

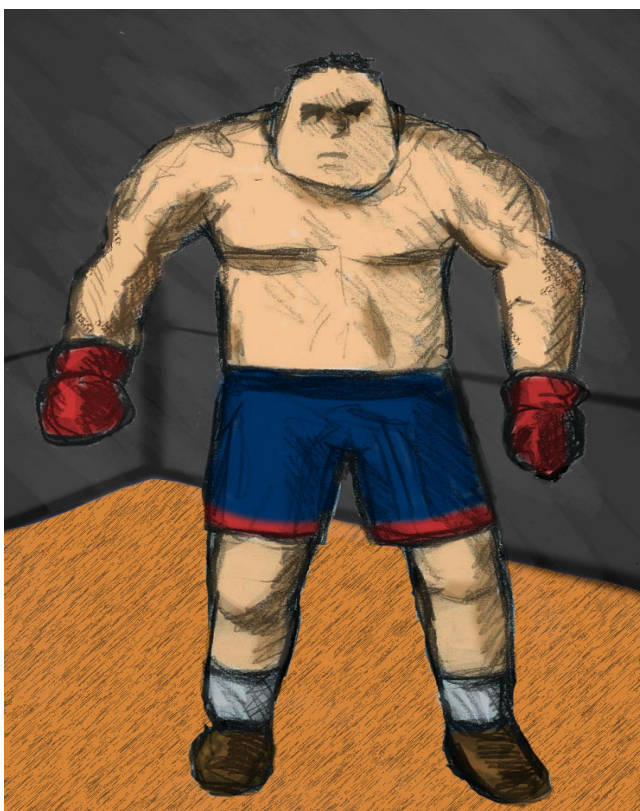
GOING THE DISTANCE

An adventure for Cyberblues City set in the Old East End

Premise

The player characters are friends with a professional boxer who has privately agreed to throw a fight at behest of a local crime boss. On the night of the fight, however, he loses his temper and KOs his opponent. He is now a marked man. The players' goal is to somehow get the boxer to safety, but first they will need to get his daughter.

To complicate the matter the crime boss is himself in trouble. The match fixing was part of a peace deal with a rival crime boss. If he can't make things right quickly he risks starting a war.



Cast

Raging Matt Malcomson: A boxer, somewhat past his prime. His goal is to ensure Dottie's safety.

Dottie Malcomson: The 14 year old daughter, addicted to social media.

Pavel Chistyakov: The other boxer. He is young and arrogant and gets turned into a cyborg after losing the fight.

Leo the Legend: The flamboyant East End crime boss. He's been losing territory to a rival Yuri and urgently wants Matt dead and to square things with him.

Pet Shop Yuri: The rival mob boss. He looks inoffensive but looks can be deceiving. He wants Leo dead and Matt to fight in his underground Ultimate Cyborg Cage Fighting event against Cyborg Pavel.

Ella and Lea: A pair of glamorous twins often seen with Leo who in reality are his custom-made synthetic bodyguards.

Setting the Stage

The action starts at the boxing match in the Old East End. The player characters watch as Matt and Pavel trade blows with little urgency. The crowd is a little bored. There are some boos.

The characters with any local knowledge should recognise in the audience Leo the Legend surrounded by two striking young ladies, twins most likely (Ella and Lea) and Pet Shop Yuri, Leo's main rival mobster. Yuri is an elderly, kindly-looking gentleman with round glasses and big ears. He has a parrot on his shoulder. Next to him a large, fur coat clad middle aged woman.

Pavel smirks and lands a low blow. Matt get's mad and after a furious assault Pavel is down for the count. People cheer, Yuri curses loudly in his native tongue. Leo also looks angry and makes a quick exit. Matt looks less than triumphant as he is pronounced the winner. He makes eye contact with one of the characters and and mouths "Help me".

What Happens Next?

What happens next depends on how the players choose to approach the situation. If the players choose not to get involved, get new players.

If the players wish to speak to Matt they can join him in his dressing room. Matt will explain how he was meant to throw the fight. He does not know about Pet Shop Yuri's role in this. He will agree to almost any plan the characters come up with but Dottie safety is his top priority.

Getting Matt Out

Getting Matt safely out of the boxing venue will be challenging. Leo's men will surround the venue. They will wait for the public to leave before making their move. The local police will be of little use. It is a known fact that the local law enforcement is in Leo's pocket.

If the player characters choose to fight their way out they will need to fend off at least two waves of mafia goons (1 goon per player, Rank determined randomly). The goons have been instructed to target Matt as their priority, but they are not suicidal. Alternatively they can try to sneak out.

If Matt avoids getting captured or killed, Matt will insist they go to his house to get Dottie. Leo has had the same idea though and will send Ella and Lea to grab the girl.

Getting Dottie

Dottie was not at the boxing match. Like many kids her age she has an after-school job to help repay her school fee loans.

If the characters move promptly from the boxing venue to Matt's house they should arrive roughly at the same time as the twins, the exact order and timing is left to the GM's discretion. Otherwise they will find Dottie has already been abducted and they now have a rescue mission on their hands.

Even if the characters manage to stash Dottie somewhere safe there is still one thing they need to worry about: she is a teenager and addicted to social media. Unless properly supervised she is likely to go online and accidentally give up her location.

Contacting the Bosses

The characters may try to strike a deal with one or both of the crime bosses.

Leo can be reached fairly easily during the day. He owns a car dealership with an adjacent autoshop and bar. Also owns a number of properties in the area. At night his location is harder to determine. He moves from house to house each night as a precaution. However getting a goon to pass a message is easy.

Leo would pardon Matt's indiscretion if the characters can provide substantial help in his war with Pet Shop Yuri. Matt would still have to leave London and boxing.

Yuri, as his nickname suggests, runs a pet shop as well as a string on strip joints. His mansion is like a fortress, guarded by goons and cyborg-bears. It rumoured he has a mistress he secretly visits.

Yuri 's "pet" project is his Ultimate Cyborg Cage Fighting League. These illegal events are streamed online. They don't generate much cash but he enjoys running them. He has a purpose-built arena in a derelict lot by the river.

Yuri doesn't need the character's help to take out Leo's gang. He would agree to a deal in return for a rematch between Matt and his protegee Pavel to be staged at one of these underground events. He refrains from mentioning that Pavel has since gone through a cyborg conversion.

Ending the Adventure

Ideally by the end of the adventure the player characters have managed to get Matt and Dottie somewhere safe out of the mobster's reach or come to some agreement with one boss or the other. Depending on their links with the community the players characters may get dragged in deeper into the brewing gang war.

Stats

Use the goon rules for all other GM-controlled characters.

Matt – Washed Out Boxer

Thinking:	MEDIOCRE	Strength:	GREAT
Fighting:	GREAT	Reflexes:	FAIR
Shooting:	FAIR	Cool:	FAIR

Toughness: 7

Gifts: Block

Flaws: Temper

Pavel – Cyborg Boxer

Thinking:	FAIR	Strength:	SUPERB
Fighting:	SUPERB	Reflexes:	GOOD
Shooting:	FAIR	Cool:	FAIR

Toughness: 8

Gifts: Martial Arts

Flaws: Overconfident

Ella/Lea – Android Twins

Thinking:	FAIR	Strength:	FAIR
Fighting:	GREAT	Reflexes:	GREAT
Shooting:	FAIR	Cool:	GREAT

Toughness: 5

Gifts: Mono-whipe implant (Fighting, +1 damage)

Extra Bendy (Extended reach and a free attach on the first round of combat)

Flaws: Owned by Leo

Cyborg Bear

Thinking: FAIR

Fighting: GOOD

Shooting: MEDIOCRE

Strength: GREAT

Reflexes: FAIR

Cool: FAIR

Toughness: 7

Gifts: Sub-Dermal Weapon "Cyber Claws" (Fighting, +2damage),
Night-vision

Flaws: Still just a bear



ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so — merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety

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