Sprawl*, from custom moves to new examples of Threats, Clocks and Directives to new MCing advice.

Everyone MCs *The Sprawl* a little differently, to suit their own preferences. When I ran these missions for the first time, they were usually just a few names scribbled on a page, and I designed *The Sprawl* to work like that for me. That doesn't mean it works like that for everyone, but maybe it can. That's cool. Read these missions to see what kinds of things I prepare for and what kind of things I leave blank intentionally so you can make better decisions for yourself about what you need and want to leave intentionally blank. I've tried to articulate how to incorporate flexibility into your prep and play to minimise the amount of prep you need to do and to maximise the benefit you get from the prep you do, but you should rewire it as required to suit your own rig.

CONCRETE KINGDOM

The neon and chrome landscape of *The Sprawl* is anonymising and corporate, but *your Sprawl* is personal. The fingers of the multinationals are plunged deep into the flesh of these missions, but those multinationals aren't named because those multinationals are *yours*. Whenever you see "CORP" in capital letters in these missions (or "CORP2", etc), think about the list of corporations that your table created for your *Sprawl*. Match the established fiction of your corps in your *Sprawl* to the scenario presented in the mission. Breathe life into the mission by injecting established characters, too: friends, allies, rivals, enemies. Make *The Sprawl* personal. Make these missions yours.

The ethos behind the directive to make these missions your own by adapting them and repurposing elements for your own needs is the same as that underlying the MC's principle *Ask Questions and Incorporate the Answers*. By incorporating the creativity of everyone at the table, you increase the players' engagement with the story when they see their contributions come alive. As an added benefit, doing so also reduces the creative load on you as MC. You're playing *The Sprawl* because you want to tell a story *together*, so use the tools to do so and reap the benefits.

Each mission in this collection contains a list of **unanswered questions** which suggest potential considerations and complications for the mission. Many of these questions are the kind you might find answered by the author in another product of this sort. I leave them unanswered for you for the same reason that I leave them unanswered for the players in my games: I want to incorporate their creativity into the story we create together in our game. They create a space where the players, at an appropriate point in the story, can be asked what the answer is, spinning the mission in directions no one else, or even the player that answered it, expected even moments before.

Play to find out what happens.

So how do you use these questions? First, before you play, read over the **unanswered questions**. There may be questions that are answered by the established fiction of your *Sprawl*, but make sure some unanswered questions remain. This is also the time to tweak the remaining questions so they fit with the fiction of your *Sprawl* – change names, inject established places and characters, tweak the tech as the fiction demands. When you find yourself with some of the questions answered in part or in whole before play, make new questions to replace them or reframe the questions to add some ambiguity so that the established answer can be anywhere on the spectrum between entirely true in an uncomplicated manner to a complicated half-truth. So, if you already know "What are AugaTech currently working on at this facility?" because this was established in a lead from a previous mission, the alternative "Will AugaTech's new project revolutionise cyberoptics as much as the rumours suggest?" is a way of helping keep the focus of the question on the new project, creating a space in the story to explore the details that you don't yet know. Both questions prompt the players to create a story about what is happening at the facility, but the second question leads them in a certain direction, provoking story options regardless of the answer.

Once you have your customised list of unanswered questions, think about possible answers. Don't stop at one answer per question. You aren't looking to decide what the truth is. Think of several answers and then think of those answers as options or possibilities. Resist the urge to plan for all those options! Instead, dream cyberpunk dreams inspired by your answers; think of situations where the players will have to make choices that answer the questions explicitly or implicitly. Leave the answer uncertain so you can play to find out the answers together.

Keep the questions in mind (or in sight) when you play. Sometimes the story will move in a direction that makes one answer stand out. You can roll with that, and some of the time you should, but remember that if it hasn't happened yet, you can change it. That's how twists are made – the answer starts to seem obvious until it is revealed to be something else. The **get paid** move is explicitly set up to help you with creating dramatic final scenes that pull in loose ends ("So that's what Helixtec was up to!) or create new ones ("Why was that Solar hitman after the briefcase?").

I often use the **unanswered questions** when the players **research** or **assess**. While there will be times when the answer to an **assess** or **research** question has been established by the fiction you've already created at the table or by your prep, often the answer will still be unknown. When you have that opportunity, look at the **unanswered questions** and ask yourself if any of them are relevant here. Bring one of those relevant questions into play. There are several ways to do this; some of them might not work for your group, but the ones that do will make it easier to elevate your game.

The simplest of these is to follow the fiction and make choices when an unanswered question come up in play:

Gant is investigating the AugaTech facility from the Auga Sterilisation. He asks "What is the relationship between AugaTech and CORP?" [Remember that "CORP" stands for one of the major corporations in their game] and rolls an 7-9. The MC looks at the **unanswered questions** and sees "Who is trying to buy out AugaTech? Who owns them now?" She knows that CORP is heavily into electronics and decides that CORP currently owns AugaTech: she tells Gant that CORP owns AugaTech through a series of holding companies.

Remember that MC principle *Ask Questions and Incorporate the Answers?* One way you can apply that is to use a mission's **unanswered question** to inform the answer to a **research** question:

Gant is investigating the AugaTech facility from the Auga Sterilisation. He asks, "How secure is the facility?" and rolls an 7-9. The MC sees that the mission file says "The grounds provide ample sight lines for a state-of-the-art camera and electronic detection system. Physical security is adequate and the response-time of off-site assets is average." That's a solid answer, but she wants to make it to pop more for Gant. She looks at the **unanswered questions**, sees "What are AugaTech currently working on at this facility?" and asks Gant for an answer to it. Gant describes a cutting-edge cybereye-mounted optical spectrometer. The

MC decides that this sounds like it would warrant good physical security, and she takes it further by enhancing her description of the state-of-the-art camera and electronic detection system with rumours of a new breakthrough in sensing technology, making an upgrade in physical security necessary.

Another way to answer these questions through a **research** or **assess** move is to consider the dice result, giving an answer in the moment to an unanswered question that catches your eye, but gauging how much of that answer to give the players based on their level of success:

Zero has made their way inside the same AugaTech facility and reached the security control room. They are planning their next move and **assessing** the camera feeds. They roll a 10+ and ask *what potential complication do I need to be wary of?* The MC looks at the answered questions and sees “Why does your employer want the team to sabotage the facility’s system? Are the characters working for the operative’s employer? Are they covering the operative’s tracks or sabotaging the operative’s mission?” She sees that the dice roll was a 10+ and wants to reward that, but she also wants to follow her agenda of *filling the characters’ lives with action, intrigue and complication*. She decides that their employer is having them kidnap an operative sent in by a different CORP, one that the team has been looking for an opportunity to strike at, thus adding a complication to the current mission (potentially a rival extraction team) and giving the team an opportunity to come up with a plan to serve their own interests. She describes a piece of gear taken from the operative that indicates that the team’s employer is not the same as the operative’s employer. This partially answers the question and puts the team in control of how to exploit it... for now.

In the same situation,

Zero has rolled a 7-9 and asked the same question. The MC decides to foreshadow that there is more complication here than was immediately apparent. She decides that their employer is having them kidnap an operative sent in by a different CORP, but doesn’t decide which one. She describes something about the operative that doesn’t match up with what their employer told them. This partially answers the question, but leaves some of the details ambiguous for future moves.

In the same situation,

Zero has rolled a 6-. The MC looks at the same unanswered question and decides that there is another team in the building. She makes her move by telling Zero that they see a figure step into view in the basement and shoot out the camera. She doesn’t need to decide what that team is doing yet, but she makes a note that the team is related to this **unanswered question**. This doesn’t answer the question, but it starts to build a picture of what an answer might eventually look like.

I recommend asking these questions of the players any time they investigate relevant leads. If direct player answers to direct MC questions don't give you all the answers, more are likely to come up through the results of player moves and the natural flow of the story. If a few questions don't come up at all in play, that's fine. You can use them to think about the aftereffects of the mission, or perhaps the questions that interested me just aren't the same as the questions that interested you and your group! Let me know what questions you asked and answered at your table!

Read over that example again and think about the different ways the dice results can be interpreted.

A 10+ doesn't mean everything is fine, it means the player is currently in control. In this case, they know something that they're not supposed to know and the people who think they control that information don't know that the characters know. The players have an advantage which they can exploit in some way. Sometimes the most interesting thing the MC can do is give the players an advantage or an opportunity and see what they do with it.

You might want to think of 10+ existing on a continuum from hard to soft in the same way that MC moves do. Similarly, for example, the 6- example here is quite a soft move – a hard move in that situation might be a direct ambush.

DOLL PARTS

Both cyberpunk and large segments of the gaming community are infused with an ethos inspired by remix culture and the original punk aesthetic. Given that, it should come as no surprise that all of these missions can be stripped for parts and made modular. Consider this book a fat file of hot paydata: who cares what that corp intended it to be used for, use it how you like. One very important way to read this book is as a grab bag of sample ideas and advice ready for the taking.

One of the simpler methods of taking advantage of this opportunity is to reskin pieces of the missions for your own creations. You reskin something by keeping the rules for it but change the descriptive stuff on top. Need a badass gang of organleggers in the middle of a game? Just grab Sever and her simsense operation from The Dark Zone Walk mission and change the gang's description from "simsense" to "organlegging". Or, if you want to go deeper, put a new player at the top, mix and match the members of her gang with a few of your own or appropriate characters from another mission, whatever. Ultimately the gang should serve your needs, not the other way around. Another of this collection's Mission Directives is to serve as a Tech's workshop full of mission parts. Pull them apart and reassemble as required or as desired.

Each mission even comes with a few paragraphs that talk about hacking it to better suit your needs. Whether it is a little or a lot, hack the mission. The street finds its own uses for things.

Take what you want, repurpose anything.

TURN DOWN FOR WHAT?

In *The Sprawl*, the MC is explicitly instructed to take player mission preferences into account to try to avoid a situation where characters turn down a job.

It's totally allowed though.

So, what do you do if your team turns down the mission?

Don't flip out and grind the vidcom. Take five. Grab one of the missions from this book, skim it over, do any quick hacks you think are appropriate, and run its **Meet**.

Later, probably after the mission is finished, talk to your players about why they turned down the last job. Was the employer too shady? Did the job cross a line for the characters or for the players? Listen carefully and make notes. Your goal here isn't to defend yourself or justify why they should/could/would have taken the mission. You want to understand why they didn't take it and what that means for your future prep.

After you've listened to your players, think about their answers and the rejected mission. Consider what you can build from the rejection. If the characters rejected the mission for fictional reasons, can you incorporate that rejection into future events? Were any of the characters *+owned* by the rejected corp? If the meet went really badly, could the employer become a Threat?

However, if the *players* rejected the mission for out-of-character reasons, don't bring that out-of-character stuff into the fiction. Can you reskin the mission to remove the objectionable parts? If not, can you chop it up for parts and use the parts you've already prepped (NPCs, locations, clocks) elsewhere without risking another objection?

The single most important part is that you listen carefully to why the mission was rejected and consider your players' preferences in future mission design. This is an opportunity to learn about the themes and topics that your players are interested in exploring or not exploring in *The Sprawl*, and perhaps more generally. This is a chance to make your *Sprawl* more interesting to explore for everyone in your game.

RAISE YOUR GLASS

Many of the tweaks and advice sections in this book were inspired by the questions raised and conversations had on *The Sprawl's* Google+ Community. Other sections reflect conversations on Twitter, with streamers and viewers on Twitch, and with players and MCs at conventions. In the *Mission Files*, I've tried to expand on the discussions we've had in those venues to give MCs of *The Sprawl* an insight into how I run the game. This collection is dedicated to you all!

Each of the missions in this book has been run as a one shot, usually more than once, usually for a table of new players at a convention, sometimes as part of a continuing game with people I knew and who knew the game. This collection is also dedicated to everyone who's played in one of these missions. They've all changed at least a little in the writing, sometimes including the name, but hopefully you recognise a little bit of your code in the system.

Finally, someone whose code is definitely in the system is my editor Gerald Cameron, who is the reason for the plural “we” on the first page. His comments were instrumental in the structure of this introduction and the overall order of the missions presented here. Cheers, Gerald!

SHOCK TO THE SYSTEM

As with “The Kurosawa Extraction” in *The Sprawl* rulebook, these missions are frameworks for play. The structure has been expanded and reworked slightly from that example, though. Here’s the general format:

- 🔌 **Executive Summary:** an overview of the basic fictional setup. Remember that “CORP”, “CORP2”, and so on, are placeholders for the major corporations in your Sprawl.
- 🔌 **Codedump:** a brief note offering designer comments on the mission structure or what style of mission it is.
- 🔌 **Unanswered Questions:** particular questions about the fictional setup left open to be determined in play that are likely to be of interest to you and your players; discussed in detail above.
- 🔌 **The Meet:** where, how and from whom the team will get the mission; because this is the scene you can be very sure will happen, and it’s often your first chance to give the team a look at their employer, it’s worth preparing in some specific detail.
- 🔌 **Mission Directives:** what it says on the tin.
- 🔌 **People and Places:** characters and locations important to the mission as written. When I prepare a mission, I focus on modular parts like these. If you have a good understanding of the component parts and their motivations, the story will emerge as the players interact with those parts and vectors.
- 🔌 **Legwork and Action Clocks:** also what it says on the tin, but with some significant tweaks on the standard formula in later missions...
- 🔌 **Running the Mission:** MC advice for how to mix the component parts together at the table and keep all the balls in the air until you want them to come down.
- 🔌 **Hacking the Mission:** MC advice for how to remix the component parts away from the table or significantly change the mission.



>>>>operation.>>>>00001>>>>>>>>

THE AUGA STERILISATION

CONTINUE? [Y/N]

///
OPERATIVE.STATUS///
[UNSECURED]

>>>>operation.>>>>00001>>>>>>>>>>

THE AUGA STERILISATION

LOADING...

"In a room in second-rate corporate facility on the other side of the Sprawl, an operative is waiting. This operative - our operative - is waiting because they fucked up. Normally we pay people like this to be... disposable, but this time we can't ignore it. We need you to haul our operative out of the fire - and undo his fuck up - before the corporate extraction team arrives. You have a limited window for action. We're prepared to pay accordingly."

Sometimes missions fail. Sometimes there's a mess to be cleaned up. This time you're the cleaner, not the puddle. Try to keep it that way.

EXECUTIVE SUMMARY

A corporate operative was captured while infiltrating a local facility of AugaTech, an up and coming cyberoptics company, to access their servers. The characters are hired by CORP to recover the operative and sabotage the facility's servers to cover the CORP's role in the captured operative's infiltration. To facilitate the sabotage, they are given a custom attack program to which their employer has added some hidden special features.

CODEDUMP

The core of this mission is a simple extraction and sabotage against a static location, but there is a lot of potential for twists and corporate machinations. In particular, there is a high chance of detection while infiltrating and the offsite response team will be hard-hitting. This mission was made as an example of how you can design a simple core, with lots of potential for the mission to go in different directions once the dice hit the table.



```
////FACILITY.STATUS////  
[RELIEF INBOUND]
```

This mission will easily offer spotlight time to:

- » Hackers
- » Infiltrators

It is not well suited to:

- » Drivers, unless they have drones or a flying vehicle
- » Hunters, unless they are creative during the Legwork phase

Use this mission when you want something that starts simple but could get complicated. It works particularly well as a one-shot or convention game, especially for players new to cyberpunk.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🕒 What was the operative supposed to do when they reached the AugaTech servers? Did they get there? What did they do?
- 🕒 Why does your employer want the team to sabotage the facility's system? Are the characters working for the operative's employer? Are they covering the operative's tracks or sabotaging the operative's mission?
- 🕒 Why is this operative in the hands of AugaTech a threat to their employer? Why can't the operative simply be denied?
- 🕒 What are AugaTech currently working on at this facility?
- 🕒 AugaTech was recently sued for selling faulty optics. Did they win, lose or settle? Were they at fault or were they set up?
- 🕒 Who is trying to buy out AugaTech? Who owns them now?

- ⏻ Which team member knows the operative? In what capacity do they know the operative? Who does the operative work for? How does this complicate the mission for the team?

THE MEET

Mr Lee is an in-house corporate fixer. He will contact the team remotely through an independent fixer with a reputation for above-the-board dealing—either the team's Fixer or one that is known to them.

From the silver streaks in his hair to the precise creases around his eyes, Mr Lee has a cultivated look designed to convey experience. Of particular note, his cyberware is hidden under realistic synthskin aiming for an impression of old-school competence. Time is of the essence on this mission, so he conducts the meet remotely and quickly. If the team seem competent and doesn't jerk him around, the base pay for the job is 3 cred. He really doesn't want to find a new team, so if the team pushes him for a lot of extra information which he thinks should be specific to the planning process and thus Not His Problem, he won't bail out but he will betray his frustration in subtle ways—he is prone to momentary grimaces—and eventually lower the base pay to 2 cred.

The team is to recover the operative before the AugaTech Counter Espionage Team arrives from a remote location. While inside the facility, the team is also to sabotage the facility's computer systems. Mr Lee supplies them with a virus and an attack program customised to penetrate AugaTech's matrix defences. See the custom move in the **People and Places** section for details of this program.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » When you enter the AugaTech facility, mark experience.
- » When you recover the operative, mark experience.
- » When you sabotage the system, mark experience.
- » When the mission ends, mark experience.

PEOPLE AND PLACES

AugaTech is an up-and-coming corporation operating in the competitive cybernetic vision enhancement market. This facility is their first in this area of the continent. Their nearest major facility should require significant travel to allow a short window of opportunity to complete the mission after getting the job.

As a one-shot, I run this in the Los Angeles Sprawl with AugaTech's American HQ in New York. The team has one night to extract the operative before the Counter Espionage Team arrives on an early morning suborbital.

AugaTech made headlines last month as the defendant in a class action lawsuit alleging that they deliberately released damaging optics to market. Word on the street suggests that major corporate players (choose at least two from among your Sprawl's important corporations) are positioning for a takeover.

The **AugaTech facility** is a small lab in an industrial park near a freeway. The main building's simple shape maintains clear sightlines in all directions, as does the field of attractively groomed (and low-profile) native grasses. Those sightlines facilitate a state-of-the-art camera and electronic detection system. Physical security is adequate and the response-time of associated off-site assets is average. The small security team is somewhat complacent, both because of the quality of their surveillance equipment and because they rely on additional contracted response security. The ground floor contains the offices of public-facing staff, executive suites are on the top floor, and the intervening floors are filled with technical offices and refrigerated research labs. Each level of the facility has a small contingent of lightly-armed guards, with a better-armed and armoured response team at the security centre on the ground floor. The main servers are in a basement level between the underground employee parking levels and the ground floor.

The operative is being kept sedated and tied to a chair in an executive office on the top floor of the facility. There are two guards inside the room and two guards just outside.

The team is given a **state of the art attack program** to penetrate the AugaTech system. While a hacker is running the attack program in a cyberdeck, they take +1 forward to **login** to an AugaTech server. This bonus applies whether the hacker is attempting to **login** remotely or from within the facility. When the hacker attempts to **login**, add the following results to the regular **login** results:

10+: The hacker sees the program execute an additional script on the system. If they act immediately, they can spend one hold from **manipulate systems** to block the script.

7-9: Add the following option to the **login** choices: "You see the additional script activated by the program and may attempt to stop it."

6-: They see the script activate and begin to trigger system alarms as it replicates through the system, +1 Trace.

If the program is not stopped, it will attack the AugaTech servers, crippling security and service nodes and control systems. Use MC moves to show the program killing lights, door locks, elevators, security cameras, alarms, computer systems, and so on. The program also opens a secure tunnel to a remote server and begins to syphon data from local AugaTech servers to that server.

LEGWORK CLOCK

- 1200 AugaTech just caught an infiltrating operative, so they are wary but also pleased with themselves.
- 1500 AugaTech is preoccupied investigating the first infiltration.
- 1800 AugaTech's parent corporation hears vague rumours.
- 2100 The AugaTech facility is informed of a potential second operation. The Action Clock starts at 1500.
- 2200 The AugaTech facility expects a second operation and has a good idea of when. The Action Clock starts at 1800.
- 2300 AugaTech has reliable information about the team. The Action Clock starts at 2100.
- 0000 The team is precisely identified. Advance a Corporate or Threat Clock (see **Running the Mission**).

ACTION CLOCK

- 1200 The facility guards are wary and suspicious, but self-congratulatory.
- 1500 The facility guards are wary and suspicious.
- 1800 The facility guards are on edge and alerted.
- 2100 Internal reinforcements rally on the prisoner; external reinforcements are called for.
- 2200 External reinforcements arrive: two vans of corporate troops (body armour [2 armour], assault rifles [3 harm]) to control the situation.
- 2300 External reinforcements arrive: a military chopper full of assault troops (hardsuits [3 armour], assault rifles [3 harm]) to evacuate the prisoner.
- 0000 External reinforcements arrive: two military hovercraft full of assault troops (hardsuits [3 armour], assault rifles [3 harm]) with vectored thrust air support.

RUNNING THE MISSION

This mission is a simple infiltration/extraction with a couple of wrinkles. First, it will be difficult to get into the facility undetected, and once detected, the external response teams will hit hard. The team will want to get in and out very quietly or very quickly. The second part of the mission, sabotaging the computer systems, can also put the team in a bad position. If the team has a Hacker, it's unlikely to cause much additional hassle, but if not the team will probably have to split up once inside the facility. Note also that if a Hacker uses the special attack program to **login** while scouting out the facility in

the Legwork phase, then it might cause all that chaos before the team is fully prepared to begin the infiltration itself.

Because there is a time limit on the mission, anything that costs the team time in the Legwork phase (including the option *your request is going to take some time to put together* on **hit the street**) gives you good fictional positioning for bringing the AugaTech Counter Espionage Team into play as the mission proceeds.

This mission is easiest with a Hacker or Infiltrator to get the team past the detection systems. The mission is not well suited to a team with a Driver, although one with drones or a flying vehicle could be very useful. Hunters will need to be creative in the Legwork phase, perhaps by finding someone who can get them into the building legitimately.

If you are running this as a one-shot, you can set up AugaTech as a major Corporation with their own Corporate Clock. In an ongoing game (or a one-shot if you prefer), AugaTech can be a small independent corporation or a subsidiary of one of your game's major Corporations. If they are independent, think about which clock you will advance if the Legwork Clock hits 0000. Are AugaTech a Threat? Is another of your Corporations interested in the work that will be disrupted by this mission or going to have their own plans frustrated by the mission?

The **unanswered questions** hint at several potential twists that could hook the mission into the wider Sprawl. In particular:

- » what was the operative doing and why?
- » who are the characters working for?

Consider the following possibilities:

- » The operative was sent in by a third corporation. The characters aren't recovering a friendly operative at all, they're kidnapping another corporation's operative. Meanwhile, that corporation is running their own extraction of the operative.
- » The operative and/or the team was hired by AugaTech's parent company. Why would they be running an operation on their own subsidiary. Even more interesting, why would they be sabotaging their subsidiary's computers?
- » The operative exceeded mission parameters and did something to the AugaTech servers. The team now must sabotage the servers to hide evidence or to cancel some side-effect unwanted by their employers.

A classic misdirection technique for corporate espionage is a mission intended to hurt a target company's stock price as a prelude to a hostile buyout. Consider the following questions in that light:

- » AugaTech was recently sued for selling faulty optics. Did they win, lose or settle? Were they at fault or were they set up?
- » Who is trying to buy out AugaTech? Who owns them now?

Sow lots of potential twists in the Legwork phase to give yourself options for later. In particular, think about what the operative was doing and why they might be so important that their recovery is necessary... or is that just a cover for the system sabotage? Mention the recent lawsuit and the damaging optics. Are these just standard corporate "profit over people" or something more? Hint at the **unanswered questions**, even if you don't get answers for all of them.

Consider which other corporations might benefit from the team's actions and which other corporations might see the mission as a threat. This is especially true if any of the team are *+owned*. Those Corporations might have an interest in AugaTech or the success of the mission and intervene with side jobs or alternative offers.

The same applies for any Personal Directives that link a character to another group. What is at stake for that group? If a character has the Deceptive Directive, ask them how they know the operative. Tempt Financially driven characters with stray paydata.

HACKING THE MISSION

If the group includes a Driver, you could mobilise the mission: is the "facility" a ship, plane, orbital platform, or convoy? If you have a Hunter, you could make the location of the facility, or the actual location of the captured operative, a secret. If you make the team search for the facility, or search and infiltrate a second facility, remember that these will add playtime. You might need to make more moves that introduce complications or Threats rather than moves that advance the clocks.

Replace "AugaTech" with a non-corporate entity like a criminal or political organisation with corporate backing. You could do this to link the mission to a character with a particular directive or to tailor the location to a Reporter's story.

>>>>operation.>>>>00002>>>>>>>>>>

THE CHEN CONDOMINIUM

LOADING...

Welcome, friend, to the Ionian Arcology. You have already encountered your new state-of-the-art comfort suites and productivity labs in your induction interview. You are now free to join your fellow arcology companions in over a thousand unique and adaptable leisure spaces spread throughout the Ionian, all featuring perfectly-filtered, climate controlled, Rejuvenair®. If the leisure space that best reflects your unique and valuable personality hasn't been built yet, your friendly Leisure Planning Companions are waiting for your creative input into the development process. Help make your new home home.

Ionian Arcology: Free to be You.

EXECUTIVE SUMMARY

The team is paid to infiltrate a highly secure condo at the top of a brand new corporate arcology, copy the personal document drive from the Arcology President's private server room, and make it look like a burglary.

CODEDUMP

This is a straightforward mission about a difficult infiltration that is also an example of how I prep a fixed location. While I occasionally draw maps as prep, I find that having a map encourages me to slavishly stick to it, which I prefer not to do. This mission also includes a mechanic you can use alongside the usual Cred system for handling big scores that might bring as much trouble as they do cash.

This mission will easily offer spotlight time to:

- » Infiltrators
- » Drivers with a flying vehicle



////EAGLES CAMERA////
ALERT STATUS [RED]

It is not well suited to:

- » Hunters, unless they are creative during the Legwork phase

Use this mission when you want to present the team with an impossible challenge and see them overcome it.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🔌 Is Chen home when the break in occurs?
- 🔌 Who else is in Chen's suite?
- 🔌 Where is the Ionina Arcology situated? Why is that location so important?
- 🔌 Which file in particular is their employer looking for?

THE MEET

The job comes through a fixer the team has worked with before. If you don't have an established fixer, or you want some new blood, Jack of Spades will do it. **Jack of Spades** is something of an enigma on the streets. They are widely known and respected, but everyone has a different theory on who they are. Gender: unknown. Employment status: unknown. Location: Unknown. They conduct their work in the matrix and by courier, never meeting their contacts physically. Some say that the courier that delivers the message is Jack. Some say that the barista in the cafe where you receive the message is Jack. Some say Jack is dead and their operations are handled by an elaborate expert system still going through the motions. Some say Jack is an AI embedded deep within one of the Sprawl's most secure arcologies. Some say Jack is just a name that people pick up and put down like a hat. Everyone has a story about a friend of a friend who pretended to be Jack and wound up dead.

The job is to infiltrate Simon Chen's condo in the new Ionian Arcology, find Chen's personal files in his private server room, copy those files, steal enough of Chen's belongings to make the break-in look like a normal burglary, then deliver the files to the fixer.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » When you infiltrate the condo, mark experience.
- » When you copy the drive, mark experience.
- » When the mission ends, mark two experience.

PEOPLE AND PLACES

The Arcology President is **Simon Chen**. President Chen is a reclusive man who spends most of his time in his opulent penthouse condominium. He is seldom seen in the rest of Ionian Arcology, let alone in public. Nevertheless, he is incredibly well connected and receives regular visitors from among the corporate elite, not just from the CORP that owns the arcology, but of many corporations globally. Use this to entwine Chen in any ongoing or new high-level corporate machinations that you are weaving.

The **Ionian Arcology** is the pride of CORP's technical engineering skills. It incorporates the latest technology to provide a comfortable and self-sustaining living and working environment for the scientists, engineers, programmers, executives, and service personnel who inhabit it. Even more remarkable than being a top notch arcology, though, Ionian's water filtration, air purification and hydroponics systems actually generate a sizeable and profitable surplus in all areas of life support where most other arcologies operate at around self-sufficiency level. Its matrix system is state-of-the-art and closely guarded, but so new that if the team *can* find information about it, that information is likely to be reliable. More likely than not, though, they'll wish it wasn't. The Ionian Arcology is home to some of CORP's top R&D labs; its systems have more ICE than the Antarctic. The Antarctic of the late-twentieth century, that is, when the ice was deep and black.

President **Chen's condo** occupies the upper floors of the arcology; it is connected to the rest of the arcology by an elevator and stairs. The condo proper has two entrances:

- » a private helipad and security room for screening visiting executives
- » a security room and connected waiting room for Chen's guests from within the Arcology

Inside the condo are:

- » opulent living quarters
- » a private office suite for Chen with an elegant boardroom and smaller private offices for the use of Chen's guests

- » quarters for Chen's personal assistant, media manager and personal bodyguards
- » a panic room
- » a security centre
- » a server room near the security centre

Chen has several elite bodyguards highly trained in martial arts and close-quarters cyber-weapon combat. His security team is led by **Cobra**, a fanatically loyal and ultra-skilled ex-shadow operative. Cobra accompanies Chen at all times. When Chen and Cobra are away from the condo, Cobra maintains operational contact with the condo's static security team.

Chen's computer system is a semi-isolated network. It is connected by an encrypted link to the arcology's highly secure computer network. All external connections between Chen's system and the wider matrix essentially go through the arcology system. Attempts to hack in from outside the arcology must first **login** to the arcology, and then **login** again to the secure server.

The condo's security system is state-of-the-art: biometric scanners, motion and heat detectors, and both physical and matrix security are monitored by a cutting-edge near-AI expert system. The rest of the arcology has all sorts of its own fully armed and equipped security and military personnel.

LEGWORCK CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 CORP hears vague rumours of a mission against the arcology.
- 2100 CORP hears definite, but unconfirmed, rumours of a mission against the arcology. If the mission proceeds through the arcology, the Action Clock starts at 1500.
- 2200 CORP hears that the mission will target Chen's penthouse. Cobra is alerted. Both have reliable information about the time of the run. The Action Clock starts at 1800.
- 2300 Cobra has reliable information about the team. If the mission succeeds, start a Threat Clock for Cobra. The Action Clock starts at 2100.
- 0000 The team is precisely identified. If Cobra is alive, start a Threat Clock. If Cobra is not alive, advance CORP's Corporation Clock as normal.

ACTION CLOCK

- 1200 The arcology's state-of-the-art security is alert. Chen's personal security (+*stylish* armoured jackets [1 armour], +*elegant* pistols [2 harm]) are wary and alert.
- 1500 Arcology security is particularly vigilant in screening arcology visitors. Chen's personal security are wary and alert.
- 1800 The condo's expert system moves to high alert and begins to actively scan the condo and system for intruders.
- 2100 Chen's personal security team begins sweeping the condo. The expert system attempts to sever the connection between Chen's system and the arcology.
- 2200 Additional security assets arrive from below and above. Two teams of four security troops with body armour [2 armour] and assault weapons [3 harm]. The expert system activates system ICE in every system node.
- 2300 Military assets arrive from below and above. Two more teams of 10 security troops with hardsuits [3 armour] and assault weapons [3 harm]. The expert system shuts down the system.
- 0000 Overwhelming force arrives, sealing off the area.

RUNNING THE MISSION

How will the team infiltrate such a highly secure location? Through imaginative use of contacts, gear and intel. Emphasise the difficulty of the task with every Legwork roll, but give them entry points. Perhaps those bleeding-edge biometric scanners are still being fine-tuned and need regular maintenance. It's a new facility, so there are a lot of new occupants moving in to the arcology and thus opportunities for social hacking. If the team has access to a flying vehicle, an aerial infiltration and exfiltration through the helipad is likely to be the least complicated option, as it avoids infiltrating and navigating the arcology itself. Will they go in hard and fast, or with care and stealth?

Exfiltration from the helipad will also give the most opportunity for a high value burglary haul, although Chen has plenty of very portable items that will make the team potentially very rich even if they can't fill a VTOL with state-of-the-art electronics and antique furniture. There's a catch with either get rich scheme, though: how do you fence the distinctive property of the ultra-rich?

Give everyone who participated in the mission the tag +*Chen's Wealth*. Start a countdown clock for Chen's Wealth. Anyone who has the tag +*Chen's Wealth* can fill in one segment of the Chen's Wealth Clock to pay for something. After Chen's Wealth Clock reaches 2100, every further advance of the clock also advances the Cobra Threat clock. When Cobra's Threat reaches 0000, their operatives turn up to kill everyone with +*Chen's Wealth*. When Chen's Wealth Clock reaches 0000, someone attempts to

steal the rest of the money. Those are both opportunities for complication in another mission or between missions. If the team foils the attempts to steal "their" money, lower Chen's Wealth Clock by an appropriate amount. Lowering Cobra's threat clock will be significantly harder.

If you're uncomfortable with these repercussions for using their haul, or if you think they are too soft, it is easy to tweak the Cobra Threat and Chen's Wealth to suit your game. Maybe the money just runs out at 0000. Can the team ever get rid of the +*Chen's Wealth* tag, or will people keep coming to get a piece of the money that ran out years ago? How well equipped are the thieves that come to slice off a piece of the team's ill-gotten gains?

This clock is a tool you can adapt for your own missions as well to add a different flavour of financial reward to your game. Adjust the consequences of the clock levels to suit what you want to say about the people hunting the team as I've just discussed. For an even simpler solution, I like the more generic tag +*fucking loaded*. You do you.

Remember that the MC's job is to make the mission exciting (action, intrigue and complication), not to block the players from attempting a ridiculous plan.

The tone your group has established at the table should guide what kinds of plans are achievable. You might think of this on the **Die Hard** scale. Are your characters treading gingerly on broken glass to avoid single guards with machineguns, or are they barrelling through radioactive zones without protective gear dodging tanks and rocket launchers because they're JOHN MCCLANE, DAMMIT!

This example uses action scenes for illustration, but the same tonal difference applies in the investigation and planning stages. Is "we steal a helicopter and land on the roof" a sufficiently detailed plan to get the Action phase started, or is that laughably foolish? There is no right or wrong answer to that question. What's important is that all the players, including the MC, *agree* on the answer.

If you encounter situations where one or more people at the table seem frustrated, where someone has expectations that seem at odds with yours, or when someone keeps attempting actions that someone else thinks are foolish, take a moment to talk about what's not working for them. It could be a mismatch in expectations about the tone of the game.

HACKING THE MISSION

Consider: If President Chen was the Jack of Spades, why would he stage a mission against his own living quarters? If you really want to get into the global, inter- and intra-corporate politics of the ultra-rich, this could be an interesting entry point.

Make the mission personal by implicating Chen in the team's directives and playbook goals. Is Chen involved with a Reporter's story? Opposing a Pusher's movement? Part of a character's Network? Implicated in a plan for Vengeance?

You could adapt this mission to suit a particular kind of Driver by placing the condo in an underwater arcology, on a private aircraft carrier, in a isolated desert compound, on an orbital habitat, or something similar.

>>>>loading...>>>>operation.>>>>00003>>>>>>>>loading...>>>>



>>>>operation.>>>>00003>>>>>>>>>>

THE BOYLE RECOVERY

CONTINUE? [Y/N]

////PLAZA.VISUAL////
SCANNING....

>>>>operation.>>>>00003>>>>>>>>>>

THE BOYLE RECOVERY

LOADING...

The chants and yells of the protesters almost drown out the feed from the shotgun mic. Those damn signs keep breaking the sight lines of the camera feeds, too. "I've lost visual! Switch to the fountain camera!" Smart move holding this meeting here. Dick.

Clenched teeth. Packed crowds. Concealed weapons. That guy's gotta be security. Corporate, or one of Boyle's guys? Stay cool. We just need to wait for the hand-off...

EXECUTIVE SUMMARY

A company man, Colin Boyle, has defected from CORP, who is now hiring the team, and taken a classified data chip with him. CORP now knows that Boyle is handing off the chip to a rival team of shadow operatives soon. The team must recover the data chip before it falls into the hands of the second team's employers, CORP2.


CODEDUMP

This is a search and recovery mission on a moving target. It's set up for you to provoke running gun battles and chase scenes through urban environments. Think *Ronin*, *Heat*, and *The Transporter*.

Hacking the Mission suggests how you can structure this mission to start *in medias res*.

This mission will easily offer spotlight time to:

- » Hunters
- » Killers
- » Drivers



////PLAZA.VISUAL////
SUBJECT(S) IDENTIFIED
DOWNLOADING..

Use this mission when you want espionage that gets the team in the open, moving around through crowded streets beneath media cameras.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🔌 What's Evans' personal interest in finding Boyle himself?
- 🔌 How does Evans know when Boyle will be making the hand off?
- 🔌 Why did Boyle defect? What did CORP do that provoked Boyle to defect?
- 🔌 Is Boyle selling the chip or exchanging it for something?
- 🔌 Were the team involved in any of the incidents that are being protested?

THE MEET

The team is contacted by **Evans**, Boyle's former handler for CORP. Evans has been tasked with managing the recovery of the data chip and has decided to recruit some external assets to do so. They have no specific instructions regarding Boyle, but they are concerned that some of their internal team may have links to Boyle which may cloud their judgement in unpredictable ways.

Evans will arrange a meeting in **RazorBlades**, a popular penthouse dance club where dressed-down corporate elites order bottle service in luxe booths where they can look out over the highly fashion-conscious corporate middle-management seeking to catch the eye of someone that can lift their career. Evans wears a latest-season chrome LiquidMettle™ suit over a strobing neon LiteMesh™ shirt and will meet the team in a booth. You decide whether that puts them among the dressed-down elite or the dressed-up aspirants. Two suited security personnel stand like pillars on either side of

the booth. Two more personnel watch from subtle positions. This is not a good place to start trouble; the club and the building both have their own additional security forces.

Evans wants the team to find Boyle before he makes the hand off and to find out who Boyle is giving the chip to (CORP2). Evans cannot authorise the team to investigate Boyle's corporate office or apartment, but they will give the team the addresses of each location. Evans has heard that Boyle will be making the hand off to a rival team of external assets in two or three days; they are looking into the specifics and will contact the team when they know the details. Evans doesn't know who those assets are.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » When you find out which corporation Boyle is giving the chip to, mark experience.
- » When you locate the meet, mark experience.
- » When you retrieve the chip, mark experience.
- » When the mission ends, mark experience.

PEOPLE AND PLACES

Colin Boyle has worked as an internal security asset for the employing corporation for years, mostly under the supervision of Evans. He knows how Evans thinks and knows the answers to the first two unanswered questions. He wants out and the chip is the payday that will get him there. He is hiding out in a safehouse he recently set up in preparation for this move, near the public square where he will make the exchange. He sits tight there until the meeting to minimise his electronic and physical footprint. Hunters using **on the trail** will need to gain and spend 4 [intel] to find Boyle.

The meeting will take place at an attractive public plaza named for a third-party corporation (CORP3—although the team may suspect it is the corporation employing the rival team, CORP2). The plaza is dotted with low grassy mounds, coffee carts and food vendors, and trees genetically-engineered not to drop leaves and seeds. Boyle has arranged the meeting to coincide with a high-profile public protest: a sit in against corporate extrajudicial violence prompted by a recent series of incidents involving CORP3. The plaza will be seething with protesters, reporters and onlookers. It's a terrible place to make trouble if you want to stay anonymous.

CORP2 has hired a team of operatives to meet Boyle and verify the chip. CORP2 will then transfer the agreed funds to Boyle's secure account. CORP2's team will take the chip and Boyle will leave the Sprawl. The team comprises: **Gaius Vulpa**, a cocky hacker with a generic Roman Emperor avatar, who will take over the local public services network and observe the meet through the plaza's cameras; **Sword**, an unarmed combat specialist who will be taking point in the transaction; and **Power Chord**, a wired cyber-ninja with implanted +close range tasers in each arm.

If the team doesn't find **Boyle** in his safehouse before the meeting, Evans will contact the team with details of the meeting place and time, giving them an hour or so advance notice. The team should have time to arrive, make a plan, and get set up before the meeting. They will have to choose their approach carefully, however, given the considerable number of bystanders and, especially, cameras.

LEGWORX CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 Boyle hears word of the team's investigation. The Action Clock starts at 1500.
- 2100 The shadow team hears word of the team's investigation. The Action Clock starts at 1800.
- 2200 CORP2 deploys an internal team in the area.
- 2300 CORP2 has reliable information about the team. The Action Clock starts at 2100.
- 0000 The team is precisely identified. Advance CORP2's Clock.

ACTION CLOCK

- 1200 Everything's cool.
- 1500 Boyle is tense and on-edge.
- 1800 Sword and Gaius Vulpa are tense and on-edge. Power Chord is cool.
- 2100 CORP2 and CORP3 security forces are moving through the crowd. The crowd gets nervous. A picture of someone from one of the teams ends up on social media.
- 2200 CORP3 security forces intervene. The crowd starts to panic. Everyone is on social media. News footage showing particularly scary moments is broadcast.
- 2300 CORP2 and CORP3 forces start firing at anyone with a weapon, including each other. Reporters and civilians with cameras are running around like it's a war zone, broadcasting blurry jerky footage of chaos.
- 0000 The area is cordoned off and locked down, but someone else has escaped with the chip.

RUNNING THE MISSION

Sow the seeds during the Legwork phase for the protest set-piece by slipping in occasional snippets of tickers, newsfeeds, activists passing out flyers, augmented reality popup ads in the area, and talking heads on passing screens. You might use these moments in the conversation to ask about the incidents that are being protested. Did any of them involve the characters? Did any involve people they know, especially Contacts?

Choose a location in your Sprawl for Boyle's safehouse and the plaza where the protest and the meet will occur: either an area of your Sprawl that you have fleshed out in play already, or one that you would like to flesh out more. It will be difficult, but not impossible, for the team to find Boyle before the meet. Give them good clues to the location if they search Boyle's apartment or office (physically or digitally), both of which will involve infiltrating secure areas.

The mission is set up for a set piece in the plaza. This could be an action set piece, an espionage set piece, or some combination. There might be a high-action conflict in the Matrix in parallel with a tense negotiated stand-off in the plaza. Just remember, if anyone throws a grenade near a tree, channel John Woo and describe a few action beats in slow motion beneath a rain of leaves that aren't supposed to fall.

If the meet gets loud, consider the media (and social media) fallout when you advance clocks and consider Threats.



HACKING THE MISSION

This mission intentionally includes a section where it might seem that the team are just treading water. That isn't really the case, but nevertheless, if that doesn't jibe with your MCing sensibilities, have Evans give them the time and/or location of the meet up front.

You could even skip straight to the set piece with an *in medias res* beginning. That might look like this:

1. Describe the protest at the plaza; tell the team they're there to interrupt a meeting. Ask where they all are and what they're doing. If any of them are in tricky places that might require rolls to get to (like a Hacker already in control of the camera system), make a note but don't have them roll anything yet. If any of them are on the lookout, have them roll **assess**.
2. Describe the start of Boyle's meeting with Sword.
3. Cut away to the meeting with Evans. Have them **get the job**.
4. Cut back to the plaza. What do they do?
5. After everyone has had a chance to start to act, cut back to a Legwork scene for each character. Take note of the Legwork and Action Clocks.
6. Cut back to the plaza for some action; introduce complications arising from those Legwork scenes.
7. Cut back to any preparatory scenes that might have been required to set up the team's initial positions. Have the Hacker do the hacking, the Infiltrator do the infiltrating, the Driver get into position, and so on. You know that they're going to succeed, so think of creative ways to use those misses in the main plaza scene: maybe the Hacker evades the ICE but doesn't notice the Trace; the Driver gets her drones into hidden positions, but the only way she could get a good remote signal to her drones involved parking in a dead-end alley; the Infiltrator is in position at the outdoor café, unnoticed by Boyle and Sword, but didn't notice the van full of riot police outside the café's main entrance. This is great practice for how to treat misses in a normal, chronological progression of scenes, too, focusing on complicating the character's life rather than out-and-out failure. Check the Legwork and Action Clocks again.
8. Cut back to the plaza and continue as normal, integrating those new complications into the established action. If any characters have additional Legwork they need to do, you can always cut back to more flashbacks.

Be as generous with the flashbacks as you would with [gear] and [intel]. The point of starting *in medias res* is to add interest by varying the structure, not to play gotcha using information the players haven't had a chance to obtain.

>>>>operation.>>>>00004>>>>>>>>>>

THE FLINT TERMINATION

LOADING...

Ms Johnson rhythmically flicks the images off the screen with perfectly manicured fingers as she outlines the job. Michael Flint: high-level executive, secure gated community, the standard-issue paranoia of a man with something to hide. He can certainly afford all sorts of dangerous security. Maybe even tricks you haven't seen before. Simple premise, tricky execution. Heh, execution.

Sometimes the job's just straight out wetwork.

But it's usually best to assume otherwise.

EXECUTIVE SUMMARY

The team is hired to assassinate a corporate executive, Michael Flint, as part of an internal dispute between two divisions of CORP. The twist is that Flint knows that someone is coming after him, has prepared defences, and will try to turn the tables and use the team for advantage against their employer.

CODEDUMP

This is presented as a simple infiltration and wetwork mission against a static target in a guarded facility. However, the mission might turn into an investigation of an alternate and unknown target.

This mission will easily offer spotlight time to:

- » Killers
- » Infiltrators
- » Hunters (if the team takes Flint's deal)



////MEWS.CENTRAL////
SILENT ALARM [DISABLED]

It is probably not well suited to characters disinclined to take assassination jobs, but see **Running the Mission**.

Use this mission when you want to entangle the team in an internal corporate dispute in an ongoing way. **Running the Mission** includes four example Threats that might emerge from this mission, each with a different style of clock (or no clock at all!). They demonstrate different ways that Threat Clocks might look and operate.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🕒 What is the feature that will reveal Flint's body double as a fake?
- 🕒 What is the nature of the "incident" in the Biological Division?
- 🕒 When the dust settles, the team will know a lot about the internal squabbles at this corporation. Will Flint or Kadowski consider the team a potentially useful asset or a dangerous loose end to be tied up? Will a third internal party come looking into this affair?

THE MEET

Ms Johnson (Patricia Schwinn) will pick up the team from a hotel in an unmarked executive limousine. The interior is white leather (yes, *real* leather) bathed in neon lighting appropriate to the colour palate of your Sprawl. High quality caffeinated and alcoholic beverages and a variety of not-yet-restricted pharmaceuticals are dispensed by voice- (or matrix-) activated automated systems. The limousine drives in non-repetitive loops around the downtown area and returns them to the hotel when the meeting is complete. Ms Johnson is smooth, polite, and thoroughly professional. She explains that the mission is an assassination and will give the team a dossier on the target including information about his luxurious home in an exclusive gated community.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » When you find Flint, mark experience.
- » When you kill Flint, mark experience.
- » If you survive the mission, mark two experience.

At some point in the mission, these directives may come into play:

- » When you accept Flint's counter-offer, mark experience.
- » When you give Flint actionable information against Ms Johnson's employer, mark experience.

PEOPLE AND PLACES

The target is **Michael Flint**, VP of Finance and Development for CORP. Flint's main residence in the Sprawl is in the exclusive Magnolia Mews community. The information passed on by Ms Johnson is accurate, but the further research will reveal houses in other cities, a condominium in a local corporate office, two yachts, and a private cottage at a local CORP-owned country club, Phosphene Retreat. Staking out or infiltrating any of these locations may reveal more about Flint: he is a powerful, well-connected, paranoid power-player. He has a number of lovers, all carefully guarded with security teams and legal agreements. He keeps his business and pleasure strictly separate. Snooping in this manner is likely to attract animosity from involved parties however the mission turns out.

Flint's **Magnolia Mews residence** is a large, modern house of sharp, unconventional angles, electronically-tinted glassteel walls for natural light, and expansive, minimalist, open plan living spaces. It lies amidst a forest of large force-grown oak and maple trees, well-hidden from the surrounding streets and houses. The residence has good security, but observant and experienced operatives might find it suspiciously light for an executive of Flint's standing. It certainly has weaker security than any other of his residences that they attempt to infiltrate. This is because it's a trap. Flint has heard rumours that someone wants him dead. Flint has hired a body double to live in his house. **NotFlint** has been surgically altered to exactly replicate Flint's facial features. Flint has an elite private security team watching the house and his double; this security team is not affiliated with CORP. They will wait until the team are deep inside the residence, then attack to subdue. Flint will then appear by vidlink. He wants the team to find out who hired them. He is willing to pay... and to kill. NotFlint is thoroughly disposable; if the team hasn't already done it, Flint might kill him himself to prove a point, or simply to punctuate a sentence.

Flint suspects that the team is employed by someone in the **Biological Division**. He will refer to a recent unspecified "incident" which will likely result in some sort of internal purge. The implication is that this purge will be conducted under his direction.

If the team accept Flint's counter-offer, they can investigate their employer, **Patricia Schwinn**, a Personnel Director (in charge of deniable operations) in CORP Biological Division. She reports to **Kadowski**, a senior executive in the Biological Division. It will be easy for the team to arrange a meeting with **Schwinn**. By interrogating her or infiltrating her personal or professional matrix servers, the team can get actionable information implicating Kadowski. This will satisfy Flint.

The third major party involved in the mission is CORP's Employee Security Division (**ESD**). **Aisyah binti Dara** recently transferred from CORP's Malaysian branch to head the local branch. As she receives information about the mission, she will act to ensure the security of all CORP employees by detaining the team and eliminating threats. The Legwork and Action Clocks mostly reflect her reaction to the unfolding events.

LEGWORK CLOCK

- 1200 Flint knows someone is coming for him. Otherwise, everything's cool.
- 1500 The team is making some noise, but no one knows anything specific.
- 1800 CORP's Employee Security Division (ESD) hears vague rumours. Flint knows that an attack is imminent. He is fully prepared.
- 2100 ESD hears definite, but unconfirmed rumours. The Action Clock starts at 1500.
- 2200 ESD has reliable information about the time of the run. The Action Clock starts at 1800.
- 2300 ESD has reliable information about the team. The Action Clock starts at 2100.
- 0000 ESD has precisely identified the team. Advance CORP's Clock.

ACTION CLOCK

- 1200 Everything's cool. NotFlint is in place and Flint's security team is present, but not fully prepared unless the Legwork Clock is at or above 1800.
- 1500 Flint's security team is fully prepared. ESD is suspicious and has hidden surveillance assets in place at the residences of all VPs, including Flint.
- 1800 ESD deploys drone assets to scout all relevant locations. Kadowski is aware that the infiltration has begun and that ESD is alert.
- 2100 ESD attempts to enter Flint's residence and is stopped by Flint's security team. Flint takes the offensive: if the team is not yet in the trap, he makes contact to deliver his counter offer. Kadowski hears that ESD is involved.

- 2200 ESD deploys heavy operatives to enter Flint's residence. Flint orders his team to evacuate. ESD moves to secure Kadowski.
- 2300 ESD enters Flint's residence. ESD begins transporting Kadowski to a secure location.
- 0000 ESD swarms Flint's residence. Flint reports to a secure ESD facility. Kadowski arrives at a secure ESD facility.

RUNNING THE MISSION

The first thing to consider when approaching this mission is will your players or characters take it? The premise is a straight-up assassination mission and many players or characters will not take such a mission. If you think that might be the case, ask them. If you know that's the case, either tweak the mission or skip it entirely.

That said, there might be value in presenting this mission to them with the knowledge that they will refuse it and using that as a character moment, either for them to show where their own personal lines in the sand lie, or for you to add an element of characterisation to a familiar NPC. This could also be an opportunity to highlight or trigger a character's Personal Directives, especially if any of them has a Behavioural code. On the other side, you can consider adding extra incentives to take the mission related to Personal Directives to see if that changes their mind. Consider the situation where a trusted fixer offers them a morally odious job. What does that do to that relationship? How does that colour the next job that fixer kicks their way?

The "incident" in the Biological Division is a good chance to link this mission to one of the team's previous missions. How will their actions in that mission alter the way this mission plays out? What is the status of the relevant Corporation Clock? How did that previous mission affect the characters Personal Directives?

Once the Legwork phase is underway, use 6- results to make Flint's security seem difficult to penetrate and use 10+ results to make the job seem suspiciously easy. If they do well in the Legwork phase, they might have good prior evidence that Flint knows they're coming and is making it easy for them. What will the players do if they suspect that everything is a trap? They might try to contact him or he might try to contact them. Flint would prefer to have the team at a disadvantage when he confronts them, but he is primarily interested in discovering which of his enemies is out to kill him and turning the tables on them.

By the end of the mission, the team will likely have either taken sides in a bitter internal squabble, or will have pissed off both parties. One or more of the following groups might be appropriate Threats for future missions. Each of the following Threat Clocks takes a different approach to what a Threat Clock can track and threaten. Consider what kind of clock is most useful for you in play and adapt yours to suit. Threat Clocks should help you come up with interesting and consistent consequences and complications and make statements about your Sprawl.

MICHAEL FLINT (THREAT: LONER)

If the team reject Flint's offer, try to kill him, and he survives, they will have made a powerful enemy. Flint will not attempt direct confrontation, but will liberally use his wealth to lay traps for the team. Flint's wealth has a long reach: use his Threat Moves anywhere, anytime. Whenever Flint makes a move that doesn't have his desired effect, raise his Threat Clock. As his clock rises, the team will find it increasingly difficult to secure lucrative corporate jobs. When it reaches 0000, he will have succeeded in persuading all of the major corporations to blackball the characters, forcing them to strike at him directly, which will, of course, be a trap.

You could formalise Flint's Threat Clock to reflect his progress with blackballing the characters to certain corporations if you prefer, but sometimes just having a general sense of what raising it means is enough.

Threat Moves:

- » Subvert a contact to leave a character hanging.
- » Ruin someone's credit.
- » Equip a violent adversary.
- » Spring a trap by dangerous intermediaries.

FINANCE DIVISION (THREAT: GROUP)

Flint has a lot of support in the Finance Division. If the team kills Flint, his successors will take his death as a blow to the prestige of their division and will devote considerable resources to vengeance. Flint's successors are neither as skilled, as wealthy, or as subtle as Flint. They will strike directly and use corporate assets to do so. This will inevitably result in them falling afoul of ESD, but the next VP on the conveyor belt will continue with the same policy until the team can convince them to stop somehow, possibly by somehow getting ESD on their side.

The Finance Division Threat Clock is structured around what the Threat knows.

Threat Clock:

- 1200 The Finance Division is motivated, but they have no actionable intelligence on the team.
- 1500 The Finance Division know the general circles that the team operate in and probe for further information.
- 1800 The Finance Division has actionable intelligence on a small number of the team's contacts. They will keep probing for more leverage.
- 2100 The Finance Division has actionable intelligence on many of the team's contacts. They will attempt to draw out the team using one of them.
- 2200 The Finance Division finds out where one of the team lives or frequently hangs out. They will strike hard. If the strike fails to kill the team member, raise this clock to 2300.

- 2300 The Finance Division knows where another one of the team lives or frequently hangs out. They will strike hard. If the strike fails to kill the team member, raise this clock to 0000.
- 0000 The Finance Division convinces CORP that the team must be eliminated immediately. Raise CORP's Clock to 0000 until the Finance Division's Clock is lowered or eliminated.

BIOLOGICAL DIVISION (THREAT: GROUP)

Whether or not Flint or Kadowski survive the mission and its aftermath, the Biological Division may emerge as a threat. Their main goal will be to remove any evidence of their part in the internal squabble: the team are a loose end. The core assets of the Biological Division are their cutting-edge research labs; use this as an opportunity to introduce strange and deadly biological technologies: implant enhancements, targeted bacteria and viruses, vat-grown animals, soldiers and drone shells. Get creepy with their resources, then smother every crime scene with plastic tents, biohazard suits, and news blackouts.

The Biological Division Threat Clock is structured around how much collateral damage the Threat is willing to inflict.

Threat Clock:

- 1200 Action against the team is on the backburner.
- 1500 Standard existing assets are authorised for deployment against the team.
- 1800 Precisely targeted experimental assets are authorised for deployment against the team.
- 2100 Loosely targeted experimental assets are authorised for deployment against the team and their contacts. Some collateral damage is to be expected.
- 2200 Broadly targeted experimental assets are authorised for deployment against the team and their contacts. Units are on alert for collateral damage clean up.
- 2300 Really, the collateral damage is its own clean up. Expect significant casualties. We have deniability on this, right?
- 0000 As soon as the virus triggers the state of emergency, then we get serious. Expect major disaster-level casualty figures.

EMPLOYEE SECURITY DIVISION (THREAT: GROUP)

If the Legwork or Action Clock gets too high, Aisyah binti Dara may focus the attention of ESD on the team as a disruptive influence on the employee satisfaction of CORP's regional operations. ESD operate using a combination of corporate Human Resources policies, traditional espionage tactics and direct paramilitary action.

The ESD Threat Clock is structured around the type of approach they take when dealing with the team.

Threat Clock:

- 1200 ESD has the team flagged as a potential disruptive influence.
- 1500 The team's contacts are under ESD surveillance.
- 1800 The team is under ESD surveillance.
- 2100 ESD regards the team as a significant threat to employee morale and begins bringing in contacts for questioning and detainment.
- 2200 ESD regards the team as a significant threat to corporate assets and operations. ESD attempts to bring in the team for a "debrief".
- 2300 ESD attempts to eliminate the team.
- 0000 ESD begins eliminating all of the team's contacts.

HACKING THE MISSION

As the mission stands, NotFlint is a non-entity. Who is/was NotFlint? Does one of the characters know them? How did they come to a place in their life where they are a surgically-altered replica of a high-profile target? Was this voluntary? Do they know they're bait? Is NotFlint one of Flint's lovers? There's a lot of potential to spin off future missions with a particular kind of tone.

If your group are disinclined to network, have someone hire them to save NotFlint from a group of operatives who have been hired to kill Michael Flint...

>>>>operation.>>>>00005>>>>>>>>>>

THE SIMSYS PURGE

LOADING...

>>..Replay Annotated Transcript..>>

Good evening. >>Crisply pressed bespoke Italian suit.>>

I represent the Special Threats Division of [[REDACTED]]. >>Tone of someone used to being obeyed.>>

SimSys West is a small but important subsidiary of our company. Important because of the personal connections between its current CEO and the highest echelons of [[REDACTED]]. Highest echelons. >>Pauses for emphasis; individual eye contact.>>

Regrettably, it has come to our attention that the executive board of SimSys West is structurally compromised. >>No pause. No obvious concern. Professional detachment?>>

Because of the aforementioned personal connections, I have been tasked with contracting the services of an external troubleshooting team to investigate, report, and, if necessary, purge the SimSys executive board immediately before the next board meeting in five days. Timing is of the essence in this operation. >>See attached files for operational and remunerative details ..FILE001..FILE002..FILE003..>>

>>..End Annotated Transcript..Replay?[Y/N]>>

EXECUTIVE SUMMARY

The team is hired by CORP's Special Threats Division to discreetly investigate the loyalties of the nine board members of SimSys West, a CORP shell company, within the next five days. After they have reported their findings, they may be asked to conduct a purge of disloyal members.



////ACCESSBOT////
ENTER PASSWORD...

CODEDUMP

On the surface, this mission is an investigation, but it's really about the choices the characters make once they have dirt on members of the corporate elite. All of the board members have secrets they'd rather weren't exposed—some innocent, some nefarious, most opportunities for blackmail or other leverage against them by third parties with their own motivations... like other corporations or shadowy professionals. The team will have a lot of leeway in what they reveal to their employer and how they present those findings, which could lead to some interesting moral and ethical choices, as well as opportunities for profit, vengeance, side missions, and general meddling.

This mission will easily offer spotlight time to:

- » Hunters
- » Reporters

It is not well suited to:

- » Drivers
- » Killers

Use this mission when you want a complicated investigation with a lot of potential for side missions, ultimately leading to tough moral choices.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🕒 Why is this kind of job being outsourced to shadow operatives?
- 🕒 Is Mx Morf on the level about working for the Special Threats Division of CORP?

- ⌚ What is the relationship between their mission and the internal problems at SimSys West? Is this a hostile takeover, an internal power play, or something else?
- ⌚ Will the team report all the disloyal members? Will they protect certain corporations? Will they protect certain people? Will they warn anyone?
- ⌚ SimSys West looks like a shell corporation. Why are they important? Are there any ongoing plots or stories in your Sprawl that they are secretly related to?
- ⌚ Why does the investigation need to be completed within five days?

Each of the board members has additional questions listed below.

THE MEET

Mx Morf contacts the team through a corporate connection to an *+owned* character. They arrange to meet the team in a discreet wine bar, filled with the muffled sounds of conversation, the faint whine of white noise generators, the wafting smells of gourmet tapas, and a bewildering array of precisely designed tasting glasses. They are impeccably dressed in a high-tech, high-fashion suit and exquisite, manually applied make up. Mx Morf identifies himself as a member of the Special Threats Division of CORP. The CEO of SimSys West, a local subsidiary of CORP, has alerted the Special Threats Division to a suspected attempt to subvert the executive board of SimSys. Mx Morf is paying well (the base rate for the job is staked Cred x3) to have the team discreetly investigate the nine board members and report on their loyalties. Following that report, further action may be authorised for an additional fee (an additional x1 Cred). Mx Morf will give the team dossiers on the board's public and legal activities.

PEOPLE AND PLACES

The CEO of SimSys West is **Scarlet Brattle**. Scarlet is well connected, including to high-ranking executives of the parent corporation, but her engagements with the Sprawl's elite have pushed her expenditures beyond the limits of her income. She has accumulated an unsustainable amount of debt and is privately worried about how she will extricate herself from this situation.

- » What does she hope to gain from orchestrating this purge?

Dean Burlington is the CFO of SimSys West. He rose up the ranks in a rival corporation and was recruited to his current position 15 months ago. His background seems clean, but his loyalties might lie elsewhere. Consider the operations and history of his former employer in your game.

- » Who was Burlington's former employer? How was he recruited?

Chance Eulitero has served on the SimSys board for 13 years. They have impeccable technical qualifications for whatever business SimSys purports to be in. They also have undisclosed underworld connections. Choose an existing criminal organization or create a new one. Action against Chance will almost certainly start a Threat Clock.

As fellow underworld operatives, the team might be more comfortable attempting to leverage this connection for their own advantage.

- » What is the nature of Eulitero's underworld connections? Are they a boss or a pawn?

Alysia Frost has served on the board for 7 years. She has a wealth of management experience from several previous positions. Recently, a member of her immediate family (spouse or child) was diagnosed with a rare and serious form of cyber-rejection that requires expensive treatment that is not available through CORP medical avenues.

- » Who controls the treatment? Was the illness contracted naturally?

Bockus Kang was a top scientist until he transitioned to management five years ago. Two years ago he was involved in a prolonged hostage situation which was resolved in a traumatic and high-profile fashion and from which he now suffers PTSD. He has been undergoing extensive therapy since the event and only returned to his directorial duties within the last year.

- » What was the hostage situation? What connection does the team have to those events?
- » What is the nature of Kang's therapy? Is it above board?

Spruce Malo is a rising star in the CORP corporate family. Their appointment to the SimSys West board last year is widely seen as a step to higher things. Spruce is an active socialite with contacts across the corporate ecosystem of the Sprawl. Their skills have attracted the attention of several rival corporations and are currently being actively headhunted by at least one major corporation.

- » Who is headhunting Malo? How much is the corporation prepared to offer? How receptive is Malo to their advances?

Angus Safdie is a reliable careerist at SimSys West. He and his family live nearby and have deep roots in the local community. Safdie has served on the board for 22 years and has been embezzling funds with a complicated Matrix skimming scheme for half of that time. Having got away with it for so long, Safdie feels comfortable and safe. That will abruptly end as soon as he gets word of the investigation.

- » Who knows about Safdie's scheme? What is he prepared to give the team for a chance to exit on his own terms?
- » What has he been doing with the skimmed money? Does it have a purpose? Is it a nest egg? A way of acquiring status beyond his means?

Florida Vieira has served on the board for 10 years after a stellar career as a cybernetics researcher. However, Vieira's early research broke several ethical rules that would have disqualified her from practicing. She only managed to keep the fabricated origins of zyr research secret by murdering zyr lab tech 24 years ago. She has had a scrupulously clean career since then, remarkably so, for a corporate cybernetics researcher.

- » Who stands to gain from exposing Vieira? Is anyone investigating Vieira? Does anyone know?

Kim-Anne Yoon has served as a board member for 7 years. Most of her family works for CORP in various professional and executive capacities. Last year, her brother went missing on an overseas trip. Yoon has recently discovered that he was “extracted” by a rival corporation. Now that corporation is trying to use his safety as a bargaining chip to get to Yoon and her sister, **Makara Yoon**, a superconductor researcher for CORP.

- » In what manner is the rival corporation threatening the Yoons? Can Yoon use the team to extricate herself from this situation?

LEGWORK CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 Rumours of the investigation circulate among the board.
- 2100 Board members hear definite, but unconfirmed rumours. Frost, Kang, Safdie, Vieira and Yoon go to ground. The Action Clock starts at 1500.
- 2200 Board members contract additional security. The Action Clock starts at 1800.
- 2300 Involved corporations are alerted to the investigation. The Action Clock starts at 2100.
- 0000 The team is precisely identified. Advance any relevant Threat or Corporation Clocks.

ACTION CLOCK

- 1200 Board members have individual or pairs of bodyguards.
- 1500 Bodyguards are wary and suspicious, although still discreetly armed and armoured.
- 1800 Board members travel with teams of 4–6 bodyguards with visible weapons and armour. Board members who have gone to ground hide in highly secure personal compounds.
- 2100 Involved corporations send additional security assets to protect assets.
- 2200 Involved corporations send additional security assets to eliminate loose ends through assassination or extraction. Some escape.
- 2300 Involved corporations and CORP send additional security assets to secure everyone.
- 0000 Everyone is secured. Involved corporations (and CORP) attempt to eliminate the team. Advance any relevant Threat or Corporation Clocks.

MISSION DIRECTIVES

- ⤿ When you accept the job, mark experience.
- ⤿ When you give your report on the loyalty of all nine board members, mark two experience.
- ⤿ When the mission ends, mark experience.

At some point in the mission, when you have an opportunity to add a complication, add side missions with associated directives like this:

- ⤿ When you take direct action on behalf of _____ as a result of your investigation, mark experience.

Fill in the blank with any of the involved parties arising from your prep, from the **un-answered questions**, or from the questions in **people and places**. Side missions are covered in the Hacking the Sprawl chapter of the main rulebook (pp.237-238). How you introduce these side missions will depend on the fiction. As a general guide, if your opportunity to add complication arises from a 6-, it should be a side mission that is a problem for the team in some way; if your opportunity arises from a 10+, it should be a side mission that offers an opportunity to the player or the team. This should be an opportunity beyond the experience marked by the directive. Make it something good. Make it something tempting.

RUNNING THE MISSION

Each of the board members has loose ends that could be used as leverage against them. Decide which (if any) of the board members are disloyal, or play to find out. The web of loyalties is likely to get quite complicated here, so I pencil them in beforehand, often literally as a relationship map, so that I can see the whole web and adjust on the fly in response to the team's action as we play. I like to roll for each. If you have 3-5 corporations in your game, number your corporations 1, 2, 3, etc as necessary and roll a d6. The number indicates which Corp is "involved" with that board member. If you roll a number not assigned to a Corp, the board member is free of external corporate influence. They may still have their own motivations relevant to the mission. If you have 6 or more corps, or you want to involve Threats or other factions, or increase the chance of the board member being involved, use a die with more sides.

"Involvement" might be innocent, it might indicate the application of leverage, it might indicate hostile intent towards the board member, or it might indicate that the board member has some sort of plan in action involving that Corp. You can decide on factors like this before play begins or decide as you play based on player moves and actions. This is a great example of a case where a miss might mean success with bad news.

As MC, you can prepare for this complex web of relationships by allocating space beforehand to take notes on each of the board members during play: create a document that you can easily access during play with pre-written headers for each member or label several index cards with the members' names.

HACKING THE MISSION

Complicate the mission further by having the involved corporations approach team members to make offers to the board members under investigation. For example, a corporation headhunting Malo could instruct an *+owned* team member to deliver an offer to Malo. Think about the relationships that your team has with the corporations in the game and brainstorm a few potential sub-missions, either specifically linked to characters (someone wants the Fixer, Gant, to lean on Vieira), to corporations (HelixTec wants someone to approach Malo), both (HelixTec wants Gant to approach Malo) or completely free-floating (a corp or criminal organisation wants a team member to threaten Eulitero). Make a list; if you don't use them in this mission, you can use them as the main plot of a mission or as a side mission later.

Introduce side missions whenever you have an opportunity to complicate the mission. Side missions might have their own clocks or associated Threat or Corporate Clocks that can take the pressure off the main Mission Clocks.

This mission could have serious implications for the team in a longer game. Many clocks could advance if the mission gets out of hand and several of the board members problems could spawn missions of their own (maybe from that list of possible side missions you made). The team will have to juggle how those potential missions interact with a time-limited mission. Can they put some of them off? What will the consequences of that be?

>>>>operation.>>>>00006>>>>>>>>>>

THE BOGATYREV JAM

LOADING...

The corporate logos encircling the arrivals hall remind you of the logos sliding across Frame's skinsaver and encircling her chromed eyes: "...Burmese research laboratory to the Renaissance Group facility at..."

Damn those logos. Get it together. Focus up. "This is Bogatyrev."

You blink a stim-dose into your bloodstream and everything goes crisp.

A cascading arc of black and silver retro K-Pop hair partially obscures a Japanese face. When Frame showed you this picture, it was a speedline-suited skateboard courier not a black-suited businessman, but you'd recognise those eyebrows anywhere.

EXECUTIVE SUMMARY

Bogatyrev is a courier moving a head full of encrypted data between corporate facilities in Vladivostok and Mexico City. Frame, a local fixer, employs the team to find, intercept and kidnap Bogatyrev en route. Bogatyrev should be delivered to Frame.

CODEDUMP

This is a very open search and recovery mission against a mobile target, with a number of independent vectors for complications. Very little is established about the target, yet the team should be able to find them with a few good rolls. Bad rolls will bring in pre-arranged corporate security teams, Bogatyrev's impromptu security, and potentially treachery from Frame's gang.

This mission will easily offer spotlight time to:

- » Hunters
- » Drivers



42 PARTIAL HITS.
DISPATCH AGENTS..

Use this mission when you want to showcase several areas of your Sprawl with a search mission focused on mobility.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🔌 What data is Bogatyrev moving? Why is electronic data transfer not an option?
- 🔌 Does Frame want the data for herself, or for someone else?
- 🔌 How will the team identify Bogatyrev?
- 🔌 Why is Bogatyrev coming through the Sprawl?
- 🔌 Who will try to find and exploit rifts between Frame, Hellfire, and Hellfire's gang?

THE MEET

The job comes through, **Frame**, a well-known fixer in the Sprawl with a lot of connections and a lot of debts. Frame is an immaculately presented Hispanic woman adorned with the latest street-inspired fashion, extensively augmented by dermal flex-screens and modular body plugs. She is known for straight dealing and working with all the major players, a treacherous highwire which she deftly walks... so far. Her balancing act is aided by her right-hand-man Hellfire.

Named for the rippling holographic flames which illuminate his chromed arms, **Hellfire** and his gang provide physical and matrix security for Frame. Their relationship is primarily financial, but Hellfire also enjoys the reputation that comes with protecting one of the most well-known fixers in the Sprawl. In meetings, he is never far from her side and his gang is always nearby, in greater strength than is immediately apparent. As well as providing security in Frame's meets, they are the tendrils of Hellfire's extensive surveillance and intelligence network.

Frame employs the team to find and kidnap Bogatyrev when they pass through the Sprawl. Bogatyrev is something of a ghost, but Frame will give the team a collection of material that they can use to create a profile and identify them.

PEOPLE AND PLACES

Bogatyrev is a data courier. They have an *+inaccessible encrypted* headware memory unit with no matrix connection and a proprietary neural interface jack that can only be hacked physically. Bogatyrev's main defence is anonymity. They (no one is sure of their gender) are an expert in the use of physical and biometric disguise, both the latest technologically-assisted methods and old-fashioned spycraft. They work alone, but their employers usually run a parallel surveillance and protection op and act to intercept anyone who attempts to interfere with the data transfer.

You can choose which of your Sprawl's corporations is Bogatyrev's employer in advance or find out in play. Their counter-interception operation is run by **Simone** (Si-moh-nay), an in-house security consultant. Simone was recruited in Ethiopia and worked his way up the corporate security ladder from external asset to internal executive through his outstanding performance in various Eur-African corporate wars. He's been relying on his own assets to do the dirty work for a while, but he knows how shadow operatives think. He knows Bogatyrev's scheduled departure and arrival times in Vladivostok and Mexico City, but doesn't know Bogatyrev's planned route. Simone reports Bogatyrev's movements to his analytics team in Vladivostok, they report back with movement predictions, and Simone does his best to have teams in place to counter interception attempts.

LEGWORK CLOCK

- 1200 Everything's cool.
- 1500 A few local rumours.
- 1800 The Vladivostok analytics team gets wind of the interception attempt.
- 2100 Simone prepares contingencies and deploys intel teams. Bogatyrev is wary. The Action Clock starts at 1500.
- 2200 Simone deploys specific protection squads. Bogatyrev knows what's up and changes their route. The Action Clock starts at 1800.
- 2300 Bogatyrev goes to ground. Simone's squads close in. The Action Clock starts at 2100.
- 0000 Simone identifies the team... and Frame. Advance the appropriate Corporate Clock or create a threat clock for Simone aimed at both the team and Frame.

ACTION CLOCK

- 1200 Everything's cool.
- 1500 Simone's intel teams are in play (pairs of discreet professionals).
- 1800 Simone's protection squads are in play (professionals with indiscreet armour and sidearms).
- 2100 Simone's protection squads attempt to closely shadow Bogatyrev.
- 2200 Simone's squads locate the team and Bogatyrev.
- 2300 Simone takes Bogatyrev into custody.
- 0000 Simone gets Bogatyrev to a secure facility or suborbital transport.

MISSION DIRECTIVES

- 🔌 When you accept the job, mark experience.
- 🔌 When you locate Bogatyrev, mark experience.
- 🔌 When you have Bogatyrev in custody, mark experience.
- 🔌 When you deliver Bogatyrev, mark experience.
- 🔌 When the mission ends, mark experience.

RUNNING THE MISSION

This mission is potentially complicated and also very open. While the primary concern is finding the target, that can be simple or complicated, largely based on your preference. Is Bogatyrev just passing through the airport? Do they have other business in the Sprawl? Do they have to connect with someone else for some reason? What reason? Depending on how you like to prep, you might decide what Bogatyrev is doing in advance, decide in play as moves, questions and the mood of the table guide your imagination, or some combination.

Here are some examples of how you might decide in play and how you might *show them the barrel of the gun*:

- » If the characters use a move to find Bogatyrev's location and roll a 6-, you might say that Bogatyrev is just moving from gate to gate inside airport security, or you could entangle Bogatyrev with an enemy the team made on a previous mission. Perhaps an enemy who is hunting a team member.
- » If the characters use a move to determine how tight Bogatyrev's security is and roll a 6-, you could say that they are inside the airport security (and secretly decide that they're armed beyond what that area would normally allow), or you can say that they're doing business with someone in the Sprawl who has provided additional security.

- » If a character rolls well on an appropriate move or asks an appropriate question, tell the team about Simone and his team. They might decide to go after Simone, either to find out what he knows to help them find Bogatyrev or to remove potential opposition. This might be a moment to use **conduct an operation** (*The Sprawl*, p.220) or, if you have time and inclination, play out that sub-mission in full.

Remember to consider the characters, too. Missions that involve finding things often suit Hunters. If you have a Driver or a Hacker, make sure Bogatyrev's movements allow those characters to use their skills.

When I design missions, I like to create multiple antagonists and factions who *might* become involved depending on the timing of the mission, the result of moves, and the trajectory of the fiction. Give these people and groups a reason to be involved in the unfolding events, and then, even if they don't become involved in the mission, they can be a complication in a subsequent mission because of the team's actions. In this case, Simone and his team are involved whether the team ever makes contact or not. If the team breezes through the mission without alerting or encountering Simone and his team, he might have something to prove against the team that dunked on him.

Scale Bogatyrev's security and Simone's resources to fit the style of game you want. This mission could be high octane action in the vein of Jason Bourne or intimate in the shadowy intrigue reminiscent of *Tinker, Tailor, Soldier, Spy*. This choice might depend on the capabilities of your team, but it need not. It can be interesting to switch up the campaign's usual style from time to time, forcing your players to work outside of their comfort zone. Make sure the "usual style" is established first though.

Add colour to Bogatyrev—their route and their activities—to reflect the themes of your game and the specifics of your Sprawl. For example, if you wanted to lean on some classic scenes from cyberpunk movies:

- » neon lights reflecting off noodle broth as Bogatyrev meets a contact
- » Bogatyrev on a rooftop, staring through the rain at the lights of an approaching VTOL
- » Bogatyrev adjusting their breathing mask as they pick over a mountainous junkyard
- » apartment buildings enclosing and framing Bogatyrev as they run across the surface of the harbour
- » bullets impacting on the dust and metal as Bogatyrev crouches behind a downed VTOL
- » Bogatyrev's face lit by the tank-lights of aquatic junkies

HACKING THE MISSION

As it stands, the Mission Clocks assume that Bogatyrev is rather passive. Develop Bogatyrev into a physical or cyber badass or a mastermind of trickery (or somewhere in between) and give them a clock to track their actions. If your team leans towards direct action over legwork, you can lean the tension of the mission away from the problems of finding Bogatyrev and towards the problems of capturing Bogatyrev. The Mission Directives already suggest that capturing them will not be trivial. There is a large amount of fictional space between “when you have Bogatyrev in custody” and “when you deliver Bogatyrev” implying that transporting them to Frame for the delivery could be tricky.

You might also add a twist or two:

- » The relationship between Frame, Hellfire, and Hellfire’s gang is ripe for fuckery. Does Hellfire want Frame’s action? Is a member of Hellfire’s gang making a play for power? Is Frame disenchanted with Hellfire’s work for some reason? This situation could blow up during the mission or when the team tries to **get paid**. One or more of these players may even become a Threat.
- » Is Simone loyal to his employer? Is he running his own op? Perhaps he hired Frame to draw heat when he snatches Bogatyrev? Does Frame know?
- » Frame has many enemies, any of whom could attempt to interfere with the team as a way of striking at her operation.
- » Hellfire and his gang are involved in other illegal activities. It would be a shame if that interfered with the mission...

>>>>operation.>>>>00007>>>>>>>>>>

THE CAZARES-BELL OBSCOLESCENCE

LOADING...

I just got a call from Mr Black, team: Cyberzombie on the loose downtown. It's worth extra if we catch it before it hits the newsfeeds.

And by "catch" I mean "retire".

Who's down to fuck with the 24-hour news cycle?

EXECUTIVE SUMMARY

The team is hired to find and eliminate Cazares-Bell, a cyber-soldier gone rogue from the Emmerich Program, an experimental corporate cyber-soldier research program, before anyone important dies. This is presented as a case of cyber-psychosis and a potential PR disaster. However, unknown to the team and their employers, Cazares-Bell is fully in control of herself and is planning her own strike against the head of the Emmerich Program, Arvid Johansen.

CODEDUMP

This is nominally a hunt and destroy mission against a single dangerous target, but how it ends will probably hinge on a moral choice between completing the mission and turning the tables on their employers.

This mission will easily offer spotlight time to:

- » Hunters
- » Killers

It is not well suited to:

- » Infiltrators

Use this mission when you want a driven and deadly antagonist to confront the team with a moral choice.



///EMMERICH.DB///
REDACT ALL FILES [Y/N]

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🕒 How is Mr Black related to the Emmerich Program?
- 🕒 Does the Emmerich Program stiff all their volunteers or was there something special about Cazares-Bell's case?
- 🕒 Does Johansen know about this, or did it happen without his knowledge?
- 🕒 What was Johansen's relationship with Cazares-Bell?
- 🕒 What about the other cyber-soldiers?

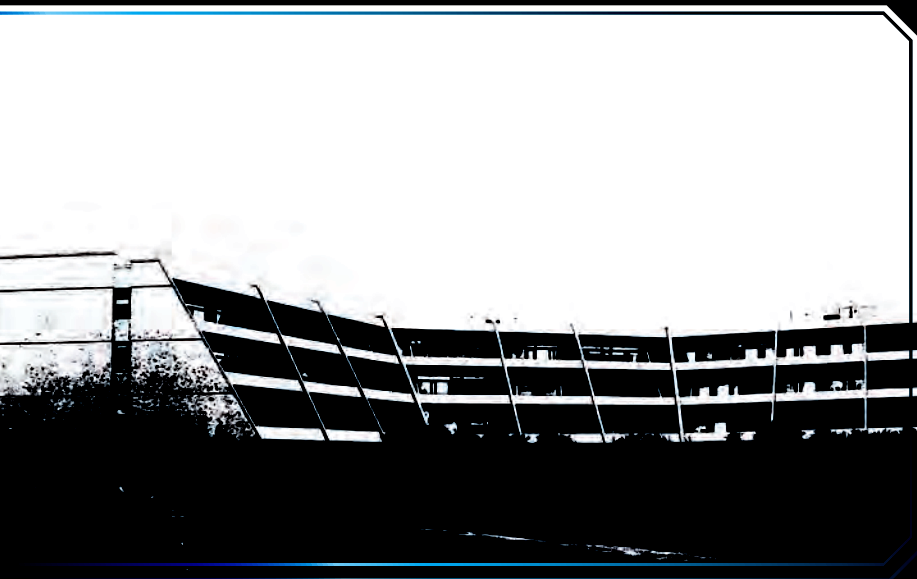
THE MEET

Mr Black is an in-house fixer for CORP. He is a jacked up man in his early thirties who looks like he should be on the other side of the hiring process. He is probably ex-military, probably cybered, and maybe used to work the shadows. He will contact whichever character is *+owned* by the employing corporation and meet wherever that character prefers. Have the *+owned* character describe the meet location and setup. Mr Black will arrive promptly with a small security detail, none of whom look as jacked as him. If none of the characters are *+owned*, choose a character with an established relationship with the employing corporation, or switch out Mr Black for a fixer they have an established relationship with. Mr Black is under pressure to get results *fast*. He is authorised to offer a substantial bonus on completion: the job starts at x3 Cred; **get the job** can bump that to x4.

Cazares-Bell is a woman, but Mr Black will continually refer to her as a cyberzombie and use neuter pronouns. As far as he is concerned, she is no longer human—it is now a robo-monster thing. His attitude verges on disgust, but if he is afraid, it is fear of the consequences of mission failure.

MISSION DIRECTIVES

- 🕒 When you accept the job, mark experience.
- 🕒 When you locate Cazares-Bell, mark experience.
- 🕒 When you confront Cazares-Bell, mark experience.
- 🕒 When the mission ends, mark two experience.



PEOPLE AND PLACES

Cazares-Bell was participating in the **Emmerich Program**, your standard-issue top-secret experimental military cyber-soldier program. Subjects in the program are isolated except when deployed in combat situations. Both the existence of the program and Cazares-Bell's background are highly classified. Mr Black will not reveal any of the following, but Legwork might reveal some of it.

Cazares-Bell was a SWAT officer who volunteered for the program because of the financial benefits which would accrue to her ex-husband and daughter in perpetuity. She recently discovered that the corporation employing the team had downgraded those payments on a technicality. This triggered a brief psychotic break, but she soon regained her composure. It is entirely possible that the team will make verbal contact with Cazares-Bell. She is driven, but perfectly rational and capable of planning and cooperation. She has contacts both inside and outside the corporation and will be actively using them to plan her strike on the labs. What will the team do when they hear her story?

Cazares-Bell is now trying to track down the head of the Emmerich Program, **Arvid Johansen**. She plans to kidnap him for leverage over or vengeance against the corporation. Johansen lives in a downtown high rise apartment and works at the main Emmerich lab in a nearby industrial neighbourhood. Cazares-Bell is hiding in another nearby neighbourhood in an abandoned low income housing block now filled with squatters. She makes occasional forays into downtown to meet contacts as she plans her strike and into the industrial area to scope out the Emmerich lab.

LEGWORX CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 Cazares-Bell hears vague rumours.
- 2100 Cazares-Bell hears definite, but unconfirmed rumours. Advance the Action Clock.
- 2200 Cazares-Bell has reliable information about the time of the run. Advance the Action Clock.
- 2300 Cazares-Bell has reliable information about the team. Advance the Action Clock.
- 0000 The team is precisely identified. Advance CORP's Clock.

ACTION CLOCK

- 1200 Everything's cool.
- 1500 Cazares-Bell is somewhat prepared. She is seen snooping around an unrelated facility.
- 1800 Cazares-Bell is prepared. She breaks into a corporate security facility.
- 2100 Cazares-Bell knows about the team. She tracks down a lab technician and kidnaps him.
- 2200 Cazares-Bell attempts to ambush the team, weaken them, and escape.
- 2300 Cazares-Bell breaks into the Emmerich Program lab.
- 0000 The corporation neutralises Cazares-Bell and cancels the contract.

RUNNING THE MISSION

One for the Hunters! The team could track Cazares-Bell to her apartment block hideout, the surrounding neighbourhoods, the Emmerich Program labs or other corporate facility, or meeting a contact downtown. An individual character, especially a less combat-focused one, might accidentally run into Cazares-Bell on a 6- while doing Legwork in any of these areas.

Cazares-Bell's cyberware is intentionally left undefined. Think about military cyberware options in advance so you have some ideas; prep what she has in advance if you like, or, if you're comfortable with the low-prep approach and want the story to develop organically in play, wait until the characters either investigate her capabilities with Legwork moves, or make contact and start making moves against her. For example, a 6- when chasing her is a perfect opportunity to reveal the powerful jump of those cyberlegs or the wall-breaching power of that cyberarm. Think like a movie director.

When do you start the Action phase in a mission like this? Great question! You'll have to play it by ear. If they find out where she will be and have a chance to make a plan against her as a static opponent, then it might be clear. If they accidentally run into her, it might be more complicated. However, the entire Action phase could be one combat against her, so it might be very simple! Make a Harm Clock for Cazares-Bell and have her retreat or continue engagements against the team as suits her motives and tactical sense. Remember that she is not some sort of crazed or mindless killer, she has a goal and the characters are an obstacle, or potentially an ally.

HACKING THE MISSION

Tweak the circumstances of Cazares-Bell's defection to link it to a pre-existing threat in your world. If one of the players or a recurring NPC has a background in an experimental military program, you could play this mission as a parallel comparison to that background, adjust the Emmerich Program to fit the pre-established circumstances of that background, or replace the Emmerich Program with that previous program altogether.

The events of the mission could spawn a new Headline Threat or advance an existing Threat Clock. Consider how corporate PR would spin this if Cazares-Bell remains at large, whether successful in her strike against the Emmerich Program or not. What if she releases, reprograms or persuades other cyber-soldiers? What if she already has and no one knows it yet? What if she succeeds in kidnapping Johansen?

>>>loading...>>>operation.>>>>00008>>>>>>>loading...>>>

>>>>operation.>>>>00008>>>>>>>>>>

THE AMARYLLIS PROTOCOL

LOADING...

"I'm at the back door. Sky is clear."

"We're in the elevator. This better go quiet, Wheels. If we have to take the stairs, you're screwed."

"I fuckin' live for stairs, mate."

"Cut the chatter, folx. You're coming up on the target. Stay sharp."

"Roger." "Got it, boss."

"Moving out now... huh. She has visitors. I have... two... no three voices."

"Get a drone down there, F8L." "On it... oh shit, there's another team here."


"Fuck. Plan B, all. Loud, quick, out."

EXECUTIVE SUMMARY

A corporate programmer for CORP, Stiviandra Beirão, was found in her apartment unresponsive with elevated brain and neural interface activity. Unknown to everyone, she has been infected with the Amaryllis Virus, a new cybervirus that propagates through wireless networks and a firmware flaw in certain neural interfaces. Her employer, Thirayuth Daoruang, doesn't know who to trust inside CORP and contracts the team to investigate while his private cybernetics team attempts to "cure" the virus.

CODEDUMP

This mission shows how a Headline Threat Clock might interact with a mission. The mission also plays around with the format of the Mission Clocks more than most.



```
////CAMERA.HIGH02878////  
LAST_ACCESS [NO DATA]  
USER_ACCESS [NO DATA]
```

The Legwork Clock is closely related to a Threat Clock for the virus and there are two Action Clocks that can operate individually or in parallel depending on what the team decides to investigate. While the standard Legwork Clock then Action Clock system of *The Sprawl* works for most missions, especially when you're getting the hang of how a cyberpunk mission works, they are not intended as straightjackets.

This mission will easily offer spotlight time to:

- » Hackers
- » Hunters
- » Techs
- » Reporters

Use this mission when you want a mission closely linked to a developing Headline Threat Clock.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🕒 Are the victims deliberately targeted or randomly infected?
- 🕒 Who controls the local street camera network?
- 🕒 Who is responsible for the virus? Do they still control it?
- 🕒 Does CORP2 know that Beirão has been infected? Do they even know that the virus exists?
- 🕒 What is Daoruang's relationship with Beirão?
- 🕒 The virus lies dormant until activated. Why? Why was the virus activated in Beirão's interface? What will the virus do next?

THE MEET

Thirayuth Daoruang is a gaunt, middle-aged Thai man who wears his conservative business attire casually. He has the demeanour of someone who has become comfortable with the corporate world through experience, but who would naturally be more at home in a less restrictive environment. He contacts the team through a fixer he knows and trusts. The fixer doesn't mention their close relationship, but observant characters could notice it. He arranges to meet the team in the parking building of a mega-mall where he provides them with a redacted electronic dossier on his star employee, Stiviandra Beirão. He is not experienced at dealing with deniable operatives: on a **get the job** result of 7+ it will be clear that he and Stiviandra work for Coffee Blossom Deep Lab (CBDL; an AI research division of CORP).

PEOPLE AND PLACES

Stiviandra Beirão is a dark-skinned, golden-haired Angolan woman in her 40s who earned her PhD in Machine Learning from the University of Cape Town. She has worked on several sensitive projects for CORP over the past 15 years, who have staved off numerous head-hunting attempts, most recently by CORP2. A Hacker with corporate connections or academic leanings will have heard of her. Daoruang explains that after Beirão didn't turn up for a meeting (uncharacteristically) and didn't respond to his calls, he went to her apartment building, and he and the building manager found her unresponsive on her kitchen floor. Beirão is now under observation at a secure medical facility. Daoruang is extremely reluctant to let the team see her or to give details of the facility, but he will give the team any relevant information his team discovers.

Daoruang is head of **CBDL**, a medical and cybernetics laboratory. Once he hires them, he will inform the team that his researchers' working hypothesis is that Beirão's sensory input and output has been hijacked by a neural interface firmware virus that spreads through wireless networks and lies dormant until activated. So far, it hasn't infected many people and isn't public knowledge, but it also isn't well understood. Daoruang suspects that Beirão was targeted and wants the team to investigate her apartment, track her recent movements, and attempt to find evidence of who is behind this. When the team first investigates **Beirão's apartment**, they will find it physically and electronically secure (this may change as the CORP2 team acts). Beirão contracted the virus elsewhere. Her electronic diary shows several recent local errands but nothing suspicious.

The CBDL lab's basic hypothesis is correct, although they don't know how or why Beirão was infected. **The Amaryllis Virus** is transmitted through wireless networks using a previously unpublicised security hole in the firmware of a common component used in several leading brands of neural interface. Securing a second copy of the virus will help the team disinfect Beirão's interface.

Beirão's neural interface was compromised by an attack from the street camera network in the neighbourhood around her apartment building. As the characters investigate the apartment and surrounding area, their own neural interfaces will be

attacked. If a character's neural interface is vulnerable, they can attempt to quarantine a copy of the cybervirus and deliver it to the CBDL researchers.

Look over the kinds of neural interfaces on pp.121-122 of *The Sprawl*. Controlling non-autonomous drones, using a tactical interface for 3D target mapping of the area, or researching in external networks would all trigger this move.

When you **use your neural interface** inside an infected wireless network, roll Synth.

10+: Your neural interface alerts you to a failed wireless intrusion attempt and logs the attack's digital footprint. Your neural interface is immune to the virus. You can use the footprint to trace the attack.

7-9: Your neural interface is attacked and compromised. You can use the attack's digital footprint to trace the attack, but choose one:

- The attack modifies the firmware of your neural interface, increasing your 'ware's vulnerability. Take -1 forward on this move and **trap the virus**.
- The attack probes your neural hardware and uploads sensitive data to a hostile party. Increase a Clock.

6-: You're infected. The MC will ask you a question and make a move.

If a hacker investigates the local street camera network for any reason, they will notice the presence of the virus propagation program. When they investigate, consider the **unanswered questions** section above. Give them information based on your own answers to those questions and ask them questions about what they find to fill out the backstory behind the virus.

Eventually they will need to capture a copy of the virus by luring it into an isolated system that they control.

When you try to **trap the virus** in an isolated partition within the data storage unit of a vulnerable neural interface, or inside a drone or vehicle or a linked weapon, roll Synth.

10+: You succeed in trapping and isolating the virus.

7-9: The virus no longer has access to your cyberware and lacks the bandwidth to propagate, but you can see that it is still sending and receiving control signals from outside.

6-: You fail to isolate the virus. The MC will ask you a question and make a move restricting your access to your own cyberware.

Regardless of CORP2's relationship to the virus, an extraction operation targeting Beirão is currently underway by deniable operatives employed by CORP2. Daoruang is not experienced in the shadows, but he's no fool. He did an excellent job of getting Beirão out of her building unnoticed. The CORP2 team is led by **Osaka Baseline**, an experienced operator who runs the op remotely through her state-of-the-art cybercom rig. Her team are **Wheels**, a non-binary, street-tough Australian inseparable from zis

roller blades; **F8L**, an electro-killer with slave drones, cyberarms and control systems; and **Benny**, a stone-cold ex-military non-binary thug. Wheels and Benny will infiltrate Beirão's apartment to extract her when the team is investigating the apartment. F8L will be covering the rear physically while his drones cover aerial routes out of the upper levels of the building. Osaka and her team don't know about the virus. They will assume that the team is a rival extraction team or outsourced bodyguards. As soon as it is clear that Beirão is not in the apartment, or that they are losing, they will withdraw, attempting to take an incapacitated hostage with them as leverage to find out why the team is involved.

LEGWORX CLOCK (INVESTIGATING BEIRÃO)

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 Vague rumours are circulating about a cybervirus.
- 2100 Word on the street is that the team is involved with the cybervirus. Advance the Not-so-Firmware Threat Clock to 1800 (unless it is already higher).
- 2200 Well-informed people know that the team is investigating the cybervirus. Uninformed locals think that the team is spreading it.
- 2300 Word on the street is that the cybervirus is linked to CORP. Advance their Corporate Clock.
- 0000 The link between CORP and the cybervirus begins to receive media attention. Advance their Corporate Clock. Advance the Not-so-Firmware Threat Clock to 2100 (unless it is already higher).

ACTION CLOCK (INVESTIGATING CORP2)

- 1200 If the team completely avoids contact with Osaka Baseline and her crew, everything's cool.
- 1500 If the team makes incidental contact with Osaka Baseline and her crew, CORP2 is aware of the team's involvement.
- 1800 The team just engaged Osaka Baseline and her crew. CORP2 know the team are working against them.
- 2100 CORP2 begins high-intensity surveillance and tracking of the team.
- 2200 CORP2 locates the secure medical facility where Beirão is under observation.
- 2300 CORP2 hits Daoruang's CBDL medical facility. The team receives a panicked call for help from Daoruang.
- 0000 CORP2 successfully extracts Beirão.

ACTION CLOCK (INVESTIGATING AMARYLLIS)

- 1200 Virus propagation proceeding according to standard parameters.
- 1500 Virus propagation proceeding according to standard parameters. More victims found in comatose states in private areas (such as their own apartments).
- 1800 Virus propagates to adjacent neighbourhoods according to early detection warning parameters. Virus initiates temporary shutdown procedures on any matrix systems it inhabits where it detects abnormal or human activity.
- 2100 CORP security contacts Daoruang and threatens to shut down his operation. Daoruang contacts the team.
- 2200 CORP security cancels Daoruang's clearances and seize CBDL facilities. Daoruang warns the team to be careful contacting him. Beirão case transferred from CBDL authority to a specialist medical facility.
- 2300 CORP2 team hits CORP ambulance during transportation of Beirão. The team receives a panicked call for help from Daoruang.
- 0000 Either CORP successfully transfers Beirão to a high-security facility or CORP2 successfully extracts her.

NOT-SO-FIRMWARE (HEADLINE THREAT)

- 1200 In the initial stages, there are a few isolated cases of infection.
- 1500 Local medical facilities have noticed this as a local outbreak.
- 1800 People are talking about a cybervirus. Conspiracy theories abound.
- 2100 The cybervirus is publicly connected to CORP on the basis of circumstantial and coincidental evidence. Protests begin outside CORP facilities.
- 2200 Cases are reported more widely. Without sign of a "cure", panic becomes more widespread. Protests expand at CORP facilities, and at those of cybernetics corporations perceived as not responding to the emergency.
- 2300 The link between the virus and local surveillance networks becomes public. Protests expand to include security and communications corporations. Local surveillance networks are vandalised and facilities are attacked by protesters and opportunists.
- 0000 Large sections of the Sprawl are abandoned as the cybervirus runs unchecked or all local surveillance is destroyed or disabled. Corporations and the sufficiently wealthy move out.

MISSION DIRECTIVES

- ⏻ When you accept the job, mark experience.
- ⏻ When you investigate Stiviandra Beirão's apartment, mark experience.
- ⏻ When you discover what is wrong with Stiviandra Beirão, mark experience.
- ⏻ When you find evidence of who is behind Stiviandra Beirão's condition, mark experience.
- ⏻ When the mission ends, mark experience.

RUNNING THE MISSION

This is something of an investigation mission and can go in two main directions. It is intended as an example of a mission to set up a headline threat for a team with a Reporter. However, the team need not have a Reporter and the mission need not introduce an ongoing Headline Threat.

Depending on the setting and technological specifics of your Sprawl, you might have to adjust the details of the virus to be coherent for your game. In particular, the mission as written relies on the common presence of wireless networks. If your Sprawl is more of an old-school wired setting, you might need to change that. Add, remove or change technical details to match the technical knowledge and degree of suspension of disbelief at your table.

When running the Amaryllis Protocol, begin with the call from the fixer, play out any pre-mission scenes, and then go to the job meeting as usual. Give them a lot of information in the meeting and in any legwork scenes before they visit the apartment. Remember to have them give plenty of fictional description of their legwork moves; you'll need to know when they're in proximity to the apartment to trigger the virus attack.

Adjust the approach of Osaka Baseline and her team based on what the characters do in the neighbourhood before they visit the apartment. If they are loud or conspicuous, then Baseline might suspect that they are related to her mission. If not, she will expect a simple snatch and grab of Beirão.

After the scene at Beirão's apartment, the mission can go in two general directions:

- » the characters assume that Baseline and the virus are related (and they might be, depending on what questions you and the characters have answered) and focus on Baseline and her team (use the Investigating CORP2 Action Clock)
- » the characters assume that Osaka is unrelated and focus on finding the origin of the virus (use the Investigating Amaryllis Action Clock)

In either case, CORP2 will eventually make a second attempt to capture Beirão, perhaps while the characters are watching, but probably they will hear about it from Daoruang. If the latter, make sure the attempt takes place in a location that the characters can plausibly get to before the attempt is complete. Give the characters a chance to interfere with one or both sides.

Depending on how the mission goes, the team might quickly find out all there is to find out about the cybervirus, report to Daoruang and **get paid**. If the cybervirus is controlled by his own employer, CORP, then he will probably attempt to contract the team to either move and protect Beirão, or to strike at a faction within CORP. If he thinks he can trust CORP, he will report the entire affair to his superiors and have them deal with protection and retaliation.

Either way, the cybervirus will still be available as a Threat (see the Threat Clock, **Not-So-Firmware (Headline)**, above). The appearance of a cybervirus is potentially a huge story for a Reporter: you could start a new Story–Noise Clock pair or else link this threat to an existing relevant Story Clock.

HACKING THE MISSION

A major dial that you can tweak on this mission is how much of the backstory of the virus is set by you before play and how much is open to player authorship. My inclinations lean towards the latter, so I've written the mission to facilitate that style. If your inclinations lean the other way, or if you have appropriate Corps and Threats for whom the release of a cybervirus (controlled or not!) would fit perfectly, then you can tweak the backstory to suit your style or your world. In either case, hold onto your explanation of the virus lightly until it is established in play, since there is always the possibility of a twist during play that makes you want to go in another direction.

If your team has a colourful rival team in the story already, you could switch them in for Osaka Baseline and her crew. Another route would be if Osaka and co get hosed when they first encounter the characters, bring in your team's established rivals for the second attempt.

If your game uses supernatural elements like psychics, magic, or demons, you could exchange the cybervirus for something magical. If the cybervirus angle doesn't work for you (say, because of a lack of wireless networking), then you could consider some sort of engineered biological virus or nanobot infestation. The aim of the mission as written is that it is something that could be plausibly either controlled or uncontrolled, so there is doubt in the minds of the team as to what kind of origin they are dealing with.

>>>>operation.>>>>00009>>>>>>>>>>

THE DARK ZONE WALK

LOADING...

The corporations call it the Dark Zone because they don't control it. Those in the know call it The Slice because it's the sharp end of the bleeding edge. You carry the law with you in The Slice. It's the warm plastic of your gun, the cool metal of your blade, the white hot sear of the names on your tongue. Curtis and Sever. To which do you pledge allegiance? Either will keep you safe from random violence. Both will open doors. Both will close doors, too, and both will make you a target.

Yeah. The Slice. That's where he is, for sure.

EXECUTIVE SUMMARY

A Simsense researcher, Kyle Rosel, went missing at a club on the edge of a lawless part of the Sprawl. The team is hired to find him and bring him back out. Rosel has been kidnapped by an associate of one of the area's major gangs and the main difficulty will be navigating the gang politics of the area, especially when they will be easily pegged as corporate stooges.

CODEDUMP

This is a search and rescue mission in an explosive urban situation. It's also a chance to focus on the non-corporate underbelly of your Sprawl. When you *chrome everything and smear it with filth* here, think about how the chrome is different in a place that violently rejects corporate control. How about the filth—how is that different? How does The Slice react to the invasion of corporate stooges? How does the team treat the people here?

This is also an opportunity to try out an *in medias res* start to a mission, as is described under **The Meet**. Beginning in the middle of the action is not necessary in order to run this mission in a compelling fashion, however. Comparing the two methods of



///WANTED.SEVER///
UNKNOWN.. DARKZONE04.. UNKNOWN

starting the mission below will give you a better sense of what is required to adapt a mission to a start *in medias res*.

This mission will easily offer spotlight time to:

- » Hunters
- » Fixers
- » Killers
- » Pushers

It may not be well suited to:

- » Infiltrators
- » Drivers

Use this mission when you want to examine the team's reaction to being labeled as corporate collaborators.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🔌 Why is Rosel so important to CORP?
- 🔌 How does Rosel react to non-corporate captivity?
- 🔌 How will Patterson react to Duke's insubordination?
- 🔌 Will Curtis take advantage of Rosel or cast Duke out of the Way of the Augmented Mind?
- 🔌 How will Sever exploit this situation?

THE MEET

THE PULP FICTION METHOD:

Launch into the mission *in medias res*. Start by describing The Slice, saying why they're there (to find and recover a simsense researcher, Kyle Rosel), and framing a tense scene in which some or part of the team is facing off against one of The Slice's main gangs. To decide which gang to choose for this scene, think about what kind of opening you want (see **People and Places** for more detail on these characters). Curtis' gang makes a good foil to an ideologically motivated team: if you want a confident and calm mouthpiece of underworld control, use Reverend Patterson; if you want up-and-coming arrogance and a high likelihood of violence, use Newlin. Sever's gang is focused on more traditionally criminal activities; each of Sever's lieutenants provide a different colour to the scene. Choose the one that you feel will lend the best aesthetics to create the opening you are looking for.

Put one of the characters in a spot, then gradually ask the other players "where is your character and what are you doing?" After all of the characters are in place, do a snippet of action followed by a question about the meet and who hired them. Before long you will have the full picture. Flash back to have the team **get the job**. Depending on how many layers you want to play with at once, you could intersperse the "where are you" questions with the "who hired you" questions. If you need a way to keep track of these strands, try making a map of the tense situation (either a map of a physical space or a relationship map) and have players draw their characters' locations on it when those are defined.

THE TRADITIONAL METHOD:

Think about how Rosel and simsense relate to the corporations you have established. Is the employer an industry leader or looking to make a big new splash? Does he have knowledge that crosses over from simsense into another field of technology? Is Rosel valuable because of his skills, because he's potential leverage, or because he is owned by CORP? In other words, from a corporate perspective, is this business or is this personal?

MISSION DIRECTIVES

- 🔌 When you accept the job, mark experience.
- 🔌 When you find out who took Rosel, mark experience.
- 🔌 When you locate Rosel, mark experience.
- 🔌 When you recover Rosel, mark experience.
- 🔌 When the mission ends, mark experience.

PEOPLE AND PLACES

Kyle Rosel is a simsense researcher for CORP. He has the mouthy arrogance of a trust fund baby fresh out of his easy-A-granting college and straight into his entry-level senior researcher position at his daddy's firm.

The Slice is a notoriously dangerous area of the Sprawl beyond corporate control. Its margins attract young, thrill-seeking, corporate employees seeking a hit of anarchic freedom before returning to their corporate havens, although none of them have the stomach for the dangerous and visceral reality lurking deeper within.

Rosel was last seen at **Joy Trap**, one of the fashionable edge-of-danger warehouse clubs on the edge of The Slice. From the outside, Joy Trap looks like a securely boarded-up big-box or department store, a discarded remnant of former prosperity. Inside, it is a mess: missing ceiling tiles exposing wires and ducts, detritus of the store's former purpose (clothes racks, shelves, registers) covers the floor and piles against the walls, swept half-heartedly aside by the club's owners or (mostly) kicked there by dancing, tripping, wasted patrons. At night the chaos is hidden by darkness, artfully highlighted with neon, splashed with strobe lights, and shaken loose by driving beats. When the team finds an employee, they will discover that Rosel had a disagreement with a group of local gangers, there were raised voices and some pushing, and Rosel left from a side entrance with three of them. **Carl Slick** was the head bouncer on that door. He was paid off by Duke, one of Curtis' people.



Duke is new to The Slice. He recently returned to the Sprawl from overseas service in the Australian corporate wars and hasn't adapted to civilian life. After several failures and firings, he found his way to The Slice where he fell in with Reverend Patterson who offered him a sense of belonging and an outlet for his skills. Still, things work differently in The Slice than they do in the wetlands of the Northern Territory. Duke's major failing in the Rosel kidnapping is that he acted independently to Patterson, Curtis, and the Way. Duke overheard Rosel bragging to a local about his job as a simsense researcher and spotted an opportunity to obtain a bespoke revelatory simsense experience—and maybe make some money. He called some of his associates and kidnapped Rosel, taking him to an old church next to an abandoned lot deep in The Slice.

Duke is holding Rosel at **St Nicholas'**, an old church repurposed as a Church of the Augmented Mind. The interior is a ruined blend of church iconography, industrial framing, and audio-visual equipment. Rosel is in a basement room outfitted as a simsense lab. Since the kidnapping, Duke and a few gangers loyal to him have secured the building with automated sentry guns while they plan their next move.

The two most powerful groups in The Slice are the two gangs identified primarily by the underworld figures who lead them: Curtis, Prophet of the Augmented Mind, and Sever, leader of a paramilitary gang of drug and simsense pushers. The Slice is big enough for two gangs to coexist in an uneasy equilibrium; exactly how big an area that is will depend on the nature of your Sprawl.

Prophet Curtis is the leader of a techno-religion, the Way of the Augmented Mind. For followers of the Way, existential Truth can only be found in oneself and one can only see and understand it through the altered awareness brought about by simsense. Curtis wears flowing flex-screen robes displaying a flickering progression of assorted religious imagery from a thousand pre-simsense movies. His head is studded with a host of chip jacks, a veritable timeline of input technology. Curtis seldom leaves his church, a former TV studio complex, but his will is known through his right-hand and mouthpiece, **Reverend Howard Patterson**, a former football player-turned-preacher and enforcer. Patterson's rival for Curtis's approval is **Blood Newlin**, a meek-looking white psychopath with a large group of be-suited followers. The technical know-how behind the Way comes from **Iso**, a young geeky black woman, a star graduate student of an excellent cybernetic engineering program, who left corporate employment after her supervisor treated her hiring as a diversity photo-op and outright refused to submit Iso's grant proposals because "she wasn't here to do serious research".

The other major player in The Slice is **Sever**, a tough-as-nails, middle-aged indigenous woman with neon-woven purple hair who grew up on the streets of The Slice and taught herself the ins and outs of the simsense industry. She has an exceptional eye for talent and has built her underworld empire primarily through astute collection of allies. Her gang, which doesn't have a name beyond Sever's, deals in drugs and simsense, but without the religious mumbo-jumbo of Curtis and his "Little Monks", as they call them. Sever's main lieutenants are **Diablo**, a wiry, tattoo-covered Vietnamese man who treads softly and autofires a lot of explosive airburst ammo; **Peeler**, a

Haitian woman with cyber spurs so sharp you might only feel your extremities hitting the ground; **Big Love**, Sever's best sniper, a scarred, mirror-eyed, former Californian tech-bro; and **The Wolf**, a huge cyber fanged, synthenerved, and genderfluid Russian whose already immense bulk is made grotesque by experimental muscle augments. The Wolf (and maybe others) are *+hunted* by a corp.

LEGWORCK CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 The Duke hears vague rumours.
- 2100 The Duke hears definite, but unconfirmed rumours. The Action Clock starts at 1500.
- 2200 The Duke has reliable information about the time of the run. The Action Clock starts at 1800.
- 2300 The Duke has reliable information about the team. The Action Clock starts at 2100.
- 0000 The team is precisely identified (increase employer's Corporate Clock).

ACTION CLOCK

- 1200 Duke and his crew are planning their next move.
- 1500 Duke's crew (four guards with armour jackets and sidearms) are wary and suspicious.
- 1800 Duke's crew are on edge and alerted.
- 2100 Duke beefs up security (four more guards with armour jackets and military-grade weapons).
- 2200 Duke sets up the sentry guns.
- 2300 Duke cuts a deal with Sever for additional assets (one of Sever's lieutenants and three more serious cyber-badasses).
- 0000 Duke panics and kills Rosel.

RUNNING THE MISSION

This mission introduces a lot of characters. You may not need them all, but if the team focus on interpersonal interactions in their legwork, you will probably need to make a list of a few more to fill the team's interactions with the regular inhabitants of The Slice.

Here are some location moves to consider during those interactions:

- » Show the legacy of intergenerational exploitation and poverty
- » Respond with disdain for corporate drones like the characters
- » Everyone has a personal story of fuckery and loss
- » Challenge the characters' complicity in systems of corporate control

Keep Curtis and Sever in mind when creating the inhabitants of The Slice, too. Do they have a particular allegiance to one or other of the gangs? Do they think that the systems of criminal control that they are embedded in are better than corporate control? Why?

It might also be helpful to draw a relationship map for the two gangs and make some links from those characters to your Sprawl's corporations. Depending on how this mission goes down, many of these characters could recur as Threats or contacts later. And of course, one of the major uses for a book like this is that you can pull out any characters that strike your fancy and repurpose them entirely for your own game.

Give the team lots of information about the various players in The Slice as the Legwork phase progresses. As a rule of thumb, every attempt to gather information should reveal something about the place and its people; misses aren't failures, they're dangerous, they're complications, they're losses of control, they're advantages to others. Everyone in The Slice knows who Curtis and Sever are and roughly what they are about. Everyone will know something about at least one of the lieutenants, often as an ally or an enemy. When the team approaches a new resident of The Slice, think about who they pay protection money to and whether they are satisfied with that arrangement. By the time the team finds Duke and Rosel, they should have a good idea about most of The Slice's politics (although maybe not the corporate links you establish) and be reasonably confident about attempting to integrate Curtis or Sever into their plans for recovering Rosel.

HACKING THE MISSION

This mission is something of an open world sandbox that offers many opportunities for side missions. Team members who are *+owned* could be tasked with bringing in or eliminating *+hunted* targets hiding out in The Slice such as The Wolf, Sever's lieutenant, to give one example. Corporations, especially those interested in simsense experimentation, might also be interested in making deals with Curtis or Sever and ask (or "ask") operatives to set up meetings or deliver messages (or "messages"!).

You can introduce complications like this just about anytime. On a miss, a corporate owner might require the character to take action against a new ally. On a 10+, a corporate owner might offer a lucrative bonus for a side mission against a peripheral player.

THE SLICE (THREAT: PLACE)

The Slice is an anarchic place of criminality and anti-corporate fervour. In The Slice, you need an edge, a weapon, allies, or fealty. Hold your rugged individualism close or choose the colours of your synthetic rapture: virtual or chemical, my friend? Use the place moves in *The Sprawl* (p.185) and the location moves above.

[If you need a threat for an area dominated by organised underworld violence, you might adapt this one]

Threat Clock:

- 1200 The streets are free of organised violence and relatively peaceful for locals.
- 1500 Tensions are beginning to rise. Random violence breaks out between gangs.
- 1800 Corporate interlopers attempt to take advantage of the unrest. Violence becomes more prevalent. Locals are more paranoid.
- 2100 Violence increases. Locals stay inside.
- 2200 An alliance between a corporation and a local gang threatens to tip the balance in favour of that gang permanently.
- 2300 A major act of violence forever changes the balance of power and the attitude of the corporations towards The Slice.
- 0000 The Slice is unified under a single authority, either a gang or a corporation.

THE WAY OF THE AUGMENTED MIND (THREAT: GROUP)

Whatever you did in The Slice, you fucked with the wrong church. They may seem less scary than Sever's savages, but really they're more sneaky, oblique, and vicious. They'll play a long game, and when they come for you, you'll be alone, everything you have and love already consigned to the Matrix Beyond.

[If you need a threat for an underworld group that emphasises indirect violence, you might adapt this one]

Threat Clock:

- 1200 The physical and the virtual are in balance. The Minds watch.
- 1500 The team attracts the attention of one of Prophet Curtis' lieutenants. They watch.
- 1800 The team is now an annoyance. Curtis alludes to them in his sermons and his followers are unhelpful and obstructionist towards them. He sends his lieutenants to interfere with anyone who assists them, their contacts and their activities.

- 2100 Curtis's followers are verbally hostile towards the team. Curtis sends his followers to interfere with the team's contacts and activities. Encounters with his lieutenants are likely to turn violent.
- 2200 Curtis begins a targeted campaign of violence against the team's allies and contacts.
- 2300 Curtis's centralised violence against allies and contacts continues. Curtis's followers plan and execute their own plans against the team and anyone they consider to be associated with them.
- 0000 When they encounter them, Curtis' followers form impromptu mobs and directly attack the team. Once Curtis is satisfied that he has disposed of all of the team's allies and contacts within his reach, he acts directly to eliminate the team itself.

SEVER (THREAT: GROUP)

Sever doesn't ask for much, just the respect that is due her. If you come into The Slice and fuck with the wrong badass, she will make you dead. Also, she will record it so she can watch it later, sell it later, and force anyone who repeats your mistake to watch what happened to you. Buckle up fuckers, the retribution will be televised.

[If you need a threat for an underworld group that emphasises direct violence, you might adapt this one]

Threat Clock:

- 1200 Sever knows who you are, but doesn't care.
- 1500 Sever is curious about your intentions and sends two of her lieutenants to check you out.
- 1800 Your activities have irritated Sever. Her associates will be cold and unhelpful.
- 2100 Word is out that anyone who helps you will answer to Sever.
- 2200 Okay, now you're a priority. Sever sends a small gang to issue a violent warning.
- 2300 Sever sends a medium gang under the command of two lieutenants to take care of you permanent.
- 0000 "Bring everyone."


DIABLO/PEELER/BIG LOVE/THE WOLF (THREAT: LONER)

Whatever you did in The Slice, you fucked with Sever and she ended up dead. Now one of her crew is coming for you. You can plead innocence all you like, but it will only help if you believe that Monk shit. Because you'll be pleading to St Peter or whatever. Because you'll be dead. Dead. Pray that they fuck up and give it to you quick, Monk-lover.

[If you need a threat for a violent underworld character seeking vengeance, you might adapt this one]

Threat Clock:

- 1200 The desire for vengeance is strong, but the actionable intel is weak. They're looking, but they've got nothing.
- 1500 A sniff of intel. The hunt is on.
- 1800 They have identified several general areas where the team operates.
- 2100 They have identified some specific associates of the team. They threaten and harm a contact, issuing an ultimatum to the team.
- 2200 If the team don't respond, they identify and harm more associates: burning businesses and killing contacts.
- 2300 They find good information on safehouses, and wait for an opportunity to strike there.
- 0000 They interrupt the team on the job, probably at the worst possible time.



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////PTY.STATUS////  
HIGH CLOUD.. NW 9KN  
TERMSEC [ORANGE]
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CODEDUMP

This mission is an elaborate set-up for a set-piece that is almost certain to happen but, until you play the mission, is little more than an objective and a location. There are a number of moving parts and fertile spaces for integrating corporations and characters from your previous games.

When I run sprawling investigations, I leave a lot of stuff open and roll with what the players give me. The Swan Action is a worked example of how I scaffold this kind of improvisation: a lot of background colour, a skeleton of a mystery trail to piece together, and some big gaps at the end.

This mission will easily offer spotlight time to:

- » Hunters
- » Reporters

DJ Snow and the mission might provide an interesting foil to a Pusher.

Use this mission when you want to take the team away from your usual Sprawl.

This mission is dedicated to Gina, the original DJ Snow.

UNANSWERED QUESTIONS

Ask the players when they research or find out in play:

- 🔍 Who took Swan?
- 🔍 Why was Swan taken? Was it aimed at Swan or at Snow?
- 🔍 Is Snow's operation as anti-corporate as it seems, or is it a front?

- 🕒 Was Santim affiliated with any of Metropolitana Global's factions? Why and how did he leave MG's employment?
- 🕒 What is Destello's role in Swan's disappearance?

THE MEET

Snow is in Mexico City staying at the palatial house of a wealthy fan. Everything is running smoothly for the first show of the tour at Estadio Azteca tonight, and for the next show in four days on a floating stage at São Francisco Beach (in Niterói, Brazil). One of Snow's assistants, **Society Jagger**, will meet the team at the show. Society is an attractive young man wearing a spike-pierced synth-leather jacket emblazoned with a patch proclaiming "The Adicts" over a silver bodysuit. He will escort the team to Swan backstage for the meeting. There's a custom move for their meeting with Snow:

If the team rolls a **10+** to **get the job**, Snow will invite the team to a series of after-parties where they will pick up a range of intel about Snow and her organization. Take an extra [intel] regardless of the options they choose.

Snow's problem is that her tour manager, Cyrus Swan, has failed to check in for three days. Snow now suspects there is a problem. Swan was in **Panama City** making arrangements for the third show in nine days. The job is to find Swan and liaise with Society on subsequent action. Society has arranged accommodation for the team in a condo atop a corporate tower in downtown Panama City.

MISSION DIRECTIVES

- 🕒 When you accept the job, mark experience.
- 🕒 When you find Swan, mark experience.
- 🕒 When you recover Swan, mark experience.
- 🕒 If you find out what happened to Swan, mark experience.
- 🕒 When the mission ends, mark experience.

PEOPLE AND PLACES

DJ Snow is a multimedia anarchist poli-rocker with a worldwide fanbase of disaffected youth demographically slanted towards the wealthy. Her world tours rely on volunteer labour and support with costs covered by tiered ticket sales offering different levels of live broadcast experience, including endorphin release wetware and multi-channel comms broadcasts. On previous tours, her staunchly anti-corporate message has incited days of protest against specific corporations, including street riots, property damage and flashmob assaults on corporate facilities. Everyone in the team has heard of DJ Snow. Ask each player to describe a moment from their character's past that involved some aspect of Snow's political art. Combine these to generate a picture of

Snow. (If you're in doubt, go for a character like Ruby Rhod in *The Fifth Element*, but with an anti-corporate agenda).

Society's main fixer in Panama is **Darío Santim**, a native Panamanian security expert formerly employed by Metropolitana Global. He will meet the team in their accommodation and report his initial findings. Swan hired a private driver who picked him up at his downtown hotel 9.35am; Swan's car was stopped by police in Casco Viejo around 9:55am, Swan was seen entering an office building in Downtown Panama City around 12pm, and the car was seen driving south on the Cinta Costera around 2pm.

Both Society and Darío are at the team's disposal. Society is heavily invested in finding Swan. Santim is loyal to Society, but doesn't think much of operatives without corporate ties or background. If someone earns Darío's respect, he might allow them to **hit the street** (with supervision) among his contact network.

Panama's corporate laws require multinational corporations to act through local subsidiaries. Through various mergers and historical accidents, the major corporate actor in Panama City is Metropolitana Global. **Metropolitana Global** (MG) specialise in construction, property management, and investment and financial operations. They have a partial stake in the canal, still an important transportation route, and are the major property owner in Panama City, especially downtown and Casco Viejo. While MG is big locally, they are not at the top of the global food chain. Three of the corporations in your game have significant (20-30%) shareholdings in MG, and attempt to wield influence through factions and individuals within MG. Swan has become embroiled in an internal power-play between factions of Metropolitana Global over DJ Snow's tour.

There are three main factions within MG, defined here by their attitude towards DJ Snow's tour:

- » The **Localist** faction wants to use DJ Snow's concert to target local rivals.
- » The **Repressive** faction wants to use DJ Snow's concert to justify further external corporate control in Panama.
- » The **Prohibitive** faction thinks Snow is dangerous and wants to block DJ Snow's concert entirely.

Think about the wider concerns and beliefs of these factions while you prep. How do they relate to the themes of your Sprawl? Prepare some questions to ask during play.

MG have their fingers in everything Swan was doing in Panama City, including his disappearance.

Here are some details of Swan's activities that the team might find through **hitting the street, research, checking it out**, and hacking:

- » Swan's driver was **Destello**, an Afro-Antillean professional driver with corporate and underworld connections.
- » The car was stopped by police for a "routine traffic stop" in Casco Viejo at 9:55am. Destello paid off the police.

- » Swan met with the local concert promoter, Adaiiah Murrel, at ¡Nueces!, a street cafe in Casco Viejo.
- » Swan met a Panamanian government official in a secure meeting room at a local corporate office of Metropolitana Global.
- » Destello drove Swan around the coast along the Cinta Costera to a warehouse in Balboa near the mouth of the Canal. Swan and Destello entered the warehouse. The car was removed by a towing company the next day.

Casco Viejo is the historic colonial centre of Panama City, a mix of original, reconstructed, and holographically reconstructed buildings and architectural styles from four centuries of Panamanian history. Its upmarket eateries and veneered fashion boutiques bustle with corporate tourists and local corporate fixers. Swan met Murrel at ¡Nueces!, a fashionable cafe on La Plaza de la Independencia.

The **Cinta Costera** is a greenspace belt and multilane corporate highway running along the coast of Panama Bay from downtown Panama City in the north, skirting around Casco Viejo, and ending at Balboa near the mouth of the canal to the south. It is a highly secure and monitored transportation route owned and operated by Metropolitana Global.

Balboa is an industrial, warehouse and port area near the mouth of the Panama Canal. Many of the buildings (including the warehouse that Swan and Destello entered) are owned and operated by Metropolitana Global. Proteccion Balboa (a wholly-owned subsidiary of MG) run security for the area. Destello's car was towed by InstalServ Balboa (a wholly-owned subsidiary of MG).

Swan is being questioned in the **unmarked warehouse** in Balboa that Swan and Destello entered. Destello is also there.

LEGWORK CLOCK

- 1200 Everything's cool.
- 1500 The team is making some noise, but nothing serious... yet.
- 1800 The kidnappers hear vague rumours.
- 2100 The kidnappers hear definite, but unconfirmed rumours. The Action Clock starts at 1500.
- 2200 The kidnappers have reliable information about the time of the run. The Action Clock starts at 1800.
- 2300 The kidnappers have reliable information about the team. The Action Clock starts at 2100.
- 0000 The team is precisely identified (Increase the kidnappers' Corporate or Threat Clock).

ACTION CLOCK (WAREHOUSE SET-PIECE)

- 1200 Everything's cool.
- 1500 The kidnappers (four guards with armour jackets and sidearms) are wary and suspicious.
- 1800 The kidnappers are on edge and alerted.
- 2100 The kidnappers call for reinforcements (four more guards with armour jackets and military-grade weapons).
- 2200 The kidnappers call for aerial evacuation. Two VTOLs arrive with military-grade reinforcements.
- 2300 The reinforcements move Swan to the evacuation VTOL.
- 0000 The VTOLs evacuate Swan. He disappears permanently.

ACTION CLOCK (FACTIONAL CONFLICT)

- 1200 Everything's cool.
- 1500 One of the factions warn their assets to seek safety.
- 1800 One of the factions eliminate an asset (of any faction) who has said too much.
- 2100 One of the factions deploys security teams to protect their assets.
- 2200 All of the factions deploy security teams to protect their assets.
- 2300 One of the factions moves Swan from the warehouse.
- 0000 Swan disappears permanently.

RUNNING THE MISSION

Your first task as MC is to decide which three corporations from your game have an ownership stake in Metropolitana Global. Depending on your game's desire or tolerance for complicated intrigue, the three factions may or may not be aligned neatly with the corporations who share MG.

Your second task is to decide what kind of mission you want this to be. The state and contents of the unmarked warehouse are undefined to give flexibility on this point. It also gives this mission considerable replay value as a one-shot.

- » Do you want the Action phase to be a final set-piece in the warehouse? If so, how do you want to present the warehouse? Highly guarded but vulnerable to a stealth operation? Remote monitoring of a skeleton crew, susceptible to a lightning smash and grab? Best penetrated virtually or by drones, remotely moving or guiding Snow to an extraction point? Ultimately the details of the operation

of the mission is for the team to decide, but how you present the obstacles plays a role in guiding those player choices. Use (or modify) the **Warehouse Set-Piece Mission Clock**.

- » Navigating the factional conflict within Metropolitana Global can also be the meat of the Action phase. In this model, the Legwork phase is an investigation of the the power dynamics of Panama City and how the internal politics of Metropolitana Global relate to DJ Snow. The Action phase would consist of actions against factions within MG and would end with the team entering the warehouse to secure Swan. Use (or modify) the **Factional Conflict Mission Clock**.

As you consider the various options here, think about your players, their characters, and the arc of the game. Which playbooks are in play? What are their preferred methods? Do you want this mission to reinforce or contrast with their usual *modus operandi*?

If you choose to focus on the factional conflict, you will need to have many people from each of the different factions ready for quick reference during play. (You may want to do this even if the faction conflict isn't your main focus.)

When the characters establish a contact or meet a new NPC, choose one of these or roll a single die (rerolling inappropriate results if necessary) to establish the NPC's position relative to the Metropolitana Global conflict.

1. The **Localist** faction (who want to use DJ Snow's concert to target local rivals).
2. The **Repressive** faction (who want to use DJ Snow's concert to justify further external corporate control in Panama).
3. The **Prohibitive** faction (who think Snow is dangerous and wants to block DJ Snow's concert entirely).
4. Others in Metropolitana Global are **unaligned**.
5. Some people in Panama City work for **rival corporations** like Panama Canal Corporation (Corporación del Canal de Panamá), Agriflex, Chiriquí Automático.
6. Some people in Panama City are aligned with **anti-corporate resistance groups** and **narcotics cartels**. Both are classified as illegal by the corporate-controlled government.

Perhaps the most important task for missions like this is to keep the information flowing. Nothing should be a dead end. Make every move progress the story and bring the team closer to the Action phase. Remember that a 6- should complicate the situation with an MC move; don't make a 6- a roadblock. Give them information, but make it incomplete or only partially correct or make it information they wish, or will come to wish, they didn't have. For example, you might wait until a move is rolled to define the allegiance of a character. A good 7-9 complication might be to establish the character as having an allegiance that is poorly aligned with whatever the team is doing. A 6- might result in an allegiance that is directly counter to the team's plans and

a related MC move. A 10+ might mean a “beneficial” allegiance (whatever that might mean!) or present the team with an opportunity to exploit the character’s allegiance.

Use the web of allegiances that you create and that evolves in play to answer the questions about DJ Snow, Cyrus Swan, Destello, Santim, and the events of Swan’s disappearance.

If the characters stick around in Panama after the mission, if they return, or if they cause enough trouble, you might want to flesh out the factions and rival corporations as Threats for your ongoing game.

Anytime you create a mission in a distant location, you will be faced with the question of how professionals of dubious legality transport potentially large amounts of restricted or illegal equipment over long distances and across international borders. Consider setting aside time for everyone to explicitly discuss how this works in your world.

Looking up a satellite map of Panama City so you can give a sense of how the city’s regions connect can bring depth and flavour to a short trip to the city, but especially if you decide to hang around.

HACKING THE MISSION

Complicate the mission by developing the rival corporations and underworld groups, building more obstacles and placing more heat on the mission. Create Threat Clocks for each one and add an **unanswered question** that will make investigating them during the Legwork phase interesting.

Use the mission as a jumping off point for a mini-campaign or a series of missions in Panama. Use the internal politics at MG and the rival corporations, whether they are the corps created for your campaign or as pawns in their machinations, as sources of work and opposition. Working for DJ Snow is the entry point to this web of intrigue.

Use the mission as a jumping off point for a mini-campaign or a series of missions revolving around DJ Snow (as an employer, mystery or adversary). Snow draws a lot of heat for her political stances and regularly gets threatened or even attacked. What if her politics are a front for some other agenda? What if she is a front for a larger organization? Why are your group’s corporations the ones most motivated to oppose—or support—her and why can’t they snuff her out like they do so many others?

Panama’s Matrix is entirely undefined here. How does this internally fractious corporate environment influence the look and feel of local computer networks and security? Depending on the characteristics of your usual Sprawl, Panama might be normal or uncomplicated!

>>>index.exe>>>>>index.exe>>>>>>>>

MC HIGHLIGHTS

CONTINUE? [Y/N]

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MC HIGHLIGHTS

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Missions are the lifeblood of *The Sprawl*. Better lay down the plastic.

The Sprawl: Mission Files is a collection of ten new cyberpunk missions for *The Sprawl*. Infiltrations, extractions, heists, recovery ops, wetwork, investigations, hunts, pursuits, shakedowns, your fixer has them all... and more.

Ready to run. Each mission includes a brief summary of the fictional setup and details on the people and places involved, as well as all the clocks and directives you need.

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Between the lines and beyond the missions. *The Sprawl: Mission Files* is filled with MC advice and tips for how to handle tricky situations and how to tweak familiar features of the game to enrich your play experience.

The Sprawl: Mission Files is a missions collection for use with *The Sprawl*, not a complete game. A copy of *The Sprawl* is required to play.

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