



Crate Expectations

Background

Having escaped ZetaTech's guards, the Players now find themselves on the outside dealing with everyday life. After six days Leon contacts the Players. He tells them what they may have already feared: ZetaTech isn't going to just let them go. Already, four of the other escapees have been killed. Leon is willing to help them get back into the ZetaTech facility again and wipe all of ZetaTech's files. This way ZetaTech will have no memory of any of the Players.

The Rest of the Story

Leon hopes to find the files on the shipments and delete any knowledge of them. He also hopes to get hard copies that he can hand over to the Night City Police. He knows that the facility will be heavily guarded but he also knows the layout of the building. If he can get to the surveillance room of the facility he will be able to access all of the shipping information.

Setting

The game starts with each of the Players, in their homes, getting a call to meet with Leon in a bar on the outskirts of town. If they go then they will move on, to the ZetaTech facility where they will break into the surveillance room of the ZetaTech facility. The room is 24'x24'x24' with no windows and only one door. Opposite from the door is a chair and a computer with 25 screens.

Forces

When the guards arrive, there will be 10 more guards than the current number of Players. Despite the overwhelming number of guards the Players have 2 advantages. First of all they are in a room with heavily armored walls, (SP:20), and only one door. This means only one guard can attack at a time, (unless your Players go out of the room). Second of all they control all of the communications in and out of the building so the Guards cannot call for re-enforcements.

ZetaTech Guard:

Ref:7 (Handgun+3, Dodge+5, Melee+3)
 Int:4 (Notice+6)
 Body: 5
 Ma:5
 Gear: SP10 Kevlar Vest, BudgetArms Auto 3
 Techtronica 15 Microwaver

Beats

Revelation: All of the Players are contacted by Leon who tells them that the people who they helped escape from the ZetaTech facility are being killed off and parted out in their own homes. He explains that ZetaTech has files on all of the Players and is coming to kill them. Leon tells the Players to meet him at a bar on the outskirts of town. If they do then they will go with Leon to break, back, into the ZetaTech facility. If they don't they will be attacked in their homes by 3 ZetaTech Guards and have to escape.

Battle: The Players and Leon go back to the ZetaTech facility to break in. In the lobby there are 2 guards to be dealt with. The Players can either kill them or run past them but if they don't dispose of them somehow, the guards will trip the alarms. Luckily there are no guards waiting for them in the hall to the Surveillance Room

Battle: As the Players break into the Surveillance room the one guard inside trips the alarm. The Players have 2 turns to kill this guard so Leon can get to the security computers. After the Guard is killed, Leon begins to break into the surveillance room computers. Meanwhile the guards have come from all over the facility to stop the Players. They cannot all come through the door at once because it's too small. But they can come through one at a time. This will allow your Players to fight them one at a time (a much safer option). If the Players closed the door when they got into the surveillance room, one of the guards goes to the roof and gets a missile launcher to blow the door down with. When your Players have killed 4 guards, (or one of the Players has died), Leon breaks into the security system.

Advantage Revealed: After Leon breaks into the system he is able to get control of the security computers. He finds what he needs and also finds the "Emergency Purge" switch. The switch is designed to flood the halls of the facility with poisonous gas in case of an invasion by gangs or rioters.

Villain is Killed: Leon activates the purge switch, which automatically shuts all the doors in the facility and floods the halls with toxic gas. The guards are killed and the Players find 10 gas masks in the surveillance room dashboard. Hopefully, this is enough for all of them to escape.

Leon (If Leon is Dead use one of his Team Mates)

Ref:8 (Fencing+8, Dodge+6, Handgun+7, Stealth+6)
 Int:5 (Notice+6)
 Body: 6
 Ma:7
 Gear: SP 14 Armored Jacket, Sword, Militech Arms Avenger

Team Mates

Ref:7 (Stealth+6, Dodge+6, Handgun+7, Melee+8)
 Int:6 (Notice+6)
 Body:8
 Ma:7
 Gear: SP:14 Armor Jacket, Militech Arms Avenger, Kendachi MonoKnife