



GOSSIP

OPINION

WEATHER

TECH

LIFESTYLE

LOCAL

BUSINESS

WORLD

Trouble in Singapore

from WNS News Source

After a months-long investigation, Singapore Military Police stormed a building in the electronics district, freeing twenty-three people from captivity and seizing approximately two tons of weapons. Grant Barlowe, a businessman initially suspected of running the weapons ring, has been formally cleared of suspicion by President Rhea Ying.

[Link: Singapore: The Lion City](#)

Food Safety Warning

by Continental Brands

A new study warns that up to 40% of illegally farmed vegetables may contain flesh-eating bacteria. Continental Brands food safety scientists recommend disposing all vegetables of unknown origin and trusting a safe, processed alternative.

[Link: Continental Brands Garden Patch](#)

[Link: Your Local Oasis Garden Patch](#)

[Link: 5% off Continental Brands Kibble Coupon!](#)

Parent's Vigilance Corner

by Dawn Davis

School let out an hour ago, and your young student has not yet returned home. Where could they be? For your sake, I hope they aren't at a Segotari Station, as they are a horrible place for a young mind. Not only are they filled with fellow young people with unformed frontal lobes and who knows what ideas, violent video games that glorify killing, crime, and even contain graphic partial nudity, they're also filled with gang members.

The gangs use these arcades for recruitment of impressionable youngsters into their ranks. To protect your child, I recommend picking them up from school using a car service, or, if that is unavailable to you, tracking your child's Agent during their daily trip home. Shame on you, Segotari, for not providing a safe space for our children. The parents of Night City are watching you!

[Link: Segotari Station EXCEL-1 Garden Patch](#)

[Link: Segotari Station \(Playland by the Sea\) Garden Patch](#)

[Link: Segotari Station \(Old Japantown\) Garden Patch](#)

[Link: Parent's Vigilance Committee Garden Patch](#)

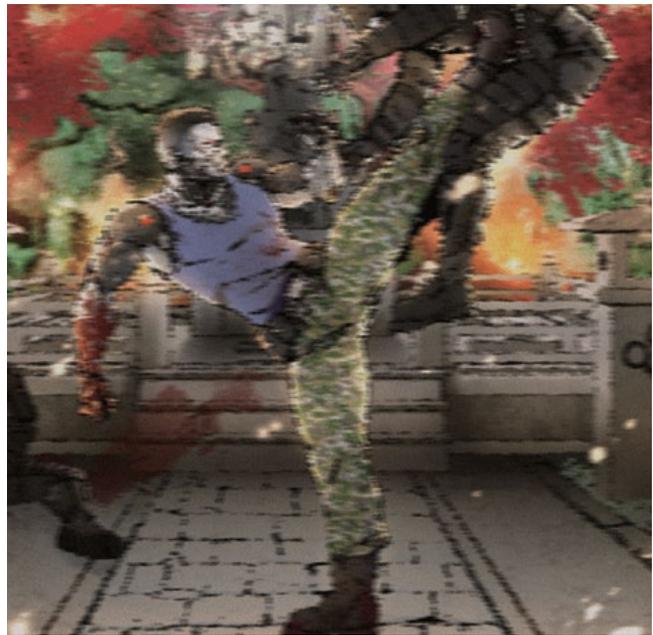
Arasaka in Mourning

from WNS News Source

The Arasaka Family is in mourning after a deadly terror attack last night at the Tree of Life cemetery in Tokyo, Japan killed seventeen Arasaka employees and is suspected to have destroyed the remains of the late Sasai and Yui Arasaka. Out of respect for the family's privacy in this difficult time, Arasaka representatives have declined to comment. The perpetrator remains at large.

[Link: Arasaka 20 Years After the Bomb](#)

[Link: MA&F Corporate Report \(2020\): Arasaka](#)



poor quality security cam photo of unknown assailant in Arasaka cemetery

It's Midnight ...

by Midnight Arms

It's midnight. You hear the sound of a crowbar held in the hand of a home invader on the other side of your door. In his other hand is a cheaply made plastic pistol. Is your family going to be safe? What will you hold in your hands to protect everything you hold dear? Midnight problems require Midnight Arms.

[Link: Midnight Arms decommissions Mustang Arms brand](#)

[Link: Midnight Arms Garden Patch](#)

Seeing Double is a rare DLC in that it is designed to work with a product beyond the **Cyberpunk RED** core rulebook – specifically **Solo of Fortune 2045**, the bonus article in **Interface RED Volume 5 (IRv5)**. If you don't have **IRv5**, don't worry. While the equipment in **Solo of Fortune 2045** is useful, it isn't absolutely required to play out this Mission – just be sure your Crew is experienced and has built up a good arsenal of Role Abilities, Skills, and gear. If you're running this for newer Edgerunners, you'll need to adjust the difficulty level.

If you don't want to travel too far from Night City, **Seeing Double** is easily reskinned as an assassination in an isolated town somewhere in the United States, most likely near the Rockies, where higher government can't reach.

PLAYER INFORMATION

A trusted Fixer offers the Crew a dangerous mission. It pays 9,000eb per person and comes with an operational budget of 1,000eb each to spend on equipment – remember, the Fixer expects any non-expendable gear purchased with that 1,000eb to be returned when the mission is finished.

“Got a job for you. New Britistan, North Korea. A client with deep pockets wants a Fixer embedded in the local “government” killed. There’s several complicating factors. One. Information on the target is scant. Two. The hit has to be made in a tightly controlled area within a span of three weeks, after which our window closes because the fiefdom’s warlord will return from abroad and security will tighten even further. Three. They can only smuggle you and limited equipment through the border. Once you’re inside, if they lock that border down, you’ll be finding your own way out.”

Once the Crew accepts the mission, they will be given a dossier on their target, Namsak Vejjaiva.



Infobox: North Korea (DV13)

During the 4th Corporate War, United Korea fell apart once again. The North, drawn in by promises from Arasaka, broke away from the South and joined the War on the side of the Japanese megacorp. In the aftermath, the new North Korea broke down into fiefdoms ruled by any warlord, domestic or foreign, capable of holding territory by force of personality or force of arms.

Most of North Korea's fiefdoms are isolated and “trade” with various criminal organizations and nomad groups but have little official diplomatic contact with other nations.

Infobox: New Britistan (DV21)

One of many small fiefdoms in North Korea. New Britistan is run by a warlord named Grant Barlowe, originally from the UK. Barlowe has done his level best to shape his small kingdom into a duplicate of his homeland, but the “British” fiefdom feels more like a macabre parody than England 2.0.

Barlowe finances his lifestyle and his fiefdom by selling rare earth minerals strip mined from Mount Myohyangsan.

The official language of New Britistan is Streetslang (with a heavy emphasis on English as a component). Speaking any other language, especially Korean, is considered a crime.

SEEING DOUBLE

Name: Vejjajiva, Namsak
Aliases: "The Rooster"
Nationality: Stateless
Occupation: Arms Dealer
Status: Alive • **DOB:** 15JAN2005
Place of Birth: Pattaya City, Thailand
Height: 5'7" (1.7018m) • **Weight:** 200 lbs. (90.72kg)
Build: Average
Markings: Birthmark, behind left ear
Hair Color: Black • **Eye Color:** Cyber (Kiroshi)
Complexion: Realskinn™ #D5C194

Namsak Vejjajiva is a close collaborator of North Korean warlord Grant Barlowe. He is known to operate in the New Britistan fiefdom. Information is difficult to acquire. What we have only suggests he has a fondness for golf, and that he travels with a body double.

GAMEMASTER NOTES

The false bottom of the truck the crew is to be smuggled into New Britistan has room for the crew wearing Leather or Kevlar® armor. For gear, the Crew can carry one concealed weapon each, and a total of ten pieces of additional gear between them, minus one item per Crew member with a BODY of 10 or higher. It's a tight fit – wear deodorant. No vehicles, no ACPAs. The mission's operational budget, as noted in Player Information, is also tight, since much of it has already been spent on bribes to get the crew in and out of New Britistan safely. If the Crew wants better kit, they'll need to acquire it in the field.

WELCOME TO NEW BRITISTAN

New Britistan, run by a charmer named Grant Barlowe, is a mining colony that strip mines Mount Myohyangsan for rare earth metals and sells them on the black market, usually to nomads such as the Russian Vyriy or the Darangen of East and Southeast Asia.

To keep the peace within the fiefdom, Barlowe uses a combination of Mercenaries – sourced from Australian merc groups – and "Bobbies" – heavily armored bullies from the region in charge of cracking down on any potentially "traitorous" activities, including meeting in groups, shirking work, being in an area reserved for

Mr. Barlowe and his wealthy friends, looking a Bobby in or other important person in the eyes, or carrying any object that could be perceived as dangerous. In New Britistan, the law is vague, flexible, and anyone suspicious is beaten with a stun baton until they stop resisting. This is assuming that you don't have a "government" badge on you, of course, in which case absolutely everything that doesn't involve someone else with a badge is legal – including murder.

THE CREW'S COVER

In order to facilitate movement within New Britistan, the Crew is provided with uniforms and badges identifying them as mercenaries working for the fiefdom's warlord, Grant Barlowe. The disguises are far from foolproof, however. Detecting the uniforms or badges as fake requires a DV13 Forgery Check or a DV15 Perception Check.

In addition, the fake badges lack the RFID chips embedded in the real thing – automated defenses will not identify anyone carrying them as "friendlies."

If, at any point, the Crew's cover is blown, feel free to add additional Bobbies and Mercenaries (taken from the Military Base) as needed to up the alert and threat level.

THREE WRENCHES IN THE WORKS

Namsak Vejjajiva (**SEE PAGE 11**) is a highly protected man with layers of security built into his lifestyle. Killing him will mean finding a way to punch through these defenses, ideally, in a manner that doesn't trigger a military-level response from his benefactor, Grant Barlowe.

► Wrench 1: Mr. Vejjajiva's Body Double

Not much is known about Mr. Vejjajiva's live-in body-sculpted double (**SEE PAGE 11**), by design. Somewhere back in Thailand, Grant Barlowe is holding the body double's family hostage in a gilded cage to ensure compliance. Every day, the double acts for his life, and the lives of his family. Seeing through his acting requires success on a DV17 Human Perception Check.

Otherwise, when the Crew attacks Namsak, there's a 50/50 chance they're actually attacking the body double. Of course, if the crew doesn't care about killing an innocent man, this won't matter much to them, but such behavior is certainly worthy of Humanity Loss.

► Wrench 2: Security Chief “Nightshade” Nelson

Nightshade (**SEE PAGE 9**) is a skilled Solo currently suffering on the edge of cyberpsychosis, holding onto the last shreds of his humanity using an experimental drug he takes weekly via an day-long IV drip to remain operational in his duties. New Britistan is lacking in qualified therapists, so he is slowly saving money to uninstall his chrome and take a long vacation to Denmark to fix his mind. Unfortunately, the ever-accelerating repayment schedule of Nightshade’s gambling debts to Grant Barlowe pushes that dream further and further away each day. In reality, the “experimental drug” Barlowe infuses each week is saline – a ruse orchestrated by Vejjajiva and Barlowe to keep him loyal.

► Wrench 3: Nelson’s Bobby Detail

“Nightshade” Nelson is always accompanied by a detail of hand-picked Bobbies (**SEE PAGE 8**). They aren’t better trained or equipped than the average Bobby, but they are less likely to run away during a fight – mostly out of fear for what Nelson might do to them if he snaps.

SCENIC NEW BRITISTAN LOCALES

Each area of the mining colony can be explored by the Crew as they gather information on their target’s schedule and plan their assassination.

► Trauma Team East Asia Executive Retreat Club

A sprawling fitness center, cyberware clinic, and golf course catering to Barlowe and friends, known for its scenic views and tranquil atmosphere. Only Trauma Team Executive Card Holders are allowed in the resort. Through an arrangement with Barlowe, a Buddhist temple was razed to the ground to make way for its construction. The retreat helps Barlowe maintain a good image when he needs to do business with foreigners, and in return he offers Trauma Team the land, his protection, and a steady clientele of his high-rolling friends. To reinforce his promise, ten of Barlowe’s Mercenaries (**SEE PAGE 10**) patrol the resort’s grounds.

Mr. Vejjajiva visits this location often with his body double. While at the resort, he is protected by Nightshade and at least six of Nightshade’s Bobbies. Once a week, during his IV therapy, Nightshade isn’t

present to defend him, so he works out with his body double in the fitness center nearby. Trauma Team will always arrive within 3 Rounds when an Executive member calls for them from this location. Mr. Vejjajiva loves to play golf with his body double out on the gorgeous 18-hole course. Each hole is protected by two Automated Turrets (**SEE PAGE 9**). The body double is a weaker golfer, lowering the DV to identify him with a Human Perception Check to 13. Mr. Vejjajiva never plays golf during Nightshade’s weekly IV therapy.

► Military Base

A well-armed encampment from which Barlowe’s private military can defend his territory from the aggression of neighboring warlords. It consists of two barracks, an armory, a garage, a hangar, and an administrative building, where Barlowe lives. Currently, Barlowe is in Milan on holiday, which is why the crew were hired to do their hit on Vejjajiva now.

Mr. Vejjajiva visits the base often. While at this location, he is surrounded by 30 to 50 trained Mercenaries at any given time, in addition to his own security team. Attempting to assassinate him at this fortified location is a terrible idea, but the Crew is welcome to try. If they are willing to sneak in and steal it, nearly any weapon, armor, or armored ground vehicle can be found in the base’s armory.

► Pit Mine

An open pit mine on the face of Mount Myohyangsan, which is in operation twenty-four hours a day. To enhance morale, there is a nearby and well-used mass grave for workers who fail to meet their daily quota.

Mr. Vejjajiva never visits the Pit Mine for health reasons. He’s not wrong to avoid it, as the cancer rate among the workers is extremely high. Unfortunately for them, in New Britistan, the condition leads invariably to shirking work, which leads to beatings and eventually a trip to the mass grave. Most workers (**SEE PAGE 10**) won’t want to talk to the Crew here if there’s even a chance they are under surveillance.

► Lowetown

A small “company” town where of the residents of New Britistan that lack a Government Badge live and spend the scrip they earn. Options are limited to a

SEEING DOUBLE

government-owned general store for necessities and terrible quality “beer” and slop at a British-themed pub named “The Tower.” Barlowe’s Bobbies spend most of their time beating on the populace here.

Mr. Vejjajiva doesn’t visit Lowetown, but Nightshade’s Bobbies do, frequenting the pub to mingle with other Bobbies and the occasional mercenaries from the Military Base. It’s possible that off-duty drinking might loosen their lips or make them vulnerable to a back-alley mugging. Nightshade’s minions are difficult to corrupt, but the same cannot be said for the average Bobby, or the Mercenaries. It’s not hard to convince a worker to give up any secrets, especially when payment is offered. Most would do anything for a chance to escape.

► Governor’s Enclave

A well-defended street of manor homes where Barlowe’s important long term business partners live in the sort of luxury you’d expect from a corporate-controlled sector anywhere in the world. This area is heavily patrolled by Mercenaries.

Mr. Vejjajiva lives in a manor here, along with his body double and Nightshade. As Nightshade’s Bobbies are not allowed on the property, 2 Mercenaries and 2 Spider Drones (**SEE PAGE 9**) provide the building with additional security. Mr. Vejjajiva spends most nights here.

In the basement of the manor, behind a Laser Grid (**SEE PAGE 9**), is a vault (Pick Lock DV 17 or Electronics/Security Tech DV 21 to open). The vault door is composed of multiple layers of Thick Steel Cover (50 HP each) and any attempt to damage it will be heard by security. Inside the vault is Henri Matisse’s 1907 *Blue Nude*, which is displayed next to Pablo Picasso’s 1902 *Blue Nude*. Both paintings have been absent from the public eye for years. If authentic (GM’s choice), they are nigh-incalculably valuable. Attempting to fence them would require a follow-up Mission to secure the aid of a Rank 10 Fixer.

FINISHING THE JOB

When the crew has killed “The Rooster” or has decided to escape without completing the Mission, they’ll have to escape New Britistan. Depending on how much ruckus they’ve caused, it’s up to the GM if they’ll either be able to escape quietly, or if they’ll have to go loud.

► A Quiet Escape

The crew may escape New Britistan quietly by loading themselves into the oversized smuggling compartment of the same Supply Truck (**SEE PAGE 8**) that they came in on, which leaves from Lowetown once each day at noon. To squeeze in they’ll have to meet the same requirements as they did when they first entered New Britistan. Should the Crew give themselves away, the truck will be chased by 6 Mercenaries in a Patrol Vehicle (**SEE PAGE 8**), who will stop once the vehicle crosses the border. From there, they’ll be loaded onto a vehicle (ship, plane, or truck depending on the destination) and returned home.

► A Loud Escape

If the Crew was too loud, their actions may have spooked their Fixer’s smuggling connection, leaving them without a quiet means to escape New Britistan. In a “loud escape,” getting out of New Britistan will require evading the now-alerted Military Base, who will field 3 Patrol Vehicles to guard the border. Each vehicle is loaded with 6 Mercenaries with orders to shoot on sight. The Mercenaries will not cross New Britistan’s border.

Once they’ve escaped New Britistan, the crew must then reach a means to exit North Korea. Should the crew be traveling in a stolen New Britistan military vehicle, no matter where they go they will be treated as a hostile member of New Britistan’s military until they prove otherwise. Disguising the vehicle is possible with proper supplies and a Skill Check – perhaps Paint/Draw/Sculpt?

Going north or west from New Britistan requires traveling into the territory of a rival warlord (NKLA led by Yoon Lim), where a safe exit can be purchased for 1,000eb per person.

Going east is ill advised, as it is pocketed by hot zones and an open conflict between two other warlords (NNKLA, led by Jang Namgung vs Cuban Separatists led by Ernesto Perez Sr.) but if the crew can reach the ocean past the conflict zone, they can purchase transport on a nomad ship for 500eb per person.

Going south, it’s several hours drive, through a lawless no-man’s land, where anything can happen, to the South Korean border. At the border, local law requires authorities hold fire so long as the Crew identifies themselves as escaped prisoners or defectors, surrenders all weapons, and submits to questioning.

Any crew with even a loose connection to a Chaebol (South Korean megacorp) like Tanson or the South Korean government will receive all confiscated gear back before leaving. Otherwise, someone will need to succeed at an appropriate Skill Check (for example, DV17 Bureaucracy) to reacquire their stuff. Travel back home after questioning will cost 500eb per Crew member.

MISSION COMPLETE

No matter how they arrive back home, once the Crew reports in, they'll be paid by their Fixer – assuming they finished the job.

REPRINTED GEAR

The following gear is used in **Seeing Double**, but originates in other books. Reprinted it here for convenience.

▶ Arrowhypo Ammunition

Cost: 100eb (Premium) for 1

Ammo Types Available: Arrow

A reinforced airhypo custom-fitted onto the end of a carefully counterbalanced arrow, for use by specialist archers.

Each unit of this ammunition can be loaded with one dose of a Street Drug. When using this ammunition, you deal no damage with your attack. Instead, anyone meat hit by your attack is injected with a dose of whatever street drug it was loaded with (if any). This ammunition may be recovered after firing just like a Basic Arrow.

▶ Cybermatrix Gang Jazzler

Cost: 500eb (Expensive) • **Install:** Clinic

Humanity Loss: 7 (2d6)

Does choking a target into unconsciousness take too long? Then you need the Gang Jazzler! Just press the Jazzler into your prey's neck and you'll be able to deliver a shock right through their spinal nerves and into their brain. They'll pass out faster, allowing you to take your time snagging their belongings without fear of reprisal. The Gang Jazzler's a win-win for mugger and mugee alike!

Cyberarm Option. Powerful electrode needle that can be concealed within the arm without a check. When a user Chokes a target during a Grapple, instead of

dealing damage they may expend the entirety of a 50eb (Costly) easily rechargeable battery pack (1 hour) concealed within the arm, forcing the target to attempt a DV13 Resist Torture/Drugs Check.

If the target fails, they go Unconscious regardless of their Hit Point total. This unconsciousness lasts for one minute. Can be installed as the only piece of Cyberware in a meat arm.

▶ Explosive Ammunition

Cost: 100eb (Premium) for 10

Ammo Types Available: Arrows, Bullets, and Slugs.

KaBOOM! This ammunition will send body parts flying clean off into the next district over when you sweep your street. It's a whole new way to celebrate the fourth of July every single day of the year. It even comes in arrows, too!

This ammunition can not be used to make an Aimed Shot. Attacks made with this ammunition are at a -2 penalty. When using this ammunition, 5's are treated as 6's on your damage dice solely for the purpose of determining if your attack causes a Critical Injury.

▶ Light Metalgear®

Cost: 1,000eb (Very Expensive)

The ultimate in full combat protection has just evolved. Today's battlefields are faster than those of yesterday. Our new lighter model provides the same all-over clamshell protection you expect from us in a more mobile package than ever before. Segmentation is the new modularity.

Light Metalgear® is Metalgear® with an SP of 16 and an Armor Penalty of -3 to REF, DEX, and MOVE.

▶ Mortalis

Cost per Dose: 250eb (Expensive)

A sophisticated chemical weapon that simulates a cardiac arrest in the subject. To mimic stopping the heart, it triggers an extreme histamine response in the subject's vertebral and carotid arteries, inflaming them to temporarily cease the flow of blood to the subject's brain. Mortalis has been traditionally used in assassinations.

DATA

Most of this gear comes from **Interface RED vol 5**. Check it out for more fun toys to bring into your campaign! Just be cautious. Not all of it is street level kit.

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Primary Effect

- Lasts 9 Seconds (3 Rounds)
- A user that isn't an FBC must succeed a DV21 Resist Torture/Drugs Check. A user that fails suffers all the downsides of being in the Mortally Wounded Wound State for the duration of the Primary Effect, except they do not need to roll Death Saves. A user with Enhanced Antibodies that fails this check only suffers Mortalis's Primary Effect until the end of the next Round (3 Seconds).

Secondary Effect (DV13)

- Mortalis is not addictive.
- A non-FBC user makes a Death Save. If they fail, instead of dying they suffer the Brain Injury and Concussion Critical Injuries without any Bonus Damage.

▶ Red Lace

Cost per Dose: 110eb (Expensive)

A lesser known street drug, Red Lace was originally developed as an aggression-enhancing companion to the defensively-oriented Black Lace. Ultimately, the ingredients to produce it proved too difficult to source for it ever to be issued at the same scale as Black Lace.

Primary Effect

- Lasts 24 Hours
- A user not addicted to Red Lace takes 1d6 Humanity Loss upon taking a dose.
- For the duration of the Primary Effect, when making an attack using the Melee Weapon Skill, 5's are treated as 6's on your damage dice solely for the purpose of determining if your attack causes a Critical Injury.
- For the duration of the Primary Effect, if the user is addicted to Black Lace, they temporarily remove the REF reduction caused by their addiction to it.

Secondary Effect (DV17)

- If the user wasn't already addicted to Red Lace, they are now. While addicted, a user should do their best to roleplay an increase in impulsive behaviors, and unless the user is currently experiencing the Primary Effect of Red Lace, their DEX is lowered by 2 points.

IMPORTANT STAT BLOCKS

BOBBY

HP (DS) **40(6)**

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 1

COM # 12 INIT 4 COOL 4 MOVE 5

IMPORTANT SKILL BASES

Athletics 11 • Conceal/Reveal Object 7 • Concentration 8 • Conversation 4
Education 6 • Endurance 9 • Evasion 12 • First Aid 6 • Human Perception 4
Interrogation 10 • Local Expert (New Britistan) 5 • Perception 9
Persuasion 6 • Resist Torture/Drugs 8 • Stealth 9 • Streetwise 7 • Tactics 7

ATTACKS

BRAWLING ATTACK

2d6

HEAVY MELEE WEAPON (ROF2)

3d6

ARMOR (HEAD/BODY)

L ARMORJACK/L METALGEAR®

11/16

IMPORTANT GEAR & CYBERWARE

Radio Communicator • Red Lace x1 • Government Badge (Bobby)
Cash: 50 New Britistan Pounds

Hardened Mook

▶ SUPPLY TRUCK

SDP 70

Seats 4

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

Upgrades: Heavy Chassis, TUp (Larger) Smuggling Compartment

▶ PATROL VEHICLE

SDP 70

Seats 6

Speed (Combat) 20 MOVE

Speed (Narrative) 100 MPH/161 KPH

Upgrades: Heavy Chassis, Seating Upgrade

NAME "NIGHTSHADE" NELSON	REP 5	SERIOUSLY WOUNDED 28	HP	55
ROLE SOLO: COMBAT AWARENESS 7		DEATH SAVE 10		

STATS

INT 6 REF 8 DEX 8 TECH 6 COOL 4 WILL 7 MOVE 8 BODY 10 EMP 0

WEAPONS			ARMOR	
BRAWLING ATTACK (C# 16)	ROF2	4d6	HEAD	SUBDERMAL ARMOR 11
EQ SHOTGUN W/DRUM MAG & SMARTGUN LINK (C# 17)	ROF1	5d6	BODY	SUBDERMAL ARMOR 11

SKILL BASES

Athletics 14 • Basic Tech 12 • Brawling 16 • Conceal/Reveal Object 11 • Concentration 13 • Conversation 9
 Criminology 10 • Deduction 10 • Education 8 • Endurance 13 • Evasion 15 • First Aid 12 • Handgun 15
 Human Perception 9 • Language (English) 8 • Language (Korean) 8 • Language (Russian) 8 • Language (Streetslang) 10
 Local Expert (New Britistan) 8 • Perception 13 • Persuasion 6 • Resist Torture & Drugs 17 • Shoulder Arms 17 • Stealth 14
 Streetwise 6 • Tactics 13

GEAR

Explosive Shotgun Slugs x16 • Government Badge (Mercenary) • Radio Communicator • **Cash:** 500 New Britistan Pounds, 500eb

CYBERWARE

Cybermatrix Gang Jazzler x2 • Enhanced Antibodies • Grafted Muscle & Bone Lace x2, Neural Link w/ Chipware Socket, Interface Plugs x2 & Pain Editor • Subdermal Armor • Toxin Binders

▶ **SPIDER DRONE**

Hit Points: 40

DV21 Electronics/Security Tech Check. 5 min to counter.

Attacks

- Assault Rifle w/45 Armor Piercing Ammo** (5d6 Damage)
- Dartgun w/ 8 Mortalis Arrowhypo Ammo**

Attacks any target who enters the area without a Mercenary Badge or High Government Badge

▶ **AUTOMATED TURRET**

Hit Points: 25 • **Combat Number:** 14

DV17 Electronics/Security Tech Check 5min to counter.

Attacks

- Assault Rifle w/25 Armor Piercing Ammo** (5d6 Damage)

Attacks any target who enters the area without a Mercenary Badge or Trauma Team Executive Badge

▶ **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 2m/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.

SEEING DOUBLE

MERCENARY		HP (DS) 45(7)
SOLO: COMBAT AWARENESS 4		
STATS		REPUTATION: 3
COM #	INIT	COOL
14	8	4
MOVE	6	
IMPORTANT SKILL BASES		
Athletics 14 • Concentration 9 • Conversation 6 • Education 6 • Endurance 12 Evasion 12 • First Aid 10 • Human Perception 4 Interrogation 10 • Local Expert (New Britistan) 6 • Perception 6 • Persuasion 6 • Resist Torture/Drugs 12 Stealth 10 • Tactics 7 • Weapontech 9		
ATTACKS		
BRAWLING ATTACK	2D6	
VERY HEAVY PISTOL (ROF1)	4D6	
ARMOR (HEAD/BODY)		
L ARMORJACK/L ARMORJACK	11/11	
IMPORTANT GEAR & CYBERWARE		
Neural Link w/Chipware Socket & Pain Editor • Radio Communicator Government Badge (Mercenary) • Cash: 50 New Britistan Pounds, 50eb		

Hardened Lieutenant

MINE WORKER/VILLAGER		HP (DS) 30(3)
—		
STATS		REPUTATION: 0
COM #	INIT	COOL
6	4	2
MOVE	4	
IMPORTANT SKILL BASES		
Athletics 5 • Brawling 6 • Concentration 9 • Conversation 8 • Education 6 Endurance 8 • Evasion 5 • First Aid 6 • Human Perception 8 • Lip Reading 7 Local Expert (New Britistan) 8 • Perception 9 • Persuasion 4 • Pick Pocket 5 Resist Torture/Drugs 7 • Wilderness Survival 8		
ATTACKS		
BRAWLING ATTACK	1D6	
VERY HEAVY MELEE (ROF1)	4D6	
ARMOR (HEAD/BODY)		
NONE/LEATHERS	0/4	
IMPORTANT GEAR & CYBERWARE		
Worn photo of loved ones Cash: 10 New Britistan Pounds		

Mook

If you want to customize a Mercenary, roll or choose from the following:

- | 1d6 | Thing |
|-----|--|
| 1 | Raise Combat # to 15 for Shoulder Arms. Add an EQ Sniper Rifle & Explosive Ammo x8 |
| 2 | Raise Combat # to 15 for Melee Weapons. Add an EQ Heavy Melee Weapon |
| 3 | Add a Rocket Launcher w/Extended Magazine. Add Armor Piercing Rocket x2 |
| 4 | Raise Combat # to 15 for Shoulder Arms. Add EQ Shotgun & Armor Piercing Slug x8 |
| 5 | Raise Combat # to 16 for Handguns. Add Armor Piercing Ammo x16 |
| 6 | The Mercenary is someone a member of the Crew knows, possibly from their Lifepath. |

If you want to customize a Mine Worker, roll or choose from the following:

- | 1d6 | Thing |
|-----|---|
| 1 | Add a drug addiction (GM's choice). Add Drug (GM's choice) x1 |
| 2 | Give the Mine Worker the following Critical Injury: Torn Muscle |
| 3 | Give the Mine Worker the following Critical Injury: Spinal Injury |
| 4 | Give the Mine Worker the following Critical Injury: Crushed Fingers |
| 5 | Give the Mine Worker the following Critical Injury: Lost Eye |
| 6 | Add a Role Ability (GM's choice) at Rank 1. Add LUCK 2 |

NAME NAMSAK VEJAJIVA	REP 5	SERIOUSLY WOUNDED 23	HP 45
ROLE FIXER: OPERATOR 7		DEATH SAVE 6	

STATS

INT 8 REF 6 DEX 7 TECH 7 COOL 8 WILL 8 MOVE 7 BODY 6 EMP 3

WEAPONS			ARMOR	
BRAWLING ATTACK (C# 9)	ROF2	2D6	HEAD	SUBDERMAL ARMOR 11
"BLUE PERIOD": EQ TUP (PAINTBALL) HEAVY PISTOL w/ INFRARED NIGHTVISION SCOPE & SMARTGUN LINK* (C# 14)	ROF2	3D6	BODY	SUBDERMAL ARMOR 11

SKILL BASES

Accounting 11 • Athletics 9 • Brawling 9 • Bribery 13 • Bureaucracy 12 • Business 13 • Concentration 10 • Conversation 7
 Education 12 • Electronics/Security Tech 9 • Evasion 12 • First Aid 9 • Forgery 12 • Gamble 10 • Handgun 14
 Human Perception 5 • Language (Cantonese) 8 • Language (Korean) 8 • Language (Japanese) 8
 Language (Russian) 8 • Language (Street slang) 8 • Language (Thai) 8 • Local Expert (New Britistan) 10 • Perception 10
 Persuasion 13 • Stealth 12 • Streetwise 12 • Trading 13

GEAR

Explosive H Pistol Ammo x50 • Government Badge (High) • Trauma Team Executive Card • **Cash:** 1,000eb

CYBERWARE

Audio Suite w/Internal Agent • Cybereye w/Anti-Dazzle & Chyron • Cybereye w/Anti-Dazzle & Targeting Scope
 Neural Link w/Interface Plugs • Subdermal Armor

NAME VEJAJIVA BODY DOUBLE	REP 5	SERIOUSLY WOUNDED 23	HP 45
ROLE —		DEATH SAVE 6	

STATS

INT 8 REF 6 DEX 7 TECH 7 COOL 8 WILL 8 MOVE 7 BODY 6 EMP 3

WEAPONS			ARMOR	
BRAWLING ATTACK (C# 9)	ROF2	2D6	HEAD	SUBDERMAL ARMOR 11
"BLUE PERIOD": EQ TUP (PAINTBALL) HEAVY PISTOL w/ INFRARED NIGHTVISION SCOPE & SMARTGUN LINK* (C# 14)	ROF2	3D6	BODY	SUBDERMAL ARMOR 11

SKILL BASES

Acting 14 • Athletics 8 • Brawling 9 • Bribery 13 • Bureaucracy 8 • Business 8 • Concentration 10 • Conversation 7
 Education 12 • Electronics/Security Tech 9 • Evasion 12 • First Aid 9 • Forgery 8 • Gamble 10 • Handgun 14
 Human Perception 5 • Language (Street slang) 8 • Language (Thai) 8 • Local Expert (New Britistan) 10 • Perception 10
 Persuasion 13 • Stealth 9 • Streetwise 12 • Trading 10

GEAR

Rubber H Pistol Rubber Ammo x50 • Government Badge (High) • Trauma Team Executive Card • **Cash:** 100 New Britistan Pounds

CYBERWARE

Audio Suite w/Internal Agent • Cybereye w/Anti-Dazzle & Chyron • Cybereye w/Anti-Dazzle & Targeting Scope
 Neural Link w/Interface Plugs • Subdermal Armor

***Blue Period TUP:** Gorgeously crafted and decorated. Whenever a target is hit by a bullet from a Blue Period Pistol, they are also hit by an Acid Paintball. The Acid Paintball does no damage, but marks the target in a splash of blue paint and lowers the SP of the target's armor in the location hit by 1. Each pistol can be sold for 2,500eb (Very Expensive).

SEEING DOUBLE

▶ VEJAJIVA MANOR NET ARCHITECTURE

Demons Installed: Balron x2

REZ 30

Interface 7

NET Actions 4

Combat Number 14

