

NEON  
BLUES

THE METRO DAILY

5 bolts

# MURDER - IN THE - HIGHSTACKS

A wealthy socialite with questionable hobbies is found murdered in his own apartment. The Metro Peacekeepers must call on a group of ne'er do wells to wrap up the case. Leading to a manhunt, and an encounter with something out of a holojuke serial.



## - SCENE 1 - A JOB

"The City is uncharacteristically hot. The rising temperatures have starting causing more unrest than usual amongst the stackdwellers."

Domino is trying to ignore the building heat in their office when the hololink chirps for the first time this week. Peacekeeper Sargent Dahami's holographic mug casts a blue light over Domino's desk.

"Domino, I got a job for you. Off the books."

Dahami may be a Peacekeeper, but he was far from clean himself. He knew Domino from their Peacekeeper days and is now a reliable source of work. Domino can ask for details and a price, but Dahami will state they know Domino needs the bolts and to just get over to Pyne Estates within the hour and business can be discussed.

Domino knows there is no way to reach Pyne Estates in that time by train, so they make a call to Buggy, a smog runner friend. Buggy may be unpleasant and detestable in most regards, but he is loyal and keeps

his jumpvan in running order. When Domino leaves their office they notice a figure standing in the hallway. Rowaski has been waiting to catch Domino leaving. Domino hired Rowaski to help catch a bounty several weeks back, but left Rowaski high and dry to turn in the bounty. Rowaski wants their promised 500 bolts from the bounty, and maybe a little extra as interest. Domino has had bills and does not have a bolt to their name at this moment.

Domino and Rowaski meet smogrunner Buggy and Knickthief Elvis in the Dark Beans Caffhaus around the corner. The smell of burnt caffeine and grease on the flat top is as comforting as the cracked linoleum floors and worn through booth seating. The waitress is brisk in making sure that everyone orders at least a cup of coffeine before they can sit. Buggy or Elvis can explain that Elvis is currently laying low from some criminally minded individuals after stealing one of their very nice watches and has been riding with Buggy all day. Domino can explain that there is a job and they can get a cut if they assist, but the actual amount is still not known. Once Buggy agrees the Crew exits Dark Beans and clambers in Darla, Buggy's

well worn Pest-Away jumpvan. Darla's second most distinctive feature is Buggy's odor that has permeated every surface, the most distinctive is the enormous megaroach on top with glowing eyes that project a second set of high beams. There is only room for one up front with Buggy, everyone else goes in the back.

## - SCENE 2 - BLOOD ON THE CARPET

"The drive from Domino's Office is made to feel all the longer by the hot night. Even the rushing air coming through Darla's rolled down windows offers little relief."

As Darla approaches the Pyne Estates landing platform whoever is upfront can see three Peacekeeper jumpcrusiers already parked with a Peacekeeper standing outside the main entrance talking with a valet. The front entrance reflects the aesthetic of Pyne Estates, high class without any extra pretentious decoration. As the jumpvan lands the valet will run inside. And be followed out by a thin and sharp man introducing himself as Hupert, the night manager at Pyne Estates. He will state that he has not called for an exterminator.



nator. A successful **SMARTS 2 test** will reveal that Hupert is nervously looking at the Pyne Estates windows to make sure nobody sees the Pest-Away van so prominently parked. A successful **TENACITY 5 test** will allow Darla to be parked on the platform, otherwise the jump vehicle will have to be parked in the nearby garage. Wherever the jumpvan parks the Peacekeeper at the entrance will be there to escort Domino and the Crew to the elevators. The Peacekeeper will poke fun at Darla asking if she is busy solving megaroach murders now. Once in the elevator the Peacekeeper will send them to the 209th floor and let them know room 20935. There is a staircase next to the elevator that can be accessed, but it is derelict and has barely any functioning lights.

On the 209th floor another Peacekeeper can be found next to a pole planted on the floor topped with a spinning light that projects STEP AWAY - PEACEKEEPER BUSINESS in a revolving pattern on the wall. The Peacekeeper will give Domino a nod and give an inquiring look about the rest of the Crew. Regardless of if or how Domino answers the Crew is pointed down the hallway towards room 20935. The carpet in this hall still has some give to it and the wallpaper is clean. The hall is also air conditioned and provides crisp relief from the heat outside.

Sargent Dahami can be found wearing his long coat and worn hat smoking over a corpse in the middle of the room. Dahami will greet Domino and ask to speak with them separately for a moment. Dahamni explains that the corpse is Albert Cassidy. If Domino can succeed on a **SMARTS 4 test** they will recognize Cassidy as a master safe cracker. Dahami will let Domino know that Cassidy is the cousin of an alderman and answers will be needed in the morning when the alderman finds out. Dahami knows Cassidy often lived on the grittier side of life and would like for Domino to investigate. If Domino can figure out Cassidy's murder in the next twelve hours Dahami will pay 1500 bolts and add an

extra 500 if the situation is resolved in six hours. So long as Domino agrees Dahami will let the Crew have time to search the room. If Domino mentions Cassidy to the Crew Elvis can make a Smarts test. If three successes are achieved Elvis will know that Cassidy was recently gaining the ire of his clients by refusing jobs that he had recently agreed to. If Elvis has 5 or more successes he will also know that there is a rumor that Cassidy was turning down work due to having a big job to complete.

Cassidy's apartment has a bathroom to the right as soon as you enter. Past the bathroom is a sitting room with a prominent bar equipped with a high end Mist-A-Mixer machine. Across from the bar are two chairs with a table between them and



a hat rack. A curtain is pulled back and reveals the other half of the room contains a bed with the sheets made, an armoire, and a home rec-plate player broadcasting dead air. There is a rec-plate that has finished playing and can be played again if a bolt is inserted into the player. The music is a sultry love song. There is no label on the rec-plate. Cassidy can be found face down with his head towards the bed. There is a long and thin stiletto blade going into his back. The blade is wrapped in blue lace to provide a place to hold it. Cassidy is wearing socks, slacks, a halfway unbuttoned shirt, and suspenders. His jacket and hat are on the hat rack. If the hat rack is searched the Crew can find a shoulder holster with a pistol hanging under the jacket. The pistol has a full magazine. Inside the jacket are a few bolts and a match book. The match book is for the Velvet Moon club, a higher end jazz and gin establishment in the Holoquad. Inside the matchbook is written Blue Card as well as 700 and 1030.

Two tumblers can be found at the well

appointed bar. A successful **SMARTS 3 test** will reveal that the tumblers have melted ice in them and one has a trace of blue lipstick on it. If the armoire is checked it will be found to contain several matching suits and a box containing five high end watches. A successful **SMARTS 5 test** to search the armoire will reveal a secret panel in the back. If searched the panel will open up to a shelf that contains a set of very high end safe cracking tools and a lockbox. The lockbox has a key inserted. If opened the lockbox will be empty.

Cassidy can be turned over to reveal the tip of the blade protruding through his chest. The placement of the blade would have it driven through his heart. In his breast pocket a playing card painted all blue can be found. A successful **SMARTS 3 test** will also reveal that Cassidy's collar is obscuring a blue lipstick mark on his neck.

Dahami will stand at the door to the apartment as the Crew searches. Once they are done Dahami will remind Domino that they are on a time crunch. It is 10 when the crew leave apartment 20935. There is no issue retrieving Darla from the front landing pad if they were allowed to park there. If Darla had to be left in the garage the Crew will find that a massive tarp has been thrown over the vehicle. The tarp is easily removed. The Velvet Moon is about fifteen minutes away.

- SCENE 3 -

## THE VELVET MOON

"The cold sanctuary of Pyne Estates is soon replaced with oppressive heat that dominates even the night. The bright lights of the multilayered holo ads serve as a beacon to those wishing to escape into their vices, so long as they have the bolts."

There are no issues parking at the Velvet Moon. The club is located high in the Holoquad, not high enough to have patron's lungs corrode from the smog, but high enough to keep the riff raff out. The front facing facade is dominated by a neon crescent moon curling around a scarlet



## Who is the Grey Smog

Sightings of the masked Vigilante 'The Grey Smog' have been on the rise! But who is that mysterious figure and what gives them the right to dish out their own brand of justice? Watch out Peacekeepers, someones out for your job! **READ MORE ON PG.5**



letter V. Darla does stand out amongst the high end jumpcars parked on the platform. The doorman informs the Crew that there is a ten bolt cover fee to enter, Everyone except for Domino can pay the cover charge, someone will have to pay for Domino.

Immediately to the left of the entryway is a bar that runs the entire length of the rear wall of the Velvet Moon. The side walls have shadowed alcoves that provide booth seating and a level of discretion to the club's patrons. Tables, booths, and chairs lead to a stage opposite the bar. The Velvet Moon has a bouncer at the entry door and another standing at a door directly next to the stage. Most of the well dressed individuals are not very talkative and will mention that they are here, to see the lead performance. A successful **SMARTS 4 test** will allow the Crew to realize that there are two toughs staring at Elvis. Elvis can see that the toughs are flanking Luko Capaldi, a made man that Elvis recently stole from. If asked Elvis can reveal that they were able to pickpocket Capaldi at a party and took his favorite gilded lighter, but was spotted using it by Capaldi and had to flee the party. If Elvis is left alone after the show the Toughs will forcibly escort Elvis to Mr. Capaldi. If Elvis can succeed on a **TENACITY 5 test** Mr. Capaldi will let them go with a warning to never steal again, otherwise Elvis will receive a beating from the Toughs leaving the knickthief at 1 Toughness and 2 Smarts.

The house lights dim and an announcement tells the audience that Anita Azul

has graced the Velvet Moon with her presence and is about to take the stage, it is now 10:30. The curtains part to reveal a lithe woman in a blue gown with raven black hair and blue lipstick. Anita sings several sultry love songs, which the Crew will recognize if they played the record in Cassidy's apartment.

If anyone from the Crew displays the blue card Anita will give them a subtle nod and indicate the door leading back to the house with a slight head tilt. If anyone from the Crew attempts to enter the back of house door the bouncer will stop them. If the blue card is produced the bouncer will let them through and tell the Crew to go up the stairs and take a right. If Anita was previously alerted to the Crew's presence by them showing the blue card during her performance she will be waiting for them by the door and will tell the bouncer to let them through.

The back of the house door leads to a hallway with a short set of stairs that turns into a T junction. The door to the left goes directly onto the stage. The door to the right leads to a hallway that is lined with four doors on either side. Anita's door is the first on the right and has a taped on paper placard with Anita Azul typed out. Anita's room has a well lit vanity, couch, and folding screen in the corner. Once everyone who went to the back of the house is in Anita's room she will sit at the vanity and begin adjusting her makeup. Anita will gesture to a small bar standing by the couch and tell the crew to help themselves. Anita will continue adjusting her makeup until the Crew is settled, at which time she

will produce a pistol with blue filigree from a drawer in the vanity and point it towards the Crew. A successful **SMARTS 3 test** will alert any Crewmember, who stated they are closely watching her, that she is pulling out the pistol.

If anyone from the Crew attempts to physically remove the gun from Anita the Critical failure range is 1, 2, and 3 and each critical failure causes 1 Toughness damage. **Two STRENGTH successes** are needed to get the pistol out of her hands. Regardless of if Anita has the pistol or the Crew took it she will ask if Dumar sent them. The Crew can attempt a **SMARTS 4 test**, 3 for Rowaski to recognize the name Dumar. If any Crewmembers are successful they will know that Jak Dumar is a former Atomic Marine turned killer for hire. If asked Anita will state that Dumar is coming to kill her.

If the Crew offers to help Anita, or threatens her for information, she will explain that while on her performance circuit she became romantically involved with Dumar and observed where he hid his loot. Anita got in touch with Cassidy and together they heisted Dumar's loot. Anita will then reach under the couch and pull out a suitcase. Besides a few handfuls of jewelry and clothes there is a metal canister. Anita opens the canister to reveal a live snake. She informs the Crew that the snake is real and is also Dumar's beloved pet Bethany. Cassidy started getting cold feet when he learned Dumar was put to kill whoever stole Bethany and wanted to hand the snake over and hope Dumar would spare them. That's when Anita killed Cassidy in his apartment after a seduction attempt did not dissuade him from wanting to hand Bethany back over. Anita, and the Crew, know that a live animal like this is worth tens of thousands

Anita will follow the Crew if they promise her protection and a ride far away. Anita knows there is a back exit that leads to some interstack pipeworks. If the Crew attempts to go out the front door to get to Buggy's jumpvan they will see Jak Dumar



## The Crew

Scan below for character sheets



## 'Hungry' Domino

Ex-Peacekeeper gone solo act. Domino gets called in by an old "friend" to investigate the murder.

## Buggy 'the flea' O'Neil

Short in stature, tall in crass. But clever where it counts. He gets his friends around in his old Pest-Away jumpvan 'Darla'.

## Rowasky

Quiet and collected. Rowaski and Domino have some shakey history, but he's reliable in a fight, and Domino needs the backup.

## 'Sweet' Elvis

Elvis talks a lot for someone who probably shouldn't attract a lot of attention considering their profession.

entering the front door. If Dumar spots Anita he will immediately try to reach her. Anita will panic and try to flee out of the back. Dumar will ignore the Crew if they do not get in his way. If the Crew attempts to fight Dumar they must succeed on a successful **STRENGTH 5**, for melee, or **AGILITY 4**, for ranged, test to subdue him. When a Crew Member attempts this test each 1 or 2 they roll causes the Crew Member to take 2 Toughness damage. If a Crew Member goes to 0 Toughness they are unconscious and out of the scene.

Anita will run back of house and out of a door to the tangle of pipeworks connecting one stack to another. Dumar will give chase and take shots at her unless the Crew stops him. Dumar is eventually able to corner Anita at a drop off where the pipes open up into the stack abyss. A successful **TENACITY 5 test** will convince Dumar to let Anita live if she gives Bethany back. If a Crewmember wants to pick Anita up in Darla it will require a successful **AGILITY 4 test** to navigate the pipeworks and get close enough for Anita to jump into the jumpvan's cab. If Dumar is still conscious and the Crew did not talk him down, or Anita was not picked in Darla, Dumar will shoot Anita and leave with Bethany, but will fight any Crewmembers

who try to stop him. If Dumar can be talked down Anita will grudgingly hand Bethany over and Dumar will let her know that he has not forgotten this before leaving. If Anita is able to get into the jumpvan with Bethany she will produce a thin blade from her dress, just like the one that killed Cassidy, and point it to the driver's throat and order them to drive. The driver must make a successful **TENACITY 4 test** to resist immediately driving or a successful **AGILITY 4 test** to disarm Anita, taking one point of Toughness damage for each 1 or 2 rolled. If Anita escapes with Bethany in Darla the Crew is left on the pipeworks. If Anita loses Bethany and leaves with the Crew she can be turned into Sargent Dahami where she will be rightfully blamed for Cassidy's death, but ultimately let go as the truth of Cassidy's death needs to be covered up. If the Crew lets her walk and reports back to Dahami with what lead to Cassidy's death he will be appreciative, pay up, and concoct a less seedy story for Cassidy's demise. So long as the Crew is still alive Dahami will pay up as promised and a celebratory slice of pie and cup of coffeine at a Dark Beans can be had.

**Fin.**

## HOW TO PLAY

The GM will present a situation and a S.T.A.T.S. test to roll against.

Only the player rolls: A roll of 4 or 5 is equal to one success. A roll of 6, 7, or 8 is a critical success, which counts as 2 successes. A roll of 1, 2, and 3 are failures.

Each character is made up of S.T.A.T.S., Moxie, and Skills.

## S.T.A.T.S.

The number next to your S.T.A.T.S. attribute is how many D6 you roll on those related tests.

## MOXIE

**Hope:** Increase Dice pool by Hope points spent.

**Fury:** Re-roll amount of die by Fury points spent.

**Fear:** Increase all results by 1 pip on fear spent. Only 1 may be spent at a time. Once you spend more Fear than you have Hope or Fury, you may not use them.

## SKILLS

Skills allow you to replace a D6 for a D8 on appropriate tests.



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