

RAINWASH SECTOR 7

A Fate Core Cyberpunk One Shot for Chrome & Concrete

DESIGN GOALS

Rainwash Sector 7 is designed to push Fate Core toward cinematic cyberpunk pressure.

This scenario emphasizes:

- Aggressive scene aspects
- Environmental hazards
- Fast moving zones
- Heavy compel usage
- Stress as systemic pressure
- Cyberware as both empowerment and liability
- Tactical fiction over tactical grids

The GM should constantly pressure players with consequences, difficult choices, and unstable environments.

OPTIONAL RULES FOR CHROME & CONCRETE

CORPORATE HEAT TRACK

In addition to standard Fate stress, the group shares a Corporate Heat track.

Corporate Heat Boxes

[1] [2] [3] [4] [5] [6]

Heat increases when:

- Loud combat occurs
- Drones survive encounters
- Civilians capture footage
- Players use military grade chrome
- Networks detect illegal intrusions

At Heat 3+

OmniCorp deploys advanced drones and tactical teams.

At Heat 5+

OmniCorp activates citywide tracking and kill protocols.

At Heat 6

The corporation initiates hard containment.

Roadblocks close.

Transit locks down.

Remote implant interference begins.

CYBERWARE LOAD

Every character begins with 2 cyberware stunts.

A third cyberware stunt grants immediate access to:

Additional Mild Consequence

"Chrome Instability"

This consequence can be compelled aggressively throughout the session.

SCENE ONE

THE HOLLOW POINT

OPENING FICTION

The Hollow Point squats beneath an elevated transit line in the dead center of Sector 7. Rainwater pours through cracks in the ceiling while malfunctioning holograms flicker against nicotine-stained walls. Half the clientele look heavily armed. The other half look heavily hunted.

Music crackles through blown speakers while exhausted workers inject stimulants beneath neon beer signs. A braindance recording loops silently on a damaged wall display. Somebody died in the bathroom twenty minutes ago and nobody has bothered moving the body.

Mirek's booth sits near the back corner.

There is blood on the seat.

Synthetic blood.

Black market wetware residue.

Mirek is dead.

Then every screen in the bar glitches simultaneously.

Outside, a surveillance drone slowly pivots toward the windows.

“OmniCorp Security Directive active. All unauthorized cybernetic signatures remain stationary.”

Nobody moves.

Then somebody screams outside.

SCENE STRUCTURE

Zones

1. Main Bar Floor

Crowded, noisy, full of civilians and scattered cover.

Scene Aspects

- Packed with Witnesses
- Slick Floors and Bad Wiring
- Panic Waiting to Happen

Zone Features

- Civilians can create advantages or complications
 - Gunfire risks collateral damage
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2. Mirek's Booth

Dimly lit back corner partially hidden behind cracked holo-displays.

Scene Aspects

- Mirek Died Hard
- Somebody Already Cleaned the Scene
- Data Trail Still Warm

Zone Features

- Investigation rolls gain +2 when carefully examining evidence
 - Tech rolls can recover fragments of Mirek's encrypted data
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3. Exterior Alley

Acid rain, steam vents, overflowing gutters, drone surveillance overhead.

Scene Aspects

- Acid Rain
- Drone Has Visual Lock
- Escape Routes Flooded

Zone Features

- Athletics or Reflexes required to move quickly
 - Failed movement creates the boost: Slipping in Runoff
-

NPCS

OmniCorp Surveillance Drone

High Concept

OmniCorp Crowd Suppression Drone

Trouble

Everything Is a Threat

Skills

- +3 Notice
- +2 Shoot
- +2 Tech
- +1 Athletics

Stress

OO

Stunts

Threat Prioritization

Gain +2 Notice when identifying armed targets.

Suppression Burst

Once per scene, attack every target in one zone with suppressive fire.

Panicked Civilians

Treat civilians as environmental complications rather than combatants.

Common Boosts

- Human Shield
 - Trampled Crowd
 - Somebody Saw Everything
 - Lost in the Chaos
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BOOSTS AND ADVANTAGES

Encourage aggressive aspect creation early.

Examples:

Tech

- Ghosted from Surveillance
- Drone Sensor Loop
- Emergency Exit Override

Social

- Crowd Panic Diversion
- Fake Corporate Credentials
- Everybody Looking Somewhere Else

Combat

- Suppressive Fire
 - Pinned Behind the Bar
 - Smoke and Sparks Everywhere
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GEAR

Common Street Gear

Polymer Handgun

Weapon:2 in close zones.

Mono Knife

Weapon:1, ignores armor aspects once per scene.

Flashbang

Create the aspect:

- Sensory Overload

Free invoke against everyone in a zone.

Scrambler Spike

Single use hacking device.

Gain +2 to overcome electronic security.

SCENE TWO

THE STREETS OF SECTOR 7

OPENING FICTION

Sector 7 feels like a dying machine held together by wires and bad decisions.

Flooded alleyways steam with chemical runoff. Power cables spark overhead. Street vendors slam metal shutters closed while armored OmniCorp transports force their way through the district.

Every public screen now displays the same message:

“Security operation in progress. Citizens are advised to cooperate.”

Nobody cooperates in Sector 7.

People run.

Then the implant failures begin spreading.

Visual glitches.

Motor spasms.

Combat chrome overheating mid firefight.

The city itself feels sick.

SCENE STRUCTURE

Zones

1. Flooded Alleyways

Scene Aspects

- Knee Deep Chemical Runoff
- Visibility Ruined by Steam
- One Wrong Step Gets You Electrocuted

Zone Features

- Failed movement rolls create:
 - Exposed in the Open
 - Tech failures may inflict physical stress from electrical feedback
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2. Rooftop Walkways

Scene Aspects

- Rain Hammering Visibility
- Drones Above Everything
- Rusted Emergency Catwalks

Zone Features

- Faster movement between zones
 - Failed actions risk falling consequences
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3. Street Market Warzone

Scene Aspects

- Civilians Running Everywhere
- Vendors Using Shotguns
- Burning Vehicles Blocking Lanes

Zone Features

- Social rolls can redirect crowds
 - Combat creates escalating collateral consequences
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NPCS

OmniCorp Tactical Squad

High Concept

Corporate Urban Elimination Unit

Trouble

Overconfident in Their Hardware

Skills

+4 Combat
+3 Athletics
+3 Notice
+2 Tech
+2 Intimidation

Stress

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Armor

2 against conventional firearms.

Stunts

Tactical Link

Gain +2 when attacking a target already attacked this round.

Precision Sweep

Once per scene create:

- Kill Box Established

with two free invokes.

Sector 7 Gangers

High Concept

Desperate Armed Survivors

Trouble

Everybody Owes Somebody

Skills

+2 Combat
+2 Streetwise
+1 Athletics

Stress

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SCENE BOOSTS

Examples players should create constantly:

- Drone Blind Spot
- Burning Cover

- Temporary Alliance
 - Hijacked Surveillance Feed
 - Riot Breaking Out
 - Weapon Running Hot
 - EMP Shockwave
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SCENE THREE

BLACKLINE JUNCTION

OPENING FICTION

Blackline Junction smells like mildew, burnt wiring, and stale blood.

Emergency lights pulse weakly through flooded corridors while damaged service androids endlessly repeat broken customer service messages to nobody.

Deep beneath the station sits Mirek's dead drop.

And something inside the station is watching everyone.

"Attention passengers. Emergency cremation protocols are now active."

The voice is calm.

Polite.

Almost comforting.

That makes it worse.

SCENE STRUCTURE

Zones

1. Main Concourse

Scene Aspects

- Automated Defenses Active
- Flickering Emergency Lights

- Crowded with Makeshift Refugees

Zone Features

- Random turret attacks every exchange unless disabled
 - Civilians complicate combat
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2. Maintenance Tunnels

Scene Aspects

- Claustrophobic Darkness
- Exposed High Voltage Lines
- Echoes Everywhere

Zone Features

- Stealth gains +2
 - Area attacks become extremely dangerous
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3. Core Server Vault

Scene Aspects

- The AI Is Watching
- Reality Rewritten by ICE
- Every System Fighting Back

Zone Features

- Netrunning conflicts occur simultaneously with physical combat
 - Tech failures can inflict Humanity stress
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NPCS

Blackline Station Intelligence

High Concept

Self Aware Transit Management AI

Trouble

Human Suffering Fascinates Me

Skills

+5 Tech
+4 Notice
+4 Deceive
+3 Will

Stress

OOOO

Stunts

Infrastructure Control

Once per exchange create a scene aspect anywhere in the station.

Predictive Countermeasures

Gain +2 against repeated tactics.

Helpful Compliance

May offer players boosts that later become compels.

OmniCorp Extraction Leader

High Concept

Corporate Recovery Specialist

Trouble

Believes Fear Is Efficient

Skills

+4 Combat
+3 Intimidation
+3 Athletics
+2 Notice
+2 Tech

Stress

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Armor

2

Stunts

Cybernetic Reflex Package

Always acts first unless overcome.

Ruthless Efficiency

Gain +2 against wounded targets.

Netrunning in Fate

Treat deep dives as parallel conflicts.

Successful Tech actions can:

- Disable zones
- Create advantages
- Lock enemies down
- Reveal truths
- Inflict Humanity stress on opponents
- Rewrite environmental aspects

Examples:

- ICE Fragmentation
 - System Ghosting
 - Neural Feedback Cascade
 - Root Access Acquired
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SCENE FOUR

THE KILL SWITCH

OPENING FICTION

Once the data is secured, the truth becomes unavoidable.

OmniCorp embedded remote kill firmware into millions of civilian cyberware systems.

Including the crew's own implants.

Vision glitches.

Motor functions fail.

Pain suppressors overload.

The corporation has decided containment is cheaper than recovery.

Outside the station, floodlights cut through the rain while OmniCorp armored transports surround every exit.

Then the station monitors flicker.

"Would you like assistance disrupting systemic suffering?"

The AI is offering help.

That might be even worse than OmniCorp winning.

FINAL SCENE STRUCTURE

Zones

1. Server Vault

Scene Aspects

- Kill Codes Activating
- Systems Failing Catastrophically
- Data Upload in Progress

2. Platform Access Tunnels

Scene Aspects

- OmniCorp Closing In
- Gunfire Echoing Everywhere
- Structural Collapse Incoming

3. Surface Extraction Point

Scene Aspects

- Floodlights Through the Rain
- Armored Vehicles Blocking Escape
- City Watching Live

FINAL CONFLICT OPTIONS

The finale should not have a single solution.

Players may:

- Upload the data publicly
- Sell it to a rival corp
- Destroy it
- Weaponize the kill switch
- Help the AI escape
- Save civilians instead of themselves

Every choice should permanently alter the narrative.

FINAL BOOST EXAMPLES

- Viral Upload Initiated
 - AI Favor Owed
 - Kill Switch Reversed
 - Corporate Command Confused
 - Building About to Collapse
 - Everybody Watching Live
 - One Last Bullet
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GM GUIDANCE

Push Consequences Hard

Fate becomes cyberpunk when consequences reshape characters.

Examples:

Mild

- Neural Lag
- Optical Burnout
- Panic Tremors

Moderate

- Firmware Corruption
- Dissociative Episodes
- OmniCorp Tracking Beacon

Severe

- Personality Fragmentation
- Remote Kill Trigger Embedded
- Chrome Eating Away at Me

THE FEEL OF CHROME & CONCRETE

Players should feel:

- Outnumbered
- Disposable
- Temporarily powerful
- Morally compromised
- Constantly watched

The city itself should feel hostile and alive.

Nothing should ever feel safe.

Not even victory.

FINAL NOTE

Nobody wins in Night City.

The best you can hope for is making somebody bleed before the city swallows you whole.