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THE DEEP BLUE SEA

A Shadowrun adventure
by David Perry



Rick
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The PCs are all asleep, all dreaming their own separate dreams. Gradually, the dreams start to merge, until every member of the group has the same vision: A humanoid figure of crackling blue neon.

This figure introduces himself as Diver and apologizes to the PCs for intruding into their dreams. However, he has a job for them. Despite the 2025 ban on whaling, someone is still running a whaling ship, and this someone must be stopped. To this end, Diver can provide the PCs with an address of "some friends who might help you."

If asked about payment, Diver will at first seem somewhat confused, then will assure the PCs that although he can't pay them anything up front, they will be rewarded when the job is done. If the PCs push for more concrete assurances, Diver will produce an image of a bag of diamonds, inquire whether this is enough, and assure the PCs that they will receive these when the job is done.

PCs who are successful rolling their Intelligence against a target number of 8 get the strange feeling that their employer doesn't really understand the concept of money.

If the PCs accept the job, then Diver says he'll contact them again when the job is done. He will then disappear, and the PCs will wake up.

The address Diver gave the PCs is on the edge of the Barrens. It is a decaying old shop, with "Saviors of the Earth" crudely painted across one window.

Inside, old and dirty ecology posters litter the walls, and a bored young man sits behind the desk.

If the PCs just ask general questions, the young man will spin them the standard pitch for any small-time eco-movement and try to get some money out of them. If the PCs mention Diver's name, however, the young man will suddenly look much more serious and take them into the back room.

The back room is spotlessly clean and looks like an army headquarters. On one wall are maps; a computer system fills a corner; and a rack of assault rifles hangs on another wall.

The SOE is a radical eco-action group which uses the cover of a peaceful, low-budget eco-action group. The activists have had dealings with Diver before, but he always contacts them through dreams of Astral projection, so they have no more idea than the PCs who or what he is.

If asked, the SOE can describe the migration patterns of whales, the likely location of the whaler and plans of the whaling ship design.

The SOE can also provide the name of a fixer who can supply Limpet mines and other marine equipment. Limpet mines cost 75 Nuyen each and do 11D2 damage. They can be destroyed by timer or remote control. They are magnetic and so will stick to the hull of any ship. Wetsuits cost 350 Nuyen and provide 2 points of impact armor. No armored suits are available because the extra weight would pull the user under. The same goes for any other armor.

Also available are knives (STR+1L2), spear-guns (7M2 on impact armor; use light pistol ranges) and bang sticks, shotgun cartridges on the end of a pole (one use, 9M2).

Fighting underwater imposes a +2 modifier to Armed and Unarmed Combat skills, unless the person has trained in underwater fighting. Using a ranged weapon underwater imposes a +2 penalty to hit.

ACQUIRING A VESSEL

Obviously, the PCs will need to reach the whaler to complete their task. Unless they happen to have an armored deep sea vessel around, they are going to have to steal one.

A quick search will reveal that the only group with vessels of this type is the Seattle Harbor Patrol (unless they want to rip off a boat from the UCAS military, which would not be wise).

A little bit of piracy would seem in order.

There are three basic ways the PCs can steal a boat.

1. They can break into the Seattle Harbor Patrol and steal a boat direct from the harbor. This way is doomed to failure, because as soon as the boat sails off, the rest of the harbor patrol will be after them (and unlike the PCs, these guys are experts on handling their boats). That's assuming the harbor defenses don't get the PCs first. (Seattle got a little paranoid after the Japanese occupation of San Francisco and never got around to removing the missile launchers.)

If the PCs choose this route, the referee may want to give them a chance to surrender, chuck 'em in jail for awhile, then get SOE lawyers to spring them on a technicality and suggest that stealing something directly in front of the owners isn't the best way.

2. The PCs can hack the harbor's computers and put their names and

faces down as the replacement crew for tonight's coast patrol. Providing the team decker does a good enough job and the PCs convince the crew to report ill (it wouldn't look good for two crews to turn up), they should be able to walk away with a boat.

3. The other way is to hijack a ship in mid-patrol. If the PCs hack the Seattle Coast Guard computers and learn the patrol schedule, they can set up an ambush and capture a ship. The sinking vessel ploy is a good idea to get the coast guard craft close enough for the PCs to jump the crew.

COAST GUARD

All coast guard vessels have monitors. If a vessel diverts from its route by more than 10 miles, then the coast guard will radio the ship and ask what is going on. If the replies are suspicious or if the ship continues to divert from its route, then a Hughes Airstar with a four-shot missile launcher is dispatched to escort the ship back to the harbor or send it to the bottom.

The tracker should be considered as a level 8 bug for the purposes of detection, or it can be deactivated by a decker in the coast guard system.

System

San-1: Connection to Matrix. Orange-5, Barrier-6.

SPU-1: Red-4. Track and Burn 5.

SN-1: Red-4. Controls lock on main gates.

SN-2: Red-5. Tar Baby-4. Controls alarms on the fences around the coast guard compound.

I/OP-3: Security terminal at main gate.

SPU-2: Orange-4. Barrier-5.

DS-1: Red-4. Killer-5. Records of crew (names, faces, IDs).

DS-2: Red-5. Black-Ice-4. Patrol schedule for coast guard vessels.

SPU-3: Red-4. Trace and Dump-4.

SN-1: Red-4. Monitors trackers on coast guard vessels. Can be disabled by a decker on a Computer-5 test.

SN-2: Red-4. Security camera.

SN-3: Red-4. Security camera

SN-4: Red-4 Security camera

CPU: Red-6. Scramble-7. Technical information on coast guard boats and personnel files on crew. (Some free-traders of the PCs' acquaintance might be willing to pay for this information.)

Crew

For pilot, use the Rigger archetype, but remove all vehicles and patrol vehicle drone. Replace Bike and Car skills with Motorboat: 6 and Navigation: 4.

For the other four crew, use Street

Cop archetype with armored jackets, H&K 227 SMG and Defiance super shocktaser. Remove Police Procedures and replace with Law (Maritime): 3 and Etiquette (Smuggler): 3.

Surfstar Marine Scoop

| Handling | Speed | B/A | Sig | Autopilot |
|----------|-------|-----|-----|-----------|
| 3 | 30/90 | 3/6 | 3 | 2 |

Sensors: Advanced.

ECM/ECCM: Security 111/Military 1.

Mounts one HMG and one four-shot torpedo cell. (14D2 damage, use rock-ets range.)

TRACKING THE TARGET

Provided the PCs picked up the maps of the whales' migration routes, tracking down the whaler will be easy, as the whaler is following the whales' migration pattern, hunting as it goes.

The journey will take the PCs several days but won't offer any challenge unless the referee really feels like throwing something in. After all, there are a lot of nasty paranormal critters out there, and piracy hasn't completely died out as a profession.

Whaler

The whaler is a large converted tanker and is escorted by an Aztech Nightrunner running cover.

The Nightrunner is as in *Shadowrun*

2nd edition, page 141, but mounting enhanced sensors and a forward-firing autocannon.

| Handling | Speed | B/A | Sig | Autopilot |
|----------|-------|-----|-----|-----------|
| 5 | 20/50 | 9/4 | 6 | 4 |

Sensors: Security 11.

ECM/ECCM: Military 11/Military 1.

The whaler has a crew of 30 sailors (use Street Cop archetype with knives and clubs) and a security complement of five (four mercs and a street shaman, Shark totem).

The whaler acts as a spotter. If the PCs' ship is spotted by the whalers' sensors, the Nightrunner will be dispatched. If the PCs can jam the whalers' sensors in an ECM/ECCM battle, then they should get close enough to either use the torpedoes or unload divers to mine the whaler.

By the way, the whaler has sonar. If they spot suspicious shapes swimming up to them, the mercs and the shaman will suit up, arm themselves with knives and spear-guns, and investigate, and yes, these guys are trained in underwater combat.

Because of the emotional residue from the slaughter of the whales, the sea around the whaler has a background count of 3 to be applied against all magical tests. (See *The Grimoire*.)

DAVY JONES'S LOCKER

If the PCs succeed in sending the whaler to a well-deserved watery grave, then the image of Diver will appear and congratulate them. Diver will then ask the PCs to step off the side of the ship. If the PCs comply, they will sink into the water but find themselves able to breathe and moving deeper down. A Magical Theory test against 6 will show that they are probably being sheltered inside a Sea Spirit.

The Sea Spirit will take them to a huge blue whale which will eye them for a second, then wink at them. The next second, the whale will go limp, and Diver's astral form will appear beside them.

Diver will greet them happily and answer any questions they might have.

DIVER

Body: 25/4
Quickness: 7
Strength: 35
Charisma: 7
Intelligence: 6
Willpower: 8
Essence: 8
Magic: 8
Totem: Sea
Conjuring: 7
Sorcery: 5
Magical Theory: 7

Spells: These are probably best left up to the referee's imagination but should be radically different to any found in a (meta)human grimoire.

CONCLUSION

PCs should receive 5 Karma points for the adventure, plus whatever the referee feels appropriate for individual roleplaying and ideas.

The diamonds are worth 135,000 Nuyen each.

Referees are advised to convince their PCs of the suicidal nature of trying to sell a stolen Seattle Coast Guard vessel. Ω

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SPY ARCHETYPE



"For some things you need violence. For others, subtlety. That's where I come in.

"I've been a street-ganger, a jet-set hanger-on, a personal secretary and a plain old-fashioned con-man, whatever the job required.

"You want someone to get in close to your enemies, then I'm the one you need.

"Hey, would I lie to you?"

A human chameleon, the spy fits into whatever role he is playing. Equally at home on the streets or in the boardroom and equally deadly in both places.

Attributes

Body: 4
 Quickness: 4
 Strength: 3
 Charisma: 4
 Intelligence: 5
 Willpower: 5
 Essence: 2.65
 Magic: 0
 Reaction: 4 (5)+2D6

Skills

Stealth: 4
 Unarmed Combat: 6
 Firearms: 4
 Computer: 4
 Psychology: 4
 Etiquette (Corp): 3
 Etiquette (Street): 2

Cyberware: Cyberoptics with low-light, thermographic imaging and retinal duplication, chipjack, 30 MP extra memory, air filtration (level 5), smartgun link, boosted reflexes (level 2), internal voice mask, hearing amplification.

Gear: Fichetti Security 500 and silencer, Beretta Model 70, knife, Narcojet pistol, vest with plates, micro-recorder, maglock passkey, bug scanner (7), dataline scanner (7), dataline tap, laser microphone.

Skillsofts: Electronics (4), Surveillance Techniques (4).

Contacts: Corporate, Street Mage, Decker (Major League), Yakuza (Mid-Level), Forger.

Description: As appropriate to whatever environment he is working in at the moment. Ω

By David Perry