

TALES OF THE RED

HOPE REBORN



A COMPLETE STREET-LEVEL CAMPAIGN FOR **CYBERPUNK**
RED



TALES OF THE RED

HOPE REBORN

CAST AND CREW

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***To Scott Ruggels. We walked the streets of Night City together so long ago.
Let's catch the drink I owe you in The Hope this time — Mike***



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Returning to The Forlorn Hope!

Our story begins in 1992. The original **Cyberpunk** box set had evolved – like certain electronic pocket monsters – into the now classic **Cyberpunk 2020**, complete with supplements. Edgerunners across the world could wander the streets of the City of Dreams, courtesy of the legendary **Night City** sourcebook, and go shopping for new weapons, chrome, and gear using the first **Chromebook**. Now, all they needed was a place to hang their hat. Wet their whistle. Swap stories of glory while they search for their next gig.

In other words, **Cyberpunk 2020** needed a tavern. Every gamer knows the trope about meeting a mysterious stranger in a bar and receiving an epic quest. Frank Frey and Will Moss rose to the challenge of crafting the **Cyberpunk** equivalent by creating The Forlorn Hope, drawing on Frank's wartime experiences to build a bar centered around serving as a second home for veterans of the Central American conflicts. Many of those veterans had left the service and gone on to find work as edgerunners, so The Forlorn Hope also offered medical and tech services for the solo of fortune in need. They enhanced the book with adventures, each centered around one of The Hope's patrons, and R. Talsorian Games (RTG) released one of its most beloved **Cyberpunk 2020** supplements: **Tales of The Forlorn Hope**.

When it came time for the **Cyberpunk RED** crew to create a new campaign book, we decided to center it on one of Mike Pondsmith's early promises for this edition of the game: in the Time of the Red, you can create change (at least on a small scale). The truth was RTG had never released a genuinely street-level campaign. **Land of the Free** dealt with massive megacorps and a cross-country trip. **Eurotour** took you across Europe as security for a world-famous rock star. Even the original Forlorn Hope adventures involved military-level ops scattered across the globe. We decided to keep this campaign small and personal and focus on the difference a crew of edgerunners could make for a single community. And what better community than the original **Cyberpunk** bar where everybody knows your pain: The Forlorn Hope?

Tales of the RED: Hope Reborn is a campaign designed to be played from beginning to end. The six missions inside offer a variety of play styles, from standard edgerunner gigs to rock and roll bar fights to elegant heists, and it all culminates in a branching path mission, allowing your Crew to decide if they'll play it sly and quiet or go in with guns blazing.

We hope you enjoy playing the campaign. We had a blast creating it.



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Stay Safe on The Street,
J Gray
Cyberpunk RED
Line Manager



BY SEBASTIAN SZMYD



PLAYING THE CAMPAIGN

HOW TO USE THIS BOOK

"Eventually, The Prof and I wrapped up our evening. I lingered briefly in The Hope, enjoying the atmosphere and the band, and then I called it a night. I was sorry to leave the club, I can honestly say that I've never been in a place quite like it. But I think I can see myself passing by this way again down the line."

C.J. O'Reilly

Tales From The Forlorn Hope

EDGERUNNERS AND CREWS

When reading **Tales of the RED: Hope Reborn**, remember the following.

Edgerunners are, among other things, street mercs in the **Cyberpunk** world and they gather in **crews**. When capitalized, they refer explicitly to the Player Characters. When lowercase, they refer to NPCs or the general concept.

INFOBOXES

You'll find Infoboxes scattered throughout this book. They contain in-world information Edgerunners might know about the people, places, and things of Night City (even if their Players don't). Each Infobox includes a DV. GMs are free to share this data with Players for free, or ask for an appropriate Skill Check like *Education*, *Local Expert*, or *Streetwise* against the DV before handing it over.

IMPROVEMENT POINTS

This campaign was designed with the assumption of an average award per session of 60 IP. If you're doling out more or less IP, adjust the difficulty accordingly.

WELCOME TO THE HOPE!

Tales of the RED: Hope Reborn is a campaign of interconnected adventures. While you can run the Missions individually (with some tweaking), they are designed to occur one after the other, with each Mission building on the events of the previous ones. The campaign was written with new edgerunners in mind, so if you're running it for an experienced crew with a nice chunk of Improvement Points in the character development bank, you might need to scale up the danger or difficulty. The same is true if you're playing with combat optimizers. Don't worry if you're not, though — many of the challenges in this book were designed with both combat and non-combat solutions in mind. In fact, the fourth Mission, **The Devil's Cut**, emphasizes cunning, social skills, and stealth over running and gunning entirely!

As your Players craft their Edgerunners, keep an eye on their Lifepaths and look for a place to insert The Forlorn Hope. The campaign works best if at least one Edgerunner feels connected to the bar. Maybe their friend or partner works there. Maybe Marianne or The Professor acts as their mentor. Maybe they're descended from the patrons and staff depicted in the original Forlorn Hope sourcebook! Whatever the case, an emotional tie to the bar and its staff will help motivate the Edgerunners (and their Players) to continue helping. If you can't work a connection in, though, don't worry. As they continue doing jobs on behalf of The Hope, the Crew will come to see it as a second home and something worth protecting.

MISSION LAYOUT

Tales of the RED: Hope Reborn was created using R. Talsorian Games' patented Beat Chart system (**SEE CP:R PAGE 395**). The Beat Chart breaks the story down into individual scenes, known as Beats, making the Mission easier to parse and helps maintain pacing and flow.

At the start of each mission is a **Rumors** table. You can use this to feed juicy bits of world background to your Players, either via a Media's Credibility Role Ability or through random gossip picked up on The Street. While we've set up the tables for random generation, how you share these rumors (and how many of them you share) is entirely up to you as the GM.

Next is the **Background**, it (and any other blocks of *italicized text* in this book) is there for you to read aloud to the Players. Following the Background is **The Rest of the Story**. This is behind-the-scenes information the GM needs to know what's going on. Then **The Setting**, a list of important locations, and **The Opposition**, a summary of potential enemies. This information is all for GM edification and shouldn't be shared with Players.

With the basic information out of the way, we get to the Mission itself. It begins with **The Hook**: A guide to getting the Crew involved in the adventure. It is followed by a series of **Developments** (aka Devs. Non-action Beats) and **Cliffhangers** (aka Cliffs. Action Beats).

As the Edgerunners approach the end of a Mission, they'll hit the **Climax**, aka the big finale, and then experience the **Resolution**, where everything's wrapped up with a closing scene. Most of the Missions (except the final one) end with a **Downtime** section offering advice on how much downtime to give the Crew and suggestions for how to transition into the next Mission in the campaign.

Read each Mission carefully before running it. The flow of Beats isn't always linear. Some Missions have branching paths where specific Beats only occur if the Crew decides on a certain course of action. Some Beats are entirely optional and only happen if the Players trigger particular events or you, as the GM, decide to throw them in. If you get lost, check the flowchart at the start of each Mission. They'll help.

BY NEIL BRANQUINHO



A TALE OF HOPE

AN INTRODUCTION FOR PLAYERS & GMS BY WILL MOSS

"Hey, everyone! It's your girl Rory, live, in Little China. Something big just exploded near the Prosperity Gardens tenements. I'm gonna see what I can find out."

A lucky break. Close enough to feel it, not close enough to be a casualty. Might be first caster to the scene if I hustle.

Daisy, my Observer drone, shadows me as I thread my way toward the site. In my right eye, above my line of sight, I see what she sees. Couldn't afford her on my own. Expensive kit, like my chrome, paid for by my stable: Boomtown. They get exclusive casting rights and half my tips until I'm paid out. Which will be never at the rate I'm building an audience. But at least they guarantee my bandwidth on the CitiNet.



A TALE OF HOPE

Could 'cast from the microvideo in my cyberoptic, but then people wouldn't see me. Gotta be in the show. Below Daisy's feed in my eye, the chyron gives instant feedback from the audience. Or lack of one. *Watching now: 300.* A few hearts foaming and popping at the edge of my vision. Hearts mean tips. If I get good material, viewers might share. Maybe get me to 5K eyeballs. That would buy a meal. Bowl of noodles. Maybe SCOP fishballs. I love SCOP fishballs.

Tips from 300 won't even buy kibble.

Smoldering, twisted bits of alloy. "Look at this. I've been seeing pieces like this for two blocks. But ... how did they get thrown this far, through the buildings?"

Scavvers dart from the shadows, snatching the pieces. If it's evidence of anything, it won't last long.

Watching now: 1K.

Through the buildings near the site, the crowd picks up. Rubberneckers. Distaught residents. Some injured. I push my way through. Daisy rises to see over the crowd. An AV came down in the middle of a ring of towers, square on the Prosperity Gardens day market. I know it well. One of the few places I can afford to eat. Now it's carnage. The AV didn't just crash. It detonated. Pools of flaming CHOOH². Blackened bodies. Blown out windows. The improvised market stalls didn't stand a chance.

"Looks like a crew in hazmat suits is working the site, collecting wreckage. But no emergency services." In Little China, that's not a surprise. Nobody here has Trauma Team and REO Meatwagon's always slow on the uptake. A thought occurs to me. "How is a retrieval crew here so fast?"

I get as far as a holo-cordon. *INCIDENT SITE - DANGER - DO NOT CROSS.*

Around the cordon, a squad of militia choombas in full battle rattle. Too put together to be Gold Dragons, the usual Little China protection racket. I push toward the nearest one. No insignia. Corporate? Sergeant's stripes. He holds up a hand.

"Far enough!"

I stop. Daisy moves around to catch us in a two-shot. The sergeant's eyes are hidden behind a visor. They never want you to know where they're looking. Has he even noticed Daisy?

"Get that thing away from me."

He noticed. I back her off a little. *Watching now: 2K.* Promising. Back to Sergeant Visor. "Rory Smith for Boomtown," Gotta shout out the stable. "Can you tell me why the AV came down?"

"Skeev off, vulture."

Not chatty.

"Who are you with? Are you NCPD? Or district security?"

"I said, skeev off!"

He shifts his rifle conspicuously, but it's still pointed down. His squaddies aren't taking notice yet. I'm an annoyance, not a threat.

"We already talked to the other guy," he says.

What guy? And then someone yells my name, dragging it into a taunt. "Rooooo-reeee!"

I look to my right, and there is Dyl Rollins, complete with trademark pink mohawk, snakeskin blazer, laughing as he and his camera drone look right at me.

Dyl sashays my way, two heavies in tow, probably paid for by his stable because he's an earner. "Late again!" He breaks into a swaggergy dance. He knows how to work his camera. And mine.

"Fifty K on the 'cast, Rory. What you got?" I glance at my chyron.

Watching now: 5K. Hate emojis. Comment: @KevlrBootz2323 - what a doomba. cut him gurl!

How do I play it for engagement? Lean in. I stamp toward him through the smoke.

"You got here fast, Dyl. You get tipped?"

"Right place, right time. Street smarts, babe!"

"Horseshit. You couldn't find a bare ass in Beaverville without a map." Hearts. The audience likes me sassy. "Here so fast? And they're only talking to you? Come on. Who you pocketing for?"

His face darkens. 50K of his viewers just watched me call him a pocket, doing someone's propaganda. And it stung. Interesting.

Watching now: 7K.

Dyl gets in my face, grin gone. Our drones move to catch us in profile, mine from my left, his from my right. Weird if our drones are constructively negotiating positioning while we're squaring off. I am suddenly aware of being between Sergeant Visor and Dyl's thugs with just a polymer one-shot in my jacket and a knife in my left boot.

"Boys," Dyl says to his heavies, "Escort Miss Smith from the area for her own protection."

The hell they will. Gotta move. The easiest path is through Dyl. I slug him as hard as I can. Mr. Street Smarts didn't see that coming. He staggers back, covering his nose. His camera drone goes crazy trying to reacquire his face. Here come his heavies. Did I just kill myself for a watch-spike? A shadow to my left. Sergeant Visor also closing in.

"Get her!" Dyl screams. He and Sergeant Visor? Definitely a team. Visor's gun is still slung. He doesn't want to shoot me on 'cast, or I'd be dead already.

Watching now: 15K. Fishball noodles if I live.

I dart forward, shift to avoid Dyl and trip. Daisy is trying to reacquire me. Sergeant Visor swats her away hard, and her signal dies. Livecast defaults to microvideo feed from my optic. My audience is going to get a first-person POV of me being beaten to death, which will be good for ratings but bad for eating fishballs. The sergeant gathers a fistful of my jacket and hauls me off the ground with one hand, the other drawing back in an enormous, armored fist. Time stretches out, and several thoughts go through my head. Where is Daisy? Is this going to hurt a lot? How many viewers will I need to pay for face reconstruction? What if I livecast the surgery?

Dyl cackles with glee. There is a commotion behind me. The fist starts moving forward. Time speeds up. There is a *spang!* Sergeant Visor's head jerks back and we're both falling again. The other militiamen notice. Muzzles coming up. Uh oh. A yank on my collar. There are shots from behind. Fast, deliberate, evenly timed like musical beats. *Bam. Bam. Bam. Bam.* I can't see who or where. Something goes over my head. Blackness. No video feed. Then I'm in a vehicle, and it's moving fast. Pressure from both sides. Hands expertly finding and removing my gun and knife. Something jabs into my upper arm. "Ow, hey!" I yell as if that's my biggest problem. "Shut up." A woman's voice, impatient. Another woman's voice. "Done. Drop her here."

The vehicle stops. A shove, and I'm on the ground again. I pull the bag off my head and I'm alone, blocks away from the crash site. Daisy's remains are sitting next to me, along with my one-shot and knife. My feed is offline.

But the chyron is still live. Max viewers: 30K, starting to drop. *Conehed4eva - ♥ u, babe! Hope ur not flatlined!* Lots of hearts foaming at the edge. Hearts are tips.

And also, what the hell?

. . .

A while later, I'm sitting on a curb outside a bodega eating fishball noodles from a plastic cup and trying to make sense of things. The fishballs taste of asphalt and chemistry and are so damn good! I should have saved the money for Daisy's repairs.

I'm watching Dyl's recording of the event. He is on the scene moments after the crash. He talks to Sergeant Visor, who identifies as Lazarus (figures), and tells Dyl that Iron Sights jacked an AV and were running a load of hot weapons and explosives into Little China when they lost control and piled it into Prosperity Gardens. It's just another Friday night in Night City.

And ... a Lazarus recovery squad was conveniently in the neighborhood? Somehow on site before the crowd gathers?

It's weird watching Dyl's POV. He gets as far as the two of us mouthing off, and the feed ends. But he's online fifteen minutes later from some other location, reassuring his audience that he's aces and that I'm a talentless bitch who has it out for him. So he didn't get flatlined. Too bad.

My Agent pings a message. Unknown sender.

Answers. Tomorrow morning.

And an address. Truly, I'm living my weirdest life right now.

Answers. Someone sure knows how to push my buttons. Morning seems weird for a bar. Is Dyl setting me up for another beating? I look up the address. Some edgerunner bar, not too far from where I am now. An old-timer place, probably selling smash and nostalgia to burnouts. *Answers.*

WELCOME HOME

After a few sleepless hours, the sun is coming up, and I'm looking at a four-story relic at the corner of 22nd and Drake. Maybe it was a hotel back when Night City was Del Coronado. Now the ground floor is as blank as a fortress except for the wink of gun slits. For a bar, it sure doesn't look inviting.

Here we go. I haul open the door, and behind the gun slits, it is indeed a bar. A stage, booths, tables, all built into what was once a grand lobby. It's early, but there are people there. They all look my way. Most of them are twice my age. Older? Hard to tell through scars and chrome. Old enough to have fought in the wars before the Red. I feel conspicuous.

"I told you she'd come." The voice that told me to shut up last night coming from a woman of East Asian descent nestled in close, little spoon style, against a Black woman at the bar. They're younger than some of the other patrons but older than me.

"Yeah," says the big spoon. The other voice from last night. "You win." She tilts her head as she looks at me. "Damn, she looks like her mom, right?"

"Fuck you, I don't have a mom," I say, without thinking, to a woman who apparently pulled my ass out of a lethal jam hours ago.

"Mouth's all dad, though," says the little spoon.

I take a breath. "If nobody is going to shoot me," I say, scanning the room in case somebody is going to shoot me, "can someone explain?"

"Come on over, sweetie," says a third woman behind the bar. Tall. Elegant. Hair pink like it's lit from within. "Let me pour you a drink. I do believe you're gonna need it."

She must have seen the look on my face.

"Don't worry about it," she says. I'm buying." Then, to the others in the room, she says, "None of you get ideas! This one's a special guest."

I realize she's just sent the message to the rest of the room: "She's not a threat." People go back to whatever they're doing. Cleaning weapons. Chatting. A man and a woman are playing an intense chess game with a real wooden set.

What the hell. I could use a drink. I walk to the bar.

"You're not live, are you?" pink hair asks as she roots around under the bar.

"No."

"Good girl." She pulls out a bottle and straightens up with a wince.

"Anyway, I'm down to half a rig," I say. "Optic's five by five, but my drone got smashed last night."

"You got it with you?"

I pull Daisy out of my coat pocket. "Hey, Edie!" pink hair yells at a younger woman mopping up a corner of the room. "Take this down to Backhand, see what she can do with it." The young woman snags Daisy and hustles toward an elevator.

"See, we ain't just a bar," says pink hair as she twists a stopper from the bottle.

"Workshops, armory, ripperdoc, room and board for those who need. But," she pours two fingers of something brown into a glass, "also a bar. Now, this is the real stuff, so take your time," she says.

I sip. Holy shit.

"Pre-Collapse bourbon, made from real corn back in the day. For special occasions, which this surely is." She puts the bottle back under the bar. "I'm Marianne," she glances toward the two other women, "you met Roxxi and Kissy last night. And these ..." she gestures at the rest of the room, "... are some of the folks."

"Kissy?" I say, not quite believing it.

"Doesn't mean I won't kick your ass," says little spoon, not unfriendly.

I look at Marianne. She's had lots of sculpting, but age leaks through in small ways. She sees my look.

"Yep. The knees are pure chrome, and they still hurt." A sigh. "No amount of repairs takes the miles off."

"I like how you defused the room," I say.

"She's sharp," says big spoon.

I am reminded of why I am here. It's hard to focus on zero sleep. Easy to get distracted.

"Wait," I interject. "Why were you two there last night? And what did you put in my arm?"

"Nothin'," says Roxxi. "It's what we took out."

I must look stumped.

"We had to be sure," says Kissy.

Riddles. I'm getting impatient. "Sure of what?"

Marianne gestures to a wall near the bar. "Have a look. Tell me what you see."

I go look. Dozens of framed photos. Old school, on paper. People. Mostly Solos. Men and women. Some of the pictures go way back. Central American conflicts. Some are more recent.

It's a memorial.

"Are they all dead?" I ask.

"Mostly," says Kissy. "Not all."

I stop at a picture, trace my fingers around the figures. A smiling couple. Unusual on this wall. Taken here in the bar, but a long time ago. A man, forties maybe? Raffish. Goatee. And the woman. Blonde, wearing a Federal Marshal's badge, but much younger. Maybe too young. She looks like ...

"Looks like you, don't she?" says Marianne. "Hair's different. Eyes a bit. But the face."

"Who are they?"

"Sweetie, those are your parents."

My fingers trail off the photo. I find myself in a chair. Marianne, Roxxi, and Kissy are all there. I'm still holding the whiskey. I drain the glass. Probably a two-hundred eb swallow. Fishballs for a year.

"I don't remember my parents," I say. "I grew up in a care home with fifty other kids, scrapping over kibble."

Marianne leans across the table and takes my hands. Skulls and crossbones stenciled on her nails.

"Yeah. Rory Smith, right? Aurora? You brought that name with you into the home."

"Smith was every child in my cohort," I say. If I had a family name, I'd never known what it was.

"Yeah, they weren't so original about that. But your real name is Aurora O'Reilly."

I have questions. "How did you find me? And how did you show up just in time last night?"

Kissy giggles. "You livecast your location 24-7! It's not hard." True.

"Last night, you were lucky," says Roxxi. "You were nearby, and we got there before you dived too deep. If that AV had crashed one click further away from here, you'd probably be an unclaimed body right now."

She's right. I was reckless. I feel my cheeks reddening. Marianne intervenes.

"Rory, can I tell you a story?"

I nod and gaze into the empty glass. I want more whiskey.

"Twenty-five years ago, before the 4th Corp War, before the Red, this place is here. Mostly a hangout for Central America vets. Real chip-on-the-shoulder types." She smiles. "You know."

Do I ever.

"One day, in comes this guy. Correspondent for a big-time media outfit, *Solo of Fortune*. C.J. O'Reilly. Big talker. World traveler in a way you can't do anymore. He somehow, I don't know how, charmed my old man, John, into letting him do a story on this place."

"Ooooh, he was charming." Roxxi, mock fanning herself.

"Sure," says Marianne, rolling her eyes in my direction. "These two came off like teenage flirts back in the day. We had a pool on when they'd figure out what we all knew. Now they're more married than I am."

"It's true," purrs Kissy, squeezing Roxxi's arm.

"So," Marianne continues, "C.J. does the story. And he does it well. He's like you, Rory. He sees things. He sees people. They talk to him and open up. He understood what this place really is and what it meant to people who crawled their way back from Central America to a busted country that didn't want to be reminded of their war."

"What is it, then? This place?"

Marianne sighs, history and loss washing over her. "A refuge," she says. "A place where people knew what you'd been through." She shrugs. "It was a family. Weird. Sometimes violent. But a family, for people who needed one. First, the vets and, later," she glances at Roxxi and Kissy, "others."

A TALE OF HOPE

She stands up and takes a deep breath. "Anyway, that was the story your dad told. And while he was doing it, he met your mom here."

"Yeah," says Kissy. "Love at first gunshot."

"Even if he couldn't stick around," Roxxi adds, "Always went where the story took him."

"Your mom's real name is Gayle Sigmund, but her street handle was Nails. She knew what she wanted. Everyone in here was living on the Edge. Your number could come up any day — it still can. So don't question what your heart wants."

"What happened to them?"

"Well, that's the rest of the story," says Marianne. "C.J. and Nails get together. And somehow, Ms. Federal Marshal gets pregnant. And they are ..." she widens her eyes in amazement, "... happy, which is the damndest thing." She pauses. "And then everything goes to shit. 4th Corporate war breaks out." She looks around the room, seeing something that happened long ago. "This place, it gets caught in the middle and takes a beating. Arasaka and Militech fight it out right

where we're sitting. Put a lot of those faces on the wall. Bill Dollarhyde. Freddy Seitz. Missy Wellingham. Rob Cronenberg. And your dad."

She leans in close. "He was like you. More talent than sense, always rushing toward danger, gunning for the story, and one day he ran too close and didn't come back."

There is silence. She's reliving a dark time.

Marianne continues. "Anyway, it's all hands on deck, fighting for survival. Nails is, what, twenty-five? With a baby? In the middle of the mother of all Corp Wars with an Arasaka target on her back? She has no choice. She gives you up. Maybe she plans to find you when things cool off. But they don't cool off. They fall apart completely. The nuke goes off in the Arasaka Towers. Rache Bartmoss burns down the NET. No one can keep track of anything. You're gone. Swallowed up in the Red."

"Bad days," says Roxxi, quietly.

Marianne returns to the bar and grabs the special bottle and more glasses. Now, everyone needs a drink. She pours a round. She sees my wide eyes and smiles. "Well, it was too good to save."



BY STORIN A. COOK

"Better keep a shot for The Professor," recommends Kissy.

"Old friends," says Marianne, raising her glass. We tap the glasses together. It feels weird to be part of this moment.

"So, why now?" I ask. "Why did you come for me?"

"That is the question," agrees Marianne. "After she lost you, Nails put up a wall. Never spoke about you or your dad. All business. Just lethal. I think it was the only way she could go on. Then, recently, this insane Media kid pops up with a livecast." She jabs a finger at me to make sure I know who she's talking about. "This kid kinda looks like Nails. Kinda acts like C.J. Always running toward danger. More talent than sense. About the right age. The first name is close. Rory for Aurora. But, you know, lotsa people in Night City. Lotsa sculpting. Maybe it don't mean nothing."

"That's why the pinprick," I say. "Genetic test."

Marianne puts a finger to her temple. "Bingo. No doubt about it. You are Aurora O'Reilly."

"But you said my mom didn't want to know. Why even bother after all this time?"

"Two reasons," says Marianne, finishing her whiskey. "First, family is family. And this," she gestures around the room, "is your family. Goddess help you." She looks into her empty glass. "And second, I'm sorry to break it to you so fast. Your momma is dying."

• • •

An hour before, I hadn't known I'd had a living mother. Now I do, but she's dying? While I'm processing this, a soft voice says, "Miss?" It's the young woman who was mopping. She hands Daisy back to me.

"Backhand says she's good to go."

I take her. She looks immaculate. "Thank you ... Edie, right?"

"Edelweiss. It's no trouble, Ms. O'Reilly."

Ms. O'Reilly. I am not sure how I feel about that. Through my implant, I wake up Daisy for a status check. All systems go. I shut her down again.

I look at Roxxi and Kissy. "You two shot up a Lazarus recovery team last night. Aren't you worried they'll come for you?"

"We were careful," says Kissy. "Anyway, I put a rubber bullet into that choomba's helmet; rung his bell, but he won't have anything worse than a headache. Roxxi made sure the others were too busy dancing to shoot back."

"Let them come if they have the stones," says Roxxi. "This place has faced worse."

"You're tempting fate!" says the woman at the chessboard loudly. This is the first time anyone else in the dining room has spoken up loud enough for me to hear. "Sometimes I think our luck has been good for a little too long."

"Thank you, Vicky. Duly noted," Marianne replies to the chess lady. Then, to me, "Veronica is a Militech recruiter. Her people go way back here. Her mentor, Traci Jo, was here when the shit hit the fan in '21. Knew your old man. Lessee ... who else should you get to know?" She points at the woman on the stage, "That there is Grace Steel. A natural with axes — sharp and musical kind both. And your driver last night." We exchange nods. Marianne looks around the room for someone else. "I don't see Petra David, my head of security, but I bet they've been watching you since you were outside the door." Marianne looks back at me. "Anyway, you ready to meet your mom?"

I am not expecting that. "She's here?"

Marianne looks surprised. "Where else would she be?"

"I guess ..."

"Edie, you're in charge," Marianne squints at Roxxi and Kissy, "Don't let the lovebirds behind the bar. We've got a business to run. And people will be wanting breakfast. Make sure they're awake in the kitchen."

"Yes, ma'am!"

Marianne leads me to the elevator. "There's a lot in this building," she says. "Armory, range, and Backhand's workshop in the basement. Bar and restaurant here on the ground floor." She looks wistful. "The food ain't what it used to be. Can't get much that ain't SCOP these days." She pushes a button, and I hear the elevator creaking to life. "Guest rooms on the second floor. On the third, Doc Stoic, our ripper, and John and I keep an apartment on top." The elevator rattles open. "We got space if you need a place." She pushes the

A TALE OF HOPE

button for three, and we lurch upward. I am not sure I am ready to live with all the ghosts. Marianne sees the look on my face. "It's just a thought."

The door slides open, and we emerge into a ripperdoc's anteroom. Trauma supplies. Cybernetic components. A gurney. A middle-aged man, broad-shouldered and trim in a way that suggests un-sculpted fitness, with dark and weary eyes lost in a delicate web of old scars.

"How's she doing, doc?" asks Marianne.

His voice is softer than I would have guessed. "The same. I'm just easing the pain. The Professor is with her." He has a wisp of an accent, but I can't place it. He looks at me. A touch of sympathy. "You're the daughter? Are you ready?"

Am I? Who knows. I shrug.

The doc leads us into the med bay in the next room. A woman is lying on the surgical couch. An array of robotic gear is suspended above her, but it is still. Only an IV and cannula suggest treatment. She is wan, her

body and hair thinned by disease, but I recognize her as the woman from the photograph downstairs. Nails. Gayle Sigmund. My mother.

By the bedside is an old man in an elaborate cyber-chair, his hand resting on Nails' arm. When he sees me, recognition lights up his eyes, but he doesn't speak. Marianne's partner?

"Just a couple of minutes," says the doc. "She's weak."

Marianne gestures for me to stay back. She approaches the couch and puts a hand on the woman's arm. "Gayle, honey, you awake?"

The woman opens her eyes slowly. When she speaks, her voice is worn, like a fraying cloth. "Did you find out?"

Marianne smiles. "Yes, it's her. She's here. You want to meet her?"

"Don't think I have the luxury of rescheduling." A soft laugh turns into a wheezing cough.

"Kay," says Marianne. "But go easy. It's all new to her."

Shit. The dying woman needs to go easy on me?



BY NEIL BRANQUINHO

Marianne waves me over. I am face to face with the mother I never knew I had. She takes my hands in hers. They're real and warm. Suddenly, I'm in tears. Marianne puts a hand on my shoulder.

"Aurora?" Nails says.

"Yeah," I say, trying not to sob over a woman I'd had no idea existed. If this is a scam, I'll be so pissed.

She puts her fingers on my cheek. "Is this your original face?"

"Mostly," I say. "Can't afford a big sculpt."

"She looks like you back then," says the man in the cyberchair.

"Yeah," says Nails. "But I see her father, too."

I ask the only question. "Why did you leave me?"

"Oh, baby," she says softly. "I didn't want to. But your dad was gone and I thought I was gonna die. I just wanted you to be safe. I thought ..." she stifles a sob, "I thought, if I lived, I'd be able to come find you." She gathers herself. "When I couldn't, then I wished I *had* died."

"Why can't they take you to a real hospital?"

Regret shines in her eyes. "Even if we had the money, by the time I cared enough about living, it was too late." She looks back up at me. "The truth is, I died after I lost you in the Red. Or, I wasn't really living." She squeezes my hands with her fading strength, "But I got to see you again. And you got to learn who you are."

"What am I supposed to do now?"

"That's up to you. You have a family and a home here if you want. In this city, that's priceless."

It's more than I've ever had before.

The doc speaks. "She should rest."

Nails squeezes my hands once more. "Think about it. We can talk more later."

"Yeah," I say. The last word I ever say to my mom.

GOING FORWARD

Marianne leads me back to the elevator. The man in the cyberchair accompanies us, and it's cramped. On the way down, the man introduces himself as

Marianne's husband first and co-owner of The Forlorn Hope second; John Freeman. Most call him The Professor.

"Nails is right. This is your home. Your family. People here will have your back if you want it. She was speaking for me, for Marianne ... and everyone here."

I look up and stare into the dim elevator light. Do I want it? I've been on my own as long as I can remember. But I might have been dead last night without the people here. The elevator jangles to a stop, and I am about to step out, but The Professor puts a hand on my arm and, living up to his name, delivers a lesson.

"Listen, kid. Take your time. Come and go as you please. I've seen your work. You have talent and guts. It runs in your blood. But you're raw. So, you can make a living getting into fights and showing corpse videos to skeevs on the Data Pool for tips." He pauses. "Or you can be the next Bes Isis and tell stories that matter. Earn enough to buy out your stable contract. Make your mom proud. If that's what you want, the people here can help."

The elevator is beginning to complain that we're not getting out. I don't know what to do. Marianne suggests, "Why don't you go talk to Vicky about what you saw last night?"

I step out of the elevator. More people are in the bar, but no one looks at me now. Breakfast is underway, and I'm entering from a safe direction. Veronica, the Militech recruiter, is still sitting at the table with the chessboard. From the arrangement of the pieces, she won handily, and her opponent is nursing defeat at the bar. I take a seat.

"Want a game?" she asks.

"I don't know how to play," I say.

"I'll have to show you." She looks up, mischief in her eyes. "You can learn a lot about people by playing chess with them."

"Also, by asking them questions," I say.

"If they're talking," she says.

"Not necessarily," I say. "How they react. What they don't say. How they say what they do say. What happens in their eyes."

Veronica laughs, "Maybe poker's your game!"

"Marianne said you might have thoughts about what went down in Prosperity Gardens last night?"

A raised eyebrow. "Yeah, I might. Pull up your video."

I pull out my Agent and call up the footage from last night. Right at the beginning, Veronica says, "Hold it there." She points at the screen.

"You wondered how the explosion threw metal fragments through the buildings. It didn't. These pieces aren't from the AV. They're missile components."

I squint at the small picture, nighttime, lit only by Daisy's small lights.

"You're sure?"

She zooms in close on the biggest fragment. "I know our product. And I know the competitors' products. Those are missile parts. I'd say that AV didn't just crash. Someone shot it down from the ground."

"Lazarus told Dyl Rollins that Iron Sights jacked an AV load of explosives and crashed it."

The eyebrow up again. "And?" she asks, inviting me to continue.

"Lazarus was ... tracking them? And shot them down over the city rather than lose the load." A thought is forming in my head. "Can't lose an AV full of boom. Can't shoot it down over Corporate real estate."

"But nobody gives a shit what happens in a combat zone."

"And Dyl Rollins pockets for them to spin it."

"Now, that would be a hell of a story if someone could put it together," says Veronica.

I think. I need to get out and talk to some scavvers and get vid of the parts. I need to talk to survivors around Prosperity Gardens and see who saw what, especially before money and threats start buying silence.

Then I feel a hand on my shoulder and look up to see Marianne looking somber.

. . .

Nails died moments after we spoke. Maybe she was holding on for our meeting. Maybe the Grim Reaper's just an asshole. The Professor gathers everyone together in the bar and breaks the news. He introduces

me. People are kind and say consoling things. They note the resemblance. I mumble awkward thank-yous. Afterwards, I find Marianne.

"I need time," I tell her. "I am grateful to you and The Professor," I nod toward Roxxi and Kissy the bar, "and to those two."

"I understand," she says. "You are welcome here any time."

I smile. "I know. I'll be back."

I have a story to tell. It'll make me some enemies, but now I have a family at my back.

I push through the heavy door I came through just a short time ago, and it feels different. For the first time in my life, I feel like I might be able to come back to someplace I belong.

A HISTORY OF HOPE

by Rory O'Reilly

"Tucked away in a secluded corner of Charter Hill, among the few remaining buildings from the previous era, there is a bar. It doesn't advertise. It isn't frequented by the corporate lunch set. It's not a gang hangout. It's a Solo bar. Its customers are all regulars, and they've all been to the edge ... and beyond.

Like you and I, they seek the company of their own kind, in a place where the only code of behavior is their own. Where people take the hardware for granted. Where people keep the stories inside the bar ... The neon over the door says 'The Forlorn Hope.'"

Those words were written by my dad, C.J. O'Reilly, a Media who spoke truth to power back in the 2020's before most of you were even born.

Before the fall of the Old NET. Before the Red washed the sky. Before I even knew he was my dad.

But that's why I'm here. Ya see, The Hope's got a history, and since you patchwork punks have earned a juice card with this hardcore crowd — my family — you'd better download a bit of the background too.

I know none of us have the bandwidth for a lecture, so I'll just hit the high points.

2011

- Doctor John "The Professor" Freeman and William "Dollar Bill" Dolarhyde purchase the abandoned Sierra Hotel in Night City and renovate it, modding it into The Forlorn Hope. More than just a bar, they make The Forlorn Hope a refuge and resource for veterans of the Central and South American Wars, rounding up a bunch of the walking wounded and hiring them on as staff. This plan works for more than a decade — which is frakkin' forever in punk years — and the place earns a positive profile with the dangerous crowd.

2020

- *The Forlorn Hope — Back From the Far Side of Chaos* by C.J. O'Reilly (aka my dad) is published as a *Solo of Fortune Special Edition*. It shines a spotlight on the bar, its staff, and some of the regulars. I've read it. Turns out my old man was a pretty good writer.

2022

- The 4th Corporate War comes knockin'. The Forlorn Hope goes quiet as many regulars, and even some staff, pocket out to various Corporate forces to fight. Some go for the money. Some to settle old scores. A few to protect the bystanders, who always get stomped on when Corps go aggro. The Professor preps for everyone's return, expecting this war to break a whole new generation of veterans.

2023

- **May 12th.** War hits The Forlorn Hope as Militech and Arasaka units converge on the area around the bar. The part of The Hope's posse that's still in town sets up a series of diversions to draw most of the regular military away, but an Arasaka SpecOp squad tries to occupy the bar as a hardpoint. Militech can't let that stand and follows them in. The Hope becomes a war zone. The entire top floor is fragged by 60mm mortar rounds, taking the Freeman's apartment with it. The rest of The Hope survives, but too many souls breathe their last that night, including Solo turned Fixer Robert "Kronos" Cronenberg, ripperdoc Andy "Needles" Chen, and co-owner Bill Dolarhyde.

- **August 20th.** The Night City Holocaust and the Arasaka nuke. The bomb goes off and the city falls down. As the fallout settles, The Professor and his wife, Marianne, convert The Hope into a survival shelter for dozens of the injured and newly homeless. A makeshift triage center is set up in the bar area, and the kitchen gets double duty as a field surgery. Think M.A.S.H. unit with a bandstand. After the initial wave of casualties gets treated, they drop cots in every horizontal space and stock up on radiation treatments.

2026

- Marianne hires Ingénue, the only survivor of the Willow Sisterhood, an all-female poser gang and assassination squad. She tasks Ingénue with setting up a support group for fellow female survivors of the 4th Corporate War. Ingénue names the group The Willows in honor of her fallen comrades.
- The Hope continues to be a recovery center for the entire neighborhood and serves as a temporary home for From the Ashes, a clinic run by Phoenix Redwyne.

2028

- **April 21st.** Kiroshi kidnaps a young Trace Santiago to use as a bargaining chip in contract talks with the Aldecaldos. Santiago Aldecaldos taps the Queen of the Solos, Rogue for a retrieval. In turn, Rogue asks the Willows to help. After incurring the appropriate amount of punitive damages on Kiroshi, they get Trace back and send a message that the boy is now under their protection.

2031

- After serving as a shelter and ad hoc community center for years, The Forlorn Hope reopens as a bar. Alcohol replaces antibiotics, beer nuts supplant bandages. Rebuilding on the top floors finally begins. The Freemans get their bedroom back.
- Petra David, a 4th Corporate War veteran who was among the first The Professor and Marianne helped in the aftermath of the nuke, signs on as The Hope's head of security. She defines the term "haunted badass."

A TALE OF HOPE

2032

- Renovations complete. The Forlorn Hope is now officially one floor shorter than before the war. Marianne takes over as active manager because The Professor has his hands full coordinating services for all the vets trailing in from the war. A fresh group of wired-up, battle-burned regulars form around the place. For a while, it almost feels like the old days. Or so they tell me.

2041

- **September 3rd.** The Professor notices a tremble in his hands. It's Amyotrophic Lateral Sclerosis (ALS), a degenerative neuromuscular disease. Treatment can slow its progress, but there's no magic bullet. He continues his work but brings in Bill Dolarhyde's niece, Edelweiss, to assist Marianne in running operations.

2043

- Sundance, The Hope's in-house medtech, retires after a long and exhausting career. She continues to hang around the bar (enjoying free drinks for life) but leaves patching people up to her apprentice, Doc Stoic.

2044

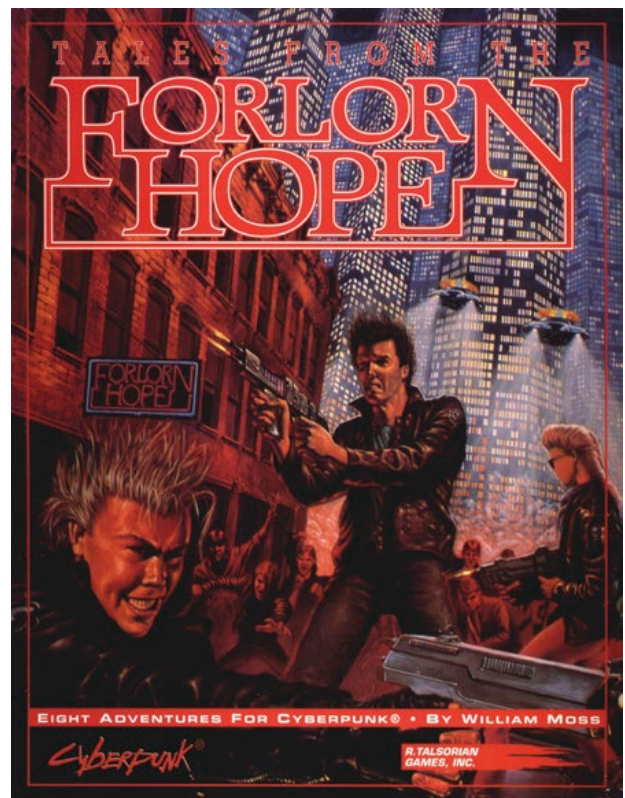
- **January 23rd.** A Jodes nomad pack slides info to the Freemans about a group of squatters being thrashed by Maelstrom out in what's left of the old Brookhaven Co-Op. Since most of the squats are vets and their peripherals, the Freemans rally the troops and, with the help of the nomad pack, fight off the metalheads long enough for the squatters to get out of town. The entire tribe rolls out with a Jodes caravan to a Reclaimer colony out in New Mexico. In the process they rescue a streetrat named Valence. They were pressed into service by Maelstrom to scavenge in the Hot Zone. Marianne and The Professor take Valence in as one of their own. Rumor has it this seriously pisses in the kibble of Ripper, the Maelstrom underboss who was running the show.
- Cicely "Backhand" Feng starts working as The Hope's in-house Tech. One of her first jobs is to fix up a certain Media's camera drone.

- **June 1st.** Roxxi and Kissy bring an up-and-coming Media named Rory to The Hope. There, she's introduced to her mother, her legacy, and a family she never knew she had. Soon after, she joins the Willows. Hey! I'm writing this timeline. I can put myself in it if I want!

2045

- Grace Steel and her band, the Soul Rebels, win a "battle of the bands" style audition and secure a position as in-house entertainment for The Forlorn Hope. Your girl Rory recommends you buy their music.
- "Hilaria 2045!" A flood of clown-faced doombas surge out of the sewers and attack The Forlorn Hope (and several other locations), marking the start of a Bozo civil war. Most of the clowns participating in the battle turn out to be victims forcibly biosculpted and brainwashed into attacking.

If you want to learn more about The Forlorn Hope's history, we recommend picking up **Tales From The Forlorn Hope**, which introduced the bar, The Professor, Marianne, and others to the **Cyberpunk** universe. You can find it in digital and PoD formats at *DriveThruRPG*.



BY NEIL BRANQUINHO

ESTIMATED PLAYTIME: 4 TO 6 HOURS

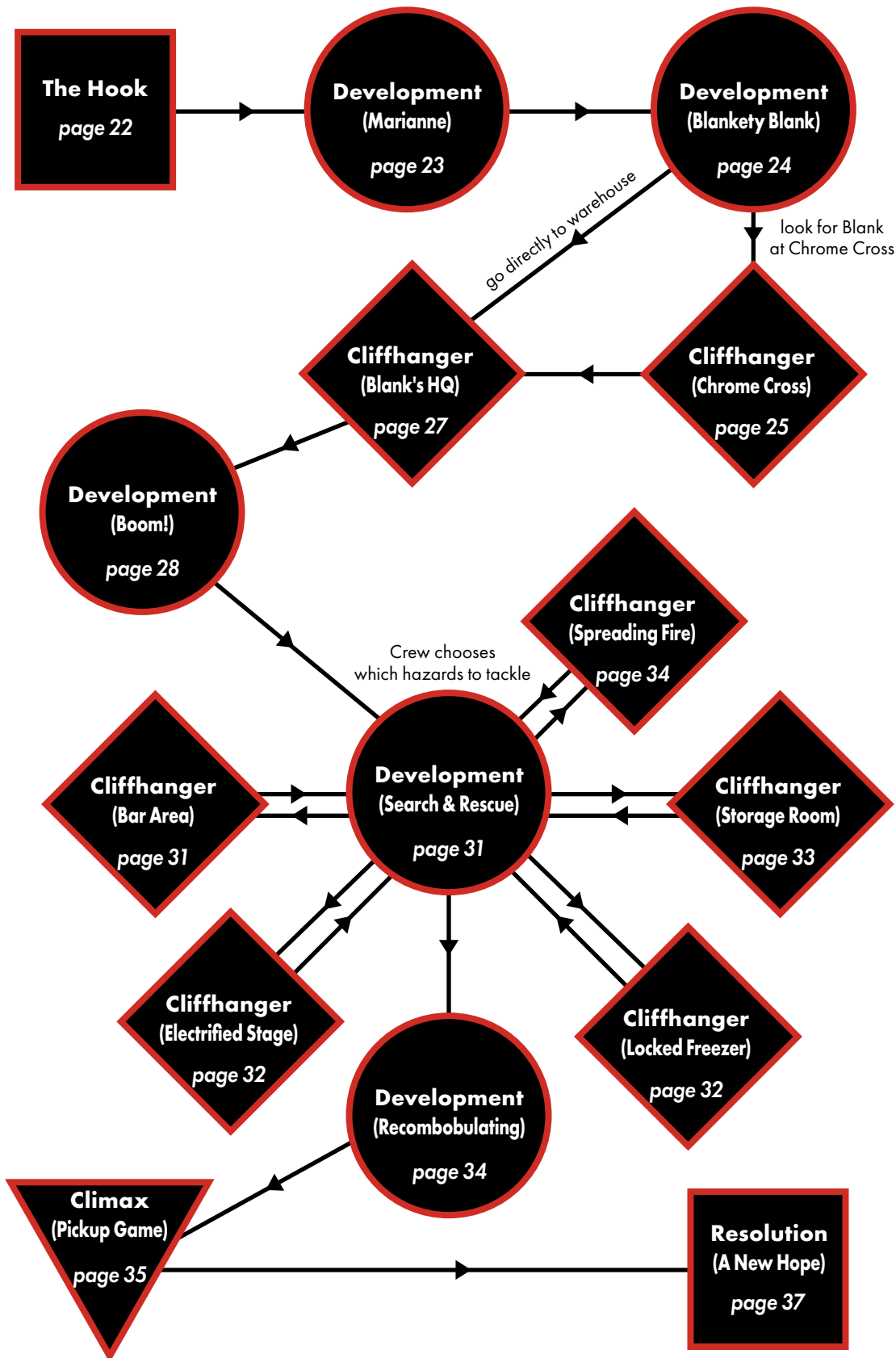


THE ANGEL'S SHARE

BY EDDY WEBB

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BEAT CHART FOR THE ANGEL'S SHARE



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RUMORS

1d6	Rumor
1	The Red Chrome Legion recently hijacked a Militech cargo train. During the hijacking, a crew of edgerunners boarded and removed cargo crates right under the RCL's noses.
2	The Red Chrome Legion and Iron Sights have been at war for over a year due to the RCL's habit of poaching young Iron Sights recruits. In recent clashes, the Iron Sights have pushed the RCL out of Old Japantown and into the south side of Little China.
3	John "The Professor" Freeman, co-owner of The Forlorn Hope, is dying. His neuromuscular system is slowly shutting down. The condition is resistant to all known forms of treatment.
4	Earlier this year, an entire clown car's worth of Bozos attacked The Forlorn Hope. Most of the clowns proved to be ordinary Night City citizens who were kidnapped, brainwashed, and bodysculpted into becoming red-nosed shock troops. The event may have been the opening salvo in the now-ongoing Bozo civil war.
5	Marianne and The Professor, co-owners of The Forlorn Hope, have helped several streetrats escape exploitative membership in Maelstrom and Red Chrome Legion. Neither gang is happy with the couple.
6	There's been a flood of poor-quality bootleg and black market braindance chips in the south side of Little China. At least a dozen people have been left comatose after slotting one.

BACKGROUND (READ ALOUD)

"The angel's share." It's what distillers call the amount of spirits lost to evaporation from the barrel as the whiskey ages. Every way of life has a cost for doing business, which Marianne Freeman understands. Maybe better than most. She's the bartender and manager of The Forlorn Hope and den mother to many a young edgerunner. She's tough as nails and doesn't put up with anyone's bullshit, but she's a rare flicker of light in the dark streets of Night City.

Now Marianne needs a favor from you. Nothing major — an easy task for a group of experienced troubleshooters like yourselves — but it needs to be done. Just the angel's share of dirty business to keep The Forlorn Hope open. And what's a small favor for a friend?

THE REST OF THE STORY

For once, the job is as it appears. It's almost refreshing to have a straightforward client with a straightforward job. It's a shame that this will be a tragic night for The Forlorn Hope and its found family of Edgerunners.

Marianne Freeman is the wife of John "The Professor" Freeman. Together, the couple owns and operates The Forlorn Hope, an edgerunner bar in Little China.

Marianne manages the day-to-day operations of the joint and often serves as barkeep to boot. She also acts as a surrogate mother figure to many young edgerunners, particularly trans kids growing up on The Street like she did. As such, The Forlorn Hope has a strict "no XBD" policy. Braindance is fine, but XBD has a dangerous layer of ersatz "reality" to it. And both Freemans have seen where addiction to cheap and nasty braindance chips leads.

A small-time dealer named Blank has been leaning on Marianne to allow him to sell precisely that kind of XBD in The Forlorn Hope, and she's kicked him out of the bar every time he comes around. In response, Blank has made vague threats against her and some of the patrons. Marianne isn't worried about Blank and his goons getting past Petra's security, but there might be repercussions for her staff and adopted kids when they're out and about beyond the protection of The Forlorn Hope's walls.

She wants a few experienced edgerunners to put Blank out of business. What she doesn't know is that Blank has also been dealing XBD to the Red Chrome Legion, a neo-fascist hate gang, and they'll be drawn into the night's events by the end of the Mission.

Worse, unknown to everyone, this is The Forlorn Hope's last night as it succumbs to a fire set by a Maelstrom charmer named Ripper.

THE ANGEL'S SHARE

THE SETTING

The mission starts in The Forlorn Hope, as Marianne asks the edgerunners for a favor. From there, they might travel to the parking lot of Chrome Cross, a hangout for the Red Chrome Legion, or to an old warehouse.

Abandoned by Ling Po Imports during the 4th Corporate War, the warehouse is now home to anyone with enough muscle to hold it. From there, it's back to (the remains of) The Forlorn Hope.

THE OPPOSITION

- The Crew will be confronted by a gaggle of **Baby Punks** in The Forlorn Hope.
- **Blank** likes to think of himself as a Fixer, but he's just a sleazy dealer who specializes in cheap, bootleg XBDs.
- Blank makes enough money selling to some gangs in Little China to hire a **Bodyguard**, an **XBD Technician** and some **Hustle** (hired muscle) for security.
- Once The Forlorn Hope crashes and burns, the Edgerunners must navigate a variety of dangerous situations if they hope to save the people remaining inside.
- And the cherry on top: **Red Chrome Legionnaires** show up in the end to rub salt in the wounds of the survivors.

THE HOOK

Close to closing time, The Forlorn Hope isn't that impressive — a run-down hotel in Little China that looks like it was the target of the **entire** 4th Corporate War. You've seen countless such buildings scattered around Night City's combat zones end up as a haven for squatters and addicts, but the bullet marks on the walls and faded bloodstains on the concrete just add to the character of this place.

Even at this late hour, you hear music and laughter coming from inside. Right above the door, you can make out a flickering neon sign that reads "The Forlorn Hope."

Inside the bar, the raucous noise picks up. Loud music bursts out of large speakers that might be older than you. You can see a band playing on stage while the patrons drink, dance, and flirt with each other. As the band finishes their song, a person wearing criss-crossed leather belts and military body language strolls over to you from the corner they were lurking in.

"Name's Petra," they say. "I'm the security. We're about to close up, so I don't have time for bullshit. Keep your weapons holstered and your attitude in check, and we'll get along fine." They point to a group getting up from a nearby table as the band starts their final number. "I know Marianne's expecting you, but she's busy, so grab that table, and she'll be with you when she can."

Infobox: The Forlorn Hope (DV9)

Founded in 2011, The Forlorn Hope began life as a bar catering to veterans of the Central American conflicts. Over time, it evolved into an edgerunner hangout bar. It isn't as famous as The Afterlife, but those in the know see it as a home away from home, where they can find peace or plan a job without worry. The Forlorn Hope also provides services besides food, drink, and music via an in-house Tech, a ripperdoc clinic in the basement, and even lodging for favorite regulars who need it. Owned by John "The Professor" Freeman and his wife, Marianne Freeman, she runs the day-to-day operations while he focuses on helping veterans of the 4th Corporate War find needed services and help.

Let the Edgerunners settle into their table and listen to the music. A Black woman wearing electric blue fronts the band as they play a thumping mixture of punk and soul, with a dash of hip-hop thrown in for good measure. If you're randomly sharing tidbits from the Rumor table (**SEE PAGE 21**) this is a good time to do so. After a song or two, a group of drunk patrons approach the Crew.

Three punks with bad attitudes walk up to the table. The fake leather jackets and cheap armor they wear scream "baby edgerunner with more balls than sense."

"Beat it, doombas," the tallest one says. She slams a glass down on the table, and yellow, foamy smash spills over the lip. "This is our table now, neh? So bail." A quick glance towards the door, and you see Petra escorting a fourth punk in a similar jacket outside. A few nearby patrons look on in amusement, curious to know if they'll get a floor show along with their music.

These are bottom-of-the-barrel Baby Punks (SEE PAGE 38) trying to throw their weight around. How the Crew wants to deal with the problem is up to them. They have a Round or two to act before Petra finishes ejecting their friend, notices the situation, and takes action.

Start with a Facedown (SEE CP:R PAGE 194) to see who blinks first. After that, example tactics the Crew might use include talking them down or scaring them off (a Persuasion Check), making them think they're too cool to be approached like this (Wardrobe & Style), or doing the old "grab and shove someone's head down against the table" routine (Brawling or Martial Arts) to make the jerks reconsider. All against a DV set by the GM. If the Crew succeed at their Checks, the doombas back off and leave.

If the Baby Punks leave, Petra comes over and thanks the Crew for keeping a level head and not turning this into a firefight. If, however, they are still an issue, Petra will tell the doombas to leave. A couple of regulars will join in to help escort any troublemakers out.

After ensuring the drunk troublemakers leave, Petra jerks a thumb over their shoulder. "Marianne is ready to talk to you. At the bar."

GO TO DEV (MARIANNE)

DEV (MARIANNE)

As the band winds down and the regulars start to file out, you approach the bar. Marianne is a white woman beginning

to feel the touch of age, with long pink hair, piercing green eyes, and a fashionable new cyberhand. She uses an Agent to collect payment from the last of her customers before tucking it away and approaching.

"Marianne Freeman," she says, holding her cyberhand out for shaking. You notice the gold ring on her finger. She calls out to a young woman in glasses, "Edelweiss, start clean-up. I need to talk to these fine young people in my office, then I'll come back out to help."

Marianne guides the Crew to a back office with filing cabinets and an old, military-issued metal desk.

Behind the desk sits an older white man in a Rocklin Augmentics Spider Cyberchair, its four hydraulic limbs hissing as they move. His hair has long since turned gray, but you can see the steel in his eyes. An interface cable runs from an old-model interface port in his temple down to the chair. He nods at you as he carefully reviews a tablet that trembles slightly in his hands. Marianne leans over and gives him a peck on the cheek, and he smiles slightly despite himself.

"My husband, John," she says. "Everyone calls him The Professor. He's here to listen, but I'm giving you this job."

The Professor sets down the tablet and watches as his wife moves around the desk to stand in front of you. "Sit wherever you want," she says. "It's our office, but I'm behind the bar so much I sometimes forget this place is even here." She winks as she perches on the edge of the desk, her legs dangling. "But seriously, Auntie Marianne needs a favor if you have the time."

While Marianne is a joker and a flirt, she's all business as soon as the Edgerunners settle in.

"I have a problem, and his name is Blank. No, seriously, he goes by Blank because this is the kind of guy who thinks a handle

NOT A GUN FIGHT

Considering this is **Cyberpunk RED**, the Players' first instinct might be to pull their guns and start blasting away. After all, The Forlorn Hope isn't the sort of bar where you must check your weapons at the door. This is a good chance to educate the Players — not all conflicts need to be resolved with bullets. If a Player says they're drawing their iron, ask for a DV9 Concentration Check and remind them about Petra's warning: "Keep your weapons holstered and your attitude in check, and we'll get along fine."

If they insist on turning this into a gunfight, the music stops. The various regulars pull their weapons, ready to shoot whomever they see as a threat to The Forlorn Hope — and right now, it isn't clear if that's the baby edgerunners or the Crew. A gruff voice will set the tone: "A thrown punch or two isn't a problem, choomba, but don't be bringing violence into The Hope."

This isn't just a matter of proper etiquette, either. If the Crew forces the issue, they'll lose respect in the eyes of their fellow edgerunners. That probably isn't the sort of reputation they want.

THE ANGEL'S SHARE

like "Blank" is impressive. He's a nasty hood dealing even nastier braindance chips. They're XBD — braindance with all the safeties removed. At best, you can get addicted. At worst? You can end up drooling. Blank's been sniffing around The Hope for the past month, but John and I have a strict "no XBD" policy here."

Marianne looks back at her husband, who nods. She smiles and looks back at you. "I've asked Petra — you met them, by the door — to bounce him more times than a rubber ball, but he isn't picking up on the hint."

She leans forward, and you can see a glint in her eye. You get the impression this woman has run the Edge more than a few times in her life. "As of tonight, Blank's career as a dealer is over. Find his operation. Find his equipment. Smash it all. I'm not hiring you to do wetwork — this doomba isn't worth how much it would cost — but beyond that, use your imagination. Loud or quiet doesn't matter to me as long as it's done and done tonight."

Marianne and The Professor offer the Crew 500eb per person for the job, but she can throw in drink and meal vouchers with successful negotiation. She

transmits a photo of Blank, a rather bland-looking white guy sporting dreadlocks, to one of the Crew's Agents and promises payment as soon as the job's done.

"Come back to The Hope when you're done," Marianne says, "The job shouldn't take you long, and we'll still be here, cleaning up."

GO TO DEV (BLANKETY BLANK)

DEV (BLANKETY BLANK)

First things first, the Crew needs to find Blank. There are a few ways they can go about it.

- Using Library Search or Criminology to dig through news reports and criminal records to learn more about Blank. It's a difficult Skill Check (DV17), primarily because Blank is small-time and doesn't warrant much attention from the screamsheets or the cops. A successful roll reveals that he always operates within Little China, which narrows the field considerably.
- Local Expert can also be used, but it's easier (DV15) to find the same information as above. In addition, he tends to deal in the parking lot of Chrome Cross, a local neo-Nazi bar, and hang out for the Red Chrome Legion. Medias can make this Check at a DV13 using Credibility to scout out a few rumors on the subject.
- Talking to locals in Little China can help, using an appropriate Social Skill such as Bribery, Conversation, or Persuasion. Succeeding against DV13 will reveal that Blank is becoming one of the local names to go to for XBDs. He usually deals out of Chrome Cross's parking lot. Lately, he's been seen with a bodyguard. Fixers with an Operator Rank of 3 or higher learn this information automatically by canvassing their contacts.
- A Electronics/Security Tech or Streetwise Check (DV13) will reveal that any XBD dealer slinging bootleg chips needs a place to burn and store them. It would have to be either massively secure (unlikely for someone at Blank's scale) or hidden in some shithole building (which is much more plausible). A similar Skill Check is needed to know that Chrome Cross is the local bar for the Red Chrome Legion.



BY SEBASTIAN SZMVD

Blank and his Bodyguard

THE ANGEL'S SHARE

- If the Players are still struggling to figure things out, let them make a Deduction Check (DV17, grant them a +1 bonus to the Check for each of the above bullet points they worked out before this one.) to figure out that if Blank is hiring bodyguards, he probably isn't investing in facilities, so he's likely squatting in an abandoned warehouse, and it has to be somewhere in Little China. With a DV15 Library Search, Local Expert, or Streetwise Check, they might realize a group of old Ling Po Import/Export warehouses lie abandoned roughly midway between Chrome Cross and The Forlorn Hope.

The Crew has two options: Follow or shake down Blank at Chrome Cross or go directly to the Ling Po warehouse to confront Blank and his bodyguards.

If the Crew tries to find Blank at Chrome Cross, **GO TO CLIFF (CHROME CROSS)**.

If the Crew goes to Blank's warehouse, **GO TO CLIFF (BLANK'S HQ)**.

CLIFF (CHROME CROSS)

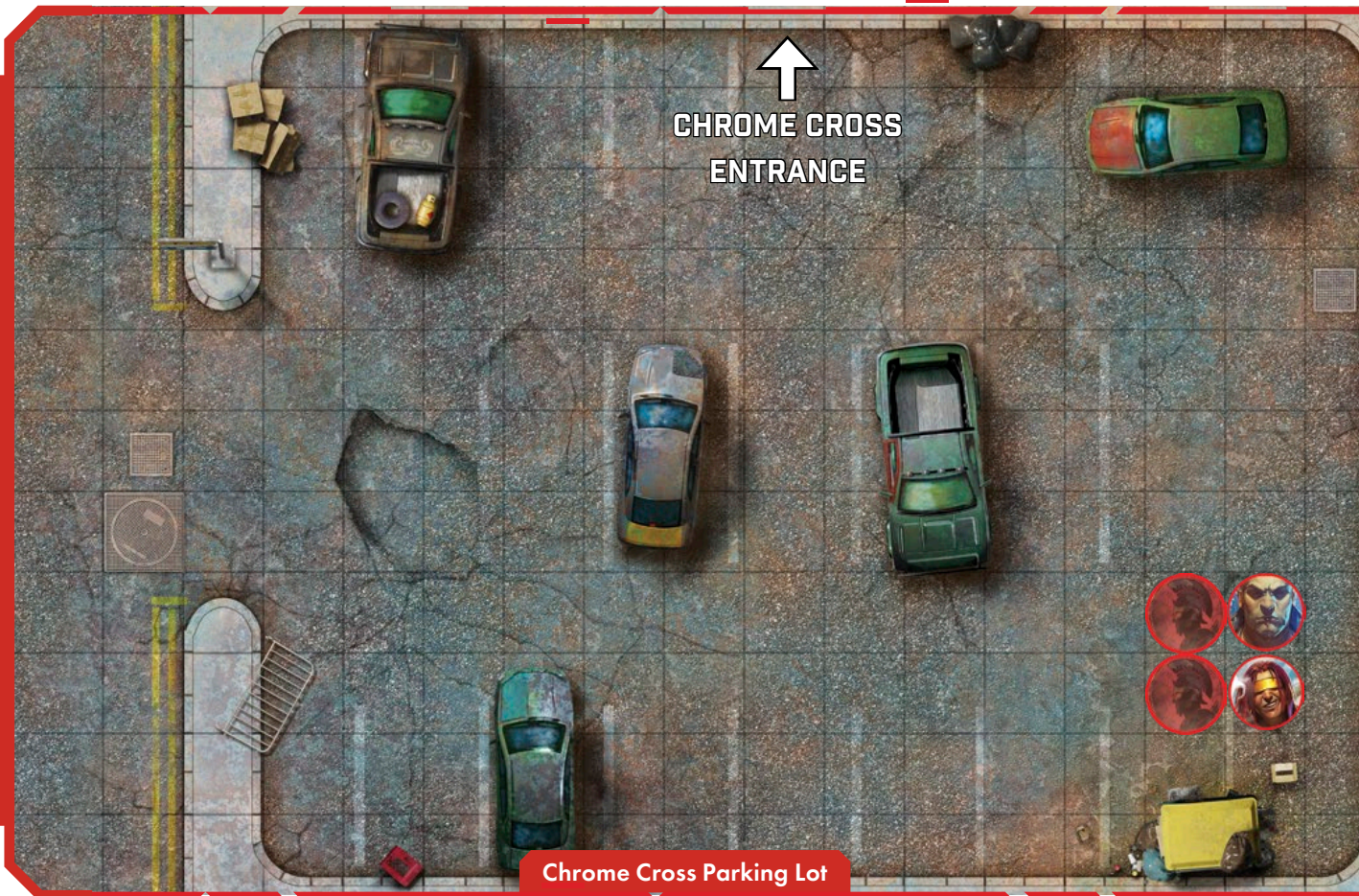
Chrome Cross is exactly what you expect from a shitty bar with shitty customers. As befits a dive bar in a combat zone, it's damaged and teetering on the edge of collapse.

The cars and trucks in the parking lot all look salvaged, with mismatched paint and primer underneath badly spelled hate-speech graffiti.

In one shadowy corner of the lot, away from the vehicles, you notice two figures. One is smoking a cigarette and wearing a long, ratty coat. He has purple and red dreadlocks and piercings in his nose and ears. Next to him looms a larger figure with a blue mohawk and an obvious holster under his armpit, scanning the parking lot.

As you decide what to do, two Red Chrome Legionnaires walk out the door of the bar, laughing loudly and punching each other playfully. They walk over to dreadlocks and his hustle.

BY MATT HENDERSON OF LOKE BATTLE MATS



Infobox: Red Chrome Legion (DV13)

The Red Chrome Legion began life as a poser gang; Edgy teens who enjoyed cosplaying as Nazis. As often happens, people who pretend to be assholes soon became assholes, and Neo-fascist ideology grew into the core bedrock of the gang's identity. In the Time of the Red, members of the gang talk a lot about "The Great Caesar," an almost messianic figure who will rise up from their ranks to conquer Night City and establish it as a hub of "a new American Empire, free of the pollution of foreign filth and corrupt cultures." It all sounds impressive until a choomba realizes they're just another combat zone gang engaged in constant warfare with nearby rivals. They aren't conquering shit.

FOLLOWING BLANK

If the Edgerunners are here just to tail **Blank** (SEE PAGE 39) back to his warehouse, they watch as what is obviously some kind of illicit exchange takes place between the Red Chrome Legionnaires and Blank. After he's counted his money and the Red Chrome Legionnaires return to the bar, Blank and his **Bodyguard** (SEE PAGE 39) walk out of the parking lot.

Have the Crew make Stealth Checks against Blank and the Bodyguard's Perception. If the NPCs succeed, they notice the Crew. Blank's Bodyguard will turn to engage the Crew while his boss flees. The Bodyguard will surrender and spill his guts as to the location of the XBD production facility if he's in mortal danger (less than 5 HP). If the Crew manages to capture Blank, he'll tell them where his warehouse is with little provocation. He's a coward at heart.

If the Crew succeeds at their Stealth Check, they can tail the pair back to the warehouse.

GO TO CLIFF (BLANK'S HQ)

TRACKING BLANK

The Crew could attempt to track Blank remotely instead. This can be done by a tech-savvy Edgerunner via hacking the dealer's Agent with a Breacher (SEE PAGE

179) or planting a tracker via a contested Conceal/Reveal Object versus Blank's Perception in a classic "bump and plant" maneuver. With success, the Crew can track the two to the Ling Po warehouse.

GO TO CLIFF (BLANK'S HQ)

PARKING LOT CONFRONTATION

The Crew might confront Blank in the parking lot or pose as buyers. If so, Blank is suspicious but greedy and easily intimidated. A Streetwise or Persuasion Check to threaten him is at DV15, while one to convince him to sell is only at DV13. If the Check succeeds, Blank will either promise not to sell again or sell a few XBD chips (50eb each), then leave, allowing the Crew to trail the two back to the Ling Po warehouse.

If the Check fails, or the Edgerunners attack in Chrome Cross parking lot, **2 Red Chrome Legionnaires** (SEE PAGE 38) — either the ones Blank just sold an XBD to or two just now exiting the bar — will join the fight with Blank's Bodyguard while Blank flees. The Legionnaires won't fight to defend either Blank or the Bodyguard, but they respond to any attack on their turf with violence.

At the top of the 3rd Round, **an additional number of Red Chrome Legionnaires equal to the number of Edgerunners in the Crew minus two (minimum one)** will exit Chrome Cross and join the fight. The Legionnaires will aim to murder the Edgerunners and aren't interested in prisoners. They will run if half or more of their number are Seriously Wounded.

If the Crew defeats the Legionnaires and/or the bodyguard, and Blank isn't around, one of them will spill the beans about the location of his production facility.

If the Crew manages to capture Blank, he'll tell them where his warehouse is. If released, he immediately flees. If Blank is killed, the location of the warehouse can be found on his Agent.

Otherwise, the Crew might need another way to find Blank's warehouse. Check the options in **DEV (BLANKETY BLANK)**, but if they are stuck, Marianne can call the Crew and tell them one of her patrons heard about the scuffle at Chrome Cross and noticed Blank heading to the old Ling Po Imports warehouse.

GO TO CLIFF (BLANK'S HQ)

CLIFF (BLANK'S HQ)

Whether the Crew followed or tracked Blank back to the warehouse or used their deductive skills to figure out the location, it's quickly apparent why this is the ideal location for a shady XBD dealer.

This warehouse is an old remnant of Little China from back before David Ling Po decided it was better to rule over a rebuilding Little China than a single import/export company. The building looks nondescript, with only faint traces of the "Ling Po" painted sign remaining on the crumbling brick. Most of the buildings nearby have been demolished or collapsed under their own weight, making it easy to control the area. Surprisingly, there aren't any guards patrolling the warehouse.

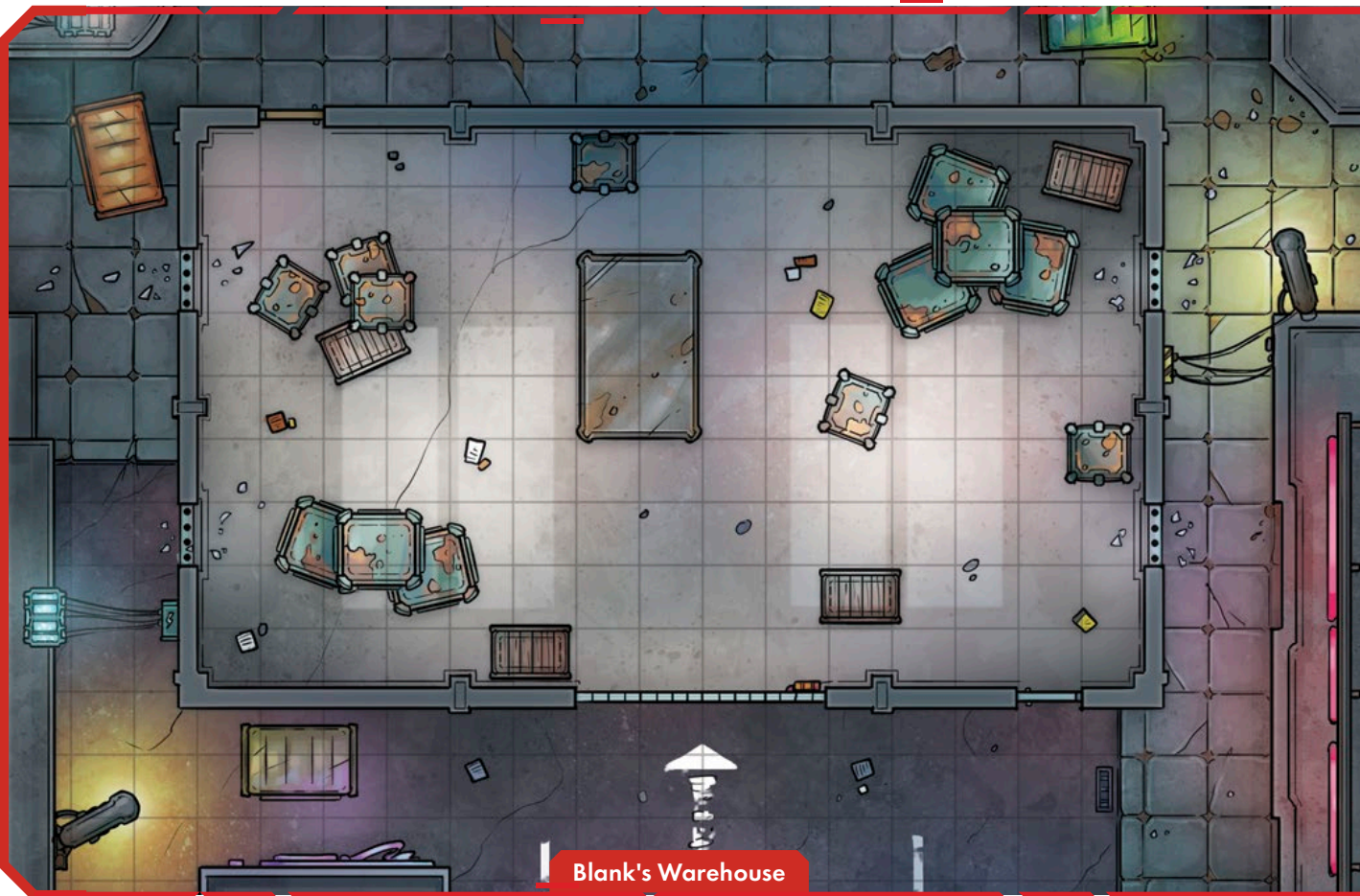
There are several ways into the warehouse. The front has a nondescript metal door, along with a cargo bay door (both unlocked with a DV15 Pick Lock Check). There's also a metal door in the back with a similar lock. Along both side walls are several broken windows

covered in rusting metal bars. The bars can be yanked free with a BODY STAT Check against DV15 or sliced through with the right tool and a DV9 Basic Tech Check. Both processes are noisy and will alert anyone inside. Once inside, read the following.

All around are ancient, broken crates with the "Ling Po Imports" name on fragmented, moldering bits of plastic. A thick layer of dust and cobwebs covers the molding stock. In the center of the warehouse, a tattooed technician fiddles with an editing deck, a chip burner, and a stack of chips.

The rest of the scene changes depending on the Crew's actions during **CLIFF (CHROME CROSS)**. If Blank returns and is unaware of the Edgerunners, he is in the process of checking an inventory list on his Agent. If he believes himself in danger, he is stuffing chips into a bag while his Hustle stands and peers in all directions, armed and ready for trouble. Blank's Bodyguard, if present, is always alert and ready for danger. He's not an experienced pro yet, but he's at least serious about his job.

BY SAGA MACKENZIE



Blank's Warehouse

THE ANGEL'S SHARE

In addition to the **XBD Technician (SEE PAGE 38)** and possibly **Blank** and his **Bodyguard**, there are **a number of Hustle Mooks (SEE PAGE 38) present equal to the number of Edgerunners**. Once combat begins, Blank spends one Round grabbing the chip burner and editing deck, then attempts to run out the most convenient exit.

The Bodyguard and Hustle Mooks will fight until Seriously Wounded, at which point each will surrender or attempt to flee. They aren't being paid enough to die over this. The XBD Technician will fight back until he takes at least 5 points of damage to his HP, after which he tries to flee.

If Blank manages to leave the warehouse with the equipment, he doesn't have a car, so the Crew can try to chase him down on foot. Have everyone chasing Blank make an Athletics Check while you roll for Blank. Every Edgerunner that rolls better than Blank catches up with him. If Blank manages to escape, he leaves Little China, never to return.

The braintance equipment can be destroyed with an Electronics/Security Tech Check, DV9, or by stomping on it with a solid boot on concrete.

If Blank isn't present, perhaps due to still being at Chrome Cross (or being dead), his Hustle and the XBD Technician will put up a token resistance. The XBD Technician flees after taking any damage. The Hustle Mooks surrender or run if they take more than 10 HP in damage.

GO TO DEV (BOOM!)

DEV (BOOM!)

Once Blank and his operation are dealt with, the Crew heads back to The Forlorn Hope.

With the job done, you head back to The Forlorn Hope to collect your money and maybe a drink or two before you crash. You're thinking about how you'll spend what's left of the night when your bones rattle from a thunderous explosion. In the distance, you see a huge plume of smoke. Right around where The Forlorn Hope would be.

The Crew doesn't need a Skill Check to figure out that the explosion came from the direction of The Forlorn Hope. However, an appropriate Skill Check (such as Criminology, Demolitions, or Weaponstech against

DV13) reveals that the explosion isn't from weapons fire or a conventional explosive; it's the sound of a part of a building collapsing in on itself.

As the Crew rush to the scene, their worst fears are confirmed.

Before, The Forlorn Hope looked like the last survivor of a war. Now, it looks like it's succumbed to its wounds. The upper floors of the building are on fire and have started to collapse into the first floor. Smoke pours out of the open front door. Inside, the usual sounds of laughing and chatter have been replaced with screams for help and moans of pain.

Five people sit or lay on the sidewalk across the street from the burning building, being tended to by Grace Steel, the lead singer of the band that was playing inside during your earlier visit.

"I was outside having a smoke, taking a break while we shut down for the night when ... this lot stumbled out but Marianne, The Professor, Petra ... my band mates! They're still in there!"

A DV13 First Aid or Paramedic Check allows for a quick triage of the five people Grace is helping. All have cuts and bruises. Two are currently coughing up their lungs thanks to smoke inhalation. One is suffering from second-degree burns and is unconscious. And one suffered head trauma — likely something fell on them. Thanks to Grace, they're all stabilized.

"I've got to help this lot!" Grace yells, "Go! Get the others if you can!"

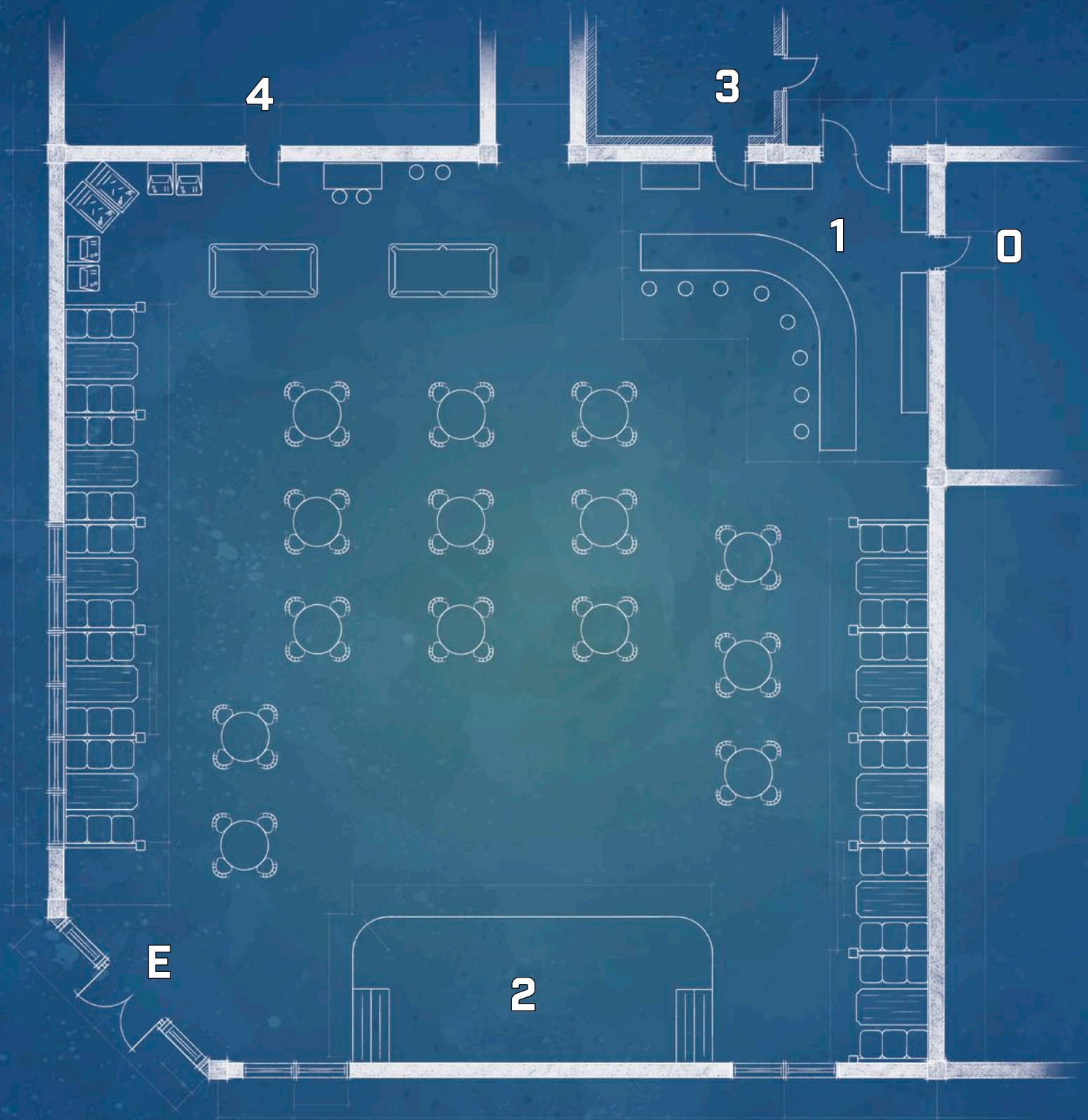
If a Medtech or other Crew member offers to stay with the wounded, Grace demures.

"I've got some experience and they're stable for now, but the folks inside might need more medical help than I can provide! Go!"

Once the Crew step through the door and into The Forlorn Hope, they find chaos waiting.

Smoke fills the air, burning the lungs and eyes. Rubble is piled up around the bar. You can smell the ozone from electricity crackling in the air. There are voices somewhere you can't make out, and everywhere you look, something is on fire.

The Forlorn Hope is dying. The only question is, will the people trapped inside die with it?



E : Entrance to The Forlorn Hope

1 : Marianne, trapped under the rubble behind the bar.

2 : Edelweiss, trapped on the electrified stage.

3 : Valence, trapped in the walk-in freezer.

4 : Petra, trapped in the storage room.

○ : The Office, where The Professor is trying to free Rory.

THE ANGEL'S SHARE

Let the Players know that they have five options to try to rescue people from the rubble of The Forlorn Hope.

- Someone is trapped under rubble behind the bar.
- Someone is trapped on the stage, as the electronics on it spark and pop.
- It sounds like someone is banging on the door of the walk-in freezer.
- Shouting can be heard from the storeroom.
- The fire is spreading and might block access to specific areas or the exit.

The Crew can tackle each problem as a team or divide their forces to address them all at once. There are benefits and drawbacks to each option. Working individually helps solve the problems faster, but makes it harder to accomplish each goal. On the other hand, working together makes it easier to succeed at each task, but risks slowing down the rescue operation.

Once the Players decide what they want to do, roll Initiative and set the Clock.

▶ FORLORN HOPE DESTRUCTION CLOCK

Clock #	Event
2	Add 1d6 HP to all Spreading Fires.
3	The smoke filling the room grows worse. -1 to all Checks made inside The Forlorn Hope (an Anti-Smog Mask or independent oxygen supply eliminates this penalty). Add 1d6 HP to all Spreading Fires.
4	Add 1d6 HP to all Spreading Fires.
5	The smoke filling the room grows worse. -2 to all Checks made inside The Forlorn Hope (an Anti-Smog Mask or independent oxygen supply reduces this penalty to -1). Petra screams, "I can smell gas! I think a line in the wall broke!" Add 1d6 HP to all Spreading Fires.
6	If not already freed, Marianne rescues herself from the Heavy Rubble at the bar area. She immediately dives into the office, screaming, "John!!!" Add 1d6 HP to all Spreading Fires.
7	If Petra has not been rescued and any Spreading Fire has more than 0 HP, the storage room explodes, and they die. Add 1d6 HP to all Spreading Fires.
8	The smoke filling the room grows worse. -3 to all Checks made inside The Forlorn Hope (an Anti-Smog Mask or independent oxygen supply reduces this penalty to -2). Add 1d6 HP to all Spreading Fires.
9	If she has not been rescued, Edelweiss dies. If not already freed, Valence escapes from the locked freezer. If not already rescued, The Professor and Rory escape with the help of Marianne. The building rumbles ominously, warning of imminent collapse. Add 1d6 HP to all Spreading Fires.
10	At the end of this Round, the building collapses, killing anyone still inside. Including any remaining Crew.

THE CLOCK

The building will fully collapse in 10 Rounds but before then, the situation inside will grow progressively worse. To track the deterioration of the situation, write the number 1 in a central place where all the Players can see.

We call this the Clock.

Roll Initiative as you normally would for combat. At the top of the 2nd Round (and each consecutive Round thereafter), increase the Clock by 1. Some problems have events that happen at certain Clock benchmarks — if a particular problem is resolved ignore the relevant event. For simplicity's sake, all NPCs go at the end of the Round. No need to roll Initiative for them.

Don't initially apply penalties based on visibility, despite the building being on fire. Those will occur as the Clock advances.

Players shouldn't know what will happen at each Clock number until the effects occur. All events take place at the top of the Round (with the exception of the building collapsing when the Clock reaches 10).

If the Players ask, allow for a Tactics Check (DV13) to realize the best strategy would be to have most of the Crew put out the fire first while one or two tackle the Electrified Stage, then split their efforts between the Heavy Rubble and Collapsed Girders, and finally free the person trapped in the Locked Freezer.

Don't worry about movement during this Beat. Though we are treating it like combat, assume the Edgerunners and NPCs capable of movement can reach any spot on the map, including the exit, with a single Move Action, no matter their actual MOVE.

GO TO DEV (SEARCH & RESCUE)

DEV (SEARCH & RESCUE)

This is a hub for the various possible tasks the Crew can perform while inside the collapsing Forlorn Hope.

They are not required to stay inside the building and can escape to the outside at any time.

Once they've finished their tasks, either because they've rescued everyone, the Clock ran out, or they've given up, **GO TO DEV (RECOMBOBULATING)**.

- If the Crew wants to move some rubble to free the trapped victim at the bar, **GO TO CLIFF (BAR AREA)**.
- If they want to get someone off the electrified stage, **GO TO CLIFF (ELECTRIFIED STAGE)**.
- If the idea is to free someone from a locked freezer, **GO TO CLIFF (LOCKED FREEZER)**.
- If the Crew wants to rescue someone from the storage room, **GO TO CLIFF (STORAGE ROOM)**.
- If they want to deal with the spreading fire, **GO TO CLIFF (SPREADING FIRE)**.

CLIFF (BAR AREA)

If the Clock is 5 or lower

Large chunks of steel and reinforced concrete trap Marianne behind the bar and block the office door. She's trying to shift one piece to squeeze her way through the mess and through the door, but her left arm dangles uselessly by her side. It looks like it's dislocated or broken.

Marianne is trapped by **Heavy Rubble (SEE PAGE 40)**. Treat it like an NPC for the purposes of this beat. Evasion, in this case, represents the rubble shifting or breaking apart to resist attempts to dislodge it. Reducing the Heavy Rubble's HP to 0 frees Marianne, but just blasting or hacking away at it risks harming her. Every 5 points of damage done to the Heavy Rubble via a standard weapon Attack also means Marianne is damaged by its Rubble Attack. This Attack hits automatically, bypasses her armor (SP7 otherwise), and deals damage directly to her HP, which is currently 40. She won't be shy about telling the Crew that their plan isn't a good one.

The Heavy Rubble can be shifted or pushed aside. Treat an Athletics Check like a Brawling attack (**SEE CP:R PAGE 176**), with the "damage" from the attached STAT using the Brawling Damage table (**SEE THE SIDEBAR ON THIS PAGE**), lowering the Heavy Rubble's HP. Marianne is not hurt by this, or similar, Actions.

If Players come up with clever uses for other Skills, such as using Basic Tech to construct a lever and fulcrum to shift rubble, that can be used in place of the Athletics Check.

At the GM's discretion, the Heavy Rubble can "return fire" at an Edgerunner at the bottom of the Round, with an Attack Check representing part of it falling on them or cutting them during the rescue effort. This is considered a Melee Attack for the purposes of Evasion.

EXPLOSIVES

Impatient Players might want to speed up the rescue operation through the use of explosives. Feel free to remind them they're in a burning building with a damaged infrastructure. Using grenades and other boom toys could bring the whole place down prematurely.

MAKESHIFT BRAWLING DAMAGE

During this Beat, the Crew might "attack" the obstacles in unusual ways. When they do so, ask for an appropriate Skill Check to decide if the attack succeeds, then use the following chart to determine damage via the STAT attached to the Skill used.

If the STAT is

4 or under: 1d6 Damage

5 or 6: 2d6 Damage

7 or higher: 3d6 Damage

THE ANGEL'S SHARE

Once the Heavy Rubble's HP has been reduced to zero, or the Clock hits 6, Marianne breaks free. She will refuse to exit the building and instead head into the office to rescue her husband.

If the Clock is at 6

Large chunks of steel and reinforced concrete have fallen over the bar. Marianne shoves some of the rubble out of her way. One of her arms dangles uselessly by her side, looking like it's dislocated or broken. "John!" she yells before diving through the door to her office.

Anyone following her will see The Professor is in the process of using his cyberchair and a length of cable to pull rubble off the top of a young, redheaded woman.

Marianne immediately goes to help. If any member of the Crew aids them, The Professor, Marianne, and Rory O'Reilly (the redhead) can all escape from the burning building at the top of the next Round. Otherwise, they escape when the Clock reaches 9.

If the Clock is at 7 or higher

Large chunks of steel and reinforced concrete have fallen over the bar but have been shifted to allow access to the office. You don't see anyone in danger here.

GO TO DEV (SEARCH & RESCUE)

CLIFF (ELECTRIFIED STAGE)

If the Clock is at 8 or lower

Large arcs of electricity skitter across the stage like a living thing. A huge chunk of the ceiling landed on the band members, and you can tell from a glance that no Trauma Team squad in the world can bring them back. However, Edelweiss, the staff member Marianne spoke to earlier, managed to climb onto one of the large amps, away from the electrified stage. "Get me off of here!" she screams as a blue bolt of electricity crackles right next to her head.

Edelweiss is trapped by the **Electrified Stage** (SEE PAGE 40). Treat it like an NPC for the purposes of this battle. Evasion, in this case, represents the confusing tangle of wires and debris, making it hard to discern what's critical to the power system and what's not. The Crew can attempt to chop wires in order to cut off the flow of electricity. When Attacking the stage in this

fashion, a roll of 1 causes an explosion of electricity, and the Electrified Stage performs an Attack against whichever Edgerunner is closest to the stage. A Solo's Fumble Recovery can prevent this.

The Crew can also attempt to pull wires, find the cutoff switch, or otherwise try to shut down the Electrified Stage. Treat an Electronics/Security Check like a Brawling attack (SEE CP:R PAGE 176). Use TECH instead of BODY to calculate damage to the Electrified Stage's HP (SEE PAGE 31).

A Netrunner can also enter the Stage's NET Architecture (SEE PAGE 40). Successfully taking control of the Lighting Control Node and shutting it down cuts the Electrified Stage's current HP in half. The Control Node for the Sound System is corrupted and glitching so badly that it cannot be interacted with. The system's Demon, an Imp in the form of a tall Black man wearing a dark trenchcoat and mirrorshades, is also glitching and will prioritize attacking any "invading" Netrunners. However, because of the damage to the system, the Imp loses 2 REZ each time it performs a NET Action. The Electrified Stage's HP immediately drops to 0 if the Demon is defeated.

At the end of each Round, the Electrified Stage makes an Attack against Edelweiss (who has 35 HP and SP7 armor) with arcs of random electricity. She cannot evade the attack. Once the Electrified Stage's HP has been reduced to zero, Edelweiss can leap free. She will flee the burning building immediately.

If the Clock is at 9

Large arcs of electricity skitter across the stage. A huge chunk of the ceiling landed on the band members, and you can tell from a glance that no Trauma Team squad in the world can bring them back. It looked like someone tried to climb off the stage, but the electricity burned them to the bone. There's nothing else you can do here.

GO TO DEV (SEARCH & RESCUE)

CLIFF (LOCKED FREEZER)

If the Clock is at 8 or lower

From a crumpled metal door near the bar, you hear panicked thumping and cries for help. "Hey!" a voice screams from inside. "The door's stuck, and it's getting hard to breathe. Get me out of here!"

This is Valence, a server Marianne and The Professor rescued from Maelstrom's scavver gang. The door is thick steel, with 50 HP. Any Attack made against it automatically succeeds but firearms won't open a big enough hole for Valence to climb through. If the Crew wants to apply their muscle or brains to the problem, treat any Athletics Check to pry open the door or Basic Tech Check to leverage open the door as a Brawling Attack (**SEE CP:R PAGE 176**) with the damage based on the attached STAT (**SEE PAGE 31**). Valence continues to push from the other side, doing 1d6 damage to the door at the bottom of the Round.

Once the door's HP has been reduced to 0, Valence is free. Valence will help free Marianne from the Heavy Rubble if they're not already free and then help shepherd her, The Professor, and Rory outside. There's no need to make a Check for Valence. Just assume they offer anyone who needs it an automatic +1 Complimentary Skill Check Bonus. Otherwise, Valence will escape outside to offer medical aid to the survivors.

If the Clock is at 9

From a shattered doorway next to the bar, you see a large metal door hanging open. Whoever was trapped here seems to have found a way to escape.

GO TO DEV (SEARCH & RESCUE)

CLIFF (STORAGE ROOM)

If the Clock is at 6 or lower

Dodging through the rubble and fire, you make your way towards the storage room. There you see Petra trapped behind several fallen metal girders that block the exit. All around are crates full of chemicals.

"I'm trapped in here," Petra growls, pushing ineffectually on a girder. "Is there anything you can do on your side to help?"

Petra is trapped by **Collapsed Girders** (**SEE PAGE 40**). Treat it like an NPC for the purposes of battle with one major exception: the Collapsed Girders can't evade melee attacks. Reducing the Collapsed Girders' HP to 0 frees Petra, but just blasting or hacking away at it risks harming them. Every 5 points of damage done to the Collapsed Girders via a standard weapon Attack also means Petra is damaged by its Rubble Attack. This

Attack hits automatically as pieces of flaming debris fall from the wall and ceiling. Petra has 50 HP and is wearing SP11 armor.

The Collapsed Girders can be shifted or pushed aside. Treat an Athletics Check like a Brawling attack (**SEE CP:R PAGE 176**), with the "damage" from the attached STAT using the Brawling Damage table (**SEE PAGE 31**) lowering the Collapsed Girders' HP. Petra is not hurt by this or similar, Actions.

If Players come up with clever uses for other Skills, such as using Basic Tech to construct a lever and fulcrum to shift the girders, that can be used in place of the Athletics Check.

At the GM's discretion, the rubble can "attack back" at an Edgerunner at the bottom of the Round, representing part of it falling on them or cutting them during the rescue effort. This is considered a Melee Check for the purposes of Evasion.

Once the Collapsed Girders' HP has been reduced to zero, Petra squirms free and begins fighting any remaining Spreading Fires, automatically doing 3d6 damage to one at the end of each Round.

If the Crew is still trying to free Petra when the Clock hits 5, they shout, *"I can smell gas! I think a line in the wall broke!"*

If the Crew is still trying to free Petra when the Clock hits 6 and any of the Spreading Fires still burn, Petra calls out, *"It's too late! Get out of here!"*

When the Clock hits 7, if any Spreading Fires still burn, the Storage Room explodes. Anyone still trying to rescue Petra suffers 6d6 damage. Petra dies.

If the Clock is at 7

You hear an explosion coming from the back of the bar! A brief scream sounds out before it dies, gurgling. Dodging through the rubble and fires, you make your way into the storage room. There, you see dozens of open crates and exploded chemical bottles surrounding Petra's badly burnt body. There's nothing you can do for them.

If the Clock is at 8 or higher

Dodging through the rubble and fires, you make your way into the storage room. There, you see dozens of open crates and exploded chemical bottles surrounding Petra's badly burnt body. There's nothing you can do for them.

GO TO DEV (SEARCH & RESCUE)

THE ANGEL'S SHARE

CLIFF (SPREADING FIRE)

There's fire everywhere, and it seeks to spread across the floor, up the walls, and even along the ceiling. Stemming the tide of the blaze might be a worthy task and increase the chance of rescuing the people trapped inside.

There are a number of individual **Spreading Fires** (SEE PAGE 40) equal to $\frac{1}{2}$ the number of Edgerunners (rounded up). Any Attack made against the Spreading Fires is done at a DV9 and must be done with an appropriate weapon. A firearm won't do much good, but a successful melee weapon or Brawling Attack represents removing/destroying any substance that can act as fuel for the fire.

At the top of each Round beyond the first (when the Clock is 2 or higher), add 1d6 HP to all Spreading Fires as they grow and spread. This can take the Spreading Fire's HP above its initial maximum. If a 6 is rolled on the 1d6, the fire in question also attacks one Edgerunner or NPC, as determined by the GM. This is considered a Melee Check for the purposes of Evasion.

There are three fire extinguishers throughout The Hope: One behind the bar, one in the freezer, and one beside the stage. If the **CLIFF (BAR AREA)**, **CLIFF (ELECTRIFIED STAGE)**, or **CLIFF (LOCKED FREEZER)** Beats are successfully resolved, an Edgerunner automatically notices the extinguisher and can grab it without an Action.

Fire Extinguisher

Cost: 50 eb (Costly)

A Two-Handed Exotic Very Heavy Pistol with a 5-shot capacity and a maximum range of 6 m/yds (3 squares). The foam produced by the fire extinguisher causes damage to fire with Hit Points, extinguishing the blaze when it hits 0 HP.

Otherwise, a single shot from a Fire Extinguisher will automatically end the On Fire condition of a target. Recharging (reloading) a Fire Extinguisher costs 20eb (Everyday) and access to a charging station. It takes 5 minutes to recharge.

If the players come up with clever uses for Skills, such as using Athletics to remove anything that could be used as fuel for the fire, treat the Skill Check like a Brawling attack (SEE CP-R PAGE 176), with the "damage" based on the attached STAT (SEE PAGE 31).

When a Spreading Fire reaches 0 HP it is extinguished, though the building itself is still ablaze. If all the Spreading Fires are extinguished, existing penalties due to smoke and heat remain but do not worsen as the Clock advances.

If the GM believes the rescue is going too smoothly, new Spreading Fires can spring to life when the Clock reaches 3, 5, 7, and 9.

GO TO DEV (SEARCH & RESCUE)

DEV (RECOMBOBULATING)

Once the Clock hits 10, The Forlorn Hope collapses. Anyone inside when this happens dies, with no Death Saves possible. No amount of armor will save a choomba from getting crushed by a collapsing building.

With a scream of tortured metal and a shower of sparks, The Forlorn Hope collapses. Your teeth rattle with the impact, and the street you're standing on is covered in a sudden rush of thick, black smoke.

Everyone not wearing an Anti-Smog Mask or without another source of oxygen should make an Endurance Check (DV13), to avoid damage from smoke inhalation. Anyone who fails the Check takes 1d6 damage from the smoke (armor doesn't apply and isn't ablated).

Once you're clear of the smoke and can start breathing easy, Marianne moves to check on John. He waves her off, trying to pretend he's fine, but as he coughs, blood explodes from his lips.

"Shit. Shit. Shit. We need to get John and anyone else hurt to Phoenix Redwyne's clinic! God, what a night for Doc Stoic and Backhand to both be off. At least they're fucking safe."

That's when you hear the engines in the distance. Through the smoke, you can see a pickup truck with mismatched paint and primer, all under a logo featuring a black Roman Legionnaire's helmet against a red dot. The back of the truck is dangerously overloaded with gangers looking for trouble.

"Fucking great," Marianne groans. "That's all we need. The Red Chrome Legion. Fucking neo-Nazi shitheads."

GO TO CLIMAX (PICKUP GAME)

CLIMAX (PICKUP GAME)

The initial explosions at The Forlorn Hope did more than alert the Crew to trouble. It also sent a signal flare up to every predator within a few blocks. The closest able to respond was the Red Chrome Legion over at Chrome Cross.

A group of the neo-fascist gangers piled into the back of a pickup truck and rushed over, intent on bashing the skulls of the injured and looting whatever they could from the wreckage.

There are two people in the cab of the pickup truck, the **Driver** and a **Passenger**. In addition, **there are as many Red Chrome Legionnaires piled into the back of the truck as there are Edgerunners present.**

Marianne immediately sets to organizing every capable member of her staff to grab the injured and evacuate. She turns to you, "We need to get the people who can't walk, my husband included, to the parking lot and out of here. I know this is a big ask, but can you hold them off?"

Assuming the Crew says yes, everyone should roll Initiative and the battle begins. For simplicity's sake, during this fight use The **Forlorn Hope Survivors** stat block (**SEE PAGE 40**) for anyone who isn't a member of the Crew or a Legionnaire. Forlorn Hope Survivors go at the end of the Round.

This isn't a typical combat since each party involved has a different goal. It might be difficult to keep track of, so we'll break it down for you.

- **The Driver and Passenger** want to do a literal hit-and-run with their **truck** (**SEE PAGE 39**) They come in on one end of the map in their truck and wait for one Round to let all the other Red Chrome Legionnaires out. In the next Round,

BY JOEL CHIAM HOLTZMAN



THE ANGEL'S SHARE

they'll accelerate and attempt to run over at least one possible target who isn't a Legionnaire, before continuing on. After this, they'll continue along and escape off the other side of the map.

- **The Red Chrome Legionnaires** want to hurt everyone present who isn't a member of their gang. If someone's shooting at them, they'll shoot back. Aside from that, they'll attack the nearest person to them who isn't a Legionnaire. If that person is down on the ground, they'll switch to someone moving. They're all high on drugs at the moment, so tactics or cohesive team strategy just aren't possible for them. They'll fight to the death. During the fight, they'll scream random gibberish like, *"This patch is our's now, scum! We're gonna loot it till it bleeds!"* and *"Time for The Forlorn Dopes to pay for corrupting our kids!"*
- **The Forlorn Hope Survivors** want to reach safety. Marianne, Grace, Valence, and the injured but ambulatory survivors carry or drag those not capable of moving on their own to safety. This includes The Professor, who is now continually

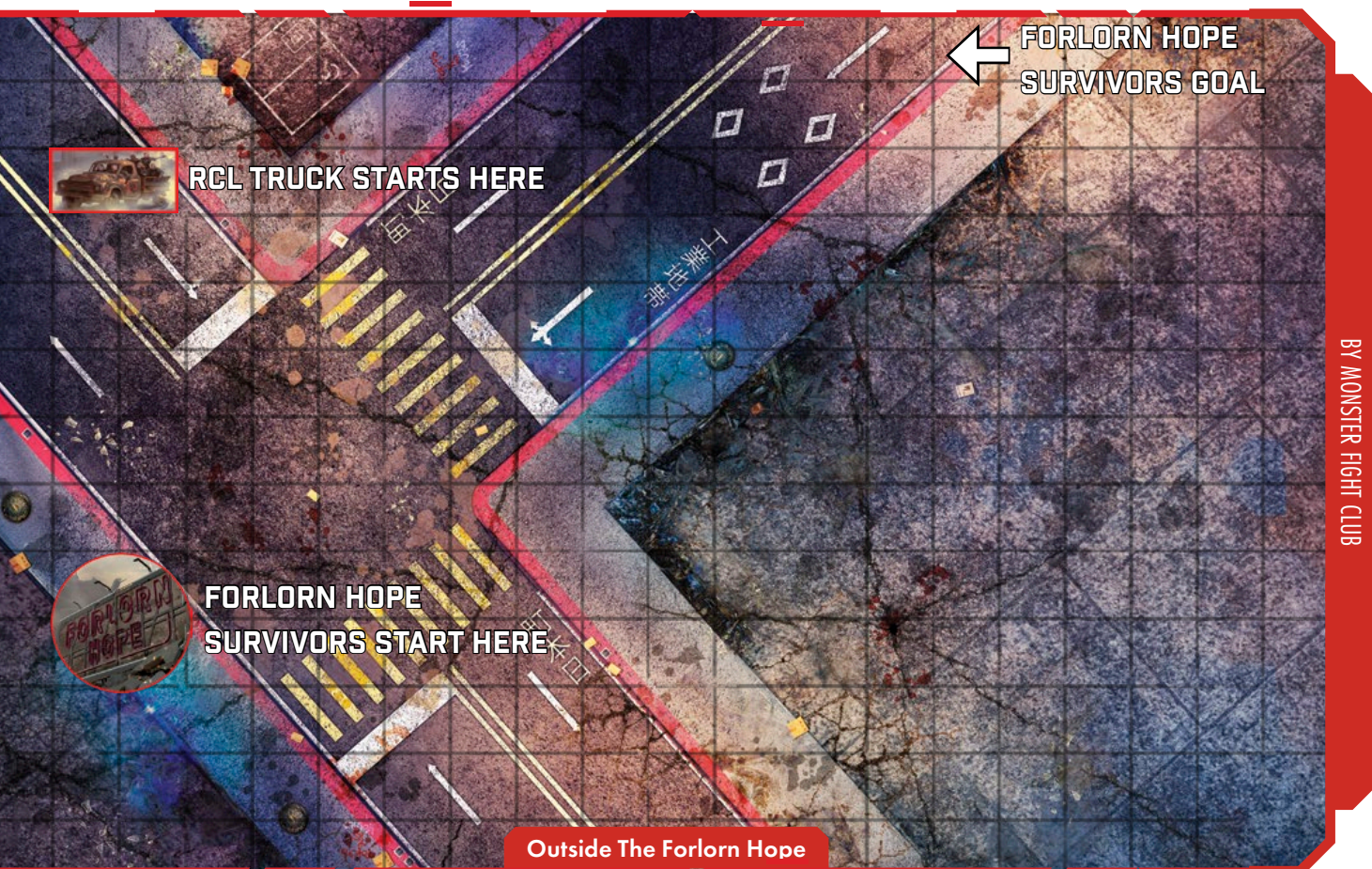
coughing up blood. They use the Run Action (**SEE CP:R PAGE 127**) until they reach their goal point. For ease of tracking, move them along the map as a single token. They move at the bottom of the Round.

- **Petra**, if they're alive, covers their people's escape. They move behind the group, using Suppressive Fire (**SEE CP:R PAGE 174**) to force any Legionnaires who come too close back. If Petra is dead, **Grace** fills this role instead.

MEDTECH HELP

A medtech on the Crew might want to attend to The Professor instead of join the fight. If that's their jam, reward their noble intentions! They'll need to practice medicine on the go and move with the rest of The Forlorn Hope staff.

Diagnosing The Professor requires an Action and a DV13 Paramedic Check. His lungs sound as if they're struggling with every breath. A second Action (and a DV15 Surgery Check) will provide some relief, but he'll still require an operating room in order to survive.



WHAT ABOUT TRAUMA TEAM?

No one from The Forlorn Hope — who is present anyway — has a Trauma Team membership. If one of the Crew does and offers to summon help, Marianne will wave it away.

"We need to go now! Besides, they won't take my people where we need them to go. Thanks, anyway."

In Marianne's eyes, waiting even half a minute for the Trauma Team to arrive is waiting half a minute too long.

ENDING THE FIGHT

Once The Forlorn Hope staff reaches the goal point, they're free and clear. At the top of the next Round, the Crew can hear the sound of vehicles peeling out of the parking lot behind the remains of The Hope. At this point, the Edgerunners can either stay and mop up the Legionnaires or get the hell out of there. It is their choice.

GO TO RESOLUTION (A NEW HOPE)

RESOLUTION (A NEW HOPE)

The rising sun burns into your eyes as you make your way to From the Ashes, a no-questions-asked clinic run by Phoenix Redwyne, a doctor and friend of the Freemans.

You quickly find your way to the waiting room, where the rest of The Forlorn Hope crew are sitting in ancient plastic chairs bolted to the cracked linoleum. Everyone looks ready to drop from exhaustion, but they refuse to rest until they learn how The Professor and their other injured friends are.

The Crew can check into the clinic themselves and get patched up, but otherwise, they can either hang out in the waiting room or leave their contact details with Grace and wait for a status update. Either way, it will be hours before Marianne emerges and can share news

"Everyone else is fine. Some broken bones. Some lung damage. Nothing that can't be fixed. John, though ... he's not doing well. He's stable, but his lungs were already weak, and the smoke did a number on them. With his condition, a transplant or cyberware install isn't possible, so"

Marianne shakes her head and changes her focus, "I owe you some money, don't I? Here."

She transfers the money, and a bonus besides. One thousand eurobucks each.

Marianne sighs and runs a hand through her hair. The casual, fun-loving bartender is gone, and suddenly, she looks every year of her age. "I talked to John before the docs sedated him. He only said one word. "Rebuild." And that's what we're going to do. We're going to rebuild The Hope."

"I've already called an investigator I know. She's looking into what happened. If someone fucked with us, I want revenge. In the meantime? We're going to rebuild our damn home."

If the Crew rescued everyone

She looks up at you, eyes welling with tears. "Tonight, you went above and beyond — for me and for my family. As far as we're concerned, you've got a place of honor in the new Forlorn Hope."

"I'll call you soon with more info. Thank you. Thank you so much."

If Petra and/or Edelweiss died

She looks up at you, eyes welling with tears, "You tried. I know you did, but the losses tonight hit hard. We need time to mourn, but the world won't stop long enough for us to do it properly, and I'll need a Crew like yours in the future. I know it."

"I'll call you with more info when I have it. Get some rest."

DOWNTIME

Considering the Crew left from dealing with Blank to the disaster of The Forlorn Hope's collapse to a pitched battle against the Red Chrome Legion, they're probably hurt and quite possibly low on ammo and other provisions.

Give them at least 1 week of downtime to heal, restock, repair gear, and live their lives.

When you feel they're ready, Marianne gives them a call.

GO TO MISSION: REAL ESTATE RUMBLE

THE ANGEL'S SHARE

NPCS, OBSTACLES & NET ARCHITECTURES

Important NPCs in *Tales of the RED: Hope Reborn* are presented in two formats. Mooks and minor combatants have an abbreviated stat block presenting only essential information. Use their Combat # for any attack checks and when evading melee attacks (they can't dodge ranged attacks). NPCs with whom the Crew might have a deeper interaction have a full stat block. We do include a Combat # (C#) for each listed attack to help speed up the fight.

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BABY PUNK		HP	20
		REPUTATION:	0
STATS			
COMBAT #	8	INIT	4
		MOVE	5
IMPORTANT SKILL BASES			
Athletics 6 • Concentration 4 • Conversation 5 • Cybertech 6 Human Perception 5 • Perception 6 • Persuasion 6 Resist Torture/Drugs 4 • Stealth 7			
ATTACKS			
RIPPERS (ROF2)	2d6		
PQ HEAVY PISTOL (ROF2)	3d6		
ARMOR			
HEAD: NONE	SP0		
BODY: LEATHERS	SP4		
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x8 • Disposable Cell Phone • Rippers Cash: 10eb			

HUSTLE MOOK		HP	35
		REPUTATION:	0
STATS			
COMBAT #	11	INIT	5
		MOVE	5
IMPORTANT SKILL BASES			
Athletics 8 • Concentration 7 • Conversation 5 • Cybertech 8 Human Perception 5 • Perception 9 • Persuasion 10 Resist Torture/Drugs 10 • Stealth 7			
ATTACKS			
RIPPERS (ROF2)	2d6		
PQ HEAVY PISTOL (ROF2)	3d6		
ARMOR			
HEAD: NONE	SP0		
BODY: LEATHERS	SP4		
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x16 • Disposable Cell Phone Cyberarm w/ Rippers • Cash: 20eb			

Use this stat block for all RC Legionnaires, including the Driver and Passenger

RED CHROME LEGIONNAIRE		HP	35
		REPUTATION:	1
STATS			
COMBAT #	11	INIT	5
		MOVE	4
IMPORTANT SKILL BASES			
Athletics 8 • Concentration 6 • Conversation 4 • Cybertech 4 Drive Land Vehicle 10 • Human Perception 4 • Perception 6 Persuasion 6 • Resist Torture/Drugs 6 • Stealth 7			
ATTACKS			
BIG KNIFE (ROF2)	2d6		
PQ HEAVY PISTOL (ROF2)	3d6		
ARMOR			
HEAD: NONE	SP0		
BODY: KEVLAR®	SP7		
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x16 • Disposable Cell Phone • Gang Colors Cash: 20eb			

XBD TECHNICIAN		HP	30
		REPUTATION:	1
STATS			
COMBAT #	10	INIT	4
		MOVE	3
IMPORTANT SKILL BASES			
Athletics 6 • Basic Tech 10 • Concentration 7 • Conversation 8 Cybertech 10 • Electronic/Security Tech 10 • Human Perception 10 Perception 6 • Resist Torture/Drugs 5 • Stealth 7			
ATTACKS			
UTILITY KNIFE (ROF2)	1d6		
PQ HEAVY PISTOL (ROF2)	3d6		
ARMOR			
HEAD: LEATHERS	SP4		
BODY: LEATHERS	SP4		
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x8 • SQ Agent • Cyberarm w/ Tool Hand Cash: 50eb			

THE ANGEL'S SHARE

NAME	BLANK	REP	2	SERIOUSLY WOUNDED	15	HP	30
ROLE	FIXER: OPERATOR 2	DEATH SAVE	4				

STATS

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

WEAPONS			ARMOR		
UTILITY KNIFE (C# 4)	ROF2	1D6	HEAD	SKINWEAVE	SP7
HEAVY PISTOL (C# 12)	ROF2	3D6	BODY	SCAVENGED ARMOR	SP11

SKILL BASES

Athletics 6 • Brawling 6 • Bribery 9 • Conceal/Reveal Object 10 • Concentration 6 • Conversation 8 • Education 7 • Evasion 12 • First Aid 6 • Handgun 12 • Human Perception 8 • Language (English) 9 • Language (Streetslang) 7 • Local Expert (Little China) 7 • Perception 7 • Persuasion 9 • Stealth 6 • Streetwise 10 • Trading 9

GEAR

Basic Heavy Pistol Ammo x8 • Standard Quality Agent • Disposable Cell Phone • XBD Chips • Cash: 150eb

CYBERWARE

Cybereye w/ Chyron & Low Light/Infrared/UV • Cybereye w/ Low Light/Infrared/UV • Skinweave

NAME	BLANK'S BODYGUARD	REP	1	SERIOUSLY WOUNDED	20	HP	40
ROLE	SOLO: COMBAT AWARENESS 2	DEATH SAVE	6				

STATS

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

WEAPONS			ARMOR		
WOLVERS (C# 10)	ROF2	3D6	HEAD	NONE	SP0
PQ VERY HEAVY PISTOL (C# 11)	ROF1	4D6	BODY	KEVLAR®	SP7

SKILL BASES

Athletics 9 • Brawling 10 • Concentration 7 • Conversation 5 • Education 7 • Endurance 8 • Evasion 9 • First Aid 4 • Handgun 11 • Human Perception 5 • Language (English) 9 • Language (Streetslang) 7 • Local Expert (Little China) 9 • Melee Weapon 10 • Perception 11 • Persuasion 10 • Resist Torture/Drugs 10 • Stealth 7

GEAR

Basic Very Heavy Pistol Ammo x16 • Disposable Cell Phone • Cash: 50eb

CYBERWARE

Cyberarm w/ Wolver

▶ **RED CHROME LEGION PICKUP TRUCK**

SDP 30 • Seats 2 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH

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THE ANGEL'S SHARE

Petra (or possibly Grace) is armed with an Assault Rifle but will only use it for Suppressive Fire.

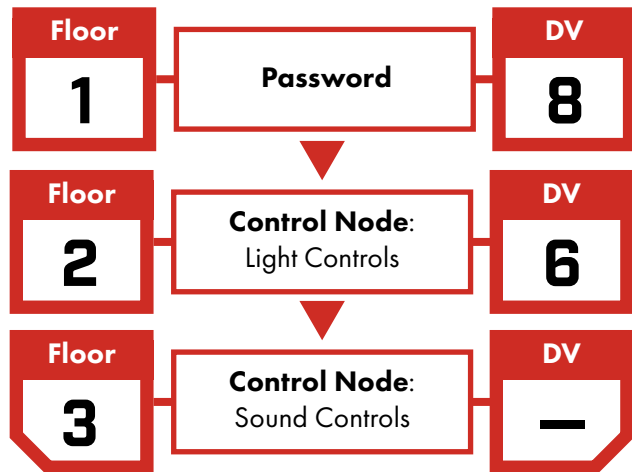
FORLORN HOPE SURVIVOR		HP	35
STATS		REPUTATION: 4	
COMBAT #	12	INIT	—
MOVE	5		
IMPORTANT SKILL BASES			
Athletics 10 • Concentration 10 • Conversation 10 • Cybertech 10 Human Perception 10 • Perception 10 • Persuasion 10 Resist Torture/Drugs 10 • Stealth 10			
ATTACKS			
BRAWLING (ROF2)	2d6		
HEAVY PISTOL (ROF2)	3d6		
ARMOR			
HEAD: NONE	SP0		
BODY: KEVLAR®	SP7		
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x8 • Agent Cash: 20eb			

▶ FORLORN HOPE STAGE NET ARCHITECTURE

Demons Installed: Imp

REZ 15 • Interface 3 • NET Actions 2

Combat Number 14



FORLORN HOPE OBSTACLES

▶ HEAVY RUBBLE

Combat # (used for Attacks): 12

Combat # (used for Evasion): 7

Hit Points: 25

Attacks

Rubble (ROF1 • 3d6 Damage)

▶ COLLAPSED GIRDERS

Combat # (used for Attacks): 12

Combat # (used for Evasion): —

Hit Points: 30

Attacks

Rubble (ROF1 • 3d6 Damage)

▶ ELECTRIFIED STAGE

Combat # (used for Attacks): 12

Combat # (used for Evasion): 12

Hit Points: 20

Attacks

Electric Arc (ROF1 • 4d6 Damage •
Does not ablate armor but is reduced by it)

▶ SPREADING FIRE

Combat # (used for Attacks): 12

Combat # (used for Evasion): —

DV to Hit w/ Melee: 9 • Hit Points: 20

Attacks

Fire (ROF1 • 3d6 Damage •
Sets target On Fire [Strong])

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BY NEIL BRANQUINHO

ESTIMATED PLAY TIME: 6 TO 8 HOURS

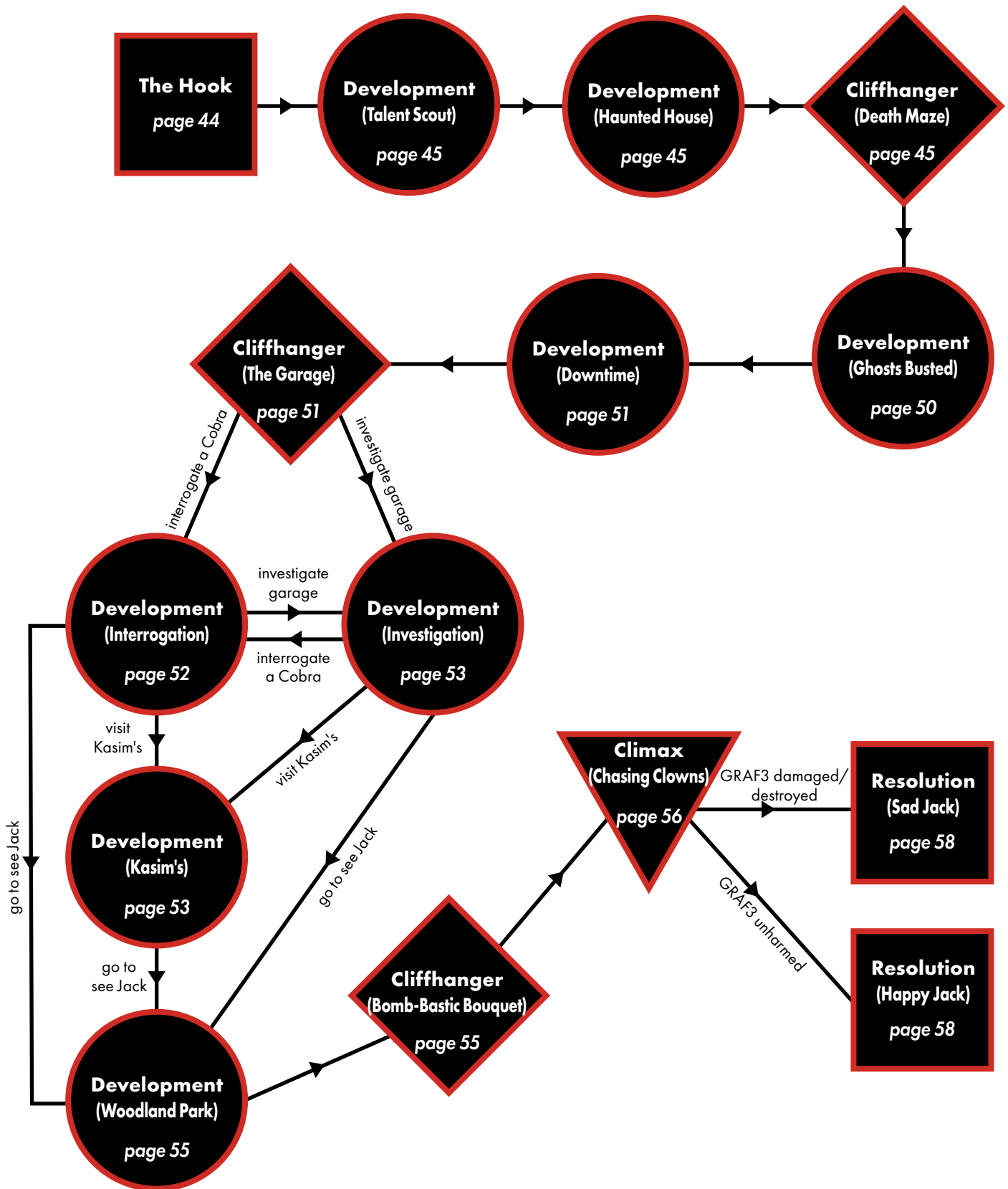


REAL ESTATE RUMBLE

BY PARIS ARROWSMITH & TRACIE HEARNE

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BEAT CHART FOR REAL ESTATE RUMBLE



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RUMORS

1d6	Rumor
1	Real estate agent Jack Skorkowsky learned everything he knows about the business from Scott Brown, a legend of the 2020 era.
2	Competition from Maelstrom in the Hot Zone and nomad packs in the Badlands have pushed smaller scavver groups to take bolder and more violent action in Night City's various combat zones.
3	The Bozo civil war is heating up, with at least thirteen different circuses competing to out-prank one another. No matter which circus wins, Night City loses.
4	The Forlorn Hope burned down recently. No one knows the cause, and the FDNC isn't investigating. The building was old, so an accident can't be ruled out, but the smart money is on arson. Rumors abound, naming the Red Chrome Legion, various cyberpsychos, the Iron Sights, and even Arasaka as possible suspects.
5	The roller derby season is in full swing, and bookies are giving good odds on the Woodland Park Muses and Pacifica Sea Shells making it all the way to the championship.
6	After a string of failures culminating with an embarrassing defeat outside the burning Forlorn Hope, there's been a bloody coup in the Red Chrome Legion's leadership. Pieces of the gang's old boss, Maniple, were found scattered across Little China, and former recruiters Vox and Populi have stepped up to fill the vacuum.

BACKGROUND (READ ALOUD)

In Night City, location is everything. Making sure that you find the right watering hole to hang your hat after trudging through the hellscape of a city is valuable for anyone, from the regular night prowlers to the daytime thrill seekers. The Forlorn Hope is no different — and its iconic Little China location has always been a staple for edgerunners of all backgrounds to visit. But now, it is in shambles. The building has completely collapsed, and little remains of the historic site of The Forlorn Hope. However, maybe there is something you can do about this.

You've developed a rapport with Marianne Freeman due to your actions during The Forlorn Hope's destruction, and now she has reached out to you for more help: it's time to find a new location for her and her husband to call home.

"John's lungs are still healing, so I can't leave him now. I'd like to ask you for help finding a new place to rebuild The Forlorn Hope. Go see Jack Skorkowsky; he works in real estate and is a long-time friend of ours. He should be able to help you find a new option for the new Forlorn Hope. We'll pay you 500eb each for your time, of course."

"I know the real estate market in Night City is tough these days, but let me know what Jack offers. If you need a ride, I can lend you The Hope's van. Thank you so much for helping. Rebuilding our home means everything to us."

THE REST OF THE STORY

Marianne sets up the Crew to meet with edgerunner turned real estate agent Jack Skorkowsky. The Crew has built a lot of trust with her after saving lives during The Hope's destruction, so she is counting on them to do whatever it takes to secure a solid location to establish the new Forlorn Hope. If the Crew is borrowing The Hope's van, **SEE PAGE 61** for its stats.

Given the nature of her request, it'll take time for Jack to find a property suitable for Marianne's needs. In the meantime, Jack offers the Crew some work involving a few of his properties. Of course, he also promises to compensate the Crew for their time.

Jack will explain that he has been having problems with strange "accidents" being reported at some of his sites. He doesn't know — and won't find out until a final trap is sprung — that his real estate agency is the latest victim of the Cirqu3 d3 B0Z0, a Bozo circus.

REAL ESTATE RUMBLE

The circus leader saw one of Jack's commercials, took a liking to his face, and started playing pranks on the real estate agent by targeting several of his properties.

The first of Jack's spots has had reports of several workplace accidents. The recurring incidents have caused Jack's hired construction crew to be wary of working there. When the Crew arrives, they'll find the location stacked with traps.

The second spot is the target of a small group of scavengers, the Crawling Cobras, who are taking advantage of an explosion and looting the place. Clues here will lead the Edgerunners to a young Network 54 Media who might be willing to make a deal to give them extra information.

After the Crew finishes investigating the two locations, Jack asks them to meet him at a perfect spot for The Forlorn Hope. Of course, the Cirqu3 d3 B0Z0 plans on striking there, too.

THE SETTING

The Crew will first visit Jack Skorkowsky in his office, then travel to a booby-trapped one-floor office building under construction in Heywood.

Next, they'll investigate a garage in South Night City and possibly pop into Kasim's, a Turkish coffee shop in The Glen.

Finally, Jack asks the Crew to meet him in Woodland Park, a neighborhood on the border of New Westbrook and Heywood near where the city meets the Badlands.

THE OPPOSITION

- **The Cirqu3 d3 B0Z0**, a Bozo circus specializing in digital and trap-based pranks. The leader of this small circus, a Netrunner named **Sp00ph** (pronounced "spooft"), is targeting Jack's properties because he spotted one of the real estate agent's commercials and "liked his face." The Crew will face off with Sp00ph in their final confrontation.
- **The Crawling Cobras**, a small group of scavengers led by **Joshua Travél**. The Cobras live off the scraps and detritus of Night City and operate primarily in its combat zones.

THE HOOK

On business for Marianne, you all arrive at the small office of real estate agent Jack Skorkowsky. The air is thick with the scent of stale KaffPop and day-old SCOP. Jack Entropy's Boring Through My Heart plays from cheap speakers. Jack's large desk is made of industrial steel and littered with dents caused by gunfire. He offers a greeting and points to a set of folding metal chairs, inviting you to take a seat.

Jack is an older punk, still rocking the monovision mirrorshades and a mohawk. Despite his exterior, he is a businessman at heart and always looking for a good deal on locations in Night City. He hasn't gone completely Corporate, though. Jack is loyal to the people he trusts, and Marianne is one of the few on that list.

Infobox: Jack Skorkowsky (DV15)

Jack was a merc back in the day. He won't say how, but he scored big during the 4th Corporate War. Afterwards, he sank his newfound wealth into property and opened up his own real estate business. He specializes in renting and selling properties to people who live on the outskirts of society, like edgerunners.

Jack speaks highly of Marianne and understands the significance of The Forlorn Hope and its history, but also explains that the real estate market in Night City can be challenging.

"It'll take time for me to find a property that works and is actually and honestly for sale. A lot of records were lost during the DataCrash. The city's been rebuilding its databases, but occasionally, someone swoops in to stake a claim based on pre-4CW data. In the meantime, I've got some work for an enterprising group such as yourselves. I own a building under construction that's seen some weird shit lately. The supervisors in charge sent me reports of various unexplained workplace accidents and incidents. It's been a whole mess, and I need someone to look into it.

"Look, I get it. You all want to help Marianne and The Professor as soon as possible, but this stuff takes time. Help me out, and I'll make sure you're well

compensated. I'll pay you 500 eurobucks each for investigating and solving any problems. And I promise I'll give Marianne and The Professor's job my full attention in the meanwhile. I won't let 'em down."

Jack gives the Crew the details of what his workers call "the haunted house." It is a single-story office building in the middle of restoration. There's been a rash of workplace accidents and reports of weird noises. When the construction crew arrived on the job this morning, the front door was covered with blood. That was the last straw. Now, Jack's people refuse to work on the site.

"I can always find a new crew, but this one is good, and I don't wanna take away their income, you know? Anyway, the crew supervisor will meet you there."

GO TO DEV (TALENT SCOUT)

DEV (TALENT SCOUT)

After leaving Jack's office, a member of the Crew receives a call from Grace Steel, The Forlorn Hope's house band leader.

"Yo! I got your contact info from Marianne. Hope this is a good time. Listen, you know this, but I lost choombas in the fire. Good bandmates. Good friends. Fuck life, you know? Show needs to go on, though. I know you're doing work for Marianne, so while you're out there, if you spot some musical talent, film 'em and send me the footage and some contact deets. I've got to fill my band's ranks before The Hope opens again. Thanks."

If a member of the Crew is a Rockerboy and volunteers, Grace promises to give them an audition but warns she's looking for a long-term band member, not a one-night stand.

GO TO DEV (HAUNTED HOUSE)

DEV (HAUNTED HOUSE)

The single-story office building sits on the edge of the Heywood Industrial Zone against a backdrop of rising factories. It is one of a dozen in the area being renovated and restored to take advantage of an increasing Corporate presence. The building doesn't look like much from the outside — a nondescript gray building

with windows covered in industrial shutters. A sign on the wall reads, "Another Jack Skorkowsky Masterpiece, Coming Soon!"

The front entrance is slightly elevated, with cement stairs leading to double doors. Tyme, the crew supervisor, sits on a pile of planks stacked up next to the building. When the Crew approaches, she stands and calls out.

"You the folks Jack sent? Thanks for coming. We completed the outside and were planning on going inside to finish the renovation there, but this morning, we found the door covered in blood. After all the accidents, that was the last straw. My crew's convinced the place is haunted and refuses to work on it 'till someone cleans out the ghosts."

The door is covered in a drying, rust-colored substance. A DV13 Criminology, Paramedic, or Science (Biology) Check identifies it as actual blood and not paint. If the Check is made with the help of a Chemical Analyzer or similar tool, the type of blood can be identified: it is human. Type O negative.

The door is locked, and Tyme's electronic key won't open it — someone's scrambled the lock. The back door is welded shut.

The Crew can attempt to unlock the door with a DV15 Electronics/Security Check. Alternatively, it can be opened with brute force and a DV15 BODY Check or by attacking it (no Check needed to hit) and reducing its 50 HP to 0, which destroys the door. The building has windows, but they're all covered with security bars (50 HP). They can be sawed through (no Check needed to hit), or someone can attempt a DV17 BODY Check to pry them off. Opening and climbing through the window is easy without the bars in the way.

GO TO CLIFF (DEATH MAZE)

CLIFF (DEATH MAZE)

Once they're inside, the Edgerunners can explore the building. Tyme refuses to enter but offers to stay in touch via Agent and provide information to the Crew. The lights inside are off, so unless the Crew has a way of seeing in the dark, they should take a -1 penalty to any Checks where visibility is important.

REAL ESTATE RUMBLE

There is a NET Architecture installed (**SEE PAGE 61**), placed there by Sp00ph to run the traps. Neither Jack nor Tyme are aware of it. The server is in the **Main Office (7)**. Each camera and speaker in the building is an Access Point.

The NET Architecture is self-contained. The installed Imp has instructions to watch the cameras. When someone enters a location, it plays a specific recorded phrase through the appropriate speaker. These phrases trigger the various traps via a microphone implanted in each.

Shutting down the Cameras or the Speakers will disable all the traps.

Noticing the Observation Cameras requires a DV17 Perception Check. Noticing the Speakers requires a DV21 Perception Check.

The NET Architecture (including the cameras and speakers) and traps all have their own batteries and won't shut off if the Crew cuts the building's power.

FOYER (1)

A simple foyer. This room nears completion, with drywall up, taped, and painted. Hooks are even installed near the door for hanging up coats.

A second security door leads into the building proper. It is unlocked.

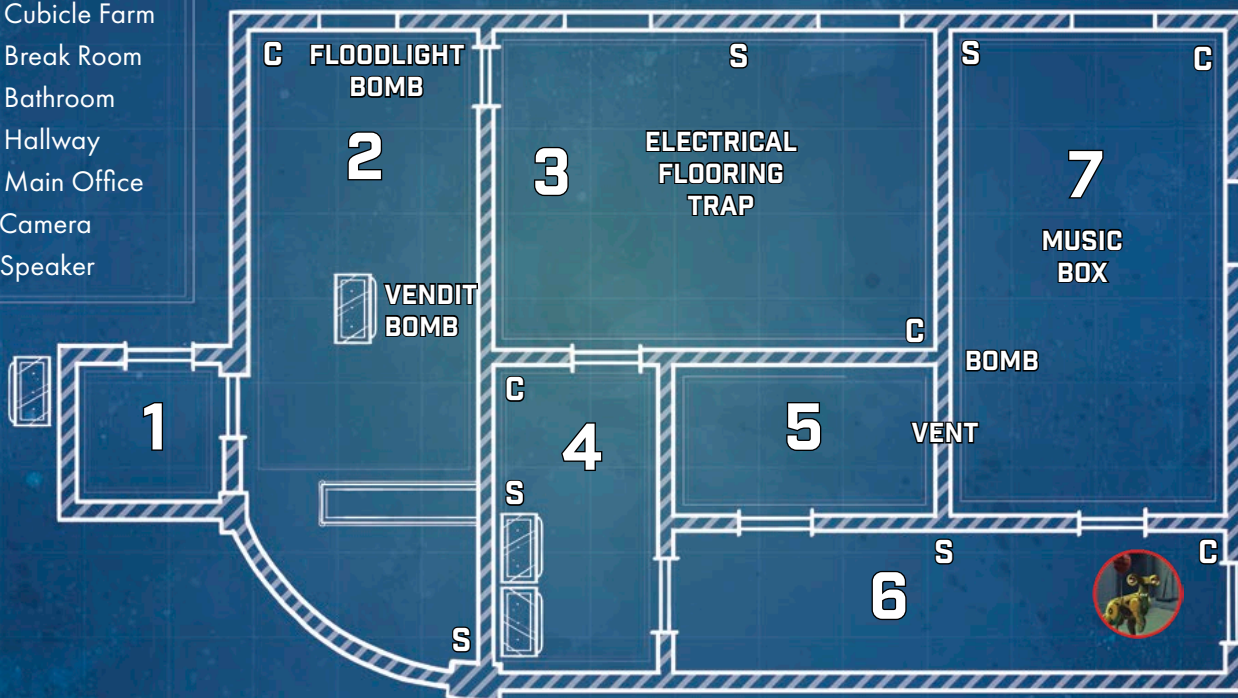
Tyme on this room: Both doors are heavy-duty. Solid locks. Strong material. Designed to buy the people inside enough time to arm up if someone invades, you know?

LOBBY (2)

A reception and waiting room, still unfinished. The room is mostly bare, but a wall-mounted desk has been installed, and a powerless Vendit sits in the center, waiting to be positioned and plugged in.

A construction floodlight, also unplugged, sits unused against the wall.

- 1 : Foyer
- 2 : Lobby
- 3 : Cubicle Farm
- 4 : Break Room
- 5 : Bathroom
- 6 : Hallway
- 7 : Main Office
- c : Camera
- s : Speaker



The Haunted House

BY SAGA MACKENZIE

Once the entire Crew enters this room, they'll hear a click from the security door leading into the foyer as it locks. Unlocking the door requires a DV24 Electronics/Security Check. Bashing it down requires a DV21 BODY Check or dropping its 50 HP down to 0. The same is true of the door leading to the **Cubicle Farm (3)**.

A recording plays. It begins with a maniacal laugh and then devolves into lousy poetry. The recording triggers the bomb countdown in this room and the microbomb on the barrel (blowing it open to release the water) in the **Cubicle Farm (3)**.

"I've primed the bomb and pulled the pin you better disarm stuff before the roof falls in!"

The bomb will detonate in 5 Rounds. To track this easily, create a Clock by placing the number 5 in a central location where all the Players can see it. Roll Initiative as you usually would for combat. Each time a Round passes, reduce the Clock by 1. When the Clock reaches 0, the bomb explodes at the end of the Round.

For added paranoia, ask the Players for a DV13 Perception Check when the Clock reaches 4. With a success, their Character hears a small pop from the room beyond the interior door (**the Cubicle Farm (3)**). That's the micro-explosive ripping open the water barrel.

The **bomb is hidden in the Vendit**. When it detonates, it has the blast range of a normal explosive (10 m/yd [5 squares]) but only does 1d6 damage (Armor-Piercing). More importantly, when it explodes, it triggers a second set of charges in the ceiling, causing it to collapse. Anyone in the room takes 4d6 damage as debris falls on them. This damage can't be dodged. Spotting the bomb requires an Edgerunner to specifically examine the Vendit and succeed at a DV15 Perception Check. Disarming it requires a DV13 Demolitions Check. The bomb

cannot be removed from the Vendit without detonating it (if not disarmed) or destroying it beyond repair (if disarmed).

A second bomb is hidden in the floodlight. If someone plugs the light in, the bomb detonates, dealing 6d6 damage (Armor-Piercing) in a 10 m/yds (5 square) area. This also sets off the ceiling charges if they haven't been detonated and causes the collapse. Spotting this bomb requires an Edgerunner to specifically examine the floodlight and succeed at a DV15 Perception Check. Rendering it inert requires a DV9 Demolitions Check, but if the Edgerunner beats a DV13, they realize the bomb isn't on a timer — it will only explode if the floodlight is plugged in. This bomb can be removed if properly disarmed and acts like an Armor-Piercing Grenade if thrown.

Once the Vendit bomb explodes or is disarmed, the doors in this room unlock.

Tyme on this room: *The Vendit belongs to Jack. He likes to put one in all of his sites to scam a little extra income even after he's sold the property.*

CUBICLE FARM (3)

This large, half-finished room was obviously meant to be crammed full of desks for office drones. It probably wasn't designed to be covered in a thin layer of water like it currently is. A blue plastic barrel dangles from the ceiling on a rope. Trace amounts of water still drip to the floor via the exploded hole in the bottom.

A DV17 Perception Check is needed to spot the faint arcs of blue lightning skipping across the water and find their source — someone has installed a crude **Electrical Flooring Trap (SEE PAGE 59)** in the center of the room. Thanks to the water, the trap's reach extends to all corners of the room.

Encourage the Players to be creative here. Let them devise a solution, then assign an appropriate Skill Check and DV. Some possible solutions include:

NO DEMOLITIONS?

Demolitions can be a rare Skill; If no one in the Crew has it, don't despair. Allow them to substitute other Skills, such as Electronics/Security Tech or Weaponstech, to defuse the bombs through unorthodox methods. Or, ask them to rely on the highest TECH STAT but remind the Players about Complimentary Skill Checks and their Luck pools. As a final resort, if you feel the need, lower the DV of the various Demolitions Checks to levels more easily achieved by the Crew.

Demolitions is a Skill that makes this Mission easier, but a lack of it shouldn't make doing the job impossible.

- Building a bridge across the room using planks from the pile outside. A DV13 Basic Tech Check.
- Using a grapple arm or gun to swing across the room or climbing along the walls using Grip Feet. A DV13 Athletics Check.
- Disconnecting the battery from the Electrical Flooring trap via an Aimed Shot.
- Rigging a pulley system to swing someone over the trap and lower them so they can disarm it. A DV15 Basic Tech Check followed by a DV13 Electronics/Security Tech Check.
- Adding more electrical current to the water to overload the trap and force it to shut off. DV13 Electronics/Security Tech Check.

If the Crew hasn't visited the **Lobby (2)**, the hanging barrel is intact. The original Electrical Flooring trap is still a problem, but the entire floor isn't a hazard.

Tyme on this room: *The plans called for an open room with plenty of space so the buyer could slot in desks or cubicles. I'd hate that sort of life, myself.*

BREAK ROOM (4)

The break room is almost finished, and someone's already installed two Vendits — one packed with ten different flavors of kibble and the other with a rainbow assortment of Tritti-Fizz. The lights in this room are on, but red bulbs illuminate the scene instead of standard white ones, casting an eerie glow over everything.

By this point, the Players are probably expecting a trap, but no matter how hard they search, they won't find one. This room is trap-free. At the right moment, ramp up their paranoia by suddenly bursting into another bad rhyming poem. The recording triggers the countdown on the big bomb in the **Main Office (7)**.

**"Tick tock, the clock has sang,
One minute now before the big bang!"**

To track this easily, **create a Clock** by placing the number 20 in a central location where all the Players can see it. Roll Initiative as you would normally for combat. Each time a Round passes, reduce the Clock by 1. When the Clock reaches 0, **the final bomb in the Main Office (7)** explodes.

Tyme on this room: *The Vendits belong to Jack. My crew came in here to buy snacks when we were on the job.*

BATHROOM (5)

An ordinary multi-person bathroom with six stalls and four sinks. The sinks have been installed, but not the toilets.

Like the **Break Room (4)**, the Bathroom isn't trapped. In fact, it represents an opportunity. With a DV13 Perception Check, an Edgerunner can spot a large vent in the far wall next to the sinks. It leads to the **Main Office (7)**. Climbing through it requires a DV13 Athletics Check, but success allows the Crew to avoid the trap in the **Hallway (6)**.

Tyme on this room: *We ordered the toilets months ago, but they still haven't come in. I hear the local supplier got bought out by Petrochem or something, so the whole supply chain's a freaking mess. If we ever get back to it, we'll finish piping the vent up to the roof and add fans. Keep the place smelling fresh... ish.*

HALLWAY (6)

A long hallway runs from the break room to an emergency exit in the rear of the building. The walls are unfinished, and the floor is bare concrete. A My First GRAF3 toy drone stands before the thick, steel exit. Rising from its neck, held on by a wire, is a big red balloon. Someone's painted words on the balloon: "Have you seen my daddy?"

The rhyming voice calls out again. This triggers the My First GRAF3 to start moving.

**"A toy-full of fun,
That's come a-rockin'
Now it's time for a little
Biotoxin!"**

The **My First GRAF3 (SEE PAGE 61)** goes at the top of the Round and has a MOVE of 3. The balloon pops if it is damaged, the My First GRAF3 is damaged, or the toy drone enters a square adjoining one an Edgerunner occupies. When the balloon pops, it floods the entire hallway with a Biotoxin gas. Anyone in the hallway is exposed and must succeed at a DV15 Resist Torture/Drugs Check or take 3d6 damage directly to their HP. This bypasses armor and does ablate it. Gear such as Nasal Filters and Anti-Smog Masks negate the Biotoxin.

The best way to stop the My First GRAF3 from crossing the hallway is to knock it over. This can't be done with a gunshot, but throwing any object weighing at least a pound does the trick, providing the thrower succeeds at an Attack Check (using Athletics) based on the drone's distance. Once knocked over, the My First GRAF3's tiny legs continue to move to no effect. The balloon breaks free and floats to the ceiling, unpopped.

It is also possible to sever the wire connecting the My First GRAF3 to the balloon with an Aimed Shot. Once the balloon is free, it floats to the ceiling, unpopped.

Finally, someone with a Breacher (**SEE PAGE 179**) can shut the My First GRAF3 down with a DV13 Electronics/Security Tech Check. This Action takes 2 Rounds to complete.

Siphoning the Biotoxin out of the balloon requires a DV21 Weaponstech Check and an appropriate container. Failure floods the hallway (or a 10 m/yd [5 square] area) with the gas. If anyone tries to carry the balloon around, it randomly pops after 1d6 Rounds.

The emergency exit has been welded shut and can't be opened from the outside or inside.

Tyme on this room: *I dunno what to tell you. This is a hallway. Emergency door shouldn't be welded shut, though. That's a violation of city rules. Not that the city ever does an inspection.*

MAIN OFFICE (7)

Work on this large office space has barely begun. Tape on the floor outlines the future locations of an executive bathroom, a closet, and a kitchenette. Painted on every available surface with teal paint are words repeated over and over, "All work and no play makes Jack a dull boy!"

And if that's not disturbing enough, someone's dragged an empty, giant wire spool into the room and placed a box on it. A box with a crank attached. And the crank started turning the moment you entered the room.

If it isn't obvious, the threat here is a bomb large enough to destroy most of the building. **If the Clock is currently higher than 10, lower it to 10 immediately.** Entering the room accelerated the countdown.

The giggling voice reads more terrible poetry.

**"Tick tock, the clock has sang,
not too long before the big bang!"**



BY HECK

My First GRAF3

If the Crew entered the room via the window, set the Clock to 10. The giggling voice chastises them.

**"You crawled through the window.
That means you cheated,
so I'm boosting the clock.
Soon you'll all be boom-leted!"**

The box in the center of the room is not actually a bomb. It is simply a big music box playing *Pop Goes the Weasel* as the crank turns. There's also a motion sensor attached to it. As Edgerunners come closer, the music box grows louder. The music box will play even if the Cameras and/or Speakers are shut down.

The bomb is hidden in the wall between this room and the junction of the Cubicle Farm (3) and Bathroom (5). Locating it will be difficult, but there are clues.

- A DV15 Basic Tech Check shows the drywall placement is sloppy. In some spots, nails stick out further than they should, and the joints between panels aren't clean. This was obviously done by amateurs.

KEEPING THE BOMB

The Crew might want to keep the bomb. That's fine! C9 is stable so long as the detonator is removed or set correctly. The C9 bomb is an Explosive that does 8d6 damage in a 10 m/yd (5 square) area. It takes 30 seconds (10 Rounds) to arm the detonator. This can be reduced to 1 Action with a DV15 Demolitions Check, which can only be attempted once. The timer can be set as low as 30 seconds (10 Rounds) and as high as 1 hour (1,200 Rounds). The bomb is worth 100eb (Premium).

- If an Edgerunner succeeds at a DV17 Perception Check, they notice a flash of metal (the housing for the bomb) through a gap in two sections of drywall.
- A DV15 Demolitions Check made on the music box identifies it as a simple, if sinister, device and not a bomb.
- A DV15 Deduction, Demolitions, or Tactics Check suggests the music box's placement makes no sense. To do real damage to the building, the bomb needs to be near a support beam. A DV15 Basic Tech Check points out the nearest support beam at the junction of this room, the **Cubicle Farm (3)**, and the **Bathroom (5)**.

Pulling the drywall off the studs to reveal the bomb doesn't require a Check. Once they've located the bomb — a chunk of C9 attached to a timer — the Crew has three options. They can run away, but it will mean Jack loses the building. They can attempt to diffuse it with a DV17 Demolitions Check. Or they can move the bomb, transporting it to a vacant lot nearby so it can blow up harmlessly. Doing so requires a DV13 Concentration Check (to keep the bomb steady) and a number of Rounds based on the MOVE of the Edgerunner transporting it. Passing the bomb through the windows is inadvisable because the motion might jostle it.

▶ BOMB TRANSPORT TIME

Transporter's MOVE	# of Rounds Needed
5	8
6	7
7	6
8	5

When the bomb explodes, anyone within 10 m/yds (5 squares) takes 8d6 damage. If the bomb is still inside the building, the

structure suffers major damage, and the Crew will spend a few minutes digging themselves out of the rubble.

Tyme on this room: This will eventually be the big boss's office. It'll be the last part completed according to the schedule. Weird you say there's writing all over the wall, though. We haven't installed the drywall yet, so there shouldn't be walls to write on.

GO TO DEV (GHOSTS BUSTED)

DEV (GHOSTS BUSTED)

Once the traps have been cleared and the bomb either defused or detonated, the Crew can report to Tyme.

"Damn! I can't believe someone rigged the building with traps. Who the hell did the boss piss off? You probably should call Jack and let him know what's going on."

A DV13 Deduction Check suggests this elaborate series of "pranks" has a Bozo-like signature. It started small, with on-site accidents, and ended with an overly elaborate series of tauntings and deathtraps.

Infobox: The Bozos (DV13)

Everything about the Bozos is shrouded in mystery, including their origins. One common narrative suggests that they began life as a fairly benign prankster gang back in the 2010s, but their "jokes" grew more and more sadistic as time went on. Stories of a "Great Bozo" transforming Night City citizens into clowns via brainwashing, torture, and cybernetic surgery have been the stuff of legend for decades. Recently, the Bozos fractured, splitting up into different "circuses." Now, each circus tries to out-prank the others in a horrific clown civil war.

Any call to Jack immediately goes through.

If the Crew failed to save the building, Jack's pissed, but not at them.

"It'll take months and way too much money to fix this mess. Not your fault, though. Sometimes, things just don't go right.

"I'm sending you the payment I promised, and I'll get back to you as soon as I have a good spot for The Forlorn Hope."

Jack transmits 500eb per Edgerunner to the Agent of the Crew member he's talking to.

If the Crew saved the building, his mood is certainly better.

"Shit on a stick! I don't know what I did to piss anyone off, but I'm upping the security on all my sites. Thanks for dealing with this.

"I'm sending payment now. With a little bonus for the trouble. I'll get back to you as soon as I have a good spot for The Forlorn Hope."

Jack transmits 1,000eb per Edgerunner to the Agent of the Crew member he's talking to.

If the Crew mentions the possibility of the Bozos being involved, Jack groans.

"Over twenty years working in this damn city, and I've never so much as heard one of those asshats honk their noses. Now they're trying to blow up my buildings? I need to look into this.

"I've got some people I can call who might know something. If I find a lead, I might have some more work for you, so keep your ears open."

GO TO DEV (DOWNTIME)

DEV (DOWNTIME)

With nothing to do but wait for Jack to find The Forlorn Hope a new home, you've got time to kill.

Give the Crew at least one day of downtime to heal up, try their hand at some repairs, buy new equipment, or check other tasks off their list. When you're ready, Jack calls the Edgerunners with another request.

GO TO CLIFF (THE GARAGE)

CLIFF (THE GARAGE)

Jack calls up the Edgerunner he last spoke to with another job.

"No word on a new home for The Hope yet, but I got more work for you. After your little adventure in the office building, I installed security cameras on some of my properties. One of them just went dark. It's a garage I'm renting out in South Night City. My tenant is out at sea right now. I want you to go over and check it out. I'll pay your Crew 500eb each if there's trouble and you deal with it. 100eb each, even if nothing's wrong, just for the effort."

When the Crew agrees to the job, Jack texts the address and asks them to "get over there right away." Assuming they do so, they'll find the camera isn't the only thing broken at the scene.

This garage is one of many single-vehicle storage spaces in South Night City, offering a measure of security for residents who fear parking in the street in a combat zone. Or at least, it would offer a measure of security if it wasn't for the large hole blown into the side of it.

The lingering scent of burning metal assaults your nostrils as you approach the location. Jack gave you a door code but you won't be needing it. Neither will the scavvers pouring out of the hole, carrying pieces of a chopped-up car!

The scavvers are the Crawling Cobras, a minor gang local to the area specializing in breaking into buildings and stripping out wiring and other easily portable junk to sell. They didn't cause the explosion but were nearby when it happened, so they're taking advantage of it. **The group consists of their leader, Joshua Travél (SEE PAGE 60), and a number of Crawling Cobras (SEE PAGE 59) equal to the number of Edgerunners in the Crew.**

Infobox: The Crawling Cobras (DV21)

The Crawling Cobras are one of a seemingly endless number of small scavver groups operating in Night City. There's nothing remarkable about them at all. Like most scavver gangs, they aren't likely to last past the end of the year.

REAL ESTATE RUMBLE

The Crawling Cobras aren't interested in chatting and consider anyone who looks dangerous (which the Crew obviously does) a threat. They'll drop their boxes, dive for cover, and open fire.

The Crawling Cobras are tenacious. They'll continue the fight until one of two things happens.

- If their leader, Joshua Travél, dies, the remaining Crawling Cobras will attempt to flee. If it becomes obvious they can't flee, they will surrender.
- If the majority of the Crawling Cobras die before Joshua Travél, he'll throw down his weapon and surrender, at which point the rest of the gang flees.

If the Crew captures and interrogates a Crawling Cobra, **GO TO DEV (INTERROGATION)**.

If the Crew investigates the garage, **GO TO DEV (INVESTIGATION)**.

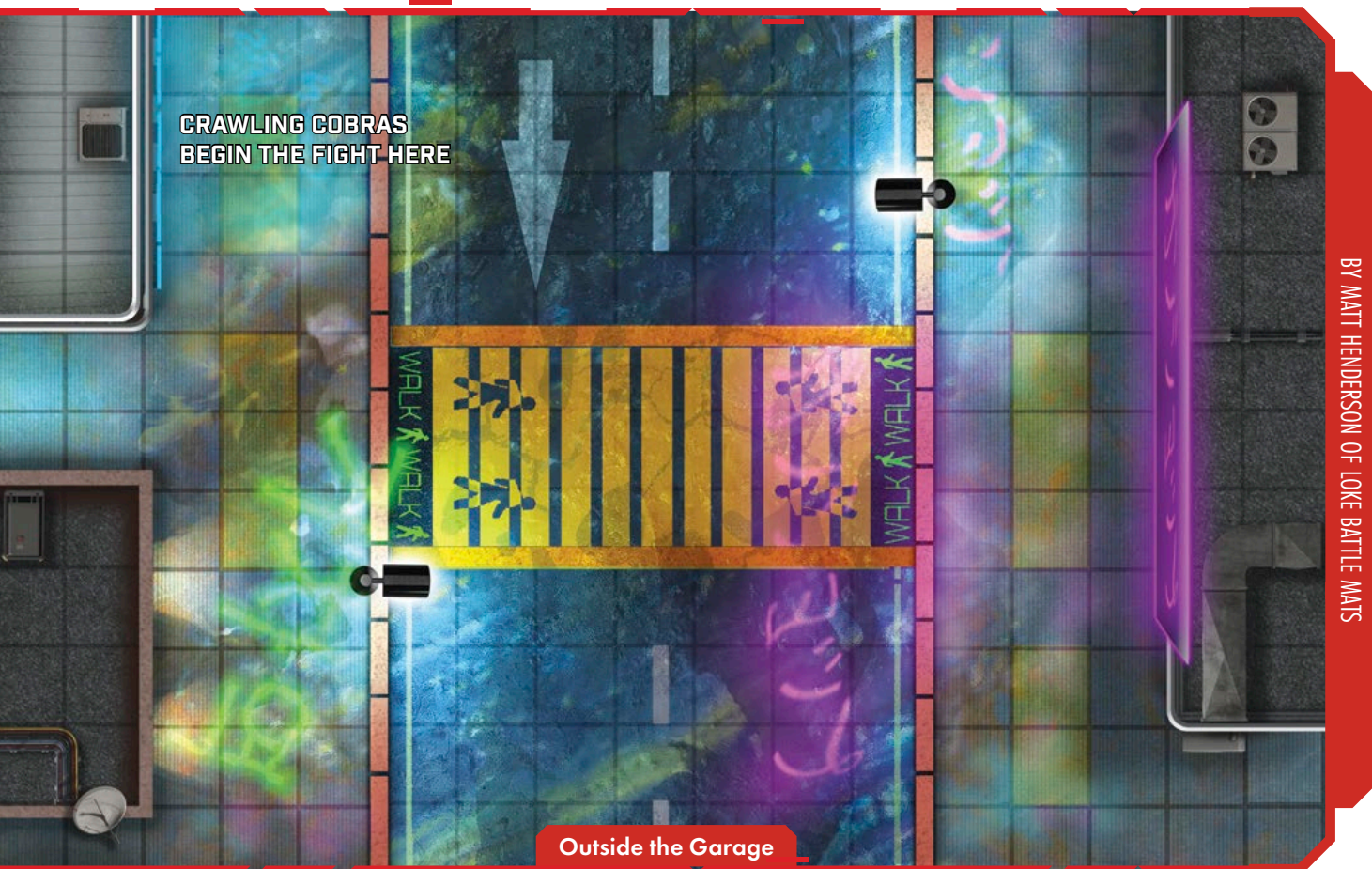
DEV (INTERROGATION)

Convincing Joshua Travél or a captured Crawling Cobra to talk requires an appropriate Social Skill Check against their Concentration or Human Perception. They'll insist they had nothing to do with the explosion (which is the truth). They were just in the area, heard the boom, and took advantage of the situation by chopping up the car inside so they could sell the parts.

"Dunno who did it. Maybe the Net54 folk do. Saw a van zooming off as we arrived. I've seen that van around before — think they hang out at the Turkish coffee joint, just inside The Glen."

A DV9 Local Expert (The Glen) or DV13 Library Search identifies the "Turkish coffee joint" as Kasim's.

If the Crew calls into Jack, he promises to send a security guard down to protect the garage. He asks the Edgerunners to continue investigating if they can and suggests they check on the security camera. He can also identify the "Turkish coffee joint" as Kasim's.



Jack isn't interested in keeping any remaining Crawling Cobras captive and he doesn't want to involve the cops.

"Just tell the doombas not to mess with me again and let 'em go. If we call in the authorities, thing'll just get messier."

If the Crew investigates the garage, **GO TO DEV (INVESTIGATION)**.

If the Crew decides to visit Kasim's, **GO TO DEV (KASIM'S)**.

Otherwise, **GO TO DEV (WOODLAND PARK)**.

DEV (INVESTIGATION)

The garage is a two-room building. One room is the garage itself and contains a workbench, some tools, and roughly half of a compact ground car, recently chopped. The second room, separated by a door, is a small apartment with a couch, a few empty crates, a tiny fridge, and a card table with a microwave set up on it.

More importantly, with a DV9 Perception Check, the Crew can spot the remains of Jack's security camera hanging just above the entrance, facing the street. This type of camera is self-contained and doesn't require a NET Architecture. Instead, it records grainy, black-and-white video on a memory chip. It has limited transmission capabilities — if disabled, it tries to send a distress signal to a specific Agent. In this case, Jack's.

The camera's memory chip is damaged. Immediately retrieving any information from it requires a DV13 Electronics/Security Tech Check. A Tech with at least one Rank in Field Expertise can jury-rig the chip to temporarily work with a DV9 Electronics/Security Tech Check instead.

Only a minute of footage remains on the memory chip. A woman in a Rockling Augmentics Spider Cyberchair (similar to the model used by The Professor) wearing a head-mounted camera and Net54 press vest seems to be filming the building. She's next to a Net54 news van. There's a blast of light, and the footage freezes on the woman cringing away, surprised by the occurrence.

A DV15 Perception Check spots the "Kasim's" bumper sticker on the back of the news van.

A DV9 Local Expert (The Glen) or DV13 Library Search identifies Kasim's as a Turkish coffee bar in The Glen.

If the Crew calls into Jack, he promises to send a security guard down to protect the garage. He asks the Edgerunners to continue investigating if they can. He can also identify Kasim's as a "Turkish coffee joint" in The Glen.

If the Crew has captured and wishes to interrogate a Crawling Cobra, **GO TO DEV (INTERROGATION)**.

If the Crew decides to visit Kasim's, **GO TO DEV (KASIM'S)**.

Otherwise, **GO TO DEV (WOODLAND PARK)**.

DEV (KASIM'S)

You can smell Kasim's before you step inside: a combination of rose-scented tobacco and bitter coffee tinged with cardamom. Inside, patrons enjoy puffing away on water pipes and drinking thimbles full of the rich Turkish brew Kasim's provides.

A broad-chested man sits on a stool in the corner, playing guitar and crooning a low-key chromatic blues song, Serendipitous Tears. This must be the right place. You passed by a Net54 van on the way in.

The owner, Kasymbek, greets the Crew and invites them to sit wherever they like. He promises to be right with them. Convincing him to share information without a purchase requires an appropriate DV13 Social Skill Check. If the Crew makes a purchase, he's happy to share information for free.

The coffee is 20eb (Everyday) per cup. A packet of tobacco is 50eb (Costly). Both are the real deal and delightful.

Once convinced to share information, Kasymbek will gladly point out Destiny Hondel, who is currently head-down in a dark corner, typing something into her Agent. If asked, he'll also name the musician currently playing as Chevalier.

Spotting Destiny Hondel without Kasymbek's help isn't hard and only requires a DV9 Perception Check. She's currently the only patron in a Rocklin Augmentics Spider Cyberchair.

Infobox: Destiny Hondel (DV17)

Destiny Hondel is an "on the spot" reporter for Network 54 in Night City. She's only been on the job for a year — long enough to earn a small reputation but not long enough to guarantee her stories will actually make it on air.

Once approached, Destiny is wary but pleasant enough and willing to share some information without a Skill Check.

"Yeah, I saw the explosion. I got an email telling me something interesting would happen at that address at that time, and heck, I figured, why not? It was a slow news day.

"The explosion went off about three minutes after I arrived. I got some footage, then left.

"I know Jack Skorkowsky owns the garage, but he's dodging my calls. Do you know more? My gut tells me this is part of something bigger, and I want to be the one to crack the story!"



Destiny Hondel

BY LISE BARON

Destiny will offer access to her footage in exchange for information so long as an Edgerunner succeeds at a DV13 Trading Check. She can also be convinced to give a copy of the footage via a DV15 Bribery or Persuasion Check. If there's an obvious Media in the Crew, tack a -2 penalty to any Social Skill Check made against Destiny. She's wary of someone trying to steal her story.

Of course, the Crew could always just take the footage from her by using a Breacher (**SEE PAGE 179**) on her Agent or stealing the camera helmet from her van, which is parked outside. Breaking into the vehicle requires a DV9 Pick Lock Check.

The footage isn't particularly remarkable. Destiny kept the camera pointed at the garage. It goes wonky momentarily as the explosion occurs, thanks to the compression wave knocking her back. Then, she spends a few minutes sweeping the area and collecting additional footage before shutting down the camera.

A DV13 Perception Check or DV9 Photography/Film Check does notice one important detail. Painted on the garage door is a rhyming couplet.

**"We've haunted your house!
We've blown open a hole!
Driving you mad is our ultimate goal!"**

Destiny has no idea what the couplet means. As for the email, it came from a generic Data Term address, and there's no way to trace it. If the Crew mentions the Bozos, Destiny grows excited. The Bozo civil war is a trending topic right now, and any new story on it is guaranteed a prime spot in the feeds. She'll excuse herself and hurry out to her van. She needs to file this story now now now!

If the Crew hasn't already figured out the Bozos are involved, a DV9 Deduction Check is all that's needed. After two incidents, it isn't hard to piece together.

CHEVALIER

If the Crew approaches Chevalier (the musician), he'll smile and nod towards the box at his feet, which already contains a few eurobucks. He's immediately interested if they mention a potential gig at The Forlorn Hope and will let them record him for free. Otherwise, he refuses to play while recorded unless the Crew drops at least 20eb (Everyday) into his case.

GO TO DEV (WOODLAND PARK)

DEV (WOODLAND PARK)

Once the Crew is done investigating, they should probably check in with Jack. Even if they don't call him, Jack calls them.

"Bombs and bad rhymes. This whole thing stinks. Listen, I've dug through my properties and found a place. I almost overlooked it because it was on the edge of the city, but I think it's perfect for The Hope! Meet me there. I'll pay you, give you a tour, and maybe we can talk strategy about this whole clown crapfest."

You drive to the city's eastern edge, right on the border of New Westbrook and North Heywood. The biggest local landmark is a Dynalar campus, buzzing with security and Corp workers. Just past it is a series of buildings and a grove of palm trees. The pin Jack dropped is a two-story building on the far side of the neighborhood, just across from a fenced-in construction yard.

Jack really has found the perfect spot for the rebirth of The Forlorn Hope. Construction is complete on the multi-story building and it is spacious and inviting, with two floors above ground and two floors below.

Infobox: Woodland Park (DV17)

Woodland Park is a neighborhood on the edge of Night City, sitting on the border between New Westbrook and North Heywood. Dynalar, a cyberware manufacturer, built a campus there a few years ago.

Other local attractions include a Biotechnica-monitored palm tree grove, a roller rink/night club known as Xanadu, and a few different residential options (including a cube hotel, cargo container village, and apartment building).

Jack waits in front of the building and waves at the Crew as they drive up.

"Hey, welcome! Welcome! This is the place, I tell you! My team just finished renovation, though there's plenty of room to do custom interior work if The Professor and Marianne need it. Hell, I haven't even struck the construction yard yet so my guys can get to work in a snap!"

Jack motions to the fenced-in space across the street, where a single security guard watches over an assortment of construction materials and vehicles, including a long-necked GRAF3, currently sitting on the back of a flatbed truck.

Ask for a Perception Check from each Edgerunner. Anyone who beats a DV24 notices how abnormally large the guard's feet are.

GO TO CLIFF (BOMB-BASTIC BOUQUET)

CLIFF (BOMB-BASTIC BOUQUET)

Jack leads the way into an alley on the left side of the building and down a flight of stairs to a basement entrance. He pulls out a keycard and slots it, opening the door.

"I want to thank you for looking into my problems for me. If the Bozos are after me, I've got a real problem, so I've reached out to Danger Gal to provide me with security and investigate — figure out which circus is targeting me. I don't think we have to worry here, though. No one's reported any prob..."

"... Well, shit."



BY PEDRAM MOHAMMADI

PLAYERS ALWAYS SURPRISE YOU

It is possible a wary Crew won't follow this path. They might connect the clue from the My First GRAF3 in the Haunted House ("Have you seen my daddy") to the GRAF3 in the construction yard and decide to guard it. They might leave someone outside the building to keep watch. Someone might notice the security guard's big feet. Don't force the Crew down the chase path if they're clever enough to guard against it.

Instead, use the map **ON PAGE 67** to transform this encounter into a more traditional combat, with the Crew duking it out against Sp00ph and his circus. The Cirq3 d3 B0z0 Clowns hop up from their hiding spots in the construction yard and blast away while Sp00ph marches the GRAF3 into battle. The Bozos will fight to the death — they have no sense of self-preservation.

The cause of Jack's expletive is a table in the center of the cavernously large room they've just entered. Sitting on the table is a vase holding a mockery of a flower bouquet. Each stem is composed of twisted rebar, and each "flower" is a grenade.

To top it all off, a trigger wire leads from the now-open door to the vase.

Put one more Clock on the table, this time marked with a 3. Already primed by previous events, the Crew will likely try to deal with this "bomb-bastic bouquet," especially when Jack cries out, "If that thing goes off, it could bring down the whole building!"

And wouldn't that disappoint Marianne?

Still, the Crew can also choose to evacuate. If they do, **GO TO CLIMAX (CHASING CLOWNS)**.

Disarming the bouquet bomb requires a DV24 Demolitions Check. It is complicated, with a number of red herring wires and redundant systems. A failure advances the Clock to 0. So does picking it up or trying to move it.

When the Clock hits 0, the bouquet explodes ... into a shower of confetti and glitter, doing 0d6 damage to everyone in the room.

GO TO CLIMAX (CHASING CLOWNS)

CLIMAX (CHASING CLOWNS)

The bomb-bastic bouquet was designed to jangle Jack's nerves. Sp00ph is disguised as the security guard, and his clowns are hiding nearby. He wanted Jack on-site and rattled when he activated the next part of the prank: stealing the flatbed truck carrying the GRAF3.

Outside, you hear riotous digital laughter broadcast over speakers, like a million AI clowns giggling at once, and the turnover of an engine. Rushing to the street, you see Jack's flatbed truck, the GRAF3 on

the back, driving away. The entire thing is crawling with Bozos. One of them screams into a megaphone.

"I love your commercials, Jack! Big, tough Jack with his big, tough gun promising to be the big, tough realtor! After seeing them, I made it the mission of the Cirq3 d3 B0Z0 to turn your frown upside down for all eternity!"

Yes, the Crew can hear the numbers being used as letters in the way Sp00ph talks.

Jack roars angrily and turns to you, "You know how much one of those giant drones costs?!? Get it back in one piece, and I'll triple what I owe you!"

Assuming the Crew agrees, they'll plunge into an absurd scene, chasing after a circus of Bozos riding **Jack's stolen flatbed truck (SEE PAGE 61)** and a GRAF3 through the streets of Night City.

Use the Chase rules (**SEE PAGE 180**) for this scene. The number of spaces between the Crew's vehicles and the Bozos depends on their actions in **Cliff (Bomb-bastic Bouquet)**. If they evacuated the building before the Clock reached 0, the Crew begins the chase 2 squares behind the Bozos. If the Clock reached 0 and the flower bomb exploded, they start the chase 3 squares behind the clowns instead.

In addition to **Sp00ph (SEE PAGE 60)**, and the **Bozo Driver and Backup Driver (SEE PAGE 59)**, there are a **number of Cirq3 d3 B0Z0 Clowns (SEE PAGE 59) equal to the number of Edgerunners in the Crew**. Sp00ph is huddled in the front of the truck's flatbed, just behind the cab, where he's linked into the GRAF3's NET Architecture. The two drivers are in the cab. The remaining Clowns are clinging to the flatbed at various points.

The Cirq3 d3 B0Z0 Clowns will open fire on their pursuers without mercy and aren't interested in taking cover. Whenever a

REAL ESTATE RUMBLE

Clown suffers a Critical Injury or reaches the Seriously Wounded Wound State, have them make a DV17 Athletics Check. If they fail, they fall off the flatbed and are run over by passing traffic (quite possibly by the Crew!).

The Bozo Driver focuses entirely on driving and does not attack. If the Bozo Driver reaches the Seriously Wounded Wound State, the Bozo Backup Driver kicks them out of the cab (Splat! Zoom! Crunch!), then takes the wheel. If both Drivers die, you can choose for the truck to slow to a halt or to crash, damaging both it and the GRAF3. It all depends on how difficult you want to make the chase. The Drivers may seek to close the distance between themselves and the Crew or pull away, as makes sense for the situation.

Sp00ph begins the chase Jacked Into the GRAF3's NET Architecture (**SEE PAGE 61**) and in full control of it. He holds off on attacking until the pursuers are a single square away. He then directs the **GRAF3 (SEE PAGE 61)** to attack the Crew's vehicle. The other Bozos won't notice (or even care, really) if Sp00ph dies and will keep fighting for as long as they're alive or the chase continues.

A firefight in a chase like this risks damaging the GRAF3. Whenever an Edgerunner rolls a natural 1 while firing at a target on the flatbed, they miss and hit the GRAF3 instead, doing full damage. A Solo's Fumble Recovery counts here. Don't be afraid to remind the Crew about the payday at the end of this. Jack won't mind if the construction drone is "scratched" but isn't tripling anyone's pay if the GRAF3 requires massive repairs.

A Netrunner needs to be either on the flatbed truck or within 1 square of it to connect to the GRAF3's NET Architecture. If the gap between vehicles is increased to 2 or more squares, the Netrunner is forcibly Jacked Out.

During the chase, Sp00ph shouts out more of his "witty" rhyming couplets. You'll find a few examples below but feel free to make up some of your own.

***"A friend of Jack's is a friend of mine.
Come a bit closer so I can shatter your spine!"***

***"My name is Sp00ph, and I'm a hacker of
glee, Driving Jack mad is my destiny!"***

BY NEIL BRANQUINHO



REAL ESTATE RUMBLE

**"Spilled blood is red and dead lips are blue,
I'll see both when I eviscerate you!"**

**"You missed! How sad! You couldn't hit a star!
But I won't miss when we blow up your car!"**

**"I'll kill you all, until one's left alone.
Then I'll kill them, too, with a flick of Jack's
drone!"**

Once the Bozos are dealt with, the Crew can return to Woodland Park and to Jack. Or, if need be, call him for a pick up.

If the Crew fails to recover the GRAF3 or it is heavily damaged (it has less than 30 HP remaining), **GO TO RESOLUTION (SAD JACK)**.

If the Crew recovers the GRAF3 and it isn't heavily damaged, **GO TO RESOLUTION (HAPPY JACK)**.

RESOLUTION (SAD JACK)

Jack curses up a storm as he paces back and forth.

"This week has been a nightmare! A living nightmare! Do you know how much Zhirafa charges for one of those monsters? Not to mention the poor security guard that fucking clown disguised himself as is probably dead. Not your fault, I know. This is all down to the Bozos, but ... gah! Right. Back to business."



Jack pays each Edgerunner the 500eb he owes them for the garage investigation but no more. He'll finish the tour, though be grumpy the entire time.

When the Crew calls Marianne about finding a new location for The Forlorn Hope, she's upbeat.

"John's breathing easier today, thank the Goddess. It sounds like you found the right place, too! I'll call Jack and arrange for Backhand to give the place a once-over before we make an offer."

"Thank you for doing this. It really helped. I'm sending payment your way."

As promised, Marianne sends the Crew 500eb each.

RESOLUTION (HAPPY JACK)

Jack cheers as the Edgerunners return triumphant.

"You're one helluva crew! Come on, let's finish the tour! And hey, if you're ever looking for a place? Give me a call. I've always got a place to rent to fellow edgerunners."

Jack pays each Edgerunner 1,500eb at the end of the tour.

When the Crew calls Marianne about finding a new location for The Forlorn Hope, she's upbeat.

"John's breathing easier today, thank heavens. It sounds like you found the right place, too! I'll call Jack and arrange for Backhand to give the place a once-over before we make an offer."

"Thank you for doing this. It really helped. I'm sending payment your way."

As promised, Marianne sends the Crew 500eb each.

DOWNTIME

How much downtime you give the Crew depends on how close they are to the end of the month. Marianne calls them again a few days before the current month ends with a new job.

**GO TO MISSION:
WELCOME TO THE NEIGHBORHOOD**

NPCs, OBSTACLES & NET ARCHITECTURES

CRAWLING COBRA	HP 30
STATS REPUTATION: 0	
COMBAT # 10	INIT 4 MOVE 4
IMPORTANT SKILL BASES Athletics 8 • Basic Tech 8 • Concentration 5 • Conversation 6 Cybertech 8 • Human Perception 6 • Perception 5 • Persuasion 5 Resist Torture/Drugs 3 • Stealth 6	
ATTACKS	
PQ THICK PIPE (ROF2)	3D6
PQ HEAVY PISTOL (ROF2)	3D6
ARMOR	
HEAD: LEATHERS	SP4
BODY: LEATHERS	SP4
IMPORTANT GEAR & CYBERWARE	
Basic Heavy Pistol Ammo x16 • Disposable Cell Phone • Techtool Cash: 0eb	

CIRQ3 D3 BOZO CLOWN	HP 35
STATS REPUTATION: 1	
COMBAT # 12	INIT 5 MOVE 6
IMPORTANT SKILL BASES Athletics 10 • Concentration 5 • Contortionist 10 • Conversation 5 Cybertech 10 • Human Perception 6 • Perception 5 • Persuasion 5 Resist Torture/Drugs 3 • Stealth 6	
ATTACKS	
GYMNISTS BATON (ROF2)	3D6
PQ ASSAULT RIFLE (ROF1)	5D6
ARMOR	
HEAD: NONE	SP0
BODY: KEVLAR®	SP7
IMPORTANT GEAR & CYBERWARE	
Basic Rifle Ammo x25 • Disposable Cell Phone Exotic Bodysculpt • Cash: 100eb (all fake money from a board game)	

BOZO DRIVER/BACKUP DRIVER	HP 30
STATS REPUTATION: 1	
COMBAT # 10	INIT 5 MOVE 6
IMPORTANT SKILL BASES Athletics 8 • Concentration 6 • Conversation 6 • Cybertech 8 Drive Land Vehicle 12 • Human Perception 5 • Perception 5 Persuasion 6 • Resist Torture/Drugs 4 • Stealth 5	
ATTACKS	
GYMNISTS BATON (ROF2)	3D6
PQ HEAVY PISTOL (ROF2)	3D6
ARMOR	
HEAD: NONE	SP0
BODY: KEVLAR®	SP7
IMPORTANT GEAR & CYBERWARE	
Basic Heavy Pistol Ammo x8 • Disposable Cell Phone Cash: 100eb (all fake money from a board game)	

▶ **ELECTRICAL FLOORING TRAP**

Hit Points: 20

Perception Check to Spot: DV17

Cannot be Countered.

Attacks

Electrical Shock (6d6 Damage)

Targets are shocked the first time they make contact with the water in the room. They are shocked again at the end of any of their Turns in which they continue (or reestablish) contact with the water. This damage is reduced by armor but does not ablate it.

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REAL ESTATE RUMBLE

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NAME JOSHUA TRAVÉL	REP 2	SERIOUSLY WOUNDED 20	HP 40
ROLE SOLO: COMBAT AWARENESS 3	DEATH SAVE 7		
STATS			
INT 4	REF 4	DEX 8	TECH 4
COOL 7	WILL 4	MOVE 4	BODY 7
EMP 4			
WEAPONS		ARMOR	
CROWBAR (C# 12)	ROF2	3d6	HEAD SCAVENGED ARMOR SP11
SHOTGUN (C# 10)	ROF1	5d6	BODY SCAVENGED ARMOR SP11
SKILL BASES			
Athletics 14 • Basic Tech 10 • Brawling 10 • Concentration 6 • Conversation 9 • Education 10 • Endurance 7 • Evasion 12 First Aid 6 • Human Perception 8 • Language (Spanish) 10 • Language (Streetslang) 6 • Local Expert (South Night City) 6 Melee Weapon 12 • Persuasion 12 • Perception 10 • Resist Torture/Drugs 10 • Shoulder Arms 10 • Stealth 10 • Streetwise 10			
GEAR			
Basic Shotgun Slugs x8 • Carryall • Flashlight • Poor Quality Agent • Techtool • Cash: 50eb			
CYBERWARE			
Cyberarm w/ Techscanner • Neural Link w/ Kerenzikov			

NAME Sp00PH	REP 2	SERIOUSLY WOUNDED 20	HP 40
ROLE NETRUNNER: INTERFACE 4	DEATH SAVE 6		
STATS			
INT 5	REF 5	DEX 7	TECH 7
COOL 6	WILL 5	MOVE 5	BODY 6
EMP 0			
WEAPONS		ARMOR	
BIG Mallet (C# 13)	ROF2	3d6	HEAD KEVLAR® SP7
MICROWAVER (C# 11)	ROF1	—	BODY LIGHT ARMORJACK SP11
SKILL BASES			
Athletics 11 • Brawling 10 • Concentration 10 • Composition 3 • Contortionist 10 • Conversation 5 • Demolitions 12 Education 7 • Electronics/Security Tech 14 • Evasion 11 • First Aid 9 • Handgun 11 • Human Perception 5 Language (Honk) 9 • Language (Streetslang) 7 • Library Search 8 • Local Expert (Clowntown) 9 • Melee Weapon 13 Perception 11 • Persuasion 8 • Pick Lock 12 • Stealth 13 • Streetwise 10			
GEAR			
Microwaver Battery x1 • Standard Quality Agent • Lock Picking Set • Techtool • Cyberdeck w/ DeckKRASH, Flak, Poison Flatline, and Sword x2 • Cash: 100eb • Cash: 1,000eb (all fake money from a board game)			
CYBERWARE			
Exotic Bodysculpt • Cybereye w/ Chyron & MicroVideo • Neural Link w/ Interface Plugs			

▶ MY FIRST GRAF3

MOVE (TUp) 3

Hit Points: 5

DV9 Electronics/Security Tech,
3 minutes to counter

Attacks

None

A popular toy from Concept Mechanics (a subsidiary of Militech). This one has been Tech Upgraded to perform a simple action independently (walk forward faster when it detects a specific phrase).

▶ JACK SKORKOWSKY'S GRAF3

MOVE 2

Hit Points: 60

Armor: SP11

DV17 Electronics/Security Tech,
5 minutes to counter

Attacks

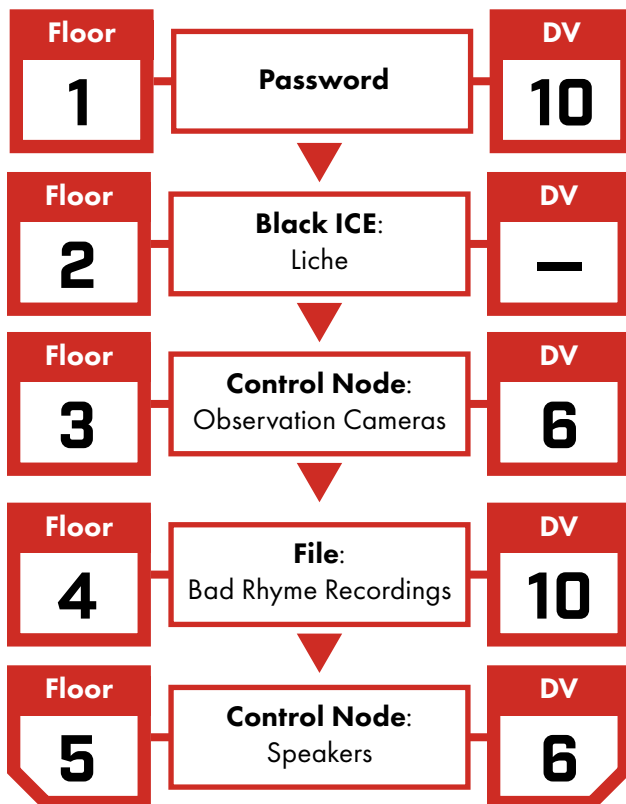
Giraffe Neck (ROF1 • 4d6)

A massive multi-use construction drone from Zhirafa. This particular one is currently being controlled by Sp00ph.

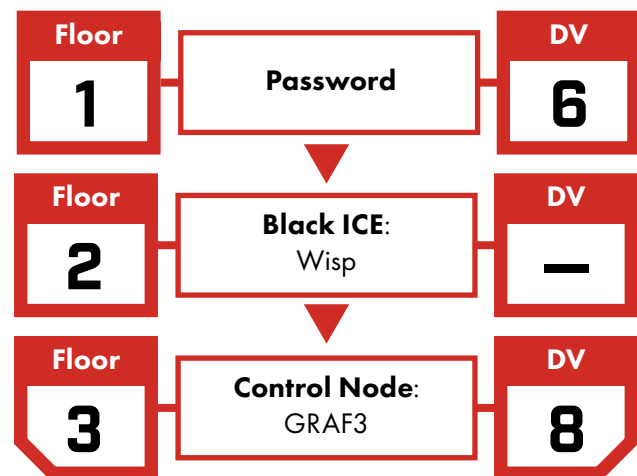
▶ HAUNTED HOUSE NET ARCHITECTURE

Demons Installed: Imp

REZ 15 • **Interface** 3 • **NET Actions** 2
Combat Number 14



▶ JACK'S GRAF3 NET ARCHITECTURE



▶ FORLORN HOPE VAN

SDP 50

Seats 6

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

▶ JACK SKORKOWSKY'S FLATBED TRUCK

SDP 50

Seats 2

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

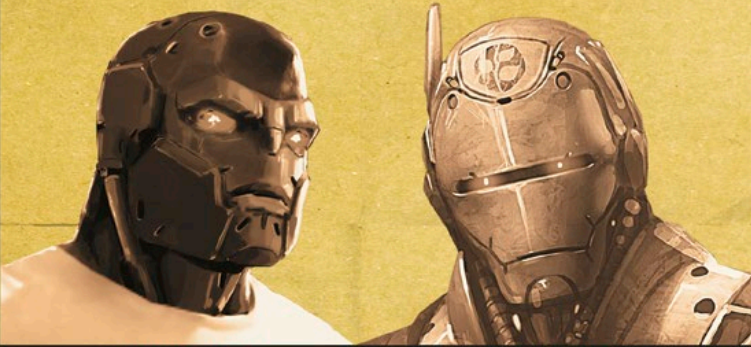
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Jack Skorkowsky, motherfucker!

A REAL ESTATE AGENT WHO KNOWS HOW TO FIGHT ... FOR YOU!

**10 RUTHLESS ROUNDS
OF METAL MAYHEM!**

★★★★ 28 MAY 2045 ★★★★★



**ARNOLD
BIONIC BEAR
PATRICK**
champion

VS

**PETER
WAR CLUB
BURKE**
challenger

OIL-FUELED CARNAGE

Live!

THE REDLINE

RESERVED SEATING DOORS OPEN AT 8PM NOT ONLINE!

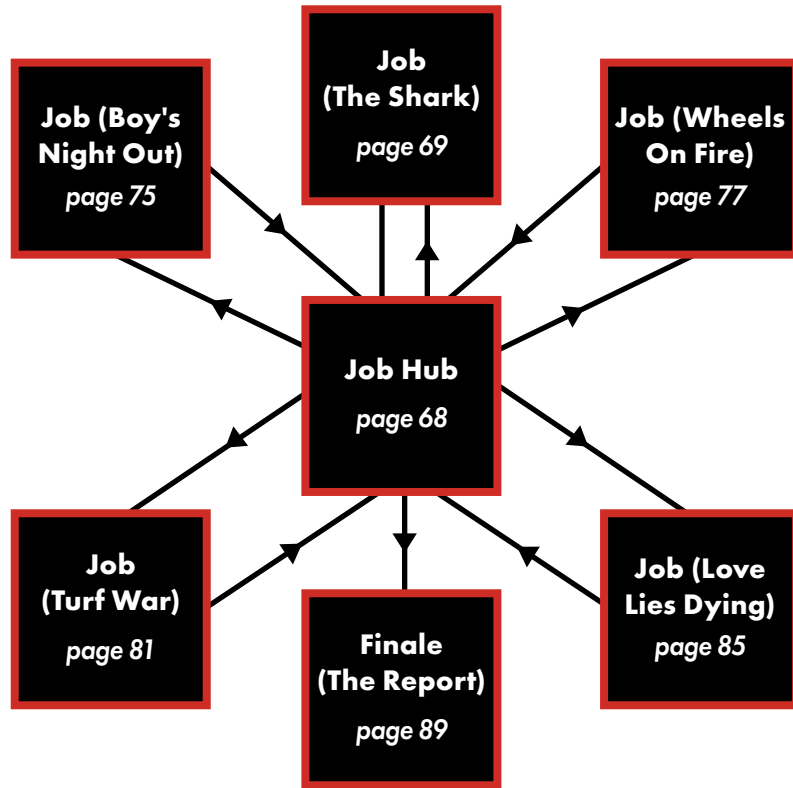
Breeze

*We care
about how you
get high*

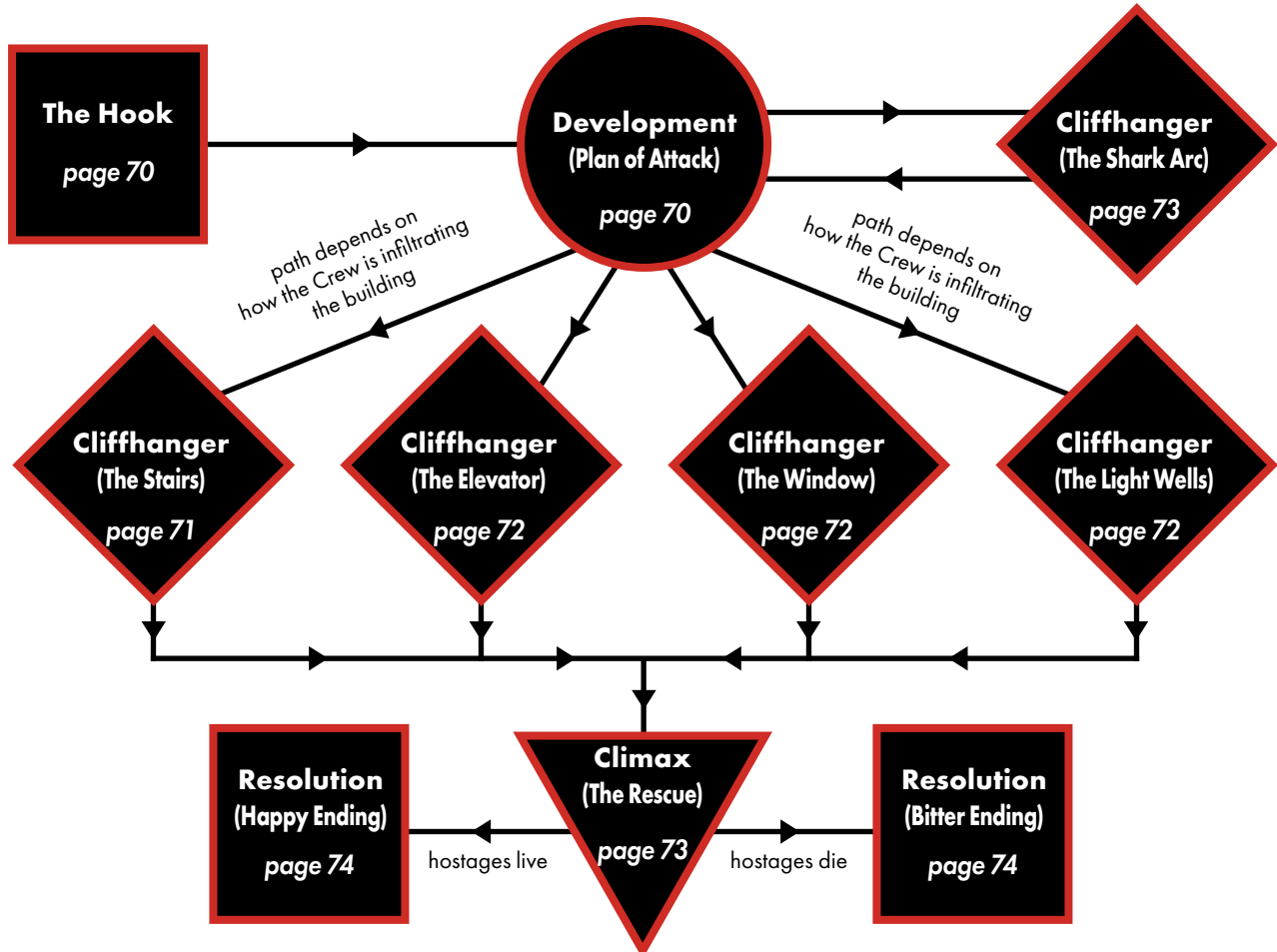
Moss Street in Woodland Park
Local deliveries available

BEAT CHART FOR WELCOME TO THE NEIGHBORHOOD

While the five Jobs presented here each have their own Hook, Climax, and Resolution, we recommend you treat the entirety of **Welcome to the Neighborhood** as a single gig when giving out Group Improvement Points at the end of a Mission.

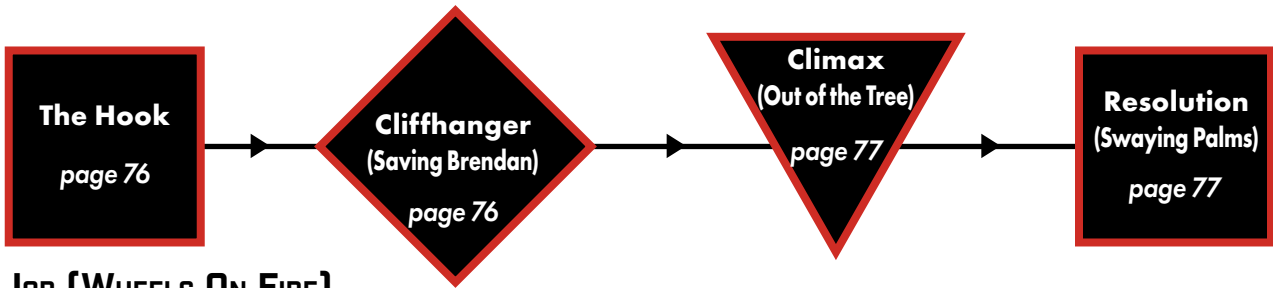


JOB (THE SHARK)

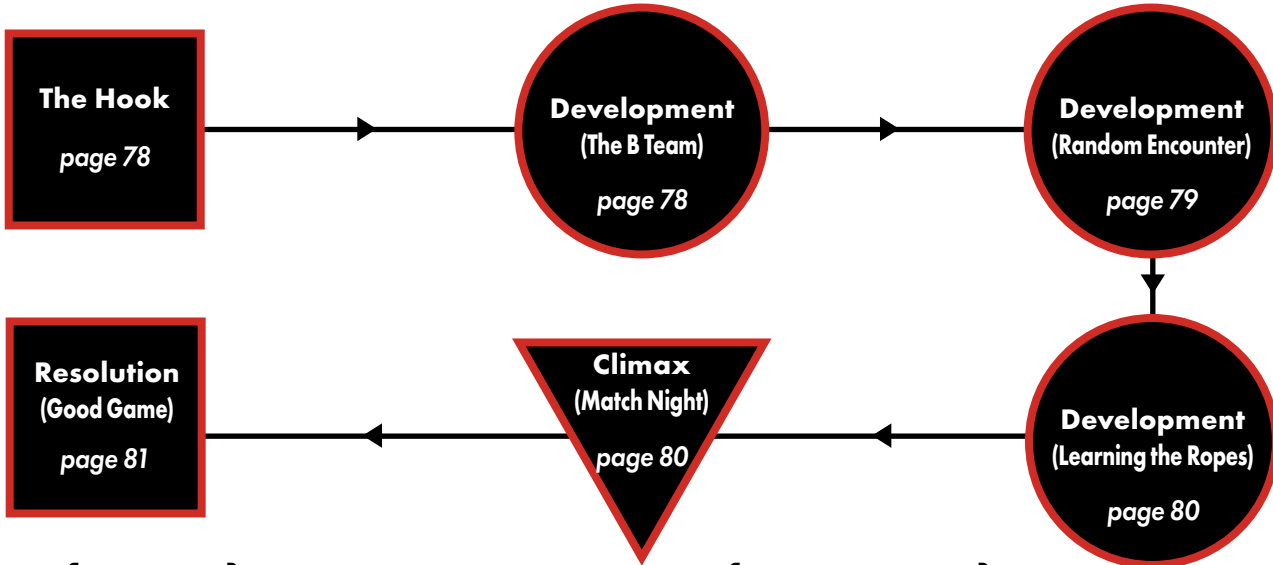


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JOB (BOY'S NIGHT OUT)

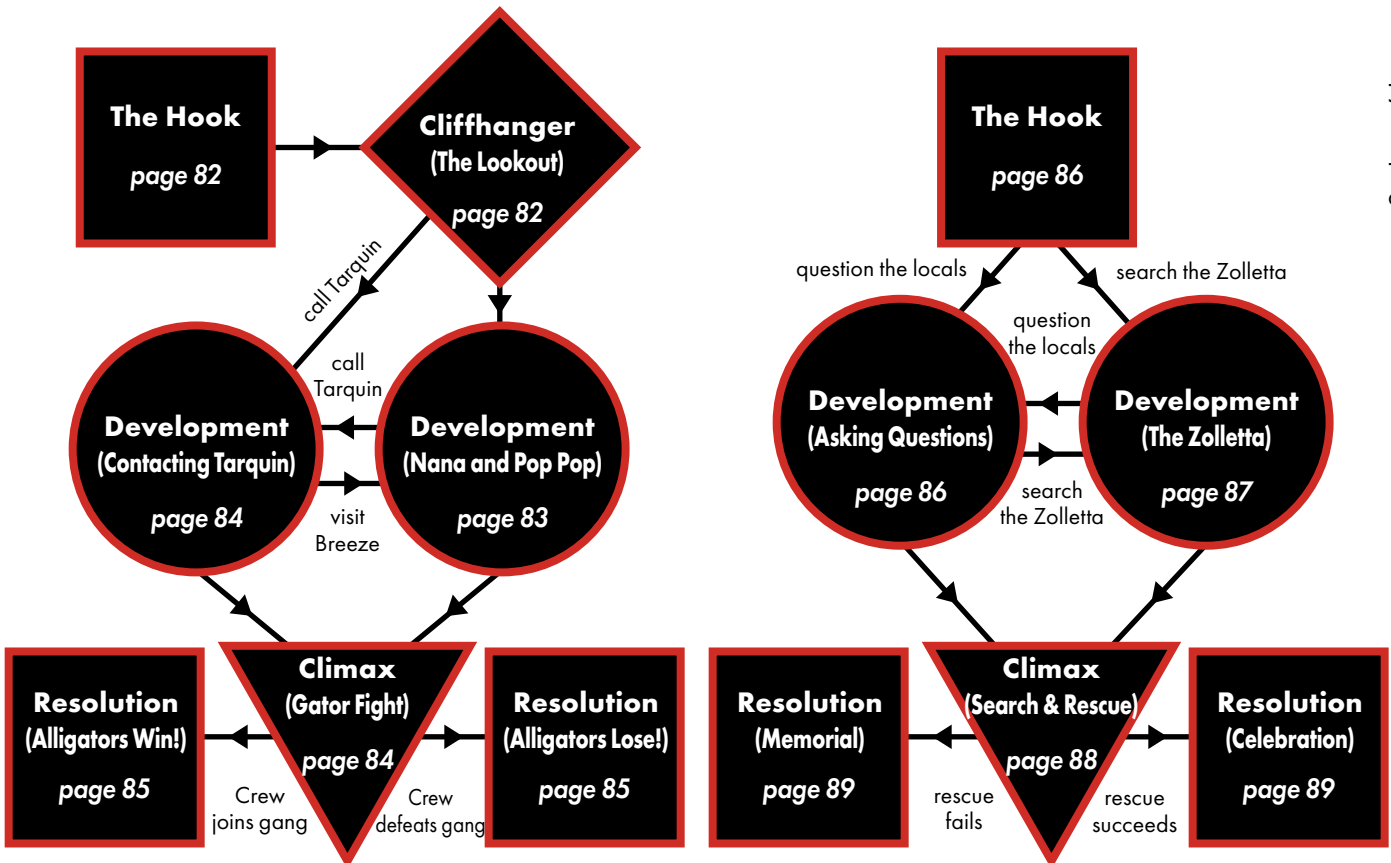


JOB (WHEELS ON FIRE)



JOB (TURF WAR)

JOB (LOVE LIES DYING)



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WELCOME TO THE NEIGHBORHOOD

▶ RUMORS

1d6	Rumor
1	The Bozo Civil War is down one circus. The leader of a small, hacking-focused circus known as The Cirqu3 d3 BOZO was shot dead in a high-speed chase through the streets of New Westbrook. No word on whether another circus was responsible.
2	Destiny Hondel, a junior reporter for Net54, seems to have hit it big with an exposé series entitled <i>Bleeding Night City Dry</i> . It focuses on scavver gangs and the damage they do to neighborhoods throughout the city.
3	Following a tragic fire, The Forlorn Hope is scheduled for rebuilding — but at a new location! The site of the new Forlorn Hope hasn't been revealed yet, but rumors abound. Some say the new Hope will angle to compete directly with The Afterlife for street merc business.
4	The Dockside Billhooks, a roller derby team from the Upper Marina, are down to half-strength after an NCPD bust. The members currently sitting in a cell are charged with smuggling, but everyone knows their actual crime was failing to pay their bribes on time.
5	A leaked internal memo suggests Continental Brands is stepping up their war against "illicit and unsafe food production" in Night City. They've begun subtly reaching out to Corp-friendly Fixers, looking for crews willing to get their hands dirty in exchange for cash.
6	Dynalar's local warehouses have run out of their Modular Finger Enthusiast Cyberhand. The Corporation's buyers are negotiating with the Aldecaldos to transport more raw materials to their Night City factory.

BACKGROUND (READ ALOUD)

The future location of the new Forlorn Hope lies in Woodland Park, a small neighborhood on the border of Heywood and New Westbrook. It might be described as "up and coming," but it's not there yet, despite the rising apartment towers to the south and the nearby cluster of smart-looking buildings with the Dynalar logo plastered all over them. The new Hope's neighborhood is scrubby but busy enough to support some businesses.

Jack Skorkowsky came through with this location, but Marianne Freeman wants you to check out the neighborhood beyond the bricks and mortar before the renovations can get going. She's asked for a full report on who's who, who runs what, and what might interfere with The Forlorn Hope's existence. Any speed bumps that could bog down the bar's reconstruction and operation must be found and negotiated with or hammered flat. This is best ascertained from ground level, so find somewhere to stay and welcome to your new home for the next month or so. In other words, it's time to move.

As you get your eye in, you see kids on brightly stickered skateboards stunt off every available railing and curb with the confidence of youth. Well-dressed

groups of young professionals stroll from the direction of the Dynalar complex to the bodega or food truck for a snack, and periodically, gorgeous skaters sweep through, all big hair and legwarmers. And the same faces pop up time and again, gathering to talk in small clusters or greeting each other while out and about.

This is a small neighborhood, and it seems everyone knows everyone.

ABOUT WOODLAND PARK

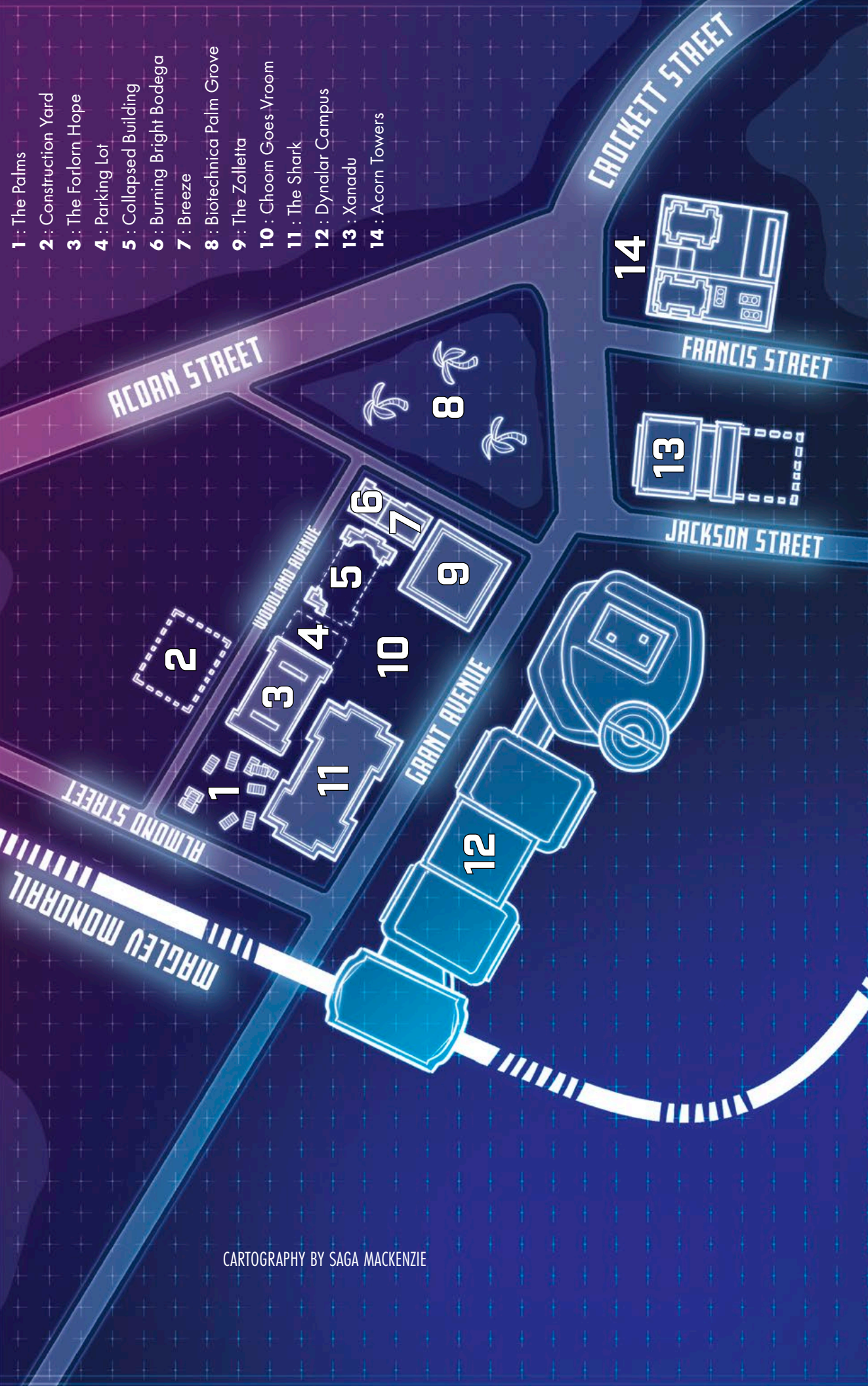
The majority of Welcome to the Neighborhood takes place in Woodland Park, a neighborhood located on the outskirts of Night City, on the border of New Westbrook and North Heywood.

Here, the ancient remains of pre-4th Corporate War buildings mix with sparkling new construction to form a neighborhood lodged between a small, local past and a Megacorp-controlled future.

The Palms (1): A cargo container community located on the northwest edge of the neighborhood. A food truck named the Terminus, owned and operated by part-time fashion model Carri Zote, is parked here permanently.

WOODLAND PARK

- 1 : The Palms
- 2 : Construction Yard
- 3 : The Forlorn Hope
- 4 : Parking Lot
- 5 : Collapsed Building
- 6 : Burning Bright Bodega
- 7 : Breeze
- 8 : Biotechnica Palm Grove
- 9 : The Zolletta
- 10 : Choom Goes Vroom
- 11 : The Shark
- 12 : Dynalar Campus
- 13 : Xanadu
- 14 : Acorn Towers



CARTOGRAPHY BY SAGA MACKENZIE

WELCOME TO THE NEIGHBORHOOD

Construction Yard (2): A fenced-off construction yard operated by Jack Skorkowsky.

The Forlorn Hope (3): The future home of The Forlorn Hope. A two-story building with two sub-levels. Previously, it housed a mahjong parlor, which went out of business four years ago.

Parking Lot (4): An empty lot. It will serve as a parking area for The Forlorn Hope.

Collapsed Building (5): The remains of an EBM repair outlet. It collapsed during the 4th Corporate War. Neighborhood kids play here on the regular.

Burning Bright Bodega (6): The neighborhood corner store. It is owned and operated by Ella Corella, who inherited it from her grandmother ... or aunt. No one is quite sure which.

Breeze (7): A drug store (and not of the pharmaceutical kind) owned and operated by Nana and Pop Pop. They cook their own product in the basement.

Biotechnica Palm Grove (8): A grove of genetically engineered palm trees operated by Biotechnica. Each tree is fitted with a metal collar containing an external biomonitor. Messing with the trees summons an armed Biotechnica strike force.

The Zolletta (9): A white stucco building exactly the same length on all sides. The first floor is commercial space and houses a Wash n' Run laundromat, a private investigator's office, and the Place of Rest, a way station and sanctuary for the Navad nomad family. The rest of the building is a cube hotel.

Choom Goes Vroom (10): A parking lot and office for Billy Flight, a local fix-it man (and Fixer). The lot is home to a cargo container (Billy's Office) and three five-level high parking elevators.

The Shark (11): A five-story apartment building dating back to the 2010s. There are studio and two-bedroom apartments located on each floor. The fifth floor is entirely rented by the Pearce family, a guerilla gardening collective that grows crops on the roof. There's also a large neon sign of a shark wearing a trilby on the roof. No one remembers the sign's original purpose.

Dynalar Campus (12): A multi-building campus serving as both an administrative and manufacturing space for Dynalar, a cyberware and electronics

Corporation. A station attached to the campus serves as a stop for the private maglev running from the Executive Zone to Corporate-owned locations in Night City.

Xanadu (13): A skating rink/arena/night club operated by the Woodland Park Muses, a roller derby squad in the Night City Wonderland League.

Acorn Towers (14): A two-tower apartment complex serving employees from the nearby Dynalar campus. Some upscale conapts are available for non-employees.

JOB HUB [START HERE]

Marianne calls the Crew towards the end of the month. She's made a deal with Jack Skorkowsky for the building in Woodland Park but wants to learn the neighborhood, identify problems, and potentially solve them before The Forlorn Hope reopens. To that end, she asks the Crew to move into the neighborhood and spend at least a month there. Their job is to meet the residents, map out the local power hierarchy, and identify potential problems. She's willing to pay 500eb per person per week, for a total of 2,000eb at the end of the month.

Moving into Woodland Park isn't difficult. There are multiple vacancies at the four potential housing options.

- **The Zolletta** is a white stucco building exactly the same length on all sides. The first floor is commercial space and houses a Wash n' Run laundromat, a private investigator's office, and the Place of Rest, a waystation and sanctuary for the Navad nomad family. The rest of the building is a **cube hotel**.
- **The Palms** is a **cargo container** community stacked in a lot on the northwest side of the new Forlorn Hope. In addition to housing, the Crew can also find a food truck permanently parked here.
- Edgerunners looking for something nicer can rent both **studio and two-bedroom apartments** at **The Shark**, the large apartment building facing the Dynalar campus.
- Finally, if an Edgerunner has the eb to spare, they can snag an **upscale conapt** in **Acorn Towers** southeast of the palm tree grove. The towers primarily house Execs working in the nearby Dynalar campus, but others can rent here, too.

WELCOME TO THE NEIGHBORHOOD

- Nomads with their own housing can park their vehicle on **Jack Skorkowsky's construction lot**.

Welcome to the Neighborhood operates differently from the other Missions in **Tales of the RED: Hope Reborn**. It isn't a single large gig but multiple small jobs the GM can tackle in any order they please. The five missions should be spread out across the space of the following month at whatever pace the GM desires.

Once the Crew finishes moving into their new homes, choose one of the following missions and let the action begin.

- **Job (The Shark)** pits the Crew against another edgerunner team in a hostage situation and introduces the local Fixer.
- **Job (Boys' Night Out)** calls upon fast decision-making to rescue a young man from his own bad choices.
- **Job (Wheels on Fire)** sees the Crew doing a favor for the local combat roller derby team, The Muses.
- **Job (Turf War)** introduces more residents and their problems with the Albino Job .
- In **Job (Love Lies Dying)**, the Crew needs to locate an object of a crush while the clock ticks.

Welcome to the Neighborhood ends when all the Jobs are finished, and the Crew reports their findings to Marianne in **Finale (Neighborhood Report)**.

JOB [THE SHARK]

Corporate greed invades Woodland Park!

BACKGROUND (READ ALOUD)

There's someone in every neighborhood who knows everyone. Could be the bar owner who fills the locals' glasses or the bodega clerk who never sleeps but, in this case, it is the handyman who helps keep everything running... and it sounds like he could use a hand.

THE REST OF THE STORY

Nobody knows what the neon shark sign atop the apartment building on Grant Avenue used to advertise, but somehow, it just keeps on going through its

flickering routine, tipping its trilby all hours, day and night. The last attempt to unplug it blew the circuits in half the building's apartments, so people just live with it; it's so synonymous with its home that everyone calls the building The Shark.

Billy Flight owns the Shark and Choom Goes Vroom, a mobile all-service maintenance and vehicle storage business next to the apartment building. He takes the rent, keeps the services running, and quietly ensures trouble stays low. Not a combatant himself, Billy is a Tech and Fixer, knows people who know people, and is always happy to add new and useful people to his list of friends.

The Pearce Family occupies the 5th floor of the building. They're guerilla gardeners who support themselves by selling their crops, both directly to locals and to small businesses throughout Night City via Billy Flight. This has drawn the ire of Continental Brands, who hope to open an Oasis convenience store in the area to service the Dynalar campus. The Neocorp has hired the Lucky Charms, a crew of edgerunners, to "economically realign" the Pearce family's garden ... with incendiary devices.

The Lucky Charms didn't expect strong resistance from a group of gardeners, so they headed straight for the top floor of The Shark to do their job. The Pearces had other ideas and beat them back. The Lucky Charms grabbed the nearest couple of gardeners as human shields and retreated down the stairs, only to run into a group of heavily armed Pearces returning from a delivery run on the 3rd floor. The invaders retreated to the 4th floor and are now holed up in one of the apartments with their hostages.

It's a standoff; the Lucky Charms can't get out, the Pearces on the 3rd and 5th floors won't attack and endanger their family, and nobody is interested in calling the authorities over an illegal assault on an illegal garden. Billy Flight would like the Crew to sort the whole mess out, and he is willing to pay 500eb to each Crew member to resolve the situation, doubled if both hostages make it out alive.

SETTING

This Job takes place entirely in and on The Shark. The opposition is small in number but is entrenched, and there are multiple routes to reach them and the hostages, including the internal stairs, outside of the building, or even the elevator shaft.

WELCOME TO THE NEIGHBORHOOD

THE OPPOSITION

- **The Lucky Charms** is a crew of edgerunners who do regular contract work for Continental Brands. The crew consists of Green Clover, a Solo and team lead; Orange Star, a Netrunner; and Pink Heart and Yellow Moon, who provide muscle. A fifth member, Blue Diamond, is badly injured.

Infobox: The Lucky Charms (DV21)

A small-time edgerunning crew. Like many younger crews, they've named and organized themselves along a theme in hopes of attracting Corporate sponsors. Rumors suggest they worked primarily with a Fixer named Lowball but went independent after he skipped town.

THE HOOK

Obviously, the locals have noticed your Crew move into the area. For example, the kid with spiky brown hair who whizzes up to you on a skateboard.

"Billy Flight has a job for you and wants to see you at Choom Goes Vroom. You'll find it next to The Shark. Said there's money in it. Said be there sooner than later!" They gesture to the apartment building with the massive neon fish sign, drop the board for a running start, and roll off.

Choom Goes Vroom turns out to be a parking lot sandwiched between an apartment building and a cube hotel. Three parking elevators lift and store cars five levels high. They dominate the lot, making it easy to miss the cargo container parked in the northwest corner. A deeply tanned, weathered-looking man wearing overalls and a worried expression leans against one of the parking elevators. He gives you the once-over, then says, "Yeah, you look like you'll do."

"Got an issue with some heavily armed jackarses. They've decided to try and trash some of my tenants' property, and when those tenants objected and shot up one of the invaders, hostages were taken. I don't want paying tenants splashed over the walls or my property torched, so I'd appreciate professional assistance to resolve the situation. The longer this goes on, the more likely somebody will do something stupid. Like call the

cops. I'll pay you 500eb each to get my building back to normal. Hell, I'll be generous. If all the hostages come out alive, I'll double it."

GO TO DEV (PLAN OF ATTACK)

DEV (PLAN OF ATTACK)

Billy Flight can provide plans for The Shark, including the apartment where the hostages are being held, **4G**. The Pearce family has a squad of armed family members on the 3rd floor and more in their apartment on the 5th floor. It is a standoff — the Pearce family can't storm the 4th floor without risking the lives of the hostages, and the Lucky Charms won't make it off the 4th floor if they go out guns blazing.

A NET Architecture controls the building's cameras, electricals, and elevator, but Flight lost access after the Lucky Charms' Netrunner dropped a Virus into the system. He contacted the other residents and told them to stay in their apartments if they're home or stay away from the building if they're out.

Billy Flight sees four possible methods of reaching the 4th floor.

- **The Stairs:** The Pearces control the stairwells on the 3rd and 5th floors. The Lucky Charms are likely guarding the stairwells on the 4th floor. If the Crew takes this path, **GO TO CLIFF (THE STAIRS)**.
- **The Elevator:** Out of commission, but the shaft has an emergency ladder. The Lucky Charms might not think of watching a non-functional elevator. If the Crew takes this path, **GO TO CLIFF (THE ELEVATOR)**.
- **The Window:** The apartment the Lucky Charms are holed up in is front-facing. The Crew could try to access it via the living area window, though it would mean breaking through the security bars. If the Crew takes this path, **GO TO CLIFF (THE WINDOW)**.
- **The Light Wells:** The Shark has three central shafts that run the height of the building, covered by frosted glass, designed to fill the hallways with natural light. If the Crew can get to the roof, they can break or cut through the glass cover, then rappel down to the 4th floor. If the Crew takes this path, **GO TO CLIFF (THE LIGHT WELLS)**.

WELCOME TO THE NEIGHBORHOOD

- If at any time the Crew attempts to shut down, infiltrate, or take control of the Shark's NET Architecture, **GO TO CLIFF (SHARK ARC)**.

It is also possible the Crew may split up and try multiple means of entry. If so, be prepared to run more than one scenario.

CLIFF (THE STAIRS)

The Shark has two stairwells, one on either side of the building. Two groups of Pearces, all armed, hold the 3rd floor and 5th floor landings. The doors to the 4th floor are propped partially open, and each is watched by a member of the Lucky Charms. **Pink Heart (SEE PAGE 91)** is on the left and **Yellow Moon (SEE PAGE 91)** is on the right. The Lucky Charms have dragged furniture out of the apartment and are using it as cover (Thick, 20 HP).

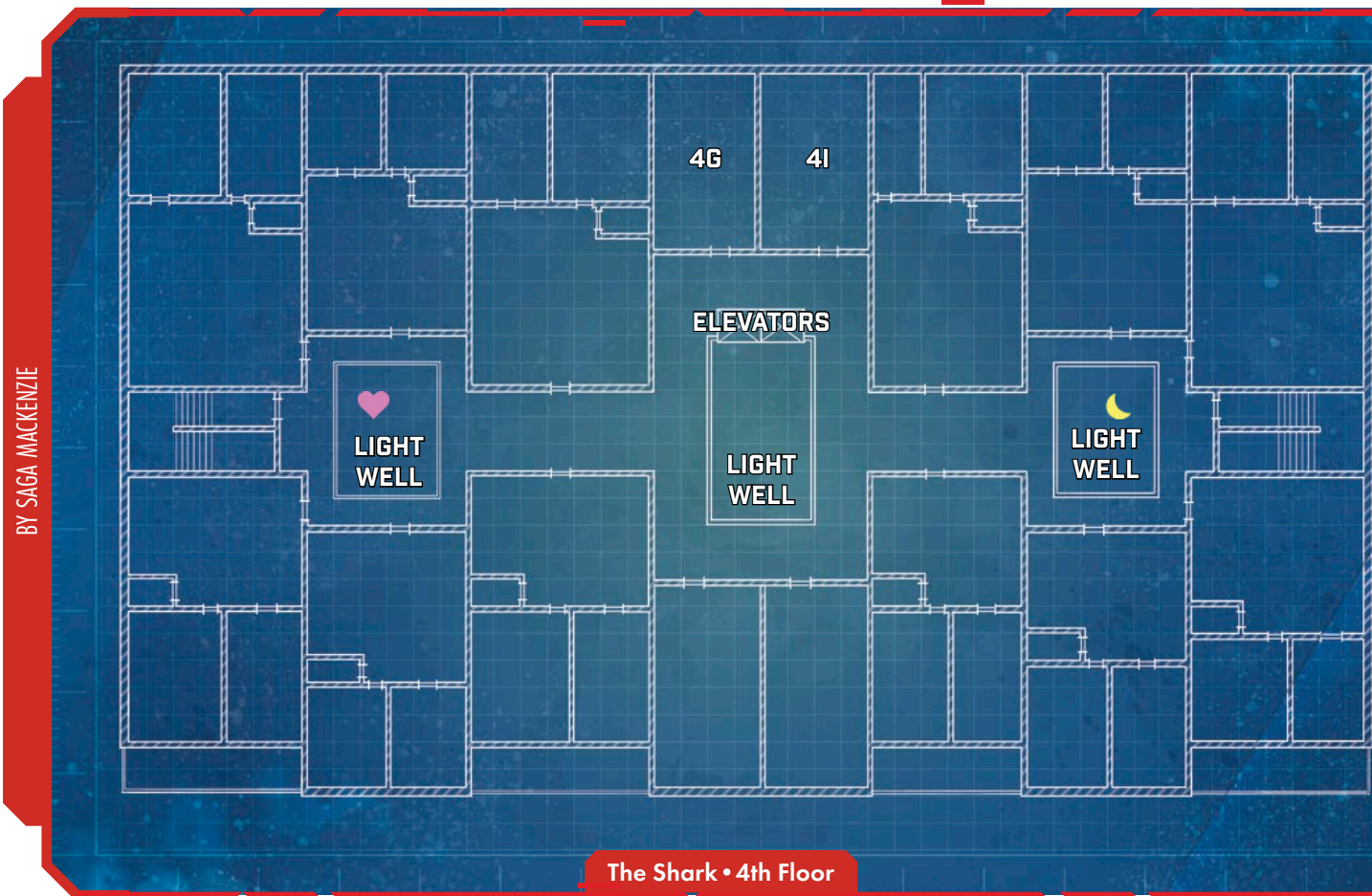
Stealth up from the 3rd floor landing to the 4th without being detected by Pink Heart or Yellow Moon requires an opposed Check — Stealth versus Perception. If Orange Star has control of the building's cameras, give Pink Heart or Yellow Moon a +2 bonus.

Making it out of the stairwell without Pink Heart or Yellow Moon noticing won't be possible without some kind of distraction. Just what the distraction is depends on the Players. A Netrunner in the NET Architecture could flick the lights. Someone could use a Breacher (**SEE PAGE 179**) to hack the guards' Agents and sound an alert. Something tossed behind the enemy might cause them to turn around. If the idea's clever, let the Crew try it.

As long as they haven't been attacked, Pink Heart and Yellow Moon can be persuaded to turn on their Crew with an appropriate Social Skill Check; for example, a Persuasion Check, and promise to escort them down past the Pearces and out to freedom or Bribery Check (they'll each want at least 100eb) to buy them off and let them pass without alerting the others.

Any noise above a quiet conversation (such as gunfire) immediately alerts the remainder of the Lucky Charms. Pink Heart or Yellow Moon will rush to give aid to their comrade, while Green Clover and Orange Star will hunker down and prepare to shoot the hostages.

GO TO CLIMAX (THE RESCUE)



PLAYER SURPRISE!

Decades of gaming have taught us one thing: Players always find a way to surprise you. If they choose a plan we haven't accounted for here, don't panic! Just do your best, improvise, and don't allow indecision to paralyze you. Maybe they've decided to sneak in through the window of an adjacent apartment and burst through the adjoining wall. The DVs from **Cliff (The Window)** still hold firm, but you can throw in a DV13 Perception Check by Green Clover to see if any clatter is noticed. As for the wall, drywall has 15 HP. A single Edgerunner with a Very Heavy Melee Weapon could cut a hole with an Attack Check, allowing the rest of the Crew to leap through and attack.

LAWMEN

If one of the Crew is a Lawman and employed by a law enforcement or security agency, Billy will ask them to "keep your employers out of this mess." If the Lawman decides to use their Backup Role Ability anyway, they can ask for cavalry to come dressed in "plain clothes" to avoid a fuss. If the backup comes in uniform, Billy will groan but still pay up so long as the job is done.

CLIFF (THE ELEVATOR)

Orange Star locked the elevator down on the 1st floor. Pushing up through the emergency access hatch and into the shaft doesn't require a Check, but climbing the old, worn ladder does. Reaching the 4th Floor requires a DV13 Athletics Check. Ask the Players what order the Crew is climbing in and make them roll their Athletics Check in that order. If an Edgerunner fails the Check, they continue climbing but also partially yank the ladder out of the wall, increasing the difficulty for anyone climbing after them (from DV13 to DV15 to DV17 to DV21 to DV24 to DV29). On the off chance six Edgerunners fail their Athletics Check, the ladder breaks entirely, and everyone on it falls 20 m/yds (**SEE CP:R PAGE 181**).

Each floor's elevator doors have a manual release. Activating it doesn't require a Check, but opening the doors while hanging on to the ladder requires a DV13 Athletics or Contortionist Check. The doors open onto the hallway. If Orange Star has control of the building's cameras, they immediately notice the elevator doors opening and sound the alert. Pink Heart and Yellow Moon will rush over to engage in combat, while Green Clover and Orange Star will hunker down and prepare to shoot the hostages.

Otherwise, a Stealth Check versus Pink Heart and Yellow Moon's Perception allows the Edgerunners to reach the apartment door or sneak up on the guards and deal with them quietly. A grapple and choke out (**SEE CP:R PAGE 177**) prevents Pink Heart or Yellow Moon from reporting in.

GO TO CLIMAX (THE RESCUE)

CLIFF (THE WINDOW)

The apartment's living room window faces Grant Avenue and is 20 m/yds above the sidewalk below. Reaching it by free climbing requires a DV15 Athletics Check. If using a grapple gun or hand, the DV drops to 13.

The window is covered with security bars, but they're worn. Ripping them free is automatic for anyone with a BODY of 10 or higher — no Check required and a DV13 for anyone else. Cutting them with an appropriate tool, such as a blow torch or hacksaw, is a DV9 Basic Tech Check. Either method causes enough noise to automatically alert Green Clover and Orange Star, who will call for backup from Pink Heart and Yellow Moon and prepare to shoot the hostages.

Removing the security bars quietly requires a DV17 Basic Tech Check and five minutes, as each bolt is loosened and removed. The bars must then be passed down and either secured or lowered to the ground. Only one Edgerunner can operate on the bars at a time.

Once the bars are out of the way, the Crew can easily smash through the window (no Check) or open it (a DV13 Pick Lock Check) and climb in.

Should the Edgerunners look through the window, they'll find the shades drawn — but anyone with Low Light/Infrared/UV can see the heat signatures of the room's occupants on the other side.

GO TO CLIMAX (THE RESCUE)

CLIFF (THE LIGHT WELLS)

Accessing the roof of The Shark by scaling the wall requires a DV17 Athletics Check for free climbing or DV15 with the right gear. It is somewhat easier to do so from the roof of the future Forlorn Hope by leaping across the narrow alley between the buildings. This reduces the number of stories climbed from five to only three. Climbing up from the roof of the future Hope can only be done with a grapple or similar gear and a DV13 Athletics Check.

Of course, if the Crew has access to an aerial vehicle, they can just fly up to the roof, but unless the ride is a lighter-than-air craft, this involves a lot of noise and alerts the Lucky Charms.

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Once on the roof and among the Pearce family garden boxes and greenhouses, the Crew has the choice of three light wells — one on either side of the building and one in the center. The light wells are covered in panes of frosted bulletproof glass (15 HP), making it difficult to see through them. With a DV21 Perception Check, they can detect shadows of movement somewhere below the left and right light well but no movement beneath the central one. If an Edgerunner possesses Low Light/Infrared/UV, reduce the Perception Check DV to 17.

Smashing through the glass means doing more damage than it has HP, but is noisy and immediately alerts the Lucky Charms below. Pink Heart or Yellow Moon runs to their comrade as needed and they open fire on anyone they see. Cutting through the glass quietly requires an appropriate tool and a DV15 Basic Tech Check. If they succeed, the Crew can use ropes to scale down to the 4th floor with a DV13 Athletics Check.

If the Edgerunners climb down from the outside light wells, neither Pink Heart or Yellow Moon thinks to look up, so the Crew gets one free Action to subdue them. If the Edgerunners climb down from the central light well, they come in behind the elevator column, which obscures them from the camera.

GO TO CLIMAX (THE RESCUE)

CLIFF (THE SHARK ARC)

Orange Star has control of the Shark's NET Architecture. It controls an observation camera on the front door, one facing the sidewalk, and one trained on the elevator doors on each floor. The NET Architecture also gives access to the elevator and the hallway lights on each floor. Orange Star has dropped a Virus (DV10 to delete using a competing Virus) in the NET Architecture, forcing it to acknowledge them as the system operator and anyone else Jacking In as an enemy. Orange Star is Jacked In and currently on the second floor of the NET Architecture, watching the cameras, and will oppose any Netrunner they encounter.

An easy way to neutralize the threat of the NET Architecture and cameras is to shut down the Shark's electricity. Billy Flight will be reluctant to do so, as a sudden shutdown could pop the circuits and cause

damage he needs to repair, so the Crew will need to convince him with an appropriate Social Check versus his Concentration.

Shutting down the NET Architecture could cause problems for the Crew if the GM decides this scenario takes place at night. Without natural light flowing in from the light wells and windows, the GM should feel free to apply penalties for low-lighting conditions (**SEE CP:R PAGE 130**).

GO TO THE APPROPRIATE CLIFFHANGER BASED ON THE CREW'S PLANS or to CLIMAX (THE RESCUE)

CLIMAX (THE RESCUE)

Green Clover (**SEE PAGE 92**), **Orange Star** (**SEE PAGE 91**), and **Blue Diamond** are holed up in **Apartments 4G and 4I** (they've bashed open their shared wall, creating a hole between the two). They have two hostages, who are tied up and gagged with duct tape. The apartments are between tenants, so the rooms are stark, with only some cheap furniture occupying the space. The doors aren't locked.

Where the Lucky Charms are in the apartments depends on how loud the Crew was in reaching the 4th floor.

If the Crew made it to the apartment without being detected, **Blue Diamond** and **Orange Star** are in **4I**. **Blue Diamond** is unconscious and resting on a pile of plastic tarps while **Orange Star** paces, either keeping watch on the NET Architecture or swearing because they've lost access. **Green Clover** is in **4G**, hunkered down behind a cheap desk (HP 15). Each hostage is duct taped to one side of the desk — one on **Green Clover's** side and one on the other side. Both **Orange Star** and **Green Clover** are watching the doors, not the windows, and they'll focus on the Crew and not the hostages if combat begins.

If the Crew was detected, **Blue Diamond** is still unconscious and on the pile of tarps in **4I**, but both **Green Clover** and **Orange Star** are in **4G**. They're facing whichever direction they believe the threat is coming from (door or window), and each is using a hostage as a human shield (30HP while alive, BODY 3 when dead. **SEE CP:R PAGE 184**). As soon as they detect an Edgerunner coming in through the door or window, **Green Clover** threatens to shoot a hostage.

WELCOME TO THE NEIGHBORHOOD



BY ADRIAN MARC

Green Clover and a Hostage

A successful Human Perception Check against Green Clover's Acting shows they're not bluffing. They will use their first Action in combat to shoot the hostage. A Human Perception Check against Orange Star's Acting proves the Netrunner is reluctant to kill their hostage. They'll continue to use the poor choomba as a shield while firing on the Crew.

How the Crew resolves the situation is up to them. Combat is certainly an option, but might endanger the hostages. Green Clover will agree to release the hostages if the Lucky Charms are promised safe passage. This requires an opposed Social Skill Check against an appropriate Skill on Green Clover's side. Give the Edgerunner running the negotiations a +2 bonus to their Skill Check if someone on the team offers medical aid to Blue Diamond.

Unless they're talked down, the Lucky Charms continue to fight until they're dead or subdued. They've been pushed into survival mode by the situation.

Billy Flight didn't ask for information on why the Lucky Charms raided the building, but if interrogated, the invading crew breaks with the right opposed Social Skill Checks and admits Continental Brands hired them to smash up the rooftop garden.

If the hostages survive, **GO TO RESOLUTION (HAPPY ENDING)**. If either (or both) of the hostages die, **GO TO RESOLUTION (BITTER ENDING)**.

RESOLUTION (HAPPY ENDING)

If the hostages survive and the Lucky Charms are subdued or killed, the Crew has befriended the Pearces, who give them a box of fresh veggies worth 500eb. They can eat it or sell it. Their choice.

The Pearces will take care of the Lucky Charms.

"We'll see how lucky they are for our garden, yeah?"

If the hostages survive and the Crew promised the Lucky Charms safe passage, the Pearces will honor the agreement but not offer a reward of fresh produce.

If the Crew figured out who hired the Lucky Charms, the Pearces, and Billy Flight aren't surprised.

"They've tried shit before. They'll try shit again. Not much we can do about it but keep an eye out. Thanks."

As agreed, Billy Flight pays the Crew 1,000eb and promises to think of them if more work is needed in the future. Likewise, he suggests they come to him if they have a need. He'll also ask for Marianne Freeman's number.

"I doubt it is a coincidence, a group of Edgerunners arriving at the same time the owners of The Forlorn Hope buy a building in Woodland Park. I would like to be a good neighbor."

GO TO JOB HUB

RESOLUTION (BITTER ENDING)

If one or both hostages died and the Lucky Charms are subdued or killed, the Pearces will insist on taking care of the remaining invaders.

"We'll see how lucky they are for our garden, yeah?"

If the Crew figured out who hired the Lucky Charms, the Pearces and Billy Flight aren't surprised.

"They've tried shit before. They'll try shit again. Not much we can do about it but keep an eye out. Thanks."

As agreed, Billy Flight pays the Crew 500eb and promises to think of them for work in the future. Likewise, he suggests they come to him if they have a need.

He'll also ask for Marianne Freeman's phone number.

WELCOME TO THE NEIGHBORHOOD

"I doubt it is a coincidence, a group of Edgerunners arriving at the same time the owners of *The Forlorn Hope* buy a building in Woodland Park. I would like to be a good neighbor."

GO TO JOB HUB

JOB (BOYS' NIGHT OUT)

It's a tree eat intern world!

BACKGROUND (READ ALOUD)

In the triangle formed by Acorn Street, Moss Street, and Grant Avenue stands a grove of tall palm trees. Judging by their height, they sprouted years back. Untended, they would have died long ago, but posted signs declare this grove property of Biotechnica, and an electronic monitoring collar wreaths each tree.

THE REST OF THE STORY

This is an experimental grove of palm trees tended by Biotechnica. Technicians visit once a week to check and maintain the grove.

Infobox: Biotechnica (DV9)

The world's biggest biocorp, specializing in genetic engineering and biochemical research. They own the patent for CHOOH^2 and most of the medicines being slung by Medtechs during the Time of the Red. They're also one of the largest employers in Night City. For more information, SEE CP:R PAGE 268.

Each tree is fitted with an external biomonitor, and everyone in the neighborhood knows not to mess with them since doing so will set off an alarm and summon a Biotechnica strike team.

Most of the trees are relatively normal, with various genetic modifications designed to increase their resistance to pollution, drought, background radiation, and other environmental factors. However, one tree on the southwest side of the triangle is a truly amazing experiment: a hybrid with DNA spliced from *Dionaea muscipula*, aka the Venus flytrap. This tree keeps down the local rat population by luring them into its skirts

and crushing them with its fronds. Perhaps more disturbing, the flytrap genes have been supercharged to accelerate the digestion process. It happens in minutes instead of hours.

This tree is dangerous to climb, so naturally, someone does.

That someone is Brendan Haight, an intern working on the nearby Dynalar campus. After having one too many drinks at Xanadu, the roller rink/night club just to the south of the grove, Brendan took an interest in the tree and bet his buddies that he could climb up and retrieve a frond.

Infobox: Dynalar Technologies (DV13)

A prominent cyberware manufacturer responsible for a wide range of products. Roughly half the cybernetic implants currently installed in Night City residents were manufactured by Dynalar (or is a Dynalar knock-off built by local Techs). Their most recent triumph involves the return of their patented Cyberfinger system to the open market.

Brendan actually succeeded at scaling the tree, hugging the trunk, but as soon as he reached the top of the skirt, the lowest ring of fronds slammed down, pinning him in place. His screams and those of his friends have attracted an interested, if not helpful, crowd.

SETTING

The palm grove sits east of the main neighborhood and north of Xanadu, a local club and roller rink. The grove is clearly marked as the property of Biotechnica and each palm tree is fitted with a metal collar containing an external biomonitor near the base.

THE OPPOSITION

- A 5 m/yd tall **palm tree** that is both suffocating and slowly digesting the unfortunate Brendan. The timing is tight; Brendan can survive for a few minutes but not long enough for the Crew to engage in an extended planning session.
- Brendan's friends are a group of young, fit, and extremely drunk **Dynalar interns**. They are

WELCOME TO THE NEIGHBORHOOD

enthusiastic about helping but incapable of providing either good ideas or capable assistance. They aren't so much opposition as much as potential hindrances.

THE HOOK

As Edgerunners, you're used to the sound of screams and gunshots as the heralds of something interesting — and possibly profitable. It is, therefore, a little puzzling to round a corner and be faced with half a dozen professionally dressed young men shouting at and taking potshots at a tree while the locals look on at the free entertainment.

After a moment, one of the men grabs the nearest member of the Crew and yells, "It's eating Brendan!!" while gesticulating at one of the palm trees. Now you can see a pair of stylish loafers sticking out from under a collapsed ring of fronds, kicking feebly.

You've noticed the grove before, complete with "Property of Biotechnica" signs bearing a contact number. You just had no idea some of the trees were capable of killing a person.

GO TO CLIFF (SAVING BRENDAN)



BY JOSHUA CALLOWAY

CLIFF (SAVING BRENDAN)

Time is of the essence. If the Crew doesn't understand the urgency, one of the locals will comment.

"Ain't the first time this has happened. I figure the doomba's got maybe five minutes before the tree crushes him to death. Then, maybe an hour before the body's digested. Best not to mess with it, though. If a tree's hurt, Biotechnica sends an armed squad out, and they can get pretty damn cranky."

If you want to amp up the pressure on the Players, set a real-world timer for 5 minutes and place it where the rest of your group can see it.

If the Crew wants to get involved, they can try some tactics to free Brendan. If they demand a reward from Brendan's choombas, they can salvage 100eb of grubby physical bills between them. A DV9 Persuasion Check is required to convince the drunk saps to pay in advance.

► Climbing ◀

Climbing the tree requires a DV15 Athletics Check. Any damage done to the fronds crushing Brendan will cause them to relax, freeing him. A Crew member must succeed at a DV15 Athletics Check to catch Brendan or he'll take fall damage when he hits the ground below, unconscious. Climbing the tree does not trigger the sensors of the external biomonitor.

► Timber! ◀

Cutting the tree down isn't the easiest job. The tree's bark is the equivalent of Light Armorjack (SP11), and it has 30 HP. Of course, it can't exactly evade attacks. Harming the tree triggers the sensors of the external biomonitor.

► Bend It ◀

This particular palm tree is flexible. If the Crew can grapple or lasso the top of the tree (a DV13 Athletics Check), they can try to bend it low to the ground. Doing so requires no Check, but the combined BODY of everyone pulling on the rope must be 20 or higher. Someone can yank Brendan free once the tree is bent down by damaging one of the fronds. This will not trigger the sensors of the external biomonitor so long as the tree springs back upright within 30 seconds.

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► Trick Shooting ◀

Shooting the palm tree's fronds to force it to release Brendan won't be easy. It is the equivalent of an Aimed Shot (SEE CP:R PAGE 170) and requires two successful Attack Checks to do the trick. The fronds will relax, releasing Brendan. He'll hit the ground below and be knocked unconscious. This will not trigger the sensors of the external biomonitor.

► Calling for Help ◀

Calling the number on the sign might be the most frustrating route. First, the Edgerunners must navigate a long menu of options, and then they need to wait on hold. If you're running a timer, play bland muzak and ignore your Players until it hits 1 minute left. Then, have a rather sleepy scientist respond. Being told the situation, the scientist is thrilled to know the tree is not only capable of killing rats but "able to handle prey up to human size." Convincing the scientist to help requires a DV13 Persuasion Check, at which point they'll activate an electrical surge built into the tree's external biomonitor. The pulse will force the fronds to relax, and Brendan will fall to the ground below, unconscious. He takes fall damage (SEE CP:R PAGE 181) unless caught.

► Mess With the Biomonitor ◀

If the Edgerunners so desire, they can tinker with the tree's external biomonitor. Tuning it so it won't alert Biotechnica if the tree is damaged requires a DV17 Electronics/Security Check and 1 minute of time. If the Edgerunner making the Check beats a DV21 or higher, they notice the device can deliver an electrical shock to the tree and activate the function. Once the shock is activated, Brendan falls from the tree and hits the ground, unconscious. He takes fall damage (SEE CP:R PAGE 181) unless caught.

GO TO CLIMAX (OUT OF THE TREE)

CLIMAX (OUT OF THE TREE)

If the Crew doesn't intervene, Brendan is crushed to death at the end of five minutes. The tree finishes digesting him an hour later.

Otherwise, the Crew likely saves the poor doomba. He's suffering from broken ribs and acid burns over most of his body, but he's alive.

GO TO RESOLUTION (SWAYING PALMS)

RESOLUTION (SWAYING PALMS)

Assuming Brendan survives, his choombas rifle through his pockets and pull out his Trauma Team card, snapping it to summon help. A Trauma Team AV arrives minutes later and evacuates him. The choombas pay the Crew any money owed, then wander off towards Acorn Towers.

If Brendan died, the choombas just wander off after ten minutes or so because "they can't afford to be late for work tomorrow." One of them is already wondering if Brendan's stuff at the office is up for grabs. It is up to the Crew to decide if they want to contact the cops or Biotechnica about this incident. It doesn't matter to the locals; if he was stupid enough to climb up there, he's stupid enough to be plant food. Either way, they'll laugh about this story for a long time.

If the tree's external biomonitor was triggered, an armed Biotechnica team arrives thirty minutes later — much too late to help poor Brendan. Their concern is the tree. If it was harmed, they'll conduct an investigation to determine the culprit. The GM is free to make this a close-call scare for the Edgerunners or expand the incident into a whole new plotline, as the Biotechnica team zeroes in on the Crew, intending to charge them a 10,000eb replacement fee.

GO TO JOB HUB

JOB (WHEELS ON FIRE)

Sex, drugs, and roller derby, babies!

BACKGROUND (READ ALOUD)

In Woodland Park, a large chunk of the local entertainment is supplied by The Muses, a semi-pro roller derby squad with a fondness for electronica, skating, and a look inspired by old movies — legwarmers and big hair. They're a common sight around the neighborhood, buzzing groups of Dynalar wage slaves and handing out flyers for whatever events they have scheduled at their headquarters, a former shipping depot turned roller rink and club known as Xanadu.

THE REST OF THE STORY

The Muses make their money by running club nights at Xanadu; a shipping depot turned roller rink sandwiched between Jackson Street and Francis Street. They use the

WELCOME TO THE NEIGHBORHOOD

money to equip the squad and pay their salaries and bills. During the roller derby season, they host regular bouts at Xanadu, taking on one of a dozen or so other semi-pro squads in the Night City Wonderland League.

Infobox: The Woodland Park Muses (DV17)

Based out of Woodland Park, The Muses are not just a roller derby squad but a poser gang, mixing 1980s big-hair style and ancient Grecian fashion sensibilities. They're as well known for hosting parties in Xanadu, their arena/nightclub, as they are for their rhinestone-studded razzle-dazzle on the track.

This month, they were supposed to battle the Dockside Billhooks, a squad from the Upper Marina, but an unfortunate event relating to smuggled goods and unpaid bribes has left much of the opposition in NCPD custody. The other teams in Night City aren't available to fill in on short notice, which is a problem. A semi-pro sports team lives game to game, so a canceled bout could spell trouble for The Muses.

Which is why they reach out to the Crew to replace the Billhooks. The Edgerunners don't need to win the bout; just excite the crowds and convince them to bet on the game. The Muses will give the Crew an appropriate cut of the action for the night — an estimated 2,000eb, total.

THE SETTING

The Muses make their home in Xanadu, a two-story building covered in neon-bright graffiti located between the Dynalar Campus and Acorn Towers.

Inside the building, the ground floor has been converted into a roller rink, complete with seating. The upper floor wraps around the building with open space in the center. Attached to the upper floor walkway are offices, communal living spaces, and chairs for fans who cough up money for the good seats.

THE OPPOSITION

- The current captain of The Muses is **Calliope**; she doesn't compete anymore but manages the team and club. She is perfectly capable of fighting if need be.

- The remaining **Muses** are biosculpted for the wide-eyed, high cheekbone look and favor high perms or mullets. They're all solid athletes.

THE HOOK

A young man in distressingly tight pants skates up to you, expertly t-stopping. You may have seen him or his mates skating around the neighborhood before, blasting cheerful pop music from oversized, shoulder-mounted radios.

"Hey there, you beautiful people! Our captain, Calliope, has a lu-cra-tive proposition for you! Can you drop by Xanadu this evening? Free entry and the first round of drinks on the house! See you there, 7pm, be looking sharp!"

He hands you a token marked with a shiny gold lyre and promises the bouncer will let you right in if you flash it. Then he winks, offers a huge smile, and skates off.

Anyone in the neighborhood can identify the Muses and Xanadu. Everyone knows their leader's name is Calliope.

The promise of a job and free drinks should be enough to pique the Crew's interest, especially since the skaters have been a fixture in the neighborhood since they arrived. Assuming they decide to go, it's a chance to get booted and suited, with some Wardrobe & Style and Personal Grooming Checks. The token will get them in, but a Check against a DV15 or better gains them positive attention for having put the effort in.

GO TO DEV (THE B TEAM)

DEV (THE B TEAM)

Xanadu is shining in neon spotlights, and you can feel the music in your bones from across the street. There's a queue to the door, but you're ushered past them as soon as the bouncers spot your token. Inside, there's a counter with lockers, where everyone is asked to stow their weapons, and a place to snag some skates if you don't have any. Then it's into the club.

The focal point is the roller rink, where clubbers dance and skate past the DJ's booth in the center. There's a bar at the back under the second-floor walkway doing solid business, and the atmosphere is as upbeat as the music. One of the bouncers follows

WELCOME TO THE NEIGHBORHOOD

you in and directs you up a ramp on the right-hand side to where a woman in a shimmering white chiton oversees the proceedings. She leads you into a sound-proofed room and plants herself on the corner of the desk that dominates it.

This is Calliope. She thanks the Crew for coming and lays out the problem.

"Thanks for coming, babies! We had a roller derby bout scheduled for Friday, and ticket sales have been dy-na-mite! We're sold out in advance! There's just one tiny snag — the Billhooks, the other squad, got busted by the fuzz. If we have to issue refunds, it'll wreck our budget for the rest of the season. I refuse to lay down and die, though, so I came up with a plan.

"We'll make a new team and play them. All we need is players. That'll be you. If you've run the Edge, you're tough enough to survive a jam and give the crowd a good show. We'll pay you the Billhooks' share of the pot ... about two grand. Inspired to play, babies?"

A DV15 Human Perception Check reveals Calliope is really under pressure. She isn't lying. If they don't play this match, the team is sunk. Maybe for good.

Calliope promises to provide the Crew with all the kit they need, including fleshing out the squad with The Muses B ranks if they are short players. She'll also ensure the Crew learns "the lay of the track" — it shouldn't be hard. Many of their skills as Edgerunners are "transferable."

If the Crew agrees, Calliope asks them to return the next day so the lessons can begin. For now, though, she gives each Edgerunner present a voucher for five free drinks.

"Have fun, babies!"

► Bar Brawl? ◀

Despite the pop atmosphere, Xanadu can be a rough-and-tumble place. If, as GM, you're feeling a lack of action, feel free to start a bar brawl! As long as it stays relatively non-lethal, the bouncers won't interfere and kick people out until at least 3 Rounds have passed.

**When the Crew decides to leave,
GO TO DEV (RANDOM ENCOUNTER)**

DEV (RANDOM ENCOUNTER)

You've just left the club, the pounding music still shaking in your teeth, when you notice a devastatingly pretty young man, a keytar strapped to his back, bouncing the hard way along the sidewalk.

"Don't care if you're a stone fox, Random!" the bouncer shouts as they dust off their hands, "You're banned from Xanadu until the Newton triplets forgive ya!"

The young man in question is Random, a keytar player and serial heartbreaker. His latest conquests — Sandy, Olivia, and Kira — are triplets and Muses. Random got sloppy and scheduled a date with all three of them tonight.

He's fairly blase about the incident and happy to talk (and flirt) with the Crew if they start a conversation. Convincing him to play his keytar as part of an audition tape for Grace Steel doesn't require a Check — just a quiet spot away from the pounding beat of Xanadu where the musician can show off his skills.

GO TO DEV (LEARNING THE ROPES)

BY STORN A. COOK



Calliope

WELCOME TO THE NEIGHBORHOOD

DEV (LEARNING THE ROPES)

The Crew has a day to learn the basics of roller derby, Night City style.

If they think of performing a Library Search (DV9), they'll find a plethora of videos on the Data Pool, including several of The Muses in action.

When they show up the next day, Calliope and a few key Muses run the Crew through the basics, drilling the rules into their heads. This is a good time to share the in-game rules and out-of-game mechanics (**SEE PAGE 183**) for roller derby with your Players if you haven't already done so.

Roller Derby is rough but rarely lethal, and the hosts are expected to have at least one Medtech on standby in case of severe injury. Players with Trauma Team contracts are required to suspend them for the duration of the match. This is because of an unfortunate incident five years ago when a Trauma Team AV smashed through the roof of the Watson Whammers' arena and opened fire on their opponents.

Calliope has a few questions for the Crew when the lesson's done.

"What are you naming your squad? What'll your colors be? What about your logo?"

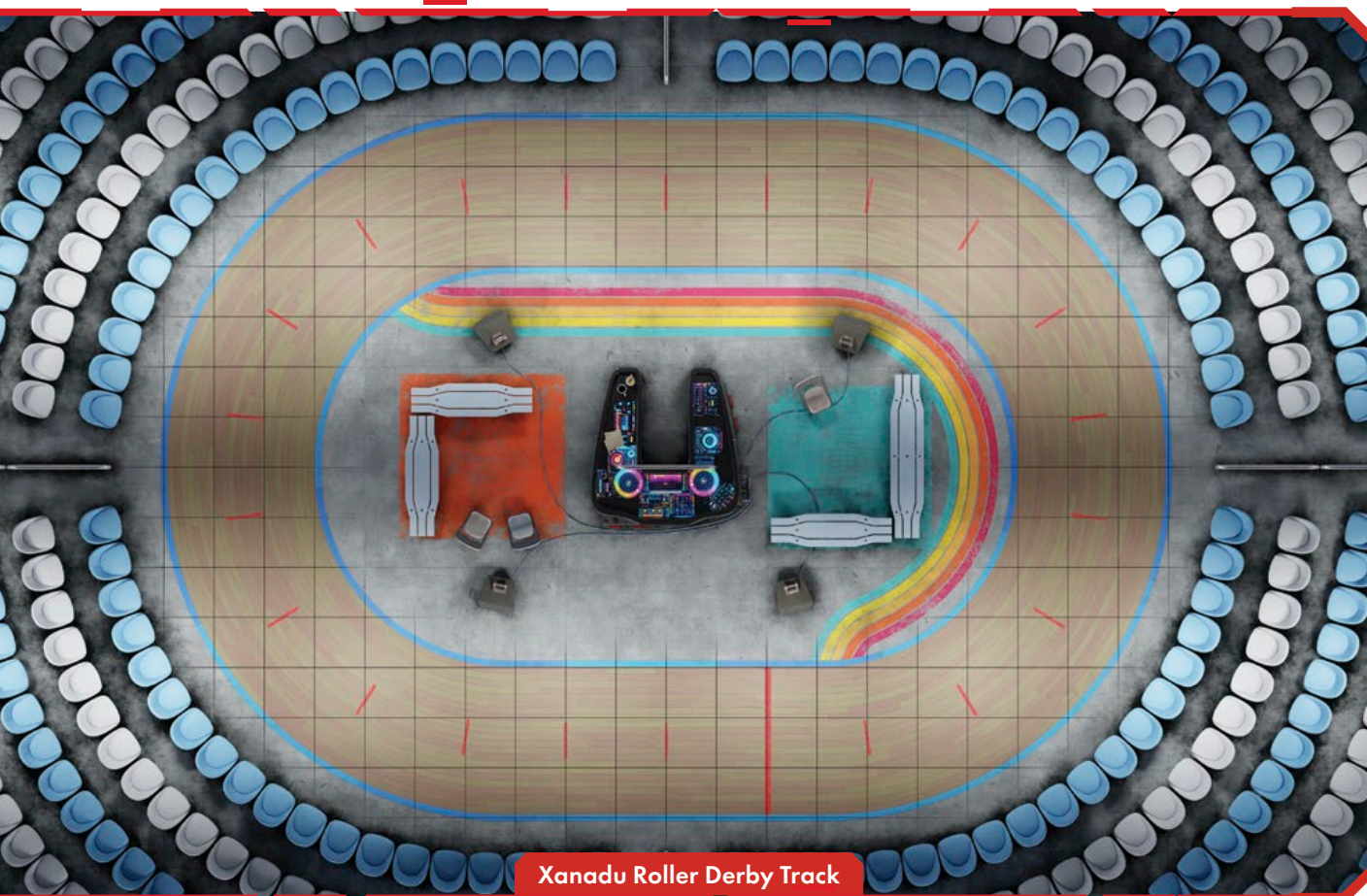
Encourage your Players to engage here and spend time worldbuilding. They'll get more into the upcoming bout if they feel like they're part of an actual squad.

GO TO CLIMAX (MATCH NIGHT)

CLIMAX (MATCH NIGHT)

When the Crew arrives the following day, the Muses are in full swing, setting up the track for the coming bout. They are introduced to the Newton triplets (Sandy, Olivia, and Kira), who fit the Edgerunners with skates and ensure their armor pads are securely strapped in place. Best of all? The skates and armor are blinged out to match the colors and logo the Crew thought up last night!

The triplets also introduce the Crew to any backup **Muses (SEE PAGE 90)** joining their squad to fill their ranks out to five players.



BY ZOVVA RPPG

Xanadu Roller Derby Track

WELCOME TO THE NEIGHBORHOOD

The Crew must play wearing roller derby padding and helmets (SP7 each).

As evening falls, there's nothing left to do but maybe place a bet and wait for the match to begin. The Muses are the clear favorites for the night.

If an Edgerunner bets on themselves and their Crew wins, they get 3eb for every 1eb wagered. If an Edgerunner bets on their opponents and the Muses win, they get 1.5eb for every 1eb wagered. The maximum bet is 500eb.

Calliope acts as MC, introducing the teams and the players from the high walkway. She revs up the crowd, and then it's game on. The Crew versus the **Muses** (SEE PAGE 90). Technically, a bout consists of several jams, but only play one out and use it to determine which squad wins.

Once the match ends, **GO TO RESOLUTION (GOOD GAME)**.

RESOLUTION (GOOD GAME)

Win or lose, as long as the Crew finished the bout and played fair, they get paid their cut of the take: 2,000eb. They can also collect their winnings if some earlier gambling paid off.

Calliope's happy, and the Crew's cuts, bruises, and new scars will be a memento of an evening of good, clean fun.

GO TO JOB HUB

JOB (TURF WAR)

How doth the little Alligator...

BACKGROUND (READ ALOUD)

The Burning Bright Bodega is cramped, hot, and rammed with almost anything you might want or need to buy, as long as it isn't too expensive. At the back of the store, the counter is open to one side, giving the shotgun-toting owner a clear field of fire. The

middle-aged woman eyes you cautiously; Ella Corella seems in a foul mood. Maybe you can brighten her day?

THE REST OF THE STORY

Ella inherited the Burning Bright from her grandmother. Or possibly aunt — the relationship with her parents could have been more precisely communicated.

Since then, she's run the place with an iron fist, keeping the neighborhood supplied with whatever random selection of goods she can stock her shelves.

Her next-door neighbors are Nana and Pop Pop, the owners of a recreational substances shop named Breeze. In addition to traditional sales, both stores offer local deliveries via a network of skateboarding kids.

All was well for the shopkeepers until the Albino Alligators rolled in and started causing trouble. Tarquin, a mid-level boss, has ambitions beyond having a good time and causing mayhem. She's decided the future of Night City is in real estate and figures Woodland Park will make for a great start in her new empire. All she needs to do is convince the locals to sell via a slow and steady intimidation campaign.

It began with smashed windows and trash fires two nights ago, but the locals just patched things up and ignored the damage. So, last night, the Alligators targeted the skateboard couriers — stealing their packages, and smashing their boards. That drew Ella's attention. No goods delivered means no payments for said goods. Plus, Ella's protective of her kids. This is why she needs the Crew to perform some animal control and turn the Alligators into handbags.

SETTING

The bulk of the action takes place on the streets of Woodland Park. The Crew won't need to go to the Albino Alligators. The boostergangers will come to them.

KEEPING IT SIMPLE

*If you don't want to run a unique combat event using the Roller Derby rules **ON PAGE 183**, ask for an Athletics Check from each player on the squad and make one for each opposing Muse. Compare the opposing Checks, highest to highest, next highest to next highest, and so forth. The squad with the most wins here takes the night.*

WELCOME TO THE NEIGHBORHOOD

THE OPPOSITION

- The **Albino Alligators** are a gang operating out of Rancho Coronado. They get their name from their shirts, which were originally promotional items for the now-abandoned car wash they call home. The black shirts have a white cartoon alligator logo on the back and permanently popped collars. In the grand scheme of Night City's hierarchy of gang power, the Albino Alligators are low on the ladder, but when hopped up on drugs and decently armed, they're still a threat to an isolated neighborhood on the edge of Night City.
- This particular cadre of Alligators is led by **Tarquin**, a woman who dreams of transforming the gang into a real estate empire.

THE HOOK

Ella Corella is a middle-aged woman with devil-red skin and flames painted on her right cyberarm. She speaks with a slight French accent to her Streetslang and always keeps her shotgun within reach. When you arrive at the Burning Bright Bodega, she ushers out a few customers and activates the neon CLOSED sign.

"I want you to know I am not naïve; I know how things are usually done. You pay protection, and the local gang makes sure nothing bad happens to you. But the doombas running rampant over Woodland Park these two nights are tourists, not locals, and they aren't even asking for money! These Alligator people are making a mess of our neighborhood, and last night they assaulted my children!"

Based on the description of the perpetrators, a DV13 Streetwise Check is all that's needed to identify the gang as the Albino Alligators.

Infobox: The Albino Alligators (DV17)

A minor gang operating out of an abandoned car wash in Rancho Coronado. They get their name from promotional polo shirts the car wash printed before it died: black with a white alligator mascot printed on the back and a permanently popped collar. They're a minor nuisance as gangs go but since there's always more shirts, there's always more Alligators.

Ella wants to end this mess before it advances further. She's spoken to the owners of the various local businesses. They can't offer much money — only 100eb per Edgerunner — but they can offer a trade in goods worth enough to supply one half of the Crew (rounded up) with a free month of Generic Prepak Lifestyle.

Once they've accepted the offer, Ella suggests the Crew take a walk one door down to Breeze and talk to Nana and Pop Pop. They have more information on the Alligators.

GO TO CLIFF (THE LOOKOUT)

CLIFF (THE LOOKOUT)

Lurking next to the Data Term opposite the bodega is a young man in a tightly zipped black jacket who keeps watch on the bodega. There's a beat-up old motor scooter parked on the sidewalk next to him. This is **Sin Gin (SEE PAGE 90)**, a lookout for the Albino Alligators.

Since his jacket is closed and not showing off his gang colors, spotting Sin Gin as suspicious requires a DV15 Human Perception or a DV17 Local Expert Check.

When Sin Gin spots the Crew leaving the bodega, he speaks rapidly into his disposable cell phone. Understanding what he's saying requires a DV13 Lip Reading Check or Amplified Hearing and a DV15 Perception Check.

"No. No, Tarquin, they look like hard cases. Yeah, they're armed. You want me to warn them off? Eff that! I ain't talking to them on my own. Fine. Fine, I will."

Sin Gin lobs a paint grenade across the street at the bodega. It lands on the sidewalk, splattering the front of the shop, and any Crew members standing there, with white paint.

He shouts, *"Next time it'll be a real grenade!"* and leaps onto his **scooter (SEE PAGE 90)**, zooming away up Moss Street, turning right onto Acorn, and then left onto Crockett.

Depending on the Crew, this could mark the start of combat. Sin Gin isn't interested in dying. He rides away for all he's worth until he's caught or escaped. If the Crew happens to have a vehicle nearby and gives chase, use the Chase rules (**SEE PAGE 180**) to determine the outcome.

WELCOME TO THE NEIGHBORHOOD

If he's captured, the Edgerunners can pit their Social Skills against Sin Gin's in order to interrogate him. Suspecting he's an Albino Alligator isn't hard — he's wearing the shirt under the closed jacket. He'll admit he works for a gang underboss named Tarquin and thinks this whole operation is a territory push. If asked, he has a phone number for Tarquin.

Sin Gin was planning on driving back to the gang's headquarters in Rancho Coronado before being snagged. He doesn't know what the gang plans to do tonight. Sin Gin is only a daytime lookout. At night he works a concession stand at Playland by the Sea to earn some money for him and his mom.

If the Crew continues on to the Breeze, **GO TO DEV (NANA AND POP POP)** If they try to call Tarquin, **GO TO DEV (CONTACTING TARQUIN)**.

DEV (NANA AND POP POP)

Breeze isn't a large establishment, tucked as it is between the bodega and the cube hotel. A few oil drums have been polished and serve as tables for those partaking in Nana's offerings on the premises. Aside from the ubiquitous cans of Smash in a small fridge behind the counter, Breeze offers a selection of homemade street drugs cooked in the basement kitchen.

The store is set up like a tiny bar, and Nana will happily chat cheerily about the merits of their product while also providing a friendly ear and dispensing advice on anything from pie recipes to relationships to the best comedown cushions. Periodically, her husband, known to all as Pop Pop, emerges from his basement to greet the regulars and refresh the supplies.

Nana is a grandmotherly-looking woman with an English accent. When asked about the Albino Alligators, she sounds more annoyed than angry.

"Oh, those children are so rude! Do say you're going to do something about them, won't you? They need to be taught a jolly good lesson!"

Always a little high on her own supply, it takes a DV9 Conversation Check to remind her she knows something more about the Albino Alligators.

"Why yes! Of course! How silly of me to forget. Pop Pop saw them the other night, parked ... where was it, Pop Pop?"

"Corner of Acorn and Moss, Nana!"

"Yes, yes. You can't see the corner from here because of the hill in the way."

"This was two nights ago. I was walking home from a harvesting trip in the Badlands when I saw a group of them tumble out of a small caravan. At the time, I thought maybe they were walking to Xanadu, but that night they started breaking windows and setting fires."

With a DV13 Conversation or Persuasion Check, an Edgerunner can draw one further detail out of Pop Pop.

"A lady seemed to be in charge of the group. I heard one of them call her something. Tarter? Turtle? Tardigrade? Tarquin! Yes! That's the ticket. Tarquin!"

Neither Nana nor Pop Pop know if the Albino Alligators parked there again last night.

If the Crew has contact information for Tarquin and wants to call her, **GO TO DEV (CONTACTING TARQUIN)**. If they want to wait until nightfall and confront the Albino Alligators directly, **GO TO CLIMAX (GATOR FIGHT)**.



Nana and Pop Pop

HELP FROM THE LOCALS

If the Crew decides to rally the locals to the defense of Woodland Park, the number of Albino Alligators involved increases dramatically but most of the action occurs off-screen, as the Pearces, Billy Flight, Ella, and others battle it out with the extra members of the gang while Tarquin and her direct troops fight the Crew. If you want to add to the tension, at the bottom of each Round, roll 1d6. On an even, describe a local triumphing over a ganger. On an odd, describe a ganger injuring a local.

Conveniently, when the Crew wins, the locals do as well.

ALLIGATOR ASSAULT

By this point, your Crew shouldn't find a group of mooks this size difficult, but you never know. If your dice are hot and the Players' dice aren't, it could go poorly. If things are looking bleak and you want to give the Crew a fighting chance, add a few neighborhood folk to the mix. Ella or the Pearces might be enough to tip the scales.

DEV (CONTACTING TARQUIN)

The Crew might have gotten Tarquin's number from Sin Gin, but there are other ways to obtain it. A Fixer or Media Edgerunner can use their contacts to acquire it with a DV15 Streetwise Check. Billy Flight or another NPC Fixer can obtain it with no Check and will charge 50eb for the information. And, of course, the Crew might have their own contacts made through the course of their career to call upon. Feel free to reward creativity.

If the Crew calls Tarquin, she'll be all too happy to chat. Her voice oozes superciliousness as if she barely considers the Crew worth her time. She's aware a group of Edgerunners can be a concern, but she honestly believes her superior numbers guarantee victory. Even if she loses most of her own gang, there's always more where they came from.

An opposed Conversation Check will draw the truth out of Tarquin — she wants the locals to sell their property to the gang for a song or just flee altogether so her gang can move in and claim the neighborhood. No amount of talk over the phone will convince her to change the big plan.

If the Crew pisses Tarquin off, she'll hang up. Otherwise, she'll suggest meeting after sunset in the Badlands opposite Woodland Avenue to "make a deal."

If the Crew decides to visit Breeze, **GO TO DEV (NANA AND POP POP)**. Otherwise, **GO TO CLIMAX (GATOR FIGHT)**

CLIMAX (GATOR FIGHT)

There's very little chance of resolving this situation without violence. **Tarquin (SEE PAGE 92)** is too stubborn and egotistical to back down.

The Albino Alligators arrive around sunset in two beat-up old camper vans. In addition to Tarquin, **there are two Alligator Mooks (SEE PAGE 90) for each Edgeruner in the Crew.**

► Meeting ◀

If a meeting was arranged, the Alligators drive right to the meeting spot and exit their vehicles. Tarquin steps forward and attempts to negotiate, offering the Edgerunners ten percent of the profits if they join her campaign against Woodland Park. She's willing to give them 500eb there and then as a signing bonus and offer of good faith. If the Crew agrees, she'll expect immediate results.

"We played nice and gave them a chance to run. Now, we play rough. Tonight we riot!"

Assuming the Crew doesn't agree to run rampant through the neighborhood in a campaign of slaughter and terror, combat begins.

► No Meeting ◀

If no meeting was arranged, the Albino Alligators park behind the hill at the corner of Acorn and Moss, just like last time. Forewarned by Pop Pop's recollections, the Crew can arrange for traps or an ambush if they so desire.

If unchallenged, the Albino Alligators will march down Moss Street and into the neighborhood with the intent of causing as much mayhem as possible. Tonight they don't plan on stopping with a few broken windows, stolen packages, and damaged skateboards.

Unless they're stopped, most of Woodland Park will be broken and ablaze by morning.

The Alligators step out of their camper vans, hopped up on drugs, and won't flee or surrender unless Tarquin and at least half their number are taken out of the fight.

If the Crew joined Tarquin and the Albino Alligators, **GO TO RESOLUTION (ALLIGATORS WIN!)**. If the Crew stopped the snapping menace, **GO TO RESOLUTION (ALLIGATORS LOSE!)**.

WELCOME TO THE NEIGHBORHOOD

RESOLUTION (ALLIGATORS WIN!)

By morning, the battle for Woodland Park is over. The locals put up some resistance, but they were no match for both you and the gang. Dynalar security protected their campus and Acorn Towers but otherwise didn't interfere. It took hours before the local security contractor, 6th Street, showed up in force and drove you and the gang away.

By that point, most of the buildings were broken and burning — including the new home of The Forlorn Hope.

By the end of the week, word comes of a buyout of the Woodland Park properties. It isn't Tarquin and the Albino Alligators doing the buying, though. Dynalar swooped in with grand new plans to expand their campus. You won't be getting ten percent of anything.

But, hey, at least you got paid 500eb, right?

This marks the end of the campaign. The Forlorn Hope is closed forever, and there won't be any additional jobs coming the Crew's way from Marianne and The Professor.

RESOLUTION (ALLIGATORS LOSE!)

When the sun rises this morning, it does so over an intact Woodland Park. You stopped Tarquin's plans for the destruction of the neighborhood. The new home of The Forlorn Hope is safe.

All that's left is to collect your payment from Ella and the local business owners.

As promised, the local business owners will pay the Crew 100eb each and hand over enough supplies to provide half the Crew (rounded up) with one free month of Generic Prepak Lifestyle (SEE CP:R PAGE 377).

GO TO JOB HUB

JOB (LOVE LIES DYING)

The case of the missing detective...

BACKGROUND (READ ALOUD)

The Terminus food truck does good business feeding locals something different than the same old Kibble. Permanently parked in the Palms cargo village, it's surrounded by old

wire spools and a variety of mismatched stools to provide seating. You've had word that the owner, Carri, has a problem you might be able to help with.

THE REST OF THE STORY

Carri's latest crush, Legacy, is a Rockerboy who recently graduated from NCU with a music degree. They've yet to find a steady gig, so moved into a room in the Zolletta cube hotel a month ago to save on costs.

Since moving into Woodland Park, Legacy has become fascinated by the Badlands. Seeking musical inspiration, they've taken to overnight campouts in the Badlands, away from the noise and lights of the city in order, with no Agent to distract them so they can "let the isolation seep into my soul."

They went out camping again three nights ago, selecting a spot one mile (1.61km) north, where a stubborn tree offered a small amount of shelter. When they heard gunfire from a Raffin Shiv raid nearby, Legacy decided to bicycle home in the middle of the night rather than risk being caught in the crossfire. Unfortunately, they hit an outcropping in the dark. Legacy's bicycle was wrecked and their leg was broken, leaving them stranded.

Worried when Legacy didn't stop by the food truck for their usual Koff Pop, not one morning but two in a row, Carri asked Fashanu Baines, a local PI with an office in the Zolletta, to look for them. Baines broke into Legacy's room, hacked into their Agent, and found a map leading to the campsite. From there, it seemed a simple first aid and rescue job.

Only it didn't work that way. A sudden dust storm blew over the area, and Baines rammed the car into a ridge, causing a rock slide to tumble down and trap them both. Now, both the Rockerboy and the PI are unconscious and stuck in a wrecked car and broiling beneath the Badlands sun.

SETTING

Baines and Legacy are both residents of the Zolletta Cube Hotel. Baines rents a small office on the 1st floor and a room on the 3rd floor. Legacy lives on the 2nd floor.

The car wreck is at the base of a ridge in the Badlands, roughly a mile north of Woodland Park, only a few hundred yards from where Legacy set up their campsite near a scraggly tree.

WELCOME TO THE NEIGHBORHOOD



BY LISE BARON

Carri Zote

OPPOSITION

The only opposition is time, though the Crew doesn't know it. If they don't find Baines and Legacy by morning, both will succumb to their injuries and die.

THE HOOK

You've received word. The owner of *Terminus*, the local food truck parked in the Palms cargo village wants a word. The truck's doing brisk business this morning, with a line ten people deep. When you reach the window, the choomba taking orders shouts something towards the inside of the truck. A moment later, a small woman with dark skin and permanent, silver light tattoo eyeliner hops out from the rear door and motions for you to join her.

"Hi. My name's Carri. I heard you were helping people out, and ... I think someone needs some help. Maybe a couple of someones. A couple of weeks ago, this Rockerboy named Legacy swung by, said they'd just moved in and were between gigs. Pretty soon, they were here for Koff Pop every morning, and, y'know, we exchanged numbers." She offers you an awkward grin. "Two days ago, Legacy didn't show. Yesterday, Legacy

didn't show. I know this is paranoid, but I got worried, so I asked Fashanu ... that's Fashanu Baines, the private eye who works out of the Zolletta ... to check in on them. That was yesterday, and now Fashanu's missing, too. Could you please go look for them?"

Here's what Carri knows

- Legacy was living in the Zolletta. Carri will admit, with a blush, that she's been to their room on the 2nd floor once, two weeks ago.
- Baines keeps an office on the Zolletta's first floor.
- Legacy is trying to get a regular campaign of *Carrion and Crawlers* going, but so far, only Carri has agreed to play.
- Legacy is currently between gigs and feeling depressed about it. They've grown more withdrawn in the last week and have been talking about trying to find new inspiration.

Carri can't afford to pay the Crew in cash, but she'll offer them a week's worth of meal vouchers each if they can locate the missing Rockerboy and detective.

"I just want to know they're both alright!"

If the Crew decides to ask around the neighborhood, **GO TO DEV (ASKING QUESTIONS)**. If they check out the Zolletta, **GO TO DEV (THE ZOLLETTA)**.

DEV (ASKING QUESTIONS)

The difficulty of getting information from the locals depends on how well the Crew has bonded with them. If an Edgerunner barely knows someone, they need to succeed at an appropriate DV13 Social Skill Check. If they've completed a mission in which the local being questioned figures and made a good impression in the process, no Check is required.

► Regarding Legacy ◀

Billy Flight: "The musician who stood Carri up? They dropped in a week back, looking for someone to fix up an old electronic drum kit and amp but didn't strike me as the type who'd just up and delta. I heard our local PI was looking into it?"

Ella: "They come into the bodega for supplies now and then. Mostly any fresh vegetables we had left after the Pearces delivered. The last time I saw them, they were

WELCOME TO THE NEIGHBORHOOD

after a hunting knife, a roll of plastic sheeting, and an old-school compass. I had the knife but not the other stuff, and I didn't ask why they wanted them. They don't seem like a bad sort... but you never know."

Nana: "Yes, they are always looking for incense and oils. Nice youngster; I do hope they're all right. I think Pop Pop mentioned seeing them out in the Badlands one time during one of his walkabouts."

Anyone else asked doesn't know Legacy except in passing. A few people remember Legacy asking them if they played some sort of game — an analog one, if you can believe it!

► Regarding Fashanu Baines ◀

Billy Flight: "Decent detective, I think. I pass on any old mystery novels I find to him. Likes the image of the knight in scuffed armor, you know? I know he does some work for Woodchipper, a nomad Fixer. He keeps his car parked with me, but that's been gone for at least a day." Flight can supply an image of Baines' vehicle, a beige, two-seater Zonda Metrocar.

Ella: "Always poking his nose into things, isn't he? We once chatted in the Wash n' Run over the best ways to get blood out of a vintage trench coat. Has something happened to him?"

Nana: "Well, now, he isn't really one of my customers, if you know what I mean, but always happy to come in and chat about the neighborhood!"

Everyone else in the neighborhood offers generic information. They know Baines is a private detective, but no one will admit to having hired him for anything.

Infobox: Woodchipper (DV15)

At just over 7 feet (2.14 meters) tall, Woodchipper cuts an impressive figure. She also acts as a marriage counselor, conflict mediator, and Fixer for the local Aldecaldo and Jodes nomad packs.

Her Night Markets aren't just shopping experiences but block parties, with some of the best street corn around.

If the Crew decides to check out the Zolletta, **GO TO DEV (THE ZOLLETTA)**. If they have enough information to travel to the Badlands, **GO TO CLIMAX (SEARCH & RESCUE)**.

DEV (THE ZOLLETTA)

The Crew can check out three possible locations in the Zolletta: Baines' office on the 1st floor, Legacy's room on the 2nd floor, and Baines' room on the 3rd floor.

► Baines' Office ◀

A metal shutter blocks access to the office. Cracking its lock requires a DV15 Electronics/Security Tech Check. Inside, there's a wood-effect desk and faux leather swivel chair taking up most of the space, with a plastic seat opposite, presumably for clients. File cabinets with old-fashioned key locks (DV13 Pick Lock to open) line the walls. Inside the drawers, Baines keeps records on all his cases in plastic suspension folders.

On the desk is a personal data term and a dirty drinking glass. There are two drawers in the desk, one of which contains a bottle of semi-decent bourbon-style whiskey. The other is crammed with notepads in various states of use and a small plastic box containing an Agent decorated with bright colors that don't match the sepia tones of this office.

The files in the cabinets are all listed under the client's name. The search for Legacy comes under Zote, Carri. It is slim but contains a list of actions taken ("gaining access" to Legacy's room, along with the six-digit lock code for it) and itemizes what he took (their Agent and some half-written songs in notepads). The folder also contains a map of the Badlands, with coordinates scribbled onto an apparently empty area, circled in red. This is the location of Legacy's tree, based on information pulled from their Agent.

If the Crew doesn't search the files, the same information is available directly from Legacy's Agent in the desk. It is locked and can be hacked with a Breacher (**SEE PAGE 179**) or a DV21 Electronics/Security Tech Check.

► Legacy's Room ◀

Accessing Legacy's room requires beating a DV13 Electronics/Security Tech Check or the use of the code acquired from Baines' office. Inside, it is a messy but

WELCOME TO THE NEIGHBORHOOD

typical cube hotel room. Colorful clothes are strewn everywhere. An electronic drum kit and an amp take up most of the space. Since Baines already broke in and "borrowed" Legacy's Agent, nothing in the room is helpful — though a DV13 Perception Check does turn up a memory chip containing a recording of Legacy in concert. They're pretty damn good! Assuming the Crew finds Legacy alive, the file might be worth passing on to Grace Steel.

► Baines' Room ◀

Accessing Baines' room requires beating a DV13 Electronics/Security Tech Check. Inside is a bog standard cube hotel room. It is obvious Baines spends little time there. There's nothing of interest besides a collection of tattered old noir paperback novels and some clothes.

If the Crew decides to ask around the neighborhood, **GO TO DEV (ASKING QUESTIONS)**. If they travel to the Badlands, **GO TO CLIMAX (SEARCH & RESCUE)**.

CLIMAX (SEARCH & RESCUE)

It should be pretty clear that Legacy was traveling into the Badlands for some reason, and Baines went after them. With the map from Baines' office, reaching the exact spot of Legacy's campsite in the Badlands requires a DV13 Library Search, Local Expert (Badlands), or Wilderness Survival to navigate using skills or technology. Getting to the site takes less than 10 minutes by car and about 30 minutes walking. Anyone who walks there must make a DV13 Endurance Check due to the burning sun pounding down on them. If an Edgerunner fails the Check, they're weary and at a -2 to all Checks made until they get a good night's sleep.

Legacy broke down their site when they left, so there's not much left but the doused remains of a campfire. The dust storm covered the tracks left by Legacy's bicycle and Baines' car, making them difficult to locate. Finding and following them requires a DV15 Tracking Check or DV17 Perception Check. A successful DV15 Tactics Check suggests a spiraling search pattern is the best choice for surveying the area. Doing so will result in finding the car in roughly 30 minutes. Otherwise, a random search of the area will find the car after another hour.

► Finding the Car ◀

Baines' metrocar is pinned by a landslide's worth of rubble at the base of a ridge. The rubble makes it impossible to reach Baines and Legacy, but a successful DV15 Perception Check detects signs of life inside.

Freeing the pair won't be easy. Let the Crew work on a plan and be ready to come up with DVs for their ideas. Some possibilities:

- The rubble can't be shifted by hand unless two or more Edgerunners have a BODY of 10 or higher. If so, they can work in concert to push the rubble aside without a Check.
- Using rope/chain and a vehicle to shift the rubble requires a DV17 Drive Land Vehicle Check if it has a Heavy Chassis upgrade and a DV24 Drive Land Vehicle Check if it doesn't. If the Check fails, the rubble is still shifted, but the Crew's vehicle suffers 6d6 damage — armor does not reduce it.
- Blowing the rubble off the car with explosives is possible but extremely risky. It requires at least two grenades (or their equivalent) and a DV24 Demolitions Check. If the Check fails, the explosion kills Baines and Legacy.
- Using the right equipment to create levers and fulcrums requires a DV21 Basic Tech Check. With a success, the rubble is shifted.
- The Crew can call for help. They might remember Baines does work for the nomad Fixer Woodchipper or that Jack Skorkowsky, the real estate agent, owns a GRAF3 construction drone. Convincing someone to come over to help is a Social Skill Check with a DV of between 13 and 17, depending on the NPCs relationship with the Crew.

Once freed, the Crew might want to provide Legacy and Baines with medical treatment. Each is at 0 HP and is not currently stabilized. Baines has three Critical Injuries (Broken Ribs, Cracked Skull, and Whiplash). Legacy has four Critical Injuries (Broken Leg, Foreign Object, Spinal Injury, and Whiplash).

While the Critical Injuries don't need immediate attention for transport, the pair shouldn't be moved until they are stabilized (**SEE CP:R PAGE 128**).

WELCOME TO THE NEIGHBORHOOD

If either Baines or Legacy (or both) dies, **GO TO RESOLUTION (MEMORIAL)**. If Baines and Legacy are rescued, **GO TO RESOLUTION (CELEBRATION)**.

RESOLUTION (MEMORIAL)

Following the news, Carri organizes a small neighborhood vigil. People from the community light candles, speak quietly and mourn the loss of a resident of Woodland Park. No one openly blames you — you tried your best, they are sure — but some residents look at you with wary eyes in the following days.

Carri honors her agreement and hands over the vouchers but avoids the Edgerunners whenever she runs into them in the neighborhood. They remind her too much of what she lost.

RESOLUTION (CELEBRATION)

A few days after the rescue, Carri organizes a small party to welcome Baines and Legacy back from their stay at From the Ashes, a clinic known for helping those without a lot of money to spend. Both are still in rough shape but clearly on the mend. During the party, Carri publicly thanks you for rescuing the pair and hands you not seven vouchers each but ten, plus the promise of a free cup of Koff Pop every morning from now until the truck goes out of business.

GO TO JOB HUB

FINALE (THE REPORT)

After weeks of living in Woodland Park, you've learned quite a bit about the neighborhood and the people who live here. You travel to the new Forlorn Hope on the final day of the month, ready to share your newfound knowledge. Marianne and The Professor are already there, pouring over plans to renovate the joint. They take a break from the actual physical blueprints

to sit down and listen to your report about Woodland Park's businesses, residents, and troubles.

"It sounds colorful." The Professor says, "A lot of problems in a short period of time. I'm glad you were able to help."

Marianne smiles brightly, "It sounds perfect. I think we'll like it here. Come on. I've brought in some prepack to make for lunch. The good stuff, too. Not the cheap Oasis crap. Help me heat it. We'll eat, and then I'll pay you what we owe you. You did good, kids."

And that's exactly what happens. The Crew eats lunch with Marianne and The Professor, and then she pays them 2,000eb each for a job well done.

DOWNTIME

By this point, your Crew's probably accumulated a small amount of wealth and Improvement Points. Give them at least two weeks to relax, perform tasks, and go shopping before Marianne calls them in for the next mission.

GO TO MISSION: THE DEVIL'S CUT



DON'T FORGET GRACE!

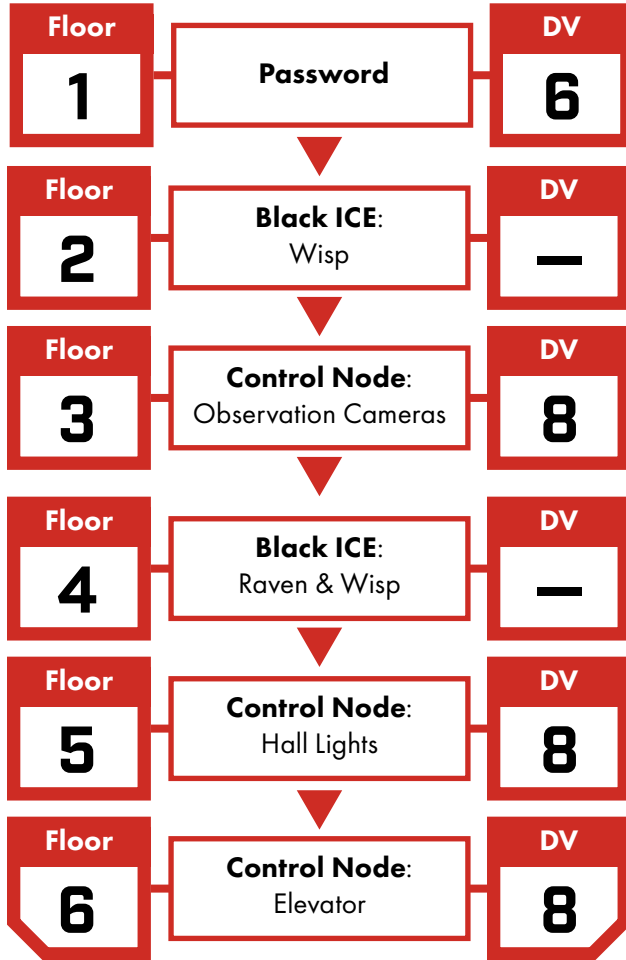
If the Players didn't remember Grace Steel's request as they scoped out the neighborhood, the celebration is a great time to ask for a DV13 Concentration Check.

Anyone who succeeds remembers the task set for the Crew by The Forlorn Hope's musical maven: Find musicians for the band! Legacy certainly qualifies. So does Random, who happens to be present and hitting on one of the Pearces.

WELCOME TO THE NEIGHBORHOOD

NPC, OBSTACLES & NET ARCHITECTURES

▶ THE SHARK NET ARCHITECTURE



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▶ SIN GIN'S MOTOR SCOOTER

SDP 20

Seats 1

Speed (Combat) 15 MOVE

Speed (Narrative) 30 MPH/48 KPH

Use The Muses stat block for both opponents and Muses filling out the Crew's ranks.

MUSE	HP 35
STATS	
COMBAT # 14	INIT 6 MOVE 6
REPUTATION: 3	
IMPORTANT SKILL BASES	
Athletics 12 • Conceal/Reveal Object 10 • Concentration 9 Conversation 8 • Cybertech 8 • Dance 12 • Human Perception 8 Perception 8 • Persuasion 10 • Resist Torture/Drugs 10 • Stealth 6	
ATTACKS	
BRAWLING (ROF2)	2d6
RHINESTONE CLUB (ROF2)	3d6
ARMOR	
HEAD: ROLLER DERBY HELMET	SP7
BODY: ROLLER DERBY PADDING	SP7
IMPORTANT GEAR & CYBERWARE	
Bodysculpt • Roller Skates • Cybereye w/ Color Shift x2 Neural Link w/ Chipware Socket & Pain Editor, Techhair • Cash: 20eb	

Use the Albino Alligator Mooks stat block for Sin Gin.

ALBINO ALLIGATOR MOOK	HP 25
STATS	
COMBAT # 10	INIT 6 MOVE 4
REPUTATION: 1	
IMPORTANT SKILL BASES	
Athletics 10 • Concentration 4 • Conversation 5 • Cybertech 6 Drive Land Vehicle 10 Human Perception 5 • Perception 6 • Persuasion 6 Resist Torture/Drugs 4 • Stealth 7	
ATTACKS	
RIPPERS (ROF2)	2d6
PQ VERY HEAVY PISTOL (ROF1)	4d6
ARMOR	
HEAD: LEATHER	SP4
BODY: LEATHER	SP4
IMPORTANT GEAR & CYBERWARE	
Basic Very Heavy Pistol Ammo x8 • Disposable Cell Phone x2 Cash: 20eb	

WELCOME TO THE NEIGHBORHOOD

NAME	PINK HEART/YELLOW MOON		REP	1	SERIOUSLY WOUNDED	20	HP	40									
ROLE	NONE		DEATH SAVE	7													
STATS																	
INT	4	REF	7	DEX	6	TECH	5	COOL	4	WILL	4	MOVE	6	BODY	7	EMP	5
WEAPONS						ARMOR											
BRAWLING ATTACK (C# 10)				ROF2	3D6		HEAD	SKINWEAVE	SP7								
ASSAULT RIFLE (C # 12)				ROF1	5D6		BODY	SKINWEAVE	SP7								
SKILL BASES																	
Athletics 12 • Autofire 12 • Brawling 10 • Concentration 6 • Conversation 7 • Drive Land Vehicle 10 • Education 6 Evasion 10 • First Aid 11 • Human Perception 7 • Language (English) 8 • Language (Streetslang) 6 Local Expert (Santo Domingo) 6 • Perception 10 • Persuasion 6 • Shoulder Arms 12 • Stealth 8 • Tactics 8																	
GEAR																	
Basic Rifle Ammo x35 • Incendiary Grenade x1 • Standard Quality Agent • Cash: 20eb																	
CYBERWARE																	
Chemskin • Neural Link w/ Sandevistan • Skinweave																	

NAME	ORANGE STAR		REP	3	SERIOUSLY WOUNDED	18	HP	35									
ROLE	NETRUNNER: INTERFACE 5		DEATH SAVE	5													
STATS																	
INT	5	REF	5	DEX	7	TECH	7	COOL	6	WILL	5	MOVE	5	BODY	5	EMP	5
WEAPONS						ARMOR											
THICK BLADE (C# 11)				ROF2	3D6		HEAD	BODYWEIGHT SUIT	SP11								
HEAVY PISTOL (C# 12)				ROF2	3D6		BODY	BODYWEIGHT SUIT	SP11								
SKILL BASES																	
Athletics 9 • Basic Tech 10 • Brawling 10 • Concentration 10 • Conversation 8 • Education 10 Electronics/Security Tech 12 • Evasion 11 • First Aid 10 • Handgun 12 • Human Perception 10 • Language (Spanish) 9 Language (Streetslang) 7 • Local Expert (Santo Domingo) 9 • Melee Weapon 11 • Perception 11 • Persuasion 8 Stealth 10 • Streetwise 8																	
GEAR																	
Basic Heavy Pistol Ammo x16 • Standard Quality Agent • Medkit • Techtool • Cyberdeck w/ Armor, Range Upgrade (in Bodyweight Suit), See Ya, Sword x2 & Worm • Cash: 50eb																	
CYBERWARE																	
Chemskin • Cybereye w/ Virtuality x2 • Neural Link w/ Interface Plugs																	

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WELCOME TO THE NEIGHBORHOOD

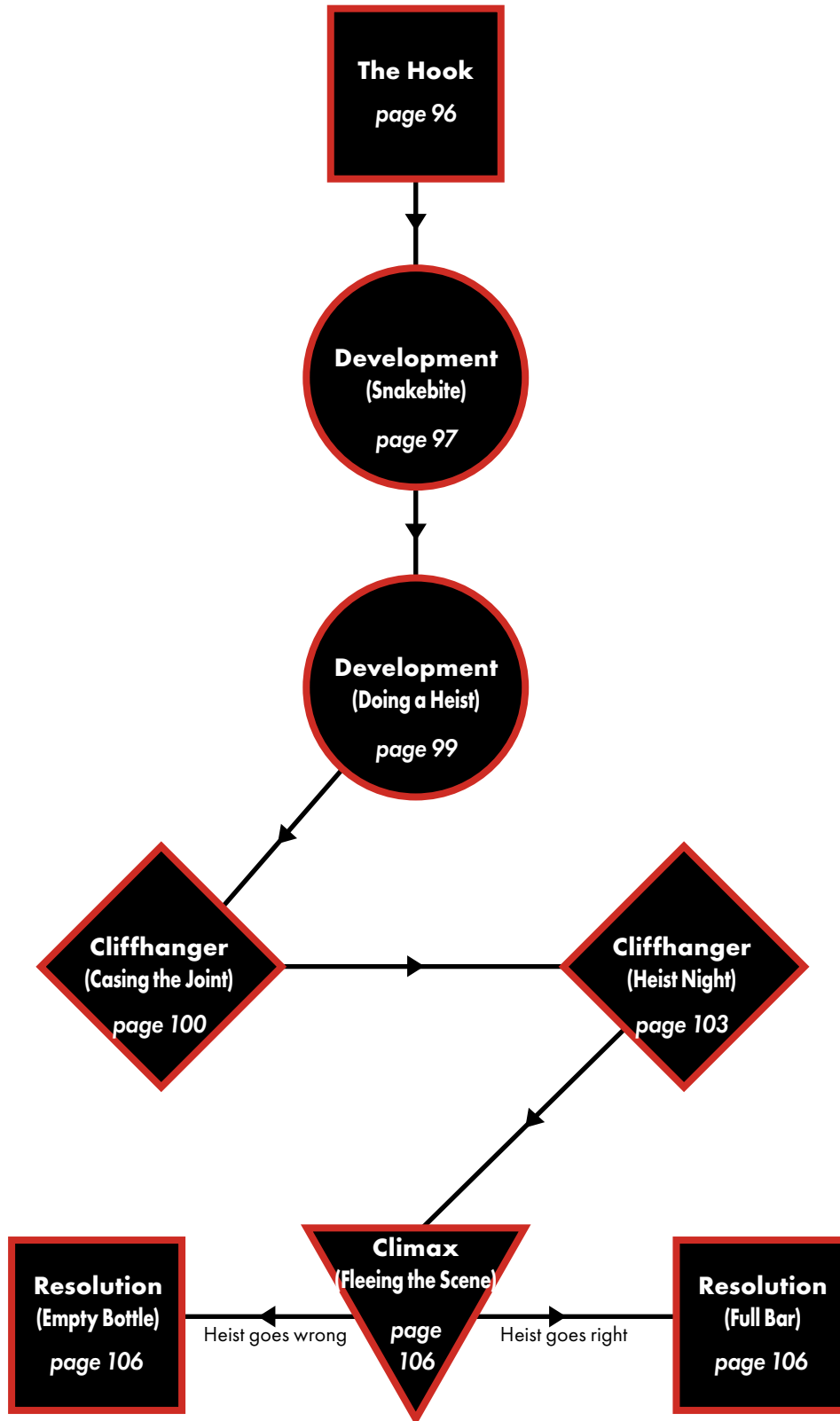
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NAME GREEN CLOVER	REP 2	SERIOUSLY WOUNDED 18	HP 35
ROLE SOLO: COMBAT AWARENESS 4		DEATH SAVE 5	
STATS			
INT 4	REF 6	DEX 4	TECH 4
COOL 6	WILL 5	MOVE 6	BODY 5
EMP 4			
WEAPONS		ARMOR	
BRAWLING ATTACK (C# 13)	ROF2	2D6	HEAD LIGHT ARMORJACK SP11
VH PISTOL W/ SMARTGUN LINK (C# 13)	ROF1	5D6	BODY LIGHT ARMORJACK SP11
SKILL BASES			
Athletics 12 • Brawling 13 • Concentration 9 • Conversation 12 • Education 8 • Endurance 8 • Evasion 12 • First Aid 6 Handgun 12 • Human Perception 10 • Language (English) 8 • Language (Streetslang) 8 • Local Expert (Santo Domingo) 7 Perception 10 • Persuasion 10 • Resist Torture/Drugs 12 • Stealth 10 • Tactics 8			
GEAR			
Basic Very Heavy Pistol Ammo x16 • Incendiary Grenade x1 • Smoke Grenade x1 • Standard Quality Agent • Cash: 100eb			
CYBERWARE			
Chemskin • EMP Threading • Neural Link w/ Chipware Socket, Interface Plugs & Pain Editor			

NAME TARQUIN	REP 3	SERIOUSLY WOUNDED 18	HP 35
ROLE FIXER: OPERATOR 4		DEATH SAVE 4	
STATS			
INT 5	REF 5	DEX 4	TECH 5
COOL 6	WILL 6	MOVE 4	BODY 4
EMP 5			
WEAPONS		ARMOR	
BRAWLING ATTACK (C#: 6)	ROF2	1D6	HEAD LIGHT ARMORJACK SP11
VERY HEAVY PISTOL (C#: 12)	ROF1	4D6	BODY LIGHT ARMORJACK SP11
SKILL BASES			
Accounting 8 • Athletics 6 • Basic Tech 7 • Brawling 6 • Business 10 • Concentration 8 • Conversation 10 • Education 10 Evasion 12 • First Aid 7 • Handgun 12 • Human Perception 10 • Language (English) 9 • Language (French) 9 Language (Streetslang) 7 • Library Search 10 • Local Expert (Rancho Coronado) 7 • Melee Weapon 10 • Perception 11 Personal Grooming 9 • Persuasion 10 • Stealth 8 • Streetwise 8 • Trading 10 • Wardrobe & Style 10			
GEAR			
Basic Very Heavy Pistol Ammo x8 • Disposable Cell Phone x2 • Smart Glasses w/ Targeting Scope Cash: 100eb			
CYBERWARE			
Cyberaudio Suite w/ Audio Recorder & Standard Quality Internal Agent			

BEAT CHART FOR THE DEVIL'S CUT

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▶ RUMORS

Id6	Rumor
1	The Albino Alligators, a minor Rancho Coronado gang, suffered a setback when they tried to conquer a neighborhood in North Heywood and met stiff local resistance.
2	A crew of street mercs raided the Dirty Hippies last month, inflicting severe casualties and destroying many of their garden beds. Street mercs also attacked Stems & Seeds and the reclamer gardens in the RC Night Market but met stiff resistance from local security, who successfully repelled them. Rumors of attacks on other guerilla gardening operations in Night City during the same time period suggest the assaults originate from the same source: Continental Brands
3	Continental Brands is looking to expand its operations beyond kibble and SCOP by entering the luxury food market. Specifically, they're opening a new facility dedicated to selling and storing high-end, vintage booze. The new operation, The Devil's Cut, is the brainchild of rising Corporate star Jules Lung.
4	It's about time! The Forlorn Hope is re-opening soon in a new location, and the rumored guest list is a who's who of the Night City edgerunning scene.
5	Megacorps in Night City are pushing the Night City Council to step up building and infrastructure safety inspections. This isn't done out of the goodness of their hearts — they're losing money every time a building near one of their facilities explodes and shrapnel damages their property or a sinkhole opens up and blocks traffic flowing to and from their warehouses.
6	The Red Chrome Legion's numbers have swelled after new leaders Vox and Populi swept through multiple homeless encampments and promised food and shelter in exchange for an oath signed in blood.

BACKGROUND (READ ALOUD)

Marianne Freeman welcomes you into the still-under-renovation Forlorn Hope.

"Come on in ... we haven't installed the stools yet, but you can lean against the bar," she says with an impish smile. She serves up "lemonade". The drinks are mixed from flavored powder, but the water's been run through a filter, and the jug has been sitting in a cooler. It's a little hard to hear her, what with all the power tools screeching and buzzing as contractors continue their building work, but she's used to speaking over a wall of noise.

"A real bar needs a liquor collection, not just the synth stuff, and our old one died in the fire." There's a tiny wrinkle between her brows, but she smooths it away with a practiced smile. "I tried to tap old friends with liquor collections to see if anyone was willing to sell to us, but I've come up dry. No pun intended. Some of my old acquaintances have already sold up, but others ... other people have lost their collections in an odd series of accidents. One of those old friends will be here in a moment, and if her story goes the way I think it will, I'll have a job for you."

THE REST OF THE STORY

Unfortunately, when seeking to restock The Hope's liquor collection, Marianne didn't account for speculators attempting to corner the market on vintage booze. Jules Lung is an executive of middling rank but possessed of surprising ingenuity. She's about to open a new and unconventional investment vehicle — The Devil's Cut, a wholly-owned subsidiary of her employer, Continental Brands.

This is how The Devil's Cut works: Speculators purchase bottles of authentic spirits, which are then held in a secure climate-controlled vault. Over time, the value of the purchased spirits appreciates. At any time, the speculator can sell their bottles and make a profit. She's selling the venture as liquid gold. As real alcohol becomes rarer, the price of vintage bottles increases. Of course, this booze vault isn't going to work without bottles of alcohol in stock for speculators to bid on. Some collectors happily sold their stockpile, but for others, she arranged for accidents to cover good old-fashioned theft. Unfortunately for Ms. Lung, she made the mistake of stealing the collection of retired grifter Harry the Shrimp.

RUNNING A HEIST

Nervous about running a heist? Used to more traditional jobs involving chasing down Bozos, squaring off against gangs, and rescuing kidnap victims from Corporate hustle? Unsure of how to make the story flow? We've got your back.

First, more than any other Mission in this book, make sure you read and understand *The Devil's Cut*. That's key. By their nature, heists are more loosely structured than a traditional gig, so you need to be sure you know all the facts.

Next, we've provided you with *Harry the Shrimp*. Harry's a retired grifter and an old hand when it comes to cons and heists. Throughout this mission, you'll find text blocks where Harry lays out potential options for the Crew. Make sure to read them to your Players. If they get stuck and have trouble deciding what to do next? Don't have Harry pop up and give instructions. Instead, mention, "Harry might have an idea," and let them decide to bring her in or continue on their own.

(CONTINUED ON PAGE 97)

THE SETTING

While the Edgerunners use the new and in-progress Forlorn Hope as a base of operations, the bulk of the gig occurs in the Upper Marina district, in a swanky liquor bank named *The Devil's Cut*. Designed and created by an art deco-infatuated Continental Brands executive, *The Devil's Cut* is a pretty façade for the cynical business of hoarding and speculation. **SEE THE MISSION APPENDIX** for more details on *The Devil's Cut* and its security systems.

THE OPPOSITION

- The Edgerunners will match wits with **Jules Lung**, Continental Brands Exec, and her staff: a personal assistant named **Mira Maldonado**, a bodyguard named **Anvil**, and a bevy of trained security guards. *The Devil's Cut* was Jules' idea — ripped off from a genuine wine bank she visited in France. She relies on her team to procure liquors by hook or by crook.

THE HOOK

A diminutive, pixie-faced woman walks into the new Hope, leaning lightly on a shiny steel cane. Her salt-and-pepper hair is worn in a short, tousled undercut, and her pale blue Kiroshi cybereyes twinkle out from behind a pair of cosmetic horn-rimmed glasses. She is wearing a pair of gray chinos and a threadbare navy-colored blazer. "Marianne," she says in a sweet contralto voice, "as lovely as ever." Those familiar with British English will notice a distinct Estuary accent.

"Stop that, Harriet," Marianne says with a grin, "I'm a married woman! Everyone, this is my friend, Harriet Woodward."

"Or, as others call me, Harry the Shrimp. The handle's self-explanatory."

Infobox: Harry the Shrimp (DV15)

Harry the Shrimp is a legendary grifter. She's so legendary that no one knows what heists and con jobs she's actually pulled off. Name any famous, non-violent crime in the past two decades, and at least one person "in the know" will insist Harry was involved.

Harry leans against the bar and offers the Edgerunners a questioning glance. Marianne is quick to vouch for them.

"They're who I've picked for the job."

Harry nods, then takes an Agent from a synthleather document bag and projects a hologram. "This used to be my home." On its screen is an image of a trio of scorched shipping containers burned down to bare steel. "Bloody shame, but as you can see, I haven't got much of anything left. Possessions come and go, but I kept my booze collection there. I promised to sell it to Marianne and The Professor. Now, that plan's all gone up in smoke. Though not due to the fire. I am a hundred percent sure someone set the blaze to cover a theft."

If the Crew wants, this is an excellent time to question Harry. Some common questions and answers are below.

▶ WHEN DID THE FIRE HAPPEN?

"Two nights ago — I was out at Greta's shooting pool with a couple of my best girls when I got an alert on my Agent. The carbon monoxide detector and temp sensors were going nuts. Didn't get back in time to put anything out, sadly."

▶ WHAT HAPPENED TO THE LIQUOR?

"Someone wants me to think it burned in the fire. I found melted glass in the storeroom. As I said, this was all to cover a theft."

▶ HOW DOES SHE KNOW IT WAS THEFT?

"I'm an observant bird. I took inventory of the melted glass and compared it to the inventory stored on my Agent. There wasn't enough of it ... and some of it was blue. None of my bottles were blue."

▶ DO YOU HAVE A PLACE TO CRASH?

"Am I gonna be alright? Oh, what a love you are. I'm more than jake, doll. I'm crashing with one of my girlfriends right now, and she makes amazing kibblecakes for breakfast. Don't worry your pretty little head. I have stuff cached around town. It's a blow, but not a fatal one."

Marianne offers Harry and the Crew a late lunch. Harry accepts. Lunch is SCOP dogs and more glasses of chilled ersatz lemonade. As a tiny treat, Marianne has topped the SCOP dogs with a sprinkling of real dehydrated onion flakes.

"I try to keep to myself now I'm out of the game," Harry says, conveniently leaving out what exactly she retired from doing, "but burning my place down to steal my liquor is the kind of thing a gal comes out of retirement for. So, how would you cuties like to aid me in pulling off a heist ... and help The Forlorn Hope in the process?"

GO TO DEV (SNAKEBITE)

DEV (SNAKEBITE)

"A good snoop of my place didn't tell me anything more about who burned it down, so I took a different route, looked into who might want to heist my collection, and spotted a likely culprit. In the old days, I would have handled this personally, but I can't in the here and now. When I retired, there was a gentlesperson's agreement that I'd only ever do consulting gigs. If I put my toes back into things directly, it could be seen as a declaration of war in some quarters. You understand, I'm sure. Marianne, maybe a little privacy for this one?"

Marianne leads the way into an empty room next to the stage. When The Hope opens, it will serve as a green room for performers, but, for now, it functions as a makeshift office.

Harry pulls documents out of her bag, all printed on thin plastic sheets. Glossy large-format photos taken from a distance via a zoom lens. Right on top is a picture of a ruthlessly well-dressed woman with shining blue-black techhair and jade-green cybereyes. Her bronze-tinted skin shimmers with the distinctive light-bending glow associated with the most expensive chemskin nano-glitter implants. In the photograph, she is looking up and speaking to someone just out of frame.

"This is **Juliana 'Jules' Lung** (SEE PAGE 110). She's a rising star in the Continental Brands food chain and has been promoted to Chief Operations Officer of a new investment vehicle."

Infobox: Continental Brands (DV9)

If you've eaten food in Night City, chances are Continental Brands either made it, sold it, or both. Thanks to its chain of Oasis convenience stores and brutal market tactics, Continental Brands is North America's largest provider of cheap food and goods.

The Neocorp used to be a division of Petrochem but spun itself off, forcibly, following three years of daring Corporate skulduggery.

The next photo comes down right next to the first one. It continues the first, revealing the person next to Jules. He's tall and broad-shouldered, with tousled black shoulder-length hair, wearing his expensive sports coat and dress shirt as if he wishes they were tac gear instead.

RUNNING A HEIST (CONTINUED)

Finally, don't forget the Flash of Luck rules (SEE PAGE 186), and inform your Players about them. Most important of all, take a deep breath and relax. During a heist, a GM's most important job is not to act but to react. In each beat, establish the scene but let the Players set the pace and decide the plan — then react appropriately.

You've got this, choomba. We believe in you!



BY STORN A. COOK

Jules Lung, Anvil, and Mira Maldonado

"This bruno is Lung's bodyguard. Street name is **Anvil** (SEE PAGE 110). His birth name is Anver Carson. Continental Brands hired him away from a Canadian Marine commando regiment."

Harry puts a third photograph down. This one was taken in a separate space from the first two and shows a harried-looking young woman holding a trio of Koff Pop cups in a plastic tray. Her chemskin is designed to look like an old Ming vase, with dark blue EMP lines over porcelain white, and she looks like a walking anachronism in her business attire.

"**Mira Maldonado** (SEE PAGE 111), Lung's personal assistant. She was a hard one to investigate, and I still don't have most of her dossier assembled, which means she's probably covert ops in disguise."

Harry slaps a printout of a digital business card onto the table.

"Continental Brands put Lung in charge of a new investment vehicle — a liquor bank called *The Devil's Cut*. Since the Collapse of the 1990s, the number of vineyards and distilleries world-wide has shrunk to an

all-time low. Real booze is rare. Chemically blended intoxicants have taken over the market. This means vintage bottles of the good stuff are worth a lot of cheddar.

Hunting down the right liquors to invest in takes work and specialist knowledge, and storing them makes you a target. So, why not saddle up to a liquor bank and pay for them to acquire the best bottles and store them safe on your behalf? That's what *The Devil's Cut* is. A booze bank."

Again, this is a good time for the Crew to ask questions.

► HAVE THERE BEEN OTHER THEFTS?

"I've caught wind of three other accidents involving liquor collections. One aboard a boat — it sank. One in Pacifica — another arson. And one from an office at Petrochem HQ — they pinned that one on a SovOil strike team. Boat belonged to a nomad clan leader, and he's moved on. The owner in Pacifica died in the fire. Petrochem won't flap their gums with the likes of me. Still, I see a pattern."

▶ ARE YOU SURE LUNG IS THE THIEF?

"As close to a hundred percent as anyone can be these days. She didn't make me an offer — everyone knows I collect for pleasure and not money — but I know she's been acquiring, and her career is on the line. If *The Devil's Cut* fails, she'll wind up managing a factory floor in Oklahoma instead of living the high life here. That's motive right there. Her bodyguard's past training gives her the means. Yeah. I'm sure."

▶ IS NCPD INVESTIGATING ANY OF THIS?

"I didn't bother to report it to the cops. The boat theft wasn't reported, and the Petrochem incident is being handled internally. The Pacifica case is being investigated by an NCPD detective, but she's mysteriously gone from scarfing down kibble to dining on higher-end Continental Brands prepak in the last month. Make of that what you will."

The basics of the job are simple. Harry wants the Crew to retrieve as much of her collection as possible so she can sell it to The Forlorn Hope. She wants it done in a specific way so as to cause maximum embarrassment to Jules Lung. Harry will pay 1,000eb per Edgerunner for the job. Marianne offers an additional 100eb per bottle of liquor retrieved from Harry's list.

"This has to be a clean job. Professional." Marianne insists. "We can't be caught with our hands dirty. Not when the other side is Continental Brands. The last thing we want is *The Hope* destroyed a second time."

THE LIST

Harry hands over a list of seven bottles stolen from her collection.

- A 16-year or older aged Islay single-malt.
- A clay bottle of Junmai sake made with Mount Fuji spring water.

- One of the last cask-aged bourbons decanted before the Kentucky distilleries all closed.
- The last bottling of apple brandy distilled before a mutated strain of fire blight wiped out the Normandy orchards.
- A rare Swedish cloudberry liqueur — cloudberrries are now extinct.
- An Irish pot-still whiskey distilled with actual Liffey River water.
- A bottle of tequila with Johnny Silverhand's autograph on it — a limited promotional tie-in.

"My collection's small but top shelf. You'll want something to tote them in safely," Harry emphasizes, "You'll be carrying precious cargo."

GO TO DEV (DOING A HEIST)

DEV (DOING A HEIST)

"Here's the important part." Harry says, "She stole from me. Destroyed my home. I want Lung humiliated during the biggest night of her career, and I want it done right. A smash-and-grab isn't enough. Her bosses could forgive a random act of violence. We need to make it clear to the higher-ups that she's incompetent. Which means a heist pulled off during her big opening-night gala. That gives us three days. The specifics of the heist are up to you, but I can offer the benefit of my experience and suggest a few ways I might have done it back in the day."

Harry lays down a map of the Upper Marina with one location circled. The Devil's Cut is in a converted bistro in the Upper Marina, between GraffitiX, an art gallery, and Night City Bubbles, a high-priced spa/escort service. Though it isn't open, the liquor bank's Garden Patch is already up. It shows off images of the art nouveau-themed interior, with faux marble floors, graceful bronze-tinted fixtures, and plush armchairs.

A BEVY OF BOOZE

Enterprising Edgerunners might be thinking about how much they can get for the bottles in the vault beyond those on Harry's list. Remember, bottles of alcohol tend to be heavy (3 pounds or 1.36 kilograms), bulky, and fragile. Usually, carrying capacity isn't a concern in **Cyberpunk RED** but if the Crew plans on hauling a large quantity of heavy, clinking, fragile glass bottles out of the vault, you're within your right to ask, "How are you carrying it" and adjust the story accordingly.

If the Crew thinks ahead, a properly padded carry-all costs 50eb (Everyday) and can hold up to six wine bottles (worth roughly 50eb to 500eb each, as determined by the GM).

Remember, getting too greedy has been the end of many would-be thieves.

HEIST FLOW

The flow of heists differs from the average **Cyberpunk RED** mission and can be difficult to plan for. Every Crew is unique, and Players love to dream up entertaining schemes to achieve their goals. This and the space limitations of this book means we can't list every single way to rob *The Devil's Cut*. If the Players suggest an idea beyond those listed here, don't say no out of turn. Think about it, decide what tools, gear, and Skills are needed, then improvise. Just remember, heists are boring if they go off without a hitch. Complications always make things more fun.

OVERPLANNING

One danger of heist missions involves overplanning on the part of the Players. A desire to prepare for every contingency can bog things down, leading to hour upon hour spent plotting and planning. If your Players seem in danger of this, remind them about the *Flash of Luck* rules (**SEE PAGE 186**). Note if the unexpected comes up, they'll be able to use their **LUCK** to give the Crew a fighting chance at success.

Harry helpfully breaks the heist into several parts, each with its own tasks. First, the characters need to **Case The Joint**. After that, they **Perform the Heist**, and lastly, **Escape the Scene**.

No heist is complete without a long montage of preparatory clips where an ensemble cast uses their myriad skills to prepare. This is where they do so. Some of the scenes below could be broken down into simple Skill Checks, but work with your Players to describe what happens as part of a proper montage while plotting and preparing.

GO TO CLIFF (CASING THE JOINT)

CLIFF (CASING THE JOINT)

As Harry noted, the Crew has three days before the gala opening of *The Devil's Cut*. They'll need to not only plan the heist during this time but also find a way to case the joint. Harry can offer suggestions, but it is up to the Crew to decide which elements to put into practice.

The goal is to gather information about *The Devil's Cut* and the opening-night gala. Ideally, the Crew wants to know the layout of the building, the level of security in terms of guards and defenses, and possible entrance and exit points. As the Crew gathers info, refer to the Mission Appendix (**SEE PAGE 107**) for more information about *The Devil's Cut*.

Harry is happy to suggest possible methods.

"Here's the skinny. You can perform good old-fashioned reconnaissance — watch the place, inside and out. It was renovated recently, so there'll be up-to-date blueprints if you can find 'em. You can also find an in with one of Lung's people: her bodyguard, her assistant ... even the security guards working the building. Now, back in the day, posing as some sort of city official inspecting the joint was always a favorite

of mine. And, I hear Lung's looking for an entertainer to juice up the opening gala. Or maybe you've got your own idea! Like I said, you've got options."

CHANGING THEIR LOOK

As the Crew cases *The Devil's Cut*, they will likely notice cameras. They have options if they're worried about their mugs being captured for later identification by Continental Brands. For 100eb (Premium), they can pick up a Stage Makeup Kit. That and a DV15 Acting or Personal Grooming Check will help change the contours of the face to help defeat facial recognition software.

If they're really worried, a biosculpt to change their face entirely only requires 4 hours and 500eb (Expensive). With a DV17 Persuasion Check, the Edgerunners can convince Harry the Shrimp to reimburse them for the two procedures (one to get a new face and one to get their old one back).

SURVEILLANCE

Casing the joint requires time spent outside of *The Devil's Cut*. The neighborhood is upscale and NCPD actually patrols it roughly once an hour. They'll roust anyone who looks out of place, so a DV15 Wardrobe & Style Check and the appropriate clothing (Asia Pop, Businessware, Generic Chic, and Urban Flash all work) wouldn't go amiss. Eight hours and a DV13 Bureaucracy or Tactics Check will reveal the basic flow of personnel in and out of the building in the period leading up to the opening gala.

There are two shifts of guards. Day and night. They switch at 6am and 8pm. Mira Maldonado arrives precisely at 6am and leaves at 8pm, always via a taxi. Jules Lung and her bodyguard, Anvil, arrive via a groundcar (driven by Anvil) somewhere between 6am and 6:30am and leave somewhere between 7pm and 8pm.

During the day, one of the guards stands outside in the back alley. Otherwise, the guards stay inside the building.

At noon, a Continental Brands Oasis truck pulls into the back alley. A delivery person carries a large box of food inside. They're in the building for under five minutes before exiting and driving off.

BLUEPRINTS

Snagging plans for The Devil's Cut is a good idea. According to the booze bank's Garden Patch, the building was once a bistro and has been remodeled by Morrus Jenkins, an architect employed by Zhirafa Construction. Harry notes Zhirafa Construction is a tough nut to crack, but Jenkins is more accessible, and he likely keeps blueprints for recent projects on his Agent.

Jenkins is a creature of habit. He always has lunch at the same food truck parked outside of the Zhirafa Office Park every afternoon. He always leaves work at 8pm in the evening and rides a bus to his apartment in the Glen.

How the Crew acquires the files is up to them. They could mug Jenkins, pick his pocket (DV15), hack his Standard Quality Agent using a Breacher (SEE PAGE 179), seduce him (DV13), or bribe him with 1,000eb (DV17). Harry will reimburse the Crew for the bribe.

The file shows not only the layout of The Devil's Cut but also the defenses installed as part of the main NET Architecture. It does not include defenses installed as part of the vault's NET Architecture.

THE AUDITION

As Harry explains it, the DJ hired by Lung to play the opening-night gala turned up dead at a Piranhas party in Pacifica last night, so she's been forced to hold last-minute auditions for a replacement. Obtaining an audition invite requires having a Reputation of 5 or higher as a

performer or success at a DV17 Streetwise Check to find the right Fixer to make the arrangements. If the Crew has their own Fixer, reduce the DV to 15. Harry will front the cash for the appropriate bribes here — 100eb (Premium) should do it.

The audition is being held in The Devil's Cut, so scoring an invite automatically gets the performer(s) and any "helpers" inside two days before opening night.

Once inside, the Edgerunners only have forty minutes to case the joint. They'll be allowed twenty minutes to set up their act, during which time Mira Maldonado and one **Devil's Cut Security Guard (SEE PAGE 109)** will watch them. Lung will return then and watch the act for ten minutes before leaving.

After the audition ends, Maldonado and the Security Guard will observe for ten minutes as the Crew packs up their gear. At this point, they'll be escorted out of the building.

During the audition, the main NET Architecture is switched off, as are all defenses connected to it. The vault's NET Architecture is up and running, but the vault itself is open as Lung moves between it and her office while performing a final inventory check.

Anvil, Lung's bodyguard, stays with her at all times. In addition to The Devil's Cut Security Guard watching the audition, a second Guard is stationed outside the vault, a third on the front door, and fourth in the back alley.

It is up to the Edgerunners to decide how to sneak around during the audition. They can use Social Skills to pull the old "can I use your bathroom" trick, Stealth away, cause distractions ... encourage creativity.

Actually passing the audition and getting the gig requires succeeding at a DV21 Check using an appropriate Skill, such as Dance or Play Instrument.

BUILT FOR COMBAT?

If your Crew is optimized for combat, they might find this heist difficult. Here are a few options for putting success within their reach.

*Warn them ahead of time. At the end of **Welcome to the Neighborhood** (or even after **Real Estate Rumble**), mention an upcoming mission focuses on thieving and social abilities. They can spend *Improvement Points*, accordingly.*

*When more than one member of the Crew takes the same non-combat Action, ask the Players to pick one Character to make the Check and apply the result to the entire Crew. This is especially useful for *Stealth Checks*, where a single bad roll can spell doom for an entire group. It also allows another member of the Crew to boost the chances of success with a *Complimentary Skill Check*.*

*Remind them about the existence of *Skill Chips*. Slotting one for a +3 to a Skill is better than going in with a +0. Also remind them *LUCK* and the *Flash of Luck (SEE PAGE 186)* rules exist.*

*Finally, if all else fails, feel free to drop some of the heist's *Skill Checks* by 2.*

THE DEVIL'S CUT

CITY INSPECTION

While Night City bureaucracy favors Corporations, it does occasionally do its job and perform safety inspections. With the right outfits (DV13 Wardrobe & Style Check) and the proper paperwork (DV15 Forgery Check) a Crew of Edgerunners could make for convincing inspectors checking on earthquake-resistance or fire code compliance. Add a bonus if one of the Edgerunners is a Lawman working for the NCPD or a reputable security outfit and accompanies the Crew in uniform ("Yeah, I think this is a waste of resources, too, but my boss says I gotta escort these geeks around.")

Once inside, the Crew will have full access to the building but be escorted the entire time by Mira Maldonado and one The Devil's Cut Security Guard. The main NET Architecture is switched off, as are all defenses connected to it. The vault's NET Architecture is up and running, but the vault itself is open as Lung moves between it and her office while performing a final inventory check. Anvil, Lung's bodyguard, stays with her at all times. In addition to The Devil's Cut Security Guard escorting the Crew, a second Guard is stationed outside the vault, a third on the front door, and fourth in the back alley.

Playing the part of an inspector requires good bullshit. Acting, Bureaucracy, Education, and appropriate Science Skills are all useful in convincing Maldonado that the Edgerunners are doing the job they say they're there to do. No matter how successful they are, though, if they linger for more than thirty minutes, their babysitters will grow suspicious.

A BREAK-IN

Breaking into The Devil's Cut at night before the opening gala is risky but potentially rewarding. After hours, Lung, her assistant, and her bodyguard are off-site. The vault is closed, and both NET Architectures are up and running. There is a Devil's Cut Security Guard stationed at each entrance, and one guard per floor is on patrol.

DIRECT FROM THE SOURCE

The Crew can try to gather information directly from someone working at The Devil's Cut.

The Devil's Cut Security Guards are Continental Brand loyalists and work in shifts. It wouldn't be hard to follow one to a bar near the docks in the Upper Marina and pump them for information using Bribery (at least 50 eb [Costly]), Conversation, Persuasion, or another appropriate Skill Check. Their information is limited, though. They can provide a general layout of the building and an idea of the defenses connected to the main NET Architecture but don't know much about the vault, its defenses, or its contents. They know nothing about the opening-night gala except that they need to show up for it.

Mira Maldonado is thorough, efficient, and ultimately self-serving. She cannot be seduced or bribed. She can be convinced screwing over her boss is good for her career if an appropriate plan is presented. The problem is approaching her. Currently, she splits her time between The Devil's Cut and her conapt in the Continental Brands Vertical Neighborhood near the Neocorp's HQ in Little Europe. Possible points of contact: the taxi she takes to and from work daily and that she orders Greek food for delivery each night once she returns home. The taxi driver or delivery person can be replaced via abduction, violence, or an appropriate Skill Check. Mira has copies of the blueprints (including the defenses inside and outside the vault) and information on the opening-night gala logistics (including



BY TORBEN WEIT

the schedule and information on the catering staff) on her Agent. She can provide the passwords for both NET Architectures, allowing an infiltrating Netrunner to succeed at Backdoor Checks automatically (though they will still be recognized as an intruder by the system otherwise). She cannot provide information about the security team. She won't actively help during the heist but can be convinced to "leave a door open."

Anvil is loyal but flawed. He picks up Jules Lung in the morning from her high-security Camden Court conapt in Little Europe and drops her off there at night, ensuring she makes it inside before leaving. He then drives to Wicked Pissa, a braindance bar near the University District. He downs a few drinks, then plugs into a BD for a few hours before crawling home to his conapt in the Continental Brands Vertical Neighborhood for a few hours of sleep. He can't be bribed or persuaded to betray his boss but he can be seduced or conned out of the information. He has copies of the blueprints (including the defenses inside and outside the vault) and information on gala security (including information on the security guards and their assignments during the gala) on his Agent. He can provide the passwords for both NET Architectures, allowing an infiltrating Netrunner to succeed at Backdoor Checks automatically (though they will still be recognized as an intruder by the system otherwise). He can't provide information about the logistics of the opening-night gala.

GO TO CLIFF (HEIST NIGHT)

CLIFF (HEIST NIGHT)

Harry is happy to sit down with the Crew and discuss their plans for the gala.

"You've got to answer three questions, kids: How are you getting inside The Devil's Cut? When you're inside, how are you cracking the vault to steal the booze? Once you've got the booze, what's your exit strategy?"

"For a swanky party, getting in always comes down to one of three methods. Be a guest, be the help, sneak in. You'll need to slip past security to trip your way down to the vault, deal with the guards there, open the vault, and grab the bottles. You could go for the stealth and subdue or the distract and lure away there. Finally, you'll need to hit the door. Don't forget something to carry the bottles in. They're heavy, clink if they hit each other, and'll be the first thing to break if things turn rough."

Once the Crew has cased the joint and finalized their plans, it is time for The Devil's Cut's grand opening gala! The party begins promptly at 10pm. Entrance is by invitation only, and valet parking is provided.

Jules Lung and her assistant Mira Maldonado and bodyguard Anvil are on-site. Neither Maldonado nor Anvil stick with Lung, as both have their own tasks to perform during the evening.

Catering is provided by Continental Brands. Present are two cooks (in the kitchen), five servers (three in the main lounge, two in the cigar bar), two bartenders (one in the main lounge, one in the cigar bar), and one intern working the coat check.

The number of security guards present depends on how well the Crew performed while gathering information.

- **No Alert:** If everything went smoothly, there is one Devil's Cut Security Guard in the main lounge, one in the cigar bar, one at the station near the front door, two in the alley behind the building, and two at the vault guard station.
- **Low Alert:** If the Crew left behind evidence of their interest but weren't caught in the act of gathering information, there are two Devil's Cut Security Guards in the main lounge, two in the cigar bar, one at the security station near the front door, two in the alley behind the building, and three at the vault security station.
- **High Alert:** If the Crew was found out but escaped while gathering information, it is the same as Low Alert, but there is an **NCPD Officer (SEE PAGE 109)** in the main lounge, cigar bar, and at the vault security station.

There will be a hundred guests moving between the main lounge and the upstairs cigar bar upstairs during the gala. Many will be armed but unwilling to engage in a fight unless their life is threatened.

OPENING-NIGHT SCHEDULE

The schedule of opening night is precise.

- **The party begins at 10pm**, and guests will mingle, partake in food and drinks, enjoy the live entertainment, and inspect the bottles being auctioned off at various interactive electronic

WORKING FOR CONTINENTAL BRANDS?

What if a member of the Crew is a Continental Brands Exec? This could potentially change the game. First, you'll need to define their relationship with Jules Lung. Are they friendly colleagues, rivals, or unaware of one another? Next, the Exec must decide where their loyalties lie. Loyalty to Continental Brands doesn't rule out participating in the heist — it may well be an opportunity for the Exec to advance their career. After all, if Jules Lung falls, someone has to take her place.

Working for Continental Brands provides a new avenue for acquiring information. Data on The Devil's Cut and the opening-night gala is probably stored somewhere inside the company's Night City headquarters, after all. An Exec just needs to navigate the bureaucratic minefield to retrieve it. They can probably also score an invite if they know just who to bribe in the mail room.

displays. During this time, Jules Lung will speak with the guests in the main lounge and the cigar bar upstairs. Mira Maldonado will split her time between the cigar bar, main lounge, and kitchen, ensuring everything runs smoothly. Anvil moves around in a pattern, checking on the guards. His Agent receives feeds from the security cameras in the building, and he checks them roughly once every five minutes.

- **At midnight, Jules Lung will hold an auction**, offering fifty bottles in the collection to the highest bidders. Mira Maldonado is present, taking notes on who won what. Anvil is there, guarding Lung, but he checks the security feed on his Agent roughly once every five minutes.
- **The auction ends at 1am**, at which time the winners will be escorted to the vault by Lung and Anvil, where they can ogle their purchases for a few minutes before they return to the party upstairs. Mira Maldonado takes the time to visit the office and ensure the payments are transferred correctly.
- **The party ends at 3am**. Guests will be gently ushered out of the building as clean-up begins.

GETTING INSIDE

The first step of the heist is gaining access to the building. Harry can suggest a few possibilities. Depending on the circumstances, the Crew may need to try multiple routes to get everyone inside.

Scoring an invite isn't easy unless a member of the Crew has a Reputation of 6 or higher for acts that might attract positive attention from "high" society. With such a reputation, they only need to succeed at a DV17 Streetwise Check. Otherwise, the DV is 21. An invitation only provides entry for two people: the invitee and their plus one. Formal dress (Businesswear or High

Fashion) and success at a DV15 Wardrobe & Style Check is expected. Arriving as an already invited guest's plus-one is also possible, though we leave it up to you to decide how an Edgerunner arranges this.

If the Crew attended the audition and secured the gig, they'll have access to the venue starting at 9pm for setup. They'll be expected to begin playing at 10pm and do so until midnight. They'll be given a break during the auction and then expected to play from 1am to 3am and leave the building by 3:30am. When not setting up, tearing down, or performing, they're told to "not bother the guests" and wait in either the kitchen or the back alley. Sneaking around when not performing won't be easy, but it isn't impossible.

Sneaking in as catering staff or a security guard is possible. It requires tracking the staff or guards down before the event and arranging to replace them. They aren't paid well, so they'll hand over their uniforms and ID badges with a DV15 Bribery Check and 100eb (Premium). Harry will reimburse the Crew for the bribe. The Crew can also take the uniforms and IDs the old-fashioned way — via violence. Once they have the uniforms, showing up and convincing their new coworkers that they belong there is a DV15 Acting Check. However, creative Players can substitute other Skills, such as Bureaucracy, Persuasion, Tactics, or Wardrobe & Style.

Breaking and entering is always possible. The Devil's Cut has three possible points of entry: the front door, the back door, and the skylight. The front door is watched and guarded at all times. Opening the back door requires sneaking past the guards in the alley before using a passcard (possessed by any staff member) or succeeding at a DV17 Electronics/Security Tech Check. Cutting through the skylight is possible but requires a DV15 Basic Tech Check and appropriate tools. The drop to the floor below is short

enough that anyone with cyberlegs can simply leap down. Anyone else will need to succeed at a DV13 Athletics Check using a rope.

This is best done during the auction when the cigar bar is emptied of everyone but the security guard, who is helping themselves to the contents of the bar and distracted.

GRABBING THE GOODS

Once they're inside, the Crew needs to gain access to the vault and grab the goods.

How the Edgerunners travel to the vault is up to them. Stealth is an option, and distractions are helpful, but the goal is to embarrass Jules Lung. This means she needs to complete the auction and show the buyers empty cases where the booze used to be. Even if the Crew steals the bottles, the job is only halfway done if Lung isn't humiliated.

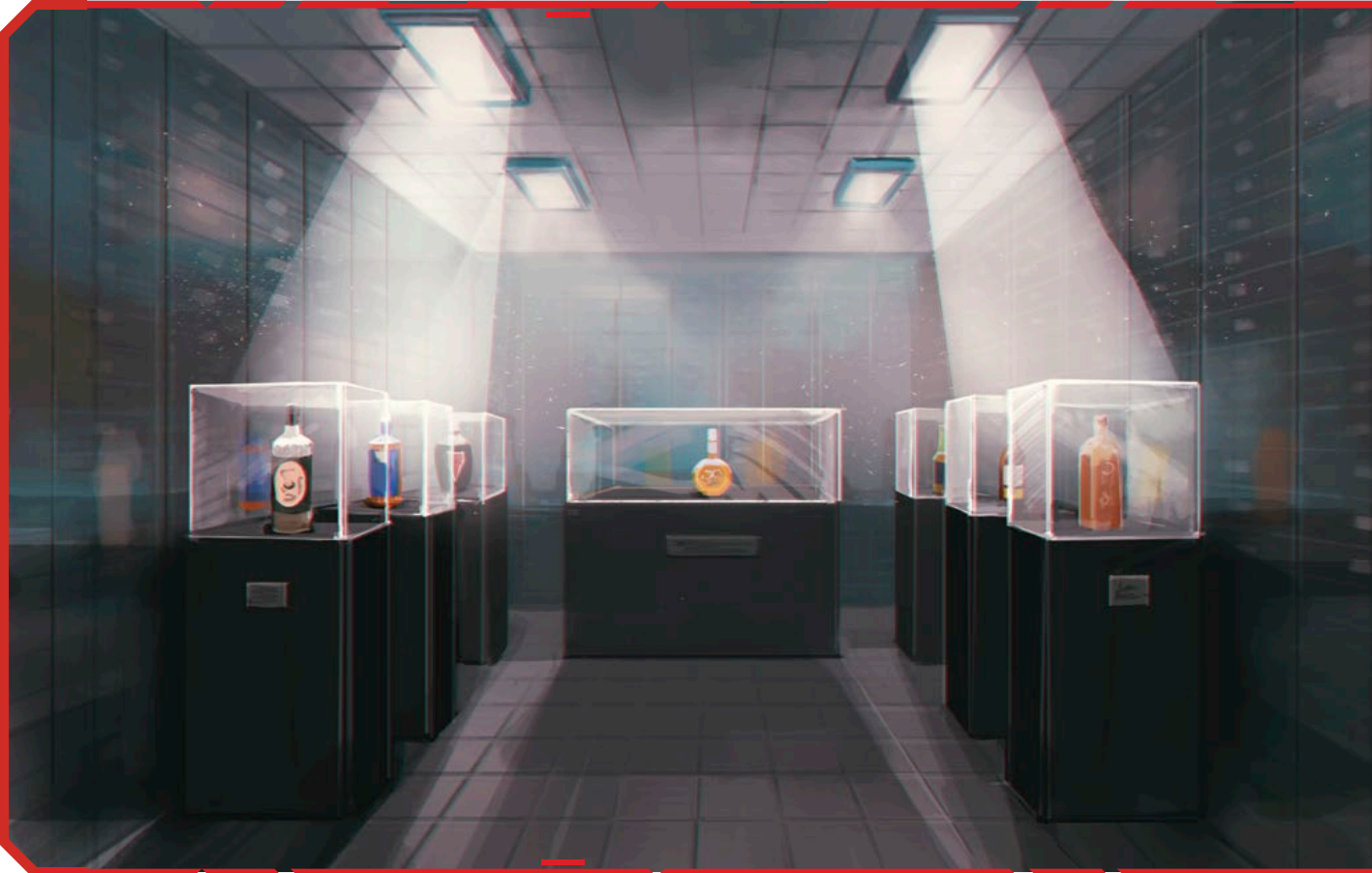
The guests won't look twice at the Crew moving around the building as long as they seem like they belong. The catering staff can be silenced with a good

Social Skill Check — they don't want any trouble. Any guards encountered will assess the situation and take appropriate action, calling for backup if needed.

At least two Devil's Cut Security Guards are on alert near the vault. If Jules Lung is on Low Alert, there are three guards. If Lung is on High Alert, there's also one NCPD Officer present. Convincing a single guard to leave their post is possible using an appropriate Social Skill Check against a DV15. Convincing two guards to leave ups the Skill Check to DV17. Three or more boosts it to an incredible DV24 (and requires a truly convincing reason). Sneaking up on the guards with a Stealth Check versus their Perception Skill is possible — neither is focused on the stairs but on the vault or their conversation.

If engaged or alerted, the guards will hit a panic button and call for backup at the end of a second Round of combat. If the alarm is sounded, backup (in the form of Anvil and one guard per Edgerunner present) will arrive at the end of the third Round. Additional backup (up to the number of guards present in the building) can arrive as the GM desires.

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THE DEVIL'S CUT

The vault is closed. Opening it requires taking over the door's Control Node in the Vault's NET Architecture, succeeding at a DV24 Electronics/Security Check requiring 5 minutes, or slotting a keycard from Jules Lung, Anvil, or Mira Maldonado **and** a keycard from one of the on-duty vault security guards at the same time.

Once the Crew is inside, they need to locate the right bottles. Each bottle is locked in a thick bulletproof glass case (30 HP) secured by an old-fashioned key lock (DV13 Lock Pick and 30 seconds to open. Jules Lung has the key on her person and keeps a copy in her office desk. Finding the bottles on Harry's list quickly requires a DV17 Perception Check and takes 5 minutes. If the Crew fails the Perception Check, they still find the bottles, but it takes 10 minutes instead. It is up to the GM to decide if Anvil visits the vault as part of his regular patrol during this time.

Securing the bottles properly is essential. They are fragile and should be carried in a padded bag or box/ container. Hopefully, the Crew took Harry's warning and planned ahead. Once the Crew has the goods, they have to escape with their loot intact.

GO TO CLIMAX (FLEEING THE SCENE)

CLIMAX (FLEEING THE SCENE)

If the Crew did well and no one was alerted, they just need to sneak the goods out and make their escape. Easy peasy. Of course, if they pass Lung, her people, or any guards on the way out, feel free to make opposed Checks based on how the Crew is hiding or carrying the booze.

There might be pursuit if the Crew made enough noise to attract attention. Once they've pushed their way outside, the Edgerunners can try to hoof it or grab a vehicle and drive off. They can use a conveniently parked getaway car if they planned ahead, or they can borrow the **catering van** (SEE PAGE 109) parked in the back alley.

If Lung and her people are alerted and giving chase, Anvil and a few security guards will pile into his **ride** (SEE PAGE 109) and follow, shooting all the way. If Lung was on High Alert, at least one **NCPD Cruiser** (SEE PAGE 109) follows the Crew, too. As the chase continues, feel free to ramp up the excitement by bringing in more pursuers. Continental Brands might send in more security, or NCPD might join in on the action.

Even if the heist ran smoothly, you might want to end the heist on an action movie high note. If you so desire, have a patrolling NCPD car notice the Crew driving away, looking suspicious. If the cops flash their lights and order the Edgerunners to pull over, will they comply? Or flee?

Use the Chase rules (PAGE 180) to determine the outcome of any pursuit. One important caveat — anytime an Edgerunner or the Crew's vehicle takes damage, roll 1d10. On a 1, one of the purloined bottles is smashed unless the Edgerunners thought to pack them securely.

If the Crew fails the heist, **GO TO RESOLUTION (EMPTY BOTTLE)**. If they succeed, **GO TO RESOLUTION (FULL BAR)**.

RESOLUTION (EMPTY BOTTLE)

If the Crew fails to bring back any bottles to The Forlorn Hope, Harry and Marianne are disappointed, but they understand that going up against the Corps means you don't always win.

"I know you did your best. I guess we'll just open without any pretty bottles to decorate the shelves behind the bars." Marianne says, "At least we'll still open. Lay low for a while. Stay out of sight in case someone at Continental Brands figures out who you are. I'll let you know when the coast is clear."

Harry the Shrimp will reimburse the Crew for any money spent on bribes, but there's no payout for failing the job.

RESOLUTION (FULL BAR)

When the Crew arrives at The Forlorn Hope with their prize, Marianne shouts in triumph and begins unpacking the bottles carefully, one at a time.

"I'll hide these until opening night, just in case," Marianne promises.

Harry the Shrimp and Marianne pay the Crew the agreed-upon fee: 1,000eb each plus 100eb to the group as a whole per bottle retrieved. Harry will also reimburse the Crew for any bribes paid.

If it seems likely a member of the Crew was identified in connection with the heist, Marianne suggests they lay low for a while, just in case.

Otherwise, she hugs those Edgerunners who seem receptive to hugs, genuine tears in her eyes.

"I can't wait for opening night!"

DOWNTIME

By this point in the Campaign, the Crew might want some serious downtime to take care of personal matters — especially if there's a Tech in the group who wants to spend a little time in their workshop.

We recommend at least one month of downtime before the next Mission. Go for more if you need it. Heck, feel free to slot in a small side gig just for fun! We do recommend you keep the Crew aware of The Forlorn Hope's opening night during this time ... after all, they'll be guests at the party!

GO TO MISSION: HOPE'S CALLING!!!

APPENDIX: THE DEVIL'S CUT

The Devil's Cut is located in the Upper Marina. The building was home to a bistro from 2042 to 2043. It sat empty after the bistro went under until Continental Brands bought it. Initially, they intended to turn the location into an Oasis, but Jules Lung convinced her bosses to take a chance on her booze bank concept instead. Remodeling was contracted to Zhirafa Construction under the supervision of architect Morrux Jenkins and completed a little over a month ago.

The Devil's Cut is a two-story building in an elegant style, with an art nouveau-themed interior, faux marble floors, graceful bronze-tinted fixtures, and plushy upholstered armchairs. The bottom floor is divided into a large main lounge, complete with a bar and stage, and a kitchen. The top floor offers a wrap-around balcony overlooking the main lounge and a comfortable cigar bar. The high-security, climate-controlled alcohol vault is located in the basement.

GROUND FLOOR

The north elevator travels between the ground and the top floor. The elevator to the southeast is a cargo elevator traveling between the ground floor and the basement. The stairs to the basement are next to the southeast elevator.

Three observation cameras are on this floor (marked on the map). Spotting one requires a DV17 Perception Check. Moving past the camera in the Main Lounge without being clocked by it requires a DV13 Stealth Check. Moving past the two cameras in the back halls without being clocked requires a DV17 Stealth Check. Countering each camera remotely using an Agent requires a DV9 Electronics/Security Tech Check and 1 minute.

Access points for the Main NET Architecture are marked on the map.

Main Lounge (1): A large, open space easily configured for multiple uses. It currently serves as a lounge, with a bar set up against the south wall. Ten waist-high columns are scattered throughout the room, each displaying a tablet listing The Devil's Cut's available inventory. A temporary stage has been erected against the west wall, not far from the main entrance. In the northeast corner, stairs lead up to the top floor.

Coat Check Room (2): A space filled with racks for holding coats.

Kitchen (3): A large kitchen, designed for industrial use.

Bathroom (4): A two-stall, unisex bathroom.

TOP FLOOR

The north elevator travels between the ground and the top floor. The stairs go down to the ground floor.

Two observation cameras are on this floor (marked on the map). Spotting one requires a DV17 Perception Check. Moving past the camera in the Cigar Bar without being clocked by it requires a DV13 Stealth Check. Moving past the camera in the back hall without being clocked requires a DV17 Stealth Check.

Countering each camera remotely using an Agent requires a DV9 Electronics/Security Tech Check and 1 minute.

The office contains an **Electrical Flooring Trap (SEE PAGE 111)** across the entire floor. It only deactivates when a proper keycard is slotted to open the door. Leaping from the hall outside to the top of the desk is possible with a DV15 Athletics Check.

Access points for the Main NET Architecture are marked on the map.

THE DEVIL'S CUT

Cigar Bar (5): A cigar bar with comfortable seating. The staffed bar against the south wall provides clients with both cigars and drinks. There is a skylight above.

Balcony (6): A balcony overlooking the main lounge. Comfortable tables and lounge chairs line the south side. Standing tables dot the west and north sides.

Bathroom (7): A two-stall, unisex bathroom.

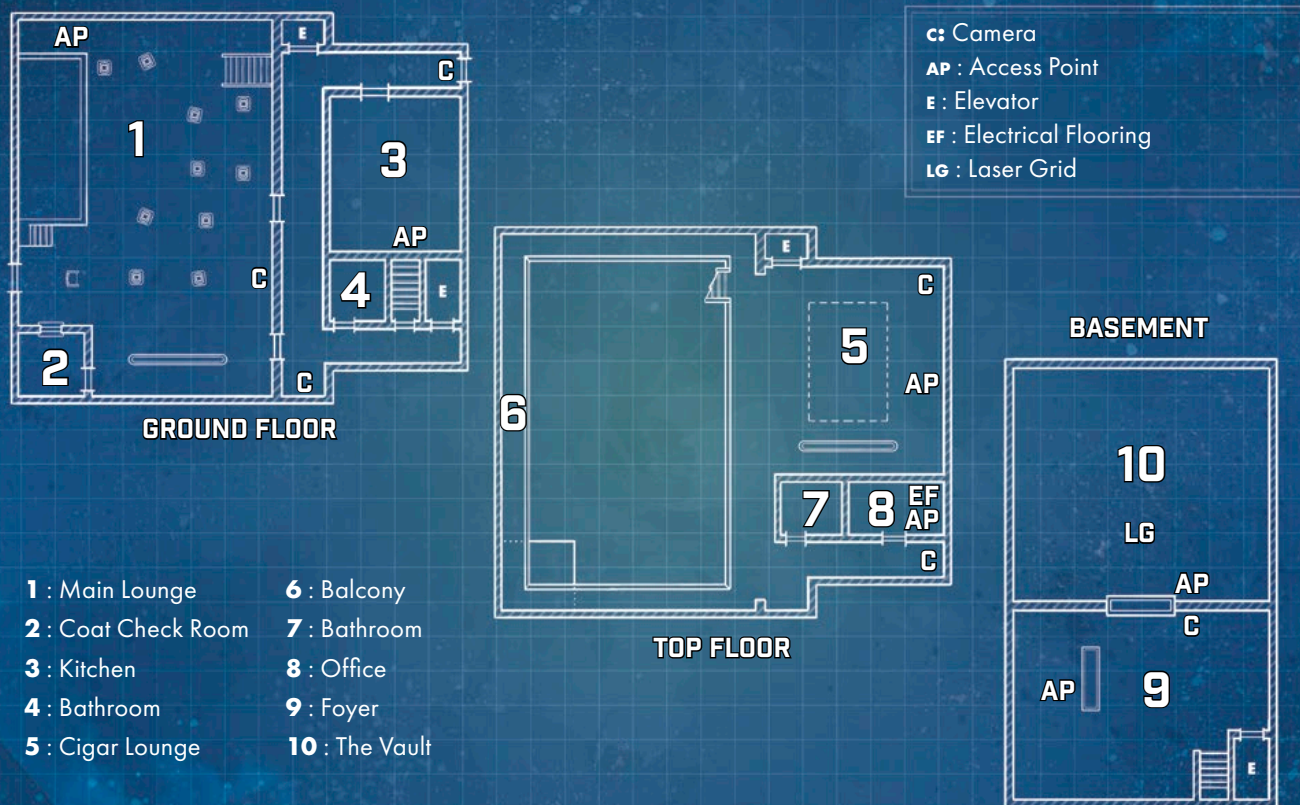
Office (8): An office for The Devil's Cut's manager, currently being used by Jules Lung. The door is locked (DV15 Electronics/Security Tech Check to bypass unless an Edgerunner has a passcard from Lung or Maldonado). There is a laptop here. Hacking into it requires a DV17 Electronics/Security Tech Check. It contains information about the catering staff for the gala, the security guards and their assignments during the gala, and blueprints for The Devil's Cut, including all defenses. A copy of the key needed to open the display cases in **The Vault (10)** is kept in a desk drawer.

BASEMENT

There is one observation camera on this floor (marked on the map). Spotting it requires a DV15 Perception Check and moving past it without being clocked is a DV21 Stealth Check. Countering the camera remotely using an Agent requires a DV15 Electronics/Security Tech Check and 1 minute. Inside the vault is a **Laser Grid (SEE PAGE 111)**. It covers the entirety of the vault and is active unless the vault is properly opened. Access points for the Vault NET Architecture are marked on the map.

Foyer (9): An open area in front of the vault. Both the stairs and elevator leading from the ground floor open here. It is also the location of the security station.

The Vault (10): Bottles of booze, each in a mechanically locked bulletproof glass display case. The vault door is composed of four layered sections of cover, each Thick Steel (50 HP).



BY SAGA MACKENZIE

The Devil's Cut

NPC, OBSTACLES & NET ARCHITECTURES

DC SECURITY GUARD	HP 35
STATS REPUTATION: 0	
COMBAT # 12	INIT 6 MOVE 4
IMPORTANT SKILL BASES Athletics 6 • Conceal/Reveal Object 10 • Concentration 6 Conversation 6 • Cybertech 8 • Human Perception 10 • Interrogation 10 Perception 10 • Persuasion 8 • Resist Torture/Drugs 4 • Stealth 6	
ATTACKS	
BATON (ROF2)	3D6
VERY HEAVY PISTOL (ROF1)	4D6
ARMOR	
HEAD: LIGHT ARMORJACK	SP11
BODY: LIGHT ARMORJACK	SP11
IMPORTANT GEAR & CYBERWARE	
Basic Very Heavy Pistol Ammo x16 • PQ Agent • Handcuffs Radio Communicator • Devil's Breath Keycard • Cash: 50eb	

NCPD OFFICER	HP 40
STATS REPUTATION: 1	
COMBAT # 13	INIT 6 MOVE 6
IMPORTANT SKILL BASES Athletics 7 • Conceal/Reveal Object 11 • Concentration 8 • Conversation 9 Cybertech 8 • Drive Land Vehicle 12 • Human Perception 6 Perception 10 • Persuasion 8 • Resist Torture/Drugs 6 • Stealth 8	
ATTACKS	
BATON (ROF2)	3D6
ASSAULT RIFLE (ROF1)	5D6
ARMOR	
HEAD: LIGHT ARMORJACK	SP11
BODY: LIGHT ARMORJACK	SP11
IMPORTANT GEAR & CYBERWARE	
Basic Rifle Ammo x25 • SQ Agent • Handcuffs x2 • Radio Communicator Subdermal Pocket • Cash: 20eb	

▶ CONTINENTAL BRANDS CATERING VAN

SDP 50 • Seats 6 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH

▶ NCPD CRUISER

SDP 50 • Seats 4 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH

Upgrades: Armored Chassis (SP13) • Bulletproof Glass (15 HP)

▶ ANVIL'S RIDE

SDP 50 • Seats 4 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH

Upgrades: NOS

THE DEVIL'S CUT

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NAME JULIANNE "JULES" LUNG	REP 5	SERIOUSLY WOUNDED 18	HP 35
ROLE EXEC: TEAMWORK 6		DEATH SAVE 4	
STATS			
INT 7	REF 6	DEX 6	TECH 5
COOL 7	WILL 6	MOVE 6	BODY 4
EMP 3			
WEAPONS		ARMOR	
BRAWLING ATTACK (C# 8)	ROF2	1d6	HEAD SKINWEAVE SP7
EQ HEAVY PISTOL (C# 13)	ROF2	3d6	BODY LIGHT ARMORJACK SP11
SKILL BASES			
Accounting 12 • Acting 10 • Athletics 8 • Brawling 8 • Bribery 12 • Business 12 • Concentration 10 • Conversation 12 Education 12 • Evasion 12 • First Aid 7 • Handgun 12 • Human Perception 13 • Interrogation 12 Language (Cantonese) 12 • Language (English) 10 • Language (Streetslang) 9 • Local Expert (Little Europe) 9 Local Expert (Upper Marina) 9 • Perception 13 • Personal Grooming 14 • Persuasion 12 • Resist Torture/Drugs 10 Stealth 8 • Trading 10 • Wardrobe & Style 12			
GEAR			
Basic Heavy Pistol Ammo x16 • Excellent Quality Agent • Audio Recorder • Disposable Cell Phone • Synthcoke x1 • Trauma Team Silver Card • Devil's Breath Keycard • Cash: 500eb			
CYBERWARE			
Biomonitor • Chemskin • Contraceptive Implant • Cybereye w/ Chyron • EMP Threading • Shift Tacts • Skinweave • Techhair			

NAME ANVIL	REP 3	SERIOUSLY WOUNDED 20	HP 40
ROLE SOLO: COMBAT AWARENESS 5		DEATH SAVE 7	
STATS			
INT 5	REF 8	DEX 6	TECH 4
COOL 5	WILL 5	MOVE 5	BODY 7
EMP 4			
WEAPONS		ARMOR	
MARTIAL ARTS ATTACK (C# 12)	ROF2	3d6	HEAD SUBDERMAL ARMOR SP11
EQ HEAVY PISTOL W/SMARTGUN LINK (C# 15)	ROF2	3d6	BODY SUBDERMAL ARMOR SP11
SKILL BASES			
Athletics 10 • Brawling 12 • Concentration 7 • Conversation 6 • Criminology 9 • Cybertech 10 • Deduction 9 Education 10 • Endurance 12 • Electronics/Security Tech 10 • Evasion 14 • First Aid 10 • Handgun 13 Human Perception 10 • Interrogation 10 • Language (English) 10 • Language (French) 10 • Language (Streetslang) 10 Local Expert (Little Europe) 8 • Martial Arts (Aikido) 12 • Perception 12 • Persuasion 9 • Pick Locks 10 • Shoulder Arms 10 Stealth 12 • Tactics 10			
GEAR			
Armor-Piercing Heavy Pistol Ammo x16 • Standard Quality Agent • Devil's Breath Keycard • Cash: 50eb			
CYBERWARE			
Biomonitor • Cybereye w/ Low Light/Infrared/UV x2 • Enhanced Antibodies • Neural Link w/ Subdermal Grip			

NAME MIRA MALDONADO	REP 3	SERIOUSLY WOUNDED 13	HP 35
ROLE SOLO: COMBAT AWARENESS 2/EXEC: TEAMWORK 2		DEATH SAVE 5	
STATS			
INT 5	REF 5	DEX 7	TECH 7
COOL 6	WILL 5	MOVE 5	BODY 5
EMP 3			
WEAPONS		ARMOR	
POPOP SPIKE (C# 10)	ROF2	3D6	SKINWEAVE SP7
EQ HEAVY PISTOL (C# 13)	ROF2	3D6	SKINWEAVE SP7
SKILL BASES			
Accounting 10 • Athletics 10 • Brawling 8 • Bribery 10 • Business 10 • Concentration 10 • Conversation 10 Education 10 • Evasion 12 • First Aid 9 • Handgun 12 • Human Perception 10 • Language (English) 10 Language (Streetslang) 7 • Local Expert (Little Europe) 9 • Local Expert (Upper Marina) 9 • Melee Weapon 10 Perception 12 • Personal Grooming 10 • Persuasion 10 • Stealth 12 • Wardrobe & Style 10			
GEAR			
Basic Heavy Pistol Ammo x8 • Excellent Quality Agent • Disposable Cell Phone • Devil's Breath Keycard • Cash: 100eb			
CYBERWARE			
Biomonitor • Chemskin • Contraceptive Implant • Cyberarm w/ Popop Spike • Skinweave			

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▶ ELECTRICAL FLOORING TRAP

Hit Points: 20

Perception Check to Spot: DV17

DV13 Electronics/Security Tech Check, 1 minute to counter.

Attacks

Electrical Shock (6d6 Damage)

Targets are shocked the first time they make contact with the floor in The Devil's Cut officer. They are shocked again at the end of any of their Turns in which they continue (or reestablish) contact with the floor. This damage is reduced by armor but does not ablate it.

Countering this trap requires access through a panel in the hallway outside the office.

▶ LASER GRID TRAP

Perception Check to Spot: DV17

DV17 Electronics/Security Tech Check, 1 minute to counter.

Attacks

Laser Grid (4d6 Damage)

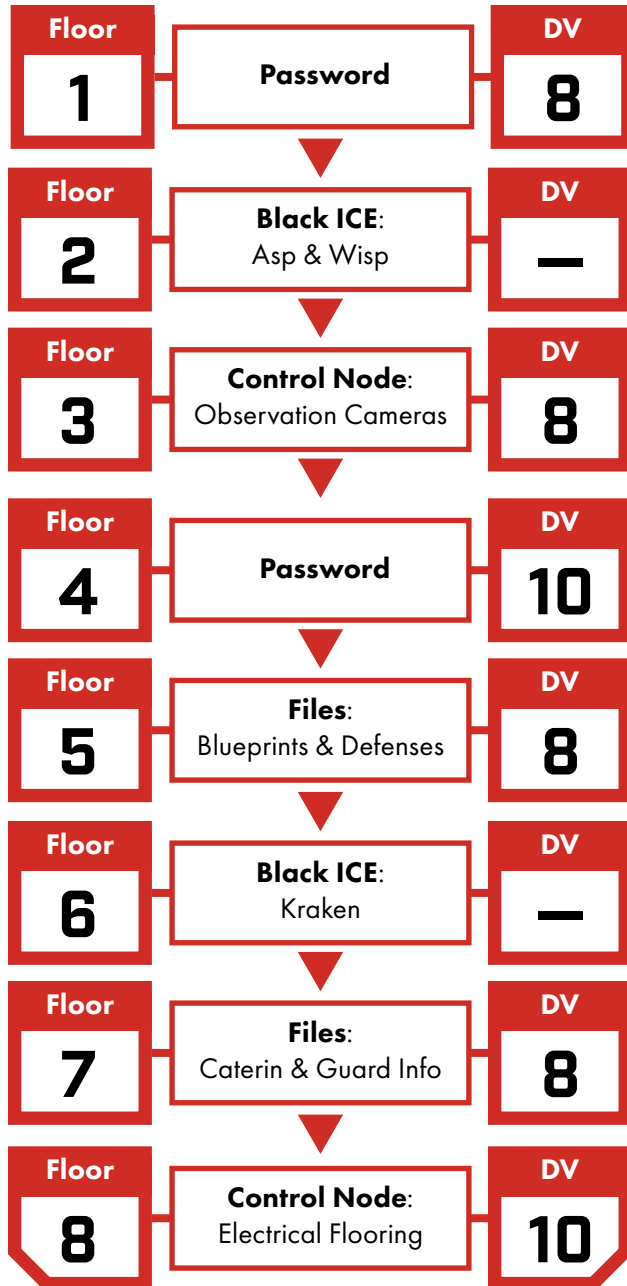
Any target who enters this space or moves more than 2 m/yds through encounters the laser grid and takes damage. Armor reduces this damage and is ablated.

The grid can be navigated with a DV17 Contortionist Check.

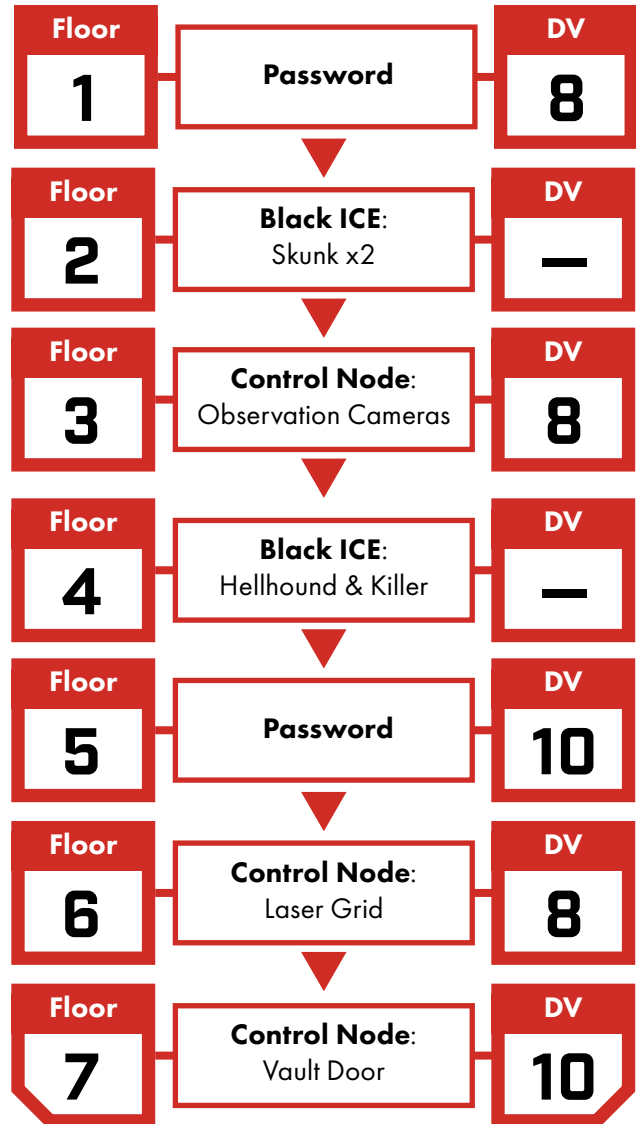
Countering this trap requires access through a panel in the security station.

THE DEVIL'S CUT

▶ THE DEVIL'S CUT MAIN NET ARCHITECTURE



▶ THE DEVIL'S CUT VAULT NET ARCHITECTURE



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Heist Inspiration (DV0)

Nervous about running a heist or looking to inspire your Players before the session begins? Then check out some of the following!

*Burn Notice • Heat • Inception • Leverage
Lock, Stock, and Two Smoke Barrels
Ocean's Eleven • Snatch
Thief (the Michael Mann one)*

BY STORN A. COOK

ESTIMATED PLAY TIME: 8 TO 12 HOURS

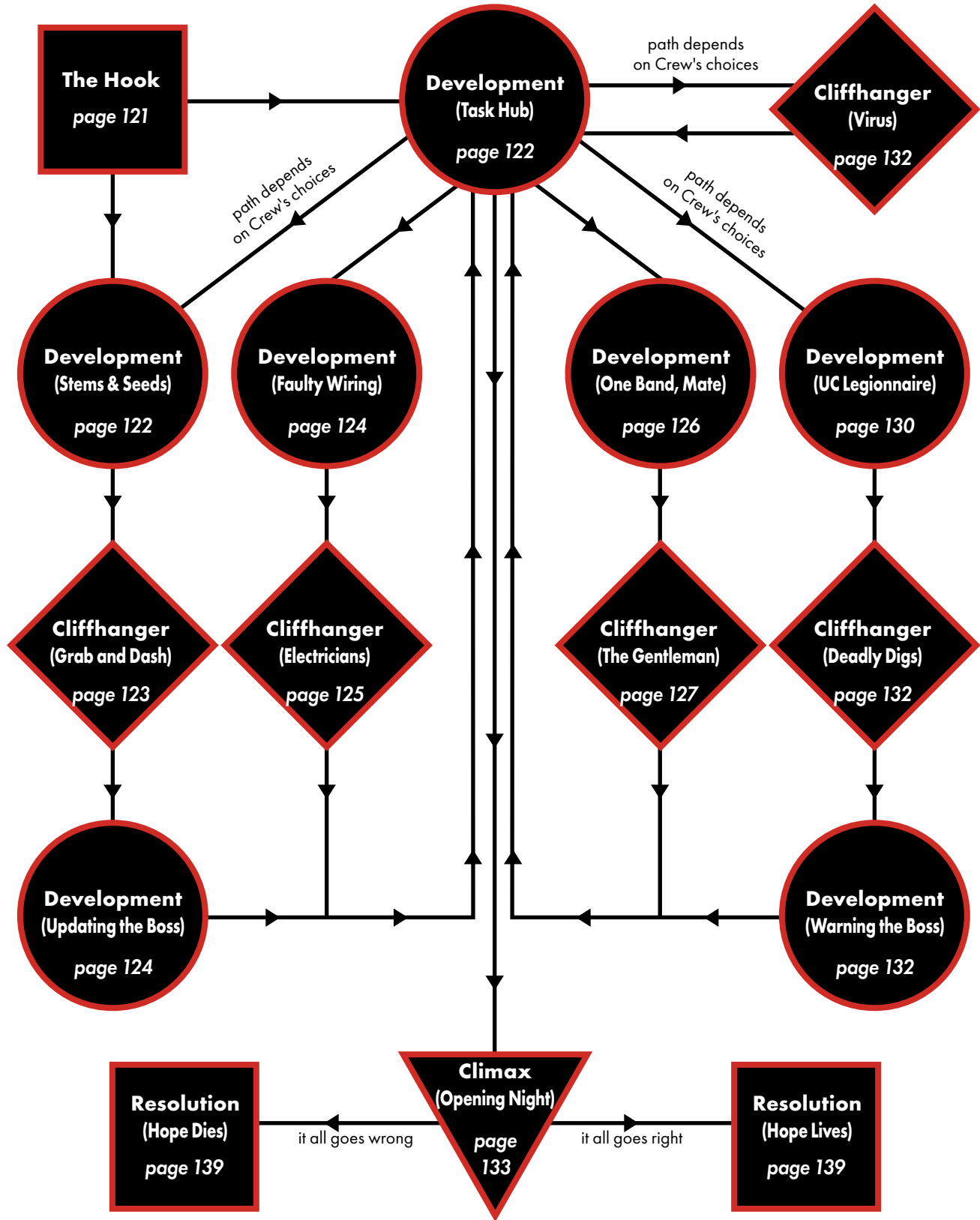


HOPE'S CALLING!!!

BY CHRIS SPIVEY

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BEAT CHART FOR HOPE'S CALLING!!!



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RUMORS

1d6	Rumor
1	The Devil's Cut, Continental Brands' foray into the high-stakes world of alcohol collecting has failed miserably, thanks to a daring heist on the booze vault's opening night. Rumor has it CEO Olivia Forsythe has called The Cut's lead Exec, Jules Lung, back to home base for a "talk." Bets are being taken as to whether Ms. Lung will end up managing an Oasis in Alaska or "managing" a cemetery from six feet under.
2	The Forlorn Hope reopens tonight! Among the high-power choombas rumored to be attending: Rogue Amendiaries (the legendary Queen of the Solos), Network 54 star reporter Bes Isis, newly elected Watson City Manager Lucius Rhyne, and porn artiste and braindance star Mister Studd.
3	After several victories against the Iron Sights, the Red Chrome Legion has gone quiet, fortifying its territory rather than trying to expand. Don't expect it to last for long, though. Vox and Populi, the current leaders of the neo-fascist gang, obviously have huge ambitions.
4	Due to a massive NCPD operation that incarcerated over half its membership, the Dockside Billhooks have canceled all their remaining bouts for the roller derby season. The Night City Wonderland League is reportedly considering demoting the Billhooks to the minors and boosting another team to take their place.
5	Reports out of Morro Rock suggest geological engineers flown out from Kenya have halted construction on the Orbital Air mass driver, citing concerns about the stability of the area's bedrock.
6	Dirty Shirley, head cook for the Piranhas, was recently seen inside a bespoke drug shop named Breeze. Shirley seemed exceptionally cozy with the owners, known locally as Nana and Pop Pop.

"Night City! We're living in the eye of a hurricane. The war's at the doors,

All you Edgerunners are crying. Hope's Calling! Hope's Calling for Forlorn!"

Hope's Calling!!! by Grace Steel and the Distortions

And above all? Make sure the bar's still standing when the sun rises tomorrow. The Forlorn Hope can burn out, but it'll never fade away! Night City is a place for dreams; this bar is its silver lining! The gig kicks off at high noon, and everyone is expected to be geared, arsenal-ed, and fashioned-up on the clock until 4am the following morning. Let's rock!

BACKGROUND (READ ALOUD)

The old Hope burned away, quite literally, with little more remaining than cinders and recollections. The New Hope rose thanks to your tireless work, which has paid off in new friends, new allies, and most importantly, a few eb in your pocket! You've found the place. You've scoped the scene. You've snagged the booze. All that's left is the grand opening! Everything is riding on tonight going right: The Hope's reputation, their revenue, your street cred, and their return. What could possibly go wrong?

Every. Fucking. Thing. Marianne knows it, so she's hired you for 500eb each as a knock-around crew. What does that mean? You're part roadie, techie, gopher, and security, with your priority being to ensure tonight blows the doors off Night City and cements The Hope's legacy. So fantastic drinks! Non-stop music!

THE REST OF THE STORY

As the original Hope burned down, the Red Chrome Legion took advantage and attacked. After months of losses at the hands of the Iron Sights, the Battle of the Burning Hope proved a fatal blow for the old leader of the Legion, Maniple. Two of the RCL's recruiters, Jennifer Hausser and Damien Naumann, stepped up and took over in a violent coup. Going by the handles Vox and Populi, the pair have traded in on desperation, recruiting the unhoused and the poor with promises of a meal and a place to sleep and then radicalizing them into true believers.

Destroying the new Forlorn Hope will erase the stain of the RCL's defeat outside the old building, so they've been monitoring the ongoing rebuild and waiting for the perfect, reputation-boosting moment to strike:

opening night. Needing a spy on the inside and an observation nest, Jennifer (Vox) killed a Woodland Park resident named Anne Cartwright and took on her identity courtesy of a bit of biosculpting. Damien (Populi) took on the identity of Anne's brother, Arthur. He worked from the outside, observing and planning. She worked from the inside, obtaining a job as a server at the soon-to-reopen Hope and earning a reputation as a friendly, quiet employee willing to work long hours and do whatever tasks needed doing.

It was all a scam, of course, allowing the duo to plan for an attack on opening night. If the Red Chrome Legion can bring down the new Forlorn Hope, they believe their reputation as the toughest gang around will be set in steel, recruits will flood to their cause, and their ideology will flourish and gain dominance in Night City.

THE SETTING

The scenario kicks off at The Forlorn Hope, with Marianne giving the Edgerunners the skinny and a task list. From there, they can go to Stems & Seeds in the University District for cocktail ingredients, hunt down power fluctuations in the building for Backhand the house Tech, and retrieve wayward band member Random from the Highcourt Plaza hotel in Old Japantown. Of course, it all ends in a blowout party at The Forlorn Hope featuring the biggest of all bar brawls.

**Regardless of what happens,
the doors open at 9pm sharp!**

THE NEW FORLORN HOPE

The new Forlorn Hope, fully finished and ready to shine, features prominently in this Mission, so we're showing it off here. This New Hope is housed in a four-story building, with two floors located underground and two above.

THE PEOPLE (STAFF)

A bar isn't just a building. It is the people in it. Here's the who's who of The Hope's staff.

Annie: Annie was a resident of Woodland Park, living with her brother Arthur in The Shark before she was killed and replaced by Vox in order to infiltrate The Forlorn Hope as a server.

Backhand: Sarcastic and sardonic, Backhand picked up the job as The Forlorn Hope's in-house Tech a short time before **The Angel's Share**.

Cid: Left Vancouver three years ago after washing out of Corporate training in the local Biotechnica offices. She shares an apartment with (too many) friends in the Watson Development.

The Distortions: Formed by Grace Steel in the aftermath of her old band's collective death in the fire that destroyed the old Forlorn Hope. **Chevalier** (back-up vocals and guitar) is a historian by academic training but couldn't resist the siren song of a musical career. **Legacy** (drums) graduated from NCU with a degree in music but didn't want to go the Corporate content mill route. **Random** (keytar and sound mixing) spent his teen years as a member of the Andersons, a YoGang, before he aged out and started playing clubs.

Doc Stoic: Known for his unflappable and quietly polite demeanor. In-house medtech at The Forlorn Hope. He inherited it from his mentor, Sundance, when she retired.

Edelweiss: Practically born in The Forlorn Hope and the niece of former co-owner William "Dollar Bill" Dolarhyde. She began work there as a waitress and was recently promoted to head cook.

Grace Steel: A former member of the Back Street Brawlers, a guardian gang from back in the day. Grace spent time working as a Solo before discovering her love of music. She now leads The Forlorn Hope's house band.

John "The Professor" Freeman: Co-owner of the bar and husband of Marianne. John's slowly progressing neuromuscular disorder has led him to focus less on day-to-day operations and more on his work advocating for veterans in need of help.

Jorge: Grew up in Night City and worked a series of odd jobs before finding employment as a server at the new Forlorn Hope. Lives with his boyfriend in Heywood.

Marianne Freeman: Co-owner, manager, and chief bartender. Wife to The Professor. She serves at the Crew's primary employer during the events of **Tales of the RED: Hope Reborn**.

Petra David: 4th Corporate War veteran who dislikes talking about their past. Head of security for The Forlorn Hope.

Valence: A former streetrat, practically enslaved by Maelstrom as a Hot Zone digger. The Professor and Marianne helped Valence leave their old life and start a new one. Works as a server at The Forlorn Hope.

THE PEOPLE (REGULARS)

The Forlorn Hope has a number of regular patrons who treat the bar like their home away from home, including:

Aurora "Rory" O'Reilly: One of a new generation of Media who specializes in livecasting her investigations. The daughter of famed *Solo of Fortune* reporter C.J. O'Reilly and former Federal Marshall Gayle "Nails" Sigmund.

Axel "Axeman" Mankievicz: A former private detective, Axeman switched careers after too many close calls (including time spent in a coma). These days, he works with The Professor to ensure veterans of past wars receive the help they need to survive in Night City. He specializes in tracking down those vets who slipped through the cracks and vanished.

Ingénue: The only known survivor of the old Willow Sisterhood, a bodyguard/assassin outfit. After the rest of her sisters died during the 4th Corporate War, Marianne helped Ingénue find new purpose in the founding of the Willows, this time dedicated to helping and supporting women who suffered through trauma as veterans and edgerunners.

Major Veronica Stiles: A recruiter for Militech who specializes in hiring and wrangling freelancers for gigs. She learned the job from Traci Jo Marlowe, a regular at The Hope in the days before the 4th Corporate War. Called Vicky by Marianne.

Roxanne "Roxxi" Colton and Kimiko "Kissy" Sanchez: A married pair of Solos who famously work gigs together. In their youth, they were famous for the amount of property damage they caused during their jobs. They've mellowed out a little as they've aged.

Susan "Sundance" Dahner: A military veteran and old friend of The Professors who served The Forlorn Hope in two capacities: as its in-house medtech from 2023 until 2043 and as a bassist and back-up singer

in the bar's old house band, the Slaughtered Lambs. She's retired these days but if she drinks enough she'll still climb up on stage and rock out with Grace Steel.

Team Monster: An experienced edgerunning crew consisting of **Cereal** (Netrunner), **Isolate** (Solo), **Lucky** (Medtech), **Nox** (Rockerboy), **Paladin** (Solo), and **Too Tall** (Nomad). Team Monster spends most of their time out of town on jobs these days, but when they return to Night City they always make it a point to visit The Forlorn Hope for a drink.

Tim Ward: Tim loves to tell his story about starting out his career as a security guard at an old movie studio before leaving to build Ward Security, a firm specializing in providing protection to the rich and famous. He occasionally hires edgerunners he meets at The Forlorn Hope for short-term assignments.

SUB-BASEMENT

Tech Workshop (1): A workshop primarily inhabited by Backhand. It also houses The Forlorn Hope's NET Architecture server.

Medbay (2): A ripperdoc clinic operated by Doc Stoic.

Utility Room (3): This is where you can find The Forlorn Hope's hot water heater and fuse box. It is also home to an industrial washer and dryer.

Backhand's Quarters (4): Where Backhand sleeps (sometimes).

Doc Stoic's Quarters (5): Where Doc Stoic sleeps (often).

Vault (6): A secure vault ripped out of the old Forlorn Hope. It is ancient, having been part of the old Hope back when it was a hotel.

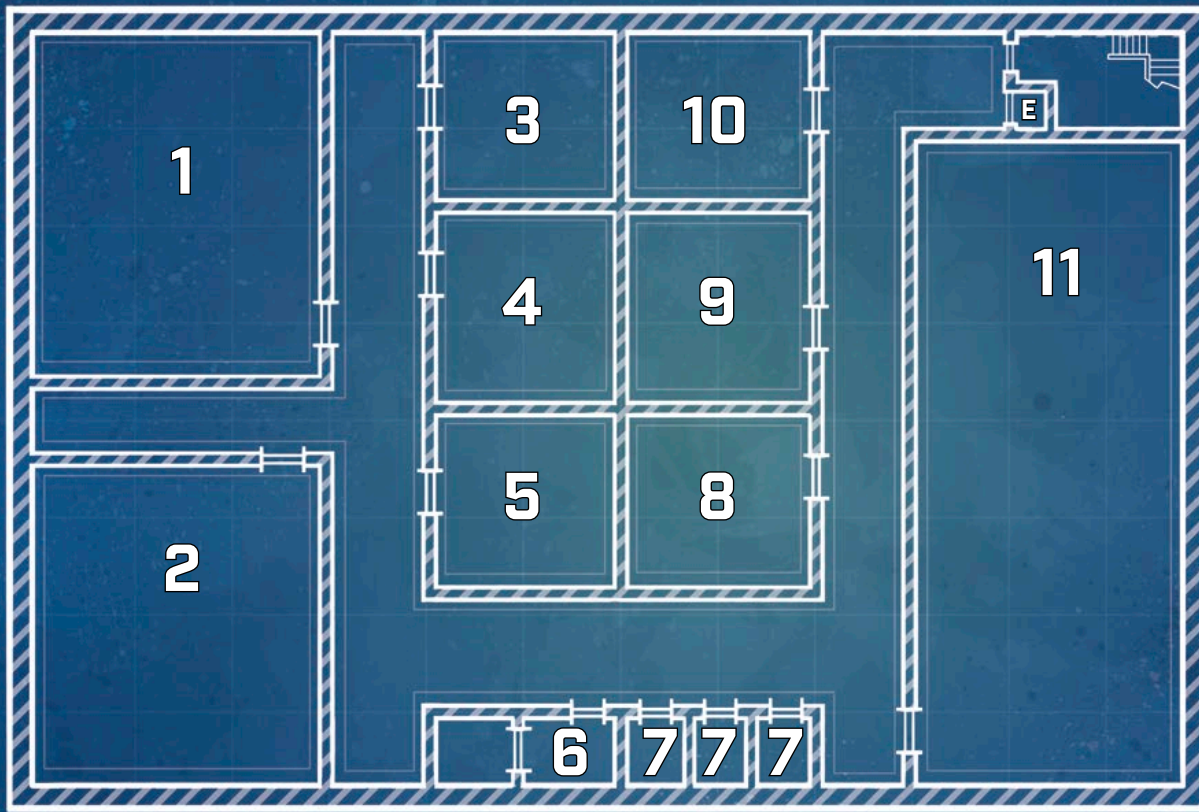
Storage Cage (7): Cage where residents living on the ground floor can store their stuff.

Empty (8): Not currently in use.

Storage (9): A large storage space.

Meeting Room (10): A secure, soundproof meeting room available to edgerunners favored by the owners.

Shooting Range (11): An indoor shooting range. Useful for testing a weapon after Backhand's repaired it.

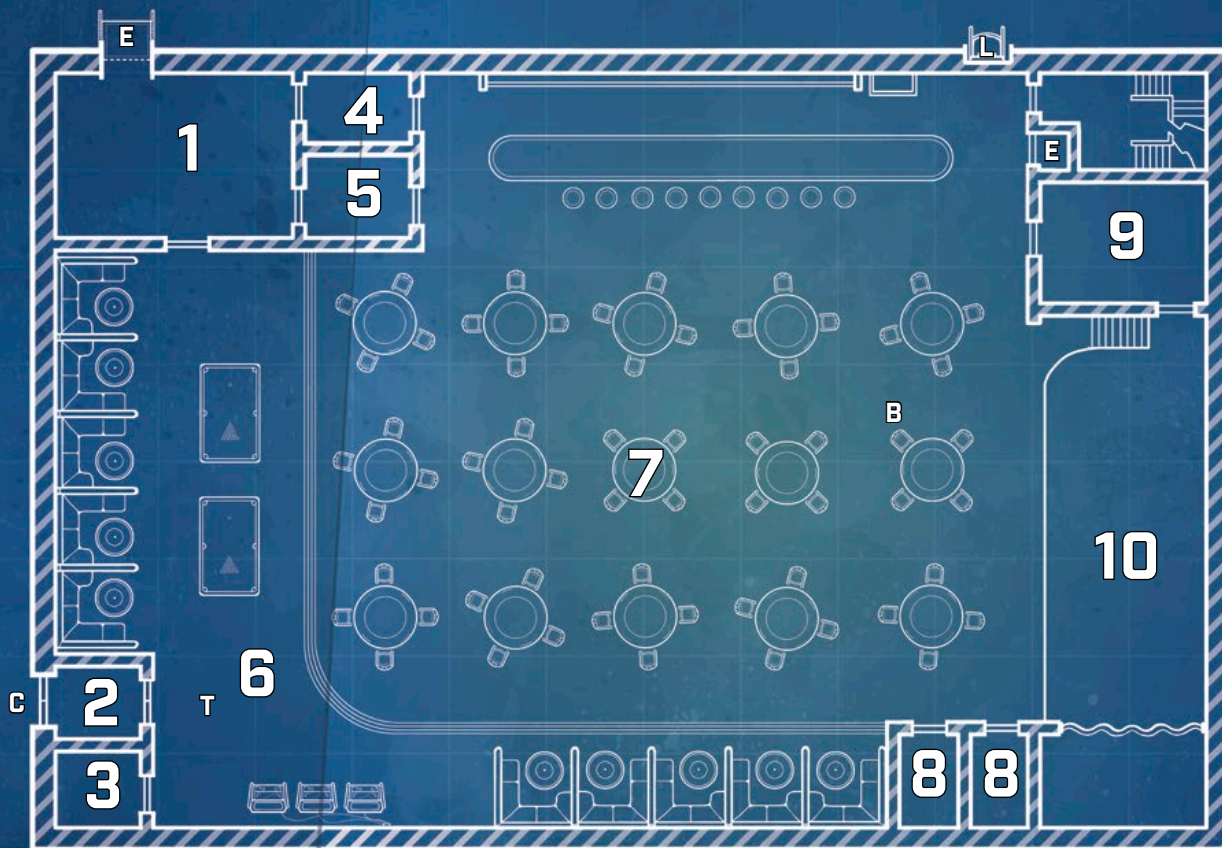


- 1 : Tech Workshop
- 2 : Medbay
- 3 : Utility Room
- 4 : Backhand's Quarters
- 5 : Doc Stoic's Quarters
- 6 : The Vault
- 7 : Storage Cage
- 8 : Empty
- 9 : Storage
- 10 : Meeting Room
- 11 : Shooting Range

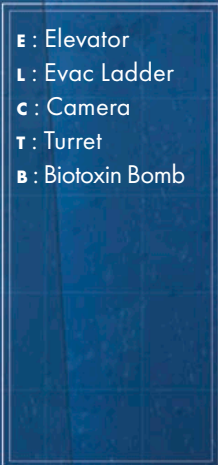


FORLORN HOPE: SUB-BASEMENT

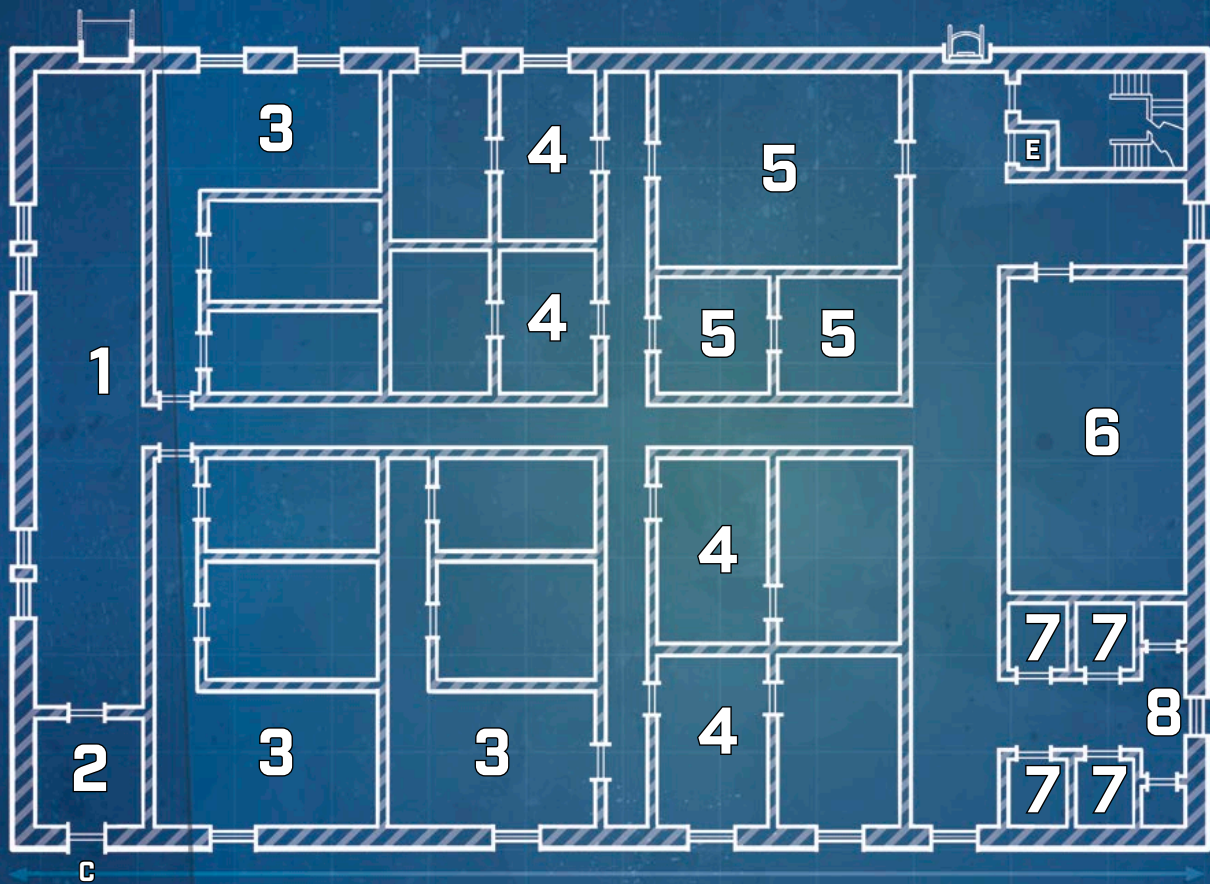
CARTOGRAPHY BY SAGA MACKENZIE



- 1 : Kitchen
- 2 : Entrance
- 3 : Closet
- 4 : Freezer
- 5 : Storage
- 6 : Rec Area
- 7 : Main Bar
- 8 : Bathroom
- 9 : Green Room
- 10 : Stage



FORLORN HOPE: BASEMENT/BAR

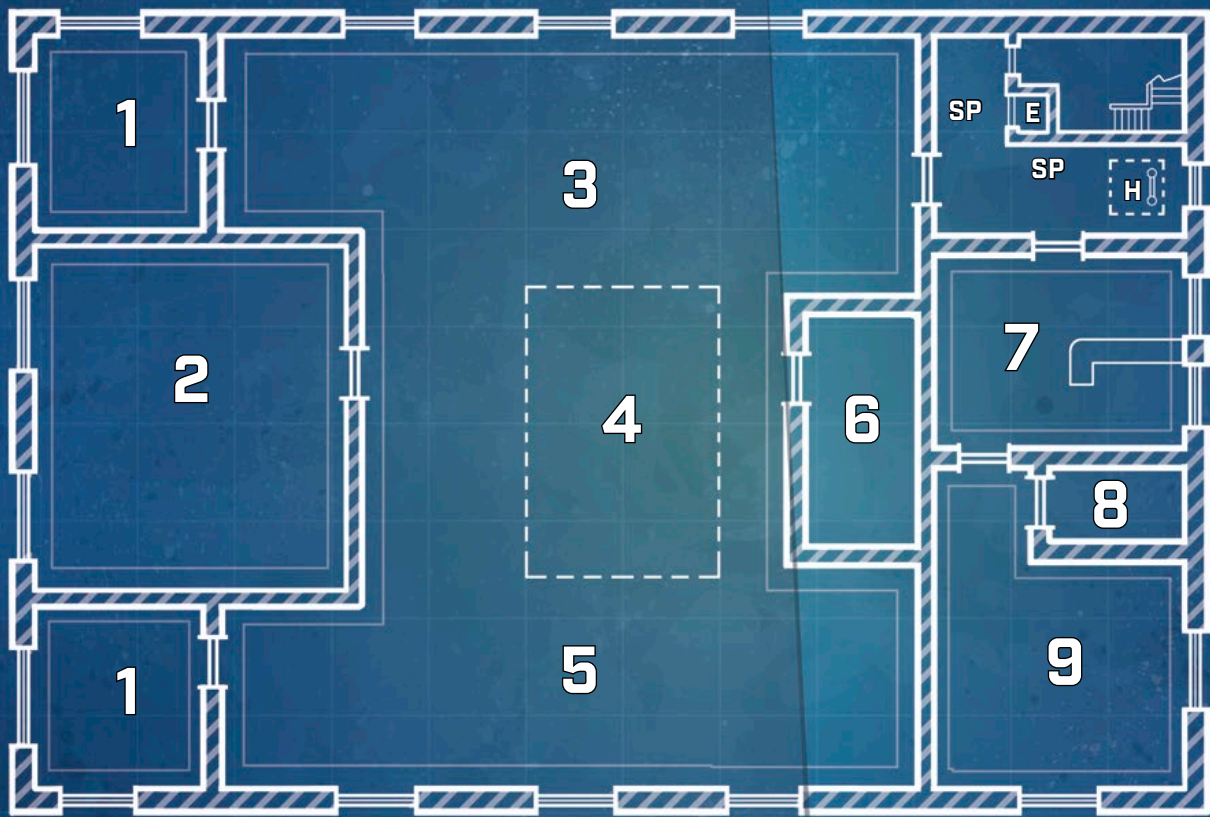


- 1 : Common Space
- 2 : Entrance
- 3 : 2 BR Apartment
- 4 : 1 BR (Studio) Apt
- 5 : Facilities
- 6 : Studio
- 7 : Cube Room
- 8 : Closets

E : Elevator
c : Camera

FORLORN HOPE: GROUND FLOOR

CARTOGRAPHY BY SAGA MACKENZIE



- 1 : Office
- 2 : Bedroom
- 3 : Lounge
- 4 : Kitchen
- 5 : Dining Area
- 6 : Bathroom
- 7 : Living Space
- 8 : Bathroom
- 9 : Bedroom

E : Elevator
H : Hatch
SP : Stun Panel

FORLORN HOPE: TOP FLOOR

HOPE'S CALLING!!!

BASEMENT/BAR

Kitchen (1): A relatively small (by commercial standards) but well-equipped kitchen. A small cargo elevator provides easy access to the tight alley running between The Forlorn Hope and The Shark.

Entrance (2): An "airlock style" entrance, with light decontamination and drying features to help slough off blood rain.

Closet (3): A closet for cleaning supplies.

Freezer (4): A walk-in freezer shared by the kitchen and bar.

Storage (5): A storage closet shared by the kitchen and bar.

Rec Area (6): An area where you can play pool on one of the two tables or play video games. The *Roach Race* cabinet is brand new and was shipped to The Forlorn Hope by a Polish friend of Marianne's.

Main Bar (7): The beating heart of The Forlorn Hope, with tables, booths, and a bar. In an emergency, a fire door near the stairs opens to reveal an evac ladder leading up to the alley running between The Forlorn Hope and The Shark.

Bathroom (8): A unisex bathroom.

Green Room (9): A waiting room next to the stage.

Stage (10): A stage for the house band, or any performing act, to use. They occasionally clear the tables in front away for dancing. There's a small side pocket used for electrics and storage.

GROUND FLOOR

Common Space (1): A large hallway with a few chairs where residents can gather and socialize with one another.

Foyer (2): The entryway to the ground floor.

Two-Bedroom Apartment (3): Valence and Edelweiss (if alive) share one, Grace Steel occupies another, and others may be claimed as the GM desires.

One-Bedroom (Studio) Apartment (4): Aurora "Rory" O'Reilly occupies one. Others may be claimed as the GM desires.

Facilities (5): All apartments on this floor share a communal bathroom, washroom, and laundry room.

Studio (6): A small music studio and practice space the house band utilizes.

Cube Room (7): Equivalent in size and furnishings to a cube hotel room. Usually used as temporary lodging for guests, but Distortions band member Legacy has moved into one full-time.

Closets (8): Two small utility closets.

TOP FLOOR

Office (1): Two offices, one used by The Professor and one used by Marianne.

Bedroom (2): A large bedroom in The Professor and Marianne's apartment.

Lounge (3): A living space in The Professor and Marianne's apartment.

Kitchen (4): An open kitchen in The Professor and Marianne's apartment. Rarely used.

Dining Area (5): An eating space in The Professor and Marianne's apartment.

Bathroom (6): A toilet, shower, and hot tub in The Professor and Marianne's apartment.

Living Space (7): The living room/dining room/kitchen combination located in Petra's apartment. Unoccupied if Petra is dead.

Bathroom (8): A bathroom in Petra's apartment. Unoccupied if Petra is dead.

Bedroom (9): A bedroom in Petra's apartment. This is also where she keeps her weapon cabinet. Unoccupied if Petra is dead.

THE OPPOSITION

- **Vox (Jennifer Hauser):** Originally, she was a tall white woman in her early 20s with long blonde hair and blue eyes, never far from her cyberdeck. She is currently biosculpted to look like Annie Cartwright, a white, curvy, raven-haired woman in her late 30s fond of layers, flannel, and steel-toe combat boots.

- **Populi (Damien Naumann):** A striking white man in his early 20s with short-cropped military-style blond hair and brown eyes. He is currently biosculpted to look like Arthur Cartwright, an averagely-built white man with dark hair in his late 30s who prefers colorful tracksuits and trainers with a suspicious lack of scuff marks on them.
- **The Badland Bandits:** A crew of newbie Edgerunners looking to make their bones. They've been hired by Vox to "obtain" produce purchased by The Forlorn Hope.
- **Red Chrome Legion:** Chromed up, jackbooted angry neo-nazis awaiting orders rather than thinking for themselves. What they lack in skills, they make up for in numbers and willingness to kill anyone who's not "right." While gathered, they all dress in pressed red and black uniforms, including helmets and masks.
- **The Gentleman:** A Black man with an elvish biosculpt in a ridiculously expensive 1890s-style suit who speaks with a posh British accent. He is a rising Night City Fixer who has carved out a niche in the loan-sharking industry. He always has a cadre of **Guards** nearby and can call on **Hotel Security** if needed.

THE HOOK

Welcome to the new Forlorn Hope. After weeks of hard work, the inside shines, ready and waiting to open its doors for the inaugural party. The bar level's underground and the staff buzzes around, preparing for tonight. Petra sits in one of the booths, cleaning her sidearm. Edelweiss and Valence work together in the kitchen, prepping it for service. The Professor, fully recovered after the fire, travels from station to station, checking items off a list.

Three new servers, Jorge, Cid, and Annie, work under Marianne to clean tables, sweep floors, and prep the bar for the event. Spotting you, Marianne gestures for you to meet her at the bar and serves non-alcoholic drinks to any who wants one.

"I'm glad you're all here. We've got a load of work to do before opening tonight, and I need your help. I've got a checklist that needs checking, and not enough people to tick off boxes. That's where you come in.

"I need you to check as many things off this list as possible. Pay's 500eb per person, plus free drinks and eats at the party tonight. You in?"

Marianne flings a copy of the checklist to a Crew member's Agent. She waits about five beats for questions and, if none are asked, turns to do a final inventory on the chemicals for the bar's shiny new Hammered Industries Drink Master 5000.

THE CHECKLIST

The tasks on Marianne's checklist are...

- **Cocktail Ingredients:** Obtain blood oranges and jalapeno peppers from Lily, lead gardener at Stems & Seeds in the University District. These are key ingredients in The Hope's new signature cocktail, *Hope Reborn*. The order has already been paid for, and the list includes the validation code Lily needs to confirm the Crew is authorized to perform a pick-up. Considering this is Night City, it is a two-hour round trip there and back.
- **Tech Check:** Backhand's blunt personality has driven off her assistant, so she could use help performing a final check on The Forlorn Hope's electrical grid and tech systems.
- **The Band:** Check in with Grace Steel and make sure the band is on-site and has everything it needs to perform tonight.

REPLACING THE FALLEN

It is possible Petra and/or Edelweiss died during the destruction of the original Hope.

If Petra is dead, security is instead being overseen by Lieutenant Luzia Tanzania, an operative of Major Veronica Stiles. Major Stiles is a wrangler of freelancers for Militech, a regular at The Forlorn Hope, and a friend of Marianne and The Professor (who call her Vicky). She's loaned the Lieutenant to the Freemans to help until a replacement is found.

If Edelweiss is dead, only Cid and Annie are working on the floor, and Jorge is in the kitchen, assisting Valence.

HOPE'S CALLING!!!

Infobox: Stems & Seeds (DV21)

A small guerilla gardening outfit run out of the University District. Their lead gardener, Lily Larson, is a former researcher for Petrochem. She lost her job when Continental Brands split off from Petrochem and went independent. Most of Lily's employees are students from Night City University, working to earn a bit of spending cash and some fresh produce to supplement an otherwise bleak diet.

THE RIDE

If the Crew doesn't have their own ride, Marianne loans them **The Forlorn Hope's van** (SEE PAGE 143).

GO TO DEV (TASK HUB)

DEV (TASK HUB)

The Edgerunners should decide which tasks they want to tackle and in which order. Any tasks not accomplished by 9pm are left undone.

- If the Crew wants to pick up the cocktail ingredients, **GO TO DEV (STEM & SEEDS)**.
- If the Crew wants to help Backhand with the tech check, **GO TO DEV (FAULTY WIRING)**.
- If the Crew wants to check in on the Band, **GO TO DEV (ONE BAND, MATE)**.
- If a Netrunner checks out The Hope's NET Architecture, **GO TO CLIFF (VIRUS)**.
- At any point, the Crew may realize there is a spy/saboteur in The Forlorn Hope and seek to confront them. If they do, **GO TO DEV (UNDERCOVER FASCIST)**.

THE CLOCK

You'll be using a **Clock** to keep track of the first of this part of the Mission. This go around, you'll be keeping time in the form of minutes and hours, not Rounds. The action starts at twelve noon, and the Crew has until 9pm, when the party begins, to check off the items on their list. Write NOON on the Clock and place

it where the Players can see it. The purpose of the Clock is to apply pressure and up the stress factor (in a fun way).

If the Players devise clever ways to reduce the amount of time a task takes, give them a fighting chance to succeed.

For example, a DV17 Drive Land Vehicle or Streetwise Check could reduce the travel time to or from a location by 15 minutes. Use The Task Clock table to determine how long each job takes.

▶ TASK CLOCK

Task	Time Spent
Stem & Seeds	2.5 hours
Faulty Wiring	.5 hours per floor
The Gentleman	2.5 hours
Questioning the Staff	.5 hours (w/ Conversation), .25 hours (w/ Interrogation)
Investigating Annie's Apartment	.5 hours

The Forlorn Hope opens at 9pm by hook or by crook. Once the Crew completes all their tasks or the Clock reaches 9pm, **GO TO CLIMAX (OPENING NIGHT)**.

DEV (STEM & SEEDS)

The trip to Stems & Seeds takes an hour, and, for once, the ride goes smoothly. You arrive at the old, four-story brick building on the south end of the University District. Despite being a garden center, the building looks girded for war, with metal shutters on the windows and turrets at each corner. Marianne's provided you with an encrypted code to verify you're legitimate. They've set up a day market in the parking lot: a collection of stalls containing a variety of honest-to-Blackhand organic produce.

A smattering of shoppers wander among the booths. Lily, a Puerto Rican woman and botanist turned produce producer runs Stems & Seeds with her two partners, who are out at Minimalism, an abandoned shopping mall turned Night Market in Rancho Coronado, for supplies.

As the Crew arrives, they'll notice a blue pick-up truck pulling out of the lot. With a DV17 Perception Check, they'll spot cartons in the back labeled "Reserved for M. Freeman." If they immediately turn in pursuit or open fire, **GO TO CLIFF (GRAB AND DASH)**.

If the Crew stops to ask Lily about the order, she points to the truck pulling out of the lot. Those are the supplies. In fact, those are all the blood oranges and jalapeno peppers that Stems & Seeds has! A DV9 Human Perception Check shows Lily is honestly confused by the situation. The people in the other truck had the correct code and knew the order's details, so she had no reason to suspect they were frauds!

A Crew with the right connections might be able to call in favors to replace the missing shipment, but Marianne has already paid, and Stem & Seeds has a strict no-refund policy. In other words, it's time for a chase.

GO TO CLIFF (GRAB AND DASH)

CLIFF (GRAB AND DASH)

The produce thieves are on the lookout. They know what the Crew looks like and have been warned about them. They focus more on escaping than fighting and will try to outmaneuver/outspeed the Edgerunners.

Use the Chase rules (**SEE PAGE 180**) for this encounter. **One Badlands Bandit Driver (SEE PAGE 140) and two Badlands Bandit Shooters (SEE PAGE 140) are in the truck (SEE PAGE 143).**

If the Crew noticed the boxes and took off after the thieves right away, they begin the chase 2 squares behind the truck.

If they stopped to talk to Lily, the Crew will need to locate the blue pick-up truck. Finding it requires a DV13 Perception Check to find it if they only spoke to Lily

briefly, or a DV15 Perception Check to find it if they spoke to her at length. Either way, they begin the chase 4 squares behind.

During the chase, the Badlands Bandit Driver attempts to push the Crew into crashing by engaging in reckless maneuvers and forcing the Edgerunners to do the same. For example, the Driver might make a sharp turn down a side street (a DV13 Drive Land Vehicle Check) or pull a bootleg turn/u-turn (a DV17 Drive Land Vehicle Check). If the Crew wants to keep on their tail, their driver will also have to perform the maneuver or risk losing them.

The Badlands Bandit Shooters will open fire on the Crew. One will focus on the vehicle itself. The other on the driver or any Edgerunner firing at them.

The chase ends if the blue pick-up gets away, the Driver is incapacitated or dies, the pick-up's SDP drops to 0 and it can no longer function, or the pick-up truck crashes. If the pick-up truck stops for any reason, any Bandits capable of running do so. They're not interested in dying for produce, even if it is fresh.

If a Bandit is captured and questioned, a DV13 Interrogation or DV15 Persuasion Check breaks them, and they talk. The trio are small-time edgerunners calling themselves the Badlands Bandits, just breaking into the business. They were contacted via their Garden Patch by someone calling themselves "Populi." After some back and forth via email, they were given details of the shipment and the validation code and told to pick it up as "representatives of The Forlorn Hope." Afterward, they were supposed to toss the boxes into the harbor.

They were promised 500eb each, with 100eb being transferred to them via the Garden in advance. The thieves have no idea who Populi is. They received the job yesterday and were sent an alert while driving to Stems & Seeds, telling

WHAT ABOUT THE PEARCES?

Players might wonder why their Edgerunners must travel all the way to the University District when the Pearces, a family of guerrilla gardeners, live right next door in The Shark. If anyone thinks to ask Marianne, she'll explain The Hope has purchased some produce from the Pearces but the family doesn't grow citrus and their jalapeno crop was a casualty of the Lucky Charms' invasion. Stem & Seeds has both in the quantities needed.

HOPE'S CALLING!!!

them to be on the lookout for "thieves" who matched the Crew's descriptions. A DV13 Human Perception Check reveals the Bandits are telling the truth.

As for the Bandits, the Crew needs to decide what to do with them. They can't help further with the investigation and aren't a threat. Still, it is up to the Edgerunners if they should be released or ... not.

If the Bandits got away with the blood oranges and jalapenos, The Forlorn Hope doesn't have the ingredients needed for the new signature cocktail.

Either way, the Crew should return to The Forlorn Hope and report to Marianne.

GO TO DEV (UPDATING THE BOSS)

DEV (UPDATING THE BOSS)

Marianne is exuberant if the Crew succeeds. If not, she is expectably less than amused that the Crew lost the blood oranges and jalapeno peppers, as the fresh fruit and taste are the wow factor of the new cocktail. She won't linger on it and instead stresses the importance of getting everything else right.



A Hope Reborn

BY NEIL BRANQUINHO

Questioning either Marianne or The Professor reveals they were the only two who knew the validation code and pick-up time, though she kept the information on her Agent. Any staff member could have learned the ingredients needed for the cocktail — Marianne isn't keeping it a secret.

Based on the information obtained thus far, a DV15 Deduction Check suggests "Populi" must be someone with potential access to Marianne's Agent (which stored the validation code and information on the order) and who saw her give the Crew the task list. In other words, someone currently inside The Forlorn Hope.

If the Crew returns with the fruit, Marianne will mix each Edgerunner a *Hope Reborn* (unless they decline) and ask for their feedback.

Advance the Clock two and a half hours (one for the trip there, one for the trip back, and a half hour for the chase) and **GO TO DEV (TASK HUB)**.

DEV (FAULTY WIRING)

The building's massive sub-basement is illuminated with dull azul ceiling lights and accented with a light chill. You're in the hidden bowels of The Forlorn Hope, which offers off-the-books medical and technical services to edgerunners in the know. There's even a shooting range. After all, when someone fixes your gun, don't you want to test it out and make sure the repairs took?

The double steel doors of Backhand's workshop slide open seconds before any of the Crew's raised knuckles contact the door. She smiles smugly as if she knows a joke but isn't sharing it. The heavily chromed Chinese woman pivots in her computer chair to address the Crew.

"About fucking time, you doombas got here. There is some weird-ass shit going on, and I can't locate the source. The power keeps "hiccuping." Different floors. Different times. Not enough to disrupt anything, but it irks me."

Her console beeps, and she spins around to stare at it.

"There's another one!" It's gone just as suddenly as it spiked. "Crap, I'll monitor from here. You go track these fuckers down."

Backhand uses her third, cybernetic arm to toss a signal tracker to the nearest Edgerunner. It acts as a specialized techscanner, granting a +3 bonus to Electronics/Security Tech Checks made to track down and repair the electrical anomalies in the building. This replaces and does not stack with the bonus of an ordinary techscanner and does not enhance other Checks made in the search.

"Give that back when you're done. Ask Marianne for The Hope's universal keycard. It opens every lock in the building. Just don't touch people's stuff unless you have to, okay?"

If asked more questions, Backhand is curt but helpful.

- The power fluctuations started this morning.
- Backhand did a final inspection of the wiring three days ago and found no flaws in the system.
- The fluctuations have occurred on every floor but the sub-basement.
- The fluctuations shouldn't cause any issues during opening night. She's just annoyed by them.

GO TO CLIFF (ELECTRICIANS)

CLIFF (ELECTRICIANS)

Marianne will turn over the universal keycard to the Crew but cautions them — much of the ground floor and top floor serve as homes for the various employees of The Forlorn Hope, including her and The Professor. Giving the keycard is a sign of trust, and she expects the Edgerunners to honor it. She also expects the keycard returned to her before the bar opens at 9pm. It will unlock any door in The Forlorn Hope except the vault in the sub-basement.

The Edgerunners can start their search on any floor; Annie (Vox) planted a virus into the NET Architecture and sabotaged various parts of the building's security system. Searching each floor thoroughly requires half an hour.

BASEMENT/BAR FLOOR

A **biotoxin bomb** (SEE PAGE 143) has been wired into the lights above the dance floor. As the Crew investigates power issues in the bar, a DV17 Perception or Electronics/Security Tech Check finds a gas-dispensing device wired into the event area

BY NEIL BRANQUINHO



Backhand

sound system. A DV17 Demolitions Check disables the device. Otherwise, it is set to activate and release the biotoxin at 9:19pm.

GROUND FLOOR

Grace Steel's **guitar**, currently plugged into the wall in the band's studio, has been tampered with. Someone has installed a small distortion device designed to turn on at 9pm and flatten any sound the guitar makes. It isn't so much harmful as annoying. Finding it requires a DV13 Play Instrument Check, a DV15 Electronics/Security Check, or a DV17 Perception Check. Disconnecting it requires a DV9 Electronics/Security Check.

The **Observation Camera** installed outside the front door has been fitted with an **external device**. At 9pm, the device will begin looping footage, making it seem as if the street is empty. Discovering the device requires a DV13 Electronics/Security Check or a DV15 Perception or Tactics Check. Disconnecting the device without damaging the camera requires a DV15 Electronics/Security Tech Check.

No Tech?

It is possible no one in the Crew is capable in the field of Electronics/Security Tech, a vital Skill for this task. If that's the case, don't panic! After all, there's a talented Tech in The Forlorn Hope. If the Crew can find the problems and call Backhand, she'll grumble but come fix things (with a **Electronics/Security Tech Skill base of 13**) and wonder who the hell is screwing around with her building all the while.

Billy Flight is also an option. While the Crew has interacted with him primarily in his role as a Fixer, Billy is also the neighborhood fix-it choom. His Electronics/Security Tech Skill base is 12 and he will charge 50eb per task completed.

Add 15 additional minutes to the Clock each time Backhand or Billy Flight is called to make a repair. This is in addition to any time spent searching each floor.

If you so desire, the Crew may run into Grace Steel, the band, and some of Chevalier's family members while checking the Ground Floor (**SEE DEV [ONE BAND, MATE]**) and learn about Random's troubles.

TOP FLOOR

The **Stun Panels** built into the walls of the top floor hallway have been subtly sabotaged. Discovering this requires a DV15 Electronics/Security Tech Check or a DV17 Perception Check. The panels appear to be functioning but will fail if activated. Repairing them is a simple DV13 Electronics/Security Tech Check.

Someone has connected a secondary processing unit to the lock on the rooftop access **hatch**. The unit adds additional authorized users to the hatch's biometric lock. Discovering this requires a DV17 Electronics/Security Tech Check or a DV21 Perception Check. Disconnecting it is a DV13 Electronics Security/Tech Check.

Advance the Clock by one half hour per floor checked, then **GO TO DEV [TASK HUB]**.

DEV [ONE BAND, MATE]

Eerie music creeps down the hall as the Crew approaches the band's studio on the ground floor. Chevalier stands in the doorway, his face grim. Over the muscular Black man's shoulder, the Crew spies Grace Steel and Chevalier's family — his wife Isabel and three kids. The twins, Damien and Daniela, are fourteen, and the youngest, Xavier, is ten. They're currently engrossed in a game of *Carrions and Crawlers*, run by GM and band member Legacy.

Chevalier leans close, keeping his voice low so the game muffles everything. "Random's in trouble." He pulls out his Agent and plays the message he received moments ago.

"Fuck. Fuck. Fuck. I need help. They ... " Random's voice is interrupted by the sound of a door breaking down. A rough voice, sounding as if speaking from across the room and growing closer with each word, growls, "No more hiding, Random. The Gentleman wants a word with ya."

"We've got to get him back," Chevalier says, "Any ideas?"

Infobox: The Gentleman (DV17)

The Gentleman is a loan shark and a successful one at that. He operates out of a suite in the Highcourt Plaza Hotel, a swanky hotel offering discretion and security for the elite despite being in Old Japantown. The Gentleman has a reputation for being reasonable — dead clients can't repay their debts (or incur new ones), after all! Unlike many in his business, The Gentleman's services are publicly available. He even has his own Garden Patch!

Armored and well-defended, the Highcourt Plaza holds the distinction of being the only luxury hotel located in a combat zone in Night City. That's actually part of the attraction since it makes it harder to spy on or stalk guests seeking security and discretion. Customers usually arrive and depart from the hotel via an AV-4. A DV9 Tactics Check tells the tale: planning an assault or infiltration of the Plaza would take time the Crew doesn't have. The Gentleman is happy to discuss terms for the repayment of Random's debt. If called, he invites the Crew over for a meeting.

If the Crew cannot figure out who The Gentleman is, Chevalier recommends they speak to Billy Flight, the neighborhood Fixer. Billy knows The Gentleman by reputation and is willing to arrange a meeting for 100eb (Premium).

GO TO CLIFF [THE GENTLEMAN]

CLIFF (THE GENTLEMAN)

The Highcourt Plaza, an art deco-style building, gleams like a diamond in the rough surroundings of the Old Japantown combat zone. It hosts a wealth of privileges denied nearly everyone in the Time of the Red: indoor pools, a spa, and an exquisite French restaurant. The suites inside serve as a home away from home for the famous and infamous when they visit Night City.

Before the Crew enters, ask them to make a DV21 Perception Check. Anyone who succeeds spots a wriggling, bound man being dangled off the edge of a balcony roughly 50 m/yds up (the 15th floor).

Assuming they made an appointment, the Crew is escorted up to a suite on the 15th floor by a pair of oversized hustle clad in well-tailored suits. Inside the suite sits a tall man, The Gentleman. He invites the Crew to sit and offers them refreshments in the form of real cheese (a particularly sharp white cheddar), gourmet crackers (wafer thin and lightly spiced), and wine (Pinot Grigio, a crisp white).

One of the escorts takes up position in front of the door leading to the hall. The other moves to stand behind the Gentleman. A third stands on the balcony, dangling a bound and gagged Random over the edge.

"Thank you for meeting me," The Gentleman says, "Please enjoy my hospitality while I explain the situation. My friend Random there has mentioned joining Grace Steel's band. I am elated by his newfound fortune and excited to see the heights to which his career might take him. However, despite my joy at his new circumstances, I cannot forget owes me a considerable sum, which he presently does not possess." The Gentleman pauses, takes a sip of his wine, and glances at the guard on the balcony, who slightly lowers Random. The poor musician would scream if he weren't gagged.

"Your newfound involvement in this matter offers an opportunity for us all. I know your reputation — you did quite well for Mr. Skorkowsky and Mr. Flight. I can always use the services of a skilled crew. Give me your word you will perform, gratis, a job of my choosing in the near future, no questions asked, and I will forgive Random's debt. Otherwise, I fear Random will be ... unavailable for his gig tonight."

The Edgerunners have several ways to save Random.

GIVING IN

The easiest route to securing Random's release is agreeing to The Gentleman's terms. He'll be delighted and order the release of the drummer effectively immediately, promising to be in touch soon.

"I trust you will honor your deal. Otherwise, I will ensure every Fixer in Night City knows of your duplicity. There may also be other consequences. Especially for poor Random."

► Is This Too Easy? ◀

You might be thinking — this is an easy solution to the problem. And you're absolutely right. It is. Right up until you twist the knife. If you're continuing the campaign beyond the end of **Tales of the RED: Hope Reborn**, you now have a hook for a future mission where you can test the ethical limitations of your Crew. If you plan on ending the campaign with the final mission of this book, The Gentleman calls during **Ripping the Ripper** and makes a ... request (**SEE PAGE 159**). Either way, when you make a deal with the Devil, you risk getting burned.

REPAYMENT

If the Crew can pay the 10,000eb owed by Random, The Gentleman will be surprised but accept the money.

TELLING TALES

If the Crew rats out Chevalier to Grace, she breathes out a long, deep laugh and says, "I figured. Random is in debt up to his beautiful eyeballs but is too afraid of me not to be here. Solid on Chev for covering for him, though I wish he'd thought enough of me to tell me himself. What can I say? This band is new. It'll take time for us to really bond. Do me a solid and go get Random, yeah?"

CHANGING FACES

Even if the Crew didn't help Grace Steel find new band members during previous missions, the musicians are still here — Grace simply went out and found them herself. The one possible exception is Legacy. If Legacy died during **Welcome to the Neighborhood**, Grace called in a favor and recruited Lilayah, a Rockerboy who plays the drums as well as the keytar, to fill in on opening night. If that's the case, Lilayah isn't running a session of Carrions and Crawlers but, instead, helping the youngest of Chevalier's children build an AV4 out of building blocks while the two teens stare at their Agents.

HOPE'S CALLING!!!

"Obviously, edgerunning has proven a profitable venture for you. My congratulations."

PARTIAL PAYMENT

Convincing The Gentleman to release Random for the gig tonight without paying off the entire debt requires an opposed Trading Check. Grant the Edgerunner performing the negotiations a +1 to their Check for every 500eb (or equivalent amount of gear) they offer. If they succeed, The Gentleman makes it clear Random is still on the hook for the rest of the money and has thirty days to make good. Or else.

"You have convinced me my best interests lay in allowing Random to live. I hope I am not disappointed."

BLACKMAIL

An Edgerunner with a Breacher (SEE PAGE 179) can attempt to hack into The Gentleman's Agent with a DV24 Electronics/Security Tech Check. Of interest to the Crew is a file entitled MrK_Convoy. It details information about a convoy traveling from Los Angeles

to Night City last week, including security details such as the number of guards and specific checkpoints the convoy passed. A DV17 Streetwise Check (DV15 for a Media) allows the Crew to recall rumors of a convoy commissioned by Mister Kernaghan, carrying a signed guitar once owned by legendary Rockerboy Jack Entropy. The guitar went missing seven days ago. Just possessing the file on his Agent is enough to attempt to blackmail The Gentleman, who doesn't want to go up against Mister Kernaghan directly. This is a two-step process.

First, the Edgerunner performing the hack must hide their actions from The Gentleman and his guards for the roughly five minutes it will take to hack the Agent. Allow the Players to be creative in how they distract their audience.

Second, convincing The Gentleman to agree to the Crew's terms requires a Persuasion Check versus his Concentration.

If anything goes amiss, The Gentleman orders his guards to attack immediately.



BY MATT HENDERSON OF LOKE BATTLE MATS

CHOOSING VIOLENCE

Of course, this being **Cyberpunk RED**, the Crew can always choose violence. The big question is — can they rescue Random before he goes splat on the pavement below?

If the Edgerunners try to be sneaky about their intentions, ask for an Acting Check against the Human Perception of The Gentleman and guards present. If the Crew wins, they gain surprise and get one Action (it can be either a Movement or an Action but not both) each before combat begins in earnest. Otherwise, roll for Initiative.

The Crew might want to secure Random before he plummets to his death.

Grabbing Random and hauling him inside can be accomplished with a DV13 Brawling Check. The guard holding Random will be surprised and release the musician.

Snagging Random with a grapple gun or hand requires an Action and a DV13 Athletics Check. Again, the guard will be surprised and let go. Hauling Random onto the balcony takes a second Action, which another member of the Crew can perform.

Allow for creativity here. For example, a flying drone could be used to snag Random while someone skilled in Acting might be able to mimic The Gentleman's voice, confuse the guard with an order to "Haul Random inside!" and buy another Round of time.

Attacking the guard holding Random results in the musician's immediate release — into the air. Otherwise, the guard holds their Action until the end of the first Round of combat, at which point they drop Random and attack.

Poor Random has a 50 m/yd drop to the ground below and will not survive the sudden impact at the end. He hits the pavement at the end of the Round following the one where he was dropped. In other words, there is a chance to save him.

Leaping off the balcony, grabbing Random, and using a grapple to stop the fall requires a DV21 Athletics Check (and is impressive as hell).

Simply leaping off the balcony and catching Random, then trying to land without dying requires two Athletics Checks. First, a DV13 Athletics Check to

reach Random and grab him. Second, a DV15 Athletics Check to land without breaking a leg. No matter what, the Edgerunner performing this reckless feat suffers 10d6 damage (reduced by armor). If they fail at the second Athletics Check, they also suffer the Broken Leg Critical Injury.

Again, allow for creativity. A drone probably can't catch Random but might let him survive the fall with only a broken leg. And if the Crew spotted Random being dangled off the side of the building? Maybe they devised a plan to catch him before they even went inside.

The Gentleman (SEE PAGE 141) has a number of Guards (SEE PAGE 140) equal to the number of Edgerunners present. Any beyond the three visible in the room are in the bedroom and ready to burst in should combat occur. They are professionals, well-paid, and will fight until dropped.

The Gentleman will continue to fight until all his guards are down; at this point, he will try to run or surrender.

Once the fight begins in earnest, place a **Clock** on the table with the number 6 showing. Ask for a DV13 Bureaucracy or Tactics Check from the Players. With a success, their Edgerunner knows the hotel will fully respond to this situation when the Clock reaches 0 — the elevators will be locked down, and an armed presence will be waiting at the lobby exit.

When the Clock reaches 5, assuming he's still alive, The Gentleman shouts, "Call security!" A DV13 Human Perception Check tells the Crew he just sounded the alarm via his Internal Agent. Hotel security is probably on its way.

When the Clock reaches 4, a **Hotel Security Officer (SEE PAGE 140)** arrives and enters the fight on The Gentleman's side. An additional Officer arrives when the Clock reaches 3 and 2.

If the Crew reaches the elevators before the Clock reaches 0, allow them to escape. Otherwise, they'll need to figure out an alternate escape route. Below are some options but allow for creativity.

They can take the stairs to the lobby and fight their way out. This isn't recommended. In addition to **two Hotel Security Officers per Edgerunner present**, the lobby is home to **four turrets (SEE PAGE 143)**.

HOPE'S CALLING!!!

They can take the stairs, exit onto a lower floor, and leap out a window. The windows are Thick Bulletproof Glass (30 HP). The second floor is only 6 m/yds off the ground. Leaping from it results in no damage. The third floor is 10 m/yds up. The sixth floor is 20 m/yds up. Consult the rules for Falling (**SEE CP:R PAGE 181**) for more details. This route can be even more fun if Security Officers pursue the Crew.

The Crew can rush up to the roof, hoping to hijack an AV4. None are present, but a DV13 Perception Check spots the fire escape chute box in the corner. Activating it deploys a long tube that the Edgerunners (and Random) can slide through to reach the street below. It takes one full Round for the chute to deploy, so feel free to have the Crew battle against a bevy of pursuing Hotel Security Officers in the meantime.

Random is grateful and thanks the Crew a thousand times on the way back to The Forlorn Hope. If asked, he'll say he's been crashing at a friend's place to avoid The Gentleman. He isn't sure how he was found, but he remembers The Gentleman mentioning, "Someone at The Forlorn Hope claimed the bounty on you."

Advance the Clock by two and a half hours and **GO TO DEV (TASK HUB)**.

DEV (UNDERCOVER LEGIONNAIRE)

After checking a few tasks off their list, chances are the Crew knows something is wrong. Someone arranged for the drink ingredients to be stolen, someone turned Random into The Gentleman, and someone sabotaged The Hope's security system.

A DV15 Deduction Check rules out the possibility of the contractors who worked on The Hope's construction — they could have rigged the security systems but wouldn't have known about both Random's hiding place and the drink ingredients. That leaves the staff. While the Crew might suspect the staff carried over from the old Forlorn Hope, they're all solid members of the family, so it makes sense to start with the new hires: Jorge, Cid, and Annie.

JORGE AND CID

Subtly interviewing Jorge and Cid takes one half hour each and a DV13 Conversation Check. More directly questioning them takes fifteen minutes each and a

DV15 Interrogation Check. The initial Check draws out answers to questions but doesn't guarantee those answers are true. Ask for a Human Perception Check for each point brought up to determine if the responses are honest.

To make each of the three new hires viable suspects, you'll need to engage in a bit of subterfuge. Below, we establish DVs for Human Perception Checks to know if Jorge and Cid are lying. Roll dice each time and act as if you are making Checks for Jorge and Cid. Otherwise, Annie becomes the obvious suspect by default.

► Jorge ◀

He grew up in Night City and lives in Heywood with his boyfriend. It takes a DV13 Human Perception Check to determine each answer below is true.

- **About the Drink Ingredients:** He's a backup bartender, so he did know about the ingredient order.
- **About the Security System:** He barely knows how to operate a Data Term, much less mess with a security system. When it comes to tech in The Forlorn Hope, Backhand usually fixes it, though he did see Annie repair the Drink Master 5000, once.
- **About Random:** He and his boyfriend occasionally hook up with Random for a fun night but he doesn't know anything about The Gentleman.

► Cid ◀

She moved to Night City (from Vancouver) three years ago, lives in an apartment in the Watson Development, and frequently catches a ride to The Forlorn Hope with Chevalier. It takes a DV13 Human Perception Check to determine each answer below is true.

- **About the Drink Ingredients:** She once broke the Drink Master 5000, so she's not allowed to mix drinks and knows nothing about the ingredient order. Luckily, Annie fixed it.
- **About the Security System:** She's got a reputation as a jinx when it comes to computers. She's more likely to break a security system than rig it.
- **About Random:** She and Random have hooked up a few times and she knew where he was hiding because she "visited" him last night.

▶ Both Jorge & Cid ◀

If the Crew collected at least four Human Perception Check successes while interrogating Jorge and Cid, they can make a DV13 Deduction Check. With a success, they realize both mentioned Annie's repair of the Drink Master 5000's computer once when it went on the fritz.

ANNIE

As with Cid and Jorge, ask for DV13 Conversation or DV15 Interrogation Checks when the Crew speaks to Annie. Conversation takes one half hour. Interrogation takes fifteen minutes. Human Perception Checks should be made against Annie's Acting Skill.

With a successful Conversation or Interrogation Check, the Crew discovers she and her brother, Arthur, live in The Shark (the apartment building behind The Hope). A successful Human Perception Check versus reveals this to be somewhat true. They do live there currently, but do not consider it their home.

- **About the Drink Ingredients:** She does know how to operate the Drink Master 5000 but knew nothing about the ingredient order. A successful Human Perception Check reveals this to be a lie.
- **About the Security System:** Annie knows some "tech tricks" but would have no idea how to rig a security system. A successful Human Perception Check reveals this to be a lie.
- **About Random:** If asked about Random, she shamefully admits to having sex with him a few nights ago. She'll admit to calling The Gentleman about Random because he *"told me he loved me, then hooked up with Cid."* If asked, Random will admit to the sex but promises he never tells his lovers anything but the truth — their time together is just fun, and that's it. A successful Human Perception Check reveals Annie's words here to be somewhat true. She did have sex with Random, and she did turn him into The Gentleman, but not due to a broken heart.

A success on an opposed Conceal/Reveal Object Check finds the cyberdeck Annie carries hidden on her person. Bypassing the DNA lock requires both a DNA sample from Annie and her codeword. Cracking the codeword can be accomplished with a DV17 Electronics/Security Check or an Interrogation or Persuade Check, opposed

BY ADRIAN MARC



Annie/Vox

by Annie's Concentration. Files on the cyberdeck detail the Red Chrome Legions' plans for attacking The Hope during the opening.

- Over 200 Legionnaires are involved in the assault and will attack at 9:19 PM. They will assault The Hope from three vantage points: the basement, the ground floor, and the roof.
- Someone named Populi will lead the charge from the roof. He seems to be co-leader with Annie (who, according to the plans, goes by the name Vox) and is carrying both a bomb and a hit list which includes Marianne, The Professor, Grace Steel, Petra (if she is alive), and several other Forlorn Hope staffers.
- A note is there as well: *"Reminder. Long step at the apartment door."*

If the Players don't think of it, ask for a DV15 Deduction Check. With a success, one of the Edgerunners realize Annie might have placed a Virus in The Hope's NET Architecture.

If the Crew succeeds on at least two Human Perception Checks or if they confront her with the contents of her cyberdeck, Vox/Annie activates her BodyWeight AutoInjector. It sends a dose of deadly biotoxin directly into her heart.

An Edgerunner can attempt a DV29 Paramedic Check to save her, but even if she does not die, she falls into a coma.

Advance the Clock based on how much time was spent interrogating the suspects.

If the Crew decides to investigate Annie's apartment, **GO TO CLIFF (DEADLY DIGS)** otherwise, **GO TO DEV (WARNING THE BOSS)**.

CLIFF (DEADLY DIGS)

Investigating Annie's apartment in The Shark takes half an hour. Access requires her keys (secured on her person), a DV15 Pick Lock Check, or the cooperation of Billy Flight. If the Crew's relationship with him is good, Billy will hand over the key without a Check. Otherwise, it requires a DV13 Persuade Check.

Annie and her "brother," Arthur "live" in apartment 3B and have rigged a pressure plate with a **mine (SEE PAGE 143)** just inside the front door.

While searching the apartment, a DV13 Perception or Deduction Check uncovers the following.

The bodies of the real Annie and Arthur Cartwright are stored in a deep freezer. The pair likely kept the bodies here to prevent discovery before the assault.

An encrypted memory chip (DV17 Electronics/ Security Check to crack) containing the same information stored on Annie's cyberdeck (**SEE PAGE 131**).

An encrypted memory chip (DV13 Electronics/ Security Check to crack) containing full physical scans of Jennifer Hauser (aka Annie aka Vox) and Damien Naumann (aka Arthur aka Populi) so they can be resculpted into their original bodies when this is over.

The tools needed to make a bomb (DV9 Criminology, Demolitions, or Weaponstech Check to identify).

Advance the Clock by half an hour.

GO TO DEV (WARNING THE BOSS)

DEV (WARNING THE BOSS)

Having discovered a plot to attack The Forlorn Hope during its opening night, the Crew will probably go to Marianne with a warning. She responds with righteous anger.

"First, the Bozos attack The Hope. Then, someone blows it up. I'm fucking tired of this city's scum thinking we're a punching bag. Nothing's stopping us from opening tonight, and if some bigoted asshats want to come knocking? There's gonna be a whole lot less of them by morning. I promise you that. Keep doing what you can to get us ready. I'll talk to Petra and be sure we're ready for our party crashers."

In other words, no matter what, opening night will happen, and Marianne's happy to let the Red Chrome Legion walk into a bar full of some of the biggest, baddest, and best-armed edgerunners Night City has to offer.

GO TO DEV (TASK HUB)

CLIFF (VIRUS)

In addition to acts both petty (arranging to steal the drink ingredients and ratting out Random to The Gentleman) and nasty (sabotaging the security system), Annie (Vox) also infiltrated The Forlorn Hope's NET Architecture (**SEE PAGE 143**) and planted a Virus. As a result, when the Red Chrome Legion attacks, The Hope's automated turrets will treat anyone not wearing the gang's colors and symbol as an enemy.

If the Crew's Netrunner (should they have one) thinks to ask Backhand or Marianne for access, they'll be treated as friendly by the system and not bothered by its Black ICE. Otherwise, they'll be considered hostile when they Jack In.

Detecting the Virus requires a DV10 Pathfinder Check (**SEE CP:R PAGE 199**). Destroying the Virus requires a DV13 Virus Check (**SEE CP:R PAGE 200**).

Even if the Crew doesn't have a Netrunner, they might worry Vox left a Virus in The Forlorn Hope's NET Architecture and warn Backhand or Marianne. If they do so, a Netrunner will be hired to come in and clean the Virus out.

Since Netrunning takes hardly any time at all, do not advance the Clock. **GO TO DEV (TASK HUB)**.

CLIMAX (OPENING NIGHT)

Opening night jitters fully hit The Hope around 8pm. Rory O'Reilly, a Media, and friend of The Hope arrives an hour before opening with her camera drone to live-cast and record the event for posterity.

If Annie (Vox) is alive, present, and not in custody, she attempts to sneak into the background of various shots while flashing subtle Red Chrome Legion hand signs (DV21 Perception Check to spot it and a DV15 Streetwise Check to know what the signs mean), seeding the idea that members of the gang can be anywhere and anyone.

COUNTERMEASURES!

If the Crew has advanced warning of the Red Chrome Legion attack, they may want to implement their own countermeasures. This is a time for Player creativity to shine! Do they set traps? Do they arm up? Do they call in favors and bring in extra muscle? What they do is up to them. What they need to do in order to succeed is up to you as the GM.

Don't forget to advance the Clock as you determine is best, however. Once 9pm hits, the doors open, and there's no more prep time.

THE GUEST LIST

Everybody wants in on opening night so they can say, "I was there when The Hope was reborn. You should add contacts, friends, patrons, and even enemies of the Crew to the guest list as you so desire.

Notables who might be present include...

- Locals from the neighborhood, including Billy Flight, Carri Zote, Ella Corella, and Calliope (**SEE WELCOME TO THE NEIGHBORHOOD**).
- At least a few of the bar's regular customers (**SEE PAGE 117**), including Roxxi and Kissy, Axeman, Rory O'Reilly, and Sundance.
- Rogue Amendiares (**SEE CP:R PAGE 306**), the legendary Queen of the Solos.
- Members of Team Monster (**SEE DGD PAGE 105**), just back from an out of town gig.

BY 3 BIT STUDIO



Grace Steel and the Distortions

TASKS LEFT UNDONE

You might need to adjust your description of events if the Crew failed any tasks or left them undone. Random can't be on stage if he's dead and Lilayah replaces Legacy if they weren't rescued back in **Welcome to the Neighborhood**. Not to mention, no one will be ordering a Hope Reborn if the ingredients weren't brought back to bar.

- Phoenix Redwyne (**SEE CP:R PAGE 305**), medtech and owner of the From the Ashes Clinic.
- Harry the Shrimp wouldn't miss this for the world. After all, those are her bottles behind the bar (hopefully)!
- Fiona Hayes of Network 54 (**SEE CP:R PAGE 304**).
- Jack Skorkowsky, edgerunner turned real estate agent.
- Mister Studd (**SEE DGD PAGE 135**), the artiste porn braindance star.
- Lucius Rhyne (**SEE CP:R PAGE 305**), newly elected City Manager for the Watson Development.
- Woodchipper (**SEE CP:R PAGE 308**), nomad Fixer extraordinaire.

LET'S ROCK!

Opening night is packed! The Crew can wander the building as needed. If they know the assault is coming, they might choose strategic positions. Otherwise, feel free to ask them if they're mingling, dancing, drinking, playing pool, joining in the tournament at the *Roach Race* arcade machines (Rogue is an absolute beast at the game), or doing something else entirely.

Grace Steel and the band take center stage at 9:15pm. Grace grips the mic with her cybernetic arm and says, "I'd like to dedicate this first song to my old band mates, what died during the fire. You're with us in spirit, choombas, kicking ass and speaking truth." She dives right from the dedication into belting out the first song. Chevalier plays guitar on the left and provides additional vocals. On the right, Random plays keytar and modulates the sound system in tandem. In the back, Legacy sets the beats on the drum kit. If the Crew found the malicious device hidden in the band's gear, Grace and the Distortions sound awesome. Otherwise, there's something notably off about the performance.

At 9:19pm, shit gets real! One minute into the band's new song, *The Long Walk Home*, the Red Chrome Legion attacks.

The wall near the bathrooms blows apart, and the Red Chrome Legion, reeking of hate and feces, streams in from the sewers. Anyone standing near the bathrooms at the time takes 2d6 damage (reduced by armor) from the shrapnel. At the same time, if it wasn't disarmed, the biotoxin bomb (**SEE PAGE 143**) above the dance floor activates. Any Edgerunner in the area of effect must make a Resist Torture/Drugs Check or take damage.

As Legionnaires rush into The Forlorn Hope, Grace Steel tosses the mic to Chevalier and leaps from the stage, bringing the blade end of her steel guitar down onto the head of one of the gangers. Chevalier picks up the song right where she stopped singing, and the battle commences!

Set a **Clock** at 20. Each time a Round ends, decrease the Clock by 1.

MASS COMBAT

Massive combats are pure chaos, violent, and wild. When describing the combat, don't forget what's going on around the Crew as the hundred or so the armed staff and patrons of The Forlorn Hope brawl against the Red Chrome Legion.

In this battle, the two sides start off evenly matched. While The Forlorn Hope's staff and patrons are better armed and more experienced, the Red Chrome Legion have the advantage of overwhelming numbers. The Crew's actions before and during the invasion will swing the results. Every member of the Red Chrome Legion present, except its two leaders, fights to the death tonight.

To determine which side is winning at the end of any given Round of combat, make an opposed Bar Brawl Check — The Forlorn Hope's Combat Number + 1d10 vs the Red Chrome Legion's Combat Number + 1d10. This should be done even

▶ BAR BRAWL CLOCK

Round	Event
20	The Red Chrome Legion invades.
19	Extra Chaos Effects (SEE PAGE 136) begin occurring.
18	The Red Chrome Legion Heavies plant 1 bomb on the ground floor. End of Round: Marianne directs some of the Crew to sweep upstairs.
17	Populi and a RCL Heavy infiltrates the building via the roof.
16	The Red Chrome Legion Heavies plant 1 bomb on the ground floor.
15	Populi and a RCL Heavy break into the Freeman's apartment.
14	The Red Chrome Legion Heavies plant 1 bomb on the ground floor.
11	If she is alive and present, Vox (aka Annie) attempts to flee The Forlorn Hope.
10	Any bombs planted on the ground floor explode. Populi and a RCL Heavy set and arm a firebomb dead center in the middle of the Freeman's apartment.
5	If he is alive and able, Populi attempts to flee the building via the roof.
0	The firebomb set by Populi detonates at the end of the Round.

in Rounds when no Crew member is present on the bar floor. Always offer a description of how the fight is going after making the Check, even if it is as simple as, "Looks like your side is turning the tide" or "Damn, Roxxi and Kissy just went down!"

The Forlorn Hope's Combat Number starts at 10. Use the following notes to determine how it increases.

- The Crew retrieved the drink ingredients (everyone loves the new drink and is feeling good): **+1**
- The Crew neutralized the biotoxin bomb above the dance floor: **+1**
- The Crew fixed the observation camera on the ground floor: **+1**
- The Crew neutralized the audio distortion device in the band's equipment (everyone is pumped) **and** retrieved Random: **+1**
- The Crew fixed the stun panels on the top floor: **+1**
- The Crew fixed the hatch lock on the top floor: **+1**
- The Crew realized something was amiss but did not uncover the RCL plot: **+1**
- The Crew realized something was amiss and uncovered the RCL plot: **+2**
- The Crew neutralized the Virus left by Vox in The Hope's NET Architecture: **+2**

- The Crew prepared countermeasures (traps, extra muscle, etc): **+1 PER (UP TO +3)**
- A Lawman in the Crew calls in Backup: **+1 ONCE THEY ARRIVE**

The Red Chrome Legion's Combat Number starts at 10. Use the following info to determine how it increases.

- The Crew failed to retrieve the drink ingredients (the drinks are bland and people are mournful): **+1**
- The Crew didn't neutralize the biotoxin device above the dance floor: **+1**
- The Crew didn't fix the observation camera on the ground floor: **+1**
- The Crew didn't fix the audio distortion device in the band's equipment **and/or** the Crew failed to retrieve Random: **+1**
- The Crew didn't fix the stun panels on the top floor: **+1**
- The Crew didn't fix the hatch lock on the top floor: **+1**
- The Crew knew something was amiss but did not uncover the plot: **+1**
- The Crew didn't neutralize the Virus in the NET Architecture: **+2**
- The Crew did something to damage The Forlorn Hope's reputation during a previous mission: **+1**

HOPE'S CALLING!!!

If The Forlorn Hope wins the Check, reduce the Red Chrome Legion's Combat Number by 1 as Legionnaires are flatlined. If the Legion wins, reduce The Forlorn Hope's Combat Number by 1 as patrons either fall or flee.

EXTRA CHAOS EFFECTS

This part is optional. It adds to the flavor and chaos of the invasion but also gives you more details to track. Only use it if you want to. You're also free to tap a trusted Player as a helper and ask them to make the Check and read out the effects each Round, freeing you up to keep track of the battle.

At the top of each Round after the first, events happen in the environment and impact the battle. Roll 1d6. On a 1 or 2, the effect impacts The Forlorn Hoppers. On a 3

thru 5, the effect impacts the Red Chrome Legion. On a 6, it impacts both. The side impacted suffers a -1 penalty to their Bar Brawl Check this Round. In addition, if the effect impacts The Forlorn Hope, randomly choose one Edgerunner (if they are on the bar floor) to suffer it.

THE CREW

Where does the Crew fit in? That depends on where they are when the fun begins.

THE BAR

If the Crew is in the bar (the Basement) they'll be right in the thick of it. You'll be running this fight a little differently from normal **Cyberpunk RED** combat in order to simulate the cinematic chaos of the scene.

▶ EXTRA CHAOS EFFECTS

1d10	Effect (FH : Forlorn Hope • RCL: Red Chrome Legion)
1	Something small (like a bottle of booze) explodes. If FH: This does 3d6 damage to a nearby Edgerunner. No dodging. If RCL: A Legionnaire is reduced to half HP if above or 0 HP if below (reduce the RCL's Combat Number by an additional -1).
2	A piece of wall or ceiling collapses. If FH: An Edgerunner must succeed at a DV15 Evasion Check or be knocked prone. If RCL: A Legionnaire is knocked prone (SEE CP:R PAGE 169).
3	An automatic weapon or the turret malfunctions, spraying lead in random directions. If FH: This does 4d6 damage to an Edgerunner. No dodging. If RCL: A Red Chrome Legionnaire dies (reduce the RCL's Combat Number by an additional -1).
4	Someone on the other side finds the high ground and starts sniping. If FH: The sniper attacks at an Edgerunner with a Shoulder Arms of 14, doing 5d6 damage if they hit. If RCL: A Red Chrome Legionnaire explodes into mist (reduce the RCL's Combat Number by an additional -1).
5	The other side broke out the combat drugs and now they're raging. If FH: Someone stabs an Edgerunner with poison (SEE CP:R PAGE 181), no dodging. If RCL: One Legionnaire stabs another, reducing them to half HP if above or 0 HP if below (reduce the RCL's Combat Number by an additional -1).
6	A flashbang goes off. If FH: An Edgerunner must resist the effects (SEE CP:R PAGE 346). If RCL: A Red Chrome Legionnaire is blinded.
7	There's blood everywhere, making the floor slippery. If FH: An Edgerunner must succeed at a DV13 Athletics Check or be knocked prone. If RCL: A Legionnaire automatically falls prone.
8	Something electrical explodes, showering an area with sparks. If FL: An Edgerunner must succeed at a DV13 Evasion Check or be set on Fire (Mild) (SEE CP:R PAGE 180). If RCL: A Legionnaire is set on Fire (Mild) and spends one Round putting it out.
9	A wave of bodies push the fight in a specific direction. If FH: An Edgerunner must succeed at a DV13 Endurance Check or be knocked prone as the crowd surges. If RCL: A Legionnaire is knocked prone by the rushing crowd.
10	An EMP grenade goes off, neutralizing an ally's cyberware. If FH: An Edgerunner must resist the effects (SEE CP:R PAGE 345). If RCL: A Legionnaire is unable to act for one Round.

Don't worry about anyone but the Crew and the enemies they're directly engaging. This includes the effects of the Extra Chaos Effects. Yes, The Forlorn Hope is full of allied and enemy NPCs but assume the rest of the fight flows around the Crew and doesn't get in their way.

There are always a number of RCL Trash Mobs (SEE PAGE 141) present equal to the number of Edgerunners present. These Trash Mobs represent those enemies focusing specifically on the Crew and have only 10 HP each. When one falls, another immediately steps out of the masses to take their place. There's no need for Death Saves. Assume any RCL Trash Mob who hits 0 HP is out of the fight.

The sheer number of people present makes ranged attacks difficult and dicey. Anyone attempting a ranged attack suffers a -2 to their Check. If they roll a 1, they automatically miss their attack and accidentally take down an NPC ally. Subtract 1 from the Combat Number of their side. A Solo's Fumble Recovery negates the ally hit.

For every 2 RCL Trash Mobs the Crew eliminated during a Round, grant The Forlorn Hope a +1 bonus to its Bar Brawl Check during the next Round.

At the end of the third Round of the Combat (18 on the Clock), if the Crew hasn't already sussed it out, Marianne gives them orders either directly or via an Agent: *"Some of you, move up! Clear the above ground floors! Don't let them surprise us!"*

GROUND FLOOR

A squad of **RCL Heavies (SEE PAGE 141)** penetrated the front door via explosives as the sametime their downstairs allies invaded. These Heavies move through the floor, setting bombs at key points in the hallway.

If an Edgerunner is on the ground floor when the battle begins, they can attack before the Heavies begin setting

explosives. Likewise, if Marianne had advance notice of the Red Chrome Legion's plans but no Edgerunners are on the ground floor, a group of Forlorn Hope regulars are present.

They'll be down before the Crew arrives but **prevent the planting of any explosives.**

If the Crew begins the battle on another floor and is unopposed, the Heavies plant one explosive when the Clock hits 18, one when it hits 16, and one when it hits 14.

The Heavies will engage immediately upon spotting anyone not wearing Red Chrome Legion colors, using the corners as cover.

There's **one Heavy for every two Edgerunners present.** If there's only one Edgerunner present, **the single Heavy is accompanied by three RCL Trash Mobs.** If **Annie/Vox (SEE PAGE 142)** is alive and free, **she replaces one of the Heavies.**

The explosives are on a timer. If any are planted, they'll go off when the Clock hits 10. Spotting an explosive requires a DV9 Perception Check. Defusing one requires a DV13 Demolitions Check and 1 Action. Failing to defuse an explosive does not set it off, but trying to move it does (a DV9 Demolitions Check reveals this).

A detonated explosive acts like a grenade, doing 6d6 damage to anyone within a 10 m/yd (5 squares) area. It also increases the Red Chrome Legion's Combat Number by +1.

If the Heavies are routed, add +2 to The Forlorn Hope's Combat Number. If Annie (Vox) is killed in action or flees, decrease the Red Chrome Legion's Combat Number by -2.

If Annie (Vox) is present, she attempts to flee the building when the Clock hits 11.

LET'S SPLIT UP, GANG!

If the Red Chrome Legion has the upper hand in the bar brawl, the Crew might want to leave a capable Edgerunner or two behind to help out. Let them.

Yes, it is more work for you, but it gives your Players a richer and deeper role when telling the story. If you keep everyone in the same Initiative Queue, it will be easier to track.

AN EXTRA (BACK)HAND

If you're worried about a lack of Demolitions Skill among the Crew, add Backhand to the mix when they head upstairs. Backhand prioritizes bombs over combat, using her **Demolitions Skill base of 13** to defuse them before "some doomba accidentally shoots one and blows us all the hell up."

REJOINING THE FIGHT

So long as the Red Chrome Legion's Combat Number is above 0 and the firebomb on the top floor hasn't been defused, Edgerunners who so desire can head back downstairs and rejoin the fight at any point during the battle.

TOP FLOOR

When the battle begins, **Populi** (SEE PAGE 142), accompanied by a RCL Heavy, rides a zipline down from The Shark's roof to The Forlorn Hope's roof. They intend to break into the top floor, set the fire bomb, then flee.

If one or more Edgerunner are already on the roof, they can engage. The Crew gets one free attack on Populi and the Heavy as they zipline down.

If no one is present to oppose the rooftop invaders, their progress depends on how much time has passed since the battle began.

- When the Clock hits 17, Populi and the Heavy infiltrate the building and are in the hallway on the top floor.
- When the Clock hits 15, Populi and the Heavy break into the Freemans' apartment.
- When the Clock hits 10, Populi and the Heavy set and arm the bomb dead center in the middle of the Freemans' apartment.
- When the Clock hits 5, Populi flees the building via the roof.
- When the Clock hits 0, the bomb goes off. Decrease the Combat Number of The Forlorn Hope and the Red Chrome Legion by 10 as the building catches fire.
- If the Crew fixed the roof hatch, decrease the Clock values above (17 to 16, 6 to 5, 0 to -1, etc.) to represent Populi's difficulty breaking into the building.

Defusing the bomb requires 3 Actions (and thus 3 Rounds) and a DV15 Demolitions Check. Only one Edgerunner can attempt to defuse it at a time, though another can provide a Complimentary Skill Check bonus.

Alternatively, the bomb can be moved. It is bulky, requiring two people to lift and carry it even if they possess cybernetically enhanced strength. No Check is needed to carry it safely — the bomb is stable; it won't blow before the Clock hits 0. Getting the bomb out of the building in time is an entirely different problem. While carrying the bomb, Edgerunners cannot use the Run Action (SEE CP:R PAGE 169). Allow for creative solutions for disposing of the bomb, but a few ideas are as follows.

- The Edgerunners can attempt to carry it down the stairs and out the front door.
- The Edgerunners can attempt to shove it up through the hatch and onto the roof, then toss it into the air or off the side of the building. Shoving the bomb up through the hatch requires an Action and a DV13 Athletics Check and a success from both Edgerunners (one below to push, one above to pull). Failure means they must try again next Round.
- The Edgerunners can raise the apartment's security shutters (a simple button push) and break the bulletproof glass window (30 HP) facing the street. The window does not open. Once the window is broken, the Edgerunners can toss the bomb out.

How far the Edgerunners carrying the bomb can throw depends on their BODY. If their combined BODY is 20 or higher, they can toss the bomb high enough into the air or far enough across the street to prevent damage to The Forlorn Hope or Woodland Park. If their combined BODY is lower than 20, the bomb doesn't travel far enough before it detonates. The building isn't set on fire but the explosion does rock the structure and cause some damage. Reduce The Forlorn Hope's Combat Number by 1.

If Populi is put down, subtract 2 from the Red Chrome Legion's Combat Number.

If the bomb detonates before the Crew can defuse or dispose of it, treat it like an Armor-Piercing Rocket (SEE CP:R PAGE 345), but anyone caught in the blast is also set on Fire (Serious) (SEE CP:R PAGE 180), even if they took no damage. In addition, The Forlorn Hope itself is now ablaze. Reduce the Combat Numbers for The Forlorn Hope and the Red Chrome Legion by 10 as everyone flees.

END GAME

If at any time during the battle, The Forlorn Hope's Combat Number drops to 0 or every member of the Crew dies, GO TO RESOLUTION (HOPE DIES).

If at any time during the battle, the Red Chrome Legion's Combat Number drops to 0 or Populi's bomb is defused, GO TO RESOLUTION (HOPE LIVES).

RESOLUTION (HOPE DIES)

For the second time, The Forlorn Hope dies in fire. The hate and overwhelming numbers of the Red Chrome Legion proved too much for even the seasoned regulars of the legendary bar. The sun rises on the building's gutted, burned-out remains. You didn't stop the Legionnaires, and you didn't stop the firebomb they set on the top floor. It's over.

Where things go from here is up to you as the GM. You get to decide who made it out alive, who died in the battle, and what the consequences are for any Crew member who survived. One thing's certain, though — Night City will never be the same again. This is the end of the campaign.

RESOLUTION (HOPE LIVES)

When the sun rises on The Forlorn Hope, it does so on a Night City institution — one bloodied but unbowed. The Red Chrome Legion is decimated, and the staff and regulars of The Hope will have a story to tell for years to come.

And you were at the center of it all. You saved The Forlorn Hope. Night City will never be the same for you after this.

DOWNTIME

After a rocking opening night, the Crew probably wants a little R&R to recover from the extreme partying! Give them at least one week to heal up and wind down before Marianne tosses them one final job.

GO TO MISSION: RIPPING THE RIPPER

THE HOUSE SPECIAL (RECIPE)

Hope Reborn (Light or Dark)

For groups of age and GMs looking to set the mood, we've included a recipe for the *Hope Reborn (Light or Dark)*. In a mixer filled with ice, pour blood orange juice, sweet vermouth, and bourbon or mezcal and stir quickly for 30 seconds until the exterior glass is cold to the touch. Place jalapeno slices in the bottom of a chilled glass and strain the cocktail into the glass. For extra punch, squeeze each slice once before placing it into the glass.

- 2 oz. Bourbon (Dark) or Mezcal (Light)
- 2 Jalapeño Slices
- 0.5 oz. Blood Orange Juice
- 1 oz. Sweet Vermouth
- Blood Orange Peel Twist Garnish

Please drink responsibly.



NPC'S, OBSTACLES & NET ARCHITECTURES

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BADLANDS BANDIT DRIVER		HP	25
STATS		REPUTATION: 1	
COMBAT #	10	INIT	6
		MOVE	4
IMPORTANT SKILL BASES			
Athletics 8 • Concentration 5 • Conversation 6 • Cybertech 4 Drive Land Vehicle 12 • Human Perception 6 • Perception 8 Persuasion 5 • Resist Torture/Drugs 3 • Stealth 8			
ATTACKS			
BRAWLING ATTACK (ROF2)		2d6	
PQ HEAVY PISTOL (ROF2)		3d6	
ARMOR			
HEAD: LIGHT ARMORJACK		SP11	
BODY: LIGHT ARMORJACK		SP11	
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x8 • PQ Agent • Neural Link w/ Interface Plugs Cash: 20eb			

BADLAND BANDITS SHOOTER		HP	35
STATS		REPUTATION: 1	
COMBAT #	12	INIT	6
		MOVE	5
IMPORTANT SKILL BASES			
Athletics 9 • Concentration 8 • Conversation 9 • Cybertech 3 Drive Land Vehicle 8 • Human Perception 5 • Perception 12 Persuasion 6 • Resist Torture/Drugs 4 • Stealth 10			
ATTACKS			
PQ CUDGEL (ROF2)		2d6	
PQ ASSAULT RIFLE (ROF1)		5d6	
ARMOR			
HEAD: LIGHT ARMORJACK		SP11	
BODY: LIGHT ARMORJACK		SP11	
IMPORTANT GEAR & CYBERWARE			
Basic Rifle Ammo x50 • SQ Agent Cybereye w/ Lowlight/Infrared/UV x2 • Cash: 20eb			

GENTLEMAN'S GUARD		HP	35
STATS		REPUTATION: 2	
COMBAT #	12	INIT	7
		MOVE	3
IMPORTANT SKILL BASES			
Athletics 10 • Conceal/Reveal Object 8 • Concentration 9 Conversation 6 • Cybertech 3 • Human Perception 6 • Perception 10 Persuasion 5 • Resist Torture/Drugs 4 • Stealth 10 • Wardrobe & Style 10			
ATTACKS			
BRAWLING ATTACK (ROF2)		3d6	
VERY HEAVY PISTOL (ROF1)		4d6	
ARMOR			
HEAD: SKINWEAVE		SP7	
BODY: SKINWEAVE		SP7	
IMPORTANT GEAR & CYBERWARE			
Basic Very Heavy Pistol Ammo x16 • SQ Agent • Handcuffs Cyberarm w/ Popup Shield • Cash: 20eb			

HOTEL SECURITY		HP	35
STATS		REPUTATION: 3	
COMBAT #	12	INIT	6
		MOVE	4
IMPORTANT SKILL BASES			
Athletics 8 • Conceal/Reveal Object 10 • Concentration 9 Conversation 8 • Cybertech 5 • Human Perception 6 • Perception 12 Persuasion 8 • Resist Torture/Drugs 6 • Stealth 7 • Wardrobe & Style 8			
ATTACKS			
SECURITY BATON (ROF2)		3d6	
HEAVY SMG (ROF1)		3d6	
ARMOR			
HEAD: LIGHT ARMORJACK		SP11	
BODY: LIGHT ARMORJACK		SP11	
IMPORTANT GEAR & CYBERWARE			
Basic Heavy Pistol Ammo x40 • SQ Agent • Handcuffs Cyberaudio w/ Internal Agent • Cash: 20eb			

RCL TRASH MOB	HP 10
STATS REPUTATION: 0	
COMBAT # 12	INIT 6 MOVE 6
IMPORTANT SKILL BASES Athletics 8 • Concentration 4 • Conversation 5 • Cybertech 4 Human Perception 4 • Perception 8 • Persuasion 4 Resist Torture/Drugs 2 • Stealth 8	
ATTACKS	
CHROME BAT (ROF1)	4D6
PQ VERY HEAVY PISTOL (ROF1)	4D6
ARMOR	
HEAD: KEVLAR®	SP7
BODY: KEVLAR®	SP7
IMPORTANT GEAR & CYBERWARE	
Basic Very Heavy Pistol Ammo x8 • Anti-Smog Breathing Mask Disposable Cell Phone • Cash: 10eb	

RCL HEAVY	HP 40
STATS REPUTATION: 1	
COMBAT # 13	INIT 6 MOVE 5
IMPORTANT SKILL BASES Athletics 12 • Concentration 7 • Conversation 4 • Cybertech 4 Demolitions 10 • Human Perception 5 • Perception 10 Persuasion 8 • Resist Torture/Drugs 5 • Stealth 8	
ATTACKS	
WOLVERS (ROF2)	3D6
ASSAULT RIFLE (ROF1)	5D6
ARMOR	
HEAD: LIGHT ARMORJACK	SP11
BODY: LIGHT ARMORJACK	SP11
IMPORTANT GEAR & CYBERWARE	
Armor-Piercing Rifle Ammo x50 • Anti-Smog Breathing Mask Disposable Cell Phone • Cyberarm w/ Wolvers • Cash: 50eb	

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NAME THE GENTLEMAN	REP 5	SERIOUSLY WOUNDED 20	HP 40
ROLE FIXER: OPERATOR 5	DEATH SAVE 6		
STATS			
INT 7	REF 7	DEX 7	TECH 4 COOL 8 WILL 6 MOVE 4 BODY 6 EMP 4
WEAPONS		ARMOR	
WEIGHTED CANE (C# 12)	ROF2 3D6	HEAD SKINWEAVE	SP7
EQ HEAVY PISTOL (C# 15)	ROF2 3D6	BODY SKINWEAVE	SP7
SKILL BASES			
Accounting 12 • Athletics 9 • Brawling 13 • Bribery 12 • Business 12 • Concentration 8 • Conversation 12 Education 10 • Evasion 13 • First Aid 6 • Handgun 14 • Human Perception 10 • Language (English) 11 Language (German) 11 • Language (Spanish) 11 • Language (Swahili) 11 • Language (Streetlangu) 11 Local Expert (Little Europe) 9 • Melee Weapon 12 • Perception 10 • Personal Grooming 12 • Persuasion 14 Resist Torture/Drugs 10 • Stealth 9 • Streetwise 12 • Trading 14 • Wardrobe & Style 12			
GEAR			
Expansive Heavy Pistol Ammo x8 • Standard Quality Agent • Disposable Cell Phone x2 • Trauma Team Executive Membership Card Cash: 1,000eb			
CYBERWARE			
Biomonitor • Contraceptive Implant • Nasal Filters • Skinweave • Toxin Binders			

HOPE'S CALLING!!!

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NAME VOX/JENNIFER/ANNIE	REP 5	SERIOUSLY WOUNDED 20	HP 40
ROLE NETRUNNER: INTERFACE 6		DEATH SAVE 6	
STATS			
INT 7	REF 7	DEX 5	TECH 8
COOL 6	WILL 5	MOVE 6	BODY 6
EMP 2			
WEAPONS		ARMOR	
EQ MEDIUM PISTOL (C# 14)	ROF2	2d6	HEAD SKINWEAVE SP7
EQ VERY HEAVY PISTOL (C# 14)	ROF1	4d6	BODY SKINWEAVE SP7
SKILL BASES			
Acting 13 • Athletics 13 • Basic Tech 14 • Brawling 7 • Concentration 7 • Conversation 13 • Cybertech 16 Deduction 13 • Demolitions 12 • Education 9 • Electronics/Security Tech 14 • Evasion 12 • First Aid 10 • Handgun 13 Human Perception 12 • Language (English) 11 • Language (German) 11 • Language (Streetslang) 9 • Library Search 10 Local Expert (RCL Territory) 12 • Perception 12 • Persuasion 12 • Stealth 12			
GEAR			
Basic Medium Pistol Ammo x12 • Armor-Piercing Very Heavy Pistol Ammo x8 • Anti-Smog Breathing Mask • Breacher Disposable Cell Phone w/ Scrambler/Descrambler • Techtool • Cash: 500eb Excellent Quality Cyberdeck w/ Armor, Banhammer, Crunch Whistle, DNA Lock, Hellbolt, KRASH Barrier, Speedy Gonzalves, Superglue, Worm			
CYBERWARE			
Bodysculpt • Bodyweight Auto-Injector (loaded w/ biotoxin) • Contraceptive Implant • Neural Link w/ Interface Plugs Skinweave			

NAME POPULI/DAMIEN/ARTHUR	REP 5	SERIOUSLY WOUNDED 25	HP 50
ROLE NETRUNNER: INTERFACE 6		DEATH SAVE 12	
STATS			
INT 5	REF 8	DEX 8	TECH 5
COOL 4	WILL 4	MOVE 6	BODY 12
EMP 2			
WEAPONS		ARMOR	
EQ OFFICER'S SWORD (C# 15)	ROF2	3d6	HEAD SUBDERMAL ARMOR SP11
EQ ASSAULT RIFLE w/ SMARTGUN LINK (C# 14)	ROF1	5d6	BODY SUBDERMAL ARMOR SP11
SKILL BASES			
Acting 10 • Athletics 12 • Brawling 10 • Concentration 6 • Conversation 6 • Drive Land Vehicle 10 • Endurance 11 Education 7 • Electronics/Security Tech 10 • Evasion 14 • First Aid 7 • Handgun 10 • Heavy Weapons 12 Human Perception 6 • Language (English) 9 • Language (German) 9 • Language (Streetslang) 6 • Local Expert (RCL Territory) 10 • Melee Weapons 14 • Perception 10 • Persuasion 12 • Resist Torture/Drugs 13 Shoulder Arms 12 • Stealth 10 • Streetwise 9 • Tactics 11			
GEAR			
Armor-Piercing Rifle Ammo x50 • Anti-Smog Breathing Mask • Disposable Cell Phone w/ Scrambler/Descrambler • Duct Tape Techtool • Cash: 500eb			
CYBERWARE			
Bodysculpt • Grafted Muscle & Bone Lace • Implanted Linear Frame Sigma • Neural Link w/ Chip Socket, Kerenzikov & Pain Editor Subdermal Armor			

▶ FORLORN HOPE VAN

SDP 50

Seats 6

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

▶ BADLAND BANDITS PICKUP TRUCK

SDP 50

Seats 2

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

Upgrades: NOS

▶ HOTEL LOBBY AUTOMATED TURRETS

Hit Points: 25

Combat Number 14

DV17 Electronics/Security Tech Check, 5 minutes to counter.

Attacks

Assault Rifle (5d6 Damage)

▶ BIOTOXIN BOMB

Hit Points: 10

DV17 Perception or Electronics/Security Tech Check to find.

DV17 Demolitions Check, 1 minute to counter.

Attacks

Biotoxin

Anyone in the area of effect must succeed at a DV15 Resist Torture/Drugs Check or take 3d6 damage directly to their HP. This bypasses armor and does not ablate it.

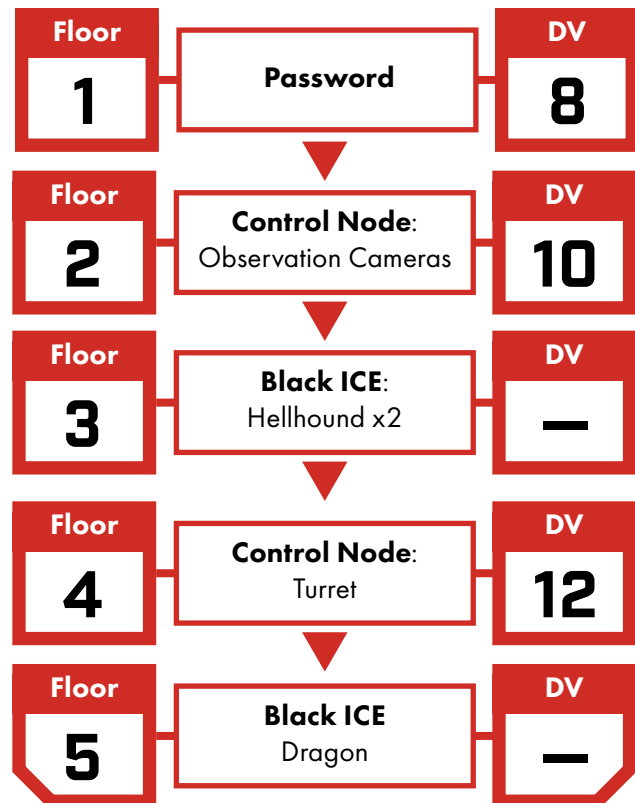
The bomb will release the biotoxin gas at 9:19pm.

▶ FORLORN HOPE NET ARCHITECTURE

Demons Installed: Efreet

REZ 25 • **Interface** 4 • **NET Actions** 3

Combat Number 14



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▶ VOX & POPULI'S MINE

Hit Points: 10

DV17 Perception to spot.

DV17 Demolitions Check, 1 minute to counter.

Attacks

Explosion (6d6 Damage)

If the pressure plate is depressed, the mine goes off, acting like an Armor-Piercing Grenade, doing 6d6 damage to all targets within a 10 m/yd (5 square) area of effect.

They also get splattered with red paint.
Because the RCL are assholes.

HOPE'S CALLING!!!

▶ FORLORN HOPE VERSUS RED CHROME LEGION COMBAT TRACKER

FORLORN HOPE COMBAT NUMBER

RED CHROME LEGION COMBAT NUMBER

VS

BONUS GAINED BY THE CREW

- ◇ Retrieved the drink ingredients (everyone loves the new drink and is feeling good). +1
- ◇ Neutralized the biotoxin bomb above the dance floor. +1
- ◇ Fixed the observation camera on the ground floor. +1
- ◇ Neutralized the audio distortion device on the band's equipment **and** retrieved Random. +1
- ◇ Fixed the stun panels on the top floor. +1
- ◇ Fixed the hatch lock on the top floor. +1
- ◇ Realized something was amiss but did not uncover the RCL plot. +1
- ◇ Realized something was amiss and uncovered the RCL plot. +2
- ◇ Neutralized the Virus left by Vox in The Hope's NET Architecture. +2
- ◇ Prepared a countermeasure (1). +1
- ◇ Prepared a countermeasure (2). +1
- ◇ Prepared a countermeasure (3). +1
- ◇ A Lawman in the Crew calls in Backup (once they arrive). +1

TOTAL

BONUS GAINED BY THE RED CHROME LEGION

- ◇ Failed to retrieve the drink ingredients (the drinks are bland and people are mournful). +1
- ◇ Didn't neutralize the biotoxin bomb above the dance floor. +1
- ◇ Didn't fix the observation camera on the ground floor. +1
- ◇ Didn't neutralize the audio distortion device **and/or** didn't retrieve Random. +1
- ◇ Didn't fix the stun panels on the top floor. +1
- ◇ Didn't fix the hatch lock on the top floor. +1
- ◇ Realized something was amiss but did not uncover the RCL plot. +1
- ◇ Didn't neutralize the Virus left by Vox in The Hope's NET Architecture. +1
- ◇ Did something to damage The Forlorn Hope's reputation during a previous mission. +2

TOTAL

NOTES

BY ADRIAN MARC

ESTIMATED PLAY TIME: 6 TO 8 HOURS

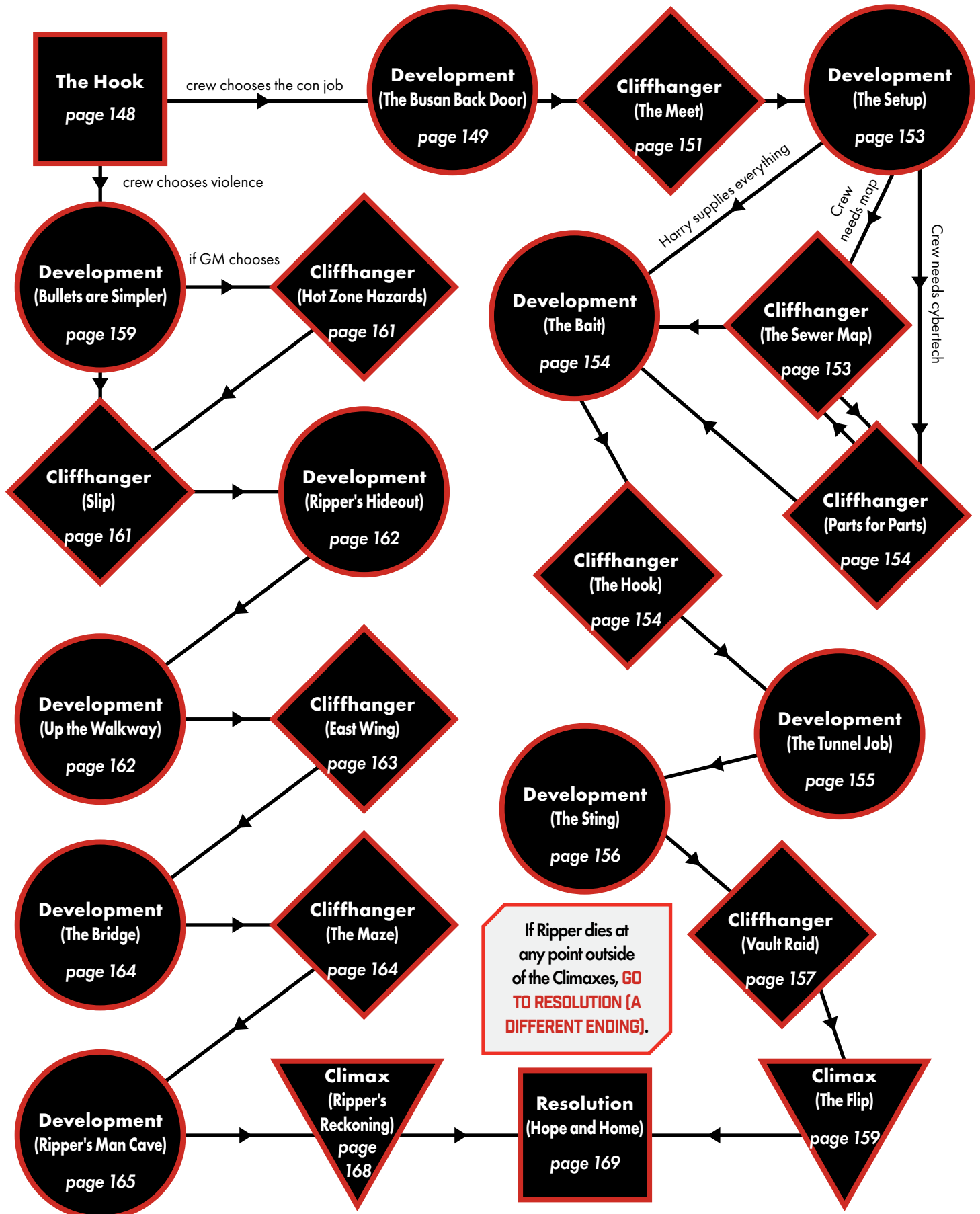


RIPPING THE RIPPER

BY FRANCES STEWART

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BEAT CHART FOR RIPPING THE RIPPER



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Violence is always an option. Be ready for the Players to switch tracks from **The Busan Back Door** to **Bullets are Simpler** at any point. If the Crew kills Ripper before **The Flip**, **GO TO RESOLUTION (A DIFFERENT ENDING)**.

▶ RUMORS

1d6	Rumor
1	Some say legendary grifter Harry the Shrimp has come out of retirement, making some people in power nervous.
2	The grand re-opening of The Forlorn Hope went off with a bang. Literally. Not only did the attendees represent a who's who of Night City edgerunners, but the staff and guests decimated an invading force of Red Chrome Legionnaires.
3	Insiders with Maelstrom say their leader, Warlock, is watching the scavver underboss, Ripper, for signs of disloyalty. He fears that Ripper might try to break away and form his own gang.
4	The Muses have been knocked out of the running for the Night City Wonderland Roller Derby League championship. Maybe as a result of too much partying and not enough practice?
5	Rocklin Augmentics insiders say their new Internal Agent represents a revolution in cyberware technology. Security-minded Techs, meanwhile, say it represents a major risk for early adopters.
6	The Hot Zone has shrunk by nearly 10 percent in the past three years. Current projections show it should be fully reclaimed by 2056.

BACKGROUND (READ ALOUD)

Marianne calls you back to The Forlorn Hope during the day. Inside, Valence serves drinks to a few sunlight regulars while The Professor and Marianne chat with Harry the Shrimp over at the bar. None of the three wear cheerful smiles.

"Thanks for coming," Marianne says, "I told you I had people looking into the attack on the old Hope. Harry's helping out, and she's gotten us a name."

Harry flicks a file from her Agent onto the bar's video screen. A grimy, shave-headed man in black and red Maelstrom leathers appears, gesturing angrily at some skinny, exhausted people by a bombed-out building.

"This lovely little scalawag," Harry says, "is Ripper. He commands Maelstrom's Hot Zone scav ops by riding herd on terrorized streetrats as they pick through the wreckage. He calls the poor things his Diggers."

Marianne snarls and cracks her knuckles. The Professor pats her arm gently.

"Ripper's an abusive, sadistic boss," Harry says. "And that's on top of the horrid Hot Zone working conditions that mangles and poisons. Makes the Maelstrom money, but there's a constant need for new labor, so he's always "recruiting." Last year, he'd set his eye on a band of squatters in the old Brookhaven Co-Op ruins."

"4CW vets," Marianne growls. "With families. Just trying to carve out a space to live their lives."

Harry nods. "Plenty of decent folk wind up on the street. Marianne and The Professor have a reputation for helping. When Ripper started putting pressure on the Brookhaven squatters, our favorite couple here worked with the Jodes to find them a new life down the road to the south. Ripper took it real personal-like. Witnesses overheard him ranting about revenge when he was into his cups at the Totentanz."

Marianne glances across the room, watching Valence serve lunch to a customer.

"When we helped out the Brookhaven folk, we also managed to rescue Valence. They were one of his "diggers." Weighed maybe seventy pounds, soaking wet. Skin so pale you could almost see through it. This fucking praying mantis works them until they're just another piece of wreckage littering the Hot Zone sidewalks."

Harry nods in agreement, "He's triple-A trash, that's for sure. And he's the one who blew up the old Hope. I did some horse trading with David Ling Po, and he provided some security cam stills from a Vendit he owns in the area.

Harry flicks the images up onto the screen: Ripper watching as a group of streetrats carry duffel bags into the sewer. Ripper holding what looks like a remote detonation device. Ripper pressing the button.

RIPPING THE RIPPER

"Time stamps on the stills match the explosion," Harry explains, "And the Vendit is only a few blocks north of the old Hope's location."

"Now we know who," The Professor says, "And we know why."

"All that's left," Marianne finishes his thought, "is revenge."

THE REST OF THE STORY

Ripper is a rancid stain your Crew can joyfully destroy. On top of supplying Maelstrom, he has two sidelines: diverting the best parts he finds in the Hot Zone to Rocklin Augmentics, and serial torture and murder.

Marianne and The Professor want Ripper destroyed. Painfully, if at all possible. That's why they're willing to pay the Crew 4,000eb each to do the job. That's double the going rate for a gig this dangerous.

How the Edgerunners handle the job is up to them. A combat-heavy Crew can go directly to Ripper's hideout, while a streetwise, technical group can build an elaborate con. Harry and The Hope crew can offer guidance and even resources, but the Edgerunners should do the legwork.

THE SETTING

Where the Crew travels depends on the route they take. If they choose to con Ripper, they'll begin with a visit to Redline, a modern gladiatorial arena, before eventually leading the bastard down into the sewers and to a secret Rocklin Augmentics warehouse.

If they decide to lay siege to Ripper's fortress, they'll need to find it in the Hot Zone before climbing to the top of a ruined hotel and into a den right out of a horror movie.

THE OPPOSITION

- The man at the center of it all is **Ripper**, a cunning, sadistic asshole with a taste for power and pseudo-occult trappings. He's built his own little army in the Hot Zone made up of gangpressed **Diggers** and his "guard dog" **Skippy**, a heavily augmented, cyberpsychotic monster of a Maelstrom member.

- Ripper's headquarters is a rickety old hotel, damaged by the nuke of 2023 but still standing. Somehow. He's laced it with traps, just in case his Diggers get the bright idea to turn on him.
- On the con-job path, a member of the Crew might end up in a free-form brawling contest against one of the **Wild Things**, the gladiatorial gang operating out of Redline.
- On the con job path, depending on how things go, the Crew might find themselves briefly dealing with **Rocklin Augmentics security guards**.

THE HOOK

Marianne and The Professor fall silent as Harry takes full control of the meeting.

"Here's the skinny. I "borrowed" this from Danger Gal."

Harry transfers a dossier on Ripper (**SEE PAGE 149**) to the Edgerunners' Agents.

"Something Danger Gal's dossier doesn't mention is Ripper's habit of skimming from the top. He takes the best tech his Diggers find in the Hot Zone and sells it direct to Rocklin Augmentics. I don't have solid proof, though, or I'd take it to the Maelstrom's boss, Warlock, and let gang politics take care of the rest."

Marianne leans in, "We want revenge, but not at the cost of losing the new Hope. We called in all our favors to get our home rebuilt. Cashed in all our chips."

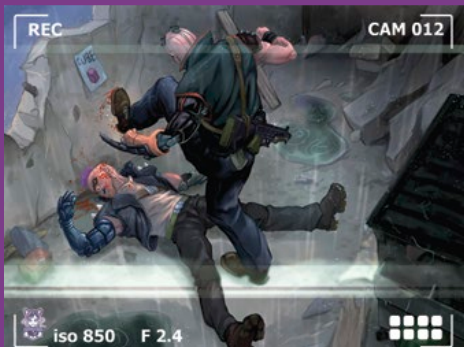
The Professor tilts his head in agreement, "Whatever you do, the trail can't lead back here."

"The way I see it," Harry says, "you've got two options. First, you could flatline him. Doing the deed outside the Hot Zone risks you being seen, and someone might connect the dots between you and The Forlorn Hope."

"Inside the Hot Zone, though? There's only Ripper and his Diggers. No one there's gonna rat you out to Maelstrom. The other option? A little poetic justice. I can teach you a sweet con called the Busan Back Door. You exploit his greed and get his pals over at Rocklin to pull the trigger for us. Both are good and this is your gig. Play to your strengths."

RIPPER

Prepared by Linda "Overpass" Lucastra
(undercover at the Totentanz)



Ripper rose to leadership when Maelstrom's scavver army needed a full-time organizer. Of all gang leader Warlock's decisions, this is the one most likely to bite him.

Ripper was a typical street enforcer with a good rep and gang underboss Quake sponsored him for this role. As an enforcer under Quake, Ripper's sadism pointed outward: disemboweling Inquisitors, slicing parts off deadbeats, dragging traitors behind his van for a "chat." But his new job, herding disposable streetrats to work in radioactive deathtraps, offers even better opportunities for cruelty.

Ripper entices his scavvers, whom he names Diggers, with the chance to earn membership in the Maelstrom. And they might – maybe one in twenty survive and graduate to the big leagues. As for the rest, some resurface on The Street or elsewhere, but a frightening number (and higher than Ripper reports to Warlock) journey into the Hot Zone and never come out. Even the "winners" bear scars. Ripper's developed pseudo-mystical "Tests," rituals for Diggers on the cusp of graduating.

Ripper makes Maelstrom bank, and Quake likes how Ripper's wannabe gangers idolize him. But his trail of cast-off corpses might sink the gang one day. Or Ripper might decide he's better off making all the decisions, take his Diggers, and split off to form his own gang.

Give the Players time to discuss the strengths and weaknesses of each path before prompting them to make a decision.

If they want to run the con, **GO TO DEV (BUSAN BACK DOOR)**.

If they want to siege Ripper's base, **GO TO DEV (BULLETS ARE SIMPLER)**.

DEV (THE BUSAN BACK DOOR)

The Busan Back Door, Harry explains, might seem complicated for a standard Edgerunner plan, but it is simple for a con since it doesn't require a "long-term hook." In the plan, the Crew sells Ripper on a "lost" cache of pre-4CW cybertech and tricks him into robbing a Rocklin Augmentics facility. This puts Ripper on the outs with both of his employers. Rocklin will hunt him down for the betrayal, while Maelstrom will kill him for bringing a Megacorp's wrath down upon them without sanction.

Harry goes through the steps, one by one, with the Crew.

"One of you takes on the role of an Exec who manages construction crews for Jack Skorkowsky. He owes me a favor, so he'll agree to help. Besides, he loves The Hope, so I'm sure he'll even put up a fake profile for you on his Garden Patch."

"The story behind the con is simple. While demolishing an old building in the Upper Marina, a construction foreman found a broken old truck in the rubble with a dead driver inside. Probably died courtesy of the nuke. Besides the corpse, the foreman found two things of note. A crate full of old cybertech and a work order, telling the driver to pick up said crate from an underground warehouse at an address now located in the Hot Zone."

"The foreman came to you. You investigated, worked out a route to the underground warehouse address, and decided to cut Jack out of the action ... but you don't know the first thing about salvage, so you need a partner with experience to help you."

SWITCHING TRACKS

This mission presents two paths: the **Busan Back Door** and **Bullets are Simpler**. These paths are modular. You can spice things up, rearrange, interchange, or mix freely to fit your Crew's tastes and actions.

There's enough flex in the midway Beats to move from the **Busan** track onto the **Bullets** track or vice versa if needed. If the Crew couldn't convince Ripper to take the deal? Load up for bear and go hunt him down in the Hot Zone. Similarly, they may discover Ripper's fortress is too well guarded and nope out before switching to the con.

CONTENT WARNINGS

This Mission is stuffed full of body horror and cruel exploitation. For some Players, the intense descriptions of Ripper's experiments and treatment of the Diggers might twist the stomach too far and ruin the fun. We recommend you talk to your Players, work out what their comfort level is, and adjust accordingly.

Remember, this is a game and it should be fun for everyone playing.

"Of course, the trick is, since it doesn't exist, you won't be leading Ripper to a lost cache. You'll be leading him to an off-the-books facility where Rocklin Augmentics reverse-engineers cybertech from other Corps. Don't ask how I know about it."

"Anyway, you either trap him there or make sure he's spotted on camera. Either way, it'll look to Rocklin like their Hot Zone seller is betraying them."

STEP ONE: THE MEET

First, the Edgerunners must catch Ripper's attention so a later call for help feels natural. Harry suggests bumping into Ripper at the Redline, a gladiatorial combat bar in Watson he visits regularly.

"He likes booze, drugs, violence, and talking about himself. Get his number and make enough of an impression that he'll take your calls later. Think carefully about who you introduce and when."

"Having people in reserve can help later, but surprise appearances can spook your mark. Keep your stories consistent, too — one slip can blow the whole thing."

STEP TWO: THE HOOK

Next, the Crew introduces the bait. They call Ripper with the opportunity and arrange a meeting to show Ripper proof and to make a plan for retrieving the stash.

"Meet at an office so you can control access. Gather some quality cybertech and offer it to Ripper as proof and as a gesture of good faith. After all, it's nothing compared to what's still in that warehouse, eh? Make him dream about his piece of it."

"Be cagey about the location of the stash. He'll expect you to keep it to yourself. Otherwise, he'd be able to go there himself and cut you out of the deal. He'll expect you to think like him."

STEP THREE: THE STING

Next, the Crew leads Ripper on a baffling route through tunnels under the city until he has no hope of knowing where he is. Once Ripper's Diggers break through the wall into the Rocklin Augmentics depot, the Crew needs to make a decision.

"You either need to trap Ripper and alert Rocklin security so they take him out, or you need to make sure he, and only he, gets caught on camera so the suits know they've been betrayed and drop the hammer on him later. You make the call when you're there based on the facts on the ground. Or under the ground, in this case."

CON JOB JOBS

In a con like this, each Crew member should play a part and get a few moments to shine in the sun. The following is a list of possible parts an Edgerunner might play in the Busan Back Door.

A DV13 Wardrobe & Style Check gives the Crew info they need on how to dress the part, though they still might need to buy the actual clothes.

Remember, the Edgerunners don't need to be these parts in "real life;" they just need to know how to play them convincingly for the con.

The Boss: Someone has to take on the part of the Boss: a construction Exec working for real estate agent Jack Skorkowsky. Anyone playing this part should buy an outfit that straddles the line between "nice" and "too nice." Urban Flash or Leisurewear with a hint of "mob connections" works better in this circumstance than Businesswear.

The Assistant: Every good boss has an Assistant nearby to take notes, fulfill requests, and make them look important. The assistant might also have the air of an undercover bodyguard. Businesswear works best for this.

The Hustle: The Boss might bring along hired muscle to any part of the job. It works best if the hired muscle fits the boss's cover story. Perhaps a 4CW veteran or underground fighter working construction but moonlighting as a legbreaker. Leisurewear and Nomad Leathers both work for this role.

The Guide: The Guide is someone brought in by the boss who can lead the way through the tunnels. They might be a Night City maintenance worker or a Ziggurat repair technician. Either way, they're on this job to earn extra cash. Gang Colors work here, with the "gang" in question being the guide's regular employer.

The Expert: The Boss might bring in an Expert to evaluate the cybertech and provide an informed opinion on what to take and what to leave behind. Leisurewear, Generic Chic, and Bohemian all make good fashion choices here.

Backup: Other Crew members can hang back, ready to rush to the rescue if things go wrong. Backup isn't the most active or exciting part of a con, so the GM should feel free to toss obstacles their way. Maybe someone throws up on their shoes as they watch the boss from across the room during the Meet. Maybe they fall behind and get lost in the tunnels during the Sting. Anything's possible in Night City.

Once the Crew have assigned the jobs for the con and worked out the basics of their plan, **GO TO CLIFF (THE MEET)**.

CLIFF (THE MEET)

Who should attend: The Boss is the only requirement. The Assistant and Hustle coming along makes sense. Anyone else should be out of sight and only present as backup.

Wannabes strut and brawl in the streets outside the Redline, some with skill, others with drunken bravado. Bouncers built like forklifts keep belligerents from entering the bar proper. You go to the Slammer for brawls. You come to the Redline for gladiatorial combat. The bar lighting is dim with most emanating from screens showing off the action in the arena. Ripper and his cronies are too cheap to spring for a private booth so they're cheering from a table upstairs, right next to the barricades. Close enough to the edge to smell blood.

Infobox: Maelstrom (DV9)

A combat gang with some serious history in Night City. Maelstrom believes in the virtues of chrome with a zealous, almost religious fervor. Over the years, they've absorbed the remnants of a dozen other gangs, often defeating them in battle before inducting the survivors.

Maelstrom operates out of the Totentanz, a metal bar on the edge of the Hot Zone. They're led by Warlock, who has guided them into power as one of Night City's biggest dealers in drugs and salvaged tech.

Infobox: Rocklin Augmentics (DV13)

Originally a prosthetic manufacturer, Rocklin Augmentics bet hard on cyberware following the ascension of current CEO Jacinda Hidalgo. They are known for their cutting-edge design, eschewing the organic for the artificial in both form and function.

Rocklin Augmentics has also become known for pushing the limits on cyberware and rumors abound about boundary-pushing transhumanist designs secretly in development in heavily guarded labs.

Infobox: The Hot Zone (DV9)

The geographical center of Night City, the Hot Zone also used to be its center of power. Then a nuke blew it up, devastating the area and destroying the Corporate skyscrapers planted there like a lumberjack cutting down a giant metal tree.

Today, it is a haunted landscape of wrecked, twisted buildings, burnt-out vehicles, and entombed bodies. Scavvers abound, digging through the destruction in hopes of earning a few ebs.

RIPPED RIPPER

Remember, drugs alter STATs and Skills, and Ripper can be on (or coming off of) any combo you want at any time. Ripper on Blue Glass and Smash is easier to deal with than Ripper on Boost and Synthcoke. Ripper taking Synthcoke to come down off of Black Lace could be a nightmare. Adjust the mix to personalize the challenge to your table.

FLASH OF LUCK

The Flash of Luck rules **(SEE PAGE 186)** were specifically designed to facilitate playing out heists and cons just like the Busan Back Door. Remind your Players the rules exist!

Infobox: Redline (DV15)

A bar with a reputation of hosting the best live fighting events in Night City. The entire bar is built around the fighting pit, where gladiators duke it out for the entertainment of the crowds. Officially, all fights are to the knockout but rumors suggest the Redline hosts private, monthly death matches. The house fighters are all members of the Wild Things, a boostergang that survived the Time of the Red by channeling their megaviolent impulses into bloodsport. Jenny Nails is both the leader of the Wild Things and the owner of Redline.

Ripper's a loudmouthed braggart with enough rep and swagger to impress those who don't know any better. He's snagged a table near the barricades on the top floor, overlooking the arena. Around him are several hangers-on, soaking up his stories about life at the "top of the Maelstrom heap."

He talks over any conversation unless it's about him or something he's excited about.

"You know the Maelstrom, choomba? I'm big-time. They all look up to Ripper! I get 'em all their chrome!"

The point of this part of the con isn't to sell Ripper on anything but to make contact and set the stage for later. To stick in Ripper's drug-addled brain, the Crew must succeed at impressing him three times. Two of those times can be simple Social Checks — Conversation or Persuasion against his Human Perception, for example. He responds well to compliments, philosophical ramblings about weird occult shit, talks about the fight below, and the possibility of sex. He responds poorly to people who act superior to him.

The third task to impress Ripper should involve a grand gesture. Just what said gesture is depends on the Players, but some possibilities include:

- A member of the Crew winning a fight in the arena. It is an "open fight" night; anyone can sign up to battle a Wild Things gladiator. Fights in the arena are melee only. No firearms allowed. Implanted armor is fine, but worn armor is not. The battle ends when the first combatant hits the Seriously Wounded Wound State.
- Buying Ripper and his hangers-on a round of drinks. The total number is up to the GM but drinks are 10eb (Cheap) per glass purchased.
- Beating Ripper in a drinking contest with opposed Resist Torture/Drug Checks.
- Or moving the party to a private booth on the first level. This requires a DV13 Bribery Check and a payout of 500eb (Expensive).
- A Netrunner might dig into the **Redline's Service NET Architecture (SEE PAGE 174)** to help them perform some of these tasks on the cheap.

Knowing if Ripper is impressed enough to do business later requires a DV13 Human Perception Check. If the Crew hasn't performed three tasks yet, just tell them *"You're not sure he'll remember you in the morning. Better keep it up."* If they've completed two tasks but not the grand gesture, tell them, *"You've established a rapport, but you need to do something big to stick in his mind when he sobers up."*

Once they've completed all three tasks, Ripper suggests exchanging numbers. He's cunning enough, even when smashed, to avoid carrying an Agent and gives the digits to one of his burner phones.

GO TO DEV (THE SETUP)

DEV (THE SETUP)

Cons are slippery and hard to plan. From here on out, the **Busan Back Door** Beats help you chart a satisfying course rather than giving explicit scenes or directions. Be prepared to improvise, and expect (and prompt) your Players to do so as well.

After the Crew hooks Ripper, Harry gathers them to prepare the actual con.

Success in the Busan Back Door hinges on acquiring two physical elements

A map of the Night City utility tunnels in the Upper Marina to plan the route and ensure Ripper gets nice and lost. To obtain them, **GO TO CLIFF (THE SEWER MAP)**.

Some pre-war cybertech to fully hook him on the existence of the stash. To obtain them, **GO TO CLIFF (PARTS FOR PARTS)**.

It's now time to pull it all together. If you want to keep things simple and move the action along, have Harry supply the Crew with one or both of the elements needed. If she provides only one, **GO TO CLIFF (THE SEWER MAP)** or **CLIFF (PARTS FOR PARTS)** as needed. If she provides both, **GO TO DEV (THE BAIT)**.

CLIFF (THE SEWER MAP)

Ripper knows the Hot Zone well, including the tunnels below, so convincing him he's traveling under the radioactive ruins of the old Corporate Center won't be easy. The Crew must obfuscate the route as they travel. To do so, they'll need the most solid information possible, which means obtaining a current map.

The best source for a map is Ziggurat (**SEE CP:R PAGE 280**), since their CitiNet spans most of the metropolitan area and most of the cables run underground through the sewer system. Luckily, Ziggurat service teams carry Agents with maps preloaded.

It isn't too hard to lure a service team out. In fact, a DV13 Streetwise Check suggests a plan: drop down a manhole, find a cable, damage it, and wait. The wait time, and what security shows up with the team, depends on where the cable is. A DV15 Streetwise or appropriate Local Expert Check will reveal details.

- **Rebuilding Urban Zones:** A Ziggurat team arrives in a **service van (SEE PAGE 175)** within three hours. The team consists of **2 Ziggurat Technicians (SEE PAGE 170)** and **2 Corporate Guards (SEE PAGE 170)**. Complicating matters, a **patrol car (SEE PAGE 175)** with **2 NCPD Officers (SEE PAGE 170)** shows up to provide assistance, direct traffic, and call for backup if needed.
- **Overpacked Suburbs:** A Ziggurat team arrives in an **armored service van (SEE PAGE 175)** within twenty-four hours. The team consists of **2 Ziggurat Technicians** and **3 Corporate Guards**.
- **Combat Zones:** A Ziggurat team shows up in an **armored service AV (SEE PAGE 175)** within three days. The team consists of **2 Ziggurat Technicians**, and **1 Corporate Guard per Edgerunner**.
- **Exec Zone and Hot Zone:** Not viable for opposite reasons. The Exec Zone is too well guarded, while the Hot Zone isn't connected at all.

The Ziggurat Technicians are equipped with Excellent Quality Agents. An Edgerunner can use a Breacher (**SEE PAGE 179**) to hack a Ziggurat Tech's Agent remotely and steal the file. Otherwise, the Crew needs to grab one and crack it physically with a DV17 Electronics/Security Tech Check and four hours of work.

If Crew can't do the job, Backhand, The Hope's in-house Tech, is a deft hand at hacking Agents.

FLEXIBILITY

We only have so many pages for this mission, and your Crew might devise a plan not covered here. For example, they may pursue the Rocklin Augmentics angle, digging for the dirt they need to turn Maelstrom against Ripper. If that's the case, be ready to repurpose the elements presented in this mission. Here are two examples of how to do it.

The Crew might decide to use a classic undercover cop trick and set up a "buy." They'd follow the con track, but instead of dangling a hidden cache in front of him, they'd arrange to buy some choice salvage (without Maelstrom's permission). Transform the steps involving sewer maps and cyberware parts into planting credentials in a server and acquiring proper identification. Ripper's a brute but he's smart enough to do a basic background check. Then, let them record the whole buy and turn the evidence over to Warlock.

(CONTINUED ON PAGE 154)

FLEXIBILITY (CONTINUED)

Alternatively, the Crew might opt to dig up evidence instead of creating it. The files they need could be in the secret Rocklin Augmentics warehouse. In which case, the sewer crawl turns into a challenge of navigation instead of subterfuge. Alternatively, the files could be in Ripper's tower, leading the Crew to wait until he's at the Redline before sneaking/fighting their way in.

Don't be afraid to change things up and adapt the elements of this mission to follow the path your Players lead you on. The story belongs to the whole table, after all.

Neither the technicians nor the guards want to give their lives for this job. They'll seek a way to retreat the moment they come under fire. Convincing them to surrender is possible with a strong Social Skill Check. If there are no guards (or cops) to protect them, the technicians will surrender the Agent (and even bypass the security) without a Check.

If the Crew is prepping for the job and doesn't have the parts yet, **GO TO CLIFF (PARTS FOR PARTS)**. Otherwise, **GO TO DEV (THE BAIT)**.

CLIFF (PARTS FOR PARTS)

The Edgerunners are selling Ripper a story of lost cybertech, so they need to show him convincing examples from the crate mentioned in the con's cover story. Harry happens to know that Mister Kernaghan (**SEE CP:R PAGE 305**) owns a sealed crate of optical sensors, myomar fibers, and neural subprocessors, complete with 2022 customs tags and she knows exactly what he'll trade it for.

Mister Kernaghan wants someone to steal an all-original power plant for a Cometa, one of the first racing AVs ever built. Only two flyable examples exist in the world, and Kernaghan owns one of the two. If he gets this engine, he will own the only flyable example. The other's engine is trashed and awaiting this replacement.

The Crew can use bribes, favors, or misdirection to get into the Heywood Industrial District port and drive the container out, or they can hijack its transport as it travels from the port to a small airport out in the Badlands, where a cargo copter awaits to transport it to Seattle. The transport team has a **Driver (SEE PAGE 171)**, a **Heavy Corporate Guard (SEE PAGE 171)**, and 1 **Corporate Guard (SEE PAGE 170)** per 2 Edgerunners in the Crew. They're driving an **Armored Semi-Truck (SEE PAGE 175)**. The Crew can intercept it anywhere between the port and the airport.

If needed, use the Chase rules (**SEE PAGE 180**) to run the scene.

If the Crew is prepping for the job and doesn't have the sewer map yet, **GO TO CLIFF (SEWER MAP)**. Otherwise, **GO TO DEV (THE BAIT)**.

DEV (THE BAIT)

Now it's time to draw Ripper in. A few days after the Meet, the Edgerunner playing the Boss should give him a call, feed him the story, and arrange a get together.

The story: The Boss has the intel. Can Ripper supply the muscle and expertise to move and sell the goods? Ask the Edgerunner doing the talking for a DV9 Conversation Check just to be sure they've got Ripper salivating. If they ask, Harry is happy to give them tips.

"Add in some construction yard background noise to prove you're legit and calling from a site. Anything you can do to sell the illusion is important. Once you've laid out the plan, rev up his excitement. Talk about when you get the goods, not if. Get him dreaming about what he plans to do with his share of the take."

GO TO CLIFF (THE HOOK)

CLIFF (THE HOOK)

Who should attend: The Boss must be present. The Assistant, Hustle, Guide, and Expert can logically attend. Backup should be out of sight.

Harry arranges for the Crew to take over an empty but furnished office in an Upper Marina building for a few hours. If they want to take some time and spruce the place up, ask for appropriate Checks based on their ideas. The obvious thing missing would be various accoutrements indicating the office is part of the Jack Skorkowsky Real Estate family. A Fixer can acquire signs

and stationary using Operator. A crafty Edgerunner can fake them up with a DV13 Forgery Check. Someone might think of calling Jack and asking to borrow some decorations, requiring a DV9 Persuasion Check if they're on good terms or a DV13 Check if they aren't. A DV13 Bureaucracy or Business Check will help order the office to make it seem more "lived in." Your Players might come up with other ideas. Reward them for being creative!

Ripper (SEE PAGE 172 or 173) comes to the meeting sober and impatient. A block from the meeting, he drops off **1 Digger Guard** (SEE PAGE 171) per Edgerunner present who he can call quickly if the deal goes sideways. They follow at a distance, then skulk outside.

Once inside, Ripper demands introductions to anyone he doesn't know. When they get down to business, he asks aggressive questions. How big a haul? Why him? How does he know this isn't a scam? He demands ninety percent of the take since he's "taking all the risks," but gets suspicious unless the Crew bargains hard to lower that number to something more reasonable.

The Crew must succeed at two Checks. The first is the Bargain, an opposed Trading Check to haggle with Ripper. Without it, there's no chance of him buying this as a "real job." Second, the Sell, an opposed Acting or Persuasion Check against Ripper's Human Perception to convince him everything is legit.

Give the Crew a +1 (up to a +3) to all Checks made as part of the Bargain and the Sell for each task performed to disguise the office and make the setting more convincing.

If the Crew can't convince Ripper, at best, he walks away angry. At worst, he sends a silent signal, and his Diggers burst in to help him beat answers out of the Edgerunners. Improvise depending on how the scene goes down. Either way, the con

goes out the window. The Crew may end up ending Ripper right here. If so, **GO TO RESOLUTION (A DIFFERENT ENDING)**. Otherwise, the Crew might devise a new plan (SEE FLEXIBILITY ON PAGE 153) or strike Ripper at his home in the Hot Zone, in which case **GO TO DEV (BULLETS ARE SIMPLER)**.

If they succeed, **GO TO DEV (THE TUNNEL JOB)**.

DEV (THE TUNNEL JOB)

Once Ripper's firmly on board, the time comes to finish the con. Harry meets with the Crew in a private room in The Forlorn Hope to go over the plan one last time.

Harry's located a broken-down building with sewer access in the Upper Marina, near the Hot Zone border. From that entry point, the complicated series of switchbacks planned by the Crew using the Ziggurat sewer maps feels like it leads ahead into the Hot Zone but actually twists back on itself to a building in the Upper Marina where Rocklin performs under-the-table "competitive research" on the cyberware of other Corporations. This means there's no Rocklin Augmentics branding on-site to give the job away.

"I've hired some bodies in coveralls to pretend to be Jack's construction crew, move random shit around, and measure things around the entry building we picked out," Harry explains. "Look for the fella with the clipboard and pretend to bribe him before going down the tunnel. That'll sell things.

"Don't worry. They're trustworthy enough for this gig.

"Remember, Ripper knows his turf. If he pays too much attention, he might realize you're going in the wrong direction. Divert his attention from the route. Distract him at the turns and intersections with questions or suggestions or warnings."

WORKING FOR ROCKLIN

What happens if one of the Edgerunners is an Exec working for Rocklin Augmentics? Well, that's up to them. Removing Ripper from play means causing disruptions in the Neocorp's supply chain. The Exec needs to decide if this is something that they're good with or if they want to advance their career by betraying the Crew and The Forlorn Hope.

Assuming they go along with the plan, their inside knowledge might be helpful. The facility is top secret, so they likely won't know about it. Still, some sleuthing work (with appropriate Skill Checks) could score useful details or even the password for the NET Architecture, allowing a Netrunner to automatically succeed on an Interface Check against it.

RIPPING THE RIPPER

Harry also warns the Crew to be careful with Ripper's Diggers.

"The poor bastards are bound to Ripper by fear and not loyalty, so give them as little reason to dislike you as possible. When the time comes to run, it's best to have as many people running and as few people shooting at you as you can manage."

The goal of this final step is for Rocklin Augmentics to catch Ripper in the act of breaking into their facility. Rocklin has on-site surveillance and security, but it's important to get Ripper inside where the cameras can see his face.

Rocklin security will hit the scene in minutes once the first person enters the storeroom. An enterprising Netrunner can infiltrate the facility's NET Architecture ahead of time to further tilt things in the Crew's favor.

"Ideally, Rocklin security takes him off the board, but don't hang about. Get him filling his pockets, then make yourselves scarce. If he follows you back into the tunnels, this could turn into a gunfight."

This is the last chance for the Crew to pick up supplies or make preparations before things go down.

GO TO DEV (THE STING)

DEV (THE STING)

Harry's hirelings are already present, pretending to work as part of a Jack Skorkowsky construction crew, when you pull up to the broken-down building in the Upper Marina. They play the part well, calling out greetings to their "boss" as you walk up.

Ripper, meanwhile, rolls up ten minutes late, red-eyed, and with that special flavor of twitchy that suggests multiple drugs are tipping his mood in different directions. He hops out, slaps the side of his box truck, and opens the rear door. A group of scrawny, unwashed, desperate-looking streetrats clutching empty industrial carryalls hop out.

"C'mon, move your asses!" Ripper yells. "I picked you 'cuz you said you could work!"



BY STORM A. COOK

"Okay," he says to you. "Time to go get rich, yeah?"

There 1 Digger Worker (SEE PAGE 171) per Edgerunner present. They cluster together and don't talk to outsiders. They don't even make eye contact.

After receiving "a bribe," the fake worker with the clipboard leads the Crew and Ripper and his Diggers to the sewer entrance in the rubble. Ripper follows the Edgerunners into the dark with an LED headband lighting his way. He splits his time between watching them like a hawk, pushing his workers along, and bragging about his success with Maelstrom.

"I got hundreds like these losers crawling the Hot Zone and digging all day. They fuckin' worship me. Warlock relies on me to chrome the gang up. Every 'ware you see in someone wearing Maelstrom colors, I probably dug up the parts!"

After about five minutes of traveling, Agents lose signal due to being underground. They can no longer act as communication devices or connect to the CitiNet.

TUNNELS AND TROLLING

One of Ripper's few talents is navigating the Hot Zone's tangled wreckage. He pays attention at intersections, scanning for landmarks, and glances back along the route as if fixing it in his mind. He may also notice inconsistencies: a Ziggurat logo on a junction box or working power cables in "abandoned" tunnels, for example. The con needs him lost and ignorant.

Give the Crew five opportunities to conceal signs/move markers or confuse Ripper with Skill Checks against his Concentration. The same trick won't work twice, so Players need to be creative. Fake an injury. Debate Ripper on cyberware brands. Shoot a rat. Distract him and the Diggers while another Edgerunner paints over a sign. Encourage the Players to be creative.

If the Edgerunners fail two distraction Checks, Ripper realizes something's up. Soothing him requires an Acting or Persuasion Check against his Human Perception Skill. *"Get in my face down here again, the rats'll be cleaning up what's left of you, butthead!"* After this, Edgerunners make any further distraction Checks with a -2 penalty.

If they fail a third Check, Ripper pulls his rifle and starts shooting. His Diggers draw pistols or machetes and attack as well. Things turn into a firefight in the tunnels. Ripper

will only fight until he takes damage, at which point he runs, leaving the Diggers behind to keep the Crew busy. Unless convinced otherwise by an appropriate DV17 Social Skill Check, the Diggers fight to the death. They're more frightened of Ripper than they are of pain or dying.

If things go south and the Crew ends Ripper here, **GO TO RESOLUTION (A DIFFERENT ENDING)**. Otherwise, the Crew might devise a new plan (**SEE FLEXIBILITY ON PAGE 153**) or strike Ripper at his home in the Hot Zone, in which case **GO TO DEV (BULLETS ARE SIMPLER)**.

If they succeed, **GO TO CLIFF (VAULT RAID)**.

CLIFF (VAULT RAID)

The underground route ends in a utility tunnel. About 10 m/yds down the wall is a spot adjoining Rocklin's basement. Once the Crew points this out, Ripper directs his Diggers to attack the concrete with cutters, drills, hammers, and bare hands, chewing through a couple of feet of cement and rebar.

After five minutes, the hole opened by the workers is big enough for a Netrunner to connect to the **Warehouse's NET Architecture (SEE PAGE 174)**. At that point, they can attempt to hack it to seize control, alert security, or ensure the cameras fixate on Ripper and no one else.

After ten minutes, the diggers open a hole large enough for people to squeeze through.

The storeroom on the other side of the hole is clean, orderly, and lacking in illumination. A musty smell, typical of underground concrete structures hangs in the air. The darkness and silence are so thick you can almost feel them pressing up against your skin.

The hole came through a clear space between parts bins that line most of the walls and sit on free-standing shelves. Each bin is labeled with words like Microswitches, Howell Capacitors, Magnetolubricant Pumps, Firefoam Extruders, and the like.

RIPPER'S 11TH HOUR

Ripper is dangerous and cunning but not smart enough to question the lack of dust. If his Diggers notice, they're too frightened of him to speak up. Ripper sends half of them inside, then demands to know what parts they're finding.

RIPPING THE RIPPER

"It's lots, Ripper! All kinds! Whole warehouse of stuff!"

If Ripper noticed any of the Crew's distractions earlier or is otherwise nervous or suspicious, an Edgerunner may have to go in and drag out a fistful of components to kick-start his greed and lure him inside. Otherwise, he goes readily. But he also calls on the Crew to enter and help and grows suspicious if they hang back, so they must mislead, evade, or trap him somehow to facilitate their own escape. Feel free to tempt your Players to linger — they can fit 500eb (Expensive) worth of parts in a single carryall. Stuffing a container full takes one minute's time.

THAT'S YOUR CUE

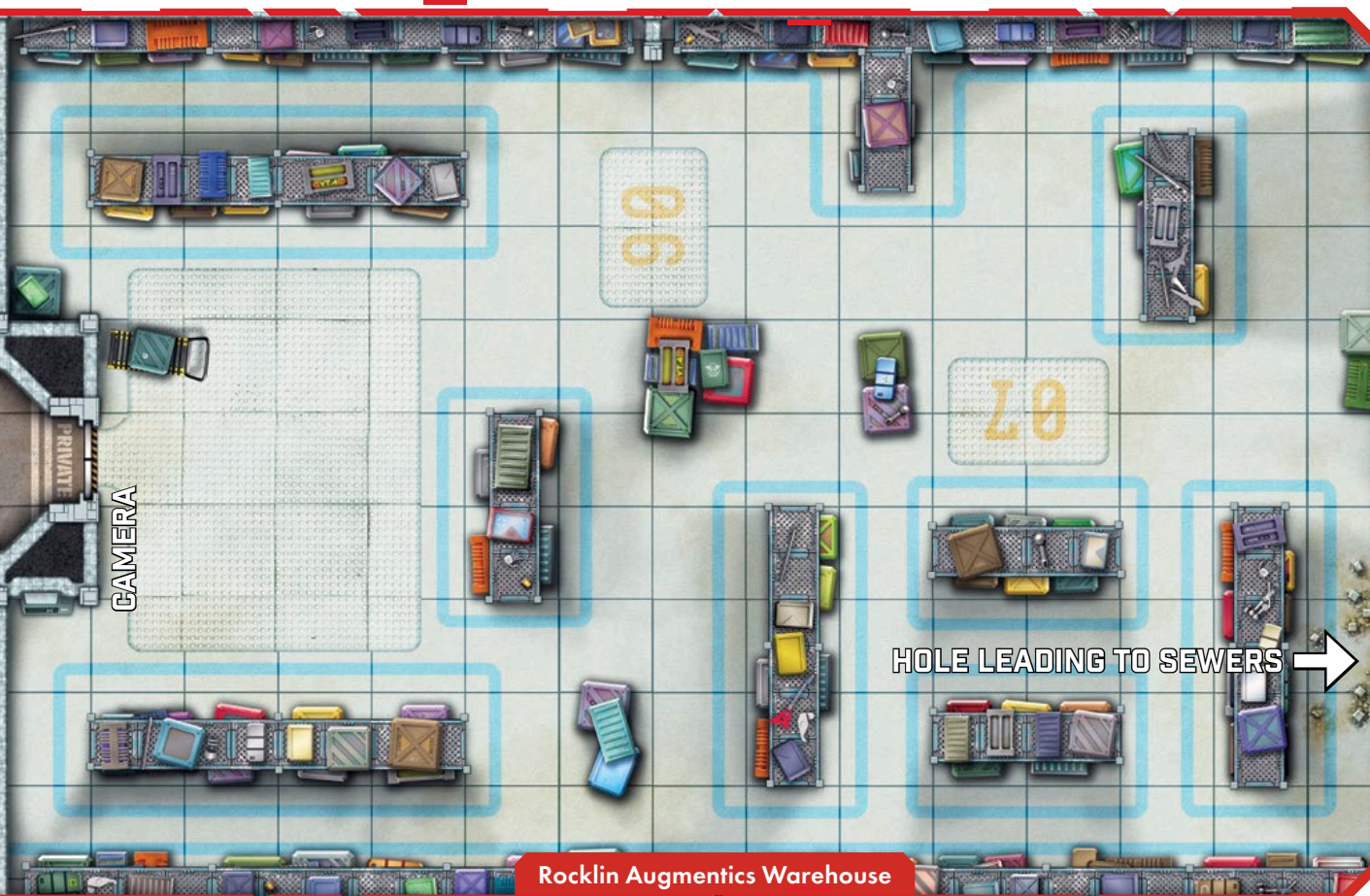
Unless hacked to do otherwise, the observation camera (which uses Low Light/Infrared/UV to see in the dark) covers the door of the storeroom. Noticing it requires a DV17 Perception Check — with any penalties due to the darkness of the room applicable. At the end of every minute Ripper spends inside the storeroom, roll

1d10. On an even result, he steps in front of the camera, and it records him. On an odd result, he does not. If a Netrunner has control over the camera, they can point it at Ripper at any time.

Either way, at least one of Ripper's diggers steps in front of the camera roughly one minute after entering the storeroom, alerting the Demon in the NET Architecture. It triggers the silent alarm, alerting the security team in the building above. They, in turn, contact a Rocklin Augmentics Rapid Response Squad, who, three minutes later, arrive and assault the storeroom. The Crew needs to decide if they'll set Ripper up to encounter the Rocklin squad or if simply recording his face on camera is enough.

If a Netrunner controls the Silent Alarm Control Node in the NET Architecture, they'll see an ETA about the arrival of the Rocklin Augmentics team in their Virtuality HUD. Otherwise, ask for a DV13 Bureaucracy or Tactics Check from the Players. With a success, they know they have anywhere from three to five minutes before security charges in.

GO TO CLIMAX (THE FLIP)



BY MATT HENDERSON OF LOKE BATTLE MATS

Rocklin Augmentics Warehouse

CLIMAX (THE FLIP)

Once Ripper's fully engaged in looting, he pays little attention to the Crew. Instead, he moves around the room, ordering his Diggers to empty specific boxes and containers into the industrial carryalls. More than once, he crows about needing to come back because "there's so damn much!"

If an Edgerunner tries to slip out, ask them to make a Stealth Check against Ripper's Perception. If he notices, he'll ask why they're leaving. His greed is overriding his common sense, so give Ripper a -2 to his opposed Human Perception Check if they feed him a lie.

If the Crew decides to seal Ripper inside the storeroom, it isn't hard. They'll need to succeed at a DV15 Demolitions Check in order to attach a single Armor-Piercing Grenade (or similar device) to the hole and rig it for remote detonation. With a success, they'll collapse the hole and trap anyone still in the vault on the other side. Failing the Demolitions Check (or just chucking a grenade) seals the hole but partially collapses the tunnel.

Escape is still possible for the Crew, but they each take 4d6 damage (reduced by armor, which ablates) due to being clipped by falling debris.

At the end of three minutes, **a squad of 6 Heavy Corporate Guards (SEE PAGE 171) assemble outside the storeroom door.** They won't identify themselves or demand surrender. They'll pop open the door, throw in three flashbangs, and then stream inside with the goal of incapacitating or killing any intruders. Ripper's Diggers shoot back and fight to the death. If the Crew hasn't persuaded them to flee. They're more afraid of Ripper than of dying.

Ripper, on the other hand, is a wild card. He cares only about himself. He throws anyone he can between himself and

danger and runs the second he thinks he's losing. He's also vengeful. He'll take a shot at anyone he thinks betrayed him on the way out.

The Rocklin Augmentics guards won't pursue people far into the maze of sewer tunnels. Edgerunners who escape the warehouse can follow the map and reach the city above in safety. If Ripper manages to escape, he'll also vanish into the sewers. He values survival over immediate revenge.

Assuming all goes to plan, Ripper's done for. If he's captured, Rocklin Augmentics "disappears" him. If he's caught on camera with his hands in the Corporate cookie jar, the Neocorp hunts him, causing disruptions to Maelstrom operations. At that point, it is a question of who flatlines him first: Rocklin Augmentics or Maelstrom's leader, Warlock.

Even if Ripper escapes somehow, he's burned with both his former employers, leaving him completely alone. Both groups seek his death. In that case, he may decide to attack the Crew (if he can figure out who they actually were), but odds are he grabs what little cash he can and runs for the hills.

GO TO RESOLUTION (HOPE AND HOME)

DEV (BULLETS ARE SIMPLER)

Marianne sets the Crew up with Valence, the young server who she and The Professor rescued from Ripper's clutches. They promise to lead them to his hideout in the Hot Zone.

"Gonna want masks," Valence says. "You don't wanna breathe the dust-loads of rads. We can take tunnels for sommathe trip, not all. Up ground, there's lotta jaggy crap. Even monowire fiber dust, some places. Wear good boots."

Any armor SP7 or higher meets the "good boots" standard.

MEMBER OF MAELSTROM

It is possible one of the Edgerunners is a member of Maelstrom or, at least, on good terms with them. If they are, hopefully, they see how Ripper is a short-term benefit but a long-term problem for the gang. Anyone with leadership skills can run a scavver crew, but Ripper's skimming and screwing over his own people. Eventually, that will weaken the gang.

If the Edgerunner in question approaches Warlock or one of his lieutenants, they'll listen to the concerns and charge them with proving their claims. Once they have proof, Maelstrom will be glad to feed Ripper to the Pit.

FAVOR FOR THE GENTLEMAN

If the Crew owes The Gentleman a favor (SEE PAGE 127), he calls one of the Edgerunners as they prep to enter the Hot Zone.

"A friend of a friend suggested you might be on the hunt for a specific monster. Another friend mentioned said monster sports an advanced bit of cybertech. Retrieve it. Bring it to me. Your debt will be paid."

RIPPING THE RIPPER

She gives Marianne a full gear checklist: anti-smog masks, duct tape, flashlights, and radio communicators (Agent and cell service is spotty), which The Hope supplies as needed. Valence laughs at anyone who suggests rad suits. "We ain't never had those."

Marianne can source rad suits at 500eb (Expensive) apiece. They will protect the Crew from radiation so long as they aren't damaged. If an Edgerunner takes enough damage to ablate their armor, the rad suit becomes worthless.

The next morning, the Edgerunners meet Valence at a service tunnel entrance on the border between Little China and the Hot Zone. The former Digger leads the

Crew down a ladder and through a series of poorly maintained, sometimes partially collapsed tunnels. After nearly half an hour, they enter a basement kitchen, its floor distinctly tilted.

If anyone asks why they don't just march into the Hot Zone, Valence says, "Don't wanna die. This is the best way. Dodges Ripper's diggers. Other scavs, too."

"Masks on if you got one," Valence says. "Tuck your pants in your boots. Tape up the gaps."

"Oh," Valence adds. "Listen for slips. Busted-up buildings, sometimes a whole floor of stuff just ... falls. Something industrial drops on you? Ain't no coming back."

▶ HOT ZONE HAZARDS

1d6	Hazards
1	Pitfall. A section of the ground is broken and gives way. An Edgerunner can spot the pitfall with a DV17 Perception Check and warn the Crew to go around. If the pitfall isn't spotted, each Edgerunner stepping onto it must succeed at a DV15 Athletics Check or fall into a hole filled with sharp rubble, taking 6d6 damage. Climbing out does not require a Check. Anyone with a Grapple Hand or easily accessible Grapple Gun automatically succeeds at the Athletics Check to avoid falling.
2	Carbon Fiber Splinters. The wreckage in this area is dusted with microscopic and extremely sharp carbon fiber splinters. Anyone walking across it must succeed at a DV13 Athletics Check. If they fail, all armor worn on their body (but not their head) is ablated by 1. If they aren't wearing armor on their body, they take 3d6 damage instead.
3	Ash Storm. Wind blows ash from a fire burning somewhere in the Hot Zone into this area. Anyone without some form of protection (nasal filters, an anti-smog breathing mask, or similar) takes damage as if exposed to a vial of biotoxin (SEE CP:R PAGE 355).
4	Radioactive Wind. Wind blowing through the area carries with it radioactive particles. Anyone not protected by a Radiation Suit or similar item is exposed, taking 4 damage per Round directly to their HP for 1d6 Rounds. This damage bypasses armor and does not ablate it.
5	Sinkhole. A section of the ground collapses, dumping anyone who steps onto it into a pit of sewage and mud. An Edgerunner can spot the sinkhole with a DV17 Perception Check and warn the Crew to go around. If the sinkhole isn't spotted, each Edgerunner stepping onto it must succeed at a DV15 Athletics Check or fall in. Climbing out does not require a Check. Anyone with a Grapple Hand or easily accessible Grapple Gun automatically succeeds at the Athletics Check to avoid falling. The firearms of anyone who falls into the sinkhole become jammed with sewage and mud and are effectively reduced in quality by one step (Excellent to Standard, Standard to Poor, Poor to non-functional). Restoring a weapon to its original quality requires 10 minutes, proper tools (a techtool will do) and a DV13 Weaponstech Check.
6	Roving Blood Swarm. Left over from the 4th Corporate War, these nanite swarms use pre-war Tech and do not require a NET Architecture to function. They fill an area with a red particle fog and enter a victim's body through their nasal passages, binding their hemoglobin into clots. Anyone inside a swarm must succeed at a DV15 Resist Torture/Drugs Check or take 3d6 damage. This damage bypasses armor and does not ablate it. Targets with some form of protection (nasal filters, an anti-smog breathing mask, or similar) are immune. The blood swarm will attack for 1 Round, then move on to another part of the Hot Zone.

Only then do they lead the Crew up into the Hot Zone.

Welcome to the Hot Zone! Broken buildings stand at angles all around you, like a mouthful of bad teeth. Here, the constant city noises of traffic and gunfire vanish almost completely. The quiet is oppressive to the point of creepy. Wind rattles plastic and shushes through metal. A faded plastic image of Kerry Eurodyne smiles enigmatically at you from the bubbled, melted plastic side of a bus shelter facing a field of rubble. Don't mind the glow. That's just your imagination playing tricks on you. Probably.

The Hot Zone is a strange, horrible place to travel through. Disposable cell phones do not work at all. Whenever the Crew tries to use an Agent to communicate or access the CitiNet, roll 1d6. On a 6, they succeed. Otherwise, they fail. Radio communicators work fine inside the Zone but have trouble calling out (or receiving a call from outside).

If you want to add random hazards to the trek through the Hot Zone, **GO TO CLIFF (HOT ZONE HAZARDS)**. Otherwise, **GO TO CLIFF (SLIP)**.

CLIFF (HOT ZONE HAZARDS)

As Valence leads the Crew through the Hot Zone, they may encounter strange, unpleasant, and even deadly obstacles. Roll up to three times or choose entries from the **Hot Zone Hazards** table (**SEE PAGE 160**) to make your Crew's march through this nuclear-blasted wasteland appropriately hazardous.

Once you're done with the hazards, **GO TO CLIFF (SLIP)**.

CLIFF (SLIP)

It feels as if you've been trudging through the rubble for days ... and whenever you think you've seen the nastiest thing the Hot Zone has to offer, there's always something new to prove you wrong. The rat covered in tumors. The webwork of carbon-cable filaments hanging across a pathway, ready to slice skin to ribbons. The disturbingly clean shape of a human body, outlined in carbon scoring on a large, flat chunk of concrete.

BY NEIL BRANQUINHO



RIPPING THE RIPPER

All you're hearing now is the same creaks, rattles, and wind noise you've forced yourselves to ignore for the last several hours, but Valence stops and cocks their head. They go pale. "SLIP!" they yell. Then you hear it, echoing weirdly from above: an avalanche-like rumble. That's when chunks of wreckage begin falling down upon you like a flash rainstorm.

Valence's warning doesn't come in time and only the truly perceptive — or someone who's worked the Hot Zone before — will recognize the slip's warning signs (with a DV13 Local Expert [Hot Zone] or DV17 Perception Check). If a Player heeded Valence's earlier warning and is actively on guard against slips, give them a +2 bonus to the Check. Edgerunners who succeed at this Check can scramble to cover and drag Valence or one other Crew member with them.

Anyone left beneath the raining debris must make a DV17 Evasion Check to avoid damage. On a failed Check, roll on the **Slip Type** table to see what falls on the target. Despite coming from above, all damage is done to the body and not the head.

The ground rumbles. Looking up, you see a wall on a nearby, tilted building give out. The new hole vomits the contents of the floor out towards the ground below like a ganger who drank too much raw CHOOH² at the Slammer.

▶ SLIP TYPE

1d6	Effect (armor reduces and is ablated if penetrated)
1 - 2	Small Chunk. A piece of cement, chair, or can of SCOP. 2d6 damage.
3 - 4	Sharp Thing. Rebar or a chunk of glass. 3d6 damage. This damage is Armor-Penetrating, reducing armor SP by 2 if it penetrates.
5	Big Chunk. A desk or toilet. 4d6 damage.
6	Holy Crap, That's Big! A fridge. An executive desk. Maybe part of an AV-4. 6d6 damage.

Once everyone's dug out and patched up, Valence hurries them along. "Slips come in groups. We need to move!"

GO TO DEV (RIPPER'S HIDEOUT)

DEV (RIPPER'S HIDEOUT)

Valence stops the Edgerunners in the shadow of a fallen building across the street from Ripper's hideout and refuses to move closer; this is where they'll wait to guide the Crew home.

"That's it. Ripper's hideout. He's high up 'cause he needs to prove he's better. Higher up than the Diggers. I ain't going further. I can't. I'm sorry. The memories ... I'll wait for you here, bring you home when you're done."

The building is tall but split in twain, one wing tilted rakishly against the other. Its gleaming metal trim is pitted and burned, but the sign on the side is still legible: Ashcroft Hotel.

Twisted, armored shutters and rubble block all access to the ground, but someone has built an improvised walkway. It rises like a snake, coiling around the tilted east wing, up to a hole on the seventh floor. Dirty handprints on the railing show it's been well-used.

"They get in by going up the walkway," Valence says, "Nobody was outside last time I came, but he called gangers down to collect our tribute, so probably there's guards up there."

Careful observers (DV13 Perception Check) spot guards patrolling past cracked and broken windows on the 7th floor and can guide the Crew to the walkway unseen with no problem. Otherwise, crossing the open ground unnoticed requires a DV13 Stealth Check.

GO TO DEV (UP THE WALKWAY)

DEV (UP THE WALKWAY)

A huge, painted Maelstrom skull leers up from ground just before the walkway, marking territory. Glow paint and LED stick-on lights shine along the creaky structure's rusted railing. It looks like a long, strange climb, so watch your footing.

Consider the walkway hazardous terrain. Making it up without stumbling requires a DV13 Athletics or Stealth Check. Failure means an Edgerunner breaks a board or slams into the railing, creating a lot of noise. There are **2 Digger Guards (SEE PAGE 171)** just inside the entrance on the 7th floor. One will peek out if they hear anything. It is a DV15 Perception Check to

notice a Digger Guard's head poking out of the hole. If the Crew climbs to the top without making noise, they'll only have the two guards to deal with. Otherwise, they'll walk into an ambush involving every guard on the floor.

GO TO CLIFF (EAST WING)

CLIFF (EAST WING)

Once upon a time, this was a lounge where the hotel's guests gathered and enjoyed themselves. Now, the windows are cracked and shattered, and any plush furniture has long since tumbled out to the street below. Perilous platforms made from old planks provide stable standing room on the otherwise tilted flooring.

On the far end of the room is a gnarled opening where it's possible to cross a welded metal gangway across the gap between the building's sheared sides and into the west wing. There's an alarm button bolted to a pillar next to the hole. If the guards grow

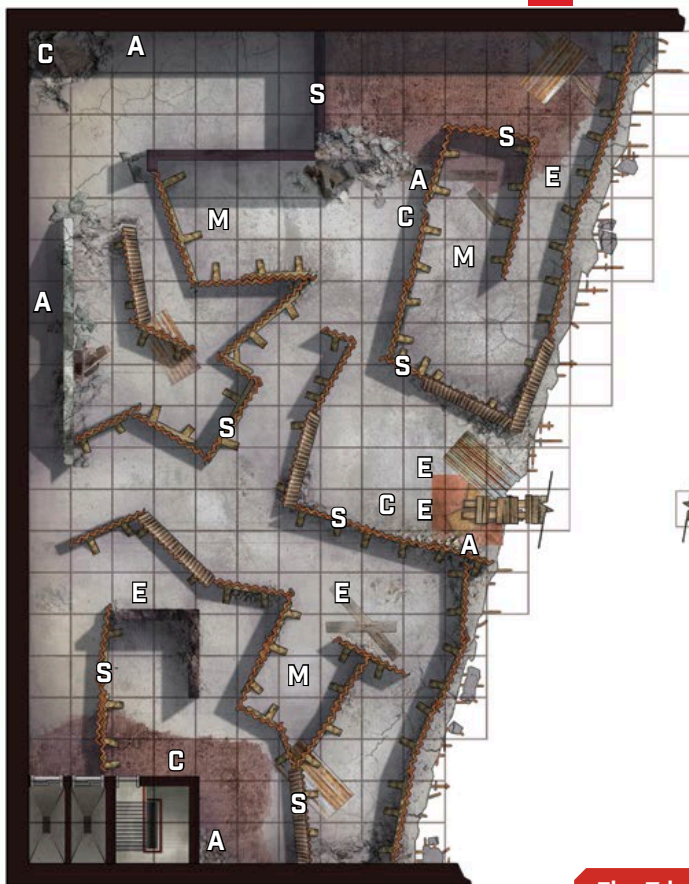
desperate, one may run and push it. This action doesn't bring help, but it does alert Skippy and Ripper about the intruders. Otherwise, no one in the West Wing hears the sounds of combat over the rushing of wind between the sections.

There are a number of Digger Guards (SEE PAGE 171) present equal to the number of Edgerunners. If the Crew made it up the walkway without alerting the guards, only 2 are present on the 7th floor. The rest are upstairs on the 8th floor in an old hotel room, watching a loud show. If the Crew deals with the 2 guards silently, the others won't be alerted. Otherwise, they'll charge down the stairs and join the fight at the top of the third Round.

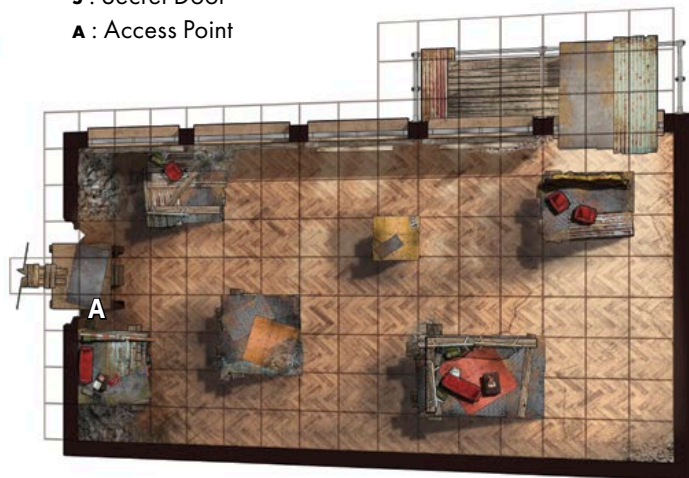
If the Crew alerted the guards during their trip up the walkway, all the guards are there, setting up an ambush.

Fighting on the tilted floor isn't easy. Consider anyone who isn't on one of the platforms to be in difficult terrain (SEE CP:R PAGE 169). It costs 2 m/yds of Movement to move 1 m/yd or 2 squares for every 1 square traveled.

BY JON ABBISS



- c : Camera
- E : Electric Flooring
- M : Automated Melee Weapon
- s : Secret Door
- A : Access Point



Scale: 1 sq = 2 meters

The 7th Floor

RIPPING THE RIPPER

In addition, ask the Crew to make a DV13 Athletics Check when combat begins. Anyone who fails suffers a -1 to all physical Actions taken while not on the platforms due to the tilted terrain. The guards are used to the weird angle and don't need to make a Check, though they still take a penalty for movement when not on the platforms.

EXPLOSIVES

The Ashcroft is an old, incredibly damaged building, and explosives — even those designed to avoid damaging infrastructure — will accelerate its inevitable collapse. Whenever a combatant uses a damage-dealing explosive, describe how the entire building shakes and make a tally mark.

If you accumulate 10 tally marks, describe how the building is collapsing ... and give the Crew one minute to devise an exit strategy.

The guards will fight to the death if engaged but aren't so loyal to Ripper that they're impossible to talk down. A successful Social Skill Check against a DV17 will do the trick, convincing the guards to lower their weapons and surrender.

If the Crew cuts a deal, one of the guards warns them to be careful. *"Make too much noise and Skippy will hear ya coming. You don't want that."*

The goons don't know much about Ripper's private sanctum. *"We bring people or stuff up here, but Ripper and Skippy come to carry it over the gangplank into the West Wing. We stay in the East Wing. I don't know what they do over there. Don't think I wanna, neither."*

They wish the Crew luck and then bail. They've betrayed Ripper, so they need to get the hell away from this place.

GO TO DEV (THE BRIDGE)

DEV (THE BRIDGE)

A rickety gangway bridges the tangled wreckage between the East and West Wings, with an unnerving view of the Hot Zone seven stories below. Attached to a broken column located at the gangway's entrance is a buzzer button. On the far side you can see welded walls of rusty metal stretching from floor to ceiling, creating a stained, scratched hallway.

Crossing the bridge should feel hazardous. After all, the Crew is seven stories above the Hot Zone, with nothing but poorly welded guardrails protecting them from falling to the ground below. Describe the wind kicking up, making passage treacherous.

Ask for an Athletics Check if you so desire, but don't actually throw anyone off the bridge. If someone fails an Athletics Check, say they stumble to the edge and stare down at the ruined streets below for a long moment before they catch their balance. No one wants to be insta-killed crossing a bridge before the final boss encounter ... but there's no reason why you can't get their blood pumping to create tension.

GO TO CLIFF (THE MAZE)

CLIFF (THE MAZE)

The West Wing isn't tilted at an angle like the East, so the floor evens out on the other side of the bridge. It also transforms into a maze.

Ripper set this sheet metal labyrinth up to slow down invaders, welding steel walls with all sorts of angles and bends, even sealing the elevator doors so the only way down to his lair is via the staircase at the maze's end.

And he's left it protected, too, with cameras and traps run by a **NET Architecture** (SEE PAGE 175). And, of course, there's also **Skippy** (SEE PAGE 174), Ripper's guard dog.

MAZE FEATURES

The maze is lined with traps. There are **observation cameras** (DV17 Perception Check to spot, equipped with Low Light/Infrared/UV, DV13 Electronics/Security Tech Check and 1 minute to counter) to search for intruders, as well as an **Automated Melee Weapon** (SEE PAGE 172) and **Electrical Flooring** (SEE PAGE 172).

When traveling the maze, Ripper and Skippy make use of unlocked **secret doors** (DV21 Perception Check to notice) to speed the journey. The doors aren't locked.

You'll find all these features, as well as NET Architecture access points, marked on the map (SEE PAGE 163).

SKIPPY

Ripper may or may not buy the mystical excuses he applies to his sadistic "tests," but Skippy *believes* with absolute fervor. Fanatically loyal to Ripper, she eagerly joins in his "experiments," and even voluntarily accepted physical alterations herself.

Skippy's about six feet tall (1.83 meters), with pale skin, dark hair, and the saddest-looking Exotic mod you've ever seen with dog ears and whiskers that almost look like they were torn off of a cheap Halloween costume. Skippy wears biker leathers painted with black and white dog spots and a spiked choke chain with peeling chrome coating that shows the cheap metal underneath. She'd draw laughter or pity except for her heavy muscle grafts, filed teeth, deadly armament, and berserk rage. Unless Ripper tells her not to, she will tear intruders apart on sight.

Once Skippy becomes aware of the Crew, she'll send an alert to Ripper, then turn the lights off in the maze and lie in wait. This is pitch darkness, giving anyone without an appropriate countermeasure a -4 penalty to all Checks requiring vision. A light source, like a flashlight, provides some illumination (low lighting conditions and a -1 penalty).

Skippy tries to stalk the party, coming in for a strike and then escaping into the darkness. She becomes aware if one of the East Tower Guards hits the alarm button, one of the observation cameras catches sight of an Edgerunner, the Crew makes excessive noise while in the maze, or one of the traps inside is tripped.

If the Crew manages to avoid alerting Skippy, they'll find her guarding the stairs at the end of the maze. In this scenario, she's too focused on combat to send an alert to Ripper. Skippy is fanatically loyal to Ripper. She will not flee. She will not surrender. She cannot be talked down. She fights to the death — hers or the Crew's.

GO TO DEV (RIPPER'S MAN CAVE)

DEV (RIPPER'S MAN CAVE)

The 6th floor of the West Wing is Ripper's private playground. Here, he stashes tech he skims for Rocklin Augmentics, any "toys" he keeps for himself, and people he plans to "test to destruction." All the windows



Skippy

on the floor are boarded over. Nobody can see in, and no light gets out. It's an ugly, sickening place. Power is provided through a long series of cables jury-rigged into the city's grid.

Fortunately, Ripper is the only enemy the Crew must deal with on the 6th floor. His paranoia means he doesn't trust his people enough to share the space with them. Only Skippy is allowed in Ripper's man cave and the Crew has likely dealt with her, one way or the other.

ENTRANCE (1)

There's a smell of cheap disinfectant, cheaper Kibble, stale smoke, and something underneath it all: rot. A BhangraMetal song plays nearby, not quite drowning out muffled sobs. LED work lamps flood some areas, while neglected corners are dim.

The windows are all metal panels coated in a black paint that's dripped messily onto decades-old carpet.

RIPPING THE RIPPER

RIPPER'S ESCAPE HATCH (2)

This former office is stuffed full of grungy hard-foam or metal crates, each overflowing with dingy cybertech.

A successful DV13 Cybertech Check shows the crates contain nothing of value. A DV15 Perception Check reveals that nothing's been moved around in this room for a while. If the Perception Check beats a DV17, the reason why becomes clear: there's a swing-away panel in the outside wall, hidden behind a stack of crates.

A battery-powered tracked aerial lift runs from the panel to a cleverly hidden spot in the wreckage six floors down.

This is Ripper's escape hatch. It is also a self-destruct trigger. If the aerial lift is activated, a one-minute countdown begins. Once the timer hits zero, perfectly positioned explosives detonate, and both the East and West Wings of the building collapse.

Clever Edgerunners can find ways to use this knowledge. Once the hatch is found, noticing the self-destruct system requires a DV13 Perception or Demolitions Check. Disarming the system requires a DV15 Demolitions Check. Transferring the trigger from the lift's winch mechanism to a radio communicator requires a DV17 Electronics/Security Tech Check. It is impossible to sync the trigger to an Agent because of the lack of infrastructure in the Hot Zone.

STOREROOM (3)

This room houses crude brick-and-board shelves full of Kibble, ammo, clothes, tools, and parts needed for make-shift repairs and construction. There's nothing particularly valuable, but hey — you can stock up if you need to.

The Crew can swap out damaged armor for undamaged armor of the same type or grab up to two extra clips of ammunition per weapon here.

RIPPER'S BEDROOM (4)

The master bedroom, complete with bed, armoires, and chests. While the windows are boarded up, vivid green velvet curtains hang over them in a mockery of luxury. The king-size bed has an ornate, exotic wood frame (slightly scorched in places) covered in ultra-luxe silk sheets. What can only be described as an oversized dog bed sits on the floor in one corner. Nothing matches, as if each piece was plundered from a different CEO's penthouse.

A DV15 Perception Check reveals a laptop computer in one of the chests. Hacking into it requires five minutes and a DV17 Electronics/Security Tech Check, allowing the Crew to find Ripper's surprisingly well-kept notes on his experiments (which are sickening to read) and dealings with Rocklin Augmentics. If using the Boss version of Ripper (**SEE PAGE 173**), there are also usage reports on the Nanoswarm Incubator.



BY DONAL HEGARTY

Ripper's Mancave

BATHROOM (5)

This luxury bathroom's marble is marred by new improvised plumbing. It's probably not wise to drink from the tap. Or breathe in this room.

MEETING ROOM (6)

This room is still mostly intact. A big video screen hangs on the wall. Empty take-out cartons, dirty plates, and crushed cans of Smash litter the big table in the center. Knife marks, as if someone sliced into the wall idly while pacing, mar the walls. Near the video screen is a stand, upon which sit two braindance wreaths and a functional, pre-war gaming console.

The console is a genuine collector's item and worth 1,000eb (Very Expensive) to the right Fixer.

STOREROOM (7)

A storeroom, complete with stacks of crates full of tech parts. Dirt ground into the carpet here suggests that cargo moves in and out frequently. A messy hand has written on the crates, marking some for Rocklin Augmentics, some for Maelstrom, and some for Ripper.

This is Ripper's depot for the "good stuff." There's 5,000eb (Luxury) worth of tech parts here at present. A single carryall can carry 500eb (Expensive) worth of parts.

RIPPER'S DUNGEON (8)

Most of the carpeting in what was once the suite's lounge area is scraped away, leaving bare cement spotted with the kind of stains no amount of scrubbing can remove. Heavy rings are bolted to several spots on the floor and support pillars. The fear and desperation seeping from these walls cut through jaded Night City sensibilities and make the skin crawl. The oddest thing of all? A broken grand piano just ... sits near the center of the room.

Two metal embalming tables sit on the other side of the broken piano. Straps, shackles, and liquid-channeling grooves attached to the tables make it clear what they're for.

Against the far wall there's a workbench with ... let's call them "tools." Some are obvious: the sander, pliers, and vice. Others look invented. None of them bear thinking about.

A skull sits on a table in one corner, carved to resemble the Maelstrom logo. Twenty-four bloody handprints, each a different size, several missing fingers, mark the wall beside it. The freshest handprint belongs to Dustbunny, the Nomad trapped in the **Workshop (9)**.

▶ Lago ◀

There's also a person here. Lago is Ripper's personal medtech. His body, scarred and ruined by too many years in the Hot Zone, is strapped into a thing that's part linear frame, part life support, and part multi-arm surgical robot. The whole thing is on roller wheels, but it has to be moved by someone else. Lago can't move it himself.

Lago isn't a good man. He's murdered and tortured willingly. However, watching Ripper and Skippy over the last few years taught him his limits. He's sick of keeping their victims alive and of the Ripper's increasingly awful rituals, but has no hope of escape.

When he notices armed intruders, he does what he can to help them. If the Crew has not yet run into Ripper, he tries to warn them silently by waving the arms of his linear frame. Given how utterly frightening those arms seem, this might get misinterpreted.

If questioned, Lago makes a token effort to hide his complicity, but soon admits his part. *"I'll tell you everything. I'll go to prison. I don't care so long as you get me out of here first! Either I go with you, or you give me a bullet. No way do I stay alive here one more day."*

If asked about the young man caged up in the **Workshop (9)**, Lago admits he's been working on the lad according to Ripper's latest experimental design — what happens when you replace a whole body, part by part, by cyberware over a long period of time.

Lago has two doses of Speedheal ready to go but won't administer them unless he believes he's being rescued. Lago cannot be removed from the linear frame system without killing him.

WORKSHOP (9)

Along the interior wall is a workbench covered in tools and bizarre projects, as if someone is trying to teach themselves cybertechnology. Several screens on the wall display feeds from the cameras of the maze upstairs. A standalone speaker blares BhangraMetal, the singer snarling over the beat.

NOT EVEN MAELSTROM

Boostergangers kill people all the time. Other gangers. Mugging victims. Inquisitors. Lots of people. But even in Night City, dragging helpless people to a secret lair and gutting them one by one for pleasure is cyberpsycho shit. Hell, it's worse, because at least a cyberpsycho is out of control.

The evidence in Ripper's lair is a death sentence if the Crew decides to use it. If given to the NCPD or MAX-TAC, it will make him a priority target. Even Warlock, the Maelstrom's leader, will find the evidence cause for alarm because it could bring the entire might of the authorities down on the gang.

In other words, even if Ripper survives this encounter, the Crew can ensure he's toast with the right word in the right ear.

If the cameras in the maze were shut down, the screens show nothing but static. A DV13 Perception Check reveals an old-fashioned metal key on a hook beside a bench. This is the key for Dustbunny's Cage.

THE CAGE (10)

An area about 3 m/yds square has been cordoned off with heavy-duty rebar driven directly into the stained cement floor. Inside the makeshift cage, a painfully thin young man huddles, sobbing into bandaged hands. A chain runs from a metal collar around his neck to a ring bolted to the floor. Next to the cage is an open elevator door, leading to a shaft. A sudden rush of air up the shaft carries the smell of rot into your nostrils.

This is Dustbunny. He was kicked out of his nomad pack after killing another member during a fight over salvage rights. Ripper caught him. You can guess the rest. While Dustbunny is drugged and malnourished, a DV13 First Aid or Paramedic Check suggests Ripper's plans for the young man are just beginning.

Thus far, he has one cybereye, two cyberfingers on his left hand and three on his right. Ripper's trying a new tack — replacing someone's body parts with cyberware, one by one, over a long period to see how they respond. All without anesthetic and without follow-up treatment to prevent rejection or infection.

Dustbunny is barely responsive to any attempt to communicate unless someone tries to move him from the cage. Then he begins screaming and flailing out of instinct. Any Check to subdue him or knock him out automatically succeeds.

Next to the cage is a permanently-open elevator door leading to an open shaft.

At the bottom of the shaft, piled atop the wreckage blocking it some three stories below, are the remains of too many corpses in various states of decomposition.

When you're ready, **GO TO CLIMAX (RIPPER'S RECKONING)**.

CLIMAX (RIPPER'S RECKONING)

The end game depends on your preferences. If **Ripper (SEE PAGE 172 or 173)** is alerted to the Crew's presence by Skippy, he'll hide in his **Bedroom (6)** or the **Meeting Room (3)** and try to observe the Edgerunners through a crack in the door. If he thinks he can take them, he'll jump out and attack. Otherwise, he'll attempt to sneak to his escape hatch.

If Ripper isn't on alert, he'll likely be in the **Workshop (9)**, deciding on which of Dustbunny's body parts he wants Lago to replace next. With the music on, he won't hear the Crew coming, and they can take him by surprise.

There are many ways for things to play out here, and the tone of this Climax is up to you and the Crew.

Do you want a dramatic showdown? Have a Ripper inside and ready for a fight. Want an ugly, dragged-out showdown? Turn it into a chase, with Ripper running and gunning as he retreats towards his escape hatch.

If your Crew has been sneaky and clever, they can ensure Ripper cannot escape and blow up the building using the self-destruct mechanism tied to the escape hatch.

Even if he does escape, the evidence on his laptop is enough to bring the wrath of NCPD, MAX-TAC, and Maelstrom down on his head.

The end of Ripper's story is the Crew's to tell.

TOO EASY?

If your Crew is the type to optimize and build the biggest, baddest combat monsters around, even a Boss level Ripper might not be enough of a challenge for them. If that's

the case, feel free to add in any number of **Optional Advanced Automated Turrets** (SEE PAGE 172) to help turn up the heat for the final confrontation.

GO TO RESOLUTION (HOPE AND HOME)

RESOLUTION (A DIFFERENT ENDING)

If things went wrong during the Busan Back Door and Ripper met his end at the hands of the Crew, The Forlorn Hope has been avenged, but the mood back at the bar isn't as joyous as it could be.

"You know what they say," Marianne tells them, "No plan ever survives contact with the enemy. You did your best, and the bastard who murdered our old home is dead. I just hope no one connects it with us. We don't need more trouble."

Marianne pays the Crew the 4,000eb each she promised.

Despite the worries, that evening, The Forlorn Hope parties. Drinks and food for the Crew are on the house and the various staffers at The Hope approach to offer their thanks and appreciation. Even grumpy Backhand grunts and tells them they did a decent job.

From here on out, Marianne and The Professor consider the Crew part of the family. As far as they're concerned, The Forlorn Hope is the Crew's home.

RESOLUTION (HOPE AND HOME)

Ripper's dealt with. Even if he isn't dead now, he soon will be. The Forlorn Hope has been avenged.

"We won't ever forget what you did for us," Marianne tells you, "Without you, The Forlorn Hope wouldn't have a future. Thank you."

She pays the Crew the 4,000eb each she promised.

That evening, The Forlorn Hope parties. Drinks and food for the Crew are on the house and the various staffers at The Hope approach to offer their thanks and appreciation. Even grumpy Backhand grunts and tells them they did a decent job.

From here on out, Marianne and The Professor consider the Crew part of the family. As far as they're concerned, The Forlorn Hope is the Crew's home.

CONGRATULATIONS!

You've finished **Tales of the RED: Hope Reborn**. Where you go from here is up to you. You can continue the campaign and build on your Crew's new reputation. With The Forlorn Hope as a potential base of operations, they can take on jobs with a larger scope and become real power players in the region. In fact, if the Crew wants to make The Forlorn Hope their official Headquarters, check out the rules **ON PAGE 187**.

Even if this is the end of the campaign, you and your Players can take satisfaction in a job well done. Thanks to them, a beloved Night City institution has a shot at a long future slinging drinks and serving as a second home to veterans and edgerunners.

On behalf of the writers, artists, and cartographers of this campaign, as well as Talsorian Rex and the entire R. Talsorian Games crew, thank you for sharing this journey with us. **See you in the Dark Future!**



RIPPING THE RIPPER

NPC, OBSTACLES & NET ARCHITECTURES

WILD THINGS GLADIATOR **HP 45**

SOLO: COMBAT AWARENESS 4

STATS

REPUTATION: 3

COMBAT # 13 **INIT 7** **MOVE 7**

IMPORTANT SKILL BASES

Athletics 8 • Concentration 8 • Conceal/Reveal Object 7
Conversation 8 • Cybertech 5 • Human Perception 5 • Interrogation 7
Perception 13 • Persuasion 9 • Resist Torture/Drugs 12 • Stealth 8

ATTACKS

BRAWLING ATTACK (ROF2) **3D6**

BIG ASS HAMMER (ROF1) **4D6**

ARMOR

HEAD: SUBDERMAL ARMOR **SP11**

BODY: SUBDERMAL ARMOR **SP11**

IMPORTANT GEAR & CYBERWARE

Enhanced Antibodies • Neural Link w/ Kereznikov & Toxin Binders
Subdermal Armor • Cash: 0eb

CORPORATE GUARD **HP 45**

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 1

COMBAT # 12 **INIT 5** **MOVE 5**

IMPORTANT SKILL BASES

Athletics 8 • Concentration 5 • Conversation 4 • Cybertech 3
Human Perception 4 • Interrogation 3 • Perception 6 • Persuasion 5
Pilot Air Vehicle 10 • Resist Torture/Drugs 3 • Stealth 8

ATTACKS

BATON (ROF2) **3D6**

SHOTGUN (ROF1) **5D6**

ARMOR

HEAD: SUBDERMAL ARMOR **SP11**

BODY: SUBDERMAL ARMOR **SP11**

IMPORTANT GEAR & CYBERWARE

Basic Shotgun Slug x8 • Basic Shotgun Shell x4 • Anti-Smog Breathing
Mask • Flashlight • Radio Communicator • Cash: 20eb

ZIGGURAT TECHNICIAN **HP 35**

TECH: MAKER 2 (FIELD EXP 2/FAB EXP 2)

STATS

REPUTATION: 1

COMBAT # 8 **INIT 3** **MOVE 4**

IMPORTANT SKILL BASES

Athletics 6 • Concentration 6 • Conversation 6 • Cybertech 6
Drive Land Vehicle 10 • Electronics/Security Tech 12 • Human Perception 6
Perception 10 • Persuasion 6 • Resist Torture/Drugs 4 • Stealth 6

ATTACKS

BRAWLING ATTACK (ROF2) **2D6**

MEDIUM PISTOL (ROF2) **2D6**

ARMOR

HEAD: KEVLAR® **SP7**

BODY: KEVLAR® **SP7**

IMPORTANT GEAR & CYBERWARE

Basic Medium Pistol Ammo x16 • Excellent Quality Agent • Techbag
Cyberarm w/ Techscanner & Toolhand • Cash: 50eb

NCPD OFFICER **HP 40**

LAWMAN: BACKUP 2

STATS

REPUTATION: 2

COMBAT # 13 **INIT 6** **MOVE 6**

IMPORTANT SKILL BASES

Athletics 7 • Conceal/Reveal Object 11 • Concentration 8 • Conversation 9
Cybertech 8 • Drive Land Vehicle 12 • Human Perception 6
Perception 10 • Persuasion 8 • Resist Torture/Drugs 6 • Stealth 8

ATTACKS

BATON (ROF2) **3D6**

ASSAULT RIFLE (ROF1) **5D6**

ARMOR

HEAD: LIGHT ARMORJACK **SP11**

BODY: LIGHT ARMORJACK **SP11**

IMPORTANT GEAR & CYBERWARE

Basic Rifle Ammo x25 • Standard Quality Agent • Handcuffs x2
Radio Communicator • Subdermal Pocket • Cash: 20eb

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DRIVER	HP 25
NOMAD: MOTO 2	
STATS	REPUTATION: 1
COMBAT # 10	INIT 6 MOVE 4
IMPORTANT SKILL BASES Athletics 8 • Concentration 12 • Conversation 6 • Cybertech 4 Drive Land Vehicle 13 • Human Perception 6 • Perception 10 Persuasion 5 • Resist Torture/Drugs 10 • Stealth 8	
ATTACKS	
BRAWLING ATTACK (ROF2)	2D6
HEAVY PISTOL (ROF2)	3D6
ARMOR	
HEAD: LIGHT ARMORJACK	SP11
BODY: LIGHT ARMORJACK	SP11
IMPORTANT GEAR & CYBERWARE	
Basic Heavy Pistol Ammo x8 • Standard Quality Agent Radio Communicator • Cash: 100eb	

HEAVY CORPORATE GUARD	HP 45
SOLO: COMBAT AWARENESS 3	
STATS	REPUTATION: 1
COMBAT # 14	INIT 6 MOVE 6
IMPORTANT SKILL BASES Athletics 10 • Concentration 10 • Conversation 8 • Cybertech 10 Human Perception 6 • Interrogation 8 • Perception 12 • Persuasion 8 Resist Torture/Drugs 10 • Stealth 6	
ATTACKS	
EQ BATON (ROF2)	3D6
EQ ASSAULT RIFLE (ROF1)	5D6
ARMOR	
HEAD: MEDIUM ARMORJACK	SP12
HEAD: MEDIUM ARMORJACK	SP12
IMPORTANT GEAR & CYBERWARE	
Armor-Piercing Rifle Ammo x50 • Anti-Smog Breathing Mask Armor-Piercing Grenade x2 • Radio Communicator • Cash: 50eb	

DIGGER WORKER	HP 30
TECH: MAKER 1 (FIELD EXP 1/UPGRADE 1)	
STATS	REPUTATION: 0
COMBAT # 10	INIT 4 MOVE 4
IMPORTANT SKILL BASES Athletics 10 • Basic Tech 12 • Concentration 5 • Conversation 6 Cybertech 6 • Human Perception 6 • Perception 5 • Persuasion 5 Resist Torture/Drugs 3 • Stealth 12 • Wilderness Survival 10	
ATTACKS	
PQ HAMMER (ROF2)	3D6
PQ HEAVY PISTOL (ROF2)	3D6
ARMOR	
HEAD: NONE	—
BODY: LEATHERS	SP7
IMPORTANT GEAR & CYBERWARE	
Basic Heavy Pistol Ammo x8 • Some Tools • Random Junk Cash: 0eb	

DIGGER GUARD	HP 45
SOLO: COMBAT AWARENESS 2	
STATS	REPUTATION: 2
COMBAT # 15	INIT 5 MOVE 5
IMPORTANT SKILL BASES Athletics 8 • Basic Tech 10 • Concentration 8 • Conversation 4 Cybertech 8 • Human Perception 4 • Perception 12 • Persuasion 8 Resist Torture/Drugs 14 • Stealth 10 • Wilderness Survival 10	
ATTACKS	
REPURPOSED REBAR (ROF2)	3D6
ASSAULT RIFLE (ROF1)	5D6
ARMOR	
HEAD: KEVLAR®	SP7
BODY: SCAVENGED ARMOR	SP11
IMPORTANT GEAR & CYBERWARE	
Basic Rifle Ammo x25 • Grafted Muscle and Bone Lace Cash: 10eb	

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RIPPING THE RIPPER

For this Mission, we provide two stat blocks for Ripper. One treats him as a Hardened Lieutenant with plenty of grenades (a decent challenge for a less combat-oriented Crew). The other treats him as a Boss (a more significant challenge for a combat-oriented Crew). Use the one you feel works best for your game.

NAME RIPPER (HARDENED LIEUTENANT)	REP 5	SERIOUSLY WOUNDED 23	HP 45
ROLE SOLO: COMBAT AWARENESS 4	DEATH SAVE 8		
STATS			
INT 5	REF 6	DEX 6	TECH 4
COOL 6	WILL 5	MOVE 5	BODY 8
EMP 0			
WEAPONS		ARMOR	
EQ WOLVERS (C# 14)	ROF2	3d6	HEAD SUBDERMAL ARMOR SP11
EQ ASSAULT RIFLE W/ SMARTGUN LINK (C# 15)	ROF1	5d6	BODY SUBDERMAL ARMOR SP11
SKILL BASES			
Athletics 10 • Autofire 13 • Basic Tech 12 • Brawling 11 • Conceal/Reveal Object 8 • Concentration 7 • Conversation 3 Cybertech 10 • Demolitions 10 • Education 7 • Endurance 7 • Evasion 13 • First Aid 6 • Gamble 8 • Handgun 9 Human Perception 4 • Interrogation 9 • Language (English) 9 • Language (Streetlangu) 7 • Local Expert (Hot Zone) 12 Melee Weapon 13 • Perception 10 • Persuasion 10 • Shoulder Arms 13 • Stealth 8 • Streetwise 8 • Weaponstech 6 Wilderness Survival 10			
GEAR			
Armor-Piercing Rifle Ammo x50 • Armor-Piercing Grenade x4 • Disposable Cell Phone x2 • Carryall • Glow Paint Maelstrom Colors • Radio Communicator • Techtool • Various Drugs • Cash: 1,000eb			
CYBERWARE			
Cyberarm w/ Wolvers • EMP Threading • Neural Link w/ Chipware Socket, Interface Plugs & Pain Editor • Subdermal Armor			

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▶ **OPTIONAL ADVANCED AUTOMATED TURRET**
Hit Points: 30
Combat Number 16
DV17 Electronics/Security Tech Check, 5 minutes to counter.

Attacks

Grenade Launcher (6d6 Damage)

▶ **AUTOMATED MELEE WEAPON**
Hit Points: 25
Combat Number 14
DV17 Electronics/Security Tech Check, 5 minutes to counter.

Attacks

Big & Rusty Blade (4d6 Damage)

▶ **ELECTRICAL FLOORING TRAP**
Hit Points: 20
Perception Check to Spot: DV17
DV13 Electronics/Security Tech Check, 1 minute to counter.

Attacks

Electrical Shock (6d6 Damage)

Targets are shocked the first time they make contact with this square of floor. They are shocked again at the end of any of their Turns in which they continue (or reestablish) contact with the floor. This damage is reduced by armor but does not ablate it.

Countering this trap can be done when standing next to it.

NAME RIPPER (BOSS)	REP 5	SERIOUSLY WOUNDED 30	HP	60
ROLE SOLO: COMBAT AWARENESS 6	DEATH SAVE 12			

STATS

INT **8** REF **8** DEX **8** TECH **4** COOL **6** WILL **7** MOVE **7** BODY **12** EMP **0**

WEAPONS			ARMOR	
EQ WOLVERS (C# 17)	ROF2	3d6	HEAD TUP SUBDERMAL ARMOR	SP12
TUP EMG-86 w/ TUP DRUM MAG (C# 16)	ROF1	5d6	BODY TUP SUBDERMAL ARMOR	SP12
POPUK SHOTGUN (C# 16)	ROF1	3d6		

SKILL BASES

Athletics 16 • Autofire 13 • Basic Tech 12 • Brawling 16 • Conceal/Reveal Object 10 • Concentration 9 • Conversation 3
 Cybertech 12 • Demolitions 12 • Education 10 • Endurance 10 • Evasion 16 • First Aid 6 • Gamble 8 • Handgun 12
 Heavy Weapons 16 • Human Perception 8 • Interrogation 12 • Language (English) 9 • Language (Streetslang) 7
 Local Expert (Hot Zone) 14 • Melee Weapon 16 • Perception 12 • Persuasion 10 • Resist Torture/Drugs 9
 Shoulder Arms 16 • Stealth 12 • Streetwise 8 • Weaponstech 10 • Wilderness Survival 12

GEAR

Armor-Piercing (TUP Drum Mag allows EMG-86 to fire) Rifle Ammo x100 • Incendiary Shotgun Shell x2 • Armor-Piercing Grenade x4
 Disposable Cell Phone x2 • Carryall • Glow Paint • Maelstrom Colors • Radio Communicator • Techtool • Various Drugs • Cash: 1,000eb

CYBERWARE

Cyberarm w/ Wolvers • Cyberarm w/ Popup Shotgun • EMP Threading • Implanted Linear Frame Sigma • Nanoswarm Incubator
 Nasal Filters • Neural Link w/ Chipware Socket & Pain Editor • Muscle and Bone Lace • TUP Subdermal Armor • Toxin Binders

NANOSWARM INCUBATOR

A piece of experimental cyberware created by Rocklin Augmentics and implanted in Ripper for field testing.

During the first Round of combat, and whenever Ripper's HP is reduced by 10 (to 50 or less, 40 or less, 30 or less, etc.), Ripper's body produces two nanobot swarms: one external (a Hell Swarm) and one internal (a Repair Swarm).

A **Hell Swarm** takes the form of a red fog, has a MOVE of 5, covers a 6 m/yd (3 square) area, and immediately seek to envelop any viable target in the vicinity. Equipment that filters gas attacks does not block a Hell Swarm. Hell Swarms move on Ripper's Turn and can survive outside his body for 3 Rounds. At the end of 3 Rounds, they run out of power and rain down to the floor, inert. Hell Swarms can overlap, but targets inside the area of effect of multiple Swarms only suffer the effects of a single Swarm. Ripper is immune to all Hell Swarm effects.

Targets inside a Hell Swarm suffer the following effects:

- Anyone inside a swarm suffers a -4 penalty to all Checks involving vision.
- Anyone who begins their Turn inside a Hell Swarm must succeed at a DV17 Resist/Torture Drugs Check. If they fail, they take 4d6 damage directly to their HP. This does not ablate armor.
- All armor worn by or implanted in someone who begins their Turn inside a hell swarm is ablated by 1.

When a **Repair Swarm** is released inside Ripper's body, it repairs his Subdermal Armor back to full and then goes inert.

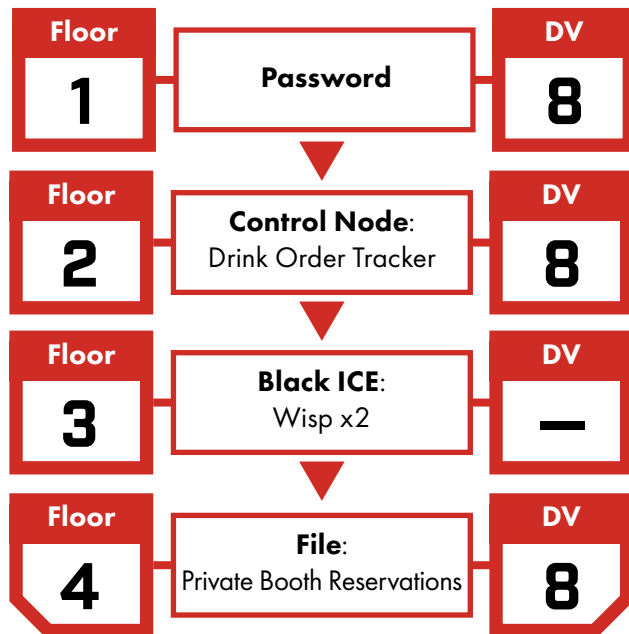
Due to its experimental nature, the Nanobot Incubator cannot be removed from Ripper without destroying it beyond repair. Even then, it is still a hot item. Rocklin Augmentics will do anything to retrieve it, and their competitors would be willing to pay up to 10,000eb (Super Luxury) for a chance to reverse engineer it.

RIPPING THE RIPPER

NAME	SKIPPY	REP	2	SERIOUSLY WOUNDED	30	HP	60										
ROLE	SOLO: COMBAT AWARENESS 4	DEATH SAVE	12														
STATS																	
INT	4	REF	4	DEX	7	TECH	2	COOL	4	WILL	8	MOVE	8	BODY	12	EMP	0
WEAPONS								ARMOR									
MARTIAL ARTS ATTACK (C# 14)								ROF2	4d6		HEAD		SUBDERMAL ARMOR		SP11		
EQ POPUP HOOK BLADE (C# 15)								ROF2	3d6		BODY		SUBDERMAL ARMOR		SP11		
THROWN BOWLING BALLS (C# 13)								ROF1	4d6								
SKILL BASES																	
Athletics 13 • Brawling 13 • Concentration 11 • Conversation 2 • Education 6 • Endurance 7 • Evasion 14 • First Aid 4 • Human Perception 2 • Language (English) 8 • Language (Streetslang) 6 • Local Expert (Hot Zone) 6 • Martial Arts (Karate) 14 • Melee Weapon 14 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 12 • Shoulder Arms 6 • Stealth 16																	
GEAR																	
A Surprising Number of Bowling Balls • Dog Tags • Black Lace x1 Cash: Oeb																	
CYBERWARE																	
Budget Exotic Biosculpt • Cyberarm w/ EQ Popup Hook Blade • Cybereye w/ Low Light/Infrared/UV x2 Grafted Muscle and Bone Lace • Linear Frame Sigma • Subdermal Armor																	

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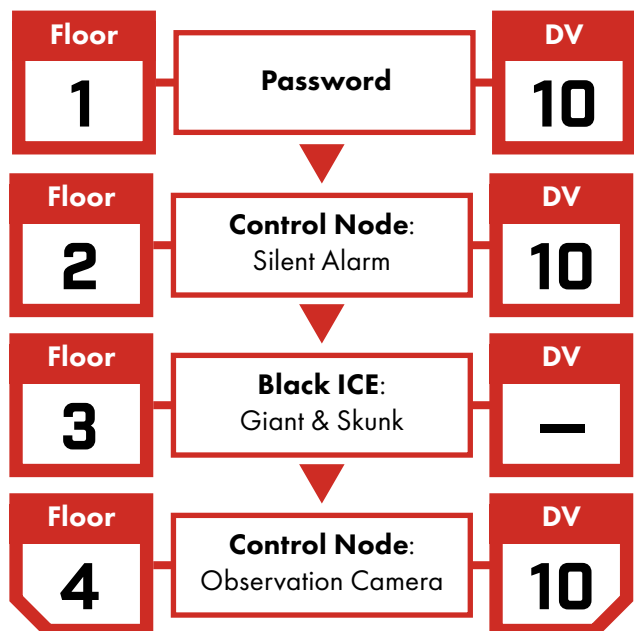
▶ REDLINE SERVICE NET ARCHITECTURE



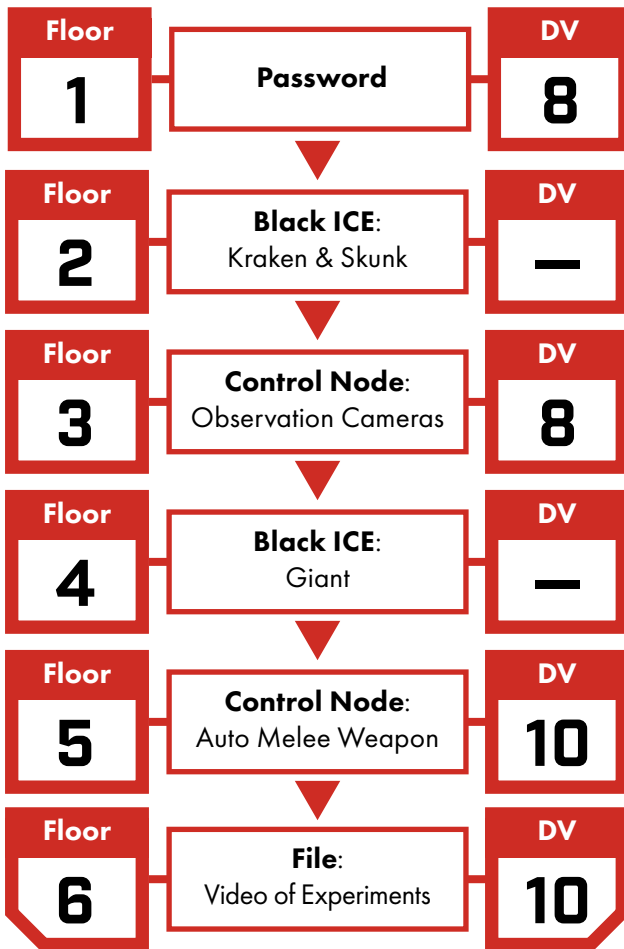
▶ ROCKLIN WAREHOUSE NET ARCHITECTURE

Demons Installed: Efreed

REZ 25 • Interface 4 • NET Actions 3
Combat Number 14



▶ RIPPER'S NET ARCHITECTURE



▶ ZIGGURAT SERVICE VAN

SDP 50
Seats 6
Speed (Combat) 20 MOVE
Speed (Narrative) 100 MPH/161 KPH

▶ NCPD PATROL CAR

SDP 50
Seats 6
Speed (Combat) 20 MOVE
Speed (Narrative) 100 MPH/161 KPH
Upgrades: Armored Chassis (SP13)
 Bulletproof Glass (15 HP)

▶ ZIGGURAT ARMORED SERVICE VAN

SDP 50
Seats 6
Speed (Combat) 20 MOVE
Speed (Narrative) 100 MPH/161 KPH
Upgrades: Armored Chassis (SP13)
 Bulletproof Glass (15 HP)

▶ ZIGGURAT ARMORED SERVICE AV-4

SDP 100
Seats 6
Speed (Combat) 40 MOVE
Speed (Narrative) 200 MPH/322 KPH
Upgrades: Armored Chassis (SP13)
 Bulletproof Glass (15 HP)

▶ ARMORED SEMI-TRUCK

SDP 70
Seats 4
Speed (Combat) 40 MOVE
Speed (Narrative) 200 MPH/322 KPH
Upgrades: Armored Chassis (SP13)
 Bulletproof Glass (15 HP), Heavy Chassis

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REVENGE

you can afford



**GunMart Bubba Buster
50eb**



**GunMart Smart Special
100eb**



**GunMart Overlord
100eb**



BY PEDRAM MOHAMMADI



APPENDIX: NEW RULES

NEW OPTIONS FOR SPICING UP YOUR GAME!

Throughout **Tales of the RED: Hope Reborn**, you can play with new rules to enhance the experience. In this appendix, you'll find rules for hacking Agents, engaging in high-speed chases, duking it out on the roller derby track, and boosting your heists through flashbacks.

If some of these rules look familiar, you might have downloaded the free DLC most (all but Flash of Luck) were previously released in. We're reprinting what's needed to play this campaign here for your convenience, but be sure to check out the full DLCs if you haven't because each contains additional lore and information.

APPENDIX: NEW RULES

HACKING AGENTS

The art of hacking communication devices and networks goes back over two centuries to the days of telegraphs and wires. With each new advance in communications, hackers have adapted and developed new techniques and technology. That tradition hasn't changed in the Time of the Red, where many of Night City's citizens rely on Agents to not only get and send word but to manage their daily lives.

THE HACK

In theory, anyone can hack an Agent, but the Role Abilities of Netrunners and Techs do improve the chances of success.

Hacking an Agent requires a Breacher (SEE PAGE 179), a specialized device designed specifically for the task. The hacker must be within 20 m/yds (10 squares) of the Agent and have line of sight on either it or the Agent's user. An Agent can be hacked if it is in a pocket or bag, but not if it is behind cover. Only external Agents can be hacked using this method. Neither Internal Agents nor disposable cell phones can be hacked via a standard Breacher.

THE HACK CHECK

To hack an Agent, a hacker must succeed at an Electronics/Security Tech Check to bypass the device's security. This Check takes 1 minute, and the DV depends on the quality of the Agent — generally,

the more expensive the Agent, the better its security protocols. If the hacker gains the proper security information via other means (social engineering, for example), they receive a +2 to the Check.

If the hacker fails the Electronics/Security Tech Check, the Agent's SAAI (on-board pseudo-AI) detects the attempted intrusion and alerts its user at the halfway mark (30 seconds in).

Assume an Agent is Standard Quality unless otherwise stated.

▶ HACKING AN AGENT: REMOTE

Agent Type	DV to Hack
Poor Quality	17
Standard Quality	21
Excellent Quality	24

IMPLANTING A COMMAND

Once the hacker has bypassed security, they can implant a command in the target Agent without a Check. The length of time required to implant a command depends on the complexity of the function the Agent is being ordered to undertake.

Only one command can be implanted per hack. To implant another command, the hacker must rehack the Agent. No command implanted by a hacker can last more than 24 hours.

▶ IMPLANTING COMMANDS ON AN AGENT

Command Type	Examples	Time Needed
Activate a Basic Function	Emit a notification tone. Activate the Agent's flashlight. Mute an Agent. Turn the Agent off.	3 seconds (1 Round)
Activate a Core Function	Run an app. Place a call. Upload/download a file.	1 minute (20 Rounds)
Activate a Secure Function	Change the login credentials to lock a user out. Order the Agent to send location data to the hacker's Breacher for 24 hours. Order the Agent to transmit CitiNet interactions/phone calls to the hacker's Breacher, allowing them to observe/listen to interactions for 24 hours. Installing a backdoor, allowing the hacker to automatically succeed at any additional hacking attempts performed on the Agent in the next 24 hours.	5 minutes (100 Rounds)

HACKING AN AGENT: AN EXAMPLE

Grease and Redeye are sitting in the lobby of the Highcourt Plaza Hotel. Grease needs to sneak into the elevator and ride it up to the 14th floor to speak to a Fixer known as the Gentleman, but the lobby guard is alert and watching for trouble.

To distract the guard, Redeye attempts to hack into their Agent. The GM determines the guard is carrying a Poor Quality Agent, making it DV17 to hack. Thanks to a Crunch Whistle installed on her cyberdeck, Redeye's Player adds their Interface (4) to the Electronics/Security Tech base (11) and 1d10 roll (4) for a total of 19. Success!

All Redeye wants is to distract the guard, so they activate a Basic Function, commanding the Agent to ring with a priority tone. The entire process takes exactly 1 minute (to defeat the Agent's security) and 3 seconds (to implant the command). The guard looks down to check their Agent as it rings, and Grease slips by and into the elevator.

THE LIMITATIONS

If a user suspects their Agent has been hacked, they (or anyone they allow) can attempt to detect the infiltration via an Electronics/Security Tech Check made against a DV equal to the initial Check to bypass the Agent's security. Even if they don't detect the infiltration, the user can always choose to perform a system reboot as a standard security precaution.

This requires 5 minutes, disconnects the hacker's Breacher from the Agent if still connected, and eliminates any ongoing commands they might have implanted.

A system reboot can be done anytime, even after the hack is completed. Discovering an Agent has been hacked does not reveal the hacker's identity or whereabouts.

PHYSICAL ACCESS

Direct, physical access to an Agent simplifies the job, making hacking easier. A hacker who can physically interact with an Agent does not need a Breacher to break in, although they can still use one (which is especially useful for Netrunners), and faces a lower DV on the Electronics/Security Tech Check.

HACKING AN AGENT: PHYSICAL ACCESS

Agent Type	DV to Hack
Poor Quality	15
Standard Quality	17
Excellent Quality	21

NEW GEAR

BREACHER

Cost: 500eb (Expensive)

A specialized tool designed for hacking Agents.

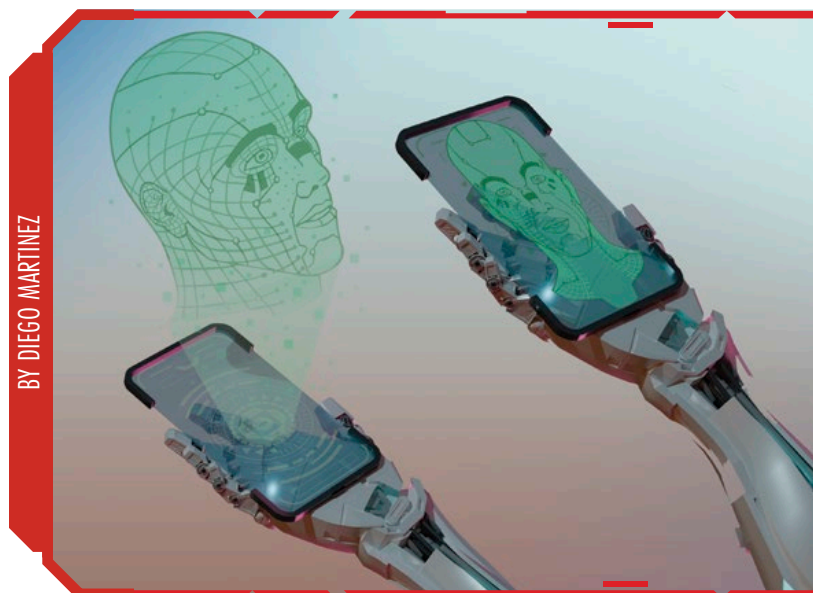
An Agent upgraded with special hardware and software, allowing it to hack other Agents remotely. A Breacher can only be used for hacking. It will not function as a normal Agent, nor can it be hacked like one.

CRUNCH WHISTLE

Cost: 100eb (Premium)

A modern take on a classic hacking tool.

Cyberdeck Hardware Option. A Crunch Whistle connects a Netrunner's Cyberdeck to a Breacher, allowing them to add their Interface Rank to Electronics/Security Checks made to hack Agents.



APPENDIX: NEW RULES

VEHICLE CHASES

Your prey's getting away, peeling down the street in their Quadra Thunder-X. You leap into your Makigai Ebi and give chase. They're faster, but you know the score — when it comes to the rack-and-ruin streets of Night City, skill matters as much as speed. Maybe even more!

These rules aren't a replacement for the vehicle combat rules presented in the **Cyberpunk RED** core rulebook (SEE CP:R PAGE 189) but work with them, providing an optional framework for quick, tense, and exciting chase sequences where driving ability counts as much as vehicle speed.

THE RULES

Before we get into the rules, let's clarify. This isn't intended to be a gear-shift to gear-shift simulation of a chase sequence. Instead, these rules work via abstraction, allowing you to better focus on the action.

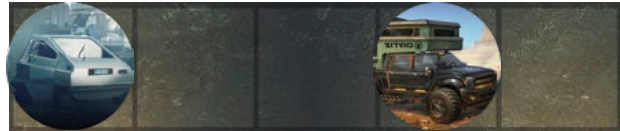
SETTING UP THE CHASE

At the beginning of a chase, the GM sets up the Chase Grid by determining the distance, in squares, between all participating vehicles. Each square represents one band on the Range Table.

▶ CHASE GRID

# of Squares	Range Band
1 square	0 to 6 m/yds
2 squares	7 to 12 m/yds
3 squares	13 to 25 m/yds
4 squares	26 to 50 m/yds
5 squares	51 to 100 m/yds
6 squares	101 to 200 m/yds
7 squares	201 to 400 m/yds
8 squares	401 to 800 m/yds

Example: The Crew hops in their car to chase after a truck. The thief inside just stole a memory chip the Crew was transporting. The GM determines the thief has a decent head start and is 3 squares ahead. The GM sets up the chase grid as follows.



Crew Car

Thief's Truck

INITIATIVE

Once the chase grid is set, all participants should roll Initiative. Unlike standard vehicle combat, the operators (aka the drivers) roll Initiative. They don't automatically jump to the top of the queue.

CHASE ROUNDS

During a Chase Round, each participant can perform one Move Action and one standard Action, just like in standard combat.

▶ Move Actions ◀

Participants can use their Move Action to change position in their vehicle (jump into a turret seat, for example), climb out of the vehicle and onto the roof or vice versa, or leap from the vehicle to a location within range based on their MOVE Statistic — even another vehicle involved in the chase.

When determining if a location is in range for a leap, use the far end (the higher number) of the current range band based on the location of the vehicle (or vehicles) on the Chase Grid unless the operator has performed a Pull-in Close Maneuver (SEE PAGE 182).

Unlike with standard combat, participants in a Chase can hold their Move Action but only to sync with the vehicle operator. For example, to wait for them to perform a specific Maneuver.

▶ Standard Actions ◀

A participant can perform any Action they could in normal combat, taking into account their circumstances. Range to other vehicles is determined by their position on the Chase Grid. Melee attacks against another vehicle (or targets on the vehicle) can't be made unless the two vehicles are adjacent on the Chase Grid and one of the operators first performs a Pull-In Close Maneuver (SEE PAGE 182).

Example: At the start of the second Chase Round, the Crew is 2 squares behind the thief's truck.

APPENDIX: NEW RULES



Crew Car

Thief's Truck

That places the Crew 7 to 12 m/yds behind the truck. Forty decides to shoot at the truck using her Very Heavy Pistol. Since she's in the 7 to 12 m/yd range band, she'll be shooting against a DV15. Mover, meanwhile, wants to leap from the Crew's car to the thief's truck. The GM rules this as a 12 m/yd (6 square) jump. Fortunately, Mover recently bought jump boosters for both his cyber-legs, and he has a MOVE of 7, so he can make the leap.

POSITIONING

At the end of a Chase Round, all participants acting as operators must determine their vehicle's position relative to the others. To move forward on the Chase Grid, they must succeed at an appropriate vehicle control Skill Check, aka a Positioning Check. The DV of the Check is dependent upon the vehicle's Combat Speed.

► POSITIONING CHECK DVs

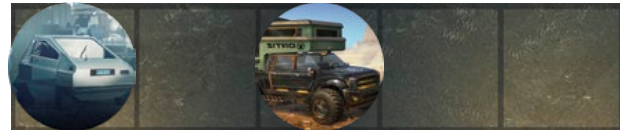
Combat Speed	DV
60 MOVE	13
40 MOVE	15
20 MOVE	17
15 MOVE	21
10 MOVE	24
8 MOVE	29

The operator of a vehicle with a current SDP total of less than 1/2 its maximum makes the Check as if it were one Combat Speed category lower (for example, 10 MOVE instead of 15 MOVE). If this would reduce the target vehicle's effective Combat Speed below 8 MOVE, it spins out of control and crashes (SEE CP:R PAGE 192).

If the operator succeeds, their vehicle moves forward 1 square on the Chase Grid. If they fail, they remain where they are. This Check is not considered a Standard Action or a Move Action.

Operators always have the option of maintaining speed, in which case they don't move forward on the Chase Grid, or slowing down and moving backward 1 square on the Chase Grid. Neither maintaining speed nor slowing down requires a Check. Switch to normal combat rules if the lead vehicle suddenly reverses course and runs directly at the vehicle following it. It isn't a chase anymore!

Example: At the end of the Round, the Chase Grid is as follows.

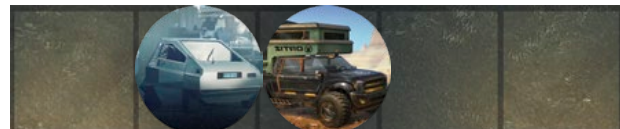


Crew Car

Thief's Truck

The Crew's car and the thief's truck both have a Combat Speed of 20 MOVE. However, since the thief's truck is now at less than 1/2 of its maximum SDP, the GM rolls the thief's Drive Land Vehicle Check as if it had a Combat Speed of 15 MOVE. In other words, against a DV of 21 instead of 17. The Crew's car is undamaged, so Racer, the operator, makes the Check against a normal 17.

Racer succeeds and moves up a square. The thief fails and does not. The Chase Grid looks like this at the beginning of the next Round.



Crew Car

Thief's Truck

OPERATORS AND ACTIONS

Since operators control the vehicles involved in chases, there are special considerations regarding their Actions.

► Actions ◀

Operators do not use their Move Action to move their vehicles. That's done at the end of the Round, as outlined above. If the operator uses their Move Action to leave the control seat, they are no longer in command of the vehicle. Someone else should probably use their Move Action to slip into the control seat, quick!

APPENDIX: NEW RULES

If the operator's REF + Relevant Control Skill + any bonuses is less than 9, they cannot perform a Standard Action during their Turn. All of their energy is focused on maintaining control of the vehicle.

► Maneuvers ◀

The GM can always spice things up by placing obstacles, dangerous terrain, or sharp turns in the path of vehicles during a chase Round. When this occurs, the operators of all vehicles in the chase must use their Standard Action that Round to perform a Maneuver Skill Check. This follows the standard rules for Maneuvers (SEE CP:R PAGE 192). Failure to perform a Maneuver will result in the vehicle either falling back 1 square as it is forced to slow down or spinning out of control (SEE CP:R PAGE 192). The GM determines which result occurs based on the degree of failure and the riskiness of the Maneuver in question.

In addition to those listed in the core rulebook (SEE CP:R PAGE 192), vehicle operators can perform the following additional Maneuvers during a chase.

NOS (DV13): If a vehicle has NOS, the operator can activate it on their Turn as a standard Action. Doing so automatically moves the vehicle 1 square forward on the Chase Grid. The Check determines if the operator can maintain control during the harsh acceleration.

PIT Maneuver (DV15): This Maneuver can only be performed if the operator's vehicle is adjacent to the target vehicle on the Chase Grid. The operator uses their vehicle to tap the target vehicle. This does no damage but causes the target vehicle to wobble. At the end of the Round, the target vehicle's operator makes their Position Check as if it were one speed category lower (for example, 10 MOVE instead of 15 MOVE). If this would reduce the target vehicle's effective Combat Speed below 8 MOVE, it spins out of control and crashes (SEE CP:R PAGE 192).

Pull-Ahead (DV17): This Maneuver can only be performed if the operator's vehicle is adjacent to the target vehicle on the Chase Grid. With skill and speed, an operator can risk their vehicle and their life by pulling ahead of the target vehicle. If they succeed, their vehicle moves 1 square ahead of the target vehicle on the Chase Grid. If they fail, they spin out of control or possibly ram into an obstacle, such as an oncoming vehicle (SEE CP:R PAGE 192).

Pull-In Close (DV13): The operator puts on a boost of extra speed, pushing their vehicle to the lower edge of their current range band (for example, 7 m/yds instead of 12 m/yds) until the end of the Round. This can allow others to leap from one vehicle to another or make melee attacks against another vehicle (or its occupants) viable.

Ramming (DV17): In a chase, ramming does not happen automatically by pushing into the same square as an opponent but requires a focused attempt to crash into the target while still maintaining control. Otherwise, it follows the same rules as the core rulebook (SEE CP:R PAGE 192).

PASSENGER ACTIONS

Passengers can perform any Standard Action they would normally be capable of within the limits placed upon them by being inside (or on top of) a moving vehicle. This includes attacking the enemy or taking an Action to provide a Complimentary Skill Check bonus (SEE CP:R PAGE 130) to an ally.

Some examples of Complementary Skill Checks useful when on the road include using Local Expert to shout directions to the operator (bonus to the operator's next Positioning Check), using Perception to search for obstacles on the road ahead (bonus to the operator for their next Maneuver Check), or using Tactics to direct ally fire (bonus to an ally's Attack Check).

Don't forget more creative options! A paintball splattered on a chasing car's windshield can impose a penalty on the operator's Skill Checks to control the vehicle. An Athletics Check to throw a large enough obstacle in a chasing vehicle's path can force its operator to perform an emergency Maneuver on their next Action. Go wild!

ENDING THE CHASE

A chase ends when one vehicle cannot continue for whatever reason (including the occupants voluntarily stopping) or when the vehicles involved move more than 8 squares apart on the Chase Grid.

If someone's gotten that much of a lead they're able to vanish into the urban jungle. Maybe the Crew escaped! Or maybe they'll need to resort to new tactics to flush their prey out again.

ROLLER DERBY

Roller derby isn't some fluff to toss into the background of your game. It is a fully fleshed-out sport that your Crew can play as part of your adventures! Here are the rules.

THE PLAYERS

Each squad fields five players. There are no alternate players or substitutes. If someone is incapacitated or ejected from the jam, their squad must continue (if they can) with fewer players. Everyone needs to wear skates or be equipped with skate feet. Players can bring weapons on the field, but only blunt ones are allowed (bats, batons, and big knucks are popular). League regulations require all players to wear Roller Derby Helmets and Padding.

There are three positions in a standard roller derby squad.

Jammers: The offensive power of a squad. Jammers skate through the opposing squad's defenses with the goal of tagging their rabbit. Each squad fields two jammers.

Blockers: The defensive wall of a squad. Blockers protect the rabbit against jammers. Each squad fields two blockers.

Rabbits: A living target. Each rabbit wears a sensor-equipped target on their back. When the target is struck, the arena's scoreboard registers a point scored. Each squad fields one rabbit.

VICTORY CONDITIONS

A squad wins a jam if they score ten points (via their jammers tagging the target of the opposing squad's rabbit) or if the opposing squad surrenders. A squad must surrender if it cannot field a rabbit and at least one jammer or if they collectively accumulate nine penalties.

GAME STRUCTURE

Roller derby is divided into jams and bouts. A jam is a single instance of play in which a squad wins. Bouts are multiple jams run back-to-back. This allows larger squads to field all their players across multiple jams, giving everyone a shot on the track. The overall victor of a bout is determined at the end of the event, based on which squad won the most jams.

FLOW OF PLAY

At the start of a jam, the two squads form up at the starting line in a block, with the rabbits in front, blockers in the middle, and jammers in the rear. When the first whistle sounds, they take off, skating counterclockwise around the track. The two squads use the first 6 seconds (2 Rounds) of the jam to stretch muscles, find flow, and jockey for position. No contact between the two squads is allowed at this time. At the end of 6 seconds (2 Rounds), a second whistle blows, and the action begins.

Blockers move to defend the rabbits, who do their best to evade the jammers. Meanwhile, the jammers try to push past the blockers and score a solid hit on the target worn by the opposing squad's rabbit. If play pauses due to a penalty or the incapacitation of a player, both squads return to the starting line, form up, and wait for the first whistle. Again, they skate in a counterclockwise direction and are forbidden from interfering with the opposing squad until 6 seconds (2 Rounds) pass and the second whistle is sounded.

PENALTIES

The referee can flag a player with a penalty for the following reasons.

Illegal Maneuver: The player performed a maneuver, such as Guard or Whip, not allowed due to their position as a rabbit, blocker, or jammer.

Illegal Action: The player performed an illegal action such as making contact with an opposing player between the first and second whistle, aiming for the head or legs, or attacking another player not allowed due to their position.

Improper Movement: The player moved clockwise on the track for more than 4 m/yds (2 squares), purposefully left the track, or stopped moving for more than 3 seconds (1 Round).

When a penalty is flagged, the game pauses, and any offending players are placed in the penalty box (located next to the starting line).

Penalized players must remain in the box for 12 seconds (4 Rounds) after the first whistle blows. Once the 12 seconds (4 Rounds) end, they can skate out of the box and rejoin the jam.

TOO MANY PLAYERS?

If you've got more than five Edgerunners wanting a taste of the track, don't worry! Change the game as follows.

6 Players: Add a new position — a switch. Each Round, at the beginning of their Turn, the switch must choose if they'll function as a jammer or a blocker. Once they choose, they must follow the rules for the position until the beginning of their next Turn.

7 Players: In addition to a switch, add a second rabbit and increase the total number of points needed for a victory to 15.

8 Players: As with 7 players, but remove the switch. Add a third blocker and a third jammer.

9+ Players: We tip our hat to you. Obviously, you're well versed enough in large-player count games to figure out your own rule changes!

If a player is penalized three times during a single jam, they are ejected from the game (but can return to play in a later jam during the bout).

If a squad collectively accumulates nine penalties during a single jam, they must surrender, and the opposing squad wins.

THE RULES

Specific rules for Night City Roller Derby are as follows.

- Players must skate counterclockwise on the track for the majority of the jam. If they purposefully move clockwise more than 4 m/yds (2 squares), they are flagged with a penalty. Likewise, purposefully leaving the track results in a penalty.
- If a player falls prone or comes to a complete stop, they must resume skating and move at least 2 m/yds (1 square) within 3 seconds (1 Round). If they cannot, they are penalized.
- Only jammers can score points and only by hitting the target on the rabbit's back with their fist or weapon.
- Jammers can attack opposing blockers and rabbits but not opposing jammers. They can Bump (SEE PAGE 185) opposing players of any position (jammers, blockers, and rabbits). Performing an illegal attack results in a penalty.
- Blockers can attack opposing jammers but not opposing blockers or rabbits. They can Bump (SEE PAGE 185) opposing jammers and blockers but not opposing rabbits. Performing an illegal attack or bump results in a penalty.
- Rabbits can attack opposing jammers but not opposing blockers or rabbits. They can Bump (SEE PAGE 185) opposing players of any position (jammers, blockers, and rabbits). Performing an illegal attack results in a penalty.
- Grabbing and grappling are not allowed. Doing so results in a penalty.
- Aimed shots to the head and legs are not allowed. Making one will result in a penalty.
- If a rabbit is excessively injured, incapacitated, penalized, or ejected from the game, play pauses as if the referee had flagged a penalty. The squad must reassign a blocker as their new rabbit. If no blocker is available, a jammer is reassigned instead. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so in the position of the squad member who replaced them. For example, if a blocker is reassigned as the new rabbit, the penalized rabbit becomes a blocker when they skate back onto the track. If a squad can't field a rabbit, it must surrender.
- If a jammer is excessively injured, incapacitated, penalized, ejected from the game, or reassigned to a new position, play pauses as if the referee had flagged a penalty. The squad has the option of reassigning a blocker as a jammer. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so as a blocker. If a squad can't field a jammer, it must surrender.
- If a blocker is excessively injured, incapacitated, ejected from the game, or reassigned to a new position, play pauses as if the referee had flagged a penalty. The squad has the option of reassigning a jammer as a blocker. If the reassignment was due to a penalty, when the penalized player returns to the jam, they do so as a jammer. A squad can continue to play with no blockers.
- Rabbits cannot benefit from a whip maneuver. If a Rabbit is whipped forward, they and the player who performed the whip are penalized.

ROLLER DERBY AS COMBAT

Night City Roller Derby runs much like standard combat but with the following tweaks.

- Speed matters. Initiative is MOVE + 1d10 and not REFLEX + 1d10.
- The Run Action is off-limits. No one can take it.
- Everyone can travel up to their MOVE as per normal but special Actions can temporarily increase or decrease it.
- Any player dropped to 0 HP is considered too injured to continue and is ejected from the game.
- Players can suffer up to two Critical Injuries and remain in play. If they suffer a third, they are considered too injured to continue and ejected from the game.
- Players have access to special Actions they can use during the game.

UNIQUE ROLLER DERBY MOVES

Over the decades, roller derby players have developed special maneuvers unique to the sport.

► BUMP

Available to all players. As an Action, an attacker can ram into an adjacent target with a successful opposed Brawling vs Evasion Check. If the attacker succeeds, they do no damage but force their target to move 4 m/yds (2 squares) in a direction of the attacker's choosing. This cannot move the target off the track or push them into an occupied square. If the target rolls a 1 on their Evasion Check, they are knocked prone at the end of their forced Movement.

► GUARD

Available to blockers only. If a blocker is within 4 m/yds (2 squares) of a rabbit, they can choose to take the Guard Action

on their Turn. This is a special Held Action that activates when a jammer attacks the guarded rabbit. Before the jammer makes their Attack, the blocker moves adjacent to the jammer (even if they have already done a Movement this Round) and makes an Attack Check with the weapon of their choice.

If the blocker's Attack Check succeeds, the jammer's Attack Action (no matter their ROF) is canceled. In addition, the jammer takes damage as per normal and is pushed 2 m/yds (1 square) away from the rabbit in a direction of the blocker's choosing. This cannot move the target off the track or push them into an occupied square.

► SKATE OR DIE

Available to all players. If you forgo any other Action during your Turn, you can make a DV13 Athletics Check. If you succeed, your MOVE is increased by 2 for this Turn. If you fail, your MOVE is decreased by 2 (minimum 1) for this Turn.

► WHIP

Available to blockers and jammers only. As an Action, a player can grab hold of an adjacent, willing teammate's hand or wrist and propel them forward. This does not require a Check and allows the teammate being whipped to move up to an additional 8 m/yds (4 squares), even if they've already finished their Turn.

ROLLER DERBY GEAR

► ROLLER DERBY HELMET/PADDING

Cost: 50eb (Costly)

Uniform padding for roller derby as determined by regulations established by the Night City Wonderland League. Head (the helmet) and Body (the padding) are purchased separately.

Head or Body Armor with SP7. Always in a team's specific colors.

SPICING THINGS UP

If you want to add some spice to the jam, make the rink interactive — with obstacles rising and falling randomly — forcing the skaters to use their skills to dodge, jump, or duck in the middle of Movement. Jumping, ducking, or dodging an obstacle during a Movement isn't considered an Action but does require a Skill Check and may limit mobility based on the rules for Other Forms of Movement (SEE CP:R PAGE 169).

APPENDIX: NEW RULES

▶ ROLLER DERBY SKATES

Cost: 50eb (Costly)

A pair of roller skates with four wheels — two in front, two in the back — and a stopper.

Roller Derby Skates increase movement by 4 m/yds when using the Run Action. Pulling the skates on or taking them off requires an Action. Any cyberware options stored in a cyberleg or meat leg are inaccessible while the skates are worn.

At the GM's discretion, performing a physical task involving the legs or balance while wearing skates might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.

This modifier shouldn't be applied to Checks made during a roller derby jam.

▶ FLASH OF LUCK

Type: Guidelines for building the Flash of Luck, complete with examples.

Maximum Spending: How much money an Edgerunner can spend during a Flash of Luck. This includes the cost of gear picked up, bribe money paid out, and so forth.

Luck Point Cost: How many points the Flash of Luck costs at this level.

FLASH OF LUCK

In the real world, leaders spend an astonishing amount of time planning missions, attempting to account for every contingency. In a TTRPG, that can get boring quickly, leading to a whole session (or more!) spent planning for action instead of taking action.

Flash of Luck gives Players a safety net, allowing them to spend Luck Points (SEE CP:R PAGE 130) to retcon a past event into existence, providing an advantage when the unforeseen occurs. This new rule helps prevent heists, infiltration, and con jobs from transforming into hours-long planning sessions or absolute disasters due to not anticipating one specific element of the gig. It might be too powerful to use during more combat-oriented missions, so GMs, feel free to only allow the use of this rule when you feel it adds to the game and doesn't unbalance it.

Type	Maximum Spending	Luck Point Cost
A simple task/coincidence that could have easily happened "on camera" during a previous Beat. <i>Examples: You called a friend from your Lifepath and arranged for them to be in a nightclub you're about to infiltrate. You picked up an Air Pistol at a Night Market you visited last session.</i>	100eb	2
An unlikely task/coincidence that could not have happened "on camera" during a previous beat. <i>Examples: The security guard you encounter is a regular in your regular Wednesday night poker game (even though you've never mentioned the game before). You've hidden an assault rifle behind a cabinet in the nightclub you're sneaking into (even though you've never been there "on camera").</i>	500eb	4
An improbable task/event requiring remarkable foreknowledge or incredible luck. <i>Examples: You were a beta tester for the safe model you're trying to crack, so you know how to exploit its weaknesses. You once ran into the club owner at a casino where he displayed a serious (and exploitable) gambling problem.</i>	1,000eb	8

THE RULES

The rules are as follows. Refer to the Flash of Luck table (**SEE PAGE 186**) for specific guidelines on building a flashback.

- A Player can only use Flash of Luck once per Beat and no more than three times per Mission.
- Performing a Flash of Luck is a Standard Action if done during combat.
- The Player must spend Luck Points as indicated on the Flash of Luck table and then describe the action they took in the past, tell when it occurred, and explain how it helps in the current situation. Players still need to spend the appropriate amount of money and succeed at any Checks needed to make the action viable. If they cannot buy the item in question (due to GM fiat or the economy rules), they get their Luck Points back. If they fail Check(s), the Flash of Luck still occurs, showing they tried the action but failed — they cannot try again. This counts against the number of times the rule can be used per Beat/Mission, and the spent Luck is not refunded.
- GMs always have the right to veto a Flash of Luck if they feel it is too powerful or impossible. For example, you can't slip sugar into the gas tank of a car you couldn't have known would be in the race, and no amount of prep will let you hide a standard sniper rifle in your Rockerboy's skintight bodysuit.

Example: A security team has cornered Racer (played by Kennedy) and Torch (played by Isaac) in a Corporate facility. Kennedy says, "We can both see in the dark. I wish there were a way to turn off the lights so we can get an advantage." Isaac slides 2 Luck Points over to the GM and states, "Outside in the alley, before we slipped into the building, Torch jimmied open a control panel and hardwired a remote control device into the wiring. When I tell Beatrice, my Agent's pseudo-AI, the codeword, she'll activate it, and the lights will shut off."

The GM agrees with the idea but tells Isaac to spend 100eb for the remote control device and to make a DV15 Electronics/Security Check to be sure Torch pulled off the wiring job. Isaac rolls a 17 total, and Torch clears the DV. Torch shouts out the codeword, and the lights blink off.

HEADQUARTERS

The following rules aren't specifically used while playing **Tales of the RED: Hope Reborn** ... but they might be useful afterwards!

A **Headquarters** is a space controlled by a crew, representing the center of their operations. It's their base. Their hangout. Their zone. It's where they can catch up, spend time together, and plan their next move. As the crew goes through jobs together, this space grows with them through Headquarters (HQ) Improvements and Upgrades, granting benefits. Benefits, of course, that can be taken away if they aren't defended. You aren't ever really safe in Night City. If a crew loses access to their Headquarters, they lose those benefits and must regain access or risk them vanishing entirely.

Failing to pay rent is a good way to lose access to a HQ.

If the HQ is destroyed, the crew must start over from scratch. All the associated benefits are gone.

To build a Headquarters, a crew must first earn and spend Headquarters Improvement Points (HQ IP).

EARNING HEADQUARTERS IP (HQ IP)

Whenever a crew receives Improvement Points from the Group column after completing a mission, they also receive an equal amount of Headquarters Improvement Points (HQ IP). These points do not go to any specific Edgerunner but are instead spent on Headquarters (HQ) Improvements and Upgrades.

Example: The Mighty Mighty Trio, an edgerunning crew/chromatic ska band, finishes their first Mission together. The Gamemaster awards 40 Improvement Points to every member of the Crew for completing the job. The GM also awards 40 HQ IP to the Crew as a whole.

YOUR VERY OWN HQ

A crew can designate any space that they have some measure of control over as their Headquarters once they have enough HQ IP to purchase at least one HQ Improvement (**SEE PAGE 188**). This space can be one they own, rent, or gain via the goodwill of a patron. If members of the crew are going to live in the HQ, they must still pay Housing Costs (**SEE CP:R PAGE 378**) equivalent to the space and luxuries provided.

NPC FACTION HQs

Nomad camps, gang hangouts, and corporate offices are all great examples of Headquarters owned and controlled by NPC factions. They can also be a great way to codify the "soft power" a Player Character Edgerunner possesses as a member of said faction — especially for Execs., Lawmen, and Nomads.

With a GM's permission, a PC Edgerunner can draw on the benefits of the NPC faction's Headquarters ... even if they already benefit from a Crew HQ.

GMs, keep a few things in mind when a Player makes the request. First, is the resource even available to the Edgerunner? Second, are they in good standing with the faction? Third, does the activity the Edgerunner is using the benefit for help the faction in any way? The GM is always free to say, "No, your pack won't let you borrow a car for a street race." or "Your boss wants to talk with you about meeting with side-hustle clients on company time."

PC Edgerunners cannot spend HQ IP on an NPC Faction's HQ, and the exact benefits available are always up to the GM.

Example: After receiving 40 HQ IP, the Mighty Mighty Trio agree to pool their resources and rent a Two-Bedroom Apartment. They also agree to spend the 40 HQ IP they received during their first Mission to buy the Garage Upgrade. This space, christened the Mighty Mighty Manor, becomes their Headquarters.

HQ IMPROVEMENTS AND UPGRADES

An **HQ Improvement** enhances the Headquarters in some way, providing a benefit to its crew. Each Improvement can only be purchased once per HQ. Each Improvement can be **Upgraded** once (unless otherwise noted), further enhancing its benefit. Spending HQ IP should always be a team decision.

HEADQUARTERS IMPROVEMENTS

When purchasing HQ Improvements and Upgrades, select from the following.

▶ EVIDENCE WALL

Improvement Cost: 40 HQ IP

With access to an Evidence Wall, Lawmen and Medias gain a +2 bonus to Composition, Criminology, Cryptography, Deduction, Education, Forgery, Library Search, and Photograph/Film Checks as they apply to ongoing investigations.

Upgrade Cost: 40 HQ IP

When the Evidence Wall is upgraded, the bonus increases to +3 for Lawmen. The bonus for Medias remains at +2 but their Credibility Rank temporarily increases by 1 for the purposes of Believability when they publish a story they've worked on with the help of the Evidence Wall.

▶ GARAGE

Improvement Cost: 40 HQ IP

A Garage comes with a Compact Groundcar that is owned by the crew. The car can be improved by purchasing and

installing Vehicle Upgrades, but it cannot be sold. It cannot benefit from a Nomad's Moto Role Ability.

If the car is Destroyed Beyond Repair, this Improvement (and the Upgrade, if also purchased) is lost. Any HQ IP spent on it is not refunded, and the Improvement must be purchased again to obtain a new vehicle.

Upgrade Cost: 40 HQ IP

When the Garage is upgraded, Nomads gain an additional benefit. Assuming all of a Nomad's vehicles are at full HP and in working condition, they can spend one week of downtime to re-spec the choices they made with their Moto Role Ability to date, swapping out Vehicle Upgrades or even entire Vehicles as desired.

▶ LOCKUP

Improvement Cost: 40 HQ IP

A Lockup is a soundproof place where a crew can drag off a single character and keep them prisoner. When imprisoned in a Lockup, the character cannot escape unless they have BODY 13 or higher to break through the barriers holding them.

However, others can certainly come looking for them, so be warned.

Upgrade Cost: 40 HQ IP

When Lockup is upgraded, up to three characters can be kept in separate cells. In addition, Lawmen gain a +2 bonus to Interrogation Checks when questioning a prisoner who has spent at least one day in the Lockup.

▶ LOUNGE

Improvement Cost: 40 HQ IP

During in-person meetings held in a Lounge, Fixers in the crew gain a +2 bonus to Bribery, Bureaucracy, Business, Conversation, Human Perception, Persuasion, and Trading Checks.

Upgrade Cost: 40 HQ IP

When a Lounge is upgraded, Fixers and Medias gain a +2 to all Checks made to set-up an in-person meeting with anyone the GM determines falls under their Contacts and Clients (Fixers) or Access/Sources (Medias).

► MEDBAY

Improvement Cost: 40 HQ IP

With access to a Medbay, members of the crew naturally heal as if their BODY was 2 points higher. Medtech crew members using a Medbay gain a +2 bonus to First Aid, Paramedic, and Surgery Skills Checks.

Upgrade Cost: 40 HQ IP

When a Medbay is upgraded, a Medtech crew member can use Science (Chemistry) to Upgrade, Fabricate, and Invent Street Drugs as if they were a Tech using the Maker Role Ability (SEE CP:R PAGE 148).

Consider the Medtech's Upgrade, Fabrication, or Invention Expertise to be equal to their Medical Tech Skill Level for this purpose.

► MORALE BOOST

Improvement Cost: 40 HQ IP

A Morale Boost is any improvement that improves the wellbeing of the crew and makes it more comfortable or improves its amenities. This represents your crew personalizing their space for fun rather than for reasons of utility.

This improvement is broad enough to cover most recreational and decorative upgrades, including arcade games, liquor cabinets, ping-pong tables, pool tables, saunas, home theaters, murals, basketball courts, claw-foot bathtubs, and antique fishnet leg lamps.

This Improvement reduces stress and, as a result, lowers the monthly Lifestyle Cost for all members of the crew by 50eb.

Upgrade Cost: 40 HQ IP

Morale Boost can be upgraded up to 10 times, each time providing a new benefit. See the Morale Boost Upgrade table for more information.

► RENT REDUCTION

Improvement Cost: 40 HQ IP

The Rent Reduction Improvement gives edgerunners who live in their HQ a break on the rent. Treat the cost of the rent as if it were one category lower on the Real Estate table (SEE CP:R PAGE 378), skipping any row listed as "Given to you by a Corp." The cost of rent for a Cube Hotel room drops to 100eb per month. Rent Reduction cannot be applied to a HQ with no monthly rent cost.

Upgrade Cost: 40 HQ IP

Each time the Rent Reduction Improvement is upgraded, add another bed (and possibly another room with the GM's permission) to the HQ. This adds space for additional tenants without increasing the housing cost. Rent Reduction can be Upgraded multiple times but not past the point where the original number of beds is doubled. For example, a Cargo Container cannot have more than two beds (one Upgrade), while a Two-Bedroom Apartment can have up to four beds (two Upgrades).

► SERVER ROOM

Improvement Cost: 40 HQ IP

The Headquarters now has a NET Architecture. Using Home Security 2045 (SEE CP:R PAGE 217) and 20,000eb, create the perfect home defense for your crew. The only stipulation is that you won't be able to resell or remove anything bought with this eb later and that you can't keep any unspent funds.

Upgrade Cost: 40 HQ IP

When a Server Room is upgraded, a Netrunner crew member can use Electronics/Security Tech to Upgrade, Fabricate, and Invent Cyberdecks, Cyberdeck Hardware, and Cyberdeck Programs as if they were a Tech using the Maker Role Ability (SEE CP:R PAGE 148).

Consider the Netrunner's Upgrade, Fabrication, or Invention Expertise to be equal to their Interface Rank for this purpose.

► STUDIO

Improvement Cost: 40 HQ IP

While inside the Studio, a Rockerboy crew member gains a +2 bonus to their Acting, Composition, Play Instrument, Paint/Draw/Sculpt, and Photograph/Film Checks.

APPENDIX: NEW RULES

Upgrade Cost: 40 HQ IP

When the Studio is upgraded, Rockerboy crew members can spend one week of downtime to refine a particular artistic project and gain a +2 on the Acting, Composition, Play Instrument, Paint/Draw/Sculpt, and/or Photograph/Film Checks needed to create it. If they fail the Check, they can try again later, spending another week with an additional +2 stacked atop the already existing bonus. The Rockerboy can continue this pattern and stack bonuses until their project is completed, they abandon the project, or they roll a 1 (Fumble Recovery does not help if they also happen to be a Solo) on one of the Checks needed, in which case the bonuses from this refinement process vanish in a poof of frustration.

Ever wonder how Silverhand wrote *Chippin' In*, or Eurodyne completed *Second Conflict*? Hard work and long swaths of studio time. Art has the potential to change the world, often in unexpected ways. Legendary (DV29) art *always* does. You won't know how until it happens. GMs are encouraged to consider the existence of such an art project for both narrative and mechanical purposes during play.

Example: *Forty wants to lay down a killer track for her next album — her magnum opus. The GM rules she will need to succeed at three different DV29 Checks (Composition, Play Instrument (Guitar), and Play Instrument (Singing)). She spends a week in the studio, gaining a +2 bonus on those Skills. She fails all three Checks (with a 15, 18, and 21 respectively). She puts the work on hold*

► MORALE BOOST UPGRADE

Morale Boost Upgrade #	Benefit
1	At the beginning of every month, each crew member can restore 1d6/2 Humanity, up to their Maximum Humanity as determined by their installed Cyberware.
2	Members of the crew naturally heal as if their BODY was 1 point higher. This stacks with the bonus provided by the Medbay Improvement.
3	The crew (including Exec Improved Team Members) increases their LUCK by 1. This is one of the only ways for an NPC to be given a Luck pool.
4	At the beginning of every month, each crew member can restore 1d6 Humanity, up to their Maximum Humanity, as determined by their installed cyberware. This replaces the benefit gained at the first Morale Boost Upgrade.
5	Fixer crew members gain a +2 to Trading Checks when negotiating to increase the pay per person for a job. Non-Fixer members of the crew can now haggle to increase pay per person per job by 20% as if they were a Fixer with Operator Rank 5, though they do not gain any bonus to their Trading Check.
6	While Hustling (SEE CP:R PAGE 381), members of the crew can roll twice on the appropriate Hustle table and take whichever outcome they prefer.
7	The crew (including Exec Improved Team Members) increases their LUCK by an additional 1.
8	When Hustling (SEE CP:R PAGE 381), members of the crew can roll twice on the appropriate Hustle table and gain the income from both rolls. This replaces the benefit gained at the sixth Morale Boost Upgrade.
9	At the beginning of every month, each crew member can roll 1d6 twice and take the highest result. They then add this number to their Humanity, raising it (up to their Maximum Humanity, as determined by their installed cyberware). This replaces the benefit gained at the fourth Morale Boost Upgrade.
10	Choose Your Own: Work with the GM to create a unique Morale Boost Benefit designed around the specific circumstances of your crew.

to do a gig with her crew, then returns for another week of recording. Since this is the second week, the bonus increases to a +4! Still, she fails all three Checks again (a 16, 22, and 28, respectively). She's so close, she can taste it! Forty dives right into another week of recording, with a +6 bonus this time. Only she rolls a 1 on her Play Instrument (Singing) Check. Forty groans in frustration as her muse dies a bloody, bullet-riddled death. Her bonuses are lost as the work turns to garbage. She'll have to start over from scratch if she wants to continue.

▶ TRAINING AREA

Improvement Cost: 40 HQ IP

With access to a Training Area, a crew member can use one week of downtime to Practice one of the following Skills: Athletics, Archery, Autofire, Brawling, Evasion, Handgun, Heavy Weapons, Martial Arts, Melee Weapon, or Shoulder Arms. When a Skill is Practiced, the crew member gains a +1 bonus on all Checks made using it until the next time the crew receives IP from the Group column after a mission is completed or until they Practice again.

Upgrade Cost: 40 HQ IP

When a Training Area is upgraded, Solos using the area gain an additional benefit. They can select two different Skills from the above list. Both Skills are considered to be Practiced.

▶ WORKSHOP

Improvement Cost: 40 HQ IP

Whenever a Tech crew member spends their time using Upgrade Expertise, Fabrication Expertise, or Invention Expertise Maker Specialties while in a Workshop, they may assign an equal amount of time to a second project without actually spending additional time on it.

Example: Torch spends one week using Upgrade Expertise to equip a Flamethrower with an Attachment Slot. Since he is in his HQ's Workshop, he can also bank one week of time towards finishing the Advanced Spider Drone (a Super Luxury item) he is Fabricating.

Upgrade Cost: 40 HQ IP

When a Workshop is upgraded, a Tech crew member can further assign an equal amount of time to a third project when they use the Workshop.

▶ WORKSTATION

Improvement Cost: 40 HQ IP

A Workstation improves the efficiency and abilities of one of the Team Members of an Exec crew member (chosen when the Improvement is purchased). An Improved Team Member is considered a full member of the crew, gains IP whenever their Exec gains IP and should receive an equal share of the pay for any gigs they participate in. IP and cash are spent as the GM decides.

An Improved Team Member is loyal to their immediate boss, not the Corporation they work for, and follows the Exec to a new company if the crew member makes a switch. If access to the Workstation is lost, the Team Member can no longer gain IP or payment from jobs but does keep benefits gained due to past spending.

Upgrade Cost: 40 HQ IP

When a Workstation is improved, Improved Team Members no longer use the Loyalty System (**SEE CP:R PAGE 154**) to determine if they stay loyal. Instead, the Improved Team Member remains loyal no matter what and will only leave if their Exec actively betrays them.

If an Upgraded Workstation is destroyed, removed, or otherwise lost, the crew must restore it before spending HQ IP on any other Improvements or Upgrades. If the crew fails to do so, the Improved Team Member feels betrayed and leaves posthaste.

THE FORLORN HOPE AS A HEADQUARTERS

The Forlorn Hope would make an excellent Headquarters for a Crew but there's a small hitch — they don't own it. The Freemans do.

That's not a problem! There's no reason not to call The Forlorn Hope home if that's what the Crew desires. All it takes is a little creative thinking.

First, anyone who wants to live in The Forlorn Hope needs to rent a room from the Freemans. They can even choose between apartment types!

Next, the Crew needs to spend HQ Improvement Points to Improve and Upgrade The Hope. Spending on an Improvement The Hope already possesses, such as a Workshop, grants the Crew full (and free) access. Spending on an Improvement The Hope is lacking, such as a Lockup, adds the resource to The Hope exclusively for the Crew's use (though they can grant access to others if they want).

SHADOW SCAR



From the makers of **Cyberpunk RED** and **The Witcher TRPG** comes a roleplaying game of worlds, intrigue, and heroism





TALES OF THE RED

HOPE REBORN

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