

Operation Ragnarok

Summary

Operation Ragnarok is a stand-alone cyberpunk adventure set in a world loosely based on Cyberpunk 2020 by R. Talsorian Games. The adventure uses GURPS rules and some homebrew cyberware rules. What the players might realize after a while is that the story is more-than-casually based on Northern myth.

The PCs are a team of independent operatives, who have just recovered a suitcase of unknown content. While Edgar Baldersen and Lucky O'Neil guard the objective, the rest of the team goes out to arrange a meeting point with their employers. However, when they get back, there is a nasty surprise - Lucky is gone and Baldersen is dead. The PCs have to recover the suitcase before their meeting with their employers or do some really good explaining to people with very little patience.

The Cast of Player Characters

- **Enrico Odinez** is an old and experienced mercenary, more at home in the world of contracts and strategic planning than on the actual battlefield. Odinez wears an eyepatch to hide his customized cybereye and makes heavy use of Raven surveillance drones to keep informed about his enemies. Odinez is intelligent and experienced but has a bit of a mean streak that manifests randomly. Other than that, he is well respected if not liked by his comrades.
- **Gabriel Thorwald** is a full body borg soldier, always keen to obtain the newest hardware. His particular pride is his smart-chipped customized Arasaka Lightning Strike Assault Rifle. Thorwald has few other emotions, being barely human. The only company he enjoys is that of Lucky, his personal tech.
- **George Homedale** is a scout with excellent senses and excellent knowledge of the city's less well known routes, in particular with regard to the rainbow bridge. Homedale is also a communications specialist, having trained with the SovOil security branch. Ruggedly attractive, George is a womanizing scoundrel with a true mercenary attitude, who uses distracting pleasures to avoid the nightmares that haunt his sleep.
- **Mimir Gubagawe** is an ancient knowledge-broker and computer specialist. Despite his great age, Gubagawe is still clear of mind and very active. His knowledge is impressive and his advice generally respected. Mimir is of African descent and sports impressive grey dreadlocks.

The "Ragnarok Special" Rule

You might want to use this optional rule with your players. Explain to them that the adventure is based on Norse myth. Everybody who recognizes a particular aspect of the myth in the story gets a free reroll, usable on any check that occurs during the adventure.

Material

You might want to download the cyberware rules from my website to use with this adventure. The next section of this document (marked with a green footer) contains information for the players, including the pre-made characters. The last section contains the actual adventure.



Neon City

Neon City is a relatively new urban sprawl that grew from several smaller cities situated around a oil-polluted bay somewhere in Siberia. Neon City has several corporate-funded arcologies attracted by low taxes and lax law enforcement. Due to its location at a major trade hub, the inhabitants of Neon City are a mixture of all races and ideologies, an often lethal amalgamation.

Alpha Ward

Alpha Ward is home to the incredibly rich, a dome of hyperdiamond, filled with beautiful parks and scattered villas. Little is known about this part of Neon City, as the filthy rich love their privacy.

Asia Town

Asia Town is a turbulent collection of old industrial buildings, crooked habitations raised using flawed nanotech, and cheap huts of cardboard and super-epoxide. Glittering with lights, Asia Town offers everything that is legal and most that is illegal. While not patrolled by any police force, the Triads keep the peace in their own style. Asia Town is a good place to hide from the high-ups of the main city, which is only reachable by the Zugarev-Bridge, also called Rainbow Bridge due to the effect of light on its hyperdiamond cables.

Blackhill

Blackhill is in some ways a twisted parody of Alpha Ward. One of the first domes of Neon City, Blackhill is the former home of many of Alpha Ward's inhabitants, who were distressed by some construction faults. Today the dome is patched in many places and most of the plants are either withered due to the cold or covered with mold where the automatic gardening systems ran amok. Today Blackhill is home to squatters, most of which are political or technological extremists, who like the remote nature of Blackhill to pursue their various goals.

Bright Hill ("Bright Hell")

Affectionately known as Bright Hell by its inhabitants, this part of Neon City is home to the poor but still employed, who toil in the factories of Lower Wells and live in poorly heated apartments, protected by the draconian Arasaka patrols.

Jotun Town

This part of Neon City is dominated mainly by gangs of Stero-Giants. When not fighting amongst themselves, these callous streetfighters raid neighboring Asia Town to finance their desire for biotechnical modifications. The two dominant gangs currently are the Blizzards and

the Flames. Jotun Town is also home to many small biotech shops, making it a cold place even in summer.

Lower Wells

Lower Wells is home to many of the factories of Neon City. While generally safe and well-protected, there are always accidents involving runaway nanotech, toxic spills, or worse. Overall, Lower Wells is of little interest, even to those who work here.

Midtown

Midtown lies on the other side of Zugarev-Bridge and is dominated by the arcologies of the rich. Most dominant is the Tobubashi Pyramid owned and guarded by Arasaka. The Ygdrasil Tower is currently under construction, and will eventually dwarf Tobubashi when finished.

Nifhamov Tunnels

The different parts of the city are connected by a tunnel system designed by Gregori Nifhamov. Unheated, most of these tunnels serve as weather-independent highways or contain maglev tracks. However, there are rumours of hidden dwellings within these tunnels and a rich folklore surrounds them.

Vanity City

Vanity City is home to fashion and entertainment industry of Neon City. Here, all but the filthy rich and the deperately poor mingle and enjoy virtual reality shows, customized drugs, or watching combat sports.

The Inhabitants

- **Cortical Flagellants** comprise several sects of various origins that advocate the constant stimulation of pain receptors to gain deeper insights into the universe. While harmless to others, these cults are usually regarded with disdain. The most prominent cults are the *Church of Judas Martyr* and the *Order of the Yellow Monks*.
- **Modder Kids** are part of a youth movement that glorifies illegal activity in cyberspace and contempt for the physical world. Many Modder Kids organize in gangs or follow some extreme ideology such as Communist-Catholicism or Tantric Sadism.
- **Post-Hedonists** come from all parts of society and believe that moral superiority can only be achieved by pharmaceutically induced satisfaction. Most followers of this philosophy have implants administering hormones to ensure constant satisfaction and to avoid emotional extremes. An extreme faction, the *Bombs of Joy*, use hormonally-charged bio-grenades to show innocent bystanders the joys of their dogma.
- **Sterogiants** are humans who have received growth hormones from an early age on and can reach a height of about 2.5 meters. Originally intended to be the core of a new team of supersoldiers, public outrage led to an early abandonment of the project. Today, most Sterogiants live in Jotun Town and are part of the criminal underground.
- **Ultragoths** are usually lower class teenagers who are obsessed with death. Using dangerous and illegal simstim recordings of torture and death, these gang members have a tendence towards insanity. Many sport body modifications that make them look like vampires or zombies.

The Player Characters

The player characters are members of an organization called the "Green War Infiltrator Brigades". While founded as an eco-terrorist cell, the Brigades started to accept corporate black-op jobs to fund their fight. Today, they only pay lip-service to their actual ideology, having become true mercenaries.

Enrico Odinez (150 Points)

Enrico is an old and experienced mercenary, more at home in the world of contracts and strategic planning than on the actual battlefield. Odinez wears an eyepatch to hide his customized cybereye and makes heavy use of Raven surveillance drones to keep informed about his enemies. Odinez is intelligent and experienced but has a bit of a mean streak that manifests randomly. Other than that, he is well respected if not liked by his comrades.

Odinez joined the Green War terrorist organization 25 years ago and soon became leader of the splinter group called the Infiltrator Brigades. Never a really dedicated ideologist, Odinez gradually turned from a freedom fighter to an ordinary criminal, slowly dropping any pretensions that his money runs served a higher purpose. However, Odinez never lost his willingness to take extreme measures to reach his goals. His followers still talk of his self-induced 9 month coma, which allowed him to infiltrate Ygdrasil corporation's medical research facility as a specimen in order to steal vital information.

ST 11 [10], DX 12 [40], IQ 13 [60], HT 11 [10]

Dmg thrust 1d-1 swing 1d+1, HP 11 [0], Will 16 [10], Per 14 [0], FP 12 [3], Speed 6 [5], Move 6, Unattractive [-4]

Defences: Dodge 9

Languages: Spanish (native), English (accented) [4], Russian (accented) [4]

Wealth: average

Reputation: Known as a tough nail, competent but not very likeable, among those involved in the mercenary business (+2 reaction, large group, recognized all the time) [5]

Status: 0

Reaction rolls: -1 due to unattractive, -2 Bully, -2 if no sense of humour is discovered, +2 by employers and fellow mercenaries.

Advantages and Disadvantages:

- **Bully** [-10] (on a 12 or less): Odinez likes to point out people's weaknesses in front of others to maintain his superiority
- **Intolerance** [-5]: Odinez dislikes those who do not care about environmental problems, even though he has long paid only lip service to his cause.
- **No Sense of Humour** [-10]: Odinez dislikes jokes and is likely to point this fact out to others.
- **Code of Honour** [-5]: Odinez will not abandon his friends but will try to punish any traitor. He will fight dirty but will not kill those who surrender.

Skills: Guns (Pistol)/9 DX+2 [4], Guns (Rifle)/9 DX+1 [2], Brawling DX+1 [2], Leadership IQ [2], Pilot (AV)/9 DX [2], Forward Observer/9 IQ+1 [4], Stealth DX [2], Interrogation IQ+1 [4], Area Knowledge (Neon City) IQ+1 [2], Diplomacy IQ-2 [1], Streetwise IQ+1 [4], Tactics IQ-1 [2]

Cyberware: Cybereye Mk I (hidden under eyepatch) [2]

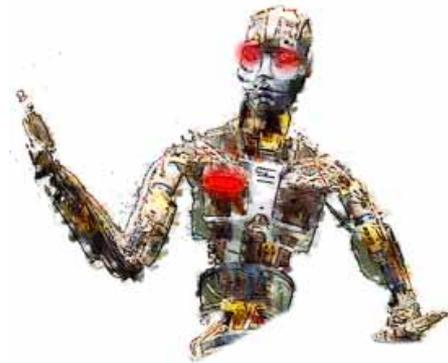
Cyberpsychosis: 1

Equipment: 2 Raven-class Surveillance Drones (use Forward Observer to operate), Militech Manstopper P-30 (9mm Auto Pistol, 2d+2 pi, Acc 2, Range 150/1900, RoF 3), Ballistic Suit (body limbs, DR 12 vs. piercing and cutting, 4 vs other damage), 4000 \$

Gabriel Thorwald [150 Points]

Thorwald is a full body borg soldier, always keen to obtain the newest hardware. His particular pride is his smart-chipped customized Arasaka Lightning Strike Assault Rifle. Thorwald has few other emotions, being barely human. The only company he enjoys is that of Lucky, his personal tech.

Thorwald joined the Brigades 10 years ago, after defaulting on his former employer, Ygdrasil Corporation, who had invested heavily into his body modification. However, Thorwald was not particularly happy with the intrigue and infighting at the corporation and when he tracked down Odinez after the rebel's legendary raid on Ygdrasil, Gabriel decided to switch sides and cut his ties with corporate life.



ST 11 [10], DX 14 [80], IQ 10 [0], HT 10 [0]

Dmg (incl. linear frame) thrust 1d+1 swing 2d+1, HP 13 [4], Will 10 [0], Per 10 [0], FP 12 [6], Speed 6 [0], Move 6, Unattractive [-4]

Defences: Dodge 9 (+1 w/ reflex booster, +1 w/ target tracker)

Languages: English (native), Russian (accented) [4]

Wealth: average

Reputation: Employers and other mercenaries know him as competent and reliable mercenary (+4 reaction, large group, recognized all the time) [10]

Status: 0

Reaction rolls: -1 due to unattractive, +4 by employers and fellow mercenaries.

Advantages and Disadvantages:

- **Cyborg** [-25]: Thorwald requires maintenance and is subject to side effects from electrical attacks.
- **Low Empathy** [-20]: Thorwald's ability to understand emotions of humans has suffered due to his extensive implants.

Skills: Guns (Pistol)/9 DX+2 [4], Guns (Rifle)/9 DX+2 [4], Brawling DX+1 [2], Stealth DX [2], Area Knowledge (Neon City) IQ [1]

Cyberware:

- **2x Cyberarm Mk I** [9]: +1 Arm ST [5], Unliving (Arms only -20%) [16], Cyberpsychosis Cause 6 [-12], has two option slots
- **Reflex Booster Mk I** [0]: Combat Reflexes (costs fatigue 2 to activate, 1 per minute -10%, temporary disadvantage: Hemophilia -30%) [9], Quirk: restlessness [-1], Cyberpsychosis Cause 4 [-8]
- **Linear Frame** [23]: Lifting ST+3 [9], Striking ST+4 [20], Cyberpsychosis Cause 3 [-6]
- **Wolvers** [3]: Claws (Long Talons) [11], Cyberpsychosis Cause 4 [-8], retractable
- **Target Tracker** [30]: Enhanced Defences (Dodge) [15], Gunslinger [25], Cyberpsychosis Cause 5 [-10], requires Cybereyes (using up one option), Neural Interface Plugs (to connect to the gun), and a Reflex Booster.
- **Cybereyes Mk II** [2]: Acute Senses (Vision 2) [4], Cyberpsychosis Cause 1 [-2], allow the installation of up to 6 options.
- **Low Light Vision** [5]: Night Vision 7 [7], Cyberpsychosis Cause 1 [2], uses one option.

Cyberpsychosis: 21

Equipment: Militech Manstopper P-30 (9mm Auto Pistol, 2d+2 pi, Acc 2, Range 150/1900, RoF 3), Arasaka Lightning Strike Assault Rifle (7mm, 6d pi, Acc 4+2, Range 700/4000, RoF 15,), Ballistic Vest (body, DR 12 vs. piercing and cutting, 4 vs other damage), 4000 \$

George Homedale [150 points]

George Homedale is a scout with excellent senses and excellent knowledge of the city's less well known routes, in particular with regard to the rainbow bridge. Homedale is also a communications specialist, having trained with the SovOil security branch. Ruggedly attractive, George is a womanizing scoundrel with a true mercenary attitude, who uses distracting pleasures to avoid the nightmares that haunt his sleep.

Homedale joined the Brigade 2 years ago, after he was part of a terrible fight for an oil platform in the Antarctic sea. Shoked by the gruesome death of his squadmates, the scout never returned back to his base, drifting around the world for a while, until he met up with Mimir, to whom he took an instant liking.

ST 10 [0], DX 13 [60], IQ 11 [20], HT 10 [0]

Dmg thrust 1d-2 swing 1d, HP 10 [0], Will 9 [-5], Per 13 [15], FP 10 [0], Speed 6 [15], Move 9 [15], Handsome [12]

Defences: Dodge 9

Languages: English (native), Russian (accented) [4]

Wealth: average

Reputation: Homedale is known as a professional by other mercenaries (+3 reaction, small group, always) [5]

Status: 0

Reaction rolls: +2/+4 due to handsome, +3 by fellow mercenaries, +1 from carousers, -1 from sober-minded people.

Advantages and Disadvantages:

- **Compulsive Carousing** (self-control 12 or less) [-10]: George likes a good party and spends practically all his evenings at bars.

- **Nightmares** (self-control 12 or less) [-5]: Homedale suffers from terrible nightmares ever since a botched SovOil raid on a research facility. On a failed self-control roll, he loses 1 FP; a critical failure gives -1 to all rolls.
- **Quirk:** likes to play with his handgun [-1]

Skills: Guns (Pistol)/9 DX+2 [4], Brawling DX+1 [2], Stealth DX+2 [8], Area Knowledge (Neon City) IQ [1], Survival (Cold) Per+1 [4], Search IQ+1 [4], Observation Per+1 [4], Carousing HT+1 [2].

Cyberware:

- **Cybereyes Mk II** [2]: Acute Senses (Vision 2) [4], Cyberpsychosis Cause 1 [-2], allow the installation of up to 6 options.
- **Low Light Vision** [5]: Night Vision 7 [7], Cyberpsychosis Cause 1 [2], uses one option.

Cyberpsychosis: 2

Equipment: Militech Manstopper P-30 (9mm Auto Pistol, 2d+2 pi, Acc 2, Range 150/1900, RoF 3), Patched-Up Ballistic Vest (body, DR 10 vs. piercing and cutting, 4 vs other damage), 4000 \$

Mimir Gubagawe [150 points]

Mimir Gubagawe is an ancient knowledge-broker and computer specialist. Despite his great age, Gubagawe is still clear of mind and very active. His knowledge is impressive and his advise generally respected. Mimir is of African descent and sports impressive grey dreadlocks.

Gubagawe is the infobroker of the Brigades, well-informed about everything going on in Neon City. He was one of the founding members of the Brigades but ws never an embodiment of the Green War ideology. While not greedy, he was the one who suggested the first "money runs" and who set up all the right connections.

ST 8 [-20], DX 10 [0], IQ 16 [120], HT 8 [-20]
 Dmg thrust 1d-3 swing 1d-2, HP 10 [4], Will 16 [0], Per 14 [-10], FP 8 [0], Speed 4 [-10], Move 4 [0], Skinny (-2 to knockback, -2 to disguise/shadowing) [-5], Handsome (Impressive) [12]

Defences: Dodge 7

Languages: English (native), Russian (native) [6], Chinese (accented) [4]

Wealth: comfortable [10]

Reputation: +4 from the underworld and mercenary circuit in Neon City (large group, always recognized) [10]

Status: 1 [5]

Reaction rolls: +3 due to handsome, +4 by mercenaries and underworld members, possibly +1 due to status, +2 due to venerated

Advantages and Disadvantages:

- **Social Regard (Venerated) 2** [10]: Due to his advanced age, Mimir is treated with respect my most people.

- **Unfzable** [15]: There is next to nothing that can surprise Gubagawe, who has seen more than most other people in Neon City.

Skills: Guns (Pistol)/9 DX+2 [4], Area Knowledge (Neon City) IQ+2 [4], Current Affairs IQ+3 [8], Research IQ+1 [4], Savoir-Faire IQ+1 [2], Fast-Talk IQ [2], Computer Hacking IQ [8], Merchant IQ+1 [4], Diplomacy IQ+1 [8]

Cyberware:

- **Painkiller** [6]: High Pain Threshold [10], Cyberpsychosis Cause 2 [-4]
- **Power Heart** [6]: Fatigue Points + 4 [12], Easy to Kill 1 [-2], Cyberpsychosis Cause 2 [-4]
- **Skinpouch** [1]: Payload 1 [1]
- **Rippers** [2]: Claws (Talons) [8], Cyberpsychosis Cause 3 [-6], retractable

Cyberpsychosis: 7

Equipment: Omni Consumer Products Dragonfire Mk IV (12mm Auto Pistol, 3d pi+, Acc 2, Range 150/1900, RoF 3), Ballistic Suit (body, limbs, DR 12 vs. piercing and cutting, 4 vs other damage), Cell Phone, Smart Jacket w/ constant wireless web access, 8000 \$

The Adventure

The Story so far

It was Lucky who killed Baldersen and took the suitcase. Unlike the others of his group, Lucky is aware of the contents of the suitcase - a data crystal containing a prototype computer virus. This virus is called the Fenris Virus and was created by some demented modder kids of Tantric Sadist conviction, who wanted to destroy Neon City to deal enough pain to be able to enter Nirvana after their death. Lucky, however, intends to use the Fenris Virus to cause general mayhem in the mainframe of Ygdrasil Biotech to convince potential buyers of its power. Unfortunately, he attracts the attention of the rogue AI Mungand, which tries to get its "hands" on the virus to break free from Ygdrasil. While Lucky has forged a pact with a gang of Sterogiants whom he uses to deter his former allies, Mungand does its best to corrupt the Virus to be able to break free, regardless of the cost for the city as a whole.

Timeline

The chart called "Lucky Strikes" describes the actions of Lucky. Make sure that actions by the PCs such as travelling through the city or listening for information take up the appropriate time. Should the PCs take too long, the Ragnarok will destroy the city and possibly the PCs with it.

Calm Before the Storm

At the same time as the PCs find the dead body of their comrade, Lucky starts his attack on the Ygdrasil mainframe. If the PCs are near Midtown, they will see that the lights of the Ygdrasil tower start to flicker strangely.

However, an investigation will only lead to very unfriendly reactions. The PCs might realize with the appropriate skill that people are very nervous around the tower. If they use force or other strong means to question one of the guards, they will be told that there is a computer failure and that it cannot be ruled out that it might be an attack via cyberspace.

Howl of the Wolf

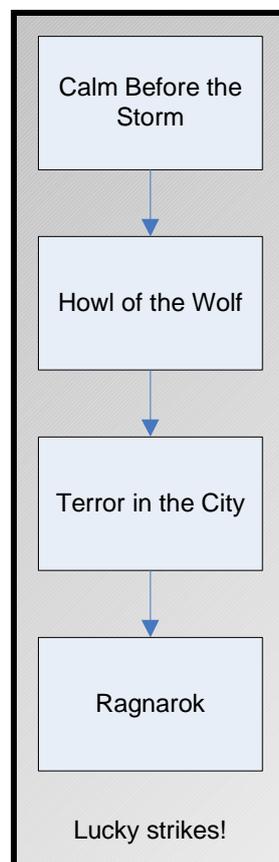
In the vicinity of Ygdrasil tower, drones and other automated systems start to malfunction after 5 hours, seemingly attacking bystanders but somehow concentrating on the tower itself. Hanging out in that area will be unpleasant, holding a high risk of ending in a crossfire. Newscasts will report about this incident all over the city but there will be no panic - yet! In official statements Ygdrasil Biotech denies being attacked but it should be obvious that they are scared.

Terror in the City

After another 3 hours, the chaos spreads to other parts of Mid Town. Panic erupts, with corporate forced starting to prepare their companies' towers for robotic siege. In the worse parts of town, gangs start to take advantage of the distraction to settle some scores and to advance on the richer parts to loot. Police will react, leading to massive streetfighting all over the city.

Ragnarok

After another 10 hours, Mungand will be free, its sea serpent avatar appearing on all screens of the city. The chaos



gets worse and worse and becomes clear that flight is now the only option. Thousands die when icy waters flood the lower domes.

PC Actions and Their Consequences

The chart "Key Events of the Adventure" shows the actions that the PCs can take to find Lucky. They should be fast, however, otherwise Ragnarok will break lose!

Murder Scene

Baldersen, the security specialist of the team, lies in the middle of the room. He was killed with an arrow made of genetically engineered thistle - a weapon the hacker Lucky was particularly fond of. Careful search of the place (Forensics-1 or Search-4) will reveal enough evidence to show that there was no break-in, no fight, and no theft of items other than the suitcase. Indeed, everything seems to implicate Lucky at this point.

The Friendly Warning

Should the PCs try to find out information about the suitcase they recovered, there are several different problems that can occur. Should they **ask their employer**, they will get no answer and will be asked suspicious questions instead. Should the employers find out that the suitcase is lost, they will not happy and will terminate their contract with the PCs.

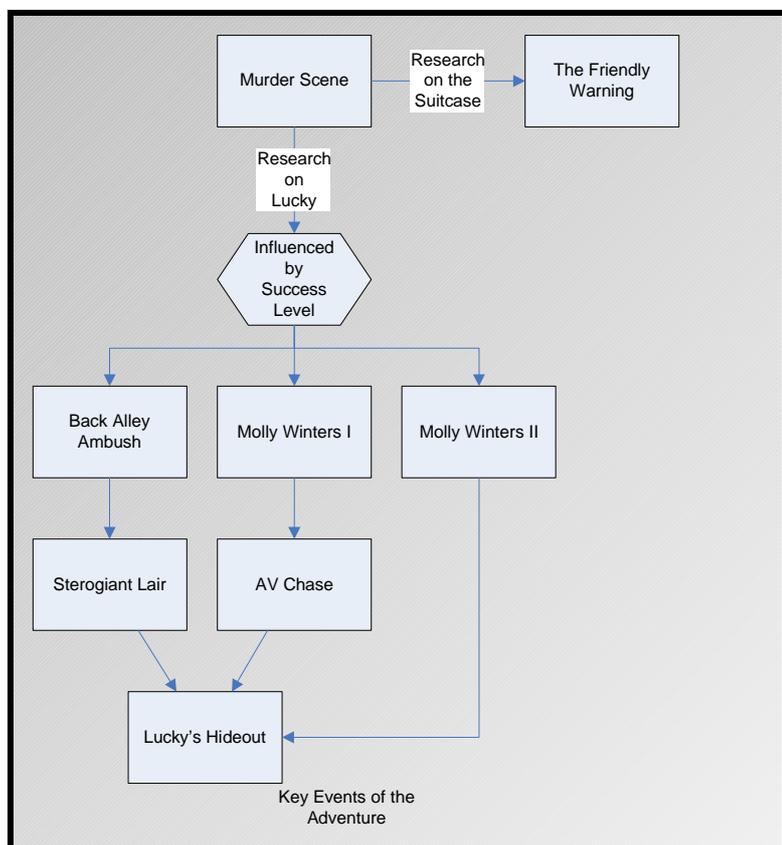
Should the PCs do some **research in the streets**, they will be visited by a group of 4 heavily cybered goons, who suggest that they should not spread the word. They will use intimidation and if necessary force to get the PCs to stop. It will be almost impossible to trace the employer of these goons (streetwise-8) but if

successful, the PCs will realize that they come from their employer, who happens to be an influential modder kid, who made lots of money with extremely illegal simstim.

Back Alley Ambush

Should the PCs look for Lucky and roll a failure in any kind of Streetwise or interaction roll will lead to Lucky finding out about the endeavors of his former allies to find him. To stop them from interfering, Lucky sends out a few of his Sterogiant goons (8 in number) to stop them.

The goons will send one of their human allies to tell the PCs to meet an informer in a small back alley. Of course, the whole thing is an ambush. Should more than 2 of the giants die, the rest will retreat. If the PCs manage to capture any of the giants, they will have an easy time finding the hangout of the Sterogiants and there they can interrogate their boss to find a way to Lucky's hideout.



Molly Winters I

If the PCs manage to find information on Lucky (by passing a streetwise+2 or some alternative means of research), they will be told that Lucky's broker is a Sterogiant woman called Molly Winters. They will be told where she can usually be found - the "Frozen Bar" in Vanity City. The bar has an ice theme, using holograms and animatronics to create the illusion of a half-submerged palace made of ice. The service personell has blue skin and pointed ears and are dressed in furs.

Due to the location, the use of firearms is practically impossible. Special detectors require a Hideout-5 to smuggle in small weapons. As soon as she sees the PCs, Molly will flee to the back exit and start up her AV-4. The PCs can chase her, leading to the AV chase.

Molly Winters

As mentioned in the previous section, it takes a streetwise+2 or some alternative means of research to find Molly. If the MoS is 4 or more, the PCs not only find out about Molly and that she likes to hang out at the "Frozen Bar", they also find out where she lives, a far better place to surprise her.

At home, Molly feels safer and can be pinned down without a chase. Being a coward at heart, she will reveal the location of Lucky's hideout to the PCs.

AV Chase

The PCs will see an AV-4 of a medical team standing by on the roof where Molly mounts her AV. The chase consists of several tight turns, near-collisions, and other hazards, which you should graphically describe. In game turns, the chase consists of several opposed skill contests. The PCs require an MoS difference of 10 to catch up with Molly. If the MoS of Molly (Pilot skill 13) is higher than that of the PCs, she leaves them farther behind, increasing the total difference of points the PCs require. Otherwise the PCs reduce the distance by

the MoS difference. After the PCs have caught up with the AV, they can either do some acrobatics, or use ramming etc. to force Molly to land. Lacking any deep loyalty of Lucky, Molly will be quick to tell the PCs where they can find the scoundrel.

Sterogiant Lair

The Sterogiants working for Lucky are members of a small gang (with 20 members), called the "Icicle Warriors". They have their base in an abandoned mall in Jotun Town (see the Map provided below). The Warriors have a relatively lax security, relying on a single guard at every entrance. Lacking tolerance for baseline humans in general, the Sterogiants will attack the PCs if they seem intent to enter the mall, leading to a series of short firefights within the empty halls of the mall.

If the PCs inflict enough damage, the Warriors will try to negotiate, possibly revealing where Lucky can be found.

Lucky's Hideout

Lucky is hiding in a mold-covered dome that once housed a private spa of a bored rich. Now, it is filled with computer equipment. Lucky has little resistance to offer against the PCs but is likely to flee should he hear and identify them. What is going on in the hideout depends on the point of time when the PCs arrive.

- **Calm Before the Storm:** Lucky is busy working with the Fenris Virus. He will be plugged into his computers, oblivious of the outside (no visual perception, -3 to hearing).
- **Howl of the Wolf:** Lucky is disconnected, trying to find out what is happening in Mid Town. He will be watching the news on TV and try to adjust the computer gear in the stolen suitcase to regain control of his virus.
- **Terror in the City:** Lucky is half-crazy with fear, using an axe on his computer gear. He is rambling about "Fenris" and "the Serpent". All screens in the room show either a gray wolf or a sea serpent.

- **Ragnarok:** Lucky will be long gone from his hideout and the PCs should be clever enough to do the same. The place is totally demolished, especially the suitcase is beyond repair.

The PCs should have no trouble getting hold of Lucky, who will tell them about his plans with the Virus and how "the serpent" took control of it. Now, he fears that the city will be destroyed. He begs the PCs to help him, if the virus is still in the early stages, to give him more time.

Depending on their attitude, the PCs will either take the suitcase and try to fulfill their job in a crumbling city, or they will grant him more time, eventually leading to Ragnarok. They can also try to help Lucky, using their combined Computer Hacking skills (requiring four out of six rolls at -1, or -3 if at the "Terror in the City" stage) to stop the virus and save the city. You should describe how the different skill rolls affect the progress of the virus using the "Hacking" table.

Goons

The following short-statted NPCs are goons to throw at the PCs. Using modified cinematic rules, these guys either dodge or attack but never make use all full attack/defence options. Also, the first point of damage incapacitates them.

Corporate Cyborg

These rough soldiers are heavily augmented, making them walking tanks.

Move: 5

Attack: 13 SMG (Dam 4d+1 pi-, Acc 3, Range 200/2000, RoF 15)

Defence: 8

DR: 20 (body, limbs)

Social Skills/Will: 8

Special: immune to most attacks that affect senses due to flash-supressor etc.

Sterogiant

Sterogiants are strong oversized humans, who are said to be very violent.

Move: 5

Attack: 11 Pistol (Dam 2d+1 pi, Acc 3, Range 200/2000, RoF 1)

Defence: 8

DR: 12 (body, arms)

Social Skills/Will: 10

Special: SM+1

Gang Member

Use these dregs of society whenever the PCs feel like they must piss somebody off (and you know they will!)

Move: 6

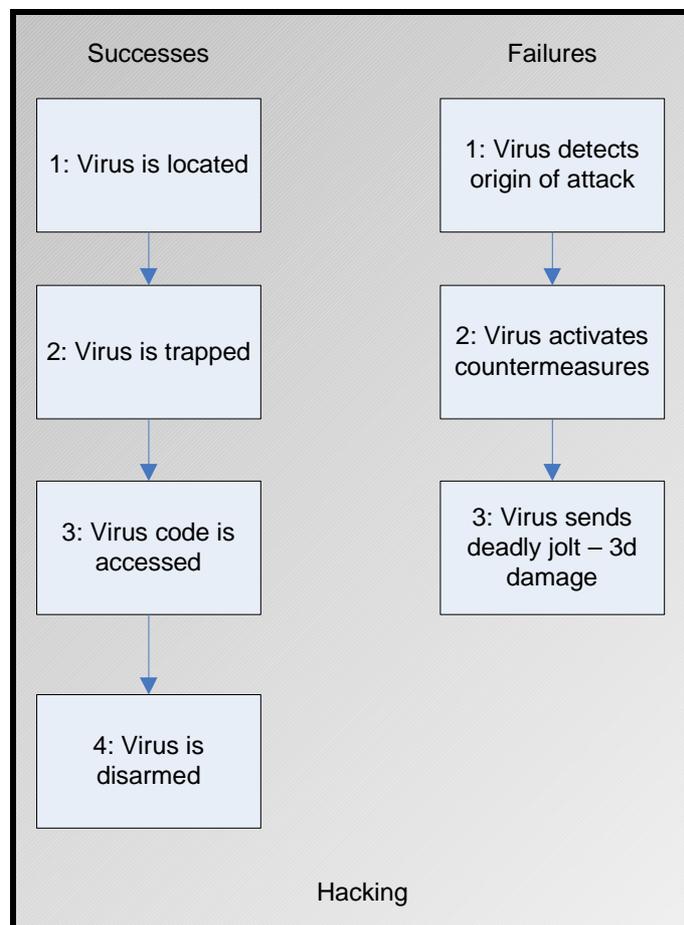
Attack: 13 SMG (Dam 4d+1 pi-, Acc 3, Range 200/2000, RoF 15)

Defence: 9

DR: 6 (body, limbs)

Social Skills/Will: 10

Special: immune to most attacks that affect senses due to flash-supressor etc.



NPCs

Molly Winters

Molly Winters is an independent Sterogiant broker currently in the employ of Lucky. While she is an expert broker, Molly is not a very brave person and is very likely to flee from a dangerous situation.

As a Sterogiant, Molly sticks out from the masses. She is 2.5m tall, athletic and has long blond hair tied into a pony-tail. Molly likes to wear body-fitting sports clothing.

As mentioned above, Molly is a bit of a coward when it comes to physical harm. However, she is very tough when it comes to business. Her negotiation skills are well known and her star is clearly on the rise.

ST 11, DX 10, IQ 11, HT 11, HP 11, Will 14, Per 14, FP 9, Speed 6, Move 6

Pilot (AV) 13, Diplomacy 12, Streetwise 14, Merchant 15, Detect Lie 15, Fast-Talk 13

Lucky O'Neil

Lucky is a computer specialist who has been with the Brigade for almost 3 years, doing computer work together with Mimir and fixing the cyberware of Gabriel. He is a skinny man with spidery limbs, short curly red hair, and a long hooked nose. Lucky is arrogant towards others and is quickly offended.

ST 10, DX 12, IQ 13, HT 11, HP 11, Will 14, Per 14, FP 12, Speed 5, Move 7

Streetwise 14, Machinist 14, Computer Hacking 15, Stealth 12, Armoury 13.

Sterogiant Lair

