

EBM DATA SHARD

STORAGE CAPACITY: 25 MB

Gig Type

Rescue

Connection

Payment

1,000eb Each

Location

Combat Zone

Time

April 1st, 2045

Assignment Details

Recently, a media by the name of _____ has contacted one of your players for a rescue mission.

Located in a Cube Hotel in the Combat Zone, one of his associates (_____) has been trapped by the Bozos Gang, recently re-emerged from obscurity.

Additional Details

The Bozos are a Clown-themed Poser-Gang, known for their extreme brutality.

The rescue target has already called in for backup, but nobody has made it into the actual hotel.

This media has heard about the group's recent encounters with local gang members, and thought they could make short work of the Bozos.

Notes

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Game Master Tips

The Bozos are brutal; do not allow the players to breathe during this encounter.

They are Biomodded individuals, likely with Cyberpsychosis, that torture targets for pleasure.

It is April Fools themed, so using plenty of humorous traps is advised (ie. Pies, Trip Wires, Confetti Bombs, Whack-A-Mole, etc.)

If able: replace the contact & target names with a known backstory character or NPC. Contact = Media. Target = Any.

Recommended 1 Standard Bozo for 1 Player (Rank 4-5)

Challenge Added: 1 Leader for every 3 Players (Rank 4-5)

Very Heavy Weapons should be Carnival/Clown Themed

Bozos Stats

Standard Bozo	Enemy Design: Booster (Pg. 412)	HP: 20 S. Wounded: 10	Death Save: 4
Armor: Light Armor Jack SP: 11	Primary Weapon: Very Heavy Melee DAM: 4d6	Secondary Weapon: Rippers DAM: 2d6	Loot:

Bozo Leader	Enemy Design: Reclaimer Chief (Pg. 414)	HP: 40 S. Wounded: 20	Death Save: 6
Armor: Light Armor Jack SP: 11	Primary Weapon: Very Heavy Melee DAM: 4d6	Secondary Weapon: Shotgun DAM: 5d6	Loot:

Game Master Notes