

Bounty Hunters

In this campaign the players are all out to get paid and wheel and deal people, and, of course, gamble it away. The players should be told about what is about to happen in this adventure as then they could adjust their characters into swindlers.

The game starts with them meeting at a local job application center, and, they need to play out how they get involved with each other. They share a common disposition towards work, and they are able of greater things, so they will probably ask each other why they are also here if they have the same ideals at them? If they need to be nudged out the door, the game master should do this non forcefully, getting them onto the right track into the world. It is mid winter and there is a cold front sweeping over the land, but they still need to get some money, somehow, sleet or snow.

Many ways

There are many things to do now, with the players choosing one, some or all of them. Feel free o jump around the entries and come up with your own combinations, from 'days' too.

[a] Once they have left the job application center, they need to realize they are running our of time. They each have five hundred credits to start with to equip themselves, and then they need to go onto the net to do anything in this day and age, and they need to snoop around there. There is a inter net café nearby that one of them should remember, and they should all take to the same computer as it is crowded. If they get into a fight in the inter net café with one of the non player characters, they will have seven minutes [or seventy turns] before the cops arrive. In this day and age, police are very responsive, a lot more than today, as they are better funded. If they leave the café they will have to find a way home, or to one of their houses. Alternatively, they could go to hospital if they are injured from fighting. If the cops arrive on the scene they get arrested by stun guns and thrown into jail, end of adventure. If they get onto the net, skip to genesis [c].

[b] They could use their connections to find a way to make money, by running drugs, running small arms, or even robbing banks that seem to be soft targets. They need money, you should keep reminding them of that. If they decide to run drugs, they need to use their skills to negotiate the pick up and drop off and collection of the money for the drugs. If they decide to sell weapons, they need to play out the scene and use skills and stuff to get the weapons, auto pilot to the drop and cash on delivery site. They may not allow the connection to pay them later, unless the game master wants to really screw them over. If they want to rob a bank, they get caught automatically after they get warning after warning that the bank is too heavily guarded. The other two options are the only options, unless you want to run a game where they kill civilians all the time?

[c] The players could get a tip off on their tablets, if they have them, as to a sighting of some underworld types. The things is, underworld types always have disguises, so it is hard to tell. There are two possibilities, with one red herring. Mr. Theodoropolis is a wanted rapist, and he will run if confronted. The scene should be played out with them entering an old apartment building to catch him, and, if they are to grab him, they need to be sudden. He is in the living room watching television if they enter the apartment. There is a fire escape for him to escape out of, and he will be out of there if they do not grab him soon, as the fire escape slides down quickly, with him on it. If they wait outside the building, they can still catch him, hint at it. Then there is Miss. Gero who is a convicted fraudster tat has served time, and had to turn back to the life because she had no connections to get her a job. She can be found at the city park, as she has a tracker on her car as part of her parole. If the players manage

to scam the police into telling them where she is, then they can act, but this takes some social skills. She will not put up a fight, she is too old. Then there is Marvin, who actually is Frederick a suspected syndicate employee. He is the wrong guy, but the players don't know that. The bounties for Theodoropolis is 5000 credits, for Gero is 2050 credits, and there is no reward for this low life punk Frederick.

[d] The players might decide to rob someone? This will be easy as long as they keep changing locations, and they keep passing their tests to see if they muscle the people correctly.

[e] they could take what little money they have to the casino. Here the game master should play out the poker or black jack and craps games as if they were their characters, using their own money. If they find this successful, then they might have the money to kit themselves out with new equipment or weapons, of course. If they lose, they need to rob someone or catch someone. The limit to what they may make is ten thousand credits, before they are asked to leave.

If at any time they get into a fight in these scenes, the police take seventy turns to get to them and arrest them. There is no ways they have the equipment to fight off a police force. Once they have had their fill for the day, they should go to sleep or home or something, if they have a home, maybe they stay with their parents? Let's say they all still stay with their parents, smuggling pistols into the house from wherever they get them from, unless legal, of course.

Genesis

As they wake up the next day, they see terrible news. The minister of finance has been killed outside his house in the posh areas of the city. Police say it was a hit and run on a typical jogger, but there are people shouting he deserved to die. From what your characters can deduce, he was always seen saying no comment on the news, what little they saw of him. There are many paths to take from here.

[a] They could try to smuggle free drinks at the bar, where some will be celebrating. Their parents will get a call to go to the bar, and if one of the players asks what it was about, they should be told that there is a free round at the "muscle and clipper." they could meet many strange people there, and hopefully one of them will have a job for them, some sort of service for cash?

[b] They could go down there to investigate if they feel up to it. There they need to snoop around for at least five rounds before they roll guess. If they pass the check, they can ration out that there were people watching, but they were his neighbors. In this sort of area, they would be too busy to see anything, so, would be useless. But, then with a spot check, they could see a video camera behind a bush, linked to the private security force of the area. Finding the person who saw it will be hard, especially if they are already lying and hiding it. The real reason they don't want it to come to the surface is that their company will get bad publicity about not protecting their customers. If they want to go to the headquarters, they need to bluff their way inside at reception. Then, they need to get the logs, and the names of those on duty at the time. After that, they will find on the logs that it has been moved to 'confiscated materials' and they need to access it with someone's key. They may ambush someone in the toilets, or find another way to get into there. If they get it, they can turn it into the police, sell it, or hold the company to ransom, or anything else they think of.

[c] They could get onto the internet chat rooms and talk about the ordeal. If they were to be logged in, or, if they have never chatted before, they should be tempted by the game master to get on line and chat. Everybody there is talking about it, and these are kids! Seems that the world is changing a lot. If

they stay on line, they will get invited to do some porn if attractive, debate service workers if clever, or even become voice over artists for a new cartoon. There are so many privates coming in for them, and the game master gets to choose which invitations each gets.

[d] An 'old flame' contacts one of them that needs someone to be a reference for them. The players will be offered fifty credits for the reference from all of the players. Then, they need to get rid of three people applying for the job with them, for another hundred credits. And, if they stay on the phone long enough, they could get involved in some industrial espionage! This will be where they need to steal secrets of another company in the food industry, or if they know how to use computers, they could set up a site not related to the 'old flame' where they lodge complaints against the company or farm network that is against their new company. To put the reference together, they should forge the signatures of preachers or make believe school teachers and old employers, referencing on the net where they are and what they might say. To get rid of the other applicants, they need to ruin their public image, somehow, or intimidate them in some way. The other three male applicants will be easily scared if it is done correctly. Stealing accounts from opposition could be easy if you go through their rubbish, and piece together their finances and customers. Then, they could also find out who is the customers of the customers and intimidate them, bribe them, muscle them, sabotage them or even lie to them saying that the prices from the supplier of theirs – the rival of the company the 'old flame' works for – are a rip off. There is a lot of room to work with here, nudge your players to stay on the phone and get involved in something big!

Body count

After they have had their fill of my sort of adventures., maybe they want to get involved in some combat? This section is just for that! Basically, they need to get enlisted on the net into a faction of some sort, even a seemingly small one unknowingly owned by some or other corporation. They will be drafted to Iceland, where there are many oil reserves. The faction known as the Axis are trying to subjugate the Icelandic union, but they have found it hard to buy their way in. the support is coming from Kovox who think that this time they will get involved. If they can operate mecca, they get normal ones kitted out with dual assault rifles on one arm and a fusion cannon on the other. These typically have enough ammunition for the whole encounter, but it takes seven action points to reload.

They are supposed to patrol a certain area, and, they will meet one rival mecca with a support base of a few soldiers, depending on how big the party is. There must be one mecca at least to fight, trying to keep this part at least challenging and fair. Of course, if they have no mecca, but manage to defeat this one, or make it run away or something, then they will receive three adventure points as this is very challenging and dangerous, yes?

After their fight, they slink back to camp with the camp cheering for them and buying them drinks or ciders if they are women, and they basically become their sex slaves for the night, great success, yes? Then they fly home and receive their divided 10000 credits for the adventure. They are well into making money now, or they are dead, bu they do not have to take this mission at all, unless the game master forces them to, as they are combat oriented characters, okay?