

EUROTOUR



Danger & Death on a EuroRock Tour

**R. TALSORIAN
GAMES, INC.**

CYBERPUNK®

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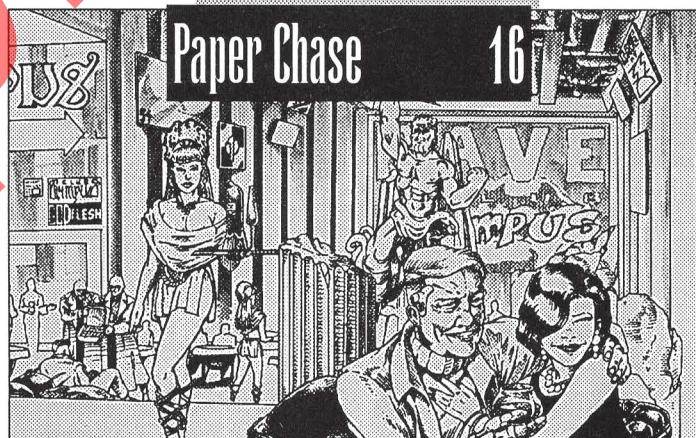
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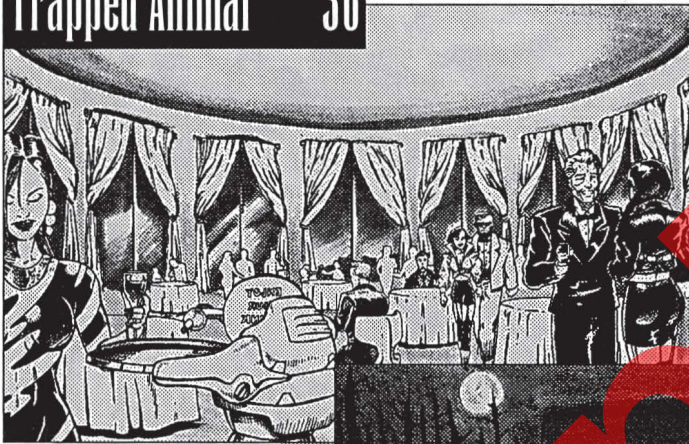
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INTRODUCTION



Music means money, and money means trouble. So what better place for a bunch of icecool *Cyberpunk* characters than the entourage of Jack Entropy, chart-topping badboy of the independent stateside music biz, with six adventures based around his triumphal tour of Europe? Chill music, hot action, Brit streetscum, French gold-enkids, rebels, cops, riots, parties, thieves, and martyrs. Just jack in here, smartboy, and see if you can cut it—Eurostyle.

This adventure is geared towards beginning characters. If your players' characters have more experience and higher skills, then beef up the opposition and thicken the plot. There's more than enough material here to confound even the most street-hardened 'punks, provided the gamemaster puts a little creativity into the scenarios.

You should also read up on the New Europe, as detailed in RTG's *Eurosource*. No one can run a convincing campaign without good background knowledge of the area.

GETTING INVOLVED

These adventures will include the characters as part of the road crew for Entropy's tour.

They start out as a group of Americans stranded in Liverpool, but how the characters get there in the first place is up to you.

Let's face it: as near as we can tell, no one likes to run an adventure with canned characters. Your players have created their own personas, and everyone has their own unique background, so there's no way we can gear an introduction to include every possibility for their involvement. Here's some suggestions; mix and match them to your steel heart's content.

The characters could be involved in a black op, perhaps gun-running to insurrectionists, perhaps an extraction. The op goes sour and they are abandoned by their employers. This would be easy to arrange; the characters get hired in Night City, and get briefed and equipped. There's a brief firefight in Night City. They fly to Liverpool, evading the authorities to land in a field outside of town. They drive into town, where one of the corp team members turns coat, and the characters' employer gets blown away. They scamper into the night with the MLA hot on their tail.

The characters could have been hired on to help complete the England-Ireland tunnel (inspiration for Entropy's *Boring Through My Heart*), which runs from Liverpool to the Isle of Man, and thence to Dublin, extending the London-Liverpool transit axis. This has been a major project for some time, but continued corruption and insurrectionist trouble has caused the cost to balloon alarmingly. Additionally, there is political pressure from radicals in both England and

Ireland to block its completion. ("We can't give those English/Irish wankers a direct pipeline into our country!") With the political stigma and violence, few nationals want to work on the project, so the MLA has begun hiring foreign workers desperate for pay. Shortly after the characters' arrival, the project goes belly-up, along with the corporation that promised them return fare to Night City.

Richer characters could have been on vacation, or conducting business of their own, when they got held up by a street gang, scammed by a contact, or roused by dishonest MLA police.

Each of the above three suggestions leaves the PCs stranded in a foreign country without money, work permits, or a way home. This should make the prospect of hiring on with Entropy very interesting indeed.

THE JOB

Entropy Enterprises is a notionally independent corporation, even if Steel Rage Records has a sizeable minority shareholding. It has a core of security, support and marketing staffers, but hires freelance help for major events like the EuroTour. And, although the characters will do the dirty work (adventures) during the tour, they'll also have to pull their own weight in drudge work between crises.

There's always a need for good **rockers** as backing artists and support acts for Entropy. Rockers may also work alongside **nomads** and the rest of the roadies just for the experience and the resume, as Jack did when he was just one more hungry axeman on the independent ('indie') circuit. As for **solos** and **cops**; crazies, rivals, blackmailers, stage divers, everyone sees Entropy as the way to fame or money. These charac-

ters get paid to keep their bodies (and hopefully wits) between Entropy and trouble. Whether as netsecs keeping the tour from getting trashed through the interface, or straight sysops, good **netrunners** can write their own tickets.

You thought a gig was just axe plus attitude? What about the holoshow, audio, and redundant-feedback cyberMIDI control gear? Who makes sure Entropy's car gets him there on time, and who keeps stars and crew sparking and sharking through a gruelling transcontinental tour? **Techies** and **medtechies**. And along with tame 'lancers for the publicity stunts, pro-

movids and the tour vid (working title: *High Entropy*), there is also scope for **medias** preparing stories and strips of their own. Any publicity is good publicity. Entropy has his own management team, but other **fixers** and **corps** are being drafted in, street-level operatives able to smooth the tour's way, while retaining some deniability for the official team.

USING THE SCENARIOS

The book contains six adventures covering Entropy's *Total Entropy Tour*, though there's no reason why you can't inter-

CHARACTERS WILL RECEIVE FOUR KEY BENEFITS:

Cash: They will be hired for at least a month and paid at the appropriate rate (see the table in *Cyberpunk 2020*, p. 48 for a baseline figure), plus a bonus of up to one month's pay at the end, based on performance.

Rep: You can probably get bigger e-bucks elsewhere; the real bonus is a high-profile entry on your resumé, and for non-Euros, the chance to log some time in-country for the next time you want to work for EBM or Biotechnica.

Crash: The tour covers the cost of appropriate lodging, staying in hotels or, in less

secure cities, an exclusive compound with its own accommodation, workshops, etc. Anyone with a relevant Special Ability of 7 or better is treated to luxury standards.

Papers: All associated non-Euros are issued Provisional Alien's Cards—European IDs. A full, one-year PAC is quite an incentive in itself, and a useful way to give US characters the opportunity to get more involved with working in Europe. Basic fire-arms permits and Just Needs Permits for security personnel (see Euro-source, p. 34), are also provided.

perse these with other scenarios of your own design. After all, the tour is primarily a pretext to start the characters scudding through the continent. It also provides a unifying theme, a reason why a corp is rubbing an Armani shoulder with a nomad's leathers.

Give the characters a loose leash. The tour managers will likely have hired or invited them along because they have a rep for initiative and results instead of as drones, so they will likely be pointed at objectives and then be given a fairly free hand as Fire and Forget Free Lances. But don't hesitate to yank the lead if they are getting out of hand, and have them chewed out by their

And the characters better remember The Law. This is not the Night City Combat Zone.

employers or tossed in a European jail for a day or two.

The tour can also be a useful GM's tool when the need arises. A necessary bit of intelligence could be picked up by a promoter and funnelled to the characters through Clements; a nomad making the right Family roll could muster some fellow roadies when the going gets tough with the promise of some smash and a favour owed; mention of the tour might get scruffy streetscum into an exclusive nightspot. Or it might not. If PCs' lives were easy, things wouldn't be half as much fun. Be tough; they'll love you for it.

Skill checks are given in the format **Skill(s) @ Difficulty**. Hence **Credibility, Social @ 20** is a Difficult test of either

Credibility or Social. NPCs' skills and stats reflect their function—basic goons are just listed for their combat-related stats, while hotshots' details will also list hobbies, languages spoken and other data which, if nothing else, helps round out their characters.

PLAYING EUROSTYLE

It can't be stressed too often that this is Europe, not the USA. While there are grim, lawless DMZs, in most of Europe these are islands of chaos, the exceptions and not the norm. Overall, Europe is relatively clean, efficient, polite and wealthy. Typical 'punks, all leathers and ironmongery, stand out like boosters at the opera. People stare at them on the metro and sit on the other side of the carriage; officials give them a hard time, and cops keep pulling them in for random checks. But this is Europe, so they'll do it politely, by the book, calling them 'mein Herr' or 'mademoiselle'.

Being a foreign national is another problem. More in sorrow than anger, it will be made clear that they are the barbarians, here.

Eurofad is, of course, everywhere. Tell the players what people are wearing, have NPCs talk about clothes and hobbies, styles and vidprogs. Euromenschen enjoy the finer things in life, and have different attitudes and vocabularies than streetmart gutterkids and nerve-jacked gunmen from abroad.

And the characters better remember The Law. This is not the Night City Combat Zone. Have no compunction about vectoring heavily armed cops to fall like sledgehammers onto triggerboys whose reflexes are jacked up higher than their IQs. Why do you think we gave you stats for the Aigle? No one goes missing in the Eurostate for long, friend.

If they want gunplay, they better use E-smarts. Jelly rounds (*Eurosource* page 46) are a common non-lethal load and may just keep you out of jail. Sucker the target into giving pretext for 'self defence' - or find some good, cheap witnesses (can you find a reliable fixer?). Find a netrunner to slide some digitised fiction onto the securicams' recorders. A rogue, lone solo is deadmeat on the Euroside of the Atlantic.

PAC A PUNCH

The characters will all be issued yellow Provisional Aliens' Cards (PACs), valid for one year. Unless they can really pull off Eurostyle, they'll be tagged as foreigners at every turn. As foreign barbarians, the Eurocops and other bureaucrats will demand to see the PAC before they'll give the characters the time of day.

Grind it in that they're outsiders, and they can't survive without the PAC. Also point out that if they offend the natives, their PACs can be canceled from on high. Jimenez also has some influence on the characters' PACs; he's not entirely trusting of these strangers, so he's added a clause in the 'Endorsements' section which states simply, "special provision 7." This refers to a portion of PAC regulations stating that the undersigner (the Entropy tour) can revoke the PAC at will. The cops will of course check with the tour before passing anyone through customs. No canny 'punks are sneaking out of Europe on Jimenez's ticket, choomba.

OVERVIEW OF THE EUROTOUR

The characters will get a front-row view of the end of Jack's career, as the rocker who

catapulted himself into the heavens like a shooting star finally burns out.

The tour is set in 2021, running from late May through most of June. 2021 is, conveniently enough, identical to 1993 as far as calendars go.

In the first adventure, the players get a taste of Jack's instability, as he runs off and gets into big trouble with English gangs. Then it's on to Brussels, and the PCs provide protection for some 'unofficial' activities, helping a dreampainter smear Entropy's name on a skyscraper.

From there, the tour goes to France, where Jack flirts with danger in the form of a French goldengirl, who attempts to kidnap him. The fourth adventure pits the characters' wits against a bomb plot.

A cancellation forces the tour to fill some time, and in the fifth adventure the characters get sent to Scandinavia to extract an agent and book a concert in Sweden. In the last adventure, they move from the laid-back hinterlands to the heart of Europe, unstable Czechoslovakia. Here they try to heist the crown jewels, and must make good their escape when civil war breaks out.

And all through this, the players are confronted with clues and information that someone is trying to make sure that Entropy's European tour is his last. And in the epilogue, the final mystery is revealed, and Jack's direct murder is attempted.

THE MURDER PLOT.

While most of the action in EuroTour is already laid out, and the encounters are set, there is one thing that is not set at all: the true identity of Jack's murderer. There are six possibilities for the murderer, each with his or her own reasons.

At the end of each adventure, there is a section called