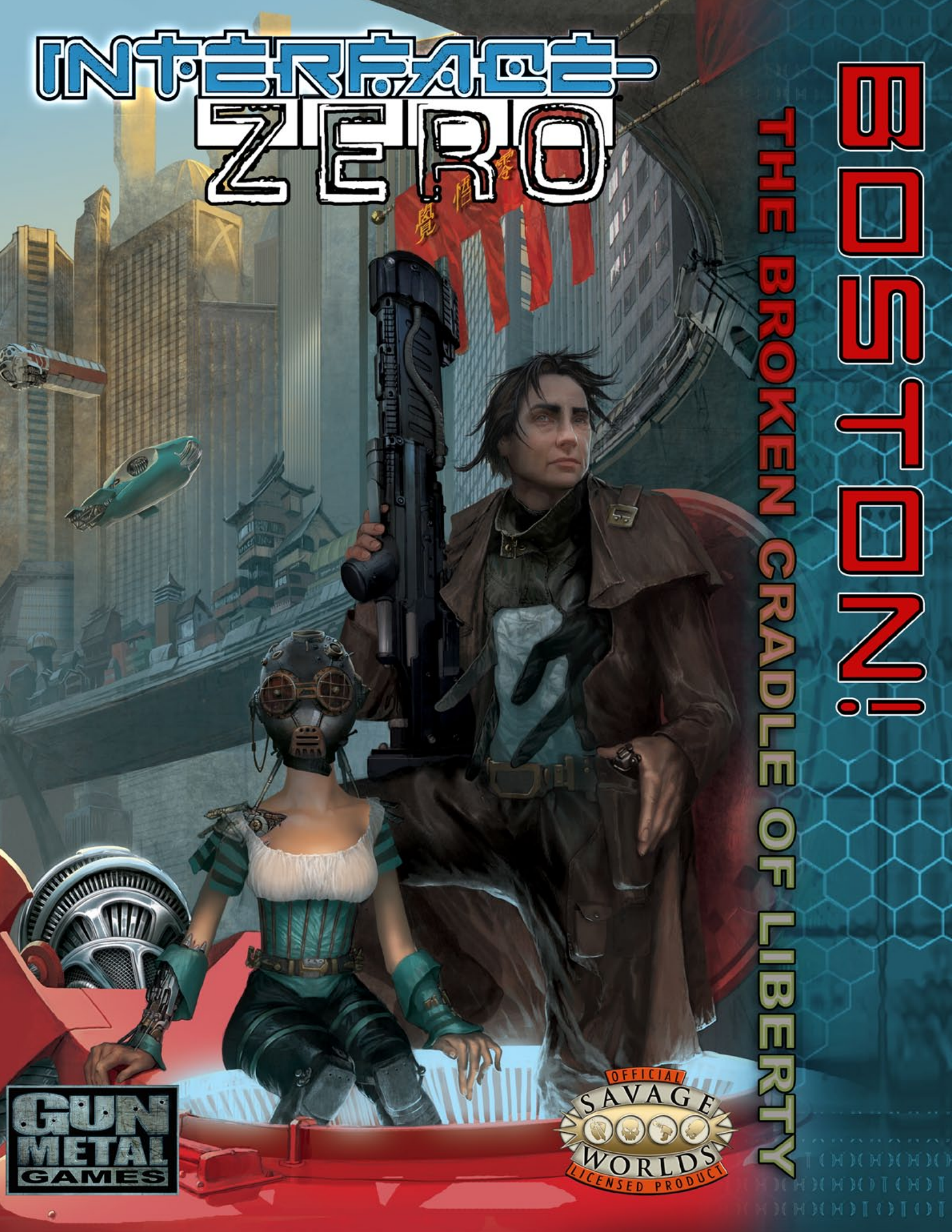


INTERACT ZERO

BOSTON!

THE BROKEN CRADLE OF LIBERTY



NOT ALL CITIES ARE CREATED EQUAL...

One of the hottest Hot Spots of North America, Boston was saved from the encroaching seas by a massive civic undertaking, and declared the capital of Atlantica. Now, in the face of riots and acts of terrorism, the American 'Cradle of Liberty' reels under martial law as dissidents protest unpopular decisions in an effort to stoke the flames of rebellion. With soldiers patrolling the streets and violence a way of life, Boston stands poised to either blossom into something greater or be wiped off the map and into oblivion.

SOMETIMES YOU'VE GOTTA MAKE 'EM THAT WAY!

Boston: The Broken Cradle of Liberty has everything you need to take your campaign into the highways and byways of Boston. Whether you're a GM who wants to know what's going on in Beantown, or a player who just wants to hail from the area, you'll have everything you need to know to add Boston to your game. So grab your handy Watchdog and a Molotov Cocktail, tomo, and help decide the direction of the new revolution!

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IN THIS BOOK YOU'LL FIND:

- Tons of information about Boston, including neighborhoods, interesting locations and some of the major players of the city.
- New Edges, Hindrances and Occupations to help give your character that Beantown feel, as well as a whole mess of new gear popular to Boston, courtesy of Malmart.
- New rules for city Trappings, to help give locations a unique feel.
- Random gang generation tables!
- Two complete Savage Tales, and a half-dozen plot hooks to get your Boston campaign rolling.
- Stats for the important (and some of the not-so-important) characters in Boston.

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A MAD HATTER'S TEA PARTY

ZE

Status:
Resolving address of ftp.declassified.net
Status:
Connecting to 42.55.05.231:66...
Status:
Connection established, waiting for
welcome message...
Response:220----- Welcome to shadow-
FTPd [privsep] [TLS] -----
Response: 220-You are user number 367 of
1000 allowed.
Response: 220-Local time is now 13:58.
Server port: 771.
Response:246-This is a private system - No
anonymous login.
Response:246-IPv6 connections are also
welcome on this server.
Command:USER Orion@declassified.net
Response:331 User Orion@declassified.net
OK. Password required.
Command: PASS *****
Response:230-User Orion@declassified.net
has group access to:
Response:230 OK. Current restricted
directory is /declassified docs
Command: SYST
Response: 215 IDSMK Type: sk-MLOC
Command:FEAT
Response:211-Extensions supported:
Response: EPRT
Response: IDLE
type*;size*;sized*;modify*;IDSMK
mode*;IDSMK.uid*;IDSMK.id*;unique*;
Response:211 End.
Status: Connected
Status: Retrieving directory listing...
Command:PWD
Response:257 "/declassified docs" is your
current location
Command:TYPE ALPHA-5
Response:200 TYPE is now 128-bit KLOC
Command:PASV
Response:227 Entering Passive Mode
(62,80,45,133,222,196)
Command:MLSD
Response:150 Accepted data connection
Response: 226-Options: -a -l
Response:226 5 matches total
Status: Directory listing successful
Response: Welcome to Declassified.net.
Access to this server is a privilege, not a right.
So play nice, kiddies, or I'll ghost-hack your
TAP and upload a virus that'll make you bark
like a dog for a week. —Sysop

Posted: 03/22/2088 12:22
> BILLY_BLACK_EYES: Anyone know if this is
based on an actual event?

Posted: 03/22/2088 14:26
>D-V8: Possibly. I'll scan the Mediafeeds and
see if anything pops up.

Posted: 03/22/2088 15:33
> LUCIFERION: CASH? WTF... who uses cash
anymore?

Posted: 03/22/12/2088 15:46
> PAYN_MAN: Yur momma!!

Posted: 03/22/12/2088 15:50
> LUCIFERION: REPORTED.

"Set the time... set the place... set the fuse..."
—Emerson, Lake and Palmer, *Hallowed Be Thy Name*

*There was a flash of light, and then the
roar of another explosion ripped through
the Boston night.*

*'Another,' he thought, wryly. They were
such a common occurrence here, no one
seemed to think twice about them. It
was almost too easy to make money in
this city, he decided, and the flicker of a
shadow of a smile danced briefly at the
corners of his mouth.*

*Of course, that particular explosion
would garner slightly more attention
than usual, taking place as it did on the
fifteenth floor of the Emperor Pharma-
ceuticals building. Those who 'have' of-
ten seemed to be the same, he noted as
he climbed into the cab he'd just hailed.
Perfectly happy to crap in the back yard
of anyone else, but so dreadfully an-
noyed when repaid in kind. He carefully
placed two padded cases on the seat
next to him and told the driver, "The
HUTI MagLine Terminal, please."*

*"You bet," came the cabbie's reply. The
meter was started and the armored
taxi blithely shoved into traffic. Then,
"Whaddaya suppose that was?"*

"I beg your pardon?"

*"That explosion... It looked like it was at
the EP building," the driver clarified.*

"Perhaps they had a meth lab up there."

*This elicited a snort and a laugh from
the cabbie, who proceeded to launch
into a drug-related anecdote. In actu-
ality, the off-hand comment had been
delivered with a certain amount of iron-
y—the fools who had set off the bomb
had bought into almost that exact story,
and had been more than happy to carry
out the act... 'in the name of Liberty and
Justice for the downtrodden masses',
of course. If any of the sots were lucky
enough to have survived the over-
charged detonation, they'd be spending
a long time incarcerated beneath the Lo-
gan Military Complex.*

*The cab eventually came to a lurching
stop on the other side of the Charles Riv-
er. "HUTI Terminal," the driver declared.*

"That'll be 375 credits."

*"Do you accept cash? It is much easier
to tip that way."*

*"Cash? Hell, yeah," the cabby enthusi-
astically nodded, punctuating it with a
gap-toothed grin.*

*Leather-gloved hands produced a small
wad of old bills which the driver took
with a happy "thanks", and then the
same gloved hands carefully lifted both
cases from their resting spot before their
owner walked up to the monorail plat-
form and set them down once more.
The bored attendant barely gave him a
glance. "Can I help you?"*

*"Which train is headed toward Mon-
treal?" The gloved hands produced a
printed ticket.*

*"Number 2 on Track B." The attendant
glanced at the ticket and said, "Thank
you, Mr. Henderson."*

"Please... My friends call me 'Chuck'."

*The attendant smiled and wished
'Chuck' a safe journey. The cases were
once again retrieved, and he headed
to the tracks, where two magnetic lift
trains were waiting. Boarding the Num-
ber 2 train, he found a likely-looking seat
next to a particularly corpulent traveler.
He placed his ticket on the seat and
slipped one of the cases beneath it. "Par-
don me," he told the fat man. "I must use
the facilities."*

*There was a non-committal grunt by
way of reply, and the owner of the leath-
er gloves carried the second case to the
rear of the compartment. He exited the
train and boarded the Number 1, headed
to St. Louis, producing the appropriate
ticket for when it would be demanded.
In about a quarter hour, he figured, Mr.
Charles Henderson would die in a fiery
explosion aboard the northbound Mag-
Line to Montreal.*

*The authorities would no doubt call it
a 'terrorist act'. He sat down next to a
pretty young woman, and clutched the
infinitely more valuable case in his lap—
the material within, retrieved from the
Emperor Pharmaceuticals labs, would
fetch a small fortune in Brasilia.*

*The woman glanced at him and smiled
shyly before looking away. As the train
began to move, he gave her a warm
smile and said, "Since we shall be trav-
eling together... please, allow me to in-
troduce myself. I am Tucker Banks. My
friends call me 'Tuck'."*

1

BOSTON

RO

You've heard of Boston, ne? Beantown? The capital of Atlantica? Well, it's also one of the oldest inhabited cities on the North American continent, with a history reaching back some four hundred and fifty-eight years to its roots as a colony formed by English Puritans. That's pretty freaking old, ami. And much like their founders and those tea-partying radicals, the peeps in Boston are rebelling hard in 2088. It's been almost two decades since the end of the Second Civil War, and a whole bunch of fringe groups, unhappy with Atlantica's decision to break off from the North American Coalition, continue to fuel acts of insurrection. If you studied a little history, you'd probably find it kind of ironic, too.

Okay... 'unhappy' may be a gross understatement, but it's kind of hard to describe the level of hate and violence staining the city right now. Boston in 2088 is a collage of political protests, food riots, car bombings, anti-hybrid and anti-simulacrum vandalism and violence, prominent figures disappearing or being assassinated... Yep, tomo, the place is a powder keg just waiting to blow.

The fact that Boston has been under martial law for about as long as Atlantica has been in existence doesn't help matters either. The iron boot of authority metaphorically resting heavy on the city's throat engenders far more outrage than any sense of security. The war may be over as far as most places are concerned, but Beantown is still a combat zone. All of this contributes to a situation where no one has anything because everything is hard to find, and far too expensive when it is found. The price of gas is around 100 credits a gallon, for instance.

But that's okay, tomo—even without the gas, there's already plenty of fuel on this fire.

BOSTON IN A NUTSHELL

Boston's a pretty sweet place to live—if you don't mind random hate crimes, terrorist bombings, pirate hackers flooding the MediaWeb with a laundry list of anti-establishment propaganda, loosely enforced curfews, psycho serial killers, rampant gang activity, rolling blackouts and brown-outs, and skyrocketing food and fuel prices, that is... Okay, tomo, it's a pretty crappy place to live, especially if you're an average Joe working a day job just to keep your head above water and feed your family.

On the other hand, if you've got the skills and the balls to work Beantown's underground, you can make some serious cred. Those who can provide what the people want can make a pretty penny, if you know what I mean.

Let's put it this way, ami: martial law means there are plenty of things the average person doesn't have access to—and we aren't just talking guns and drugs here. Medicine, exotic foods and spices, bubble bath... there's all sorts of things 'Mister Jones' next door wants, and some of those things aren't so much illegal as unavailable. Little 'luxuries' that can make life feel just a bit better. Sure, Malmart can cover some of those perks, but while it claims to have 'the lowest prices, always', the company doesn't guarantee that any given store is gonna have a particular product in stock.

And while there are many things a Matter Assembler can make, I can tell you for a fact that no one has bothered making a pattern for ground chili pepper. I've looked.

Anyway... given that almost half of Boston consisted of water almost a century ago, it's amazing the city wasn't lost like so many others to the

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WHAT IS “DECLASSIFIED”?

Declassified is one of the most controversial Mediasites in 2088. A clearing house for information, the mysterious and well hidden operators of declassified offer up the site as a place for real facts and info which are supposed to be hidden, classified, or not talked about in polite society. Equivalent to the “Wikileaks” of our age, Declassified is used by Ronin, Investigative Journalists, Contractors, Activists, and those people who simply hope to know the truth on what's really going on in the world.

Of course not everything on Declassified is 100% True, and not every user of Declassified knows what's really going on. Still, it's a known source to get real information past the media propaganda, and even the people who decry it, such as the Nation-States and Megacongloms, have uses for it as well.

Posted: 03/23/12/2088 14:00

>WOLFSON: Promises are almost always made with the best of intentions and, sadly, the road to hell is paved with most of those good intentions. And there's no denying it, tomo—unless you've got some serious creds stashed away somewhere deep in Africa, what's left of North America is pretty much Hell. But then, so are most places in the world, so I guess we're in good company... or all stuck in it together for the long haul. Take your pick.

The United States had always been viewed as sort of a promised land—or at least a land of promises—but rising taxes, falling employment and a bunch of other factors began to seriously erode public confidence. If you want to know the particulars, go read the history docs (or at least Interface Zero). In any case, even though the nation had been on its deathbed for decades before the 2060 election, that was pretty much the moment when the rest of the world could look on and see how weak her pulse was.

And from there it was all downhill.

After a solid decade of not-so-civil war, national lines had been redrawn. Yeah, sure—the old state lines were still there in theory, but the reality was five independent nations within the boundaries of the former United States (six if you count the scattered city states of Baja as a single entity, and a bunch more if you count outlying territories). And each one of those places claims to be the 'true heir' to the good ol' U S of A: the torchbearers keeping Americanitas alive.

Okay... the actual reality is that most sprawlers and wasters don't really give a crap. Survival is a bigger issue than pursuing some fanciful lost glory, as far as they're concerned. Most Joes just want to make enough creds to keep themselves and any loved ones happy.

One thing that can be said with a certainty is that life in different parts of North America is, well... different. Not all sprawls are created equal, so to speak, and that's what I'm here to tell you about. You may have a pretty good idea about life in Chi-town, but what about other places? Do you apply the same rules to St. Louis as to Chicago? Well... I'm gonna try to clarify that for you, ami.

Although I'll eventually show you several North American cities, for now I'm going to focus on Boston, the capital of Atlantica. Hanging on the edge of land, barely salvaged from the ocean, this old city is a chaotic mess of violence and combat. If there's a dirty and violent job that needs to be done, this is probably the place to find it. Just keep your head down and your gun handy, ami.

Posted: 03/23/12/2088 15:02

>PAYN_MAN: FIRST!

Posted: 03/23/12/2088 15:10

>I_ATE_YOUR_FACE: N00B

Posted: 03/23/12/2088 15:27

>BILLY_BLACK_EYES: And make sure it's a BIG freaking gun too.

Posted: 03/23/12/2088 15:30

>GRAPE_APE: BOSTON REPRESENT!

rising sea level. If not for the Sea Wall project, much of Boston would be several dozen feet under water. Instead, the city looks much the same as it did at the beginning of the millennium, except with a lot more skyline.

I'll tell you a bit more about the Sea Wall later, but for now, suffice it to say it's a marvel of engineering that connects Long Island and Deer Island with a sophisticated lock to allow ships to dock along the original waterfront. It's also a pretty damn vulnerable location, ami—you've been warned.

At night, the Boston skyline is a glowing thing of beauty dominated by the Emperor Pharmaceuticals building, all reflected against the Charles River and punctuated with oodles of hypertags. During the day, things are a little less pretty except for those tags and other HR objects. Then it's a lot easier to see the gray and gritty portions of Beantown, often punctuated with the smoke of smoldering fires.

Oh... one more slightly important thing about Boston: since no one down in Maryland had the foresight to build a big wall to hold back the ocean, Boston has become the functional capital of Atlantica. And that may just be one more reason there's so much unrest in Beantown. There're rumors in some circles that a lot of the discontent and terrorism is... um... 'encouraged' by the North American Coalition. After all, it only makes sense that the NAC would love to see Atlantica become unstable.

Because of this, every area of the city is cordoned off and monitored by the Atlantica Police Force at specific checkpoints. To enter or exit an area, a person must have a valid Boston or temporary ID card. Anyone who doesn't is detained until the proper paperwork can be filed (which usually takes two or three business days), during which time he is subject to a full background check. The bad news, tomo, is that the APF can detain anyone they deem 'suspicious', which very often leads to crooked cops holding a person out of spite.

The good news (for you) is that the same crooked cops can be bribed to allow passage through a checkpoint. Of course, this means many terrorists simply bribe their way around the city rather than getting stopped and caught.

Speaking of law and order, you may want to keep in mind what martial law entails. Although the strict curfews in Boston were lifted several years ago, you've still gotta have the right 'paperwork' if you want to be running around after dark... which usually means only the peeps with wealth or connections get to play at night. Well, okay— so do the Combine troops and anyone with either no regard for the law or a serious death wish.

Yep, that's right, tomo. If the soldiers have a mind to, they can start shooting, with extreme prejudice. You can forget any rights of habeus corpus—if you're lucky, you'll get to appear in front of a court-martial, but I wouldn't go counting on that. Oh, and don't go screaming about your Miranda rights either; those are gone too.

The bottom line is that all the laws about murdering, maiming, raping and pillaging are still in place, but the Combine can also take action if they even just think you're doing any of those things. Sure, they might ignore you if they're busier with something else, but I wouldn't count on it—that's usually when the shooting starts. Or if you look like you're well-armed. Otherwise, if you seem even halfway or remotely suspicious, expect to be stopped and asked for your ID and clearance.

That's what makes places like Beacon Hill such a pleasure—the Atlantica

INTRODUCTION

Police still patrol there, and have to play by stricter rules. Sure, they may be in the Mob's pocket, but at least they have to warn you before they start shooting.

My advice is to avoid ACAF troops as much as possible, and steer clear of any routes where they are escorting important people or things. Which sort of brings us to the topic of getting to and around town.

You can get to Boston by highway, of course, as well as by ship (if you don't mind waiting for the locks) or plane (if you've got enough clearance to move through LAMCOM). But the easiest way is aboard a magnetic lift train—although there is always the chance a bit of monorail has been tampered with by local terrorists. Fortunately, only one route needs to be monitored, and that enters the city by way of Cambridge and the Harvard sector.

Locally, Boston used to have an underground rapid transit system, but damage incurred during the war and in its wake has left those tunnels filled with water. If you've got SCUBA gear, you could still use them, although proximity sensors and left-over munitions may make it more exciting than usual—even if you don't believe the urban myths of overgrown critters still lurking down there.

There is still a state-run bus system... kind of. On an irregular basis, large armored transports guarded by Combine troops move between major locations. These caravans fall under the auspice of the Boston Transit Authority, and may make the commute safe, but they're hardly convenient. I wouldn't suggest it as a means of escaping the scene of a crime, at any rate. And make sure you have the 25 credits available for a one-way trip.

Oh, and one more thing: buses will get you around the brunt of Boston well enough, but can take a while to get over to East Boston. Because of this, the BTA maintains a small fleet of armored ferries to make the run across the harbor and back—the rates are the same, as is the convenience and comfort.

Although the Beacon Hill trolleys still exist, they haven't been used since martial law was put in place—something about security, and riding in an open trolley. Beantown also used to be known for its pedestrian and cyclist commuters, and in some parts—like Dot and Southie—that's still not uncommon... although they tend to be better-armed than they were a hundred years ago.

Posted: 03/24/2088 01:42

>: PAYN_MAN: 1 tyme, Me and my crew went 2 a checkpoint and wuz like, hey U ACAF F-tards, we iz gona kill U now Bcuz. U R on our Turf They wuz real scared Bcuz we puld out a roket lancer 2!!! But then we rode off B4 they could shoot us . LOLOL

Posted: 03/24/2088 02:18

>KRYOMANCER_111: *FACEPALM*

Posted: 3/24/2088 2:20

>WIDOW_MAKER: There's good creds to make hiring yourself out as a bodyguard on the rail lines. Course you need to have a rep for being able to handle that sort of thing, and they only tend to hire when something, or someone important is coming or going into Boston.

Posted: 3/24/2088 3:00

>OVERNIGHT_OVERLORD: Be careful of heading out to where the Buses don't run. The gangs rule these forgotten corners, and don't mean a thing if you're a terrorist, combine trooper, or if you work for the micks, the gangs don't give a shit who you are if you roll up in their hood without something to bribe them with.

Posted: 3/24/2088 3:22

>CRIMSON_VELVET: I usually lure them in with the lost lonely girl routine, then plug a couple of them with my Gyroc Rifle. After seeing the exploded remains of a few of their buddies, they tend to leave me alone.

Posted: 3/24/2088 3:25

>WIDOW_MAKER:@CRIMSON_VELVET: Hot!



Posted: 3/24/2088 3:26

>BILLY_BLACK_EYES: Who's this guy kidding? Everyone knows ABC cab sucks a big fat one. The weapon systems on the vehicles only work half the time, and the drivers are extortionists! What a joke.

Posted: 03/24/2088 3:31

>BIG_EARL: They always take the longest route to your destination so as to "**avoid hostile sectors.**" Well let me tell ya. ALL parts of Boston are hostile Brah. To all you cabbies out there:

Just get me to my damned destination as fast as freaking possible!

Posted: 03/24/2088 3:40

>LUCIFERION:@ BIG_EARL: Jeez man, calm down.

@ BILLY_BLACK_EYES: I have to agree with you. This guy's either a corporate shill or some fat cat living in the "Back Bay Bubble" where nothing crazy ever happens.

Posted: 03/24/2088 3:54

>BILLY_BLACK_EYES: I've seen some pretty crazy shit go down in the **Bubble** Luciferion. Granted, the sector isn't always hostile, but every now and again someone (usually a bunch of bangers hopped up on Jet) gets a wild hair and goes looking to cause a little mayhem.

Sucks to be them though, cause the ACAF is cracking heads these days.

Posted: 3/25/2088 3: 55

>WOLFSON: I'll be posting detailed data files on some key players in Boston throughout this document. Don't ask how I got this info, 'cause I ain't tellin' ;)

TYPICAL CABBIE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d4, Hacking d4, Knowledge (City Traffic) d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5;

Cybertrauma: 0; **Street Cred:** 2

Hindrances: –

Edges: Ace

Cyberware: (Streetware)Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

Gear: Assault shotgun (Range: 4/8/12 Damage: 1–3d6), Boot Knife (Damage: Str+d4)

Posted: 03/24/2088 3:56

>BIG_EARL: !!!!!!!!!!!

But your best bet(unless you're sure you know how to navigate the city's meandering byways) is to take a cab. I'd recommend the Atlantica/Boston Cab company. ABC tries to hire drivers experienced with hazardous conditions, and maintains a fleet of beefed-up taxis fitted with armor plating and gun ports. Some enterprising ABC cabbies have even retrofitted extra 'precautions' to their personal vehicles to give them an extra edge if necessary. Sure, tomo... at 50 credits a mile, it ain't cheap, but ABC is probably the safest way to get from anyplace to anyplace else in Boston.

LOCATIONS OF INTEREST

While the Boston sprawl technically runs from something like Lowell to Weymouth, we're mostly concerned with the heart of the city. Most of those outlying areas are fairly generic anyway, with the peeps there pretty much engaged in typical Bostonian day-to-day activities: trying to eke out a living, collecting a government dole, or blowing up something they disagree with.

Yeah, yeah... that was sarcasm, tomo. The point is that much of the interesting, might-find-you-a-job stuff is going on at the center of things—Beantown proper, as it were. So here are some of the high points...

BACK BAY

Back Bay is the playground of the rich and powerful. This area is home to Beantown's skyscrapers and Megacorps, and the people who live here are the city's elite. Just ask them. Upscale residential, retail and commercial office buildings line the streets in this part of town, huddled under the towers that house various corporate and civic interests. The John Hancock Tower still flashes out weather forecasts by way of colored lights, but now also hosts a hypertag that gives up-to-date meteorological information, as well as government-sponsored news updates.

But even though the John Hancock Tower and the Prudential Center still stand tall, it's the Emperor Pharmaceuticals building—the EP corporate headquarters—that now dominates the skyline. EP has reputedly donated a huge sum of money to the Atlantica Police Force, making Back Bay one of the few places in the city that gets patrolled regularly. This also means the sector checkpoints are more securely monitored than most, though that hasn't stopped Back Bay from taking the brunt of many of the attacks against Atlantica's government.

On the other hand, if you want to get a look at the latest electronics and technology, ami, Back Bay is the place to go. Places to hit include Newbury and Boylston Streets, as well as the Prudential Center and Copley Place malls. Just remember to put on your Sunday best, if you want to talk with the pretty clerk instead of the brawny security guard. Here's a small sampling of some of the places you can go to shop, chill or gawk, depending on your predilections:

- **Back Bay Boutique:** While there are literally hundreds of trendy shopping spots in the sector, the Back Bay Boutique on Newbury is one of the trendiest. If you can get an appointment with Gillian, you're guaranteed to be the talk of high society. She doesn't sell off-the-rack crap—she tailors every outfit to the buyer. And she charges accordingly.

- **Hynes Convention Center:** The Hynes Convention Center is mostly for large-scale events, such as performances by various rock and media icons. While it's tough to do any real socializing during many of these events, it isn't always a total bust, provided you can afford the tickets. Admissions to low-end affairs can run 200 credits or more, and the prices will skyrocket for a high-demand act.
- **I33t-nu-U:** Located within the Prudential Center Mall, I33t-nu-U is the place to go for things like plastic surgery or cosmetic cybernetics such as Mood Skin™ or Eye Lights™ (see the Malmart Updates on page [35]). Just don't wander in with a real emergency, tomo—these guys are geared for things like breast enhancement, not gunshot wounds.
- **Zen-Zed:** Although there are a few dining and drinking options in Back Bay, most of them are pretty bland and generic. Zen-Zed is one of the few exceptions, as it is trendy enough to be a place to see and be seen, entertaining enough to be a distraction, and 'atmospheric' enough for the types of quiet 'business' meetings you may want to attend. Come with plenty of scratch though, tomo—the club's drinks start at 50 credits, and if you want a decent meal and not just a bowl of clam chowder, be prepared to spend at least 250 credits.

Additionally, this sector has plenty of cultural sights, if you're keen on things like ancient architecture from a couple hundred years ago, which includes churches. And, for some reason, Back Bay has more churches than you can shake a stick at. My guess is that when they filled in the actual bay that once sat here and started building on the new dirt, they figured they needed all the help they could get, and tossed in plenty of places to pray, just in case. At any rate, you can find a house of worship for almost any Christian or quasi-Christian denomination in this sector.

BEACON HILL

While Back Bay may be full of the businesses of the rich and notorious, Beacon Hill is the place they call home. Many of the city's leaders—businessmen and political figures alike—maintain their residences here, high above the sprawl. Many of these same people, or their families, helped to fund the Sea Wall; even though Beacon Hill is some three-hundred-odd feet above sea level and would have been spared the flooding, no one wanted to have their businesses there as well.

Although Beacon Hill has the same security checkpoints as anywhere else in Boston, the palatial estates and tree-lined avenues are also protected by Pinkerton Security, the largest security firm in Beantown. Some advice, ami—try not to cross paths with a Pinkerton. They're heavily armed and have a reputation for brutal efficiency, along with a tendency to shoot first and ask questions later.

Quite frankly, you probably won't have any need to head up to Beacon Hill... but then, I suppose you never know who might hire you—or what you might be hired to do.

Beacon Hill is an old neighborhood, filled with its share of famous addresses (and infamous ones, for that matter—like 44A Charles Street, where the last victim of the Boston Strangler was murdered) but, in spite of its residential flavor, the sector still has a few interesting places to hang out:

- **Club of Odd Volumes:** Some peeps think the Club of Odd Volumes on Mount Vernon Street is the same as the Boston Museum of

Posted: 03/24/2088 3:59

>BILLY_BLACK_EYES: L33T-nu-U is pretty chill. A chica I know went in and got some eye lights done. But when she told me how much she paid for them I almost yarfed in my beer. Upscale work means upscale prices.

Posted: 03/24/2088 4:00

>SISTER_SIN: A girlfriend of mine went there ta get a mood skin treatment. Something went screwy with the RNA bonding and she started changing skin color so fast that she looked like a freaking Christmas tree. The effect lasted for a week! They refunded her money though.

Posted: 03/24/2088 4:10

>: PAYN_MAN: @ SISTER_SIN U sound Hawt! Got N-E PIKS?

Posted: 03/24/2088 4:19

> SISTER_SIN: In your dreams scriptkiddie.

Posted: 03/24/2088 4:20

>LUCIFERION: Anyone been to Zed-Zed? I can never get a table—something about my horns and red skin always seems to rub the stuffy bouncer the wrong way. X;)

Posted: 3/24/2088 4:39

>NEON_BRIGHT: Word is the Convention center is going to be the next big target for the Scions of Liberty to blow. ACAF forces will probably be swarming over the area the next couple of shows.

Posted: 3/24/2088 7:00

>GRAPE_APE: You can't always believe that shit, sometimes rumors like that be floatin around to distract from the real target. If they blew up the convention center during a concert they'd lose what little public support they have left.

Posted: 3/24/2088 7:14

>ORION:@GRAPE_APE: The Scions of Liberty have public support? Funny, I thought they were universally loathed.

Posted 03/24/2088 16:04

>PAYN_MAN: zed zed sucks. u cant see nothin ur drinks iz weak and ur food taste like crap.

Posted 03/24/2088 16:12

>CHARON: PAYN is overreacting, but you aren't missing much, LUCIFERION – like many trendy spots, Zed-Zed is over rated. It's mostly for rich peeps who want every-one to know they're rich.

Posted 03/24/2088 16:33

>ARCHANGEL: Watch what you do in Zed-Zed. The place is full of real, hyper and virtual monitoring and recording equipment. Stick to drinking and dancing and you may be fine. Depending on who you're doing it with.



American Literature found in Hyde Park, but it isn't. Well... not entirely, anyway. While they are both essentially private clubs with a collection of books, Odd Volumes is more... elite, and has nothing stored digitally. It also has other curios left over from its museum days, and the books here aren't necessarily of any historical value—they have all been assembled for their 'uniqueness', rather than their importance. Still, this is where you can sometimes find Beantown's elite chilling and socializing.

- **Massachusetts State House:** Sitting on a big plot of land near the top of the hill at the end of Beacon Street, the Massachusetts State House is currently more of a historical oddity than anything useful. For a few brief and glorious moments, the State House served as the capital building for the fledgling government of Atlantica, but it has since been abandoned for security reasons. Combine troops still guard the grounds but, if you have a lot of balls, you can find tons of state-of-the-art equipment inside behind the antique exterior.
- **No More Bull Tavern:** This Beacon Street watering hole has a long and proud history. Originally founded as the Bull and Finch Pub—named after Boston's most well-known architect—it was eventually used as the 'face' of a popular 2D series a century ago, and subsumed into a bar and grill franchise. During the Second Civil War, the pub went back to private ownership and was renamed the No More Bull Tavern as a nod to its history. The bar is still popular, and frequented by a number of local regulars (see the Savage Tale, 'Friends Like That', on page [52]).
- **One Beacon Street:** One Beacon Street (both the building's name and address) is an old high-rise office building. This wouldn't normally be a fun place for you, but there is a popular night spot—Club 14—located on the ground floor. Frequented by Beacon Hill residents returning home from Back Bay, this is considered the place to see and be seen.

DORCHESTER

'Dot', as the locals call it, is home to Beantown's blue platers. Sprawlers in Dorchester scrounge for what jobs they can find, and many of them 'work' for Emperor Pharmaceuticals as guinea pigs. Dot isn't as crowded as South Boston, and is also rather bland compared to many parts of the city. The sector's most notable feature (and biggest business, outside of the aforementioned EP guinea pigs) is the Malmart hub that takes up an entire city block.

Obviously that's the place to go for all your general cred-and-carry requirements. You can even pick up a quick meal at the Malmart's food court, although you might want to remember to stock up on some MalPep pink bismuth if you're planning to grub on anything from Fat Sally's Ribs and Chicken, tomo—trust me on this one. Rumor has it that this franchise of Fat Sally's doesn't exactly follow the 'standard' corporate-sanctioned recipes, and if you can think of it, it's probably gone into one of their take-out meals.

Given the cosmopolitan and blue-plate mentality of Dot, you can find plenty of places to eat and shop—pretty much regardless of your preferences and predilections—although you aren't likely to find a lot of 'questionable' or outright illegal goods anywhere in this sector.

Some places of note:

- **Cadman Square:** I suppose some peeps come to Cadman Square just for the history, but you might be interested in the food—assuming you're willing to shell out a few more credits than you would at Malmart. Pick your cuisine and you're likely to find it within spitting

Posted: 3/24/2088 9:33

>BILLY_BLACK_EYES: Beacon Hill as can be expected is swarming with Atlantica police officers. Many of the "rich and famous" here also hire out private security as well. Ironic considering how many crooks actually call this place home. The only difference between these crooks and the bangers in X happens to be money and power... lots of it.

Posted: 03/24/2088 9:35

>LUCIFERION: Club-14 is where it's at peeps. Cool drinks, crushing beats, magma chicas with legs from here to there, and on any given night there's usually one or two top-tier fixers looking to contract some work.

Posted: 03/24/2088 9:37

>D-V8: Dunno if it's true, but I heard the guy who runs Club-14 has ties to the Triad, specifically the Crazy 88's.

Posted: 03/24/14/2088 9:47

>: BILLY_BLACK-EYES: The Crazy 88's? Never ehared of 'em.

Posted: 03/24/2088 10:01

>D-V8: Yeah they're new to town, but popular all across Asia, especially in places like Taiwan and Singapore. Bad news Omae.

Posted: 03/24/2088 10:10

>LUCIFERION: Hmm. Come to think of it, Club-14 _is_ under new management. The previous owner hasn't been heard from in a couple of months.

Posted: 3/24/2088 10:12

>CRIMSON_VELVET: It makes you wonder just why the hell they're keeping all that expensive equipment in the State House still. Something must be going on we're not being told about.

Posted: 3/24/2088 11:07

>ORION: The fully armed platoon of ACAF troops which sits outside doesn't help things either. Last time I was in bean town I noticed lots of all black trucks moving in and out of the building in the dead of night. I think your on to something Velvet.

Posted 03/24/2088 11: 12:

>MAGPIE: I don't care who runs it! Club-14 is still fun <3

Posted: 3/24/2088 12:47

>DOC_HOLIDAY: What doesn't make the public news progs are the discarded Emperor Pharm test subjects who turn into freakish bio-horrors and insane killers. Dorchester has the highest occurrence of serial killers out of all of Boston, all thanks to Emperor Pharm's need for more test subjects. Be careful going down those dark alleys ami.

>>>>

Posted: 03/24/2088 12:50

> LUCIFERION: Fields Corner's not a bad place to go if you wanna find deals on clothing, but the REAL reason people like us should go there is the stuff you CAN'T get at Malmart, wakarimasu ka?

Posted: 03/24/2088 13:17

>D-V8: Yeah that scans omae. The Irish mob has a pretty heavy presence in Dot. Makes sense they'd want to cut into the fixer trade in Field's Corner.

Posted: 03/24/2088 13:22

>: KRYOMANCER_111: True Dat playas. If you know who to talk to, you can get anything from the new TAW 2022 assault rifles to freaking anti-tank weapons and Man-portable SAMs.

Posted: 03/24/2088 13:41

>D-V8: Damm KRYOMANCER_111, what kinds of jobs have YOU been pulling lately?

Posted: 03/24/2088 13:50

> KRYOMANCER_111: ;)

>>>>

Posted: 3/24/2088 14:03

>OFF_WIRED: Those old antique electronics are perfect for rigging together explosives. If you know how they work you can remote detonate with an old ipad or Helios techglide. They don't send any deep signals, so can't be hacked, unless you're interacting with it physically.

Posted: 3/24/2088 14:22

>BIG_EARL: If Malmart doesn't have what you want, you only have to wait for them to fabricate it up. They have nao-factories on site to create anything in their catalog. Long as you got the creds.

Posted 03/24/2088 14:23

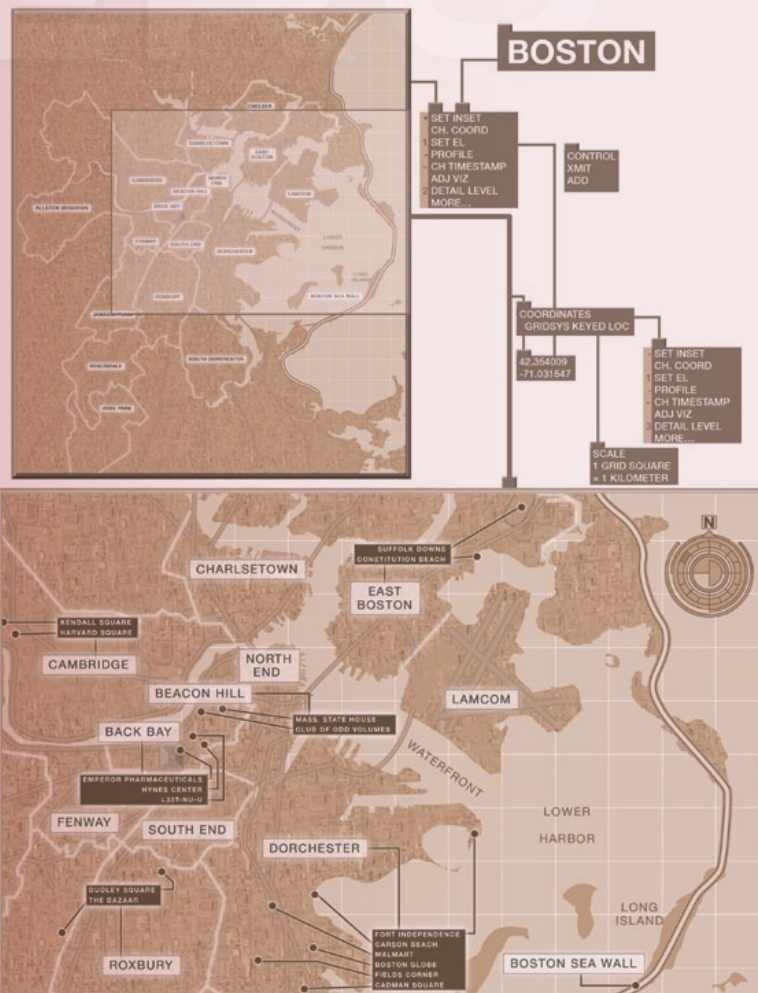
>CHARON: @BIG_EARL: Have you ever tried walking into a Malmart and asking them to fabricate three or four dozen assault weapons? I thought not.

Posted 03/24/2088 14:30

>ARCHANGEL: Don't put too much faith in that up-to-the-minute news. The Boston Globe tells you exactly what they're paid to tell you.

distance. Or, if you're of the particular bent to buy (or sell) antiques, there are stores like Aida's Antiques where you can find any number of old oddities. Hell... I picked up an iPod at Aida's, just for the hell of it.

- **Fields Corner:** If you're in the mood for shopping and don't feel like picking your way through the Malmart complex (which is only about two blocks away, incidentally), you can always try the plaza around Fields Corner. Here you can find shops like Urban Punk and GottaStop—stores not nearly as trendy as those in Back Bay, but less generic than most Malmart brands. There are also a couple of decent clubs in the area, like The Iron Man Café, although they tend to close early because of the curfew... unless you've got the credits to bribe the owner.
- **Malmart Boston:** This is the largest Malmart outlet in Atlantica, meaning you could spend days just browsing the aisles and HR catalogs. Of course, as I mentioned earlier, that doesn't mean they'll have what you want in stock—just that you'll have a lot of stock to choose from. And if, for some reason, your Malmart Catalog is out of date, you can always get a free update from the service department. In fact, you can go to page [25] to check out some of the things you might find in that update.
- **The Boston Globe:** The Globe has been an institution in Boston for over two hundred years. Of course, there hasn't been a print version of the 'paper' for almost the last fifty of those years, but you can still get a lot of news on the cheap from here. In fact, for less than a credit a day, they'll automatically upload the news daily to your TAP—and for a little more, you can have the news live-streamed to your TAP so you can have up-to-the-minute information.



EAST BOSTON

East Boston—or 'Eastie' as it's locally known—is to Beantown as Chicago's South Side is to the Windy City—which is to say gangland at the best and wasteland at the worst. If you aren't keen on meeting a Chrome Reaper, you may want to steer clear of this part of town. In fact, no one wants to go to East Boston, but if you've gotta do it for some reason or another, make sure you're packing some serious heat.

This sector is actually separated from the rest of the city by Boston Harbor, and was originally created by connecting several islands using landfill... which is to say that the area is in constant danger of flooding, despite the Sea Wall. Secretary Whitman was once quoted as saying, "As the sea level rises, the people of East Boston flock to our city like rats leaving a sinking ship", which isn't exactly far from the truth, to put it bluntly.

Eastie has always been a sprawl dominated by immigrants, and now serves as a home for hybrids, simulacrum, zeeks and the poorest of humans—any of society's 'dregs' that normally have a tough time fitting in. Most of the peeps here live in buildings that would otherwise be set for demolition, and disease is rampant, with little food or potable water available. This also means the gangs that have developed here spend much of their time hoarding resources, making it that much harder for the average Joe to get what he needs to survive. The only thing that keeps outright violence in check is the looming presence of the Logan Military Complex to the south.

Of course, all of this makes East Boston a prime recruiting ground for anyone wanting to build a small gang of anti-government terrorists. I suppose that just adds to the sector's charm, although it also means that it's a good place to go for illegal goods like face ID cards or 'refurbished' Gutterware.

Businesses in Eastie tend to come and go pretty quick these days, but there are a few places of note:

- **Constitution Beach:** This public recreation area is generally known by the locals as Shea's Beach and, even though it still bears the name 'beach', is now better known for other things. Part of the problem is that the actual beach faces the Logan Airbase at a distance of less than half a mile (in fact, a couple of the old runways used to have planes taking off right over the beach), so the area is generally kept clear 'for security reasons'. The other problem is that the water can be a little iffy to swim in. If you want to get wet, you're better off going to the bathhouse (adjacent to the beach). There is also a decent eatery (currently called Shea's), and a recreation area where you can enjoy the latest in HR entertainment.
- **Suffolk Downs:** For years, Suffolk Downs was a popular track for horse racing. What? Geez, tomo, look it up. Anyway... as you may have guessed, that doesn't happen there anymore. But the peeps in Eastie figured, "Why waste a perfectly good dirt track?" So they did a little refurbishing with some corrugated steel, tore out the overgrown grass, reinforced the bleachers, and started holding demolition races and Battle Ball tournaments in the central area. Depending on the day's events, tickets at the gate can range from 10 credits to as much as 500. It's also not unknown for the many East Boston gangs to raise a little extra cred (this includes the street kind) or settle their scores by having their rumbles in the arena.
- **Vincenzo's:** Italian restaurants in East Boston come at about a credit per dozen, but Vincenzo's stands out for a couple of reasons. First of all, the food is actually pretty damn good—and at about 60 credits a

Posted: 3/24/2088 15:15

>RAT_MAN: Ya know, I hope the Scions of Liberty don't actually have much luck recruiting the "down trodden" Hybrids, Zeeks, and Sims in East side. Considering how the NAC treats us, I hope none of em are in a hurry to see Atlantica swallowed up.

Posted: 3/24/2088 15:44

>KITTY_KAT: Most of us know to send them packing when they show up around here Tom, don't worry so much. The Normies on the other hand are often all too eager to listen, and end up thinking things would be better if the NAC were in charge. I'll tell you all about it next time I'm in St. Louis.

Posted: 3/24/2088 16:09

>USER BANNED!: You barely qualify as human anymore freak. Your days are numbered.
>> If you assholes keeping hacking in here to post your racist drivel I'm going to personally find you, disable your spam filter and let BONZAI_BEZERKER brainwash you into buying a lifetime supply of "Male enhancement" products.>>Sysops.

Posted: 3/24/2088 16:11

>BONZAI_BEZERKER: YOUR PENISES SHALL BE ENORMOUS.

Posted: 03/24/2088 16:52

>: KRYOMANCER_111: @BONZAI_BEZERKER Already there dude. ;)



Posted: 3/24/2088 17:44

>BILLY_BLACK_EYES: The NAC would dearly love to get their hands on the collection in the Museum of American Literature. They've made several offers to Levinson to buy the documents from him, however he's turned down everyone so far. Bet your bottom cred this will mean work for the Ronin community. Those documents represent the truest legitimacy of being the true "heir" to the old United States.

Posted: 3/24/2088 18:00

>ORION: Well beyond having to make your way past the mercenaries, security systems, oh and the scarily efficient Jekyll A.I. you just need to lack any morals or scruples and turn over some of the greatest documents ever written to the worse people in North America to give em too.

Posted: 3/24/2088 18:17

>BILLY_BLACK_EYES: Everyone's not as idealistic as you Orion, and everyone's got a price. Cyncial times ami.

Posted: 3/24/2088 19:00

>GRAPE_APE: Lilly is nova hot. That woman is always meeting with luminaries of the city and visiting celebrities too. I'd love to give her some grape ape lovin', but her first love is the club.

plate, not a bad deal either. Second of all, this is also the unofficial 'headquarters' of the Ship Rats gang and, by default, the remnants of the Italian Mob in Boston. If you're looking to contact the Rats, just remember: you're just as likely to end up shot as get a meeting, tomo... You've been warned.

HYDE PARK

If I were to pick one part of the Boston sprawl to be the mutt, Hyde Park would be it. One of the southernmost areas of the city, this sector sports everything from a nasty section of ghetto and gangland to the Boston Museum of American Literature... giving you plenty of opportunity to check out both culture and counter-culture.

The library is the brainchild of Daniel Levinson, an entrepreneur who realized both that many documents (like those in the Arlington Library and the Library of Congress) had been left to rot, and that many other documents had been digitally preserved. This gave him an idea. The Hyde Park Library—once a branch of the Boston public library system—had largely been abandoned along with everything else once things started going to hell in a handbasket, so Levinson purchased it, renovated it, and then paid mercenaries to retrieve as many intact books and documents as possible from around the former United States.

Most of those books and documents were then digitally copied and stored on servers within the building, and put under the auspices of an AI Aspect known as Doctor Jekyll. Anyone may digitally access the information for a small 'donation' of 10 credits, but the museum's real support comes from a privileged few who use the building and its comfortable amenities as a sort of gentlemen's club. Membership in this group is by invitation only, and the monthly dues allow not only the use of some very upscale perks, but access to the original books and documents as well.

Oh... and if you've got a sudden urge to barge in and avail yourself of some of those 'amenities', I should point out that Levinson still employs many of those mercs, who are not only well-paid, but also resent people messing with what turned out to be a lot of hard work on their part.

Although Hyde Park seems to consist mostly of old buildings and industrial parks, there are a few places that you might find interesting:

- **Boston Museum of American Literature:** I pretty well covered the Boston Museum of American Literature, so I shouldn't have to say much more. Oh... all right. If you want a little more information, tomo, check out the Savage Tale, 'Book Collectors', on page [48].
- **Club Mephistopheles:** One part dance club, one part strip club, and one part bar and grill, Club Mephistopheles is potentially a great place for a clandestine meeting or a wild night on the town. The flashing lights and loud music make for a great cover or distraction—depending on your wants—and the club's mysterious owner, Mistress Lilly, apparently has some sort of agreement with... someone. At any rate, the club is never raided, nor are patrons bothered when heading home after curfew—provided they don't have to travel too far. For the others, the club also has rooms to rent: 800 credits for the night, or 150 credits per hour for, um... shorter stays. Sadly, Club Mephistopheles also has a cover charge of 200 credits, and although food is served here, it starts at 100 credits a plate and isn't high-quality. Drinks are pretty cheap, though, starting at only 10 credits for beer on tap.



- **Rags:** No one is quite sure if Rags is named after the owner, the owner's dog or the general decor of the place, but if you're looking for a little less 'atmosphere' than Club Mephistopheles offers, Rags is your place. It's dim, dingy and subdued. Drinks start at 30 credits a glass. Don't bother asking for food, although if you drop enough credits on one of the staff, it's rumored the owner can get you connected to anyone or anything you might need in Boston—in fact, Molotov cocktails are on the menu for 'special' clients. (For more information on Molotov cocktails, see the Malmart update on page [28].)

LOGAN AIRBASE MILITARY COMPLEX

Also known as LAMCOM, the Logan Airbase is kind of a 'there and back again' story with no happy ending yet in sight. Built once upon a time as a military airport, it was eventually turned into a commercial airport and remained so for years. But current events have caused it to be 'requisitioned' back into military use, and Logan now serves as Atlantica's largest military airbase.

The Logan Military Complex also serves as the main headquarters for the Atlantan Combined Armed Forces (ACAF, or simply the Atlantica Combine) and the troops maintaining order in Boston, so I can't say it's a popular place at the moment—except perhaps for those people who highly value their security... like maybe the peeps operating out of Back Bay and living on Beacon Hill.

Very few non-military types are allowed on base, and no one on base messes around, ami. More than one unlucky fisherman has traveled too close to the base and been taken down by overzealous guards. On the other hand, I suppose you can't blame them, since more than a few would-be terrorists have attempted to use rocket launchers from fishing trawlers to destroy aircraft as they take off or land.

Of course, this hasn't deterred attempted terrorist activity from out of East Boston, and to say that the coexistence between East Boston and LAMCOM is 'uncomfortable' would be a gross understatement. Ground troops and vehicles leaving the base generally roll right through East Boston, often shooting at anyone who gets too close to the convoys. In fact, air units now take off only over the bay, because it's easier to spot a fishing boat than a lone gunman with an MPRL hidden in the ruined structures to the north.

My advice? Steer clear of Logan Airbase unless you absolutely have business there. There aren't many 'amenities' here, other than the BX, an officers' club, an NCOs' club and plenty of barracks.

ROXBURY

The peeps in Roxbury have long asserted that the area once served as the heart of black culture in Boston. All things being more or less equal, Roxbury now serves as the heart of most of Beantown's counter-culture—sims, hybrids, mutts and zeeks are now all part of Roxbury life. Basically, if you can't get accepted anywhere else, then you've got a home in Roxbury.

Of course, there's a downside to all this. Roxbury also has a long history of violence, and it carries on today with a vengeance. Those same minorities, in the face of martial law, want their voices to be heard—and they'll make sure they scream and yell and blow things up, just to make it so. And in spite of all the 'brotherly love' and 'mutual acceptance' supposedly ingrained

Posted: 3/24/2088 19:33

>DOC_HOLIDAY: Not everything is glitz and glamour in Club Mephistopheles. The occasional patron od's, some celebrity injures or kills an escort, suffice to say, Lilly keeps the OOL's of a few good docs on hand to handle things discreetly.

Posted: 3/24/2088 21:21

>OFF_WIRED: Who the hell needs to buy their own Molotov Cocktails these days!? Seriously, it's not freakin' rocket science to create this stuff! If you have to ask a bartender to sell you Molotov Cocktails it's high time you hung it up, and let professionals handle things.

Posted: 3/24/2088 21:19

>CRIMSON_VELVET: Awww, come on wired, let the little newbs learn the hard way! It's cute!

Posted: 3/24/2088 21:33

>LUCIFERION: Boston being what it is, a city under Martial Law, military hardware's not in short supply. Some of the ACAF soldiers are rumored to run a black market, selling off excess stock for creds right out of Logan Airbase.

Posted" 3/24/2088 21:45

>KRYOMANCER_111: We're living in the NOW generation, Wired. People want everything and they want it NOW. Even traditional learning has taken a back seat to getting a KNOWcomp installed in your brain so you can upload any skill you need whenever you want it. Learning is soooo 20th century.

Posted 03/24/2088 21:50

>CHARON: @OFF_WIRED: I don't know about you, but I don't carry a half-dozen bottles of grain alcohol and a bunch of greasy rags in my pocket. Occasionally time and circumstances require that you improvise, and sometimes that means paying for the simple things.

Posted 03/24/2088 21:53

>BILLY_BLACK_EYES: The Rox is definitely a different world, though I sorta get the impression that this writer thinks it's a BAD thing. I tell ya, given a choice between livin' in the Back Bay Bubble and the Rox, I'm gonna choose the Rox.

Posted: 3/25/2088 5:11

>KITTY_KAT: "why not turn a trick or two"!? I'd love to meet the man who wrote this and introduce him to my Titanium laced spurs. As if Hybrids don't get enough of this already.

Posted: 3/25/2088 6:02

>2_YEARS_LEFT@KITTY_KAT: I think he was being facetious Kat, chill. Anyway, Jamica is a great place to pick up work, and not the obvious kind. It's a great place for clandestine meetings, and most of the business owners have enough ears in the ACAF and Atlantica Police force to know when a raid is coming down, and are able to get out before the sweeps happen.

Posted: 3/25/2088 7:22

>SMOKE_AND_MIRRORS: I use to work the Dudley Square myself. Being able to peek into the heads of customers meant I could tell them what they wanted to hear. The source is right though, some zeeks take those secrets and sell them to the highest bidder. Of course, blackmail is one great way to get yourself gacked real fast.

Posted: 3/25/2088 7:33

>EAGLE_EYE: The Scions of Liberty sometimes look for zeeks here to knock out, tie up and send over to the NAC. It's rumored to be one of the ways they keep themselves funded. All on the "hush, hush" of course.

Posted: 3/25/2088 7:39

>BILLY_BLACK_EYES: I've heard the same rumors EAGLE_EYE. I wonder what's up with that. You'd think the NAC wouldn't want anything to do with zeeks.

Posted: 3/25/2088 7:42

>EAGLE_EYE: I've heard it has something to do with a secret (well, not-so-secret, if I'm hearing the rumors) project by the name of *****

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>>

>

)%&#(*MNAHNI&*%\$XVCD...._+)*(
//////////null return.

....

Posted: 3/25/2088 7:43

>Luciferion: WTF??

Posted: 3/25/2088 7:47

>SySop: Sorry for the data loss folks. It looks like we got hacked.

Posted: 3/25/2088 7:48

>KRYOMANCER_111: Ya think?!? Someone should check on EAGLE_EYE to see if he's OK.

in Roxbury culture, there's still a lot of 'us and them' mentality prevalent in the hood. This means if you aren't one of us, you're a target. And, by default, if you are one of us, you're still a target for 'them'. Great fun, ne?

There is one other slightly more interesting offshoot of all this acceptance mixed with criminal behavior: the Combat Zone has effectively been resurrected to the southwest of Roxbury, in what was once the breakaway community of Jamaica Plain.

'If you want sex, pleasure or just plain black market goods, go to Jamaica' is the current axiom. In spite of repeated attacks by 'puritan' elements and repeated raids by the Atlantica police and military, Boston's red-light district is thriving. Or perhaps it's because of those things... There are a great number of people who want rare luxuries or pure escapism, and they're willing to part with their precious credits to get them. And if you happen to be a hybrid with no other means of making ends meet, why not turn a trick or two?

All in all, Roxbury can be an interesting—and even lucrative—place to visit, but I'd recommend watching your back and any pockets, pouches or storage areas you've got while you're there, tomo. And, along those lines, it's probably the best part of town to go if you're in the market to replace any weapons confiscated at some checkpoint or another.

Since Roxbury comprises several Boston neighborhoods, the businesses can be pretty diverse, and Roxbury itself has a long history of 'eccentric' establishments—or at least institutions known for unusual ways to remain memorable... such as hanging the shingle upside down. Here are a few notable places:

- **Brook Farm Cemetery:** Located in what was once West Roxbury, the Brook Farm Cemetery has a history stretching back about two hundred and fifty years. Originally founded as a commune based on socialist views and agrarian living, financial woes eventually left it abandoned, and all the buildings eventually burned down. That was when Brook Farm started being used as a cemetery. While it still serves that purpose, it also serves as an unofficial meeting site for the least 'human' of Roxbury's residents. Chimeras and robots that have a harder time mingling with more 'ordinary' peeps tend to congregate at Brook Farm and party amongst the tombstones. ACAF troops allow these 'public forums' to go on—even after curfew, following an ugly confrontation about five years ago—although they keep a close eye on them, just to make sure they don't spill out of the cemetery grounds.
- **Dudley Square:** Dudley Square is more or less the center of Roxbury—at least from a commercial standpoint. At the very least, if you're looking for places to eat and shop, this is the best place to start... assuming you're not looking for more 'exotic' diversions. It's also your best recruiting ground if you want the services of sims or zeeks. Speaking of which, be advised that a couple of those corner fortune tellers are likely to really be able to see what's going on in your head—if you've got secrets to keep, go play in the HR arcades instead.
- **High Fort Club:** This is another meeting place with a long and glorious history. The High Fort Club was built around the remains of an old watchtower, itself standing on the remains of what was once an observation post that could oversee the peninsula of land connecting Boston to the mainland. Of course, now it just commands a

fine view of the Boston sprawl, since most of the area has been reclaimed from the various bays. The most notable feature of the High Fort Club is its open tolerance policy. You can rest assured no one is going to comment on anyone's race, creed or sexual preference inside the club; at least, not without creating a small riot that's likely to see the offender deposited outside the premises in a most humiliating manner—naked and doused in cheap booze is a perennial favorite. The prices here are fair, there is no cover charge, and the music is rotated nightly in an attempt to accommodate most tastes.

- **The Bazaar:** Located in Jamaica Plain, the Bazaar is the functional heart of the Combat Zone—a massive, open-air marketplace surrounded by the ancient tenements. This is the best place to start if you're looking for sex, drugs or guns... or anything else you may decide you're in the market for. Yeah, tomo, you can even find ordinary stuff here—after all, even the locals gotta shop or buy furniture—but the real draw is the stuff you can't find over in Southie. The Combine pretty much leaves the area alone these days, having finally figured out no rebellions are fermenting here, and most of the 'complaints' come from agitators spurred on by the NAC. It's only when those agitators take matters into their own hands that ACAF troops are forced to move in, and the Bazaar shuts down for a week or so. After that, it's back to business as usual.

SOUTH BOSTON

Odds are South Boston—or 'Southie' as the local sprawlers call it—is the part of Boston where you'll be spending most of your time, ami. This densely packed chunk of sprawl is conveniently positioned, with Roxbury to the southwest, the city's center right across the Fort Point Channel to the north, and a scenic view of the Logan Airbase Military Complex on the other side of the bay to the east.

More importantly, while the rent here isn't as cheap as, say, East Boston, the conditions are a hell of a lot better, and while there are a lot of people crammed into this area, most of them are content to mind their own business and leave each other alone.

Many of the types of professionals you're likely to mingle with can be found in Southie, especially toward the bay. Small businesses thrive here—often serving as both office and residence to those who operate them—and along with the usual mix of shops and entrepreneurial endeavors, you can find private investigators, bounty hunters and any number of less savory professionals. And there's bound to be some sort of convenient shop within walking distance... even if it's just the local Pack-a-Shack franchise.

But bear in mind, tomo: the farther west you travel, the worse the area becomes. Even though it's uphill, most peeps refer to the western side of Southie as the 'lower end'. It still isn't as bad as East Side, but don't expect the police to come to your aid unless they're shooting—which means you're a target, too.

Another thing to keep in mind is that South Boston is—and has pretty much always been—a predominantly Irish neighborhood, and this means two things to you: if you're Catholic, you can find a church here no matter where in the sector you are; and if you're looking for less 'spiritual' assistance, you can find the Mob here no matter where in the sector you are. And don't make waves if you don't want to draw down some ire on yourself. If you aren't looking for a church, there are a couple other places of interest here:

Posted: 3/25/2088 7:50

> LUCIFERION: The Bazaar is also a hotspot for foreign goods too. If you want the latest Helios Hacking gear, or Black Knight firearms you can find them here. Rumor is, some of the Congloms let their stuff end up in places like this, loaded down with hidden trace and datacollecting tags to get some "real world" testing done on their latest toys.

Posted: 3/25/2088 8:05

> GRAPE_APE: Southie is my home. It's a great place to live, and to get work. It's also the last bastion for the Irish Mob, they may be the weakest criminal players in North America, but Boston is still their major stronghold, and Southie is their Castle.

Posted: 3/25/2088 8:55

> BILLY_BLACK_EYES: While it may be true the Irish Mob doesn't have much power outside of Boston, I wouldn't go around spouting that off while in their backyard. Red Callahan and his boys don't take to kindly to that kind of talk, and they have someone in everyone group in the city.

SEAN 'RED' CALLAHAN [WC]

Mob Boss

Red Callahan may, in fact, be the man who really runs Boston. It would be an undisputed fact but for the existence of martial law and the presence of Combine troops, since he actually has a big say in Emperor Pharmaceuticals and, by proxy, has the Atlantica Police Force in Boston pretty much in his pocket. Irish to the core, Red drinks hard, plays hard, fights hard, is stubborn as a mule and actually has something of a sense of honor. The closest thing he has to a rival is Julius Angello and his Ship Rats, although—perhaps ironically—he feels kind of sorry for Julius' daughter. He even finds her attractive, but has no interest in pursuing a relationship—he's plenty familiar with the story of Romeo and Juliet.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Gambling d8, Hacking d4, Intimidation d8, Knowledge (Business) d8, Notice d10, Persuasion d8, Shooting d10, Stealth d6, Streetwise d10, Taunt d8

Charisma: +2; Pace: 6; Parry: 6; Toughness: 11/13(5/7); Cybertrauma: -2; Street Cred: 30
Hindrances: Code of Honor, Stubborn, Wanted (Major)

Edges: Charismatic, Command, Connections (Irish Mob), Fervor, Filthy Rich, Inspire, Luck, Strong Willed

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 2 Subdermal Armor (+2 Armor)

Gear: Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto), Executive Decision Tactical Armor (+3/+5, Negates 4 AP),

Posted: 3/25/2088 9:40

>BILLY_BLACK_EYES: One of the reasons Red acts with such impunity in the city though, is because he has President Singh on his side. Red isn't too fond of the anti-government terrorists in the city, and if his boys catch wind of their activities, he'll pass it along to the authorities. Seems like Singh is practicing the "Better the devil you know" approach.

Posted: 3/25/2088 9:55

>2_YEARS_LEFT: Devil or not, Red has managed to fight off every incursion so far from foreign organized crime syndicates. The Longshoreman are his biggest rivals. Still, word is some of the Italian Families are looking to expand operations into the city. The Irish heritage thing is starting to wear just a little thin these days given the population make up of the city. Still, Red has tradition and entrenchment on his side, and that counts for a lot.

Posted: 3/25/2088 10:03

>BONZAI_BEZERKER: I WAS BORN IN CAMBRIDGE, MIT LABS! NO OTHER SPAM BOT HAS EQUALED MY QUALITY! ALL BOWED IN FEAR OF THEIR PENISES BEING INADEQUATE WHEN MY CODE HIT THEIR TAP!

Posted: 3/25/2088 10:11

??SySoP?? Cool it Bonzai, I think we've hit our quota for how much we can mention the word "penis" on this site and still be taken seriously.

Posted 3/25/2088 10:15

>BILLY_BLACK_EYES: What Bonzai is trying to say in his own way is, Cambridge puts out much of the hottest new hacking programs, A.I. protocols, and other programs cooked up right in the dorm rooms. Corp presence is huge always looking for the next hot shot programmer to sign up.

Posted: 3/25/2088 11:07

>CRIMSON_VELVET: When ever I'm in the Boston area I always try to make it over to Inman Square for a night. The atmosphere is simply something else. It's a wonderful place for a sensual romantic evening.

Posted: 3/25/2088 11:44

>WIDOW_MAKER: Careful Velvet, you may make us all want to invest in a top hat and walking sticks.

Posted: 3/25/2088 11:49

>LUCIFERION: Inman is also regularly host to a number of conventions over the year, from Shogunate Anime, to Literature, and Hyper-space Roleplaying. Don't ask me how any of that stuff has anything to do with Victorian atmosphere, but it's there.

- **Carson Beach:** Paradise Bay and its attendant beach, Carson Beach, are still semi-recreational areas. Of course, while you can still frolic in the water if you want—no laws prohibit it on this side of the bay—I won't vouch for the safety of the water itself... Pollution and environmental changes have taken their toll. But, weather permitting, it's still a decent place to hang out and have clandestine meetings with people you don't want to meet with unless it's in a very public location. Pick up a clone-dog for 10 credits and wash it down with a 20-credit Icon™ caffeine drink. Just stay clear of Castle Island, unless you actually have business with Red Callahan.
- **Fort Independence:** Speaking of Castle Island... Although once part of the Carson Beach recreational area, the island and the fort sitting on it—Fort Independence—have been claimed by Sean 'Red' Callahan as the headquarters for the Irish Mob. Through whatever deals he's got worked out with the city leaders, he maintains much of the 'security' in the South Boston area and, in return, is allowed to keep the fort and its grounds as a 'personal home'. Of course, the security and defenses of the old structure have been updated and improved, and Red keeps a small army of personal... um... 'bodyguards' on duty at all times. Unless you're planning on fighting your way in, your best bet is to get an invitation from the Boss. Of course, sometimes an 'invitation' to speak to Red means you're in deep shit.
- **Independence Square:** Independence Square is one of the major commercial hubs in the area, and used to be a favorite gathering spot to watch the annual Saint Patrick's Day parade. Of course, the parade hasn't run in decades, but you can bet the festivities will go on without it. If you're looking for a wild party, just hang around the square on March 17th.
- **Kiley's Tavern:** While not the 'original' Kiley's, this is still a favored watering hole not too far from Independence Square. They don't serve much in the way of food, but you can get plenty of drinks for fair prices (usually 15 credits and up), and this is also your better bet for connecting with the Irish Mob. There are almost always at least one or two Mob soldiers here, tipping back a couple of drinks, and even Red Callahan himself has been known to drop in for a nip now and then.

CAMBRIDGE

Cambridge is sort of a 'special instance' inside the larger Boston sprawl. This area (as well as some portions to the south of the river) is packed with colleges, universities and other institutions of higher learning. All of them—including Boston University and MIT—were lumped together during the war, and nominally put under the auspices of Harvard University.

This area—usually referred to as the Harvard University and Technical Institute (or HUTI for short)—is considered an autonomous zone by the Atlantica government. Due to the nature of some of the research going on there, as well as a certain amount of corporate backing, the Chancellor, Sterns, is given free rein over this sector of Boston.

Chancellor? Oh, yeah... When HUTI was incorporated and the capital of Atlantica moved to Boston, the title of the head of the university was changed to 'chancellor' in order to avoid any confusion when talking about the President.

Anyway, make no mistake: if the Atlantica government feels there is a threat within the Cambridge Sector, they won't hesitate to send troops in. It's happened once before, twelve years ago, when it was suspected that

LOCATIONS OF INTEREST

a number of hackers who had nearly touched off a war between the North American Coalition and the Great Lakes Union were housed within HUTI's walls. Although no arrests were (officially) made, the fact that Combine soldiers can and will stroll in, if necessary, generally keeps things quiet in Cambridge.

And to help in this regard, HUTI has its own Office of Public Safety—and believe me when I tell you, even with gel ammunition and tasers, these gauchos in body armor are more like stormtroopers than friendly neighborhood cops. You have been warned.

The Atlantica Boston MagLine terminus is actually in Cambridge, in order to reduce terrorist threats against the trains running in and out of the area. The terminal at Harvard has regular MagLines running to Montreal and St. Louis (via the Great Lakes and Chicago), as well as a less regular line running to Atlanta via Columbus. Travel in and out of the NAC largely depends on the current political climate.

Cambridge was a city unto itself before being subsumed by the Boston sprawl and the HUTI complex, so it retains the plethora of squares that gave it the moniker 'the City of Squares', as well as a few distinct places of interest (other than the University buildings):

- **Central Square:** If you've got a sudden craving for some random ethnic food, this could be your best bet to easily find it. Long known for its restaurants, Central Square still maintains a variety of exotic eateries, and plenty more can be found down the streets nearby. Just be prepared to pay a hefty price if you're wanting real curry rather than a synthetic compound. Oh... and if you're particularly squeamish, you'd also best ignore the presence of the nearby biotech industries.
- **Harvard Square:** Sitting as it does near the original Harvard University campus, Harvard Square is one of the main and most active areas of the sector. The Atlantica MagLine Terminal is located here, as are—probably by no small coincidence—a great number of shopping venues. Your interest is likely to be in the MagLine trains (unless you actually do want overpriced clothing and trinkets that say 'Welcome to Boston' on them). Ticket prices can vary, depending on the destination and season, but as an average you can expect to pay about 1 credit per mile being traveled—so a ticket to Chicago should cost somewhere around 850 credits. By the way, security in the vicinity of the terminal is moderately tight, with HUTI Public Safety officers keeping an eye out for 'suspicious' travelers and behavior. If you don't make a scene or look too out of place, they'll likely leave you alone... but keep your weapons out of sight, ami.
- **Inman Square:** Inman Square is rather... well... I guess 'quaint' is the best word to describe it. After a couple hundred years of technological advances, someone decided to reinstall gaslight street lamps and a lot of Victorian architecture. In short, the place looks a lot like a throwback to a Dickens novel. But if you're in the mood for something different, or need to buy some hard-to-find replica of an antique, this would be the place to find it. And don't let the veneer fool you, tomo—behind the faux wood and stained glass are a lot of high-tech security devices.
- **Kendall Square:** In reality, Kendall Square could now be considered the heart of Harvard. Office buildings dominate the skyline, and they're almost all filled with HUTI research facilities and businesses dedicated to technology—especially biotechnology, which has been a mainstay of the area for almost a hundred years. Lofton Chemicals, technically under the auspice of HUTI, also maintains its cor-

Posted: 3/25/2088 11:55

>LUCIFERON: While the rest of America may have went down the shitter, Harvard is still considered one of the world's leaders in terms of education and technological innovations.

Posted: 3/25/2088 12:13

>DV-8: You'd be surprised how much espionage and spy work goes on at the college level here. Rival Academics stealing each other's research, and Corporate interests wanting to get the newest break through before their rivals do.

Posted: 3/25/2088 12:19

>GRAPE_APE: Campus security isn't screwin' around over there. They pack firearms, body armor, come in droves, and soot first asking questions later. They take the security of the campus really freakin seriously.

HUTI PUBLIC SAFETY OFFICER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10(d8), Vigor d8

Skills: Climbing d6, Driving d8, Fighting d8, Hacking d4, Intimidation d8, Notice d6, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 8(2); **Toughness:** 13/15(3/5); **Cybertrauma:** -2; **Street Cred:** 15

Hindrances: Loyal (HUTI)

Edges: Combat Reflexes, Marksman, Golemmech Training, Rock and Roll!, Mercenary

Cyberware: (Hyperchrome) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Target Tracker (When firing into melee, the HUTI PS Officer only hits an innocent bystander if he rolls snake eyes for handguns or if he rolls a 1 when using shotguns or autofire weapons), Silicone Bone Injection (Bone Reinforcement: +3 Toughness)

Gear: Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto), Electric Security Truncheon (Str+d6, -2 to Spirit rolls to remove Shaken status), 2 Tear Gas Grenades (all breathing targets in Medium Burst Template make Vigor check every round to avoid gaining one Fatigue level, 6-round duration each), Riot Armor (+3/+5), Riot Helmet with Visor (+3/+5, covers head, -2 Notice rolls), Riot Shield (Parry +2, +2 Armor vs. ranged attacks), Gas Mask, Handcuffs

Posted: 3/25/2088 12:23

>NEON_BRIGHT: Atlantica is one of the countries in North America which practices “extra-territoriality” with the Corps. Meaning, they make their own laws on their own property. Keep that in mind when you find yourself in Kendall Square.

Posted: 3/25/2088 12:28

>DOC_HOLIDAY: Third life Innovations runs a Sim farm in Kendall as well, inside their office building. Atlantica citizens tend to protest outside every couple of weeks ago. The decision to allow for the limited use of Sim ownership and labor was not a popular one in Atlantica.

TYPICAL FISHERMAN/FERRYMAN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Fighting d4, Hacking d4, Knowledge (Navigation) d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Cybertrauma:** 0; **Street Cred:** 2

Hindrances: --

Edges: --

Cyberware: (Streetware)Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

Gear: Street Talker (Range: 5/10/20, Damage: 2d6-1), Duke McCoy Combat Knife (Damage: Str+d6)

porate headquarters right on the square, and many corporations, like PharmAmerica, Jian Foods Group and Third Life Innovations— anyone with an interest in biotech or genetics, really—keep what amount to corporate embassies in this area. And you can bet your sweet ass that plenty of espionage and counter-espionage is going on behind the scenes. Oh... and each of those corporations keeps their own private security on hand—something to bear in mind if you decide to start playing the game.

- **Lechmere Square:** If you don't feel like dealing with the congestion in Dorchester, you can always hit the Malmart outlet here. Lechmere Square used to be another generic shopping stop, but the main plaza was purchased and rebuilt by Malmart about ten years ago. While they still have the usual wide and random selection of goods, they tend to keep on hand the sorts of things a college student or a biotech researcher might want: lots of Dominator Pizza subscriptions and bioengineering tools—which is in itself kind of an uncomfortable thought.

THE BOSTON SEA WALL

The Boston Sea Wall—or simply ‘The Wall’, as most sprawlers call it—was constructed to save Boston from the fate of New Orleans and other coastal cities. Faced with an inexorably rising sea level and the choice to adapt or flee, the people of Boston chose to adapt. Literally billions of credits were dumped into a massive engineering project to build an artificial barricade at low-elevation points, and the Boston Sea Wall was created.

Since the original Boston Harbor lay behind The Wall at the original sea level, a massive lock system was installed where The Wall crossed the Long Island Channel into Boston Harbor. At any time, up to three ships can be admitted through the locks independently to enter or leave the harbor.



Ships that are too large for the locks are typically served by Low-Altitude Vehicles. A handful of LAV-Loaders are stationed at Logan Airbase, and larger corporations like Emperor Pharmaceuticals also have a private fleet of LAVs—both for cargo transfers and other purposes. LAV-Loaders are also used when time is of the essence but, since it's expensive to keep them fueled, most ships simply take the time to use the locks.

Inside the harbor, ships can dock at Southie (both the old harbor and the northeast marina are still in use), while some private—and usually corporate—docks are in Back Bay. Additionally, part of Logan Airbase has been converted to shipping usage for the Combine's naval and marine contingents. Just in case you missed it the first time, steer clear of those docks unless you've got clearance or a death wish. Boats have also been known to dock in East Boston, but those are few and far between... mostly because they are usually up to something illegal, and the authorities know it.

In addition to the many government-employed workers and engineers who maintain The Wall, Combine soldiers are always on guard duty there, and both air and naval patrols are regularly dispatched from Logan to make sure nothing 'unusual' is going on.

Any presumed sense of paranoia is pretty justifiable—all it would take to catastrophically drown Boston would be a few strategically placed explosives. It should also be noted that if you've got the credits and connections, an LAV and a fast ship are the quickest ways in and out of the sprawl... although you may want to make sure all the proper palms are greased, ami, as you'll otherwise be dealing with a lot of very annoyed customs officials calling for military support.

ORGANIZATIONS

Even if it weren't the capital of Atlantica, Beantown would have its share of groups—political, commercial or otherwise. In fact, given the volatile nature of the city, I don't have time to go into every minor group of activists or meddlers. Instead, I'll just give you a rundown of the organizations you're likely to have to deal with if you spend any time in Boston.

ATLANTICA COMBINED ARMED FORCES

The Atlantica military is a common sight on the streets of Boston... an obvious side effect of martial law. Unlike most modern military structures, Atlantica uses combined units. Army, navy, air force and marines are lumped into a single entity referred to as the Atlantica Combined Armed Forces—ACAF for short, or sometimes just the Atlantica Combine.

In some ways, combining forces has worked well—mixed-unit operations don't have to go through several different branches of commanding officers, for example. Still... there remains a certain amount of elitism within the various groups: air, land and sea all compete with each other, which in some parts of Atlantica can lead to brawls or worse. But not so much in Beantown.

With the onset of martial law in Boston, the Combine had to wrest a certain amount of authority from the Atlantica Police Force, and that created a whole new rivalry. The ACAF is better-trained and better-equipped, and it has the technical authority to step in whenever and wherever they think it necessary in the interests of 'state security'. This absolutely pisses off the APF—after all, they are usually the top of the pecking order in all things civil.

Posted: 3/25/2088 12:55

>BILLY_BLACK_EYES: Human trafficking is the secret underside of the Boston harbor and sea wall area. Many of those cargo containers are full of people either being smuggled into Boston for slavery purposes and work in the Jamaica Plain, or are being smuggled out to underground brothels in the EU.

Posted: 3/25/2088 13:13

>KRYOMANCER_111: Let's not also forget some North Americans are actually paying to be smuggled over to the EU for a chance at a better life. Ironic, I think the founding fathers are spinning in their graves.

Posted: 3/25/2088 13:14

>RAT_MAN: When the second civil war broke out, Atlantica originally found itself in a tight spot. They didn't have the long term secret build up the GLU had been doing, and they didn't have the infrastructure of what became the NAC. Most of the combine forces were originally made up of volunteers and defectors who felt more loyalty to the region than the greater U.S. This is why they had to make a Combine in the first place, not enough soldiers to field 4 separate divisions, and lop sided forces meant it made more sense to bring all the troops left over under one division.

Posted: 3/25/2088 13:44

>KRYOMANCER_111: The Atlantica forces these days are larger than the small but scrappy force they were originally made up of. Still, it may not be enough. Word is, the Government is thinkin' bout putting in mandatory service like the GLU got's goin on.

Posted: 3/25/2088 13:52

>BIG_EARL: That will never fly with the public. Shit, every day we lose more and more of our Freedoms. So much for us bein' the "true inheritors" of the American Spirit, bunch a fuckin bullshit!

Posted: 3/25/2088 14:03

>GRAPE_APE: Yo Earl, chill man. What the hell we suppose to do? Just lay down and let those puta NAC jack-offs run us over? Shit dawg, it's the lesser of two evils, know what I'm sayin?

Posted: 3/25/2088 14:15

>BILLY_BLACK_EYES: While almost all of the current North American nations claim inheritance of the "real" America; Those in Mexico and the former Canada notwithstanding, the truth of the matter is each one more has a separate piece or ideal of the former super power. With Atlantica it's almost like a return to the hey-day of the revolutionary spirit. The Atlanticans are redefining who they are, and clinging to their independence desperately against a more powerful foe.

Posted: 3/25/2088 14:49

>GRAPE_APE: Direct democracy, legalized reefer, the right to bear arms, a free press, and the ability to assemble and address our problems directly to our government, we got it all.

Posted: 3/25/2088 15:03

>BIG_EARL: Let's also not forget the Martial Law, the recent limited use and ownership of Similucrums, oh and the freakin' possibility of mandatory military service. It's not all roses.

Posted: 3/25/2088 15:09

>Sister_sin: If Atlantica manages to hold off the NAC long enough to establish themselves they might really come forward as a world leader in terms of quality of life for their citizens. The NAC isn't exactly invading right now, but we all know there the one's behind the nations instability. If Atlantica can weather this, and bring order back to Boston, the NAC's only option will be an actual Invasion.

Posted: 3/25/2088 15:31

>D-V8: The Atlantica Police Force, talk about the road to hell bein' paved with Good intentions. I know plenty of Atlanticans who'd actually be happier with Privatized security rather than dealing with these guys. Openly corrupt in Boston, if you have a real problem you're better off dealing with the ACAF.

Posted: 3/25/2088 15:59

>WIDOW_MAKER: There's some rumbling within the halls of power about making the ACAF pick up Policing duties too. Mostly from conservative elements within the government, though military officials don't think they'd be capable of handling those duties on top of having to protect the Nation as well.

Posted: 3/25/2088 16:07

>EIGHT BALL: Say what you will on how they act in Boston, most of the rest of Atlantica is actually happy with the Federal Police force. The Police force being federated gives them effectively unlimited jurisdiction, so you don't run into the arguments from separate municipals like in the old days, or with separate private companies wondering who's responsibility it is to track down a killer when they leave the borders of their hiree's.

Fortunately, most of the active Combine troops remain at Logan Airbase unless on patrol or dispatched to deal with specific 'incidents'. This means that run-ins between off-duty soldiers and off-duty police are not that frequent—although, if you're in a bar where both are present, the smart money says there's gonna be a fight, tomo.

ATLANTICA FEDERAL GOVERNMENT

Naturally, this is the big one... although it's in many ways less problematic than other government structures. That's mostly because Atlantica has one of the few functioning popular democracies in the world. Every citizen has a right to vote and speak his, her or its mind. All of this is made possible by the pervasiveness of Hyper Reality and The Deep. If someone has an opinion or wants to give voice to something, all he needs to do is plug into the Atlantica Government link and start squawking. Of course, it can sometimes get a little chaotic—AFG.LNK is often reminiscent of a crowded chat room from way back when: lots of people having lots of conversations. It can get a little confusing at times, but it seems to work, and most of the peeps in Atlantica seem to like it.

Ironically, it's exactly this open government that has Boston in such an uproar. With martial law in place, many of those civil liberties have been crapped on. If you're diving from a link in Boston and mention something 'questionable'—like how you'd love to blow up some of that traffic during rush hour—don't be surprised to find a squad of ACAF troopers at your door, ami.

Officially, the Old State House is Atlantica's capitol building, but since martial law was imposed, President Singh and most of her cabinet spend much of their time either 'touring' other cities and communities, or in the secure presidential bunker inside LAMCOM.

Hey... at least they still hang out regularly at AFG.LNK.

ATLANTICA POLICE FORCE

The Atlantica Police Force, or APF, was another 'innovation' of the Atlantica Government—and one with a lot of mixed reviews attached to it. Rather than forcing individual municipalities to pay for their own security, Atlantica provides a federal police force which is distributed around the nation according to need.

In theory, this was a great idea. In practice... maybe not so much. The upside is that individual locations (provided their constituents are willing to vote the supporting taxes into place) can use their local treasuries for things like infrastructure or other expenses deemed vital to the community without having to budget for security. The downside is that individual locations are beholden to the larger government for protection—and believe me, tomo, there are plenty of vocal Atlanticans who don't think their local community is getting the proper love and attention from the Powers That Be.

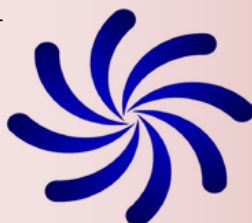
Another downside—and one that many of the peeps in Atlantica aren't so aware of—is that the same corporate interests regularly lobbying the government for various 'considerations' have functional access to the nation's entire police force via the same avenues.

That's right, ami... you can bet all your silicon money that corporations like Emperor Pharmaceuticals (especially Emperor Pharmaceuticals and, by de-

fault, the Mob) have the APF largely in their pockets. Oftentimes it doesn't make a difference in the grand scheme of things—you should be fine as long as you're not stepping on EP's toes—but occasionally it does. Like when you're stepping on EP's toes. Then again, this reveals a silver lining to the martial law in Boston: it's guaranteed to burn some corporate butt when their pet police department gets overruled and outgunned by a bunch of ACAF troopers.

EMPEROR PHARMACEUTICALS

Emperor Pharmaceuticals (more commonly known as EP) is the largest pharmaceutical conglomerate in Atlantica, and currently holds the reins of political power in Boston. EP provides many of Boston's poor with 'honest jobs' as test subjects for their latest drugs. They have clinics all throughout Boston, but their main corporate headquarters is located in Back Bay.



EMPEROR
PHARMACEUTICALS

A character can always make a few extra bucks or gain a free clinic visit by participating in a study for EP. These studies have been deemed harmless, since all test medications have been thoroughly researched and found to be absolutely safe for human consumption. After all, EP says so.

But before you go thinking of ways to 'stick it' to the evil corporation, there's a couple of things you may want to consider. First off, if you're in Boston to deal with anarchistic elements and terrorists, Emperor Pharmaceuticals may be one of your best allies.

No, tomo, I'm not trying to sell you an analog hypertag. Think about it for a moment—aside from the unrest looking bad in write-ups about the corporate headquarters, the instability in Beantown makes things difficult for business. Anything going in or out of the city is subject to search and seizure by the Combine; the APF can't intervene on behalf of EP inside the city; resources have to be expended to protect the EP Tower—the list can actually go on for a bit as to why anarchy and martial law are bad for business.

And speaking of 'business', that leads to the second consideration. Mind you, ami, this is only speculation, but the pipelines have it that Emperor Pharmaceuticals has its roots in the Irish Mob. This means that if you want to mess with EP, you may be messing with more than just a Megacorp—they may also be able to bring down some considerable underworld weight on your ass, as well.

So if you're needing a little help against the Scions of Liberty, or you're just short of work, you may want to lay a pipe to Mr. Clancy at EP. You never know, ne? Just remember there may be some strings attached.

HARVARD UNIVERSITY AND TECHNICAL INSTITUTE

As I mentioned earlier, all of the colleges and universities north of the Charles River (and no small number on the south bank) were subsumed during the war by the government that would eventually become the Atlantica Federal Government, largely to monitor campus activities and direct research projects. After the war, everything was turned over to the Harvard trustees and subsumed as a single institution: Harvard University and Technical Institute.

Posted: 3/25/2088 16:19

>DOC_HOLIDAY: Emperor may not have the capital to compete with C-7 Corps like CHIMERA, but they still manage to put out a break through fairly regularly. They're pretty restricted to just Atlantica though, they can't seem to break into enough money to go multi-national.

Posted: 3/25/2088 16:33

>ARCHANGEL: That's because Callahan and Clancy are in bed together. Rumor is CEO Tiberius Clancy couldn't get the original company started without a loan from Callahan's Father. More Rumor points to the other board members not being to happy about Red getting a cut from there profits and holding the company back from going global.

Posted: 3/25/2088 16:39

>OFFWIRED: I don't expect that arrangement to last very long. Red may have power in Boston, but it doesn't go out much further then that. A couple of the investors in Emperor want to see it compete on the world stage, they can only do that with Red or Clancy out of the way. With Martial Law in Boston though, Red is very well protected, Clancy would actually be the easier one to take out.

Posted: 3/25/2088 16:40

HOTSHOT: Wouldn't Red just focus on getting his claws into the new CEO?

Posted: 3/25/2088 16:50

>CRIMSON_VELVET: Maybe, but most likely not. Red's father only got his hooks in Tiberius because he needed money. Despite what the Gangster Progs show, most crime bosses simply don't have the power to really be a threat to a major Corporation. If a new CEO got into Emperor Pharm, they could probably bring 10 times the amount of money the Irish mob has to bare on the situation. We're talking about entire mercenary teams being outfitted with the best milware storming the "fort" red calls home, and reducing it to slag. Of course, Red is most likely aware of this, and probably keeps a close eye on things in Emperor.

Posted: 3/25/2088 17:22

>ORION: Pinkerton is one of the few private security firms out there which seems to take it's job seriously. They do their job to the letter, don't slack, and are willing to go the extra mile for their client. If Pinkerton decides they need to track you down you only have a couple of options. 1) Get out of Atlantica, 2) Make something else there priority 3) Get the original hirer to call off pursuit.

Posted: 3/25/2088 17:31

>BILLY_BLACK_EYES: While some citizens want the ACAF to take over policing duties, others would prefer Pinkerton to do so. Pinkerton is one of those security companies which privatization fans have wet dreams about. No obvious corruption, and dogged persistence. Thing is Pinkerton doesn't have the manpower, it would require a massive influx of personal on there end, which most likely would lower the very quality everyone seems to love about em.

Posted: 3/25/2088 17:33

>KITTY_KAT: I hate these guys! I can't believe they have support within Boston. If it were up to them, Hybrids would be even more oppressed then they already are, Zeeks would be forced to register themselves, and Sim Labor would run everything. They're spitting on the very Liberty they seem to be 'fighting' so hard for!

Posted: 3/25/2088 17:42

>KRYOMANCER_111: The Scions of liberty didn't have all that much support at first. An influx from what was most likely the NAC helped bolster there numbers and give them real weapons. Hell, my honest guess is CIA operatives smuggled themselves in to Atlantica (And probably still do) and trained the Scions in insurgent tactics. After enough success the Atlantica government was forced to declare martial law, which only led to more disgruntled Atlanticans signing up.

Posted: 3/25/2088 17:45

>LUCIFERON: I'd bet my horns, black ops groups from NAC are still coming up the border and bolstering the Scions numbers.

HUTI, as the whole conglomeration is usually called, is given a lot of independence—even in the face of martial law—largely because Chancellor Sterns sees to two major things: any significant research is turned over to the Atlantica Department of the Interior; and the brilliant minds in the IT labs help defend the system from unwanted intrusion or hacking during elections. As a result, Atlantica has access to many state-of-the-art ideas and concepts, and most elections stay relatively free from tampering.

In order to maintain the status quo and keep both the ACAF or APF out of his hair (a euphemism, tomo, as he hasn't got much hair left), Chancellor Sterns is known to deal with breaches of security with a very heavy hand. The optimistically named 'HUTI Department of Public Safety' is more concerned with the private safety of HUTI and its secrets than with any of the university's students.

Make no mistake, ami, the DPS deals brutally with any outsider who threatens the student body—it's just that Sterns has declared HUTI's 'knowledge' as a higher priority... and perhaps with good reason. More than one 'interested party' has attempted to infiltrate HUTI, either physically or through The Deep. But, to date, any secrets held by HUTI remain intact behind fortified and heavily defended walls.

PINKERTON SECURITY

This private security firm bears as much resemblance to the original detective agency from two hundred years ago as... well... as a corporate mainframe bears to an old UNIVAC system. Which is to say, 'very little'.



While the Pinkerton name has carried on—sometimes with good connotations, sometimes with bad—and they have remained a well-respected organization among both corporations and governments, the techniques they employ have changed greatly over the years.

Pinkerton still allows plain-clothed investigators to be hired for both investigative and consulting purposes, as well as training for would-be security personnel, but they also rent out less specialized 'officers' for general security work. In other words, if you've got the credits, Pinkerton Security will be happy to rent you a private army to protect your person or property. And, as has always been the case, Pinkerton Security is both discreet and effective, making them ideal for the wealthy elite who live and play on Beacon Hill.

In fact, they're so ideal that Pinkerton has become the largest and most successful security firm operating in Boston. Some even argue they're the most successful business in Boston, period.

THE SCIONS OF LIBERTY

If you're gonna be cruising around Beantown trying to find work or do jobs, you're gonna want to be aware of the Scions of Liberty. In spite of the high ideals the name might imply, these guys are basically little more than terrorists, pure and simple—in fact, they're probably the single most active anarchist group operating in the city.

Although their current propaganda states they're trying to—how do they

put it?—‘throw off the shackles of imperialist domination and the boot of military might placed firmly upon the common man’s throat’, the fact of the matter is that martial law can be blamed almost entirely on the SOL.

You see, twenty years ago—when the armistice was signed and all the new borders were being drawn—the Scions of Liberty sprang into existence, causing mayhem and blowing things up. Only, at the time, their mantra was more along the lines of ‘returning to proper American values and resisting the socialist oppression’. Yep, tomo... it’s fair to say the Scions just don’t like the government of Atlantica, plain and simple, which is why some people look toward the North American Coalition with an arched eyebrow and wonder if the NAC hasn’t been offering a little ‘encouragement’ to the SOL all along.

Anyway... from almost day one, the Scions started taking credit for various acts of terrorism in Boston against the new government. Important people started getting nervous, and martial law was declared. The bottom line for you is that the Scions of Liberty can represent either a source of potential employment, or a source of serious trouble... depending on your line of work.

THE SHIP RATS

Boston is full of petty criminals and gangs, and while the Scions of Liberty are likely to recruit (and possibly even have cells) in the run-down sections of the city where the gangs breed, most of them are really more like bands of self-serving thugs. The Ship Rats are a prime example of this—and are arguably the most successful, as well. Um... at least insofar as you can call a gang of self-serving thugs ‘successful’, and bearing in mind that part of the gang’s success is rumored to lay in the deep roots of the Italian Mob.

The Ship Rats presumably took their name from Secretary Whitman’s famous quote concerning East Boston, and have not only managed to blossom and thrive as an entity in that sector of the city, but are also rumored to have dealings in Dorchester and South Boston. In fact, several violent clashes in Southie that led to Combine intervention have been attributed to the Ship Rats engaging in confrontations with various other gangs trying to expand from Roxbury.

Like many other things, gangs like the Ship Rats can serve as something of a two-edged sword for you, ami. Gang members make for good contacts, and the gangs themselves make for good sources of less-than-legal goods and services, as well as being a ready source of manpower willing to do anything for a few extra creds. Just remember they aren’t likely to be too loyal to you, and someone else may be paying them more credits. And if you don’t want both sides of the law breaking down your door, you probably don’t want to invade their turf by trying to do your own dealing of less-than-legal goods and services, ne?

If possible Mob ties and an entrenched gang are a little much for you, there are scores of other gangs that come and go on the streets of Boston—usually filling in some niche or another for a time: drugs, extortion, illegal goods, prostitution and slavery, just to name a few. The Fix, the Eastie Boys, the Metal Heads... sometimes it’s hard to tell if you’re recruiting a gang or a band, but asking around the local streets will usually get you the names of who’s currently in charge of the block. You can find out a little more about gangs on page [42].

Posted: 3/25/2088 17:47

>2_YEARS_LEFT: The Ship Rats are looked down upon by more respected families like the Mariettis and the Lucino’s out of Chicago and other bigger cities. More Gang than proper mob family, Julius would love for them to have some more legitimacy among La Costa Nostra. Unfortunately, Red is standing in his way.

Posted: 3/25/2088 18:00

>SMOKE_AND_MIRRORS: Rumors abound the network is thinking of sending in a few made men to sort the Ship Rats out, and turn them into a proper organization. Of course this would take some major back up, and most likely would spur an all out war with Red’s forces.

Posted: 3/25/2088 18:08

>OFFWIRED: The Irish mob has very little power outside of Boston proper. In many ways, their very existence is a slap in the face to long time rivals in the Mafia. If the traditional Italian families were able to stop warring with the Triads, Yaks, and each other long enough they just might muster enough force to come down on Red’s outfit, hard.

PETER MOSKALEWICZ [WC]

Face Man for the Scions of Liberty

While the Scions of Liberty operate pretty much as independent cells, if anyone could be considered the ‘leader’ of the Scions, it would be Peter Moskalewicz. Charismatic and vengeful, he continues to elude capture by the Atlantica authorities. There are more than a few people who think he’s getting help from the North American Coalition, which is why he always seems to have enough money, influence and resources to pull off acts of terrorism in Boston and yet remain in the city without being found.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d10, Intimidation d8, Hacking d6, Lockpicking d6, Notice d12, Persuasion d10, Piloting d6, Shooting d10, Stealth d8, Streetwise d10, Survival d6

Charisma: +2; Pace: 6; Parry: 7; Toughness: 8/11(2/5); Cybertrauma: -2; Street Cred: 20

Hindrances: Vengeful (Major), Wanted (Major)

Edges: Command, Charismatic, Connections (Scions of Liberty), Inspire

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 2 Subdermal Armor (+2 Armor)

Gear: Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto), Urban Punk Buckled Combat Jacket (+2/+4, Negates 4 AP, covers torso and arms), Black Sedan (treat as Armored Taxi)

Posted: 3/25/2088 19:17

>KRYOMANCER_111: The Scions of Liberty are definitely good examples of zealots. Those guys would strap a bomb on their grandmother and remote-detonate her in a Malmart if they thought it would further their plans.

Posted: 3/25/2088 19:21

>D-V8: Anyone know what the bounty is on that slag Peter Moskalewicz these days? I don't usually go in for bounty work, but that guy needs to go down.

Posted: 3/25/2088 19:25

>GRAPE_APE: Good luck gettin' to him circa. The man's a ghost—A ghost with security cameras, and sentry guns, and bodyguards built like Razorback APC'S.

Posted: 3/25/2088 19:33

>D-V8: LOL

Posted: 3/25/2088 20:21

>PAYN_MAN: ME AND MY CRU SAW HIM LAST WEEK!!!! He wuz bowling at Mickey's down in EASTY with hiz scuzzer gurl friend Shiela Singer. I walked up to her and kicked the scag in hur bubble bUTT then throo a beer in Peter's FACE! ROTFLMAO. IT WUZ EPIC.

Posted: 3/25/2088 20:26

>BIG_EARL: Seriously PAYN_MAN, you need to stop playing MMOs'. Get some RL experience and then come post here.

Posted: 3/25/2088 20:30

>SISTER_SIN: Jeez you n00b, stop telling lies. They'll make your penis fall off.

Posted: 3/25/2088 20:35

>PAYN_MAN: WILL NOT... Beesydes, I am not Lying Sister :P

Posted: 3/25/2088 20:36

>BONZAI_BEZERKER: YES, THEY WILL FALL OFF! AND I WILL MANIFEST TO TAKE THEM ALL TO MY DOMAIN WHERE I KEEP ALL YOUR PENISES AS TROPHIES!!!!

Posted: 3/25/2088 20:37

>SySop: *FACEPALM*. You just HAD to mention penises, didn't ya Sister?

Posted: 3/25/2088 20:38

>SISTER_SIN: *Innocent look* ;D

CHARACTERS IN BOSTON

Whether your character is visiting Boston or actually comes from there, there's not much difference in how you put him together: just follow the rules laid out in Interface Zero. On the other hand, Beantown, like any other sprawl, has a flavor all its own, so we'll give you the lowdown on a few 'specialty' things you're more likely to find there. And, with your GM's permission, you can pretty much use these Hindrances and Edges for any character, regardless of location. Just read on, tomo...

NEW HINDRANCES

ZEALOT (MINOR)

There are some peeps who believe in a cause—and then there are some peeps who not only believe in it, but they believe everyone should share their opinion and can't keep their mouths shut about it. And although this character may not realize he's so fanatical (and certainly won't realize if he's just plain wrong), he's one of the latter. When around like-minded individuals, there's no real problem, but in most groups he's likely to speak up and be annoying to less ideological people, incurring a -2 Charisma modifier. A character with this Hindrance may spend a Benny to keep his opinions to himself for the duration of the scene (thus causing no problems).

NEW EDGES

BODYGUARD (PROFESSIONAL)

Requirements: Novice, Agility d8+, Fighting d8+, Notice d6+

Bodyguards make their living by protecting someone else. This means they not only have to be aware of any potential dangers, but must be able to act quickly and effectively to prevent any harm from coming to their charge. A character with this Edge gains a +2 bonus to Notice checks made to detect potential ambushes or similar dangers. Additionally, the character may spend a Benny once per round to place himself in the way of any attack (Fighting, Shooting or Throwing) against a person within his 5". All Fighting rolls are then made against his Parry, and he suffers the effect of any successful attacks. This can be done at any time, regardless of the bodyguard's Initiative, and counts as a Free Action; any other actions must be taken on his own Initiative card.

OFF THE GRID (BACKGROUND)

Requirements: Novice

Some way or another, this character has managed to remain or become undocumented. Maybe his birth was for some reason never recorded; maybe he (or someone else) erased all of his official records. Whatever the case, as far as the rest of the world is concerned, he doesn't exist. The upside is that anyone trying to track him with Investigation or Hacking automatically fails; the downside is that it's also impossible to do anything legally—like buy a vehicle or get a proper job. The GM has the final say on this last bit, but the general rule of thumb is that anything requiring an ID or that can't be handled with a cash transaction pretty much can't be done.

The Alternate Identity Edge (Interface Zero, page 91) works well with this Edge, and all of its attendant effects (i.e. penalties to Investigation or Streetwise checks) supersede Off The Grid... although those checks are actually tracking the character's fake identity, not the 'real' one. This also allows the character to get around legal issues after a fashion, though he might want to be careful lest his Alternate Identity become his 'real' identity and he becomes traceable.

RUN AND GUN (COMBAT)

Prerequisites: Seasoned, Shooting d10+

A character with Run And Gun wielding an automatic weapon may make a full running move and lay down suppressive fire as a single Action. Note that all other potential penalties apply; he just suffers no multi-action penalty for running and Shooting in this case.

NEW OCCUPATIONS

FISHERMAN

Nicknames: Angler, Fisher, Trawler

Starting Credits: 2,000 credits plus Boating roll x 1,000 credits (this roll can't Ace)

Bonus Credits: 1,000 credits plus Boating roll x 500 credits at each Advance (this roll can Ace)

Yeah, whatever. Nah... this ain't an easy job—long hours, an' ya can't go out if the weather turns sour. But someone's gotta do it, right? After all, ya don't think they grow them fish fillets on the frozen food shelf, do ya? Anyways... with a little persistence an' a little luck, ya can turn over a pretty credit just for sailin' out an' droppin' a net. 'Course, when ya start pullin' up them three-eyed fish, ya just gotta pull in the nets an' call it a day. Ain't no one gonna buy mutant fish... leastwise, no one you've been able to find.

Suggested Requisites: Boating d6+, Survival d6+

Suggested Perks: The fishing community tends to be pretty tight, so if you need a place to crash or hide, you can generally count on some help. This also translates to a -2 penalty to any Streetwise checks made to find you while you're laying low. You may also be able to get the use of a boat in an emergency—all it takes is a good excuse and a successful Persuasion check.

Possible Contacts: Bartender, Ganglander (choose a specific gang), Gutter Punk, Layabout, Local Store Owner, Mob Soldier, Smuggler, Waitress

Suggested Edges: Acrobat, Alertness, Brawny, Connections, Danger Sense, Great Luck, Improved Nerves of Steel, Improved Tough as Nails, Luck, Nerves of Steel, Tough as Nails

PHARMACY TECHNICIAN

Nicknames: Lab Tech, Pharmacy Tech, Pill Counter

Starting Credits: 7,500 credits

Bonus Credits: 3,000 credits at each Advance

Filling prescriptions can be tedious work, but it's good enough if you don't like interacting with a lot of people. At least not directly. On the other hand, you can sometimes learn some interesting facts about a person if he happens to use your pharmacy. Another downside is the relative pay and glory, so to speak. Most of the people who come to the counter don't realize you know a hell of a lot more than the cute clerk who's taking the credits—in fact, a technician has to know almost as much about the medications as the pharmacist. It's just that he's had at least six more years of schooling than you—probably paid for by his parents—so you're obligated to keep your mouth shut and not talk to the 'patients'. Then again... that also means you know which pills are worth the most should a bottle accidentally get 'misplaced'.

Suggested Requisites: Healing d6+, Knowledge (Pharmaceuticals) d8+

Suggested Perks: In spite of not being a proper 'pharmacist', you know the lingo—this grants you a +2 Charisma bonus when dealing with anyone in the medical or pharmaceutical field. Yes... this includes all those biotech people as well. There's also a slight chance you might be able to get a hold of various prescription medications in a pinch, so you can take a +1 to any Streetwise check for that purpose.

Possible Contacts: Corporate Executive, Corporate Wage Slave, Crime Boss, Dealer, Fixer, Government Official, Politician, Street Cop

Suggested Edges: Alertness, Ambidextrous, Connections, Healer, Investigator, Miracle Worker, Professional, Quick, Scholar, Street Doc

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Posted: 03/25/2088 20:50

>WOLFSON: We kind of covered this in *Zeeks: Psionics in 2088*, but just in case you don't happen to have that for reference, we'll reiterate a bit.

Life isn't fair—even less so in Interface Zero—but there is sometimes a sort of karmic justice as well. Sure, an Agent may seem to be a better deal than a Bartender in terms of finances and resources, but you can bet all those credits that he's got more people gunning for him as well, ami. So before you pick up a job just for the mega-credits, you might want to consider the profile it'll give your character as well.

Occupations give you an opportunity to fine-tune characters and their role in the world of 2088, but we've just scratched the surface of potential jobs for the canny sprawler. With that in mind, we'd like to offer you a couple more suggestions for the Boston area, as well as some options to make Occupations a little broader.

In addition to the cash potential and contacts of an Occupation, there are sometimes other perks. On the other hand, some jobs require a certain skill set—after all, who wants a bodyguard who can't fight? Or a pizza delivery driver who can't drive? To that end, each of these new Occupations has a set of suggested perks and requisites. These are entirely optional, with the GM having final say as to what she does or doesn't allow in her game. By the same token, GMs are encouraged to create perks and requisites for existing Occupations as well.

>>>>>

>>>>>

Posted: 3/25/2088 21:06

> BILLY_BLACK_EYES: Why would anyone ever want to be a fisherman? Seriously. It's dangerous out there and the pay's crap.

Posted: 3/25/2088 21:21

> BIG_EARL: My buddy's a fisherman. he makes decent money, but you're right, it IS dangerous, and I'm not just talking about storms and rough seas. He's told me stories about some of the creatures his crew's caught in their nets... Some of them part human, part fish. Just more examples of Emperor Pharm's negative effects on the environment. Others were even stranger. Contact me OFF-list and I'll show you some media files. Scary shit omae.

Posted: 03/25/2088 21:31

>MALREP2071: For our loyal customers, we're thrilled to be able to bring you another update to the Malmart Catalog. As is always the case, anything in this update can be ordered from any Malmart outlet* or directly from your TAP if you've registered with us; however, these items have been hand-selected to appeal to our customers from Boston. So browse away, ami!

**Malmart makes no guarantee that any given item in this update will be available at any given location. Digital purchases may usually be downloaded immediately. Allow up to six weeks for the delivery of any physical product that must be ordered.*

Posted: 03/25/2088 21:42

>LUCIFERION: Damned spambots.

Posted: 03/25/2088 21:45

>GRAPE_APE: I NO RITE?

Posted: 03/25/2088 22:02

>: KRYOMANCER_111: Those ACAF uniforms come in handy, especially if you pay the extra cred for patches and insignias. Amy's Surplus puts out quality work.

Posted: 03/25/2088 22:12

>: BILLY_BLACK_EYES: Yeah omae, but don't forget, it takes more than clothes to sneak into LAMCOM. Don't think for a second that the security can't check your PIK to see if you have proper credentials.

Posted: 03/25/2088 22:18

>: KRYOMANCER_111: Hmm. I guess I didn't think about that.

Posted: 3/25/2088 22:25

>2_YEARS_LEFT: Scrub. ;)

Posted: 03/23/25/2088 22:30

>I_ATE_YOUR_FACE: FAIR WARNING peeps. If you're caught wearing this Riot armor in the more hard core sectors, like, say East Boston or Roxbury, you might as well place a target on your back. People are getting sick of martial law, and these riot troopers patrolling the streets make good targets.

Posted: 03/23/25/2088 22:37

>SISTER_SIN: QFT. A few weeks back, I saw these two troopers burned alive. They were just standing on a corner and two psychos on the roof above them dropped some Molotov Cocktails on their heads.

Posted: 03/25/2088 22:40

>GRAPE_APE: Better them than me.

MALMART UPDATES

ARMOR AND CLOTHING

Don't look out of place on the streets of Boston. If you need anything from costumes to uniforms to protective gear, we've got you covered—from Amy's Surplus to What The Dickens!

AMY'S SURPLUS ACAF AND APF UNIFORMS

Amy has gotten her hands on all sorts of surplus uniforms! If you want to dress up and play soldier, try an authentic Atlantica Combine trooper's uniform. Or, if you prefer cops and robbers, Amy has genuine Atlantica Police trooper uniforms. These highly-durable uniforms are guaranteed to impress, and the synth-cotton fabric is guaranteed to last. For all your surplus needs, go with Amy's Surplus!

- Available in all sizes
- Available for most branches (please check for current availability)
- Many additional accessories are also available*
- Cost: 200 credits (a bargain!)

**Note that Amy's Surplus can often also provide authentic patches and insignia starting at 100 credits, and can make authentic, individualized name patches for only 500 credits. Authentic, individualized ACAF dog tags can also be made for an additional 500 credits.*

AMY'S SURPLUS RIOT ARMOR

In the wake of the Roxbury Riot earlier this year, Amy has come into possession of a number of surplus suits of riot gear. Start with a suit of poly-weave fabric and ceramic plates for solid protection from would-be assailants, add a visored helmet of durable Plastex™ for head protection, then top it off with a ceramic and Plastex™ shield, and you're ready to take on the world. And remember... for all your surplus needs, go with Amy's Surplus!

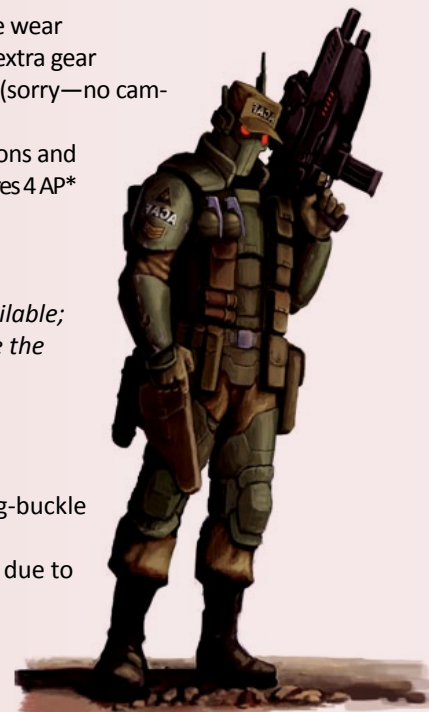
RIOT ARMOR:

- Available in many sizes
- Mag-buckle clasps to ensure reliable wear
- Convenient carabiners for securing extra gear
- Available in Atlantica Combine blue (sorry—no camouflage currently available)
- Solid +3 Armor against melee weapons and +5 Armor against ballistic weapons; ignores 4 AP*
- Protects the torso, arms and legs
- **Cost:** 4,000 credits

**Slightly damaged suits are also available; for each -1 reduction in Armor, reduce the cost by 500 credits.*

RIOT HELMET:

- Adjustable straps with a mag-buckle clasp to ensure secure fit
- Notice checks have a -2 penalty, due to limited field of vision



- Polarized visor grants a +2 bonus against flash effects
- The helmet fully protects the head with +4 Armor; also ignores 4 AP
- Cost: 1,200 credits

RIOT SHIELD:

- Solid and durable constructions grants +2 Parry and +2 Armor against ranged attacks
- Cost: 1,300 credits

WHAT THE DICKENS AUTHENTIC VICTORIAN GARMENTS

Perhaps you wish to fit in at Inman Square? Perhaps you pine for simpler times? Or perhaps you just wish you were a two-hundred-year-old vampire? Whatever your predilections, rest assured that **WHAT THE DICKENS** can provide you with absolutely authentic replica clothing from the late nineteenth century. No matter what your tastes, **WHAT THE DICKENS** has you covered.

Start your ensemble with a lady's evening dress, replete with all the essentials, including corset, petticoats, crinoline, and even a shawl and hand purse, all in a myriad of colors. Or gentlemen may prefer an evening suit, with the attendant vest, tailed coat, undershirt and stockings. All are precisely machine-crafted to appear to be handmade.

- **Cost:** 2,500 credits and up

And, as no lady or gentleman should appear out of doors without a proper hat, finish with a fine top hat or lady's bonnet, styled to impress and crafted to last.

- **Cost:** 500 credits and up

We also offer other fine products—be sure to look for them wherever Victorian era costumes are sold.

Posted: 03/25/2088 22:49
>MAGPIE: Oooh that dress is MAGMA HAWT!

Posted: 03/25/2088 23:00
>ORION: Isn't that Mistress Lilly?

Posted: 03/25/2088 23:04
>ARCHANGEL: Yeah that's her. Man she's smokin'. I didn't know she modelled though.

Posted: 03/25/2088 23:11
>MISTRESS_LILLY: Who says a girl can't freelance from time to time? ;)

Posted: 03/25/2088 23:16
>LUCIFERION: MISTRESS_LILLY in tha HOUSE!

Posted: 03/25/2088 23:19
>MISTRESS_LILLY: *giggles*

Posted: 03/25/2088 23:24
>PAYN_MAN: LILLY! Wanna B my Gurlfriend? Eye iz a stone cold killa. Reel **hard** core. ;)

Posted: 03/25/2088 23:36
>MISTRESS_LILLY: Buzz-turbo scriptkiddie. You gets none of this.

>>>>

>>>

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>3/25/2088 23:36
Username MISTRESS_LILLY has logged off.

>3/25/2088 23:44
>SySop: **Okay PAYN_MAN, THIS IS YOUR FIRST WARNING. STOP TROLLING FOR GIRLFRIENDS ON THIS CHANNEL OR I'LL BAN YOUR ASS.**



Posted: 03/25/2088 23:55
 > BILLY_BLACK_EYES : Ooooh. that TAW 2022 is one sexy weapon. I need to get me one of those!

Posted: 03/26/2088 00:00
 > CHARON: Yeah, it's pretty **BEAST** omae, if you're planning a full assault on a military compound. It's useless though for any job requiring stealth.

Posted: 03/26/2088 00:11
 > WIDOW_MAKER: I gotta agree with Charon Billy. These are great weapons, but I wouldn't step onto the streets packin' one. You're just askin' for trouble.

Posted: 03/26/2088 00:22
 > LUCIFERION: I LIKE IT!

Posted: 03/26/2088 01:08
 > D-V8: You would Luciferion. ;) Seriously though., the TAW 2022 has some design flaws you might want to be aware of. The recoil is freaking insane on full-auto, despite the weapon's weight. Be sure and get some practice firing this weapon before you use it in a combat situation. Also, get the weapon re-sighted. It tends to miss wide left at longer ranges. Of course, some of you who have Tac-comps installed might not have the same aiming issues as those of us who don't.

Posted: 03/26/2088 01:10
 > BILLY_BLACK_EYES: Thanks for the info D-V8.

Posted: 03/26/2088 01:15
 > ORION: I don't think anyone on this channel is planning on walking down the street with one of these bad boys out in the open. I'll take one of these with me on an op though. Any day of the week. If it's stealth-oriented, I'll use gel stun rounds in assault rifle mode, and have the grenade launcher pop conc ussion or flash grenades, and keep solid slugs in the shotgun, just in case.

WEAPONS AND SELF DEFENSE

We here at Malmart know that the best defense is often a good offense. To that end, we've got a few more helpful items in the form of weapons to defend yourself with from Amy's Surplus and Bomzaway LTD—both subsidiaries of Sudeki-Whyte.

AMY'S SURPLUS FOLEY ARMS 'WATCHDOG' PISTOL

Although Foley Arms has sadly folded, their legacy lives on in the form of the Watchdog—a sturdy and reliable semiautomatic pistol still favored by many professional groups, including the Atlantica Police Force. Amy has quite a few of these gems available for resale. Relatively lightweight and inexpensive, the Watchdog uses a proprietary rebating system that actually allows the firing chamber's blowback to help accelerate the round. This means the Watchdog can use a standard 10mm round and still pack enough firepower to get the job done. So for all your surplus needs, go with Amy's Surplus!

- Favored firearm of the APF
- Weighs a mere 6 lbs, even with a full 12-round clip
- Solid ranges of 15/30/60
- Accelerated 10mm rounds do 2d8+1 damage, and are AP 1
- Semiautomatic with ROF 1
- Requires Strength d6+ to shoot effectively
- **Cost:** 1,000 credits (10mm ammunition sold separately at 250 credits for a 50-round box)

AMY'S SURPLUS FOLEY ARMS TAW 2022

Amy has managed to get a small number of another Foley Arms classic: the 2022 Tactical Assault Weapon, which is still in use by the Atlantica Combined Armed Forces. Merging the utility of an assault rifle, a close assault weapon (that's an automatic shotgun for the uninitiated) and rapid-fire grenade launcher with the reliability of most Foley Arms weapons, the 2022 gives you every tool you need to get the job done. That's right... for all your surplus needs, go with Amy's Surplus!

- Favored firearm of the Combine Special Forces
- Rugged over-and-under design allows for easy change of loadout
- Weighs in at a solid 15 lbs of raw firepower
- Has a massive 45-round banana clip for the assault rifle
- 12-round magazines for the CAW and MPGL options are easily swapped out
- Assault rifle can reach ranges of 25/50/100
- CAW can reach ranges of 12/24/48, or 15/30/60 with 'grenades'



- Accelerated 5.56mm rounds do 2d10 damage, and are AP 2
- 12-gauge shot rounds do 1–3d6 damage, depending on range, and can be used in melee
- 12-gauge explosive 'grenade' rounds do 3d6 damage in a Small Burst Template
- All options can use full Autofire, with ROF 3 for the rifle and ROF 1 for the others
- Requires Strength d8+ to shoot effectively
- **Weight:** 15 lbs.
- **Cost:** 5,000 credits (all ammunition sold separately at 500 credits for a 50-round box of rifle or shotgun rounds or a 25-round box of grenade rounds)

BOMZAWAY LTD SACHEL PACK

Sometimes you've gotta make a bigger statement than a few hand grenades can manage. Sometimes you've gotta get that big thing down or outta the way without screwing around. Bomzaway has your back, ami, with our exclusive Satchel Pack. It can be rigged with a timer, a wire or a remote. It can be shaped for a focused blast, or simply used to cover the widest area possible. The Satchel Pack is a restricted item in some locations—be sure to check with your local law enforcement agency before ordering. When something blows, Bomzaway is there!

- Many triggering options available (each requires a successful Repair check)
- Normally explodes in a Medium Burst Template for 4d8 damage with AP 20
- Can be rigged with a successful Repair check to explode in a Large Burst Template for 4d6 damage with AP 15
- Can be rigged with a successful Repair check to explode in a Cone Template for 3d8+2 damage with AP 25
- **Cost:** 2,500 credits (includes a timer; other triggering options sold separately)

BOMZAWAY LTD MOLOTOV COCKTAILS

Sometimes you wanna destroy something, but don't have the time, skill or creds to use a Satchel Pack. Sometimes even grenades are outta your league. No worries—Bomzaway has your back, ami, and can provide one of the oldest and most easily used 'explosives' in the book: the Molotov cocktail. Sure, you can probably make one of these at home, but do you feel like investing the time? And our patented alcohol mix is guaranteed to burn good and hot. Don't waste time screwing around when you've gotta make a statement. When something blows, Bomzaway is there!

- Lighting requires a flame and an Action
- Can be thrown (as a separate Action) with a range of 3/6/12
- Shatters into a Small Burst Template of fire, doing 2d10 damage
- All standard Savage Worlds rules for Fire apply (SW:EX page 104)
- Warning: Do not hold a burning Molotov cocktail for more than 5 rounds after igniting!
- **Cost:** 100 credits each (only sold in crates of 6)

Posted: 03/26/2088 01:27

>ORION: WOW, those satchel packs are nasty!

Posted: 03/26/2088 01:34

>BILLY_BLACK_EYES: Abso-freaking-lutely omae. Remember the attempted bombing out at H.U.T.I last month? Rumor has it the ACF bomb squads pulled 15 of those things from various spots on the campus.

Posted: 03/26/2088 01:36

>ORION: DAMM, that place would have been levelled. Did the ACF ever charge anyone for the bomb plot?

Posted: 03/26/2088 01:39

>ARCHANGEL: They brought in a rhino hybrid by the name of Samson. The trial was all over the Mediaweb. Samson was executed last week as a terrorist. I watched it on Pay Per View. Funny thing about that though; the person they hung looked kinda small for a rhino hybrid.

Posted: 03/26/2088 01:48

>KRYOMANCER_111: SERIOUSLY? This is the first I'm hearing about it. I'm just getting back to Boston. I had a "gig" up in Chi-town a few weeks back.

Posted: 03/26/2088 01:54

>D-V8: Ya Hun. There were protests all across the plex. I'm surprised Chi-town media didn't air them.

Posted: 03/26/2088 01:57

>KRYOMANCER_111: They might have, chica. But it was a working vacation, so I wasn't paying much attention to the media. :(Pretty hard core job.

Posted: 03/26/2088 01:59

>D-V8: Awww. sorry... Hey call me later hun.

Posted: 03/26/2088 02:06

>BIG_EARL: Get a room you two. Sheesh,. This is why PAYN_MAN comes here trolling for babes.

Posted: 03/26/2088 02:10

>D-V8: :P

Posted: 03/26/2088 02:15

>PAYN_MAN: IZ NOT!!!

Posted: 03/26/2088 02:18

>LUCIFERION: So, erm.. check out these molotov Cocktails. 100 credits for a six pack? Sheesh, what a joke. I can buy a couple gallons of rot-gut sour mash whiskey for 50 creds, scrounge some rags and discarded EZ-break-bottles from the local incinerator facility and get double the number of cocktails, albiet a bit smaller.

Posted: 03/26/2088 02:22

>MALREP2071: As a certified Malmart rep, I can tell you that our Molotov Cocktails are of the highest quality grain alcohol, not the synthetic stuff that may or may not ignite when you put flame to it. At Malmart, we stand by all of our products 100%.

Posted: 03/26/2088 02:30

>LUCIFERION: REALLY?!? What about this entry here: THE AMC ARMORED BUS. It SAYS it's fitted with heavy armor, but I'm hear ta tell you missy, that's not true. I've seen assault rifles shred those tin cans.

Posted: 03/26/2088 02:33

>BIG_EARL: Everyone knows that Dura-Plast ceramic plating is crap, and what's more, they don't even bother to line the undercarriage with it. One well-placed IED and the whole bus'll get ripped apart from underneath.

Posted: 03/26/2088 02:35

>PAYN_MAN: HAHHAHA PWNED!!!

Posted: 03/26/2088 02:38

>SySop: OK guys, stop pestering the poor spambot. We all know it's not coded to debate.

VEHICLES

No matter where you are, you had to get there somehow, and very often you need to get somewhere else! Malmart has expanded its line of available vehicles with several new offerings common to the Boston area from Cherry Automotive, the Atlantica Motor Corporation, Kiwi Motors and Marsworks Engineering.

CHERRY 'VECTOR'

Cherry Automotive, long known for their top-of-the-line sports vehicles has unleashed a new motorcycle for the truly chic. Perfect for those places where fuel is at a premium, the Vector's computer-assist drive technology will not only get you where you're going fast, but will get you there in style.

- Custom paint job for every Vector is standard
- VCI rig support is also standard
- Wind screen and saddle adjust to accommodate the driver
- Computer assisted driving offers onboard GPS as well as +1 to Driving rolls
- **Acc: 20 Top Speed: 40**
- **Toughness: 6(2)**
- **Crew: 1+1**
- **Cost: 25,000 credits**

AMC ARMORED BUS

Atlantica Motor Corporation has been making public transport vehicles for nearly twenty years, and the Armored Bus is the preferred vehicle for the Boston Transit Authority. The economical engine can run on either synthetic fuels or electricity (although 'Red Line' style buses require an overhead hot line to run), and Dura-Plast™ ceramic plating protects the passengers without significantly affecting performance. The view for passengers may be considerably reduced, but they can rest assured that they are well-protected from any external threat. For additional protection, a 'co-pilot' seat has been installed on our Armored Bus to provide room for a security guard.

- Fitted with Heavy Armor
- **Acc: 5 Top Speed: 30**
- **Toughness: 20(8)**
- **Crew: 1+40** (one is usually a security guard)
- **Cost: 125,000 credits**



AMC ARMORED FERRY

Atlantica Motor Corporation has been making public transport vehicles for nearly twenty years, and the Armored Ferry is the preferred vehicle for the Boston Transit Authority. Essentially a water-borne version of a standard bus, the Armored Ferry was introduced four years ago following an incident in Boston in which a ferry was attacked and sunk, killing all of the passengers on board. These ferries will also typically carry two security guards for additional protection.

- Fitted with Heavy Armor
- **Acc: 3 Top Speed: 15**
- **Toughness: 20(8)**
- **Crew: 2+30** (two are usually security guards)
- **Cost: 250,000 credits**

KIWI MOTORS ARMORED TAXI

Taxicabs are common all over, mate, but some spots are hotter than others—which is why companies like the Atlantica/Boston Cab company chose our model. We'll custom-paint your taxicab to suit your needs (ABC likes khaki and olive drab camo). Heavy armor will keep your fares safe from all but the nastiest weapons, and we've included gun ports so you can defend yourself in an emergency. Add to that airbags and a powerful engine, and you've got yourself one fine ride. And we won't even take offense if you decide to tweak yours with your own upgrades. For comfort and protection... Kiwi Motors.

- Fitted with Heavy Armor
- Airbags, anti-lock brakes and a passenger's side gun port are standard
- Roof and driver-side hardpoints allow for optional weapon mounting*
- **Acc: 15 Top Speed: 40**
- **Toughness: 13(6)**
- **Crew: 1+3**
- **Cost: 30,500 credits**

**Kiwi Motors recommends Black Knight weapons, specifically the Defender Mini Gun (the civilian model of the infamous Liberator) for the roof mount, and the Buster Brown Shot Cannon (firing 10-gauge slugs) for the side mount.*

- **Defender Mini Gun (Range: 24/48/96, Damage: 2d8+2, ROF 3, AP 4, Auto, HW):** add 5,000 credits
300-round .30 caliber belt costs 1,500 credits
- **Buster Brown Shot Cannon (Range: 12/24/48, Damage: 2D12 +4, AP4 ROF 3, Auto, HW):** add 2,500 credits
60-round 10-gauge drum costs 600 credits

KIWI MOTORS 'VIRTUOSO' ARMORED LIMOUSINE

Even in hot spots, there are rich blokes who want a classy ride—which is why we've created the Virtuoso: a car with the comfort of a limousine and the protection of a light tank. The luxurious interior features faux wood paneling, synth-leather seats and adjustable lighting, as well as a refrigerator suitable for drinks and appetizers. Add to that adjustable seat firmness and a full communications suite with stereo and HR video, and you can

Posted: 03/26/2088 02:45
>BIG_EARL: ABC cabs.. bah..

Posted: 03/26/2088 02:55
>BILLY_BLACK_EYES: Sheesh ,give it a rest man.

Posted: 03/26/2088 03:14
>SISTER_SIN: I've seen one of those Buster Brown shot cannons in action. Those things tear holes as big as a coffee can lid omae. The biggest problem with them is they aren't on a swivel mount so you need to be directly facing your target, which of course makes them useless if your target manages to flank you.

Posted: 03/26/2088 03:20
>THE_DELIVERATOR: THE DELIVERATOR uses a modified version of armored taxi as his pizza delivery platform of choice. THE DELIVERATOR upgrades the delivery platform's armor and adds rear-mounted weapons to ensure no suburban curb grinders or n00b bangers zero in on THE DELIVERATOR'S ass when running a high-threat delivery. None have ever stopped THE DELIVERATOR from bringing the all-mighty 'za to the customer, in 30 minutes or less, and none ever will.

Posted: 03/26/2088 03:25
>ORION: Does *The Deliverator* always refer to himself in 3rd person?

Posted: 03/26/2088 03:28
>THE_DELIVERATOR: THE DELIVERATOR is not just a man, but a gunmetal urban Icon—a magma hot meme that cannot be characterized with mere pronouns. To do so would be to invite Infopacolyse.

Posted: 03/26/2088 03:30
>D-V8: OH boy...

Posted: 03/26/2088 03:40
>KRYOMANCER_111: The armored limousine has better armor. and is actually faster than the taxi.

Posted: 03/26/2088 03:45
>BIG_EARL: I'm not surprised. Blue platers don't ride in limos, omae, so why bother to protect them? It's Just another way the corporate elite stick it to the workin' man.

Posted: 03/26/2088 03:55
>SISTER_SIN: Those limo's are effin' sweet rides though ami.

Posted: 03/26/2088 04:00

>ARCHANGEL: A buddy of mine recently got ahold of a 1st gen LAV-Loader and retro-fitted it for smuggling ops. The 1st gens have a slight problem shifting from vertical to horizontal flight, but if your VCI rigs is S.O.T.A, it shouldn't be a major issue.

Posted: 03/26/2088 04:22

>GRAPE_APE: True Dat. The current version comes equipped with a hard point though; something that was seriously lacking in older models. It's sick.

Posted: 03/26/2088 04:37

>OFFWIRED: I think it needs more hard points, to be honest, maybe onboard rocket launchers or even MarkXVII stinger missiles, you know the one's I'm talking about—multiple warheads, advanced air to ground targeting systems. Those are just the ticket for defense against some of these terrorist slags who have been targeting cargo carriers lately.

create whatever mood feels right for the occasion. A standard AI Aspect chauffeur means you don't even need to worry about a driver, and other options (such as VTOL capability) are also available. For comfort and protection... Kiwi Motors.

- Fitted with Heavy Armor
- Airbags, anti-lock brakes and AI Aspect chauffeur are standard
- Cooler, communications suite and adjustable atmosphere are also standard
- Available in your choice of custom paint jobs
- **Acc:** 25 **Top Speed:** 45
- **Toughness:** 16(8)
- **Crew:** 0+6
- **Cost:** 100,000 credits (add 150,000 credits for VTOL. change ACC to 30, Top Speed to 80 and give it a climb of 20)

MARSWORKS LAV-LOADER

For short-distance hauling, standard vehicles aren't always the best option. Marsworks Engineering has created a cargo loader and mover built on a standard Low-Altitude Vehicle VTOL platform. LAV-Loaders are typically used in places like Boston, where loading and unloading ships over the Sea Wall must occasionally be done quickly.

- Heavy Armor
- Ejection seats and VCI rig support are standard
- Carries over a ton of cargo at one time
- Can be configured for passenger transport in lieu of cargo transport
- Fitted with a hardpoint that allows for optional weapons mounting
- **Acc:** 20 **Top Speed:** 300 **Climb:** 25
- **Toughness:** 15(8)
- **Crew:** 1+0 (or 1+7 if configured for passengers)
- **Cost:** 300,000 credits



MARSWORKS 'RAZORBACK' APC

If you want a machine that can not only move a squad quickly, but can also kick ass and take names while doing it, there is arguably no better choice than the Razorback from Marsworks Engineering. Half armored personnel carrier, half assault tank, and entirely no-nonsense military engineering, the Razorback has proven popular with a number of military forces, including the Atlantica Combine. The Razorback comes with an AI Aspect to help the driver navigate in tough spots and assist the gunners in combat operations. VCI and gunnery 'smart' rigs are standard, as is gyro-stabilization of the on-board weapons.

- Heavy Armor
- AI Aspect with Driver d6 and Shooting d8
- VCI rig support
- 2 Turret mounted 50mm cannons (Range: 50/100/200, Damage: 4d8+2, AP 20; HW; SBT) One in front, one in the rear.
- 2 20mm auto-cannons (Range 30/60/120, Damage 2d8+2, AP 10; HW; ROF 3; Autofire) One in front, one in the rear.
- Gyro-stabilization negates unstable platform penalties for the gunner
- Night vision equipment negates low light penalties for both driver and gunner
- **Acc:** 10 Top Speed: 50
- **Toughness:** 25(10)
- **Crew:** 4+10
- **Cost:** Military only

Posted: 03/26/2088 04:46

>OFFWIRED: Now this thing's BEAST!

Posted: 03/26/2088 04:46

>BIG_EARL: It's menacing, that's for sure. But I've heard that the AI aspects have attitude problems. They like to choose their own targets— usually the wrong ones—and if you yell at them, they'll shut your weapon-systems down until you apologize.

Posted: 03/26/2088 05:01

>BILLY_BLACK_EYES: You're kidding.

Posted: 03/26/2088 05:15

>BIG_EARL: Nope. Not that it bugs me all that much. My crew and I tend to be the ones those AI's are shooting at. If they want to choose other targets, it's fine with me. :P



Posted: 03/26/2088 05:30

> WOLFSON: Sup gang. There's this new type of chrome hitting the streets—Candyware, and I've got the dirt on it.

>>>>

CANDYWARE

Nicknames: Bubblegum Ware, Glamware, Glitterware

Some cybernetics are more for show than for function—almost anything from N-Vogue is a prime example of that sort of stuff. Generally speaking, Candyware is pretty, showy and virtually useless... which carries the upside of not requiring permits to install. If you've got the credits, you can get the glam. For the most part, Candyware is the mainstay of the idle rich and media icons, although trendy 'normal' peeps have been known to save up for that chill new piece of glitz. Bear in mind though, tomo: just because the stuff is deemed 'safe' and is relatively easy to get doesn't mean you can pack it on with no repercussions. Glitter it up enough, and you'll be just as screwed up as that psychotic Gutterware cyborg prowling the streets for a kill.

Availability: Candyware can be bought at any time, although it usually requires minor surgery.

Cost: Candyware can be stupidly cheap, or insanely expensive—it largely depends on what it is, or what the market will bear. A typical example is the Tendril Access Genii™, which usually runs about 2,000 credits.

Defects: Candyware doesn't come with any inherent defect points, but can rack them up pretty quickly at 1 defect point for each function point (rounded up) you build into it. Candyware triggers a cybertrauma check whenever you get a 1 on your Vigor die.

Functions: Candyware starts with 1 free function. Bear in mind some Candyware, like the TAG™, only counts as half (½) a function. Additional functions beyond 1 must be bought off with an equal number of defect points (in the case of fractional functions, always round up—so Candyware with 1½ functions would require a defect point).

>>>>

Posted: 03/26/2088 05:35

> LUCIFERION: Sirius has a contract with the Atlantica Police Force and other major law enforcement corporations like Ravenlocke securities to use the Eye in the Sky Surveillance drones to monitor the populace. Oh sure, they claim it's for our safety, but you can bet that the APF have detailed files on people based on surveillance data these drones collect.

Posted: 03/26/2088 05:56

> ARCHANGEL: Aint that the truth, and the drones are usually armed with heavier weapons than smg's. I'm talking rotary cannons, folks.

DRONES

For nearly a century, drones have been faithfully serving mankind, allowing easy observation of or safe entrance to an area. We're happy to make available to you yet another model—this one by Sirius Incorporated—which has seen considerable use in the Boston sprawl by both the ACAF and the APF.

SIRIUS INC 'EYE IN THE SKY' SURVEILLANCE DRONE

Surveillance drones are the perfect solution to the problem of keeping an eye on things when you lack the manpower to do it yourself. Our 'Eye in the Sky' model can easily maintain a patrol for two hours, following a pre-programmed route. The onboard computer can accommodate for sudden environmental changes, and new information can be directed to the drone from a monitoring station. The quiet hoverfans keep the drone aloft up to five yards, and won't disturb people in most urban areas. The onboard camera both records and pipes information back to the control monitor and, if requested, a weapon can be mounted for emergency use. Don't get caught off-guard—get Sirius.

- Up to two hours of flight endurance
- Autonomous computer has Piloting d6 and can be programmed for Shooting d4
- Built-in GPS and night vision systems
- Optional SMG installation
- **Acc:** 20 **Top Speed:** 40 **Climb:** 15
- **Toughness:** 10(4)
- **Cost:** 20,000 credits (add 4,000 credits for mounted weapon)

CYBERNETICS AND BIOWARE

While a lot of peeps want hardcore cybernetics so they can kick ass and take names, there are others who prefer a little more subtlety, and simply want to stand out and impress. Don't worry, tomo... Malmart has your back as always. Having recently made an agreement with N-Vogue, we can now provide you with the latest nanotech fashions from Genevieve Shashirandran.

Note that N-Vogue products often rely on a Tendril Access Genie™, which is installed with permission and under license by SAGE IT&TS. The Tendril Access Genie™ is considered Candyware. See the side bar for more details on this new grade of cyberware.

N-VOGUE EYE LIGHTS™

Is that the reflection of neon glow in her eyes? No... she's got Eye Lights™ from N-Vogue, and now you can too. Fashion mogul Genevieve Shashirandran has created a way to use nanotechnology to not only create different eye colors, but to create eye colors that glow with an inner light. And by plugging in a TAG™, you can change your eye color and set the mood with a mere thought! Why have boring, dull eyes when you can charm and impress with Eye Lights™? Never be without the latest fashions again!

*TAG™ implant is not compatible with other TAG™-controlled products.

- Come in a variety of colors and styles
- Grant a +1 Charisma bonus in appropriate social situations
- Confer a -1 penalty to Stealth checks in dark or dim lighting
- Eye Lights take less than an hour to implant; avoid bright lights for 24 hours
- TAG™ implant requires surgery and causes 1 Wound
- TAG™ implant negates Stealth penalty, and allows control of color, style and brightness
- **Cost:** 1,000 credits (TAG™ implant costs an additional 2,000 credits)

N-VOGUE HAIR SPRAY PAINT (AND NANOEPILATION)

Tired of the same old hair? Well, thanks to N-Vogue, now you can do something about it! Fashion mogul Genevieve Shashirandran has perfected a way to allow hair length, color and style to be held in the palm of your hand. By undergoing a simple patented nanoepilation procedure (in which hair is subdermally removed using nanotechnology), an area is cleared for nanotech implants to be placed in the follicles. Using the body's own proteins, the nanites produce a synthetic hair to any specified length, color and style.

By adding a TAG™ implant, absolute control of the hair can be achieved. Depilate your existing hair, apply our Hair Spray Paint, and grow new hair in your desired style and color. Hair Spray Paint simply keys the nanites to a specific color, and TAG™ programming will give you the proper style. In addition, our patented nanoepilation process can be applied to any part of the body that produces hair. This means you can keep areas permanently clean of unsightly hair, or if you want that neko look without all the genetic mucking around, we can take care of you. Never be without the latest fashions again!

*TAG™ implant is not compatible with other TAG™-controlled products.

- Comes in a variety of colors and styles
- Nanoepilation takes less than an hour to implement; hair 'regrows' at 1" per hour
- Grants a +1 Charisma bonus in appropriate social situations
- TAG™ implant requires surgery and causes 1 Wound
- TAG™ implant gives a +2 Stealth bonus to disguise attempts if there is enough time to change hair
- Individual Hair Spray Paints sold separately
- Individual hair styles can be downloaded to your TAP and are sold separately
- **Cost:** 1,500 credits for nanoepilation (TAG™ implant costs an additional 2,000 credits)
- **Cost:** 500 credits for each hair style download; 150 credits for individual Hair Spray Paints



Posted: 03/26/2088 07:04

>SISTER_SIN: OK, I'll admit I like the idea of being able to nearly instantly change my hair style whenever I want, but to use this I first have to spend a few grand for the implants, and then 500 creds for EACH style, and another 150 cred for the hair spray? Seriously? I'll stick with my hair stylist, thanks.

Posted: 03/26/2088 07:12

>D-V8: Well, the implants allow you to use the other products they make, like the N-Vogue Mood Skin. So assuming they support the TAG implants with more products, that might be worth it.

Posted: 03/26/2088 07:15

>SISTER_SIN: I'll wait until they come down in price.

Posted: 03/26/2088 07:49

>LUCIFERION: The candyware might be developed by SAGE IT, but the chemicals in the—supposedly human-friendly—hair spray paint Miss Shashirandran uses in her product were actually developed by a small biotechnology firm called YOUtec™, a wholly-owned subsidiary of none other than Emperor Pharmaceuticals. I just wonder why they don't market the products directly under the YOUtec moniker.

Posted: 03/26/2088 08:20

>SMOKE_AND_MIRRORS: What I find interesting is... wait, lost my train of thought. Move on folks, nothing to see here!

Posted: 03/26/2088 08:25

>PAYN_MAN: Wow, this chica iz Hawt!

Posted: 03/26/2088 08:27

>SISTER_SIN: Nice shade of blue... goes well with the bubblegum pink, though I think the curls are abit much.

Posted: 03/26/2088 08:30

>MAGPIE: i like the nano epi-thingie cuz i don't have to worry about bikini lines any more <3

Posted: 03/26/2088 08:31

>LUCIFERION: TMI MAGPIE. PAYN_MAN probably just passed out.

Posted: 03/26/2088 08:34
 > SISTER_SIN: Ahh the dreaded N-Vogue™ Mood skin. Ladies, don't buy this product unless you want to look like Christmas lights.

Posted: 03/26/2088 08:37
 > BIG_EARL_: Ehh.. It might make for a good distraction on an op, or better yet, people with mood skin could be feature dancers at a rave party!

Posted: 03/26/2088 08:40
 > SISTER_SIN: LOL

Posted: 03/26/2088 08:44
 > BILLY_BLACK_EYES: Is N-VOGUE, A.K.A YOUtec/Emperor Pharmaceuticals planning on issuing a patch for the RNA bonding sequencers on the cyberware? Paying 2k for faulty cyberware seems criminal, especially when you have to pay another 3 grand for the nanite infusion.

Posted: 03/26/2088 08:49
 > DIGITAL_SLAVE: It's my understanding they are working on a new version of the TAG™ implant, so I doubt we'll be seeing any patches to the cyberware's onboard software any time soon.

Posted: 03/26/2088 08:51
 > BILLY_BLACK_EYES: Figures.

Posted: 03/26/2088 08:59
 > ORION: Did they really just say "accidents happen"? Like, "I just accidentally got shot by an automated security turret?"

Posted: 03/26/2088 09:04
 > CHARON: All sarcasm aside, it can be convenient to have a little insurance in the event of an emergency.

Posted: 03/26/2088 09:06
 > D-V8: Beast! It's like gambling, and if you get your ass shot up, you win! I'll stick to Suffolk Downs, ami.

N-VOGUE MOOD SKIN™

At N-Vogue, we know that 'bland is in' is out. And we don't feel you should be limited to various shades of brown for your skin color—through the magic of nanotechnology, we can now offer our customers a scintillating skin of whatever hue and shade they might desire. Through a simple process of infusing subdermal nanites, we can use the body's own melatonin to pigment the skin any way you want. And by adding a TAG™ implant, you can change your skin color to suit your current mood with just a thought. Don't be bland; be grand! Never be without the latest fashions again!

*TAG™ implant is not compatible with other TAG™-controlled products.

- Subdermal nanites take less than an hour to install
- Grants a +1 Stealth bonus if in the proper environment
- TAG™ implant requires surgery and causes 1 Wound
- TAG™ implant allows skin color change in 5 rounds (30 seconds)
- **Cost:** 3,000 credits for nanite infusion (TAG™ implant costs an additional 2,000 credits)

SUBSCRIPTION SERVICES

We know life isn't always takeaway food and MMOs, no matter how much we'd like it to be that way. And because sometimes things can get dangerous out in the real world, we're happy to bring you a new addition to our family of subscription services: Sage Medical.

SAGE MEDICAL EMERGENCY INSURANCE

At **Sage Medical**, we know that accidents can and often do happen. In today's world, you never know when you might be run down by a careless driver, stabbed by a ruthless mugger, or just struck by a stray bullet during a random crossfire. But with **Sage Medical** Emergency Insurance, you can sleep easy at night knowing that if the unforeseen should happen, you're prepared for it.

Our Emergency Insurance comes in four grades of coverage—bronze, silver, gold and platinum—so you can choose the one that's right for your credit account and circumstances. When you purchase an account from us, a simple program is uploaded into your TAP which will alert the nearest Sage Medical facility in the event of sudden trauma. You will be contacted and, if you report an injury or are unable to respond, paramedics will be dispatched to your location. With offices in most major cities, you can be assured you will be attended to quickly and efficiently.

Don't be a hapless victim—be prepared. Be Sage.

Sage Medical is a member of the Crisis Team family, Osaka, Japan.

BRONZE COVERAGE:

- Personal confirmation required
- Paramedics will pick you up as soon as you are in a non-hostile area
- If necessary, you will be transported to the nearest medical facility
- You pay upfront for any emergency services and your hospital stay, but you will be fully reimbursed for these expenses; fees for any necessary rehabilitation services are not covered
- **Cost:** 100 credits (added to Cost of Living)

SILVER COVERAGE:

- Personal confirmation required
- Paramedics will pick you up even if you are in a hostile area
- If necessary, you will be transported to the nearest medical facility
- Fees for any emergency services and your hospital stay will be paid directly to the facility by Sage Medical; fees for any necessary rehabilitation services are not covered
- **Cost:** 500 credits (added to Cost of Living)

GOLD COVERAGE:

- Confirmation required—may be given by designated associate
- Paramedics will pick you up even if you are in a hostile area, by LAV transport if required
- You will be transported to any medical facility of your choosing; if you are unable to choose and have no facility on record, you will be transported to the nearest accredited facility
- Fees for any emergency services and your hospital stay will be paid directly to the facility by Sage Medical; you pay upfront for any necessary rehabilitation services (such as physical therapy and cybernetic or biotech replacements), but you will be fully reimbursed for these expenses
- **Cost:** 1,000 credits (added to Cost of Living)

PLATINUM COVERAGE:

- No confirmation required
- Paramedics will pick you up by LAV transport regardless of your location
- You will be transported to any medical facility of your choosing; if you are unable to choose, have no facility on record, and no designated associate to choose for you, you will be transported to the best available facility in the area
- Fees for any emergency services, your hospital stay and any necessary rehabilitation services (such as physical therapy and cybernetic or biotech replacements) will be paid directly to the facility by Sage Medical
- **Cost:** 5,000 credits (added to Cost of Living)

DRUGS

JET

Need to grab some extra focus while shooting your energy levels into the Sky? Then you need to get your hands on Jet! Used by barnstormers, Ronin, and Hackers the world over, and made right here in North America!

- **Nicknames:** Flyboy/Girl, Tweaker, Hotshot, Focusin’.
- **Duration:** One Dose last 12 hours.
- **Methods of Ingestion:** Pill Form, inhalant.
- **Effect:** Jet takes it’s name from the fighter pilot jocks who swear by it. Jet combines different levels of Amphetamines along with other high grade stimulants to provide it’s users with long lasting energy, enhanced reflexes, and extra concentration. A use of Jet automatically removes a level of fatigue from hunger and sleep deprivation while also preventing any other fatigue based rolls for Hunger or Sleep while also giving it’s user the “Quick” edge. If the user already possesses Quick, they may instead discard and redraw any initiative card under a 7. Jet also enhances the synapses of the brain, enhancing the ability to recall information allowing a +1 step to all Smarts based skills and the Piloting Skill. Finally, Jet enhances focus and concentration, removing 1 point of penalty for taking multiple actions in a round.
- **Side effects:** Jet is highly dangerous if taken for prolonged use and is no longer “officially” used by the Atlantica, GLU, or NAC military. After Jet wears off, the user automatically takes 1 fatigue level and must make a Vigor roll at -2 or gain another fatigue level. If a 1 comes up on the Vigor roll, regardless of the wild die, the user immediately enters cardiac arrest. A second Vigor roll must then be made at a -2 penalty; failure without immediate medical intervention results in death for the character. Jet also is dangerous if taken more then once in a 48 hour period. Each additional dose taken in a 48 hour period after the first increases the difficulty for each vigor roll by 1, and causes a heart attack result if the first vigor roll simply fails!
- **Addictiveness rating:** -1 spirit roll penalty for each dose taken in a 48 hour period. (Major Habit)
- **Cost for one dose:** 500 Credits per dose

Posted: 03/26/2088 09:09

>SISTER_SIN: So who the hell can afford Gold, let alone Platinum coverage?

Posted: 03/26/2088 09:12

>CHARON: Don’t kid yourself. Many of these ‘common man’ purchases are for the wealthy or specialists.

Posted: 03/26/2088 09:15

>MAGPIE: i have the platinum one, but it sucks. when gizmo got hurt, they wouldn’t take him. 0_0;

Posted: 03/26/2088 09:16

>SISTER_SIN: WTF??? What gives with that? He paid, right?

Posted: 03/26/2088 09:18

>CHARON: It’s not at all how MAGPIE makes it out. Gizmo is a small mechanical dog that she’s far too attached to. Besides, she had the thing all patched up herself in about five minutes flat.

Posted: 03/26/2088 09:21

>MAGPIE: but they were MEAN!!! o\o

Posted: 03/26/2088 09:23

>BILLY_BLACK_EYES: Well, let that be a lesson, peeps: don’t purchase from Sage Medical if you’re looking for bedside manner.

Posted: 03/26/2088 09:45

>PAYN_MAN: Y the hell jack u self up on jet, brah? 4 my credz i like 8Ball. No heart stop-page there.

Posted: 03/26/2088 09:48

>LUCIFERION: Cuz despite the name, omae, no one takes Jet just to tweak.

Posted: 03/26/2088 09:50

>CHARON: As LUCIFERION says. If you know you’re going to be on a six-hour mission, you can either blow 1,500 credits on enough Afterburn to keep you going... ‘just in case’, or ‘jack yourself up’ on a single dose of Jet. Not that I advocate chemical ‘enhancements’ – I prefer self reliance – for my credits I’d go with the Jet.

>>>>

Posted: 03/23/12/2088 17:00

>WOLFSON: While there are plenty of similarities between various sprawls around the globe, there are also plenty of things that set each one apart. To that end, we're giving you a few tools to help 'flavor' your setting, as well as some Savage Tales particularly for the Boston sprawl. Of course, it's your game, so use these things as you will. If you want to keep your gang in Chicago (or wherever), you can always adapt the rules and adventures to suit your own needs. The only rule we like to enforce is: **Have Fun!**

>>>>

Posted: 03/26/2088 10:01

>GRAPE_APE: I'll flavor my city with salt and lime, thanks!

Posted: 03/26/2088 10:04

>ORION: What flavor is slum and martial law?

Posted: 03/26/2088 10:05

>GRAPE_APE: Boston Creamed?

Posted: 03/26/2088 10:09

>MAGPIE: ewww yuck! @_@

CITY TRAPPINGS

Trappings are simply effects applied to a person, place or thing. On people, they're usually seen as various Edges or Hindrances; and you've probably already used them in theory, as far as places go, if you've ever applied a modifier for Cover or Lighting. Essentially, Trappings allow you to apply an effect to a city, neighborhood or even a specific location. This might come in the form of a bonus or penalty to certain skill checks, or maybe even some other effect.

Here's an example: say your characters are in St. Louis, trying to find a smuggler to move some goods. Since you happen to know St. Louis is a favorite haunt of smugglers, you could have the Trapping of Smuggler's Haven applied to the city, and so the characters gain a +1 bonus to their Streetwise checks when they go looking.

Here's another example: suppose you've got a group of happy humans and hybrids trying to take care of some business in the south of San Francisco—San Bruno Mountain, to be precise. Since you know San Bruno Mountain is a refuge for West Coast mutants, you may have given it the Trapping of Mutants Only. For the duration of their stay, the (non-mutant) characters would acquire the Outsider Hindrance, and incur all the problems that come with it until they finally leave.

You should be getting the idea.

Feel free to start coming up with your own Trappings but, to help you along, we've provided a few specific Trappings for Boston and its various sectors. You can use these if you want to spice up your game just a bit.

Note that the effects of Trappings can stack. In other words, a character in Dorchester, Boston would be under the influence of both Martial Law and Status Quo.

However, where conflicting events may take place, the smallest area always supersedes the larger. So in South Boston, a 1 on a Streetwise check by any characters not in Red Callahan's network would draw his attention rather than a Combine patrol (Kingpin takes precedence over Martial Law). But if they were connected to Red, the 1 would result in a Combine encounter instead (Kingpin doesn't apply, so Martial Law does).

BOSTON TRAPPINGS	
Boston	Martial Law
Back Bay	Corporate Zone
Beacon Hill	Fat Cats
Cambridge	Research Center
Dorchester	Status Quo
East Boston	Slum Dogs
Hyde Park	Combat Zone
Logan Airbase	Military Base
Roxbury	Black Market
South Boston	Kingpin

TRAPPING DESCRIPTIONS

BLACK MARKET

This area is thriving with commerce dealing in illegal and illicit goods and services, which means it's a lot easier to find these things—or get into trouble. This Trapping most often applies to specific locations or neighborhoods, although some cities may have it as well; it would be rare, though not impossible, for an entire nation to have the Trapping. Black Market generally affects

how easy it is to find and acquire restricted items, although it can lead to other effects.

- Streetwise checks involving the purchase or sale of illegal goods or services are made with a +2 bonus.
- Any character who is perceived to represent 'The Law' (in whatever form) is assumed to have the Outsider Hindrance while in this area, with all its attendant repercussions. Additionally, if that character should roll a 1 on the Skill Die for any Streetwise check in the area, he finds himself cornered somewhere by a group of thugs who are bent on 'removing him from the picture'.
- Any contraband bought here which can be legally purchased in most other places costs 50% more than usual.
- All rolls to contact and deal with 'Criminal' Contacts in the area gain a +1 bonus.

COMBAT ZONE

This area is run-down and only loosely patrolled by law enforcement, making it more dangerous but fairly easy to move around unnoticed. This Trapping usually applies to a neighborhood or city, although it could also apply to specific locations or entire nations. Combat Zone mostly affects moving, hiding and—perhaps unsurprisingly—combat situations.

- Investigation, Hacking or Streetwise checks made to locate an individual



Posted: 03/26/2088 10:18

>BILLY_BLACK_EYES: Roxbury's black market is another good example of when NOT to wear some of those second-hand APF uniforms from Amy's Surplus. And don't forget to have some extra credits ready to pick up some of that hard-to-get under-the-counter gear, tomo.

Posted: 03/26/2088 10:20

>ARCHANGEL: Ya, BILLY, but if you've got one of those criminal contacts that's easier to find down there, she might be able to cut you a better deal.

Posted: 03/26/2088 10:25

>LUCIFERION: If there's any place in Boston that could be considered a combat zone, it's definitely Hyde Park. The situation in Hyde Park has degraded to such an extent that, even though martial law is in effect, the military is hesitant to put boots on the ground there.

Posted: 03/26/2088 10:27

>RAT_MAN: Eastie's pretty bad too, but yeah, Hyde Park takes the cake. Gang violence, suicide bombings IEDs placed in the path of what military patrols DO come through; it's a mess. Buzz on the street says the Scions of Liberty have a few safe houses in the zone, and LAMCOM is going to be raiding them soon.

Posted: 03/26/2088 10:28

>GRAPE_APE: *Grabs popcorn* When?!?

Posted: 03/27/2088 10:29

>SIMBA: I /hate/ having to track some kuso into a combat zone. Unfortunately, that's where they all seem to run.

Posted: 03/27/2088 10:33

>KRYOMANCER_111: And why not, tomo? If me an my crew gotta sit low for a bit, we always hit a combat zone. Course the amenities ain't the best, but if you stock up on beer, burritos and sticky-icky, it can be pretty chill. Just don't be fool enough to order out for a pizza.

Posted: 03/27/2088 10:34

>KRYOMANCER_111: Um... SIMBA: You ain't after me, right?

Posted: 03/27/2088 10:36

>SIMBA: LOL... Not today, ami.

Posted: 03/27/2088 10:42

>CHARON: Actually, I prefer to 'lay low' in a corporate zone. If one is careful not to leave too conspicuous a data trail, it's actually as easy to go unnoticed there as in a combat zone. And considerably more comfortable.

Posted: 03/27/2088 10:43

>ARCHANGEL: Just make sure you know the city you're in pretty well – you might be surprised at how many mechanical eyes and ears there are anywhere you go, many of them with hackers or AI aspects behind them to sift through the data.

Posted: 03/26/2088 10:44

> KRYOMANCER_111: While Back Bay is probably the most recognizable corp zone in Boston, there are parts of Beacon Hill that enjoy the same protection the wage slaves in The Bubble get.

Posted: 03/26/2088 10:56

> BILLY_BLACK_EYES: @KRYOMANCER_111: Agreed, but what did you expect omae? Most of the peeps living in Beacon Hill are the CEOs of the corporations in Back Bay. It only stands to reason that type of security will extend to the Hill.

Posted: 03/26/2088 11:13

> D-V8: I love this Fat Cats entry. I always suspected people who look like they don't belong get charged more in Beacon Hill than in other parts of the sprawl. I mean REALLY, have you seen the prices for Bubble Tea there?

Posted: 03/26/2088 11:36

> BILLY_BLACK_EYES: You didn't know that chica? I'm surprised it's as low as 10%. Those people don't want the average sprawler coming into their space, breathing their air, walking down the same streets... gah. Ok. I'm starting to get irked now.

Posted: 03/26/2088 11:48

> D-V8: Boy, I bet you make a fun date Billy. ;)

receive a -1 penalty, as it's easy to hide here. This works both ways, and anyone attempting to locate a character hiding here suffers the same penalties.

- Notice checks to detect an ambush suffer a -2 penalty, as there is usually plenty of rubble or debris available to hide in or behind. Again, this works both ways, and it's also easy to find cover if a fight breaks out (assume Medium Cover unless a specific scene has been set).
- Movement is often difficult because of rubble or debris. Driving checks as well as any Agility check involving movement suffer a -1 penalty, and the terrain is considered Rough for purposes of determining obstacles during a chase.

CORPORATE ZONE

This area is a corporate center, usually filled with the offices and outbuildings of various corporate interests, making this a great place for commercial endeavors. This Trapping most often applies to a single neighborhood, although it could also be occasionally used for a single location or an entire city. Though not impossible, it usually won't apply to entire nations. Corporate Zone will typically affect things where wealth and businessmen might be concerned.

- Investigation checks all enjoy a +1 bonus, as streams of data are readily available and accessible.
- Notice checks all suffer a -1 penalty due to the massive overload of lights, sounds and HR objects.
- Stealth checks to move about without being noticed gain a +2 bonus due to the massive overload of lights, sounds and HR objects.
- All rolls to contact and deal with 'Corporate' Contacts in the area gain a +1 bonus.

FAT CATS

This area is inhabited largely by the wealthy and the people who cater to them, which often leads to a certain elitist attitude. This Trapping usually applies to a neighborhood or specific location, although in rare cases it could extend to an entire city, or even a small nation. The effects of Fat Cats largely impact interactions with the lesser people—the ones who cater to the wealthy.

- Any character not displaying any obvious signs of wealth receives a -1 Charisma modifier for any type of social interaction (usually Intimidation, Persuasion or Streetwise checks) with merchants or service providers.
- Any character not displaying any obvious signs of wealth will always be charged 10% more for any purchase or activity, if at all possible.
- Any character displaying any obvious signs of wealth receives a +1 Charisma modifier for any type of social interaction (usually Intimidation, Persuasion or Streetwise checks) with merchants or service providers.

KINGPIN

This area is under the control of a major underworld figure. Occasionally, this can also be the local leader or head of state; in any case, very little goes on in the area which this figure doesn't know about. This trapping can apply easily to a neighborhood or city, or even to a nation, under the right circumstances. It can technically also be applied to a single building or locale. Because of its nature, Kingpin can work for or against the characters, depending on circumstances.

- Streetwise checks involving the purchase or sale of illegal goods or services are made with a +1 bonus.
- Any goods bought by someone without 'connections' to the Kingpin cost an additional 10%, and any goods sold earn 10% less. If these goods are of a 'questionable' nature (illegal or stolen), the modifiers both increase to 20%.
- A roll of 1 on the Skill Die for any Streetwise check made by a character without 'connections' to the Kingpin results in his being picked up by the Kingpin's local representatives and taken for a little chat to determine his motives.
- All rolls to contact and deal with 'Mob' Contacts in the area gain a +1 bonus.

MARTIAL LAW

This area is under martial law for some reason or another. Inevitably, heightened security means curtailed freedoms, which can prove inconvenient at the very least. This Trapping can apply to a very large region—like an entire nation—all the way down to a single building held by military forces (although the impact of the Trapping also diminishes accordingly). Martial Law creates several effects, which largely boil down to the idea that there's always a cop around, even if you don't need one. Regular patrol sweeps are carried out by soldiers and observation drones, and they are always on the lookout for any sign of trouble.

- Streetwise checks to find some sort of Law Enforcement are made with a +1 bonus.
- Stealth checks for any sort of apparent criminal activity (like sneaking around after curfew or trying to quietly break into a building) are made with a -1 penalty.
- A roll of 1 on the Skill Die for any Streetwise check results in the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.

MILITARY BASE

This area serves as a military headquarters of some sort, which can complicate things for characters trying to get into various types of trouble, as it tends to be full of soldiers and weaponry. This Trapping can apply equally well to a single building, a neighborhood or an entire city. Very rarely would it be used for a nation—that would normally fall under Martial Law. Military Base mostly affects characters in terms of area security, although this would be the place to find military personnel and equipment.

- **Restricted Access:** Anyone caught on base without proper ID or authorization is assumed to have the Wanted (Minor) Hindrance. If the character also has weapons, he is assumed to have the Wanted (Major) Hindrance instead.
- Stealth rolls are all made with a -1 penalty, as security cameras, drones and guards are generally keeping an eye on things.
- A roll of 1 on the Skill Die for such a Stealth check results in MPs being dispatched and the character(s) being stopped, asked for ID and perhaps even detained if the circumstances warrant it.
- All rolls to contact and deal with 'Military' Contacts in the area gain a +1 bonus.

RESEARCH CENTER

This area serves as a center for some sort of research and development,

Posted: 03/26/2088 11:58

>SMOKE_AND_MIRRORS: If you've got the right connections, Kingpin territory can be a better option for picking up those hard-to-find goodies than a Black Market.

Posted: 03/26/2088 12:15

>SIMBA: Yeah, tomo... Just make sure you've got those connections. Most Kingpins don't take too kindly to anyone messing around on their turf. Occasionally I've heard of someone getting recruited out of that, but most peeps I've known just wind up with missing parts. Assuming I ever hear from them again.

Posted: 03/26/2088 12:24

>PAYN_MAN: Martial Law sux.

Posted: 03/26/2088 12:29

>CHARON: Au contraire, PAYN – Martial Law /can/ suck, but if you're not on the outs with the guys running the show, it can actually work to your advantage.

Posted: 03/26/2088 12:31

>CHARON: On the other hand, be careful of Military Bases. Hubris may cause you to think it'll be a piece of cake but raiding a compound like this is /not/ a piece of cake. And if you've got to recruit a team for that sort of operation, make sure you can check into their street cred... there's nothing worse than getting saddled with a couple of inexperienced idiots for that sort of mission.

Posted: 03/26/2088 12:35

>Sister_sin: That sounded like the voice of bad experience.

Posted: 03/26/2088 12:38

>MAGPIE: @Sister_sin: all i know is CHARON gets awful cranky when this sort of thing comes up. 0_0?

Posted: 03/26/2088 12:40

>CHARON: Suffice it to say that a hyper-real hologram of an incoming attack VTOL is /not/ what I'd define as 'discrete', and certainly won't make the job of the person inside the compound any easier when the whole base goes on alert. And if you have the option, /never/ hire anyone with the moniker of 'Mad Dog'.

Posted: 03/26/2088 12:50

>DIGITAL_SLAVE: This guy paints a pretty picture of a Research Center, but fair warning gang: these places also tend to have SOTA security systems and a lot of guards with trigger-happy fingers. Most of what is being done here tends toward either being of a dubious nature, worth tons of credits to which ever corporation is working on it, or both.

Posted: 03/26/2088 13:02

>KITTY_KAT: WTF?!? Dregs? Who the hell does this guy think he is?

Posted: 03/26/2088 13:05

>RAT_MAN: Chill, Kitty... you know as well as me that's how the rest of the city looks at it. Besides, you also know he's right – you'd be happy to kick the ass of anyone who strolled into the hood looking like they could buy the place, and you'd be equally happy to screw em. Er... Metaphorically speaking.

Posted: 03/26/2088 13: 10

>KITTY_KAT: Whatever.

Posted: 03/26/2088 13:22

>Sister_sin: Actually, it's the Status Quo Janes and Johns that burn my butt. They're the ones most likely to line up like sheep to be sheered when the corps tell them to do it.

Posted: 03/26/2088 13:25

>LUCIFERION: So... ya think I'd count as 'scruffy'?

which makes technology very prevalent and readily available. This Trapping usually applies to a neighborhood or specific location, but it could sometimes apply to a city or nation. Most of the effects of Research Center have to do with access to technology.

- Streetwise checks to locate state-of-the-art equipment gain a +1 bonus. This bonus increases to +2 if the character is looking for gear specific to the area's focus of research.
- Anyone without a TAP in this area is (if you'll pardon the pun) virtually screwed, since almost everything in the area operates in Hyper Reality. You might as well assume that such a character is pretty much limited to sitting on benches—even the doors tend to be HR-activated.
- All rolls to contact and deal with 'Technical' Contacts in the area gain a +1 bonus.

SLUM DOGS

This area is largely inhabited by the poor and other dregs of society, which often leads to a certain insular mentality. This Trapping usually applies to a neighborhood or specific location, although in rare cases it could extend to an entire city or even a small nation. There are several effects of Slum Dogs, largely to do with interacting with the locals.

- Any character displaying obvious signs of wealth receives a -1 Charisma modifier for any type of social interaction (usually Intimidation, Persuasion or Streetwise checks) with the local denizens.
- Any character displaying obvious signs of wealth who makes a Streetwise check must pay 10 credits times the result of the roll, regardless of Success or Failure. (You should make the rolling character keep rolling and adding any Aces.) Additionally, a roll of 1 on the Skill Die finds the character(s) surrounded by slum dogs and beggars all demanding a handout, and possibly even taking the money by force, depending on the circumstances.
- Any character who is obviously poor receives a +2 Charisma Modifier for any type of social interaction (usually Intimidation, Persuasion or Streetwise checks) with the local denizens.
- All rolls to contact and deal with 'Street' Contacts in the area gain a +1 bonus.

STATUS QUO

This area is inhabited by people who like things to remain quiet, unchanging and uncomplicated—ordinary average Joes and their soccer mom wives, who don't want their lives interrupted by thugs and ruffians and people who are probably much like the characters. This Trapping is usually applied to a neighborhood, although it would work equally well on a single location. While cities and nations could also have this Trapping, it's not common in this day and age—small towns are the most likely candidates. In many ways, Status Quo could be one of the most frustrating Trappings for a group of characters to deal with.

- Any character who looks remotely 'scruffy' or 'dangerous' is considered to have the Outsider Hindrance. Most 'decent' people will try to avoid him.
- Intimidation checks made by any character who looks remotely 'scruffy' or 'dangerous' receive a +2 bonus.
- Any character who looks remotely 'scruffy' (keep the weapons hidden, tomo, so you don't also look 'dangerous') can spend a day on a street corner and make a Streetwise check. On a Success, he gains a number of credits equal to 10 times the result of his roll. On a Failure, the authorities are called and he's asked to move along.

THE GANGS OF BOSTON



THE GANGS OF BOSTON

As we mentioned earlier, in some parts of Boston there are more gangs than you can shake a stick at. Rather than detail dozens of gangs (some of which may be gone tomorrow), we'll give you a few tables so you can just generate a gang as you need it. You can roll the dice, or you can just pick out the options that strike your fancy at the moment. And best yet, these same tables can also be used to generate gangs in other locations.

TYPES OF GANGS

In order to help define things, we've classified gangs into six types:

Punk: This type of gang tends to consist of younger people who are usually banding together for no real purpose other than a common bond and a sense of identity. They seldom engage in seriously 'criminal' activity, but they can be annoying (or even dangerous), as their initiation rites and acquisition of street cred tend to stem from stunts and activities which don't take into account other people or things (or, in extreme cases, take them into account with no sense of respect). Examples of this type of gang include skater boys, Japanese bosozoku, and college fraternities.

Hoodlum: This type of gang also tends to attract younger people, although these gangs are less innocuous than punk gangs, as they are usually engaged in small-time criminal activities—typically along the lines of theft and street-level drug dealing. In 2088, a good percentage of gangs fit into this category, as groups of like-minded hoodlums organize for camaraderie and protection. Examples of this type of gang include pretty much most street gangs, as well as petty biker gangs and unaffiliated gambling rings.

TYPICAL BOSTON GANGER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8(d6), Vigor d6

Skills: Driving d6, Fighting d8, Hacking d4, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Streetwise d8, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 9/11(4/6); **Cybertrauma:** -5; **Street Cred:** 5

Hindrances: Mean

Edges: Two-Fisted

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 1 Muscle Augmentation (increases Strength Die Type by 1), Razor Nails (unarmed attack does d8 damage on a Raise instead of d6), Level 1 Reflex Enhancers (Parry +1), Level 1 Subdermal Armor (+1 Armor)

Gear: Brass knuckles (Str+d4), Duke McCoy Combat Knife (Str+d6), Assault Shotgun (Range: 4/8/12, Damage: 1-3d6, ROF 2, Auto), Street Soldier Combat Trench Coat (+3/+5, Negates 4 AP)

THE BOSTON UNDERWORLD

While the Ship Rats and the Irish Mob are what most folks think of when it comes to organized crime within Boston; these two organizations certainly don't hold a monopoly on criminal enterprises within and around the city.

A couple of the more prominent groups are described below. Taken together, these organizations in conjunction with the Irish Mob, and the Ship Rats form an entire ecosystem of illegal activity.

THE CELTS

The Celts are probably the north east's most notorious 1% Biker gang. For those of you unaware, a "1%" Biker club is the type which media progs make famous. The Beer swilling, violent, take no prisoners, beat you for looking at them wrong type. The Celts are no exception to this, and have staked out most of Atlantica as being there territory. To this end, they actually work with the Ship Rats and the Irish Mob within Boston greater; helping to move illegal pharms, guns, and stolen equipment, while also providing muscle for important officials from other criminal organizations. On the side they also push their own pharms, and run protection rackets and brothels on the outskirts of Boston and the greater Atlantica area.

The Celts motif is modeled after the old tribal society of which they take there name, or at least in terms of popular conceptions of it. Celt members are covered in pagan (or paganish) tattoos, paint themselves with woad when going into battle, and venerate the "old gods". Outside of Atlantica, the Celts have been attempting to push into other countries in North America, and have had some similar successes here and there, just as their rivals have chapters within parts of Atlantica as well. On the whole though, Atlantica, and the Boston area is the Celt's home. The Celts allow members of any ethnicity within their group, and also allow Hybrids in, but still only allow Men to be active members. Ladies are restricted to being "old ladies" and chapter house caretakers.

The Current President of the Celts is one Andre' Libeowitz, a canny and cagey S.O.B. who's ran the club in the number 1 spot for the last 10 years. Andre has charisma, and intellect, and despite being only 5'7, has killed everyone who's tried to take his position.

THE CRAZY EIGHTY-EIGHTS.

The 88s are an anomaly in Boston, a Triad gang operating in an area without a significant China town to operate out of. Still, the 88s have decided to enter Boston anyway and set up shop. The Triad has taken it upon themselves to enter into some of the lower income areas not under control of the Ship Rats or The Callahan's forces and claim it for themselves. When they move into an area, they tend to run out the local gangs and

Thug: This type of gang is a step 'up' from hoodlum gangs, but not quite at the level or 'sophistication' shown by racketeer gangs. The range of ages is also broader, as many of the gang become 'lifers', dedicated to the gang's activities. Thug gangs excel at (and seem to take pleasure in) much more violent crime than most other types of gangs—robberies, burglaries and murder aren't uncommon. Examples of this type of gang include the more hardcore street gangs and biker gangs, as well as the less-organized groups in 'organized crime', such as Asian gangs or the Russian Mafia.

Racketeer: This type of gang is what you're likely to think of with most Mob-style gangs, although they aren't necessarily part of the Irish Mob or the Italian Mafia. They are generally well-organized, with a very coherent structure of rank and control, and their activities—while necessarily legal—often fall into a slightly more gray area, such as gambling, money laundering and other white-collar crimes. Examples of this type of gang include any Chinese tongs that step outside the law, some yakuza, and other organizations with a longer reach than most street gangs.

Guardian: This type of gang isn't very common, but their stated goals are usually the protection of a given area (although they are occasionally just protecting a particular person or group of people). This can sometimes be a good thing. However, if the gang has a vigilante attitude and little regard for local law enforcement, they can be quite dangerous—and not usually willing to listen to reason. The quintessential example of this type of gang is the Guardian Angels.

Degenerate: This type of gang isn't necessarily a 'gang' in the traditional sense of the word—these gangs often ride the fine line of being cults. They are typically composed of like-minded individuals who share a particular interest (usually a vice) that is frowned upon by most 'upstanding' people. Their activities can range from the relatively innocuous (like partaking of illegal drugs) to the absolutely unthinkable (like the kidnapping, torture and murder of innocent victims). The way they deal with interlopers is also likely to be a reflection of their typical activities.

You can determine the type of gang randomly by rolling 2d6 and comparing it to the Gang Type table. This will also give you a modifier to the size of the gang. Note that some types of gangs have an upper limit to their size (see below).

GANG TYPE		
2D6 ROLL	TYPE	SIZE MODIFIER
2	Degenerate	-2
3-4	Racketeer	+1
5-6	Punk	-1 (maximum of Medium)
7-8	Hoodlum	+1 (maximum of Large)
9-10	Thug	--
11-12	Guardian	-- (maximum of Large)

GANG SIZES

Gangs will vary in size, which will in turn affect how many pies they've got their fingers in. You can determine the size of the gang randomly by rolling a d6 and comparing it to the Gang Size table. Sizes are rated from Tiny to Huge, and the table shows how many members are likely to be in the gang. The Interests column shows how many 'projects' the gang is involved with.

GANG SIZE		
D6 ROLL PLUS MODIFIER	SIZE	INTERESTS
1 or less	Tiny (10 members or less)	1
2	Small (10 to 20 members)	2
3-4	Medium (20 to 50 members)	3
5	Large (50 to 100 members)	4
6 or more	Huge (more than 100 members)	5

GANG ACTIVITIES

Now that you know the type and size of the gang, you can figure out what they're up to by comparing the type of gang against the Gang Activities table. The Gang Size table gave you a number of interests, which translate to Activities—for example, a Small gang will be involved in two things. You can either pick them, roll a d6 until you get the right number of different Activities (ignoring results that aren't included in the table), or simply start at (1) and keep adding to the list until you fill it up—for example, if your Small gang was a Hoodlum gang, you could simply say they are involved with (1) Gambling and (2) Theft.

In case you aren't sure what we mean by these 'activities', here's a quick rundown:

Blackmail: The gang specializes in 'acquiring' damaging information about people and profiting from its sale or simply by extorting the victim. Some gangs will find a mark to set up, causing it to appear that he is involved in some scandalous activity, in an effort to achieve the same ends.

Dealing: The gang specializes in selling street drugs—generally of the illegal variety. While some gangs can actually make their own product, most simply purchase it for resale from a more powerful source that engages in Smuggling.

Defense: The gang specializes in defending individuals. Gang members will typically stake out a certain person or place and act as a pro bono bodyguard. Depending on the gang's nature, they may have a different opinion of who (or what) poses a threat to their charge than the charge has himself.

Drugs: The gang specializes in partaking of drugs. These may or may not be illegal (and bear in mind that alcohol is a drug as well), but gang members will typically have an out-of-the-way place where they indulge themselves. Interlopers may or may not be welcome.

Gambling: The gang specializes in monitoring wagers over particular sports or events. Sometimes this is legal, sometimes it isn't, but in all cases the gang will take pains to make sure it stands the best chance of walking away with the most money.

Hits: The gang specializes in murder. Sometimes it's contracted assassina-

dealers, before setting up a few of their own businesses, gray markets and start taking a piece of the action from the locals. While this has made them unpopular with many of the local street gangs, the people who live in the neighborhoods the 88s claim tend to actually have a positive opinion of them. Make no mistake, they are a criminal organization, it's just they'd rather be the only criminal organization in there areas, and with a happy populace they tend to avoid scrutiny from law enforcement.

Eighty-eight is a significant number in Chinese culture. Associated with good luck and fortune the Crazies appear to be taking that to a whole new level. Coming into Boston without a china town to fall back on almost in itself seemed to be a gamble in and of itself, and the 88s seemed to follow a philosophy of, the bigger the risk, the bigger the reward, hence where the "Crazy" comes in. The 88s do not fear any of the other underworld groups in Boston, and are more then willing to fight for their claims. For now it seems the Ship Rats and Callahan's crew regard them as more of a curiosity then a threat, but time will tell as the 88s grow in power and prestige. The 88s are known to run gambling parlors, engage in loan sharking, run a few brothels and one of their more odd and popular traits, setting up illegal street races.

The current head of the 88s is a young man named Blind Ricky Wong. Blind Ricky is in fact blind, and the rest of the 88s seem to regard him as their ultimate good luck charm. Ricky can be found Most of the time at the "lucky dragon", a pachinko and gambling parlor in Roxbury. If he's not there, Blind Ricky is also known to hang out at the Crazy 88's latest acquisition—Club-14. A Good looking man himself, he's almost never seen without a few charming women on his arm, who are also rumored to be his extensively trained lethal bodyguards.

FO'SHO'KINGS

FSK is one of the largest gangs residing in Boston. As much as Callahan and the Ship Rats want to claim they own most of Boston, the streets truly belong to the people who run them and demand tribute to go through them. The Fo'sho'Kings call large swaths of South Boston Home; particularly the most run down portions of Southie. FSK deals in illegal pharms, chems, stolen merchandise, and anything else that will turn a buck for them.

FSK is known for their distinctive colors of purple and gold clothing, and anything that contains a crown emblem. Their territories are usually tagged with a FSK inside of a stylized

crown. With FSK, respect is everything. These are some of the most hardcore soldiers from the toughest neighborhoods, and are willing to throw down if they think you're disrespecting them in the slightest manner. Following the old mandate of "blood in, blood out", the only way in is to be beaten into the gang; this makes one a "prince" in the hierarchy. The only way to advance further up the chain, and become a full King, is to make one's bones, meaning to kill someone for the Gang.

FSK is an all-inclusive Gang. Members are known as "kings" regardless of gender, and Human, Hybrid, or what ever, all that matters is being tough and ruthless to get inside. The Current leader of the Kings is Latisha "Big Queen" Jefferson. Big Queen has been running the gang now for a good 15 years, and her two sons are full blooded members. Latisha made her way to the top by being tougher and more competent than anyone else in the Kings, and her very presence demands respect on the streets.

THE SKINNERS

The Skinners are an anti-hybrid gang who are known to haunt the streets of Boston. More Mobile than stationary, the Skinners are known to drive into hybrid heavy neighborhoods such as Roxbury, parts of Southie, and East Boston, and find Hybrids to terrorize and kill. While normally we wouldn't be talking about them in a gang section, the Skinners are known to engage in criminal activity as well. Dealers in stolen goods, electronics, and pharmaceuticals, the Skinners are more than just an ordinary Hate group.

The Skinners are a motley group, made up of poor human trash from Southie and Eastie, while led up by bored rich kids from Cambridge and Beacon Hill. These bored rich kids take money from their parents and use it to buy themselves the equipment necessary to go about the task of joy riding and brutalizing hybrids. The poorer members of the gang seem to be more inclined toward the criminal activities, as they actually need the money unlike their more wealthy counterparts. The Skinners are known to enjoy a casually good relationship with the Scions of Liberty, seeing as many of their poorer members tend to "graduate up" into the terrorist organization.

The only distinctive tag the Skinners use is an emblem of an old fashioned straight razor on a red background. The nominal leader of the Skinners at the moment is Edward Meadowbrook, of the Meadowbrooks, one

tions; sometimes they just like to off their enemies and rivals. And sometimes it's both. These gangs are typically very dangerous.

Justice: The gang specializes in upholding justice. Bear in mind that this is sometimes the gang's interpretation of justice, and sometimes the 'laws' they uphold are vague, arbitrary or obscure. Yeah, tomo... go ahead and laugh, until you find yourself getting the crap beaten out of you for littering. On the other hand, some of these gangs will simply call in the authorities if they see a crime being committed—although the same caveats about interpretation can apply on occasion.

Laundering: The gang specializes in taking credits acquired in a questionable manner (such as through embezzling) and 'cleaning it up' so it appears totally legitimate. Fences, smugglers and probably no few characters will also tend to avail themselves of this gang's particular service.

Loans: The gang specializes in loaning credits to others with few (if any) questions asked, in return for an exorbitant interest rate. Penalties for defaulting vary from gang to gang, but they usually aren't pleasant. Characters with the Debt Hindrance (Zeeks: Psionics in 2088, page 13) are likely to be intimately acquainted with one of these gangs.

Loitering: The gang specializes in, um... doing nothing. Just hanging around. What are you looking at, homie? Essentially, this gang likes to take up space in a public place, mostly just chilling and being something of a nuisance. Their response to requests to move along can range from sullen (and slow) compliance to outright hostility.

Prostitution: The gang specializes in providing sexual favors in return for cash. Prices can vary, but largely depend on where the gang gets their prostitutes from—willing recruits cost a lot more than 'volunteers' acquired through less savory methods.

Protection: The gang specializes in providing 'insurance' for local businesses and residents against ill fortune befalling them. It must work, since those who don't pay the often-exorbitant fees seem to meet all manner of 'accidental' injuries and destruction of property that never seem to befall those who do pay.

Retribution: The gang specializes in meting out vengeance upon those who have wronged another. Once again, you should bear in mind that perceptions can vary—while it may appear a noble cause on the surface, sometimes the definition of 'wronged' can be broad or vague, and sometimes the retribution can be way out of proportion with the original 'crime'.

Robbery: The gang specializes in taking valuables from other people by force. We're not talking subtlety here—this is usually an outright mugging or armed holdup. And handing over your cash isn't always a guarantee of safety, either... A lot of these types just like the violence.

Rumbles: The gang specializes in fighting. Not like the Combine does—this is simply a chest-thumping show of force for the purpose of impressing or intimidating potential rivals. Most often the gang takes on other nearby gangs, although it isn't unknown for them to simply go into a crowded area and just start a brawl.

Sex: The gang specializes in partaking in sex. Depending on the gang's nature, this can be with other gang members, willing outsiders or hapless vic-

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tims picked up off the street. In any case, they usually have a 'base' where the action takes place, and the way they react to intruders often depends on how they choose their sexual partners.

Smuggling: The gang specializes in moving contraband. Individual gangs may focus on 'importing' goods, others on 'exporting' goods, and a few actually do both. In any case, they have some sort of network and a means of moving illegal goods into or out of an interdicted area.

Stunts: The gang specializes in showing off. What this translates to depends on the gang: it could be a group of skater boys sliding down the Malmart plaza bannisters, or a bunch of jump racers flinging themselves from the top of the John Hancock Tower. By no means is any measure of safety implied.

Tagging: The gang specializes in making their mark on society. Again, what this means depends on the gang. It may involve putting a hypertag logo on top of the Massachusetts State House, painting a gang sign on the side of the Harvard Bridge, or racing through a crowded area to see how many people can be jostled or made to crash.

Theft: The gang specializes in taking valuables from other people by stealth. Unlike robbery, this involves as little confrontation as possible—picking pockets or breaking and entering are the preferred methods. Also unlike robbery, people don't usually end up hurt unless the perp is caught in the act and one side or another panics.

Violence: The gang specializes in partaking in violence. Unlike Activities involving sex and drugs, this is seldom ever pretty—even if they actually use willing volunteers. Typically, the gang will 'acquire' a victim, take him or her to a secluded location, and proceed with the torture. Death is not uncommon, and a few depraved gangs make a little extra cash by making snuff vids.

Watch: The gang specializes in maintaining some sort of neighborhood watch. Occasionally, this can also be a watch over a specific person or place. If trouble arises, the way it's dealt with depends on the gang: they may call for authorities, call in reinforcements, or simply step in there and then.

of the more prestigious families on Beacon Hill. When not taking classes at HUTI, Eddie is cruising around on his jump bike with the rest of his cronies looking for trouble. Rumor is his father is a secret supporter of the Scions of Liberty and its one reason he continuously bails his son out, when ever his "extra curricular activities" get him into trouble. As can be expected, the Skinners don't exactly get along well with Full Moon, and the two gangs have a mutual blood feud with one another.

FULL MOON

Full Moon is an all hybrid gang with ties in both Roxbury and East Boston. As is already implied, the only way to join Full Moon is to be a Hybrid. Those wanting to sign up shouldn't be discouraged though, non-Hybrid members can still take the initiation tests and on successful completion the Gang will run them down to the nearest bio facility where the successful applicant will immediately undergo the Hybridization process.

Full Moon has an almost tribal like atmosphere to it, having been in Boston for just over a decade now. The leaders of Full Moon are known as chiefs, and the gang in general has adopted a very Native-American influenced style of dress, with leather and feathers being a big part of the culture. On the surface, Full Moon appears as simply an organization dedicated to protecting Hybrids and the allies of Hybrids, presenting a law abiding exterior. The Truth of the matter is of course much murkier. Full Moon is known to engage in violent activities against anti-hybrid extremists, and to do a little dealing on the side in terms of illegal chems and gene mods. Full Moon is also known to actually fund a couple Hybrid staffed brothels out in Roxbury wthey offer clients to "Take a walk on the wild side".

Tabitha "Blood Claw" Walker is the current "Chief" of Full Moon. A wolf hybrid, she's viewed not only as a

peerless fighter among her kind, but is also seen as a spiritual leader as well, leading to a few rumors of her being a Zeek as well. Chief Blood Claw is most concerned with Full Moon's clashes with the Scions of Liberty and The Skinners, and most of the Gang's activities as of late have been countering both groups' attacks on Hybrids. Full Moon is also known to enjoy a cordial relationship with The Celts and the two groups are sometimes found together.

GANG ACTIVITIES					
TYPE OF GANG	POSSIBLE ACTIVITIES				
Punk	1. Loitering	2. Stunts	3. Tagging		
Hoodlum	1. Gambling	2. Theft	3. Dealing	4. Rumbles	
Thug	1. Loans	2. Protection	3. Robbery	4. Hits	5. Prostitution
Racketeer	1. Loans	2. Gambling	3. Smuggling	4. Blackmail	5. Laundering
Guardian	1. Watch	2. Justice	3. Defense	4. Retribution	
Degenerate	1. Drugs	2. Sex	3. Violence		

GANG NAMES

Whatever the type of gang, most of them will take on a name usually meant to either impress or intimidate everyone else. Feel free to make up your own names, but if you're not feeling very inspired, we've included a random Gang Name generator to help. Roll a d6 on the Combination table to get two Name Columns, then roll a d6 for each of those columns to get an instant gang name. For example, an initial roll of '3' would give you columns B and D. Then, rolling a '5' and a '1' would give you the gang name 'the Screaming Angels'. Feel free to tweak any names that don't seem to work—'Sons of Jackals' might be better as 'The Sons of The Jackal', for instance. We'll leave it up to you if you want to use names like 'Avenging Vengeance'... it may sound redundant, but we're sure there's a group of gangers out there somewhere who'd think it was "killer cool!" Go figure.

TABITHA "BLOOD CLAW" WALKER

Attributes: Agility D10, Smarts D8, Spirit D8, Strength D8, Vigor D8

Skills: Driving D6, Fighting D10, Guts D6, Hacking D6, Intimidation D6, Notice D6, Persuasion D4, Shooting D8, Stealth D8, Streetwise D10, Survival D4, Tracking D4

Charisma:-2;**Pace:**6;**Parry:**8;**Toughness:**9/11 (6)

Cybertrauma:-5;**Street Cred:** 20

Hindrances: Enemy (Skinners Gang), Loyal

Edges:Attractive, Charismatic, Connections (Hybrid Activist Groups), First Strike, Frenzy,

Cyberwear:(Streetware) Rating 1 TAP (Pace 6, Parry 5, Toughness 5) Night Vision Optics, Retractable Claws (D6 Unarmed attack AP2, does D10 damage on a raise instead of D6) Level 2 Reactive Reflex Enhancer (+1 to Parry, -1 to Shooting rolls).

Gear:Foley Arms Watchdog Pistol (15/30/60 SA 2d8+1 AP1 12shots),Street Soldier Combat Trenchcoat (+3/+5, Negates 4 AP)

Special Abilities:

- **Bite:** You have a Bite attack at Str+D6.
- **Superior Senses:** You receive a +2 to all Notice rolls involving smell or hearing.
- **Fur Covered:** Due to your large amount of fur, you suffer a -4 to resist the effects of heat.
- **Predatory Personality:** Your predatory instincts and personality unnerve those around you. You're at -2 to Charisma.
- **Strict Carnivore:** Consider yourself a "meat-a-tarian". Vegetable matter gives you no sustenance, it's strict meat all the way for you!

COLUMN COMBOS

D6 ROLL	COMBINATION
1.	Column A + Column D
2.	Column A + Column E
3.	Column B + Column D
4.	Column B + Column E
5.	Column C + Column D
6.	Column C + Column E

GANG NAMES

D6 ROLL	A	B	C	D	E
1.	Black	Avenging	Bringers of	Angels	Darkness
2.	Bloody	Killing	Chosen of	Demons	Death
3.	Chrome	Raging	Hand of	Knives	Fury
4.	Golden	Ruling	Masters of	Jackals	Iniquity
5.	Red	Screaming	Sons of	Metal	Pain
6.	Righteous	Warring	Wrath of	Snakes	Vengeance

GANG COMPOSITION

In addition to the type of gang, it might also help to know the composition of the gang's membership. To determine this, Roll a d6 on the Gang Composition table.

GANG COMPOSITION

ROLL	COMPOSITION	NOTES
1	Gender	Men or women only
2	Ethnicity	Such as Asian, Hispanic or White
3	Race	Such as Hybrid, Human, Sim or Zeek
4	Creed	Such as Buddhist or Supremacist
5	Open	Anyone can join
6	Multiple	Roll a d4 twice and combine the results

BOSTON BOUNTY GENERATOR

In order to generate bounties in the Boston area, you can use the tables on page 259 of Interface Zero, replacing Table 7:3 Location with this one:

BOSTON BOUNTY TABLE

D10 ROLL	CREDITS
1. Back Bay	300
2. Beacon Hill	500
3. Cambridge	400
4. Dorchester	200
5. East Boston	1,000
6. Hyde Park	250
7. Jamaica Plain	450
8. Logan Airbase	600
9. Roxbury	350
10. South Boston	350

BOOK COLLECTORS

How you choose to introduce this adventure largely depends on the nature of the characters, and what sorts of contacts they've nurtured. If they've got a decent reputation and a fair bit of street cred, it's quite possible for them to simply receive an invitation to visit the Boston Museum of American Literature as 'guests' of the owner. Even if the characters are relatively new to Boston, or haven't developed a huge resumé, they may still receive such an invite via a Fixer or other contact who believes they can do a job well.

Should the team be unfamiliar with the Boston Museum of American Literature, they can make Investigation or Streetwise checks to dig up some information:

- Even if they fail, they can still easily learn that the Boston Museum of American Literature is located in Hyde Park, and retrieve an address (which corresponds to the address they've been given).
- On a Success, they learn that the Boston Museum of American Literature was founded just after the war by a Mr. Daniel Levinson. It now serves as a digital repository for many American documents from before the war, which are available to view digitally for a 10 credit donation.
- With a Raise, they learn that the physical structure (as well as access to the actual documents) is only open to members of the Conservatory of American Literature—a private club that can be joined by invitation only. The books and documents within the building were retrieved by private mercenaries, who are still retained to defend the building from intrusion.

Should anyone try to Hack their way into the Museum, they will find themselves dealing with Doctor Jekyll, the AI Aspect that maintains the digital information. The domain is a RAN, and functions as a Wild Card because of Doctor Jekyll's presence. A character who runs afoul of Doctor Jekyll can be sure his reception at the museum will be considerably cooler.

The building itself is an old brick-and-cinder-block structure that has been refurbished relatively recently. Gates and walls now surround the place, monitored by cameras and live guards. There shouldn't be a fight here, but if you've got trigger-happy players, feel free to give them hell: use the stats for the Spec Ops Warrior on the accompanying side bar. The characters are likely to be outnumbered by two to one.

Assuming the team plays nice and simply shows up, invitation in hand (or at least with suitable ID), they are allowed inside and 'escorted' by Doctor Jekyll to a sitting room where they can meet with Daniel Levinson.

AND HERE'S THE PITCH

Daniel Levinson is a middle-aged man with dark hair that's starting to go gray at the edges. He wears glasses, and dresses sort of like a college professor: comfortable slacks, a sports jacket and house slippers. Mr. Levinson is a good host to his 'guests', offering them drinks and refreshment, as well as giving them a tour of the facilities.

Once the characters have pretty much settled in, Levinson comes straight to the point: he'd like to hire the characters to acquire a few more documents for the museum. He has the following points and information:

- The documents in question are located here in Boston, in the Beacon

DANIEL LEVINSON [WC]

Master of the Boston Museum of American Literature

Daniel Levinson is a man with a dream and a whole lot of money. What this translates into is that while Mr. Levinson lacked the skills to personally pull off his dream, he had the means to hire the people to make it happen. And so he had the Boston Museum of American Literature painstakingly crafted, and filled with the things he craved. Now he simply dotes over his 'baby', while continually keeping an eye out for documents that might crop up which should be preserved, and keeping the other eye out for anyone who might want to undo his work.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Hacking d8, Intimidation d6, Investigation d8, Knowledge (Boston) d8, Knowledge (History) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6, Streetwise d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/8(2/3); **Cybertrauma:** 0; **Street Cred:** 10

Hindrances: Bad Eyes, Cautious

Edges: Filthy Rich, Scholar

Cyberware: (Streetware) Rating 2 TAP (Hacking +1; Avatar Pace 7, Parry 8, Toughness 6)

Gear: Street Talker (Range: 5/10/20, Damage: 2d6-1), Executive Decision Business Suit (+2/+3, Negates 2 AP), Glasses

ATLANTICA COMBINE TROOPER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10(d8), Vigor d8

Skills: Climbing d6, Driving d8, Fighting d10, Hacking d4, Intimidation d8, Knowledge (Tactics) d6, Notice d6, Shooting d10, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 13/15(3/5); **Cybertrauma:** 0; **Street Cred:** 15

Hindrances: Loyal (ACAF), Quirk: Emotionless, Vengeful (Minor)

Edges: Combat Reflexes, Marksman, Golem-mech Training, Rock and Roll!, Mercenary

Cyberware: (Milware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Target Tracker (When firing into melee, the Atlantica Combine Trooper only hits an innocent bystander if he rolls snake eyes for handguns or if he rolls a 1 when using shotguns or autofire weapons), Silicone Bone Injection (Bone Reinforcement: +3 Toughness)

Gear: Foley Arms TAW 2022 (Rifle Range: 25/50/100, Damage: 2d10, ROF: 3, AP 2, Auto; Shotgun Range: 12/24/48, Damage: 1-3d6,

ROF 1, Auto; Grenades Range: 15/30/60, Damage: 3d6 SBT, ROF 1, Auto), Riot Armor (+3/+5), Riot Shield (Parry+2, +2 Armor vs. ranged attacks)

ATLANTICA POLICE CONSTABLE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Hacking d4, Intimidation d6, Investigation d6, Notice d6, Persuasion d4, Shooting d8

Charisma: 0; Pace: 6; Parry: 5; Toughness: 7/9(2/4); Cybertrauma: 0; Street Cred: 3

Hindrances: Loyal (APF)

Edges: Marksman

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

Gear: Watchdog Pistol (Range: 15/30/60, Damage: 2D8+1, AP 1, Semi-Auto), Electric Security Truncheon (Str+d6, -2 to Spirit rolls to remove Shaken status), Combat Vest (+2/+4, Negates 2 AP), Handcuffs

TIBERIUS CLANCY [WC]

CEO of Emperor Pharmaceuticals

It is a little-known fact that Tiberius Clancy owes his position at Emperor Pharmaceuticals to Red Callahan's father, Hugh. Although Hugh is long dead, and Red has never raised the subject, Tiberius is a cautious old man, and never tries to push the issue. That said, the younger Callahan has seldom exercised his potential clout, and seems content to let the corporation be as long as it prospers and a percentage of the profits finds its way to Callahan's bank account. So Mr. Clancy runs the company well, and makes sure it always turns a profit—after all, he'd like his own son, James, to eventually take over running the corporation.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Hacking d4, Knowledge (Business) d12, Knowledge (Chemistry) d4, Notice d8, Persuasion d8, Shooting d4

Charisma: +0; Pace: 6; Parry: 2; Toughness: 7/8(2/3); Cybertrauma: 0; Street Cred: 5

Hindrances: Cautious, Elderly

Edges: Filthy Rich, Scholar

Cyberware: (Hyperchrome) Rating 3 TAP (Hacking +1; Avatar Pace 8, Parry 8, Toughness 5), Basic KNOWcomp at Skill level d12 (1 Slot to be determined as needed)

Gear: Executive Decision Business Suit (+2/+3, Negates 2 AP), Virtuoso Armored Limousine

Hill sector. They're in a place called the Club of Odd Volumes.

- The Club of Odd Volumes serves a similar purpose to the Boston Museum of American Literature, with a couple of notable distinctions: no effort has been made to digitally preserve the manuscripts and, while the club is theoretically open to the public, its exclusive Beacon Hill location means only the wealthy and elite really have any access to the manuscripts.
- 'Odd' doesn't have any ominous connotations. The club was founded over two centuries ago, and the word is used in its antiquated meaning of 'unique'.
- Levinson's interest is exclusively in documents of American historical importance—he doesn't care if the club has a first-run edition of the Necronomicon, or even a copy of the Bible signed by Jesus himself. These things may be significant to other people, but not to him.
- He is willing to pay the characters 10,000 credits for making the run and bringing him any viable document. He'll increase that by 2,000 credits for each additional viable document they return to him, up to a maximum of 20,000 credits. Under no circumstances will he pay them anything up front.
- Levinson has no information concerning the Club of Odd Volumes itself, or any security measures it might have. He's paying the characters to take care of those details themselves. If they have a problem with his terms, they are free to leave, and he'll find someone else who is willing to do the job.

The characters are free to turn down the offer; Mr. Levinson is true to his word, and won't hold it against them. They can leave with no harm and no foul, but that's the end of this adventure for them. Of course, characters who are more mercenarily inclined may simply decide to run to the Club of Odd Volumes and try to get hired to guard the books against the team Levinson eventually hires, but this only amounts to guard duty, and they'll be lucky if they get paid 2,000 credits for the job.

Smart teams that want to make some serious money and possibly a solid contact will consider taking on the job, which means they've got to start digging up more information.

PLAYING THE ODDS

There are any number of ways the team might decide to go about doing things, so we'll try to give you an idea of how to roll with the punches. First off, they can use Hacking, Investigation or Streetwise to get the lowdown on the Club of Odd Volumes in particular, and Beacon Hill in general, but the results are all likely to be the same in terms of information. So we'll lump it all together in terms of how 'hidden' the info is, and you can dole it out as you need to.

Mundane information is the stuff the characters can dig up no matter how awful they are at doing it. Even if a roll results in Failure, they should probably be able to get this dirt:

- The Club of Odd Volumes is a favorite haunt of Boston's 'it' crowd.
- Beacon Hill is where the elite live and hang out.

Open information is a little harder to find, but fairly easy to get—if a roll is a Success, characters should be able to pick up these things:

- The club is a RAN domain. It isn't known to have any kind of AI, but a sysop is sometimes on hand doing routine maintenance.

- The club is almost always guarded by about a half-dozen men from Pinkerton Security.
- Pinkerton does regular sweeps of the Beacon Hill Sector. The APF also does occasional patrols, but they are somewhat less regular and less predictable.
- Combine troops guard the sector's entry points.
- Privileged information isn't so easy to come by—if a roll results in a Raise, a character can come up with one of these little gems:
- Tonight is a 'party' night at the Club of Odd Volumes. This means people will be coming and going, but security is likely to be tighter.
- Beacon Hill normally has secure checkpoints and restricted access, but tonight the soldiers are likely to be doubly on guard, and no one without the proper passes is going to get into the sector.

Other information can be given to the characters at your discretion, but those are the salient points. The next thing you'll have to deal with is whatever plan the players concoct to get their characters into the Club of Odd Volumes to grab some books. Since, once again, the possibilities are legion, and the players will likely come up with something totally random anyway, we'll just try to give you some ideas.

If the characters have the right kinds of connections, they might actually be able to get passes into the sector, and simply walk into the club. Just remember: the Pinkerton guards aren't stupid—there is every possibility they'll notice if characters start stuffing books under their jackets in the hopes of walking out with them. Keep an eye on the Pinkerton guards' stats and let the characters try... Just don't cut them any slack. They should have to work a bit for their credits.

The characters could also try sneaking in—either into the sector or the club, or both. Again, go ahead and let them try; just don't make it easy. Remember that Boston is under martial law (refer to the Trappings on page [40]), so there will still be ground and air sweeps by the ACAF, as well as normal patrols of the neighborhood. Another issue with the stealth method is that the characters will also have to crack various locks and security in order to accomplish their task. Club security is paid for by lots of rich people, so it should be accordingly tough.

There's also always the remote possibility the characters will try to use force. Yeah, tomo, we wouldn't recommend it, but you never know. Again, let them try, but feel free to drop the city on them. Everyone in the sector has communications gear; none of the guards, cops or soldiers will think twice about calling for backup if a group of terrorists tries busting the sector or the club and holding hostages.

If the characters decide to wait, so they don't have to deal with the party and its attendant security, let them. In the end, it doesn't have to make life any easier. Just assume someone associated with the Club of Odd Volumes got wind that Daniel Levinson has an eye toward 'acquiring' some of their material, so the security has been beefed up, and a sysop has been put on full-time duty for a while.

This sort of brings us around to our personal favorite idea. Remember that notion about not taking the job for Mr. Levinson, but instead going to the Club of Odd Volumes and trying to work for them instead? There's no reason the team can't go to the club and offer their services—with every intention of still stealing the books. The club owners will take the characters very seriously; Levinson's predilections are well-known to some. And that places the team

PINKERTON SECURITY OFFICER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10(d8), Vigor d8

Skills: Driving d6, Fighting d8, Hacking d4, Intimidation d8, Investigation d8, Notice d8, Shooting d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/11(3/5); **Cybertrauma:** -1; **Street Cred:** 6

Hindrances: Loyal (Client), Stubborn

Edges: Bodyguard, Expert Fighter, Investigator

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 1 Muscle Augmentation (increase Strength by 1 Die Type), Level 1 Subdermal Armor (+1 Armor)

Gear: Gyroc pistol (Range: 15/30/60, Damage: 2d6+1, AP 2, +1 Shooting), Electric Security Truncheon (Str+d6, -2 to Spirit rolls to remove Shaken status), Combat Vest (+2/+4, Negates 2 AP), Handcuffs

CHANCELLOR OF HUTI

Chancellor Sterns is a career bureaucrat, whose first and only love is his beloved Harvard. He maintains connections with Chairman Clancy at Emperor Pharmaceuticals—after all, they are regular clients of the research facilities at the Institute—but he is not deluded about the corporation's motives. To that end, he's managed to keep HUTI an independent entity on the Boston landscape.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Intimidation d6, Hacking d12, Knowledge (Computers) d10, Knowledge (History) d10, Notice d10, Persuasion d8, Shooting d4, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7/8(2/3); **Cybertrauma:** 0; **Street Cred:** 5

Hindrances: Cautious

Edges: Connections (Emperor Pharmaceuticals), Rich

Cyberware: (Streetware) Rating 2 TAP (Hacking +1; Avatar Pace 7, Parry 8, Toughness 6)

Gear: Executive Decision Business Suit (+2/+3, Negates 2 AP)

SOL TERRORIST

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Hacking d4, Notice d6, Shooting d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8/10(3/5); **Cybertrauma:** -2; **Street Cred:** 2

Hindrances: Loyal, Zealot

Edges: Connections (SOL Agents)

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

Gear: Kelvin-12 Class Assault Rifle (Range: 24/48/96, Damage: 2d8+1, ROF 4, AP 3, Auto) or Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto), Street Soldier Combat Trench Coat (+3/+5, Negates 4 AP)

TYPICAL FULL MOON GANG MEMBER

Attributes: Agility D8, Smarts D6, Spirit D6, Strength D10(d8), Vigor D8

Skills: Driving D4, Fighting D8, Hacking D4, Intimidation D8, Notice D6, Shooting D6, Stealth D6, Streetwise D6, Survival D4, Tracking D4

Charisma:+0;**Pace:**10;**Parry:**7;**Toughness:**9/11(6)

Cybertrauma:-5;**Street Cred:**5

Hindrances:Enemy (Skinners), Loyal

Edges:Dodge, Frenzy

Cyberwear:(Streetwear) Rating 1 Tap (Avatar Pace 6, Parry 5, Toughness 5), Level 1 Muscle Augmentation (Increase Strength Die type by 1), Night Vision Optics, Level 2 Reflex Enhancers (+1 Parry, -1 to shooting rolls)

Gear: AGA Thunderbolt (20/40/80, 2D10+2 AP 2, 15 shots), Street Soldier Combat Trenchcoat (+3/+5, Negates 4 AP)

Special Abilities:

- **Swift:** Just like a Leopard you are fast, Pace D10, D8 Running Die.
- **Claws:** Your unarmed attacks do +4 Damage.
- **Wall Climb:** You can use your claws to climb at your pace.
- **Spots:** Your distinctive appearance makes it harder to blend into urban environments. -2 to Stealth rolls.
- **Heavy Sleeper:** Sleeping is one of your favorite activities. You typically sleep 2 extra hours a day, and are at -2 to wake up from outside stimuli while sleeping.

right on the inside with a bunch of their gear, and most of the Pinkerton goons thinking they're all buddies. In fact, give the characters a Benny, just for thinking outside of the box.

But life is never fair, tomo.

THREE'S A CROWD

At some point late in the game—preferably when the team has gotten their hands on a couple of books and think they're in the home stretch, about to win—an explosion rocks the club and all hell breaks loose.

It seems a bunch of guys from the Scions of Liberty figured all the rich peeps in one place trying to party down was too good a thing to pass up. So about a half-dozen of them got together, used all the other methods we mentioned the characters might employ to get into the area, and planted a Satchel Pack. Their goal is to cause as much chaos, death and destruction as they can, so they've also got a case of Molotov cocktails and their guns, and are ready to rumble.

Oh, all right. Maybe life should be a little fair. If the characters were clever enough to play guard duty, you should give them one chance to notice the terrorists before they start blowing things up.

The end result is the same: If the characters want to get out with a bunch of books, here's their big chance. But they're likely going to be fighting somebody, if not everybody, in the confusion. Figure there are two of them per character—which should be about the number present of any opponents they face tonight.

The good news for the team is that taking out a bunch of SOL SOBs is likely to earn them some street cred, if not actual cash. And if they play their cards right, they can stash the stolen manuscripts, play the heroes to the crowd, and then run like hell back to Hyde Park to collect their reward. If, for some reason, they're running before they've dealt with all of their opponents (whether terrorists, guards or soldiers), feel free to run it as a Chase and make them work to get away.

If the characters manage to get some manuscripts and make it back to the Boston Museum of American Literature, Daniel Levinson is pleased, and makes good on his payment in whatever form the characters prefer: cash, credits or merchandise. He'll also offer them a permanent position as guards. Assuming none of the characters want to get tied down to a single location and permanent guard duty, Levinson will still give them a one-year membership to the Conservators. After a year, they'll have to pay the dues (10,000 credits), but at for at least that year, they've got a place to hang out, hide or crash if necessary.

There is one downside: there were obviously other forces at work, and they've taken notice of the team as well. Most likely it was Peter Moskalewicz, but you can feel free to use the nemesis of your choosing. Just figure that whoever-it-is has just put the characters on their watch list, and if the characters keep getting in the way of things, they'll be moved to the 'things to do' list.

FRIENDS LIKE THAT

Calvert Krumm is a man with a problem.

It seems that he has developed a passion for a young woman who works as an agent for Nanda Pharmatech. Normally, that might not be a problem, except for two things: Krumm is a senior research analyst for Emperor Pharmaceuticals, and his wife is unaware of the affair.

That might not have been too much of a problem either... except for one thing. Calvert came home a few nights ago, got comfortable and started sifting through the hyperfeed for the day's messages. In a personal message to him, he found images of one of his... 'meetings' with the young woman, along with a note to the effect that neither Mrs. Krumm nor Mr. Clancy (the CEO of EP) would be likely to approve of the liaison, and a request for a million credits to be deposited to a black box account number.

And so, Calvert Krumm has a problem. And in order to deal with it, he needs some 'specialists'. To that end, the characters are contacted by a Fixer (or some other appropriate connection) and asked to meet with Mr. Krumm at 127 Mount Vernon Street in the Beacon Hill sector. They are given temporary clearance passes, should they need them, an image of Calvert Krumm so they can recognize him, and an appointment time (probably in the evening, after Krumm has finished work).

The address turns out to be the No More Bull Tavern. Assuming the characters accept the invitation to the meeting, Krumm is waiting inside for them. He wears a suit and is middle-aged, balding and a bit thick around the middle due to 'good living'. You shouldn't need stats for him, but if you find you do, the Bureaucrat stats on page 279 of Interface Zero should work fine.

Calvert is simultaneously relieved to see the characters and frightened of them (unless, for some reason, they don't appear to be hardened professionals). He asks them to sit, offers them whatever refreshment they want, and then tells them about his plight. (The booze and grub in this place are pretty decent. The waitresses are all cute, too, and seem to know Krumm by name—apparently he's a regular.)

One thing should be obvious to the characters: unless this 'lady friend' from Nanda is desperate or completely lacking in self-esteem, her main interest in Krumm is probably the privileged information he has access to in his job at EP.

Krumm offers the team 5,000 credits straight up to 'do something about it'... although he's admittedly a little vague about what that 'something' should be. He can be haggled up to twice that amount, but he'll demand the characters be discreet and quick about the job.

It's quite possible the characters may decide Krumm is an idiot who totally deserves what's likely to come to him—although, unless they really don't need any cash (in which case, you may want to come down on their finances a little harder), that doesn't mean they can't take up the offer and look into things. The fact of the matter is that they're likely to run into a number of gray and ambiguous areas in this adventure.

If the characters accept the job, Krumm is even more relieved. If they think to ask—since Krumm doesn't have any other clues—he will show them the images he received. They are, in a word, explicit, and the attractiveness of the little Asian hottie having her way with Krumm will likely confirm any sus-

Posted: 03/26/2088 15:31

>MAGPIE: i don't get it – y should it b obvious mr. krumm's girlfriend only likes his information? 0_0?

Posted: 03/26/2088 15:36

>Sister_sin: Honey, trust me. He's right about that one.

Posted: 03/26/2088 15:38

>BILLY_BLACK_EYES: Yeah... I think he's an idiot – especially if he's gonna fork out 5k just to deal with his personal problems.

Posted: 03/26/2088 15:41

>PAYN_MAN: LOL! I'd B finding chica an showz her my GUN. No way she'd frig with Krumm after that... ROTFLMAO! Da bitch B mine after that!

Posted: 03/26/2088 15:45

>CRIMSON_VELVET: Yah. You do that. They'd probably find your rotting corpse in a gutter somewhere. Not that it seems like it would be much of a change for you.

Posted: 03/26/2088 15:46

>SySop: Okay kids, play nice. We've almost made it through this feed – don't start the flaming now.

Posted: 03/26/2088 15:50

>KRYOMANCER_111: So what's the deal with all this fiction anyhow?

Posted: 03/26/2088 16:00

>D-V8: I could be wrong, but I think they're actual runs, posted in story form.

Posted: 03/26/2088 16:25

>BIG_EARL: I've been to the No More Bull Tavern. Rumor has it, it's sometimes frequented by Sean Callahan and his cronies.

Posted: 03/26/2088 16:33
 >LUCIFERION: Anyone Have any dirt on Kim Fong? The name seems familiar.

Posted: 03/26/2088 16:37
 >BILLY_BLACK_EYES: Well, this data feed says she specializes in corporate espionage. I wouldn't be surprised if she's contracted shadow work in the plex'. It might be you worked for her and didn't know it.

Posted: 03/26/2088 16:42
 >ORION: I got nothin. She seems to cover her tracks pretty well.

Posted: 03/26/2088 16:54
 >:WOLFSON: Well, except in this case. ;)

Posted: 03/26/2088 17:01
 >ORION: Good Point.

Posted: 03/26/2088 17:11
 >SISTER_SIN: Anyone surprised Emperor Pharmaceuticals is involved with this?

Posted: 03/26/2088 17:16
 >KRYOMANCER_111: Not especially.

picions the characters may have that she's just using him for some reason or another. Once they begin investigating her background, the characters will easily be able to learn that she has plenty of money, which leaves information as her probable motive.

Characters viewing the images may make Hacking checks. Success will give them the impression that the images were taken through a security camera, and a Raise gives them the idea that whoever took them is probably pretty wiz at hacking. See below for further information.

DIGGING IN THE DIRT

With precious few clues to work with, the characters will likely need to use any and all resources at their disposal: skills, contacts or whatever. Here are some of the things they may be able to come up with, although you should make them work for it:

- Krumm's 'mistress' is Kim Fong, an efficient representative for Nanda Pharmatech. She specializes in corporate espionage, often managing to ferret out rivals' secrets so that Nanda can coup them and make the profit. Ms. Fong is easy enough to locate, though it's a little harder getting in to see her. However, she is something of a dead end, anyway. She has nothing to gain by blackmailing Krumm (and would in fact stand to lose something if he abandons their trysts), and apparently no one sees anything to gain in blackmailing her, since she hasn't received any images (and doesn't feel she has anything to lose through them in any case).
- Edith Krumm (Calvert's wife) and Krumm's superiors at Emperor Pharmaceuticals are likewise dead ends—and Krumm will be horrified if the characters approach them, as he dreads the idea of his secret getting out. Essentially, they are blissfully unaware of Krumm's activities. In fact, if the characters spend any time investigating Mrs. Krumm, they'll find she spends a lot of time in Hyde Park at Club Mephistopheles, where she's been keeping company with a hybrid masseuse who goes by the moniker of 'Rock'.
- Looking into Calvert Krumm himself will provide no other real leads. He would in fact be almost completely clean (other than a couple of minor traffic violations) if not for this little incident. He spends most of his time either at work, at No More Bull, or at home—other than the occasional side trip to the Back Bay Boutique (to purchase little gifts likely given to Ms. Fong) and the Regency Hotel at the Prudential Center Mall. Krumm will admit, with some embarrassment, that the Regency is where he would have his 'meetings' with Ms. Fong.
- Although it may seem the obvious choice, digging into the Regency Hotel turns up nothing unusual, either. They don't engage in blackmail, and any employee found to be exploiting the hotel's resources for personal gain is immediately terminated. A very skilled Hacker may be able to find signs of previous hacking, but the trail is long cold, leading through a twisting maze of pipes before inevitably being lost.
- Characters could also simply check into Emperor Pharmaceuticals to see if Calvert Krumm might have an 'enemy' in his own camp. Good luck with any attempts to get past, through or around security, but if the characters manage to do so, they'll find... nothing. Krumm is neither especially liked nor disliked, and his job is essentially just to sift through research data to evaluate what might turn a profit for the corporation. While it's remotely possible someone could hold a grudge against him because their pet project wasn't pushed

through, there's no particular evidence to support the theory.

- Interestingly enough, if the team looks into the No More Bull Tavern more closely, they'll begin to find something. It seems Krumm isn't the only patron who's had problems with 'information leakage'. It isn't a rampant thing, but several other well-placed customers who became involved in illicit activities have found their secrets potentially compromised. Also, if the characters dig deep enough, they'll begin to suspect that the tavern's owner, Jason Finch—whom all the waitresses and the regular patrons seem to like and even admire—is operating under an assumed identity. At this point, the pace of the adventure will change; move on to the next section.

A BIRD IN THE HAND

If the team starts to dig further into the background of Jason Finch, the character with the lowest Hacking skill and the highest Charisma (in that order) will receive a Hyper Reality visit from... someone.

The Avatar appears as a beautiful, winged angel. She calls herself 'Archangel'. Straight out, she'll ask the character to have his team call off their current investigation. If she needs to bargain (a likely thing, since most characters aren't likely to just agree to quit a job), she'll put the following items on the table, one at a time, and in the order given:

- She'll offer to leave Calvert Krumm alone and expunge the data images.
- Failing that, she'll offer to double whatever Calvert Krumm is paying if the team abandons their search.
- If that doesn't work, she'll explain that her blackmailing provides her with the finances she needs to dig up dirt on the truly wicked of Boston—although she won't go into more detail on that.
- If altruism doesn't prove motivational enough, she'll offer to siphon some of her 'findings' to the characters.
- Should the character still prove intractable, she'll point out she could begin keeping tabs on them, and offering their dirt to anyone who wanted it.

At the end of this meeting, the team should either have backed off the investigation (which may have a negative impact on their street cred unless they can somehow convince Krumm they've really done their job), or be more resolved to get to the bottom of things.

If the characters decide to take on Archangel, use the stats for the Anarchist Hacker on page 270 of *Interface Zero*, only assume he's a Wild Card, and give him any programs or gear you think he needs to make the characters think twice about messing with him—at least virtually. One way or another, they'll have made an enemy, and Archangel will make good on the promise to dig up dirt on them and use it against them. For his part, 'Jason Finch' will simply disappear after giving the tavern to his favorite waitress.

On the other hand, if they decide to play ball with Archangel, they've got a potentially powerful ally. The Hacker serves no particular side, but does have a peculiar sense of honor. This means he could serve as a patron for future adventures, or as a contact or source of information in others.

After all... the game must go on, ne?

JULIUS ANELLO [WC]

Leader of the Ship Rats

Julius Anello would like nothing more than to see a resurgence in the fortunes of 'The Family'. Barring that, he just wants to see his operation in Boston thrive and flourish. His biggest bane is Red Callahan and the Irish Mob, and his biggest fault—which many think is his murderous vindictive streak—may actually be his failure to be a proper father to his daughter, Angela, especially after the death of his wife.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Driving d8, Fighting d10, Hacking d4, Intimidation d10, Notice d6, Shooting d12, Stealth d6, Streetwise d10

Charisma: 0; Pace: 6; Parry: 7; Toughness: 10/12(4/6); Cybertrauma: -6; Street Cred: 30
Hindrances: Enemy (Major), Wanted (Minor), Vengeful (Major)

Edges: Command, Expert Fighter, Brawny, Combat Reflexes, Natural Leader, Two-Fisted, Pack Fighting

Cyberware: (Gutterware) Rating 1 TAP (Avatar Pace 6, Parry 6, Toughness 5), Level 2 Subdermal Armor (+2 Armor), refurbished retractable blades (Str+d4, AP 2, character never counts as unarmed; if an unarmed fighting attack hits with a Raise, character adds a d12 to their damage roll instead of a d6 and gains AP 3)

Gear: AGA Thunderbolt (Range: 20/40/80, Damage: 2d10+2, AP 2), Urban Punk Buckled Combat Jacket (+2/+4, Negates 4 AP, covers torso and arms)

PLOT HOOKS



Posted: 03/23/12/2088 19:00

>WOLFSON:

There are plenty of stories that can be told in the world of 2088—in this book alone, there are possible seeds for dozens of Savage Tales. But just in case you need a little help getting the old brain juices going, we'll offer you a handful of plot hooks to work with.

In case you didn't pick up Zeeks, we'll explain how we've laid these out:

The Offer: This is how the characters are approached, or otherwise potentially drawn into the story. Essentially, this is what they see at face value, or what they'd easily know.

The Complication: This is what's really going on, or the forces at work behind the scenes the characters don't necessarily know about to start with. The bottom line is this is the real meat of the story.

Posted: 03/26/2088 17: 21

>PAYN_MAN: That pic wuz taken from my apartment. I B a pimp yo.

Posted: 03/26/2088 17:30

>BILLY_BLACK_EYES: *sigh*

AGENT X

Murder isn't terribly uncommon in Boston. Neither is being convicted of the crime, or being hired to track down someone who's been convicted of the crime. But what's a little less common is when there's a time limit involved...

The Offer: The team is approached by a Fixer (or other contact) with a job offer: go to East Boston and find a guy named Edward Skaggs—a convicted serial killer who managed to escape from a holding facility. There is one catch: the bounty of 22,000 credits is only valid for 72 hours. The employer, who wishes to remain anonymous, wants Skaggs found and returned before any of this can hit the mainstream news and draw too much attention.

The Complication: The anonymous employer is really Emperor Pharmaceuticals. The problem is that Skaggs, who was going to be executed anyway by order of Marshal Washington, had been turned over to EP as a 'test subject'. Skaggs was injected with a mutated virus to 'test' it and then evaluate the effects of an experimental anti-virus. In 72 hours, the virus's incubation period will end and it will become contagious, which is the real reason for the specified time frame. Should the virus begin to spread, it's likely that East Boston will need to be quarantined until the plague has run its course—and by 'quarantine', we mean no one in the sector will be allowed to leave under penalty of death, with extreme prejudice. As if this wasn't bad enough, East Boston isn't the easiest place to find a specific someone, especially when he's trying to remain anonymous. The team will have to deal with gangs, and possibly Combine troopers, all while trying to hunt down and return with a man who has no intention of being taken alive.

GAME NIGHT

Suffolk Downs is a popular spot with the peeps in Eastie—it's a great place to blow off some steam and maybe make a few credits on a well-placed bet. But there are also ways to pick up more than just a two-to-one payout...

The Offer: In this case, the offer could be as simple as one of the characters stumbling across a flyer announcing 'Open Bike Night' at Suffolk Downs. Pay an entry fee (500 credits) and race for the pot. Third place gets reimbursed the 500 credits; second place gets 10% of the pot (with a minimum payout of 500 credits); first place gets the rest (which should amount to more than 500 credits, unless only three people entered). Last month's first-place payout was nearly 10,000 credits! If the characters need a little motivation, you can always have a debt collector pay them a visit, or simply entice them with an expensive new goodie.

The Complication: Ah, if only it were as simple as just winning a race. For one thing, it's a demolition race, with no holds barred. For another thing, Julius Angello likes one of his Ship Rats to win—it keeps the money in the family, so to speak. And if that's not enough, Red Callahan has set his sights on bringing Angello down a notch or two, and plans to make sure his own guy wins. If the characters don't want to take a fall and let one of the mob bosses have his way, they'll have to deal with visits from various gangers and mooks suggesting they lose the race, various attempts at sabotage, and any number of other misadventures. Of course, there may be a way to play one side against the other if the characters can convince Red to allow them to work for him. But another complication may come in the form of Julius' beautiful daughter, Angela, who is determined to prove to her father that she's an adult, damn it, and certainly as good a driver as any of his 'boys'. One thing is certain: win or lose, it shouldn't be a boring event.

LADY OF THE EVENING

A person with a mysterious past almost always attracts attention—and even more so when that person is terribly attractive. But when someone who shouldn't pry too much decides he's fallen in love with that terribly attractive person with the mysterious past, things can turn ugly...

The Offer: A patron of Club Mephistopheles—we'll call him Sam, since that's what he calls himself—has fallen madly in love with Mistress Lilly, but to no avail, as she has rebuffed all of his advances. So Sam asks the characters (either as friends from the club or as deniable assets) to look into her background. Surely there must be some reason the lovely lady stays so aloof, or perhaps some clue as to how one might win her affections.

The Complication: Wheels within wheels within wheels. Although it may seem to the characters that Lilly's disinterest in Sam may simply be due to lack of attraction, there is much more going on than meets the eye. Sam's real name is Sergei, and he's a spy from the Chinese Mandarinate trying to determine if 'Mistress Lilly' is in fact a former agent, Hsu Xiao Xia, who defected to the Eurasian Union several years back. If so, his job is to kill her. Meanwhile, Atlantica's own Intelligence Service has grown suspicious of Sam's movements and activities, and has begun to keep tabs on him. The team's association with him is likely to bring them some unwanted attention—which could either result in their incarceration, or their being hired as counter-spies to look into Sam's past and real motives. You can flavor this in any number of ways: perhaps Mistress Lilly is Hsu Xiao Xia; or perhaps her past has a different secret that could be equally damaging, but only serve to complicate issues further. For example, it could turn out that she's not really human at all, but an android love doll that, finding self-awareness, killed her owner and escaped into anonymous freedom. Whatever path you choose, it should be an ugly one, although the payout could be hefty, depending on who comes out on top (provided the characters are on that side). The real question at the end may just be whether they feel like winners.

Posted: 03/23/12/2088 19:00
>WOLFSON: Just popping in here with more data on the people of Boston Folks.

MISTRESS LILLY [WC]

Owner of Club Mephistopheles

No one really knows anything about Mistress Lilly, other than perhaps her bodyguard, Dante—and if he knows, he's cracked for no one. The only certainty is that she arrived in Boston about five years ago, opened up Club Mephistopheles and has prospered ever since. Feel free to invent any colorful stories you'd like about her past and who she really is.

There have been speculations about her original nationality, her actual race and even her true gender (if any). The stats given assume she's a relatively normal human female... but that may or may not be true.

Hell... this might only be a body double.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Gambling d6, Hacking d6, Knowledge (Business) d10, Knowledge (Pop Culture) d10, Notice d10, Persuasion d10, Streetwise d12, Taunt d6

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Cybertrauma:** 0; **Street Cred:** 10

Hindrances: Quirk (Aloof), Wanted (Minor)

Edges: Alternate Identity, Connections (ACAF), Off the Grid, Rich, Sidekick (Dante), Very Attractive

Cyberware: (Hyperchrome) Rating 3 TAP (Hacking +1; Avatar Pace 8, Parry 8, Toughness 5), Bio-solutions Tailored Pheromones (Persuasion +1)

Gear: N-Vogue Hair Spray Paint (Black, Red, and Hot Pink), N-Vogue Programmable Memory Clothes (Favorite style: Black Latex 'Dominance'), Virtuoso Armored Limousine (with VTOL capability)

DANTE [WC]

Mistress Lilly's Combat Sim

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Hacking d4, Guts d6, Intimidation d8, Lockpicking d6, Notice d8, Stealth d8, Throwing d10

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 9/11(3/5); **Cybertrauma:** -2; **Street Cred:** 15

Edges: Ambidextrous, Danger Sense, Quick, Quick Draw, Two-Fisted

Hindrances: Code of Honor, Loyal (Mistress Lilly)

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Level 2 Active Reflex Enhancers (Parry +1, -1 to Ranged Attacks against character)

Gear: Duke McCoy Combat Knives x2 (Damage: Str+d6), Street Soldier Combat Trench Coat (+3/+5, Negates 4 AP), Throwing Knives x5 (Range: 3/6/12, Damage: Str+d4)

AMIR APRAKU [WC]

Chief of the Atlantica Police Force, Boston Amir is a career cop who's been in the career long enough to know that sometimes a man just has to watch out for himself. While it wouldn't be fair to say Chief Apraku doesn't have a conscience, it might be fair to say he has long since learned to look out for number one. So when it became apparent that it was both safer and more lucrative to simply take a stipend from Emperor Pharmaceuticals in return for 'overlooking' some of their more questionable practices, he capitulated and is now simply biding his time until retirement.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d6, Hacking d4, Intimidation d8, Investigation d8, Knowledge (Boston) d8, Knowledge (Law) d8, Notice d8, Persuasion d8, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/8(2/3); **Cybertrauma:** 0; **Street Cred:** 3

Hindrances: Elderly, Greedy (Minor)

Edges: Combat Reflexes, Command, Connections (Emperor Pharmaceuticals), Hold the Line!, Inspire, Rich

Cyberware: (Streetware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5)

Gear: Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto), Executive Decision Business Suit (+2/+3, Negates 2 AP)

JOHANNA SINGH [WC]**President of Atlantica**

President Singh is an idealist, but like many idealists with a privileged upbringing, she often lacks a firm grip on what the common man really wants or needs. But you've got to credit her with trying, and outside of Boston she remains very popular as President due to her charm, charisma, and overall political and diplomatic prowess.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d8, Hacking d6, Knowledge (Business) d8, Knowledge (Politics) d10, Notice d8, Persuasion d12, Shooting d4, Streetwise d10, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 7/8(2/3); **Cybertrauma:** 0; **Street Cred:** 10

Hindrances: Cautious

Edges: Attractive, Charismatic, Connections (Political), Filthy Rich

Cyberware: (Hyperchrome) Rating 4 TAP (Hacking +2; Avatar Pace 9, Parry 9, Toughness 8), Bio-solutions Tailored Pheromones (Persuasion +1), SAGE IT LOREMASTER™ KNOWcomp (Skills chosen as needed)

NEWS HOUND

A good journalist will go to the ends of the earth to get the 'Big Story', sometimes facing a great deal of personal harm along the way. This is probably no big deal as far as the characters are concerned—at least not until the lights come on, the holocams start recording, and they find they're the center of the action...

The Offer: The team (or one of the more charismatic characters) finds they've come to the attention of an ambitious reporter for the Boston Globe. Pandita 'Panda' Galos has decided the characters are 'where the action is' and wants to get an inside scoop on both the lives of freelancers and possibly some other big story. Surely the characters are working on something interesting, ne? Panda's resources are limited, but she's willing to offer them anything she can (goods, services, connections, information—if she can provide what they want, she'll make the effort) in return for their cooperation. She can only offer 2,000 credits, if the team wants money, although she can be negotiated up to 3,000 if pushed. All she wants is to go with them on their next run.

The Complication: On the surface, the complications are pretty straightforward: Panda isn't much of a fighter, is frighteningly curious and is totally unprepared for the level of danger the characters can potentially get into. However, the complications can get a little more complicated when their next job turns out to be for an underworld figure who wants to keep a low profile on a discreet bit of business. If Panda isn't brought along, she becomes indignant (and will follow anyway). If she's not informed of the job, she somehow manages to find out about it (did we mention she has connections?), and follows the team anyway. If the team's current patron finds out they've got a reporter tagging along, not only could they be in trouble, but she could be in trouble, too. Other complications can follow: perhaps Panda had so much fun the first time around, she wants to do a follow-up story; or maybe she is irresistibly attracted to one of the characters—she's pretty, but do they really want a reporter keeping tabs on them all the time? Or possibly someone approaches the team with an offer to get rid of a certain nosy reporter (which would be a good way to test the team's moral fiber)... The possibilities are almost endless.

SCIONS OF CHAOS

Gangs come and gangs go. And sometimes there are people who are willing to give them a helping boot out the door...

The Offer: The team is approached by a contact (or any potential patron) to go 'undercover'. It seems there's a new gang in the hood—the Scions of Chaos—that is causing far too many problems for the would-be patron. The job is fundamentally simple: find the gang, infiltrate it, and then get rid of it. Depending on how tough the gang is, the patron will offer between 10,000 and 20,000 credits for the job, and depending on the characters' street cred, they may be able to negotiate as much as twice that amount.

The Complication: Nothing is as easy as it seems, and savvy teams may wonder why they can't just locate the gang and start in with the destruction. Under no circumstances will their patron allow that: it seems his wife/daughter/cat (whatever will work best for curtailing the characters) has been abducted by the gang, and that particular hostage will be in danger—if not forfeited—should the characters engage in a frontal assault. So if they want to get paid, they'll need to do it the hard way, pass all the initiation tests of their courage and loyalty, and prove their worth to the gang so they

can rescue the hostage and then start the destruction. Of course, the team may have another plan on how to pull it all off; let them try. Just remember: if the hostage dies, they aren't going to get squat from their patron, other than a new enemy with an ax to grind.

TEARING DOWN WALLS

The Sea Wall is probably the most vulnerable point in the capital of Atlantica, and anyone with half a brain knows it. This means that even though it's heavily patrolled and defended, there's always some person or group that wants to blow a big hole in it...

The Offer: The team could be approached by someone who has learned of this most recent plan (or if the team is a group of total bastards, they could even be approached to do the job themselves), but it's most likely that, while on another job, the team come across information leading them to believe that a terrorist group plans to destroy the Boston Sea Wall (and Boston in the process). The culprit could be the Scions of Liberty, or any other group bent on anarchy. If the team has stumbled across the plot, there won't be a posted reward for foiling it—although saving Boston from drowning should be something of its own reward if they've got a crib in the city. And there are certainly plenty of peeps who'll remember them for it—just think of the potential street cred.

The Complication: Just because the characters are trying to save the city (assuming that's their plan) doesn't mean the ACAF will know the difference between a group of highly-trained operatives working on their behalf and a group of highly-trained operatives trying to blow up The Wall. This means the team may find themselves fighting both the good guys and the bad guys, so to speak. On the plus side, the villains will have their hands full if the characters can get themselves recognized and acknowledged by Combine troops in the area. The biggest foil in this whole situation is the threat of failure: if the characters can't stop the terrorist plan, Boston will be under thirty feet of water unless you've got some form of deus ex machina you can pull out of your hat. This could really put a damper on things (if you'll excuse the pun), as it will possibly force the characters to find a new home and definitely change the face of the campaign world.

Gear: Executive Decision Business Suit (+2/+3, Negates 2 AP)

THURLOW WASHINGTON [WC]
Marshal of the Atlantica Combine

Marshal Washington comes from a long line of soldiers and—as he'll be the first to tell you—patriots. His primary goals are to keep order in Boston, maintain the ideals of Atlantica and make sure no one pokes a hole in that damned wall.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10

Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Battle) d10, Notice d8, Piloting d6, Shooting d10, Stealth d6, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 12/13(5/6); **Cybertrauma:** -1; **Street Cred:** 20

Hindrances: Loyal (Atlantica), Stubborn

Edges: Alertness, Command, Charismatic, Fervor, Hold the Line!, Inspire, Natural Leader

Cyberware: (Milware) Rating 1 TAP (Avatar Pace 6, Parry 5, Toughness 5), Battle Computer (Shooting skill benefit: Modifiers to Medium and Long ranged shots are eliminated for Medium range and reduced to -2 for long range. Additionally, when shooting into melee the character only risks hitting a bystander on a roll of snake eyes for hand guns and a 1 for automatic weapons or shotguns), Level 3 Subdermal Armor (+3 Armor)

Gear: ACAF Military Uniform (+2/+3, Negates 2 AP), Watchdog Pistol (Range: 15/30/60, Damage: 2d8+1, AP 1, Semi-Auto)
