

**“Bridge Work”©1992,1997**  
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*“Today’s traffic report is brought to you by New American Autoworks, makers of the Ambernaught, which is what you want hauling you out of a bad firefight. Sector five of Route Twelve should still be considered a red zone due to continued nomad raiding and...This just in, the Bender Memorial Bridge is closed off, apparently due to terrorist activity. Our traffic helicopter is taking small arms fire even as I speak, so find an alternate route guys.”*

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**Introduction:**

This adventure is intended for a group of police PCs, but can be modified to include other character types. The adventure begins with the seizure of a major bridge during rush hour by a terrorist lead booster gang. The terrorists seized the bridge by detonating charges on either end of the bridge. These charges destroyed several vehicles and, more importantly, caused a massive pile up. The terrorists also took over the bridge’s traffic tower and are using it as a command post. All in all, it is a nasty situation and one the PCs get to untangle.

Getting the PCs Involved: If the PCs are police, they will be assigned the task of dealing with the situation and will receive the following briefing:

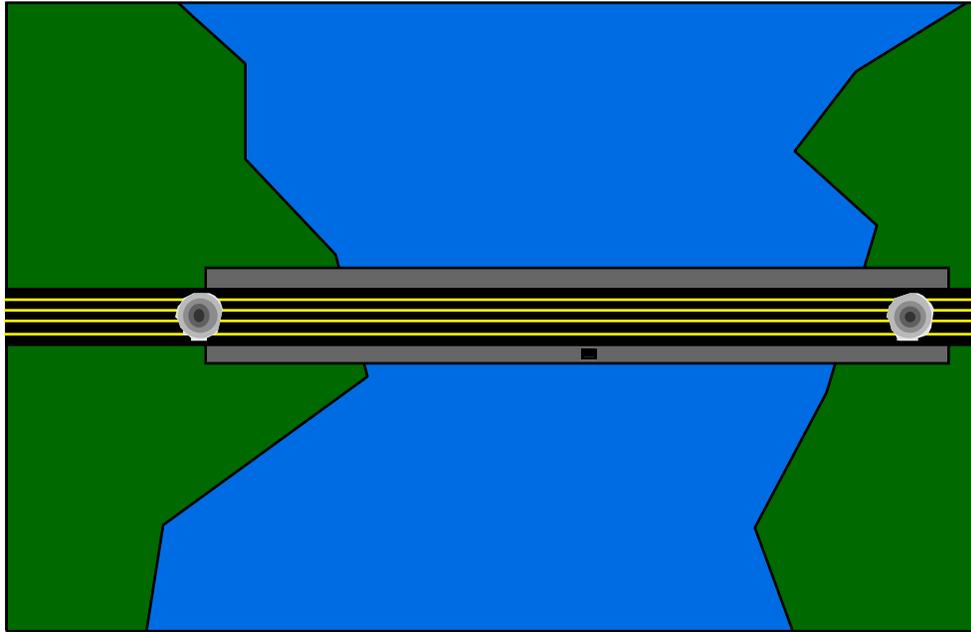
**Police Report**

At (insert time) explosive charges were detonated on either end of the Bender Memorial Bridge, resulting in a numerous accidents and preventing the people trapped on the bridge from leaving. People with car and portable phones have reported that a boostergang has moved in among them and they are heavily armed and enhanced. Reports of murders, rapes, and robbery are constantly coming in. Many motorists are severely injured and are in need of medical attention. The motorists also report that the traffic tower has been seized, apparently by terrorists. At (twenty minutes after the charges went off) a group calling itself “Defenders of the Faith” broadcast a demand for \$10 million and safe transport out of the country. The group claimed that the bridge has been mined with explosives and will be destroyed if the demands are not met. This terrorist group has never been heard of previously.

## Assignment

You are to re-take the bridge as quickly as possible with a minimum of civilian casualties. You are fully authorized to use deadly force. Good luck.

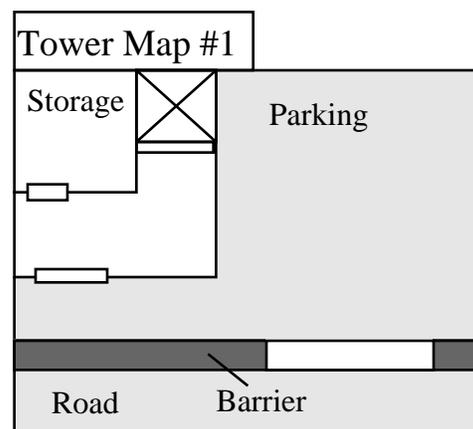
If the PCs are not police, they can be brought into the adventure in a variety of ways. For example, media teams can be brought in to cover the event, corporate solos can be brought in to rescue a trapped executive, and so on.



## Bridge Map

This is a eight lane “super bridge”. At each end of the bridge is a crater from the explosive charges and around the crater are twisted wrecks of blown up cars and shattered bodies. The lanes of the bridge are filled with vehicles. Most of them have crashed into one another and the area is a horrible, tangled mess. In several places cars are burning and an occasional explosion will occur. If this were not bad enough, the boostergang is roaming among the vehicles and engaging in terrible behavior. They are shooting up vehicles, setting them on fire, and attacking people. People occasionally try to escape from their vehicles, but they are usually killed before they get far. Most of the motorists are in their vehicles, huddling in fear.

Some of the motorists are armed and some of them will resist the booster gang members. These people may be of help to the police, if only in tying up the boostergang members. Those motorists with car phones and portable phones will be calling the police and their calls will be handled by a team which will convey important information to the police.



## Tower Map #1

The tower is run by the city's traffic police and is intended to provide the police with an observation post as well as an emergency aid station. Most large bridges have such towers on them as bridges have become a favored target of terrorists, other criminals, and nutcases.

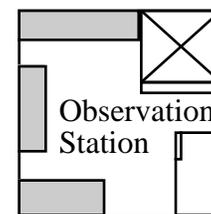
Road: the bridge surface.

Barrier: The concrete barrier that keeps motorists from ending up in the river. The barrier here has a n entrance with an armored door. The door has been blasted open.

Parking: A BMW 600 Patrol cruiser and three Blue Knight police cycles are burning in the lot. A dead officer lies sprawled on the ground. The body has been stripped of weapons.

Tower Interior: The interior consists of a an elevator which goes up to the top of the tower (which is on thirty meter high support pylons. The elevator is up. There is a ladder running the side of the elevator shaft which permits access to the observation station. body of an officer lies on the floor. The body has no equipment. The storage room has been busted open and set on fire (the work of the booster gang). It contained repair and medical equipment.

Tower Map #2



### **Tower Map #2**

The observation station contains the elevator, a small bathroom, and the monitoring stations. One station has been shot up and one officer's body lies on the floor, stripped of weapons. The terrorists are using this area as their command post and they will be here unless they have an incentive to move. The portable computer controlling the bombs is set up on one of the stations and is monitored at all times. The bombs are linked by wires (radio would be too easy to jam). The terrorists were able to kill a rookie who was just assigned to the tower and one of them took her place. She then killed the other officer present and let her fellows in prior to the detonation of the charges.

### **Action/Resolution:**

The booster gang will spend its time wreaking havoc on the people stranded on the bridge and shooting at anything that comes their way. The terrorists don't care what happens to them and see them merely as something to keep the cops busy. They booster gang members are poorly organized and separated by the vehicles. The terrorists are extremely well organized and will do their best to maintain control of the situation until their demands are met.

The booster gang is on a real "burn" and they will keep going until they are wiped out. The terrorists will keep going unless they believe they can't win. If they think they have lost, they will try to escape (by blending in with the motorists) and detonate the bridge from a safe distance. If they cannot escape, most will surrender, except Gerek, who is a bit mad. She will "lose it" and try to destroy the bridge if she

is not killed. Since she doesn't know the detonation code, she will have to wire the bombs to a manual detonator. This will take her about five minutes. She will also have to fight off his former companions who don't want to die.

The faster the PCs can take out the terrorists, the faster Max-tac teams can move in to wipe out the boosters and bring in medics. If the PCs can do the job quickly, they will be media heroes (for a while). Those saved will also be grateful. If they do poorly, they will be media fools. If the bridge is destroyed, they might as well turn in their badges and volunteer for dangerous experiments in the corporate sector because the press will crucify them (if they survive). If any booster gang members or terrorists survive, they may come looking for revenge later.

## **NPCs**

### **Typical Booster**

Int: 5      Ref: 8      TECH: 4  
Cool: 6      EMP: 1      ATTR: 3  
LUCK:4      MA: 7      BODY: 8/10

Skills: Combat Sense 3, Athletics 5, Dodge/Escape 6, Intimidate 6, Streetwise 4, Brawling 8, Awareness 7, Pistol 5, Rifle 6, Stealth 4, Melee Weapons 7

Cyberwear: Neuralware Processor, Smartgun Link, Grafted Muscles, Wolverers, Cyberoptics with Targeting Scope and Infrared, Subdermal Armor, Cyberarm.

Weapons: Dai Lung Cybermag, Smart chipped Kalishnikov Hvy. Assault Rifle, Kendaichi Monoknife.

Description: These are psycho youth who live to cause pain and suffering, preferably using the most recent cybergear. They have no redeeming characteristics. There are twenty six of them on the bridge.

### **Janet Gerek (Solo)**

Int: 8      Ref: 8/10      TECH: 5  
Cool: 8      EMP: 2      ATTR: 7  
LUCK:7      MA: 7      BODY: 7/9

Skills: Combat Sense 7, Interrogation 4, Intimidate 8, Awareness 6, Leadership 4, Athletics 7, Karate 6, Pistol 5, Submachine gun 4, Rifle 7, demolitions 3.

Cyberware: Biomonitor, Neuralware Processor, Kerenzikov Boosterware (+2), Interface Plugs, Muscle and Bone Lace, Skin Weave, Cybersnake, Cyberoptic (right) with targeting scope, teleoptics, Low Lite, Cyberarm with reinforced joints.

Weapons: Smartchipped Constiution Arms Hurricane Assault Weapon (*Protect and Serve* p. 33), smart chipped Armalite 44, Metal Gear body armor, headset radio.

Description: Gerek is a former corporate solo who went a bit nuts and had to be relieved from duty. She discovered religion, of a kind, in the form of 20th century TV evangelism. She became convinced that God wanted her to get Him lots of money. She recovered from this (sort of), but decided that getting money was still a good idea, but she wanted to get it for herself. She is still a bit over the edge and is very violence prone. Her tinge of madness, combined with her powerful personality enables her to scare the hell out of the boosters, so they obey her. She recruited them because they used to work for her during her corporate days. She is actually much

crazier than she appears.

**Melissa Spender(solo)**

Int: 7      Ref: 7/8      TECH: 6

Cool: 8      EMP: 7      ATTR: 7

LUCK:6      MA: 7      BODY: 7/9

Skills: Combat Sense 6, Awareness 6, Athletics 8, Karate 8, Pistol 6, Rifle 5, demolitions 2, Persuasion and Fast Talk 5, Demolitions 6.

Cyberware: Neuralware Processor, Interface Plugs, Kerenzikov Boosterware, Muscle and Bone Lace, Rippers.

Weapons: Smartchipped Armalite 44, Smartchipped AKR-20 Medium Assault, Armored Jacket (SP=18).

Description: A long time criminal who specialized in infiltrating groups in order to steal, she took the place of the murdered office and her background in demolitions (while she was in the military) resulted her being in charge of the charges. Her goal in life is the acquisition of money, which she values more than anything except her life and her drugs. She is addicted to a variety of designer drugs and commits crimes primarily to support her habit. If the situation looks grim, she will put the police uniform back on and try to convince the PCs she was taken hostage by the terrorists. If this works, she will slip away at the first opportunity.

**Other Terrorists (3)**

Int: 5      Ref: 7      TECH: 6

Cool: 7      EMP: 5      ATTR: 5

LUCK:6      MA: 7      BODY: 8

Skills: Combat Sense 6, Awareness 5, Athletics 5, Karate 4, Pistol 5, Submachine gun 5

Cyberwear: Neural Processor, Speedware (Sandevistan), Interface Plugs

Weapons: Smart chipped Miltech Arms Avenger, Smartchipped H&K MPK-11.

Description: Hired criminals. They are in it for the money.