

# SAVE THE MUSIC

An adventure for Red Markets  
written by Sean Farris.

## GOODS/SERVICES

Retrieval services are requested. A helicopter carrying something valuable has crashed as it was attempting to return to the Recession. Takers are needed to travel to the crash site, recover the valuable goods, and then rendezvous with a cargo drone to return the material to the Client in the Recession.

## THE GIST

Post-hope-noise-punk icons “An Incident” have just finished recording a concert for their upcoming “Live from the Loss” album at the Trabajo enclave in Colorado. On the way back to the Recession, the helicopter

## Prep Work

What will the contract likely require? At face value, this job is simple. Locate the crashed helicopter, retrieve the necessary goods for the Client and then send it to them via drone.

What is the equilibrium price? Roll for it, or call it B9/R9. The client is paying premium prices for the job. The contract is time-sensitive, and the client is paying to ensure the job is picked up quickly.

What competition is bidding for the job? Markets should feel free to use existing competition from their ongoing games. Otherwise, use the Timberwolves, a small band of raiders that operate outside the local enclave that has already sent a team to investigate the crash and is trying to cash in on the bounty of the contract.





transporting the band suffered a mechanical failure and crashed into a densely wooded area. The band members, two audio engineers, and two camera operators were in the helicopter. The helicopter was loaded with audio/visual equipment to record the concert. The Client must have the master recordings of the concert audio along with the video of the show and footage recorded at other locations for music video releases. The recordings are all digital and stored on a solid-state drive that should have endured the impact; as long as the helicopter did not catch fire, the drives and their data should still be viable. The Takers must recover these drives containing the masters and get them to the Client via drone delivery back in the Recession.

## **CLIENT**

Elaine Voreman - CEO of Screaming Casualty Records

Elaine Voreman is a severe-looking white woman in her early 40s; closely cropped platinum blonde hair and a stare that could wither flowers accompany an otherwise attractive frame that is well dressed in designer brands. Voreman will negotiate directly with the Takers via Ubiq connection. The office seen behind her is large and in an apparent high-rise building in the corporate offices of her company in New York City. The walls flanking either side of the floor-to-ceiling window behind her are garishly covered in platinum and gold albums and awards. Everything

about how she presents herself reflects her affluence, security, and high economic status in the Recession.

Once the scene is set, use the spots to determine how to roleplay the client. As the negotiator succeeds, reveal more of The Gist (p.XX) to the players. Players may only use spots learned in Scams. Markets may use Gift spots.

## **WEAK: Psychopathy is a CEO's Best Friend**

Voreman's sole care in the world is her own status, prestige, and image. The record company is how she chose to achieve her goals of status, power, and appearance. Voreman does not particularly care for the music industry and certainly does not care at all about the members of An Incident or the Takers themselves.

**Example Reveals:** Networking or Research into Voreman can discover the classic narcissism, lack of empathy, and superficially charming behaviors exhibited by Elaine.

## **SOFT: Flattery Will Get You Everywhere**

Elaine believes herself better than everyone around her and especially compared to Takers. Anyone who can inflate her ego while deflating their own can get along with Elaine as she appreciates those who "know their place."



**Example Reveals:** Networking could reveal this spot from people who have dealt with her quirks. Sensitivity or Foresight could read this spot from her interactions with others.

### **TOUGH: In Too Deep**

Screaming Casualty Records has been pouring resources into An Incident and their newest album release. The company has caved to the band's ludicrous demands to record a live album in the Loss. The bribes alone to fly the band, equipment, engineers, and camera operators paid to the DHQS would retire dozens of Taker crews to the life of luxury back in the Recession. The exorbitant costs have pushed the record company to the brink of collapse. Voreman must have the recordings, or she's likely to be removed from her position as CEO and possibly pull the company down into bankruptcy.

**Example Reveals:** Networking or Research to discover the financial situation of Screaming Casualty Records. Foresight to discern that the record company is still willing to desperately throw money at the problem after having obviously suffered a significant loss on the album project.

### **GIFT: Blood Testing Unit**

Gift Spots are optional. Use them to increase the challenge of negotiations.

Elain offers to provide the Takers with a brand new Blood Testing Unit (RM pg. 251). The testing unit is the latest and greatest model that the DHQS has issued and possesses the "DHQS Model" and "Gen 2" upgrades. She offers the kit to the players with her superiority complex shining powerfully; she comments, "I understand these things are quite useful out there for people like you."

## **Travel Time**

---

### **4 Legs**

The helicopter crash site will take significant time to reach from the Taker's home enclave, but it is not a prohibitive distance. There is no Leg Encounters specific to this job. However, there is an example of a Leg Encounter particular to this contract below. Markets are encouraged to develop their own Leg encounters for Jobs so that they can be customized to the specifics of their world and the influences of their players. Legs can also be determined by rolling on the d100 Loss Encounters table located on pg. 457 in the Red Markets book.

### **Hell Hath No Fury Like Competition Scorned**

Especially if the Takers failed to scare off the Timberwolves as competition in the course of their negotiations, then the Market should bring them back as an encounter as one of the Legs to get to the crashed helicopter. This



job is paying too well just to let it go without a legitimate fight, and Voreman obviously could not care less who completes the job. This does not need to be a battle to the death but at least an attempt to slow the Takers down to give the scorned competition a chance to reach the helicopter first and steal the job out from under the Takers.

### **THE SITE: Crashed Helicopter - The Remains of An Incident**

In a copse of trees, a large helicopter has crashed and is precariously perched a not insignificant distance from the ground. The helicopter is intact except for the front, where a primary branch of a tree has impaled the nose of the craft, breaking out the windshield, and dried gore, presumably from the pilots, can be seen smattered against the remaining shards of glass and side windows of the cockpit. The passenger compartment of the helicopter appears to be reasonably well intact. Underneath the helicopter is a modest-sized mob of Casualties drawn by the noise of the crash but now standing mostly dormant from lack of stimulation after the helicopter fell silent.

### **ARRIVING AT THE CRASH SITE**

If Takers want to inspect the physical condition of the helicopter... Mechanics or Foresight would tell them that while the pilots are deceased, the intact

nature and lack of significant damage to the rest of the helicopter mean that passengers likely could have survived the crash. The master recordings on an SSD most certainly will be intact. The windows for the passenger compartment have shades or curtains pulled down as they can not be seen through.

If Takers want to inspect the stability of the helicopter in the tree... Awareness or Mechanics will tell them that the helicopter is precariously balanced. Most of the helicopter's weight is being born by a single tree, and the tree is already slowly losing the fight. The primary branch of the tree has already split slightly, and adding even a light person's weight could tip the balance in the helicopter's favor.

If Takers want to figure out how to get into the helicopter... Awareness or Athletics will tell them that scaling the tree holding the helicopter up would be the safest way to climb up and reach the helicopter. Alternatively, if the Takers have ropes, they could climb a tree to the rear of the helicopter and loop ropes over the tail section and try to pull the helicopter down by leveraging their body weight on the tail end and breaking the tree.

### **Running the Job**

How do the Takers handle this recovery operation with the Macguffin precariously suspended high above them?



The job requires the Takers to locate, recover and return the SSDs that contain the master recordings from the band's time in the Loss. How they handle that and the fallout from those decisions are up to the individual Taker groups and their Market but below are several options and how those options might play out.

### Snatch and Grab

If the Takers did not determine the precarious balancing act that the helicopter and tree are locked into, then the most straightforward solution would be to climb right up to the helicopter and open the passenger compartment area. Several trees adjacent to the helicopter have branches that would allow a Taker or two to climb up, across, and onto the helicopter's landing skid, where they could wrench open the door and grab the goodies they need.

Should the Takers choose this option, as soon as one of them puts their full weight onto the landing strut, the tree that is supporting the helicopter gives a mighty groan and then a sharp thunderous crack and splits fully in half, dropping the helicopter and any attached Takers to the ground. Takers climbing on the helicopter roll Black and apply that as kill damage to two limbs of their choice and then make an Athletics check to avoid being crushed by the helicopter. If a Taker fails this check, roll Black and apply that as kill damage to all

hit locations. Takers crushed by the helicopter take an additional 2 points of kill damage to the torso each round until they escape from under the helicopter.

Any Takers in the adjacent trees to climb onto the helicopter will need to make an Athletics check or fall to the ground, as well as the helicopter shakes the limbs mightily as it falls through them. Takers that fail roll Black and apply that as kill damage to two hit locations of their choice as they tumble and fall painfully to the ground.

The thunderous crack of the tree breaking in half and the helicopter tumbling to the ground also summons two separate mobs of Casualties.

