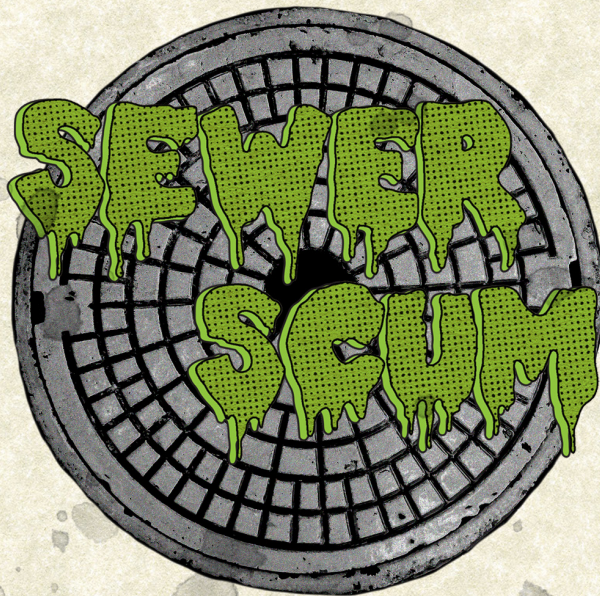


NYC RESISTANCE

EVIDENCE LOG

CASE: **BRONX RESCUE**



Compatible with
**MURK
BORNS**

COMPATIBLE WITH
**NY
BORNS**





NYC RESISTANCE

PAGE

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OF

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EVIDENCE LOG

CASE: **BRONX RESCUE**

TOPIC: **FIRST CONTACT**

CATEGORY: **DEBRIEFING**

- 5.26.1989: Friday night 7 PM, **about an hour until sunset**.
- The group gets a bad tip about a stash in what turns out to be a completely **ransacked warehouse in Queens**. All they find is **7 surveillance drones** (SCUM p.48) that get the jump on them. Luckily, the bots only have enough juice for **2 rounds**.
- A Resistance leader, **La Mosca**, calls them on payphone after payphone until they pick up. She tells them to **come to LaGuardia** and that there'll be a lot of cash in it for them if they do.
- LaGuardia's the main **Resistance headquarters**, and is surrounded by barbed wire fences and guards. The group can't come in, but is shuttled to the north docks to meet La Mosca, a grizzled middle aged woman, **half human, half fly**.
- La Mosca tells them a Resistance scientest named **Dr. Brundle**, who had been working on mutagen research, has gone missing and is believed to be held by **a gang leader named Darius in the Bronx**.
- The catch is that **the Bronx is its own lawless island**. It's surrounded by a guard wall into Manhattan to the south, water on its East and West, and a massive chasm spanning its Northern border. Nobody goes in or out anymore.
- La Mosca explains that they'll remotely detonate a bomb in Dr. Brundle's neck in 24 hours to prevent Darius from getting any of his secrets. **They give everyone a timer wristband and a medical injection (heal to max hp)**. No equipment or money until they succeed; full disclosure, they're not the only group that was contacted. They're also given **a small raft to get to the Bronx and a crude map based on scattered intel**.
- The group passed **Riker's Island** on their way to the Bronx. The prison is pitch black, empty and in ruins after a massive explosion a while back. **Most of the former residents filtered into the Bronx**.

INITIALS

DK

DATE

5/26/89



NYC RESISTANCE

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EVIDENCE LOG

CASE: **BRONX RESCUE**

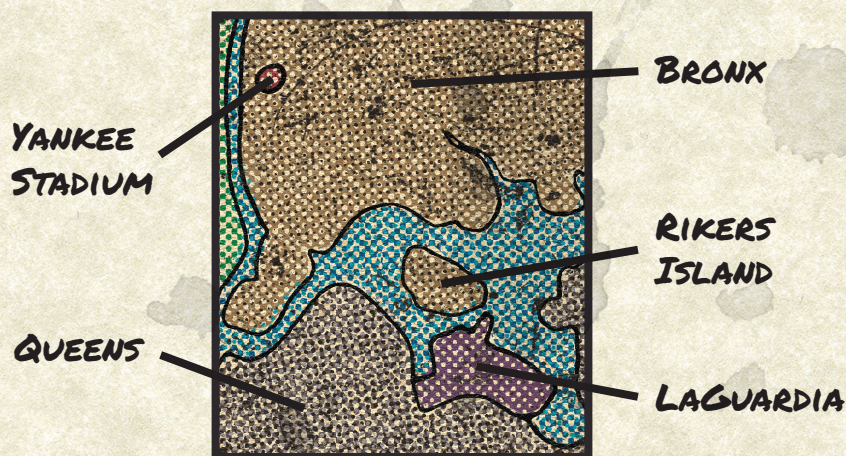
TOPIC: **THE BREACH**

CATEGORY: **DEBRIEFING**

- When they land, they start to notice **tons of gangs grouped up in elaborate themed costumes** based on things like mutual animal forms, interests, fashion styles, etc. heading to Yankee Stadium. Some are mutants and others are regular teenagers. As they continue deeper, the Bronx's wild side starts to come out. **(Roll on the Random Bronx Encounter table.)**
- If the group gets any info from anyone either through bribery or coercion, they find out that **Darius, Primus (leader) of the Bronx, is making a big announcement at Yankee Stadium.** Darius is a mutant cheetah, the leader of the **Misfits Gang**, and dresses like a Persian prince. Other intel is that **no one really knows how mutations occur** or if/how they spread.
- Guards at the entrances to Yankee Stadium ask what Gang the group is with, who their leader is, and what they specialize in. **They aren't let in until they have a convincing gang theme.**
- Vendors outside the stadium sell an **odd assortment of goods:**

RANDOM BRONX ENCOUNTER [D6]

- Gang of [2d4] Mutant Street Punks (SCUM p. 50) (roll on animal table, SCUM p. 20)
- Lock (Lobster wrestler mutant) suplexing someone in the distance and throwing them off of a building.
- Stock (Owl ninja mutant) flies overhead, throwing down ninja stars that kill two nearby humans who were advancing towards the party with weapons drawn.
- Barrel (Elephant biker mutant) rides by on a motorcycle blasting trash cans and newsstands with his shotgun and blaring Black Flag's Rise Above.
- Mutant Brute (SCUM p. 50) harassing a local food cart vendor and stealing food.
- Gangs of armed teens walk by and harrass the party (x12 Robbers, SCUM p.58)



BRONX GEAR LIST

- Souvenir Yankees Foam Fingers
- Hotdogs
- [d100] Trinket - new in original packaging (clearly stolen) (SCUM p.2)
- Grenades (\$100 each, 2d6 damage within 5 feet of target area)

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NYC RESISTANCE

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EVIDENCE LOG

CASE: **BRONX RESCUE**

TOPIC: **STADIUM**

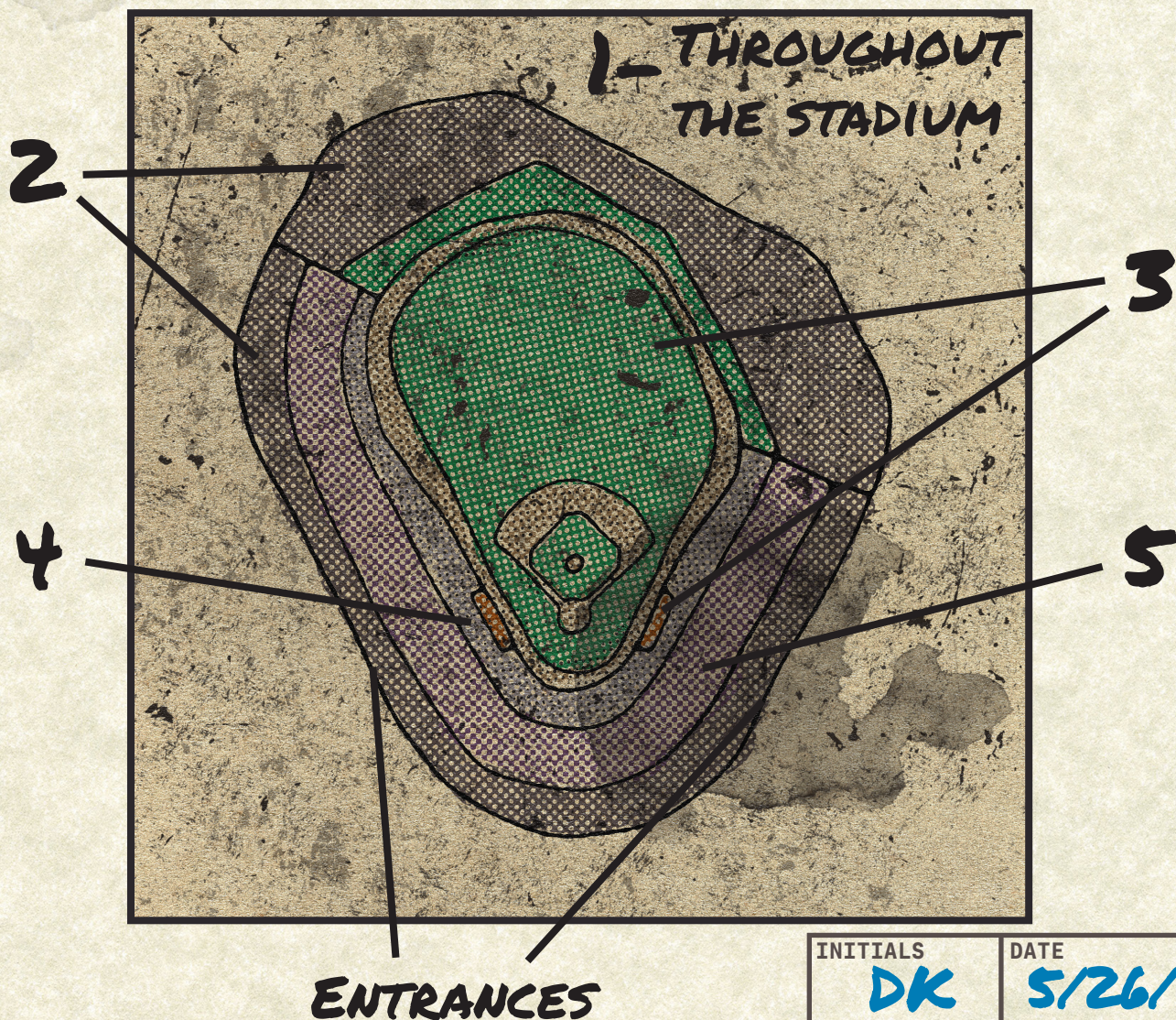
CATEGORY: **SURVEILLANCE**

1. Concourse and Concessions

- **2-in-6 chance of Random Bronx Encounter** each time they move zones.
- Concession stand vendors yelling out "Get your hotdogs, get your souvenirs, get your bullets!" Some concession stands sell food (SCUM p. 38) and others sell **weapons and ammo** (SCUM p. 37 and 39).

2. Bleachers and Upper Deck

- Tons of gangs are in the bleachers. They generally **harass, mock, and question the group**. They will fight if challenged, threatened, or harmed. They know that **Darius and the Misfits are the toughest and most respected gang in the Bronx**, but not the biggest.
- Stock (p. 5) is gliding around. **If anyone causes trouble, a huge fight would break out** between gangs, and Stock tries to break things up.



INITIALS

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NYC RESISTANCE

EVIDENCE LOG

CASE: BRONX RESCUE	TOPIC: STADIUM	CATEGORY: SURVEILLANCE
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3. Field and Dugouts

- Darius (Mutant Gang Leader, SCUM p. 51) is **on the pitching mound giving a big speech** about how they're close to unlocking the secrets of mutagen and with it **mutants are going to take back the city that's shunned them**. There are hundreds of mutants and teenagers in the stands cheering him on. After each sentence about mutant rights, he says "Can You Dig It?!"
- Barrel (p. 5) is riding their motorcycle around the bases. **If anyone causes trouble, Barrel + 3d6 Mutant Street Punks (SCUM p. 50) interfere.**
- Darius is surrounded by Mutant Street Punks** that look ready to swarm any attackers. Darius can be attacked at range at +4 DR to hit.

4. Locker Rooms

- Lock (p. 5) is in the locker room showering by himself **singing loudly**. The clearly made-up Opera songs (think SNL Opera Man skit) are about his lobster body, "To wash the claaaaws!" **He can call 1d6 Mutant Street Punks for backup** who arrive in a round if he feels threatened.
- There is a **huge mechanical chamber** in the middle of the locker room. It has a single door and a lever on the outside. **Putting two objects into the chamber, closing the door, and pulling the level combines them into one object**. This works on any combination of living, organic, and inorganic objects. After 5 pulls, the machine runs out of energy.
- Searching lockers reveals a **dozen baseball bats, 2 rolls on the Bronx Gear List table (p. 2), and 2d6 x \$10 cash**.

5. Luxury Boxes

- 20 suites total**. Unless noted below, suites are empty except mundane furniture and some stale snacks.
 - Suites 3 and 18:** Roll a Random Bronx Encounter for this room.
 - Suite 9:** A strange glowing light (no obvious source) and a table with a laser rifle (6' from door). Everything entering the room has its size halved each foot it moves into the room (6' -> 1').
 - Suite 15:** \$200 and a Pizza Bag of Infinite Warmth (feels cool on the outside, but inside it's 700° F).
 - Suite 20:** Life size (6'2") concrete statue of Babe Ruth worth \$2000 (needs at least 2 people to carry).
- Dr. Brundle is held in suite 13**. If the characters didn't driven off Lock, Stock, and Barrel, two of them are guarding the doctor inside the suite; otherwise, 2 Mutant Brutes (SCUM p. 52) are guarding him instead.
- How the module ends depends entirely on how the group handles the rescue, but La Mosca is willing to reward them with \$2,000 and Resistance membership if Dr. Brundle is returned alive.



NYC RESISTANCE

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EVIDENCE LOG

CASE: BRONX RESCUE	TOPIC: PEOPLE OF INTEREST	CATEGORY: DEPT. RAP SHEETS
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NOTE: Subjects are know to parley and are not always hostile.

LOCK

Lobster mutant in a blue singlet. Specializes in jujitsu, wrestling, and boxing

WANTS: Fame, an audience, admiration

HP: 11

ARMOR: none

ATTACK: Claw Slam d8

MORALE: 9

SPECIAL: If hit, the target can't move away. Can affect 2 opponents

STOCK

Owl mutant dressed in a black ninja gi. Glides from buildings and throws shuriken

WANTS: To return to human form or feel accepted by their human family

HP: 9

ARMOR: none

ATTACK: Multiple shuriken d4 area or Katana d10

MORALE: 9

DUST STORM: Kicks up dust with wings on ground and does aerial tricks when flying, both provide +2 DR to ranged attacks against them

BARREL

Elephant mutant in biker gear riding a motorcycle

WANTS: Friends who share their interests (motorcycles, punk music, comedy movies)

HP: 13

ARMOR: Light (-1)

SAWED OFF SHOTGUN: 2d4 area or 3d4 in immediate range

MORALE: 9

FEARLESS: If disarmed, tries to run opponents over with motorcycle (d8 damage, unusable after a successful hit)

INITIALS DK	DATE 5/26/89
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