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Welcome to **Con Jobs 2026 (Part 1)**. This DLC continues a tradition established last year with **So, You Missed Gen Con** where we share the gigs run at North America's largest gaming convention by our crack crew of GMs.

This year, we're dividing our convention gigs into multiple DLCs, since each is a major effort deserving its own love. This month's mission started as a short, improvised session I ran for members of the CDPR design team in 2025. I took my notes from that session, asked myself questions, and added a branching path in the second act. The result is **Transporter Drone Down**.

I want to focus on the "asked myself questions" part of the last paragraph for a moment. That's important and a skill I think every adventure writer needs. As I was developing the simple one-shot I ran at CDPR HQ into a full mission, I worked through the outline with a Player's mindset and asked myself questions about their potential actions during a session.

Are there enough clues to lead the Players from Act I to Act II?

What locations are in the Old Combat Zone near where the drone dropped?

What are the different ways a Crew might try to find the drone at a location?

What is the Kibble Kirkle cult worshipping?

Do I have a bonus encounter in case the session runs too short?

As I answered these questions, I filled in blanks in **Transporter Drone Down** I didn't even know were there, transforming it from a quick on-the-spot session I ran as a demonstration into a full story. The question about clues added the 80/20 Development, creating another option in case the Crew missed the memory chip in Unit 7. The question about locations near where the drone dropped inspired the branching path concept, allowing the GM to further customize the mission. You get the idea.

Asking questions not as vague thoughts, but as specific, well formulated sentences is an amazing tool for finding the holes in your adventures. I encourage each GM to run through their notes with a Player's mindset, searching for questions their actions at the table might bring up. This method won't uncover every possible variation, but it should help anticipate problems, and that always makes for a stronger gig.

One last note. Keep in mind **Transporter Drone Down** was specifically designed to show off **Cyberpunk RED** to new Players at a convention. That means the "difficulty level" puts first-time experience over lethality; no one wants to sign up to die two hours into a four hour event – unless that's the point and it is spelled out in the event's description. It also means the gig was balanced against the pregens from the **Single Shot Pack** aka the standard characters handed to convention Players.

As with all pre-made missions, you might need to make adjustments to suit your table, your Crew, and your desired mode of play. You're the GM. You're in charge and can make any change you want, from switching out Rex Royale for the Crew's Fixer of choice to adding another combat encounter if things run too smooth to beefing up the bads. Go for it!

Happy gaming, all!

J Gray, **Cyberpunk RED** Line Manager

BY RICHARD BAGNALL

ESTIMATED PLAYTIME: 4 TO 6 HOURS

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CYBERPUNK RED 2026 CONVENTION GIG

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Locations in this Mission are fully described in Night City 2045, so access to that sourcebook is useful, but not absolutely necessary.

You will need Hot Pursuit, a DLC available for free on the R. Talsorian Games website.

BACKGROUND

Night City's economic ecosystem leaks like a broken colander. No matter where the intended destination, Fixers find ways to divert shipments – in part or in full – into their storehouses and, eventually, into the inventories of their clients. Edgerunners like your Crew serve as a key component in this shadow economy.

THE REST OF THE STORY

Rex Royale paid a Great River intern to divert an automated shipment, but the drone never arrived because it was shot down somewhere near the northern border of the Old Combat Zone. He wants the Crew to find the package, retrieve it, and deliver it to him.

Of course, it isn't as simple as a basic fetch mission. The group responsible for the downed drone won't give up the package easily. Worse, the package contains secret and sensitive information intended for undercover Arasaka operatives in Night City and they want it back.

THE SETTING

The Crew starts by investigating a dwelling in the University District, but most of this gig takes place in the Old Combat Zone, with possible stops at From the Ashes, Jesse James' Kosher Deli, Angel Radio, Kibble Kinkle, and Bladeware. It ends on the highway in a vehicle chase involving cyberninjas.

THE OPPOSITION

- **Keeper Jones** and **Ratso Three** are leg-breakers/debt collectors for a Fixer named 80/20. They're trying to collect from a person of interest to the Crew.

- The Crew might encounter any number of potential enemies during a random encounter, including a **graffiti artist**, an **ERI squad**, a well-guarded **Net54 team**, or a cadre of **Kill Krashers**.
- As GM, you'll choose who shot down and stole the stolen drone. It will be either the **cultists of Kibble Kinkle**, backed by the drone-spitting **All-Wise K**, or Bladeware manager **Sengo** and a **gaggle of Iron Sights**. Neither group will give up the package easily.
- It all ends with a mysterious confrontation with motorcycle-riding **Cyberninjas**.

THE HOOK

"You know about Great River? Shopping service. You order on the CitiNet, a drone delivers the package ... if you're living in the right part of town. I've got a ... let's call her a friend ... NCU student but she works as an intern for Great River. Every once and a while, she diverts a drone my way. Not so often she gets caught, but often enough everyone involved sees profit.

"A drone she boosted was supposed to arrive two hours ago, but it hasn't and my friend's stopped responding to my inquiries. Check in on her, find my drone, bring me the package it was carrying. Payment's in guns, not cash. You get to take one from what I've got here with me, now. You can pick up 2,000eb in value from my inventory when you deliver the package. Deal?"

The man speaking is Rex Royale, a short, stout man with pupils shaped like poker chips. He's a Fixer and weapons dealer of some renown in Night City, well known for his casino-themed Night Markets. He and the Crew are currently meeting in an empty lot near the border between the Upper Marina and Little China. His bodyguard, Royal, is nearby, leaning against Rex's van.

After the Crew accepts the job, Rex opens the back of the van to show off an assortment of firearms. Each member of the Crew can select a single weapon worth up to 500eb as a down payment.

Each weapon comes loaded to capacity with Basic Ammunition appropriate to its type. Give the Players a moment to pick their preferred weapons. Once they

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have, Rex shows them a photograph of a red-head with dark skin and gives them a name and an address for his "friend," the Great River intern. He recommends they begin their search there.

Susan Ford Hart. Unit 7, Cluster B, University Cargo Bay, South Night City

If the Edgerunners ask about the contents of the package carried by the drone, Rex tells them the contents don't matter – they're being paid to retrieve the package and he expects them to be professional about it.

GO TO DEV (TRAVEL TIME)

DEV (TRAVEL TIME)

University Cargo Bay is a collection of cargo container housing units in South Night City, just across the border from the University District. It's a cheap place to live for NCU students, as long as you don't mind being out from under the watchful eye of campus security. Getting there isn't as simple as traveling in a straight line. The journey from the lot where you met Rex to South Night City requires driving around the ever present gaping wound at the heart of Night City – the Hot Zone. Plenty of places to stop along the way.

Even though they're on the clock, the Crew can take time to stop and shop if they need to. Give them a chance to pop into a store along the way and pick up more ammo for their new weapons or other necessities. Follow the economy rules. Anything 100eb or less should be available. Anything more expensive, and they probably can't get it along the way unless there's a Fixer in their ranks. Keep an eye on the time. Feel free to tell the Players you need to wrap up in order to finish on time.

GO TO CLIFF (KEEPER AND RATSO)

CLIFF (KEEPER AND RATSO)

Unlike many such communities, University Cargo Bay is not stacked. Single layers of cargo containers are arranged in u-shaped clusters centered around parking lots. Cluster B, home of Rex Royale's "friend" is up ahead.

Ask the Crew how they're approaching Cluster B. Are they driving right in or are they parking down the street and approaching on foot?

If driving in, ask for a DV21 Perception Check. With a success, an Edgerunner hears shouting coming from the Cluster B parking lot before their vehicle turns into it. If walking in, ask for a DV15 Perception Check to notice the noise.

Either way, rounding the corner into the parking lot, the Crew will notice two people banging on the door of Unit 7 – the unit they're there to investigate.

A large man, probably enhanced by a grafted muscle, pounds on the door of Unit 7 and shouts, "Don't make us come in there, Hart! We'll mess up your place! Come out and we'll talk!" A shorter man, lean and ragged, keeps a watch on the parking lot, assault rifle held in both hands. The pair are the only people present in the lot. The other residents of Cluster B either aren't home or minding their own business, locked inside their cargo containers.

The larger man is Keeper Jones (**SEE PAGE 19**). The guy with the assault rifle is Ratso Three (**SEE PAGE 19**). They're freelancers who mostly work leg-breaking jobs for bookies who want to encourage clients to pay up.

Unless they're being stealthy, Ratso will notice the Crew entering the Cluster B parking lot. When he does, he'll tap Keeper on the shoulder. Keeper does the talking for the pair. He'll give the Crew one warning. *"This ain't your biz, choombas! Shove off or you'll need to replace some body parts!"*

Keeper and Ratso can be engaged in conversation and can be tricked into giving up information with a DV15 Conversation Check, but persuading them to abandon the job requires success at both a Facedown against Keeper and a DV21 Persuasion Check. They consider themselves professionals and won't abandon a job unless there's no choice.

Once things turn hostile, Keeper and Ratso will engage in combat. Keeper prefers close up fighting. Ratso will take cover and fire with his assault rifle. They aren't being paid enough to fight to the death. Once either Keeper or Ratso takes more than 15 points in damage, they'll try to hop into their beat-up old Metrocar (**SEE PAGE 19**) and flee. If captured, it only takes a DV13 Check with an appropriate Social Skill to pull information out of them.

If the Crew successfully tricks or persuades the pair to cough up information, they'll learn Keeper and Ratso are muscle for a Fixer named 80/20. She borrowed

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money from 80/20 and her loan is past due. Keeper and Ratso were here to give Hart her “first warning” by breaking a bone. Keeper and Ratso will identify a bar named Chopper’s in Little Europe as 80/20’s “office.” They don’t know anything about Great River drones or packages.

If the Crew decides to break into Unit 7, **GO TO DEV [UNIT 7]**.

If the Crew decides to pay 80/20 a visit, **GO TO DEV [80/20]**.

DEV [UNIT 7]

Breaking into Unit 7 isn’t hard. A DV9 Pick Lock Check, DV13 Basic Tech Check, or DV15 BODY Check will either finesse or force the door open.



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This is Night City. It seems like half the population lives in cargo containers and unit 7 of University Cargo Bay is a middle of the road example of one. Faux wood floors but original metal on the walls. It is divided into three rooms: a bedroom/living room in the front, a small bathroom to the left, and an office space in the back. You don't have time to admire the decor, though. You've got to deal with the dead body face down on the bed.

The dead body belongs to Susan Ford Hart and is a dead ringer for the photo Rex shared. The cause of death is pretty obvious: someone sliced her throat open. The bed is soaked in blood. Time to look for clues.

THE BODY

The most obvious place to check first is Hart's body. The body is dressed in pajamas, indicating she was attacked at night, possibly while getting ready for bed. A DV15 Criminology or Paramedic Check or DV17 First Aid is good enough to confirm she was most likely killed by an extremely sharp and thin blade. A single slice across the neck. It happened quick. There are no signs of defensive wounds, indicating she was probably attacked from behind. Add to this that the door was locked, it is obvious whoever killed Hart was either someone she knew or had the skill to unlock and lock the door.

THE BATHROOM

There are no clues in the bathroom. Just a small shower, a sink, and a toilet.

THE FRONT ROOM

The front room serves as both bedroom and living room. Hart's body is on the bed, which is half unmade, as if someone was about to slide under the covers. There is a loveseat against the wall, facing a table. The table, next to the door, holds a microwave and a small television.

Ask for a DV15 Perception or Tracking Check. With a success, the Edgerunners realize the bed is slightly crooked. Further investigation requires a DV13 Conceal/Reveal Object Check and reveals the bottom of the southeast corner leg is false and can be pried out. If a member of the Crew found the clue from the office data term (SEof4) they automatically succeed at

the Conceal/Reveal Object Check. Stored inside the hollow frame is a memory chip. If slotted into an appropriate device, the memory chip shows recorded video of drone telemetry. It begins in the Heywood Docks and begins crossing the canal, then swings south. The video ends as the drone's blip vanishes close to the intersection of Blackhand Drive and Gibson Street in the Old Combat Zone.

The table is home to a microwave, a television, and a bowl. In the bowl is a keyring with a single key (the key to Unit 7), Hart's Great River ID badge, her NCU student ID, her SIN card, and an Agent. The Agent has been factory reset and no amount of work can reconstruct the data.

There are no other clues in the room, though anyone who searches the cushions of the loveseat finds a CHOP (credit stick) with 50eb on it.

THE OFFICE

The office at the back of Unit 7 is a small space, with room for a desk, a workbench, and a small NET Architecture. If there is a Netrunner or a Tech in the Crew, they'll recognize that Hart was somewhat adept at both Roles and probably made her own gear. On the desk is a cyberdeck and a personal data term.

The cyberdeck is a standard quality cyberdeck and is empty – someone has removed the programs from the program slots. There is no data stored in its memory.

The NET Architecture is curiously blank. There is nothing on any of its three floors – no passwords, no files, nothing. There is a Cloaked Virus on the lowest level. Detecting the Virus requires a DV13 Pathfinder Check. Killing the Virus requires a DV12 Virus Check. When the Virus dies, the Architecture resets, with a DV6 Password on the 1st floor and a DV6 File on the 2nd floor. The File is corrupted, though, and only a single code is retrievable: OCZBHDGS. With a DV13 Education, Library Search, Local Expert (any), or Streetwise Check an Edgerunner can identify that as a code used by Ziggurat to designate CitiNet node locations. In this case it means the node is located in the Old Combat Zone at the intersection of Blackhand Drive and Gibson Street.

The personal data term has been expertly wiped, likely by some sort of EMP device. A DV17 Electronics/Security Tech Check can retrieve only five characters

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from the memory: SEof4. A DV17 Perception Check (DV13 with the help of MicroOptics) can see those characters faintly burned into the screen. A DV9 Wilderness Survival Check is all that is needed to determine which direction in the apartment is southwest. A DV13 Deduction Check will clue an Edgerunner into the fact that only six objects in Unit 7 have four corners/sides with one facing southeast: the NET Architecture server, the workbench, the desk, the loveseat, the bed, and the shower.

The workbench has an assortment of tools on it, equivalent to a Tech Bag's worth, but no clues.

CONTACTING REX

Considering they found Hart murdered, the Crew might decide to phone Rex Royale with the update. He curses and notes what a waste it was – Hart had real potential. He promises to take care of the body, but insists the Crew stay on track and find the package as soon as possible. Every hour it is missing increases the chances it will stay lost for good.

If the Crew heads to the Old Combat Zone, **GO TO DEV (OCZ HUB)**.

If the Crew decides to pay 80/20 a visit, **GO TO DEV (80/20)**.

DEV (80/20)

Back before the 4th Corporate War, Chopper's was a butcher shop. When the walk-in freezer died, the owner switched from slinging meat to slinging drinks. Today, Chopper's is a bar where you can down rotgut for 10eb a glass. Or, if you prefer, you can head to the back room and do business with a Fixer named 80/20.

Norman, the baggy-skinned fellow who owns Chopper's and runs the bar, will direct the Crew to the back room as soon as they mention they're there to see 80/20. Better to keep messy business out of the public space, after all.

In the back, 80/20 sits behind an old, beaten up metal desk. He's on his Agent when the Crew enters, and holds up a hand in a "wait a moment" gesture. Unless one of the Edgerunners understands Armenian, they won't be able to follow the conversation. If they do, he's simply checking on the status of an order of cyberware.

Once 80/20 is done, he hangs up the phone and gets down to business. He'll speak directly to a Fixer if one is present. Otherwise, he addresses the most charismatic person in the Crew (highest COOL). If Keeper and Ratso escaped the encounter at University Cargo Bay, he recognizes the Crew from their description and assures them there's no hard feelings over the matter. He understands everyone was just doing their job.

Persuading 80/20 to talk about Susan Ford Hart requires an DV17 Skill Check using an appropriate Social Skill (or DV13 if they pay at least 100eb and use Bribery). Reduce the DV by one step if 80/20 is shown proof that Hart is dead – he'll be genuinely remorseful, saying *"That's a shame. She seemed like a nice kid."*

If a member of the Crew mentions they're working for Rex Royale, skip the Check entirely. 80/20 immediately picks up his Agent and calls Rex. After a brief conversation, 80/20 secures a favor in exchange for sharing information about Hart.

Once he's willing to talk, 80/20 shares what he knows.

"School's expensive and Susan came up short last semester. She borrowed a few thousand from me to cover the difference. She's late on the obligation our deal created, so I sent the boys to remind her of the importance of prompt payment."

That's the extent of 80/20's interaction with Hart. He knows about Hart's internship at Great River, but not that she was diverting drones for Rex. Honestly, he wishes he'd thought of it! He has no idea why someone would kill her, especially someone with real assassination chops. The only other thing he can offer is the Excellent Quality Cyberdeck she left behind as collateral. 80/20 won't let them take the Deck, but he will allow someone to plug into it and examine the contents.

There is a single text file stored in the deck's memory. It reads: "If in trouble: CBU7SEof4." A DV13 Concentration or Deduction Check is enough to remind the Crew that Hart's cargo container is Unit 7 in Cluster B.

If the Crew heads back to Hart's place, **GO TO DEV (UNIT 7)**.

If the Crew heads to the Old Combat Zone, **GO TO DEV (OCZ HUB)**.

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DEV (OCZ HUB)

The Old Combat Zone is full of ruin and desolation, but also life. The communities here haven't given up on survival. Hell, some of them prefer it here, where most of the city won't travel and they'll be left the hell alone. You can't leave the district alone, though. You know the package Rex wants went down here. Now, you just have to find it – and hope no one beat you to it.

Of course, someone did beat the Crew to the downed Transporter Drone. Heck, they're the ones who shot it down! The question of who, though, is up to you as the Gamemaster. Transporter Drone Down presents two options: the cult at Kibble Kirkle (pronounced Kibble Circle) or the Iron Sights over at Bladeware. If you're up to improvising, you can add your own faction to the mix. Choose one before you move too far into this part of the Mission.

The Crew has two options to help them locate the drone.

They can travel to the area around Blackhand Drive and Gibson Street and search for the drone. Locating a drone crash site among the rubble and ruin of the Old Combat Zone is impossible, but a DV13 Streetwise or Local Expert (Old Combat Zone) Check or 20 minutes of searching will reveal there's only three places of interest in the area: From the Ashes (a clinic), Kibble Kirkle (a bodega), and Bladeware (a knife shop).

The Crew can hit up contacts, seeking information. If the Crew includes a Medtech, they automatically know Phoenix Redwyne, the owner and chief ripperdoc of From the Ashes. If the Crew includes a Fixer, they automatically know Robert B, the head bartender at Jesse James' Kosher Deli. If the Crew includes a Media, they automatically know Anita Delores, who operates a microradio station known as Angel Radio. Otherwise, ask for a Streetwise Check. Pick whoever scores the highest and ask them if they want to know a ripperdoc, a bartender, or a radio personality and then steer the Crew accordingly.

Edgerunners with preexisting connections in the Old Combat Zone might seek them out instead. Adjust accordingly.

If you feel the Crew needs some action **GO TO CLIFF (RANDOM ENCOUNTER)**.

If the Crew visits From the Ashes **GO TO DEV (THE CLINIC)**.

If the Crew visits Jesse James' Kosher Deli **GO TO DEV (THE DELI)**.

If the Crew visits Anita Delores **GO TO DEV (THE STATION)**.

If the Crew visits Kibble Kirkle **GO TO CLIFF (THE BODEGA)**.

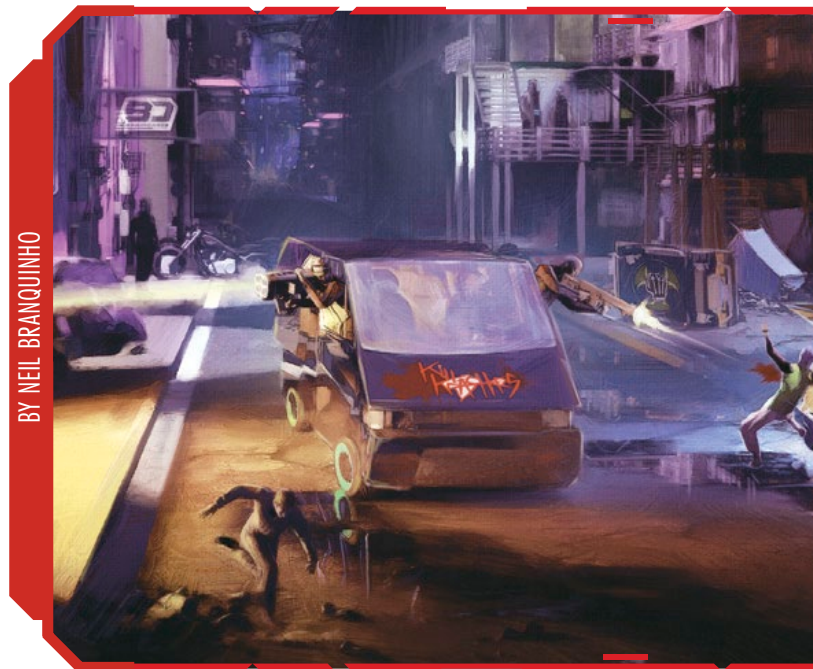
If the Crew visits Bladeware **GO TO CLIFF (THE SHOP)**.

If the Crew has found the package **GO TO CLIMAX (NINJA! POOF!)**.

CLIFF (RANDOM ENCOUNTER)

Traveling through a combat zone is strange and dangerous and that doesn't change just because the district has a Manager sitting on the Night City Council.

Need to stretch out the session or include a bit of action after several scenes of investigation and inter-action? Now's the time for a random encounter in the Old Combat Zone! Roll on the following table and play it out accordingly. GM, you get to decide when any enemy combatants retreat. None of these encounters should be to the death. If you run this Cliffhanger more than once, ignore duplicate results.



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► RANDOM ENCOUNTER

1d6 Encounter

1 A **graffiti artist** (**SEE PAGE 20**) is tagging a wall in spray paint while their friends (one per Edgerunner, max four) keep watch. Normally, the Crew probably wouldn't care, but this specific tag is disparaging their favorite team/braindance star/etc.

2 An **ERI squad** (a local militia that passes for law enforcement in the Old Combat Zone, **SEE PAGE 20**) is on patrol. One member per Edgerunner (max five). They'll stop anyone they don't recognize and ask their business, but won't push it into a fight unless the Crew is rude or hostile.

3 A nearby broken down car suddenly **explodes!** Each Edgerunner has to succeed at a DV15 Evasion Check or take 6d6 damage from the shrapnel.

4 A well-guarded **Net54 team** (**SEE PAGE 20**) is on the corner, shooting B roll footage of the OCZ. There is one camera operator (use the Graffiti Artist stats for combat) and one Net54 guard per Edgerunner (max five). The guards will warn the Crew, once, to stay out of the camera's line of sight. After that, they'll open fire. People getting gunned down in a combat zone makes for excellent footage, after all.

5 A group of **Kill Krashers** (one per two Edgerunners, **SEE PAGE 20**) roar through the streets in an old van, shooting the place up.

6 **Pitfall.** A section of the ground gives way. A Crew member can spot the pitfall with a DV17 Perception Check and warn everyone to go around. If the pitfall isn't spotted, each Edgerunner stepping onto it must succeed at a DV15 Athletics Check or tumble down in to the pit and take 6d6 damage from the sharp rubble at the bottom. Climbing out of the pit does not require a Check. Anyone with a Grapple Hand or easily accessible Grapple Gun automatically succeeds at the Athletics Check to avoid falling.

GO TO DEV (OCZ HUB)

DEV (THE CLINIC)

Few buildings in the Old Combat Zone are new, but this one wears its origin like a scar. The ancient BuildMart Depot sign is long gone, but the shadow of the letters have been scorched into the dirty, pockmarked space above the main doors. A newer sign, printed on plas-board, is bolted next to those doors, and reads **From the Ashes Clinic**.

From the Ashes is remarkably quiet as the Crew arrives, with only a few vehicles parked nearby. When they enter the clinic, they'll encounter MJ: a large, bald man clad in armorjack, wielding a well-loved assault rifle.

"Lockers to your left. Slot your weapons inside, take the key. You can claim them on the way out."

MJ won't budge until the Crew disarms. If they don't, he'll point with his rifle towards the demolition charges set into the walls near the door.

"I'll blow them if I have to. We'll open another entrance after. This is a safe space. Honor it. Please."

On the off chance the Crew pushes, there are the equivalent of four grenades in the entrance, each doing 6d6 damage to everyone inside the blast radius. That includes the Crew but doesn't include MJ.

Once the Crew disarms, MJ directs them to the waiting room, informing them that Phoenix Redwyne is currently in surgery.

MEDTECH

If there is a Medtech in the Crew, MJ greets them by name and sends them directly into Surgery Bay C. Inside, they'll find Redwyne chest deep in a patient.

"Good, I could use the help. Keep this doobma from bleeding to death while I patch up his pierced lung."

Ask the Medtech's Player to make a DV13 Surgery Check. If they succeed, the surgery goes smoothly. If they fail, there'll be a great deal of spurting blood, but Phoenix will still manage to save the mook.

After the surgery ends, she thanks the Medtech and asks why they're there. Once things are explained, she suggests talking to MJ. He might have seen something helpful.

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No MEDTECH

If there isn't a Medtech in the Crew, they'll need to wait. After twenty minutes, a redheaded woman dressed in blood-stained scrubs walks out of a room marked Surgery Bay C, stripping the gloves from her hands.

"Sun's going down and night's when this place goes full chaos. What do you need?"

Once the Crew explains what they're after, she'll direct them to MJ. She doesn't ask for anything in return, but suggests, if they get helpful information, the Edgerunners consider taking a shift guarding the clinic sometime in the future.

INFORMATION

When questioned, MJ can provide helpful information. In fact, he saw the Transporter Drone go down.

"Yeah, I saw a transporter drone. Thought it was weird, a drone like that over this district."

If you've chosen Kibble Kinkle, he adds:

"Sniper took it down, right near the bodega. Kibble Kinkle. Good enough place to pick up a snack, but they're weird buggers."

If you've chosen Bladeware, he adds:

"Couple of bursts of autofire from the guard at Bladeware and it crashed. Classic Iron Sights tactics. If you can't shoot right, shoot lots."

HEALING

If the Crew asks, Phoenix Redwyne can provide medical services. She charges 50eb for a Speedheal (the patient immediately heals an amount of HP equal to their BODY + WILL) and 100eb to perform a Quick Fix on a Critical Injury (takes 1 minute and no need to roll. Phoenix automatically succeeds).

GO TO DEV (OCZ HUB)

DEV (THE DELI)

Unlike many of the buildings in the Old Combat Zone, Jesse James' Kosher Deli is still providing the services it did before the 4th Corporate War. Sort of. Back then it was a full restaurant. Now, you can get booze and

snacks at the bar instead of meals, though if you're willing to spend 100eb, they'll serve you up an actual corned beef on rye. The big attraction is the sunken floor in the middle of the joint. That's where locals settle disagreements in a civilized manner – by beating each other bloody.

The sun's getting real low as the Crew arrives and customers are starting to file into the Deli for a drink or three. Getting the attention of the bartender will take some patience, and the locals will be giving the Crew some side eye the entire time. Strangers aren't easily trusted in the Old Combat Zone.

FIXER

If there is a Fixer in the Crew, Robert B, the bartender, greets them after 5 minutes spent serving customers.

"Hey! You're just in time! I'm running low on Bronson Extract. I've got enough to get through the night, but I need a new canister by tomorrow. I'll pay for it, obviously, but can you arrange it for me?"

Any Fixer of Rank 3 or higher has the Reach to acquire a canister of Bronson Extract, but getting it in less than 24-hours isn't easy. Some time spent on their Agent and a DV15 Streetwise Check will do the job, though. The Fixer's supplier promises delivery. If the Fixer fails the Check, Robert B shrugs and states he'll have to check with another Fixer about it.

Either way, once he's told about the drone, he'll direct them to Andy Crash, a beefy guy with bulging cybereyes drinking with some friends at a table.

"Andy Crash spent most of the day on top of the Laydown, looking out for trouble. If anyone saw something he did."

No FIXER

If there isn't a Fixer in the Crew, Robert B won't respond well to requests for information from people who aren't customers. The house special tonight is Smash, 10eb per glass. For a paying customer, Robert B points them to Andy Crash.

INFORMATION

Andy Crash was pregaming before he came to the Deli, so he's in a happy and boisterous mood. As soon as he's approached, he immediately challenges the

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biggest looking member of the Crew to an arm wrestling contest. He won't talk about the drone until the contest happens.

Whoever agrees to the contest needs to make an opposed Athletics Check against Andy's Athletics Skill Base of 10. If the participating Edgerunner's BODY is 5 or less, they make the Check with a -2 penalty. If the participating Edgerunner's BODY is 9 or more, Andy suffers the -2 penalty instead.

Win or lose, Andy's happy to chat after the contest ends.

If you've chosen Kibble Kirkle, he says:

"Your drone went down over Kibble Kirkle. Whoever sniped it had a good eye."

If you've chosen Bladeware, he says:

"You wanna check out Bladeware. I saw a fuckwit over there autofiring into the sky. Probably dropped your drone."

GO TO DEV (OCZ HUB)

DEV (THE STATION)

The Warren was normal, once: block after block of factories, housing, warehouses, and shops. After the 4th Corporate War, the Faded moved in. They occupied, hardened, and expanded until those blocks coalesced into one massive superstructure. You're in the outer ring – the only area outsiders are allowed to visit. You climbed up twenty flights of rickety stairs to reach the repurposed penthouse suite that serves as a broadcasting studio of Anita Delores. Mind the floor. Everything is at a tilt here.

The Crew picks up a tail as they climb the stairs up to Angel Radio – two hard, older residents, each armed with well maintained shotguns. If confronted, the residents simply tell the Crew that they're an escort – here to make sure no harm comes to nobody. If the Crew escalates, the residents will call for backup, which will arrive in 1d6 Rounds (minimum 3).

MEDIA

If there is a Media in the Crew, Anita Delores pulls off her headphones, rises from her seat in front of her broadcasting console, and hurries over to hug them.

"Darling, it has been much too long! Listen, I need to use the facilities, and Blood and Ice's Damnation Day is about to stop playing. Could you do me a favor and fill in so I don't have dead air? Just introduce yourself and share some exciting gossip. Thank you!"

Once the Media is seated at the console, ask them to make a DV15 Education, Local Expert, or Streetwise Check. If they succeed, feed them a rumor and ask the Player to act out how they share it over the radio. If they fail, the Media hems, haws, and otherwise stumbles through the few minutes Anita is gone.

If you need help coming up with a rumor, roll on the following table.

RUMORS

1d6	Rumor
1	Filming on the set of the Senait Sister's latest movie, The Parisian Hostess, has wrapped. The film, filmed entirely in Night City, is expected to be the romantic hit of the year.
2	Supply chains were disrupted this weekend when a group known as Lightning Logistics took over the Rambling Rose, home base to Fixie's Couriers. The Courier's members were unable to access, and therefore deliver, the packages stored inside.
3	Maelstrom raiders slipped past Tyger Claw patrols last night and hit Mrs. Suzuki's bodega in Old Japantown. Fortunately, the bodega is in one piece thanks to a pack of well armed customers.
4	According to residents, WorldSat sent agents to illegally evict tenants from a privately owned building on Trauma Street. The residents were armed, fought back, and drove off the invaders.
5	The Philharmonic Vampyres have claimed responsibility for a prank that saw the pattern of lights in Night Corp's headquarters in Little Europe change to resemble a human hand, flipping the city the bird.
6	If you're interested in unusual flavors of soda, you might want to head to Night City University. Rumor has it a vendit dispensing strange cans is wandering the campus.

TRANSPORTER DRONE DOWN

Once Anita returns from her bathroom break she takes over, thanks her “guest host,” and puts on Vendetta’s Revenge by Jack “Rockerboy” Manson, then turns to chat with the Crew. Once informed about their reason for coming, she’s happy to share what she’s heard.

If you’ve chosen Kibble Kinkle, she says:

“One of my informants told me a Kibble Kinkle employee shot down a drone with a sniper rifle. You should check there, darling.”

If you’ve chosen Bladeware, she says:

“I did hear a rumor earlier, that the Iron Sights were shooting at a drone flying over Bladeware. You’ll want to check there, darling.”

No MEDIA

Anita Delores notices the Crew as they enter the studio, and holds a finger to her lips before turning back to her console.

“That was Damnation Day from Blood and Ice. A classic song from a classic band.”

If you’ve chosen Kibble Kinkle, she follows up with this message:

“Now, dear listeners, I have a tip for you. I’d suggest caution if you decide to venture outside the Warren and visit Kibble Kinkle. Rumor has it one of their employees expertly downed a drone earlier today. Who knew anyone at that strange little bodega was such a crack shot?”

If you’ve chosen Bladeware, she follows up with this message:

“According to those in the know, the Iron Sights are particularly active near Bladeware, firing automatic rifles to shoot down a drone. Be careful if you’re venturing to the north side of the OCZ tonight, dear listeners. You know the Iron Sights. If they were riled up a few hours ago, they’re still riled up now and they won’t limit their gunfire to drones.”

Anita will then put on Vendetta’s Revenge by Jack “Rockerboy” Manson and talk to the Crew, but she can’t offer any additional information beyond what she’s already broadcast.

GO TO DEV (OCZ HUB)

CLIFF (THE BODEGA)

What was a warehouse is now war torn, patched together with an ugly, dull red Petrochem resin. Customers enter through an open loading bay door, still faintly marked with the number 12. Above the door someone has spray-painted the words: **Kibble Kinkle**, complete with a smiley face dotting the i’s.

Kibble Kinkle is open, though currently lacking in customers. Two staff members are visible. One, Kandi (**SEE PAGE 21**), is working the register. The other, Karl (**SEE PAGE 21**), is stocking shelves. They’ll both greet anyone who comes near them with a cheerful, “Welcome to Kibble Kinkle! Have a bright and hopeful day!” With a DV13 Perception Check, the Crew can notice a third employee, Kevin (**SEE PAGE 21**), on the catwalk. He’s armed with an Assault Rifle.

Roughly once per minute a mechanical voice pontificates via speakers positioned throughout the store, issuing a random platitude like “An apple a day keeps the doctor away” or “A good carpenter measures twice and cuts once.”

Exploring Kibble Kinkle reveals it is a substandard bodega, carrying a hodge podge of knock-off and second hand goods, along with a selection of expired Kibble bags and PrePak food. There is no obvious sign of the Transporter Drone or the package it was carrying. The most unusual thing about the space is the darkened glass (Thin Cover, 15 HP) concealing a corner space (**K**) on the catwalk. A Netrunner can jack into the Kibble Kinkle’s NET Architecture (**SEE PAGE 22**) using the Access Points marked (**AP**) on the map.

Kibble Kinkle is open 24/7. The names of the employees may change, but use the same stat blocks if the Crew decides to sneak back in. There is no functional side or back entrance, so sneaking past the employees will always be an opposed Check. There is no lock – not even a door – on the area concealed by the darkened glass. If the Crew is caught, they’ll be asked to leave, once. After that, a fight breaks out as detailed in **THE DRONE IS HERE**.

THE SECRET OF KIBBLE KINKLE

Kibble Kinkle is the front business of a particularly strange cult. The cult members worship a “being” they call All-Wise K, which is an ancient electronic

TRANSPORTER DRONE DOWN

signboard designed to spout sayings and quotations. The cult members found the signboard – which was vandalized with a stylized spray painted K – boxed up in the warehouse the Bodega now operates. Over the years, they’ve grafted additional parts onto it – mostly from broken drones. The strange electronic “god” has a NET Architecture inhabited by a Demon, but isn’t actually sentient. Most days, it simply shouts out random quotations or sayings through the bodega’s speakers. If need be, it activates and operates two drones in combat. All-Wise K is located behind the darkened glass on the catwalk.

THE DRONE IS HERE

If the employees are questioned about the transporter drone, they will lie and insist they have no idea what the Crew is talking about. Seeing through the deception

requires a DV13 Human Perception Check. If the Crew continues to push the topic, Kevin will shout down from the catwalk, insisting they leave.

If, at that point, the Crew continues to grill the employees, things can be settled peacefully if the Edgerunners offer to pony up some cash. Ask for a DV21 Trading Check or a DV17 Bribery Check (which requires a 500eb bribe). With a success, Kevin retrieves the package from behind the darkened glass, gives it to the Crew, and asks them to leave. He will not turn over the drone.

If, at any point, the Crew tries to climb the stairs to the catwalk, or the NET Architecture’s Demon notices a Netrunner jacking in, combat begins.

Kandi and Karl are not fighters. They will run for cover and pray loudly, begging for All-Wise K (SEE PAGE 22) to protect them. During Round 1, Kevin will open fire from



TRANSPORTER DRONE DOWN

the catwalks with his Assault Rifle. At the top of Round 2, a single Large Air Drone (**SEE PAGE 22**) and a single Mini Air Drone (**SEE PAGE 22**) will emerge from behind the darkened glass and attack. The Large Air Drone will focus on firing with its Grenade Launcher, trying to hit as many targets as possible with each grenade. When it fires its last grenade, it retreats to All-Wise K and reloads, which costs the digital “god” (and not the drone) an Action. The Mini Air Drone will attack with its Air Pistol and Heavy Pistol. If the Mini Air Drone is destroyed, a new Mini Air Drone will fly out from behind the darkened glass at the top of the next Round – deploying a new Mini Air Drone depletes All-Wise K’s HP pool (3 HP per drone launched) but doesn’t take an Action. All drones hover near the ceiling and All-Wise K spouts a platitude at the top of each Round.

Destroying All-Wise K shuts down the drones. It is also possible for a Netrunner to destroy or otherwise neutralize the Demon in All-Wise K’s NET Architecture, in which case the drones stop functioning.

Kevin will fight to the death and will grow reckless and suicidal if All-Wise K is destroyed. Karl and Kandi will run for the hills, sobbing, if All-Wise K is destroyed.

The Transporter Drone and its package are located behind the darkened glass, on the workbench near All-Wise K. The drone is partially disassembled. The package is still locked. This was a crime of opportunity – Kevin shot the drone down after spotting it flying overhead.

THE DRONE ISN’T HERE

No amount of investigation or questioning will uncover the drone here – since it isn’t. If asked about it, a DV13 Conversation Check has Kandi or Karl tell the Crew that Kevin saw someone firing “into the sky” over near Bladeware.

If the Crew pushes hard, tries to traverse up to the catwalk, or the NET Architecture’s Demon notices a Netrunner jacking in, Kevin warns them to stop, once. If they continue, a fight breaks out as detailed in **THE DRONE IS HERE**.

GO TO DEV (OCZ HUB)

CLIFF (THE SHOP)

Sometimes a shop isn’t a single building. In the case of Bladeware, it is instead a collection of cargo containers. Some containers are used as show rooms,

where blades of various types are artfully displayed. At least one, based on the smoke rising from it, is used as a workshop and forge. The smell of metal and oil permeates the entire area.

Bladeware is in the process of closing. The shop’s owner and lead crafter, Sengo, is in the middle of locking up one of the three show room containers. His bodyguard (**SEE PAGE 23**) is doing the same. If the Crew approaches, he’ll call out.

“Konbanwa, choombas! Sorry, but we’re closed! Come back tomorrow!”

If the Crew leaves, there’s no issue. If they insist on sticking around, ask for a Perception Check. Anyone who beats a DV13 notices as Sengo slips an Agent from his pocket and taps the screen, once. Anyone who beats a DV17 spots that the on-screen button Sengo taps is big, red, and displays the word PANIC.

Sengo has just called for backup – a number of Iron Sights Mooks (**SEE PAGE 23**) equal to the number of Edgerunners (maximum four) and an Iron Sights Gunner (**SEE PAGE 23**). The backup is nearby and will arrive in a truck (**SEE PAGE 23**) 1d6/2 Rounds after combat begins – assuming it does.

A Netrunner can jack into the Bladeware’s NET Architecture (**SEE PAGE 23**) using the Access Points marked (**AP**) on the map.



TRANSPORTER DRONE DOWN

If the Crew decides to come back later and sneak in, they'll find the backup summoned earlier is now here and guarding the area. Sengo is either working or asleep in the workshop cargo container depending on the time.

Sneaking past the Iron Sights requires opposed Checks. Breaking into a cargo container requires a DV15 Pick Lock Check or a DV21 BODY Check to open the door (Thin Cover, 25 HP). If the Crew is caught, the Iron Sights attack as detailed in **THE DRONE IS HERE**.

THE DRONE IS HERE

If Sengo is questioned about the transporter drone, he will lie and insist he has no idea what the Crew is talking about. Seeing through the deception requires a DV13 Human Perception Check. If the Crew continues to push the topic, Sengo shrinks away and the bodyguard, a member of the Iron Sights, steps forward. He orders the Crew to leave.

If the Crew continues to push or tries to enter one of the cargo containers, the bodyguard falls back and opens fire. Sengo runs for cover. The bodyguard isn't trying to be a hero and fights defensively. She's just trying to buy time until the backup arrives.

The entire area is lit by flood lights. They can be broken (one hit from a weapon will do it) or shut down by a Netrunner. If all the lights go dark, the combat

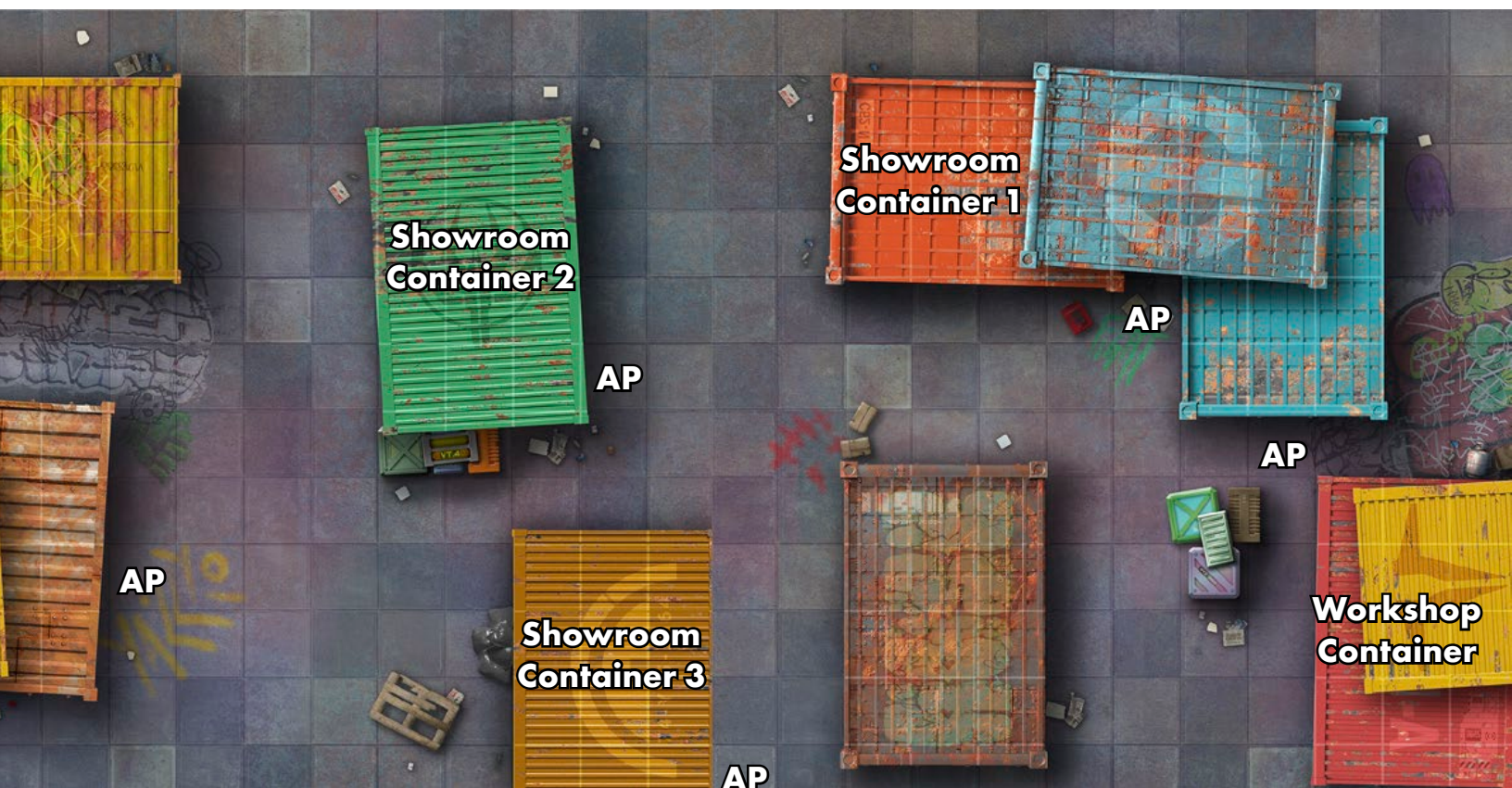
area is now in low light and all Checks involving sight for those without countermeasures are performed at a -1.

When backup arrives, all but one of the Iron Sights Mooks will leap out of the truck and engage the Crew. One Mook will remain in the truck as a driver, moving it as needed to afford the Gunner line of sight on the Crew. The Gunner stands in the back of the truck and fires the mounted gun. Sengo doesn't join the fight but enters the workshop cargo container and locks the door.

When an enemy reaches the Seriously Wounded State roll 1d10. On a 1–6, they flee. On a 7–10, they keep fighting. If they keep fighting, remember their Pain Editors allow them to ignore the penalties of the Seriously Wounded State.

After combat ends, the Crew can search for the drone and its package. They'll find it in the workshop container. Breaking in requires the Netrunner to unlock the door via the NET Architecture or a DV15 Pick Lock Check or a DV21 BODY Check to open the door (Thin Cover, 25 HP). Alternatively, Sengo can be convinced to open the door from the inside with an appropriate Social Skill Check against a DV17.

The drone, and its package, are on a bench inside the workshop. Sengo has no idea what's inside. This was a crime of opportunity – the Iron Sights shot the



TRANSPORTER DRONE DOWN

drone down after spotting it flying overhead. Sengo isn't a fighter. If allowed to live, he flees the area as quickly as possible.

THE DRONE ISN'T HERE

No amount of investigation or questioning will uncover the drone here – since it isn't. If asked about it, with a DV13 Conversation Check Sengo lets slip that his bodyguard noticed one of the “K freaks” over at Kibble Kinkle shooting something down a few hours ago. Might have been a drone or a gull.

If the Crew pushes hard or tries to enter one of the cargo containers, Sengo's bodyguard opens fire and a fight breaks out, as detailed in **THE DRONE IS HERE**.

GO TO DEV (OCZ HUB)

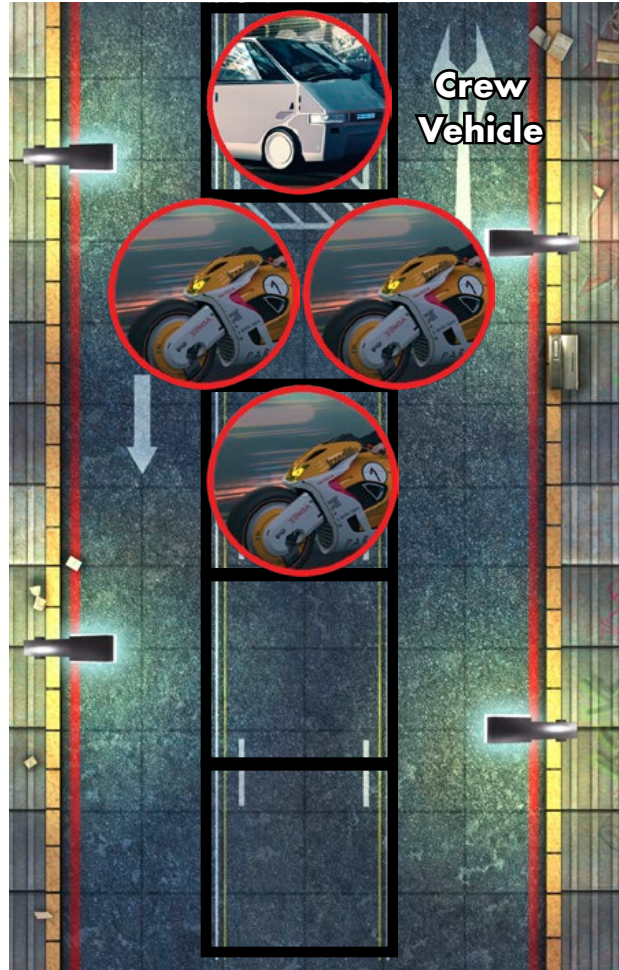
CLIMAX (NINJA! POOF!)

Before the Arasaka Ninjas ride up, give the Crew a chance to revel in their victory and examine the package. It is roughly 1 foot (.3 meters) square and electronically locked (DV17 Electronics/Security Tech Check to open). If the box is opened, they find foam packaging cradling a hundred sleeved Elflines Online TCG cards in a careful embrace.

You've got the package and you're driving through the city – on your way to deliver it to Rex and get paid. Not a bad haul for less than twelve hours of work, is it? Probably shouldn't have thought that, though. Things never run smooth. Which is probably why some choombas wearing all black and riding motorcycles just peeled up behind you. Some of them seemed to be armed with monokatanas – perfect for slicing through your flesh ... or slicing the throat of an NCU student.

The motorcycle riders are trained Arasaka agents working undercover in Night City. Cyberninjas. They've got one goal: get the package.

There are three motorcycles (**SEE PAGE 24**) and two Cyberninjas (**SEE PAGE 24**) per motorcycle. Use the **Hot Pursuit** rules for this chase. Begin it with two of the motorcycles directly behind the Crew's car on the Chase Grid and one motorcycle two Squares behind it. The goal of two backseat riders on the two closest motorcycles is to leap onto the Crew's car. One will then slice open the roof with their Action and the other will attack the Edgerunners inside. After that, both



Cyberninjas will attack the people in the car. They can be knocked off the car by using the Throw Action (after a successful Grapple) but will not fall off otherwise thanks to their Grip Feet.

The backseat rider on the motorcycle furthest from the Crew car will attack with their assault rifle, trying to damage the vehicle and force it into an accident. The drivers will focus on maintaining control of their motorcycles, but will take shots with Very Heavy Pistols at either the car or the passengers at the Gamemaster's discretion.

During the battle, ask anyone who is close enough to a Cyberninja to see fine details for a DV13 Perception Check. This does not take an Action. If they succeed, the Edgerunner in question notices the small Arasaka logo emblazoned on the Cyberninja's Mono-Three.

Once the Crew either escapes or kills the Cyberninjas, the fight is over and they can deliver the package to Rex. If a Cyberninja is captured, they activate a suicide bomb on their brainstem to avoid questioning.

TRANSPORTER DRONE DOWN

No VEHICLE? No PROBLEM!

If the Crew is traveling to see Rex Royale via NCART, there is no chase. Instead, one Cyberninja per two Edgerunners (minimum 2) jump the Crew at an appropriate location along the way. The Cyberninjas are focused on the package – one will focus on trying to steal it and run, while the others provide cover.

GO TO RESOLUTION (DELIVERY)

RESOLUTION (DELIVERY)

How Rex reacts depends on the condition of the package.

IF THE CREW DIDN'T OPEN THE PACKAGE

"Damn, sounds like you had one hell of a time getting this back," Rex says as he hands the box to one of his Techs. She doesn't bother with the lock and instead uses a portable laser cutter to slice in through the side. Rex reaches in, tearing through some foam packaging, and pulls out a sleeved Elflines Online TCG card.

"I'll let you in on a secret, since you did well and I'll probably hire you for a follow up soon," Rex says as he examines the card, "Arasaka isn't as gone from Night City as some would like. I got word the megacorp was

passing along instructions to undercover agents using codes hidden in the text of knock-off ELO TCG cards. Arranged to get them. I guess Arasaka traced it back to Susan and had her killed."

He sets the card down and pulls out his Agent, tapping on the screen.

"I'm sending you an inventory list. Pick out what guns you want and I'll have them delivered to you tomorrow. 2k worth, minus what you picked up at the start of the job. You did good work. Thanks."

IF THE CREW DID OPEN THE PACKAGE

"Wish you hadn't opened it, but everything seems intact," Rex says as he reaches in and pulls out a sleeved card.

"I can't say I'm thrilled with the final result, but a deal's a deal. I'm sending you an inventory list. Pick out what guns you want and I'll have them delivered to you tomorrow. 2k worth, minus what you picked up at the start of the job."

Either way, this Mission is finished. What instructions/information did Arasaka encode on the knock-off Elflines Online TCG cards? Well, that's a good question. Maybe there will be a follow-up Mission down the road.



TRANSPORTER DRONE DOWN

► NPCs, VEHICLES, DRONES & NET ARCHITECTURES

NAME	KEEPER JONES	REP	1	SERIOUSLY WOUNDED	20	HP	40
ROLE	SOLO: COMBAT AWARENESS 2	DEATH SAVE	9				
STATS							
INT	6	REF	5	DEX	4	TECH	3
COOL	4	WILL	3	MOVE	6	BODY	9
EMP	4						
WEAPONS				ARMOR			
BRAWLING ATTACK (C# 12)	ROF2	3D6	HEAD	KEVLAR®	SP7		
—	—	—	BODY	KEVLAR®	SP7		
SKILL BASES							
Athletics 12 • Brawling 12 • Concentration 8 • Conversation 8 • Education 8 • Endurance 8 • Evasion 10 • First Aid 6 Human Perception 6 • Interrogation 10 • Language (English) 8 • Language (Street slang) 8 • Local Expert (Little Europe) 8 Melee Weapon 8 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 10 • Stealth 7 • Streetwise 10							
GEAR							
Disposable Cell Phone • 20eb							
CYBERWARE							
Grafted Muscle and Bone Lace							

Hardened Mook

NAME	RATSO THREE	REP	1	SERIOUSLY WOUNDED	15	HP	30
ROLE	SOLO: COMBAT AWARENESS 2	DEATH SAVE	4				
STATS							
INT	5	REF	7	DEX	6	TECH	3
COOL	3	WILL	4	MOVE	6	BODY	4
EMP	4						
WEAPONS				ARMOR			
BRAWLING ATTACK (C# 7)	ROF2	1D6	HEAD	KEVLAR®	SP7		
ASSAULT RIFLE (C# 12)	ROF1	5D6	BODY	KEVLAR®	SP7		
SKILL BASES							
Athletics 9 • Autofire 12 • Brawling 7 • Concentration 8 • Conversation 5 • Drive Land Vehicle 10 • Education 7 Evasion 10 • First Aid 5 • Human Perception 6 • Interrogation 8 • Language (English) 7 • Language (Street slang) 7 Local Expert (Little Europe) 7 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 • Shoulder Arms 12 • Stealth 8 Streetwise 8							
GEAR							
Basic Rifle Ammo x25 • Disposable Cell Phone • 20eb							
CYBERWARE							
Cybereye w/ Targeting Scope							

Hardened Mook

► KEEPER & RATSO'S METROCAR

SDP 25 • Seats 2 • Speed (Combat) 10 MOVE • Speed (Narrative) 30 MPH/48 KPH

TRANSPORTER DRONE DOWN

GRAFFITI ARTIST & FRIENDS

HP (DS) 25(3)

STATS

REPUTATION: 1

COM # 8 INIT 4 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Athletics 8 • Basic Tech 8 • Concentration 6 • Contortionist 8 • Conversation 6 • Education 6 • **Evasion 10** • First Aid 6 • Human Perception 6 • Library Search 8 • Local Expert (GM's Choice) 10 • Paint/Draw/Sculpt 10 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 • Stealth 10 • Streetwise 10

ATTACKS

BRAWLING ATTACK (ROF2) 2D6

PQ HEAVY MELEE (ROF2) 3D6

ARMOR (HEAD/BODY)

LEATHERS/LEATHERS 4/4

IMPORTANT GEAR & CYBERWARE

Cybereye w/MicroOptics • Light Tattoo • Poor Quality Agent Carryall • Flashlight • Glow Paint x10 • Techtool • **Cash:** 20eb

Mook

ERI SQUAD MEMBER

HP (DS) 35(6)

STATS

REPUTATION: 1

COM # 12 INIT 6 COOL 4 MOVE 5

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 10 • Education 6 • **Evasion 12** • First Aid 6 • Human Perception 6 • Local Expert (Old Combat Zone) 10 • Martial Arts (GM's Choice) 10 • Perception 8 • Persuasion 8 • Resist Torture/Drugs 10 • Stealth 6 • Streetwise 8

ATTACKS

WOLVERS (ROF2) 3D6

PQ SHOTGUN (ROF1) 5D6

ARMOR (HEAD/BODY)

KEVLAR®/LIGHT ARMORJACK 7/11

IMPORTANT GEAR & CYBERWARE

Enhanced Antibodies • Wolverers • PQ Agent • Flashlight • Handcuffs **Cash:** 10eb

Hardened Mook

NET54 GUARD

HP (DS) 45(7)

SOLO: COMBAT AWARENESS 2

STATS

REPUTATION: 1

COM # 12 INIT 5 COOL 4 MOVE 5

IMPORTANT SKILL BASES

Athletics 8 • Concentration 5 • Conversation 4 • Cybertech 6 • Drive Land Vehicle 8 • Education 6 • **Evasion 12** • First Aid 8 • Human Perception 8 • Local Expert (New Westbrook) 8 • Perception 6 • Persuasion 6 • Resist Torture/Drugs 10 • Weaponstech 8

ATTACKS

HEAVY MELEE (ROF2) 3D6

ASSAULT RIFLE (ROF1) 5D6

ARMOR (HEAD/BODY)

SUBDERMAL/SUBDERMAL 11/11

IMPORTANT GEAR & CYBERWARE

Cyberarm w/PopUp Shield • Subdermal Armor • Agent • Techtool **Cash:** 50eb

Hardened Mook

KILL KRASHERS MOOK

HP (DS) 30(4)

STATS

REPUTATION: 0

COM # 8 INIT 4 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Athletics 10 • Concentration 6 • Conversation 6 • Demolitions 6 • Drive Land Vehicle 8 • **Evasion 8** • First Aid 6 • Gamble 6 • Human Perception 6 • Local Expert (The Glen) 6 • Perception 8 • Persuasion 6 • Resist Torture/Drugs 8 • Streetwise 6

ATTACKS

PQ HEAVY MELEE (ROF2) 3D6

PQ VERY HEAVY PISTOL (ROF1) 4D6

ARMOR (HEAD/BODY)

NONE/LEATHERS —/4

IMPORTANT GEAR & CYBERWARE

EMP Threading • PQ Agent • Armor Piercing Grenade x2 • Black Lace x1 • **Cash:** 20eb

Mook

► KILL KRASHERS' VAN

SDP 40 • Seats 6 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH

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Hardened Lieutenant

NAME	KEVIN	REP	2	SERIOUSLY WOUNDED	23	HP	45
ROLE	SOLO: COMBAT AWARENESS 4	DEATH SAVE	7				

STATS

INT 5 REF 8 DEX 6 TECH 3 COOL 3 WILL 6 MOVE 6 BODY 7 EMP 4

WEAPONS

BRAWLING ATTACK (C# 8)	ROF2	3d6
ASSAULT RIFLE W/ SMARTGUN LINK (C# 15)	ROF1	5d6

ARMOR

HEAD	LIGHT ARMORJACK	SP11
BODY	LIGHT ARMORJACK	SP11

SKILL BASES

Athletics 12 • Autofire 14 • Brawling 8 • Concentration 8 • Conversation 6 • Education 7 • **Evasion 12** • First Aid 6
Human Perception 8 • Language (Italian) 8 • Language (Streetslang) 8 • Local Expert (Old Combat Zone) 8
Perception 12 • Persuasion 5 • Resist Torture/Drugs 12 • Shoulder Arms 14 • Stealth 10 • Streetwise 10

GEAR

Basic Rifle Ammo x50 • Poor Quality Agent • Kibble Kinkle Key • 20eb

CYBERWARE

Light Tattoo • Neural Link w/ Interface Plugs & Kerenzikov

KARL HP (DS) 25(4)

—

REPUTATION: 0

STATS

COM # 6 INIT 4 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Athletics 8 • Concentration 6 • Conversation 8 • Dance 6 • Endurance 6
Evasion 6 • Forgery 6 • Human Perception 6 • Local Expert (OCZ) 6
Perception 6 • Persuasion 6 • Personal Grooming 6 • Resist Torture/Drugs 6
Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2)	1d6
PQ LIGHT MELEE (ROF2)	1d6

ARMOR (HEAD/BODY)

NONE/LEATHERS	—/4
---------------	-----

IMPORTANT GEAR & CYBERWARE

EMP Threading • Poor Quality Agent • Anti-Smog Breathing Mask
Kibble Kinkle Key • **Cash:** 20eb

Moak

KANDI HP (DS) 25(4)

—

REPUTATION: 0

STATS

COM # 6 INIT 4 COOL 4 MOVE 4

IMPORTANT SKILL BASES

Accounting 8 • Athletics 6 • Business 8 • Concentration 6 • Conversation 10
Dance 6 • **Evasion 6** • Forgery 6 • Human Perception 6 • Local Expert (OCZ) 6 • Perception 6 • Persuasion 6 • Personal Grooming 6
Resist Torture/Drugs 6 • Wardrobe & Style 6

ATTACKS

BRAWLING (ROF2)	1d6
PQ LIGHT MELEE (ROF2)	1d6

ARMOR (HEAD/BODY)

NONE/LEATHERS	—/4
---------------	-----

IMPORTANT GEAR & CYBERWARE

EMP Threading • Poor Quality Agent • Anti-Smog Breathing Mask
Kibble Kinkle Key • Vape Pen • **Cash:** 20eb

Moak

TRANSPORTER DRONE DOWN

► ALL-WISE K

MOVE 0

Hit Points: 30

Armor: SP7

DV13 Electronics/Security Tech,
5 minutes to shut down

Attacks

All-Wise K can deploy a Mini-Air Drone if no Mini-Air Drone is active. As an Action, All-Wise K can reload a Large Air Drone.

Each time (beyond the first) All-Wise K deploys a Mini-Air Drone it loses 3 HP.

► LARGE AIR DRONE

MOVE 6

Hit Points: 20

Armor: SP7

DV21 Electronics/Security Tech,
5 minutes to counter

Attacks

Grenade Launcher (ROF1 • 6d6)

The Grenade Launcher is loaded with 2 AP Grenades. Reloading requires returning to All-Wise K.

► MINI-AIR DRONE

MOVE 6

Hit Points: 15

Armor: SP4

DV17 Electronics/Security Tech,
5 minutes to counter

Attacks

Air Pistol (ROF2 • Reduces SP by 1)

Heavy Pistol (ROF2 • 3d6)

The Air Pistol is loaded with 12 Acid Paint Balls. The Heavy Pistol is loaded with 8 AP Bullets.

► KIBBLE KIRKLE/ALL-WISE K NET ARCH Efreet

REZ: 25 • Interface 4 • NET Actions 3 • C# 14

Floor		DV
1	Password	8
2	Control Node: Speakers	6
3	Control Node: Mini-Air Drone	6
4	Control Node: Large Air Drone	6



TRANSPORTER DRONE DOWN

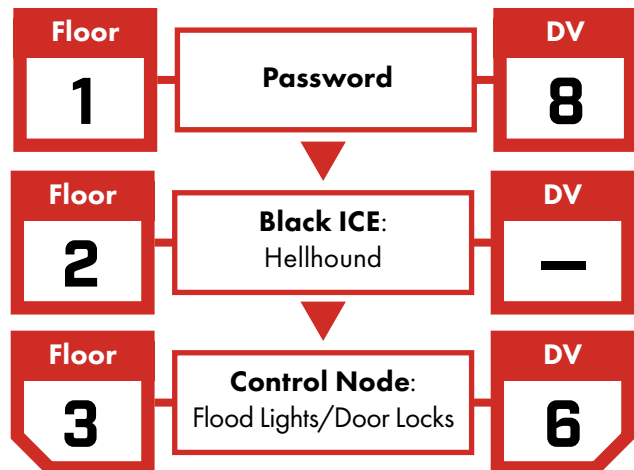
Hardened Lieutenant

NAME	IRON SIGHTS GUNNER		REP	2	SERIOUSLY WOUNDED	23	HP	45									
ROLE	SOLO: COMBAT AWARENESS 4				DEATH SAVE	7											
STATS																	
INT	5	REF	8	DEX	6	TECH	3	COOL	3	WILL	6	MOVE	6	BODY	7	EMP	4
WEAPONS									ARMOR								
WOLVERS (C# 12)						ROF2	3d6		HEAD SUBDERMAL ARMOR				SP11				
EQ ASSAULT RIFLE (SEE TRUCK) (C# 15)						ROF1	5d6		BODY SUBDERMAL ARMOR				SP11				
SKILL BASES																	
Athletics 12 • Autofire 14 • Brawling 10 • Concentration 8 • Conversation 6 • Education 7 • Evasion 12 • First Aid 6 Heavy Weapons 14 • Human Perception 8 • Language (English) 8 • Language (Streetlangu) 8 • Local Expert (Old Combat Zone) 8 • Melee Weapons 12 • Perception 12 • Persuasion 5 • Resist Torture/Drugs 12 • Shoulder Arms 14 Stealth 10 • Streetwise 10																	
GEAR																	
PQ Agent • 50eb																	
CYBERWARE																	
Neural Link w/ Chipware Socket & Pain Editor • Subdermal Plating • Wolver																	

IRON SIGHTS BODYGUARD & MOOK		HP	(OS)	35(5)			
—							
STATS				REPUTATION: 1			
COM #	10	INIT	4	COOL	2	MOVE	5
IMPORTANT SKILL BASES							
Athletics 9 • Basic Tech 8 • Concentration 7 • Conversation 3 • Drive Land Vehicle 10 • Evasion 9 • First Aid 4 • Human Perception 3 • Local Expert (OCZ) 7 • Perception 9 • Persuasion 4 • Resist Torture/Drugs 10 • Stealth 7 Streetwise 8							
ATTACKS							
HEAVY MELEE (ROF2)				3d6			
PQ HEAVY PISTOL (ROF2)				3d6			
ARMOR (HEAD/BODY)							
SKINWEAVE/SKINWEAVE				7/7			
IMPORTANT GEAR & CYBERWARE							
Neural Link w/ Chipware Socket & Pain Editor • Skinweave • Incendiary Grenade x1 • Disposable Cell Phone • Techtool • Cash: 20eb							

Hardened Mook

BLADEWARE NET ARCHITECTURE



IRON SIGHTS TRUCK

SDP 50 • Seats 4 • Speed (Combat) 20 MOVE • Speed (Narrative) 100 MPH/161 KPH
 EQ Mounted Assault Rifle w/ Drum Magazine loaded w/ 45 AP Rifle Bullets

TRANSPORTER DRONE DOWN

Hardened Lieutenant

NAME	ARASAKA CYBERNINJA	REP	5	SERIOUSLY WOUNDED	20	HP	40
ROLE	SOLO: COMBAT AWARENESS 4	DEATH SAVE	6				

STATS

INT 6 REF 8 DEX 6 TECH 5 COOL 4 WILL 5 MOVE 5 BODY 6 EMP 4

WEAPONS

KENCHACI MONO-THREE (C# 15)	ROF1	4D6
ASSAULT RIFLE (C# 14)	ROF1	5D6
VERY HEAVY PISTOL (C# 14)	ROF1	4D6

ARMOR

HEAD	SKINWEAVE	SP7
BODY	SKINWEAVE	SP7

SKILL BASES

Athletics 12 • Basic Tech 9 • Brawling 8 • Conceal/Reveal Object 10 • Concentration 8 • Conversation 6 • Deduction 8 • Drive Land Vehicle 12 • Education 8 • **Evasion 12** • First Aid 7 • Handgun 14 • Human Perception 8 • Language (Japanese) 8 • Language (Streetslang) 8 • Local Expert (GM's Choice) 8 • Melee Weapons 14 • Perception 10 • Persuasion 6 • Pick Lock 10 • Resist Torture/Drugs 10 • Shoulder Arms 14 • Stealth 14 • Wilderness Survival 10

GEAR

Radio Communicator

CYBERWARE

Cortex Bomb • Cyberlegs w/ Grip Feet & Jump Boosters • Neural Link w/ Kerenzikov • Skinweave

▶

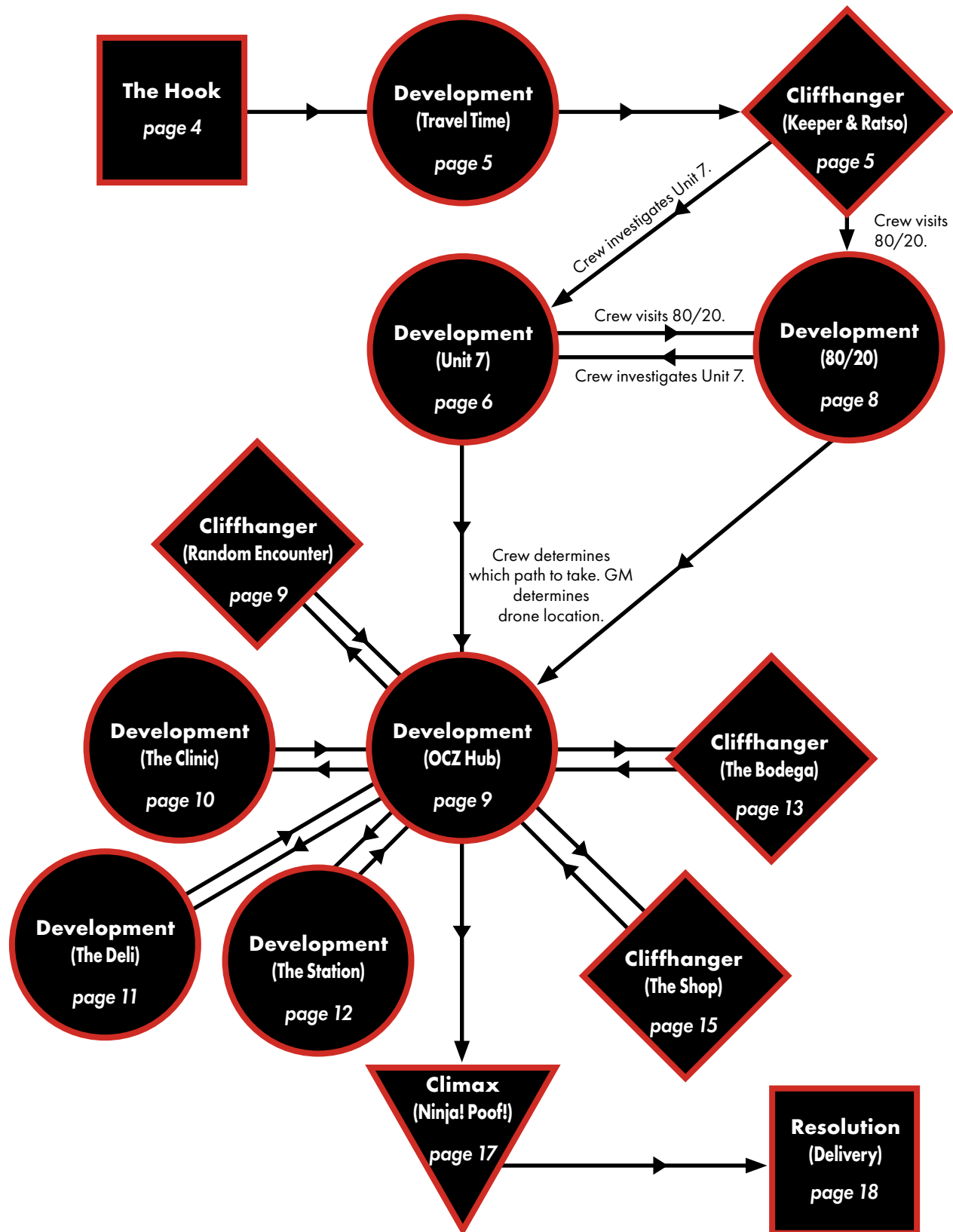
CYBERNINJA MOTORCYCLE

SDP 35 • Seats 2 • Speed (Combat) 60 MOVE • Speed (Narrative) 300 MPH/483 KPH



TRANSPORTER DRONE DOWN

BEAT CHART FOR TRANSPORTER DRONE DOWN



TRANSPORTER DRONE DOWN

► LOCATIONS IN *TRANSPORTER DRONE DOWN*



#1 Parking Lot (Meeting with Rex Royale)

#2 University Cargo Bay

#3 Chopper's (Meeting with 80/20)

#4 From the Ashes Clinic

#5 Jesse James' Kosher Deli

#6 Angel Radio (The Warren)

#7 Kibble Kinkle

#8 Bladeware

Climax (Ninja! Poof!) occurs in a location of the Gamemaster's choosing.