

Bait and Switch

A One-Round Shadowrun Virtual Seattle Adventure

by Stephen Gabriel

A corporate suit dumped some trash and the Johnson wants you to pick him and the trash up and then leverage the suits boss with the evidence.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Adventure Summary and Background

This is the third scenario in a set of three interconnected scenarios which can be played individually or in sequence.

In the first adventure, *War in the Streets*, a race was run between Aztechnology and Saeder-Krupp as they both tried to obtain samples of a virus that would make mundane and awakened alike involuntarily astrally active. The characters were hired by Jonathan Nash, the head of a group known as the Metathuman Rights Commission. The MRC was established by the late Dunkelzahn prior to his entry into and demise in the political arena. Jonathan Nash, like Dunkelzahn, is a Greater Western Dragon.

In the second adventure, *Digging Up a Mole*, Nash hired the characters to locate his mole, Edward Simms, so that he could find out who was involved at Aztechnology. He worked as a spy within Aztechnology for Saeder-Krupp. Inside Aztechnology, he was an Interrogator in their security division. The MRC had planted a free spirit in the form of a cat in Sgt. Simms apartment, a left over possession in the break up with his estranged wife. Sgt. Simms could safely say he never told anyone anything, because he knew cats can't talk. Can they?

In this adventure, the characters are going to grab Allen Long, the person in charge of the recovery attempt of the virus and find out who ordered it from above. They will also be asked to relocate the body of the elf that was interrogated. Once they get ahold of Allen, they are to interrogate him and find out who his boss was and then contact and lure that person back to the wharf where Nash intends to confront him.

This scenario is written such that not all encounters need to be completed. In addition, some encounters can be either roleplay or combat oriented depending on the balance and desire of the players.

Each scene is broken into three segments: Tell It to Them Straight, Biz and Details. Tell It to Them Straight covers what the characters see when they arrive on the scene and should be paraphrased rather than read directly. Biz covers what is really going on in the scene including motivations and possible actions of the NPCs, if any. Details covers information or items that can be located while completing the scene. There are several paths through this adventure and the characters are not required to complete every scene. The following list is a key to the scenes.

1. The Meet Meet the Johnson and get the scoop.

2. Footwork Digging for leads.
3. Allen's Life A look at Allen's public life and records.
4. The Dome Extraction at Kingdome during Urban Brawl event.
5. The Museum Extraction at the Seattle Art Museum.
6. The Club Extraction at a nightclub.
7. Interrogation Questions and answers
8. The Stiff Recovery of the elf's body.
9. The Call They call Allen's boss.
10. Last Piece They pick up a piece of the elf prior to infection.
11. Switch They meet Allen's boss.
12. Oops! Somebody screwed up.

Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one.. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, the dragons have a karma pool equal to the sum of the characters pools at the table.

Scene 1 The Meet

Tell It to Them Straight

Its Wednesday night. The clock reads 2100 hours, 9:00 PM for those who don't accept military time. The sky is dark and night has begun as you prepare to roll out of bed. The phone begins to ring as you rub the sleep from your eyes. You hit the receive button and Claudia's cheerful voice springs from the speaker, "Good morning drek heads! Rise and shine. A Johnson wants to meet you on the piers for a nasty little bit of work. This one will require finesse and intelligence. Don't let me down, if you do, you probably won't live long enough to regret it. Some of you may even recognize the Johnson. If you're in, meet him at Pier 53, Warehouse B at 11:00 PM."

Biz

Warehouse B is mostly empty, Pier 53 having been converted to handling containers from ship to rail. Entrance to the pier is unguarded since nothing is really stored down here, just junk containers and empty crates. The warehouse is 150 meters long and 40 wide

and is lined with 5 meter wide vehicle doors spaced every ten meters on the long sides. The dock is humming as containers are quickly being offloaded from a ship onto a container conveyor out to a line of waiting trucks and train cars. There is one door open on each side, the end door closest to shore. Inside is a Mitsubishi Nightsky parked at the far end of the warehouse facing sideways. A small folding table and chair, both of natural wood, have been set out. A lamp illuminates a small circle around the table, the limousine just beyond the edge of its glow.

There are two people, an elf and a human, standing near the car and watching as the characters approach. The elf stands with the practiced ease of a highly experienced physical adept. The human looks rooted to the spot. Anyone looking astrally will see that both men appear mundane, that there are several watchers in the area and that there are two force 8 elementals of each type hanging in astral space. The human will tell anyone astrally perceiving to "mind their manners." It is considered rude to astrally perceive another without permission and wrong to do it to a Johnson. Claudia would not be pleased. It is suicidal to cast spells here, if the Johnson doesn't eat the character for lunch, Claudia will.

Once the characters have gathered and are standing in front of the table, the elf will open the door of the car and a rather distinguished gentleman will step from the car. He is wearing a black pin striped suit with an artistic tie an MRC lapel pin (Metahuman Rights Commission). The characters will recognize Jonathan Nash if they have run in either of the previous adventures. He will cross to the table and sit at the chair, the elf shadowing him closely. The man speaks in a British accent.

Nash has concluded business with Zalthof and has obtained the information he needs. He now requires that the characters apprehend Allen Long, interrogate him, locate and recover the body of the elf that was originally found with the virus and then contact Long's boss in order to obtain a 250k nuyen ransom for the return of Allen. The payment is 250k nuyen for the party, to be paid by Allen's boss.

Details

He will provide them with a picture of Allen Long (human mid-30's, dark brown hair, tan skin, brown eyes, 1.9 meters tall, 72 kilos in weight, and well dressed) and his address and phone number inside Aztechnology.

The Johnson's name is Jonathan Nash, anyone with metahuman rights activist or media contacts may recognize him (Target 4, 3 successes) as the head of MRC. The elf is an 8th level initiate physical adept and

the mage is an 8th level initiate hermetic mage. Jonathan is a great western dragon. He will manabolt (Force 10, Deadly wound) anyone who attempts to go astral or cast a spell in his presence. All three are masked to look mundane in case anyone lives long enough to tell the difference.

The Johnson has the following directions:

1. Apprehend Allen Long.
2. Question him to find out what he did with the body of the elf woman who had the virus and the name of his superior who was directing this operation.
3. Contact Allen's superior and set up a meet for a 250k nuyen ransom for his pet monkey back plus the body.
4. The meet will be back at this very building between 2:00 AM and 4:00 AM.
5. The job must be completed in the next three days.

Scene 2 Footwork

This scene covers the characters digging for information other than on Allen Long through contacts and the net.

MRC

Any metahuman.

- 2 successes: That's the Metahuman Rights Commission.
- 3 successes: They have their roots with Dunkelzahn.
- 4 successes: Its headed up by one of Dunkelzahn's politicos, Jonathan Nash.
- 6 successes: Nash is really a Western Dragon.

Martina

Any corporate.

- 2 successes: Sounds like a corporate bim, you know, a corporate issued "companion" for those who don't have the time to find a partner on their own.
- 3 successes: I've seen her with Allen Long, she's very pretty.
- 4 successes: She's no bim, she's a bodyguard. Watch her, she's tough.

Jonas Fuentes-Parsivo

- 2 successes: Top rank executive management at Aztechnology.
- 3 successes: He's known for mentoring people through the ranks.
- 4 successes: Very shrewd and strict, crossing him is a bad thing to do.
- 6 successes: He's got a lot more power than it appears and can be terrifying in person.

Scene 3 Allen's Life

This scene covers the characters investigating Allen's personal life. All target numbers are 4. The characters may buy one extra die for each 100 nuyen paid to a contact up to a maximum number of dice equal to their Charisma.

Biz

The characters have a name, a face, and an identity, now they need to find out information on his lifestyle. There are three easy routes to get this information using contacts through corporate, media and nightclub/bar contacts. Allen lives in the Aztechnology corporate apartments in the pyramid and so only emerges for social reasons. Face exposure time is important for a person at his level preparing to ascend to the next level of the corporate heirarchy and Allen makes sure he gets out to be seen as needed. The security at Aztechnology is incredibly stiff and any group that attempts to penetrate will be wiped out completely. If they are stupid enough to try this, then hit them with three squads from **Scene 12 Oops!** and a dragon equivalent to Zalthof in **Appendix 2 NPCs**. They will not be able to find a decker willing to run against Aztechnology's pyramid and everyone who they talk to will recommend against it, citing that they will just become another "experiment" for Aztechnology. If a player decks in, let them penetrate a Green 4 node, then as soon as they've entered, switch the node to a Red 8 and hit them with Black ICE 8 and kill them. Give the characters 10 minutes of game time and then hit anyone left at the location with two squads from **Scene 12 Oops!** and a dragon equivalent to Zalthof in **Appendix 2 NPCs**.

Allen's ideal female profile is either human or elf, physically fit and graceful, intelligent and witty, and not afraid to show off her sexuality. The woman must like art, Urban Brawl and dancing and must be good in bed. She has to be interesting, of refined manner and have a hint of mystery in her past. This is provided to assist the GM in roleplaying the NPC against any PC who cares to try and seduce him. Allen has plenty of money and is motivated primarily by his drive to climb the political ladder at Aztechnology. He is well aware that he needs a wife that fits his profile in order to ascend to the next level. Martina is aware as well and will try to assist him by weeding out the riff raff because she really doesn't like him much and finds sex with him to be annoying at best.

Martina is intelligent and knows Allen very well and will become suspicious if the characters manage to gain control of him through a spell or drug. If Allen tells her to leave them or tries to leave her, she will strike him with a stunning blow and then pick him up and carry him out of there. If the character tries to leave

with Allen with a good reason, such as he is giving them a lift home, then Martina will allow it, but she will still sit in the back of the limo with him and the character.

Corporate

- 2 successes: Allen Long is at the top tier of the operations management ladder and is poised to go to executive management soon.
- 3 successes: He's a hard worker and a smart man, really knows his politics and will do just about anything to succeed.
- 4 successes: He has a secret mentor somewhere in upper management, someone who's been grooming him through out his career.
- 5 successes: He's single and unattached, not exactly prime for his position and he knows it.
- 6 successes: For 5k, I can get you his personal itinerary for the week(hand out Appendix 3).

Media

- 2 successes: Allen Long is an operations level director at Aztechnology.
- 3 successes: He attends the opening of almost every exhibit at the Seattle Art Museum and Gallery.
- 4 successes: He has season box tickets to the Urban Brawl at the Kingdome, box B29A.
- 5 successes: He's been noticed lately at Dante's Inferno every Friday night, apparently looking to meet his future wife.

Nightclub/Bar

- 2 successes: He's a big shot wannabee, always comes in with this beautiful little dame on his arm.
- 3 successes: I don't know what his story is, but he damn near ignores that woman of his and she's quite the dame!
- 4 successes: He's been hanging at Dante's Inferno on Friday nights, comes in late if there's an urban brawl game. He never misses those. Apparently he has good season tickets.
- 5 successes: The chick he hangs with, Martina, ain't no girl friend. Oh, she acts the part, probably even puts out, but I've seen her drop a troll for getting pushy with Allen.

Network - Public information they may want to know.

- There is an Urban Brawl game on Friday night at 7:00 PM.
- There is a new show on contemporary Central American artists opening on Thursday night at 7:00 PM.

Scene 4 The Dome

The characters apprehend Allen at an Urban Brawl game at the dome.

Tell It to Them Straight

Allen Long's box is B29A, a four seat affair located at the center of the arena, four rows off the playing floor, giving an excellent view of the arena. Allen is there with a diminutive woman of central american origins with long dark hair, dark skin and dark eyes and wearing a skin tight short black dress. She hangs on his arm like his love toy.

Biz

The game begins at 7:00; Allen arrives in his box at 6:30 and will take a break at half time at 8:00. The game ends at 9:00 PM and Allen, if still there, will leave with Martina and go to Dante's Inferno, see **Scene 6 The Club**.

His box is located four rows up from the floor at the center of the arena. An exit tunnel leads out of the arena directly next to his box. There is a refreshment stand to the left as you exit the tunnel and restrooms to the right. The ramps and elevators are straight ahead and he has a reserved spot in the parking structure with the same number as his box, B29A.

The building is an open frame concrete beam and pillar construction with concrete block interior walls. Access between the levels is via four sets of ramps equally spaced about the building with two sets of elevators near each ramp. The parking structure is connected to the Kingdome by a pedestrian walk on the second level that connects midway between the ramp outside Allen's box and the next ramp to the right.

The game is jam packed and the only seats left available are high up in the arena.

The woman is Martina and she's definitely not his girlfriend. She is a highly augmented bodyguard and sees to his needs including sex if he requires it. Martina will stay with him no matter where he goes except she will not actually enter the men's room with him, but will wait directly outside. Martina will fight to protect Allen and will pursue if possible.

Security consists of roving pairs of Lone Star officers. Any gun shots will immediately draw Lone Star officers, one pair from either direction along the main hallway outside the arena area. They will advance with weapons drawn and any civilians in the area will immediately drop to the floor making space for Lone Star to advance. Lone Star will return fire. If the characters do not flee, then go to **Scene 12 Oops!** There are three rapid response teams on site and they will pursue and shoot to kill.

Scene 5 The Museum

The characters apprehend Allen at the Seattle Art Museum and Gallery.

Tell It to Them Straight

Located in the heart of downtown, the Seattle Art Museum and Gallery is housed in its own building, a grand and elegant affair over 100 years old, complete with marble staircases and statuary and crystal chandeliers. The opening of any show is a formal event and limousines stretch down the length of the block, discharging the upper echelons of Seattle's corporate, political and social population. Including one Mr. Allen Long of Aztechnology escorted by his ever present companion Martina.

Biz

The show opens on Thursday night at 8:00 PM. The show is a new collection of contemporary Central American artists and is in a gallery on the second floor of the museum. A reception is being held in the ballroom on the first floor beginning at 7:00 PM with champagne and appetizers. Allen will arrive at 7:15 PM to give him plenty of time to mingle while still being fashionably on time. Martina is with him and will stay on his arm but he will obviously be interested in any attractive woman he comes across.

The characters can get access to tickets for about 500 nuyen a person and will have to obtain formal clothing in order to fit in. Allen Long can be easily approached and talked to and will respond quite warmly to any attractive female, human or elf, who shows any interest in him. Martina will size up anyone who approaches him, but will be discrete unless she thinks there is a threat. While Allen warms up quickly, he is not foolish enough to leave with someone he has just met. At most, he will agree to meet them the next night at Dante's Inferno after 10:00 PM, unless of course he is otherwise motivated by drugs or spells. Martina will consistently interpose herself during the event to prevent anyone from actually touching Allen.

At a little after 8:00 PM, Allen will follow the throng upstairs and through the gallery. The longer anyone stays around, the more lax Martina will become, but she still will never allow Allen outside of her reach and is not easily distracted by mundane means. If the person mentions they are an Urban Brawl fan and stick with him through the complete exhibit and actually seem to enjoy it, then he will ask them to the game the following night. The character will have to provide a place to be picked up at.

Security is provided by Knight Errant and individual bodyguards to the patrons. If anyone tries anything overt, such as visible spell casting or open weapon use, then go to **Scene 12 Oops!** and hit them immediately with the equivalent of three squads of troopers and five mages. The troopers will all be wearing 5/3 armor and carrying Predator III pistols in lieu of the weapons and armor listed in **Appendix 2 NPCs**.

Details

Allen will let the following information out if asked.

- He works for Aztechnology and is the Operational Director of Facilities for the Pyramid.
- He enjoys coming to the museum on a regular basis.
- He is an Urban Brawl fan and has season box seats at the Kingdome.
- He likes to go dancing at Dante's Inferno on Friday nights.
- Martina is his bodyguard, not his date.

Scene 6 The Club

The characters apprehend Allen at a night club.

Biz

Dante's Inferno is floor after floor of dancing, rapping, slamming, swinging, grinding, bumping and grooving music and dance, each catering to a different crowd and style.

Details

Allen favors the retro-disco era dance floor 6 levels down complete with mirror balls, strobes and light up dance floor. Allen always gets a booth, he tips well, and is not hard to find. He usually scopes the bar from his booth and then buys drinks for the various pretty women at the bar. If the woman looks back to his booth and acknowledges the drink, he will invite her to dance and if she does well and seems more than average in intelligence, then he will bring her back to the booth. Martina will shadow him throughout the club, but does not go out on the dance floor herself.

Security inside Dante's inferno is a mix of house security and professional bodyguards. All weapons, including swords, are checked at the door and searches are done with magnetic anomaly detectors so there is little that can get through. Not even narcojets. The place is under astral watch by a team of four mages. If anyone creates trouble, an endless stream of bouncers will descend on them with two more arriving on each initiative pass. Use Lone Star Rapid Response Troopers for the bodyguards with 5/3 armor and equipped with

Super Shock Tasers. If anyone uses magic, two of the mages will jump in astrally while the other two jump in physically, use the Lone Star Rapid Response Mage.

Allen will invite someone who is very favorable back to his place for the night, but Martina will still escort them. That means the character will end up in Aztechnology, not exactly a good thing.

Scene 7 Interrogation

The characters interrogate Allen.

Tell It to Them Straight

You've secured Allen and taken him to a safe place and now its time for questions and answers.

Biz

Aztechnology has placed a signal transmitter under Allen's skin behind his left ear and Martina will use this to track them if possible. If they incapacitate Martina and bring her along, they will find a similar transmitter on her. Once she realizes that the characters have complete control, she will offer them a deal. She will ask to talk to them without Allen around. Martina will tell them about the transmitters and Allen's weaknesses. In exchange she would like them to drop her off at the Big Rhino so she can get into the Underground. She will explain that Aztechnology has a biological sample of her for ritual magic and that if she can get to a certain group of shamans, they can use ritual magic first to sterilize and destroy the sample using her as the physical link to it. To Aztechnology, it will appear that she has died. If the characters don't find or aren't told about the transmitter, then wait until they settle down with Allen and then hit them with two rapid response teams from **Scene 12 Oops!** and a dragon equal to Zalthoff in **Appendix 2 NPCs**. Use the standard guidelines given in **Scene 12 Oops!** to resolve this.

The characters need to interrogate Allen and get answers to two questions. Who does he work for in Aztechnology, his real boss, not the one he normally reports to. Secondly, they need to know what happened to the body of the infected elf. Allen is not all that tough (Willpower 3) and with a little help from Martina, they can easily talk him through all of this.

Details

Martina knows about the signal transmitters and will tell the characters where they are located and how to remove them. If they do not have her cooperation, it is an Intelligence or Biotech test against a target of 4, 3 successes required to locate the transmitters. It will take

a Biotech test against a target of 4, 2 successes required to successfully remove the transmitters.

Roll a separate test for each question or allow exceptional roleplaying to eliminate the rolls for the following information:

- Allen reports to a man named Jonas Fuentes-Parsivo, his phone number is loaded in his pocket secretary.
- They dumped the body at the east end of the floating bridge over Lake Washington on I-90. Allen will tell them that Lone Star picked it up and is holding it as a Jane Doe. The elf is female, 1.95 meters tall, 57 kilos in mass, pale white skin, blond knotted hair, and with an Ancients tattoo on her left arm. There is a picture of her in his pocket secretary from when she was still alive showing her in a sleeveless hospital gown and prominently displaying her tattoo.

Scene 8 The Stiff

The characters recover the elf's body.

Biz

The body is being held at the Seattle Morgue as a Jane Doe and can be claimed by anyone who can identify her. The characters simply need to provide her with an identity on a false ID and the body is theirs. They will have to sign a release form for her body and pay a standard 125 nuyen transfer fee. The body will then be released to a legitimate funeral home for burial preparations. Or they can get it directly for a suitable bribe, excellent roleplaying or a Negotiation roll, target 4, 3 successes required, on top of the transfer fee.

Scene 9 The Call

The characters contact Allen's boss to set up a meet.

Tell it To Them Straight

The phone picks up, the face on the other side gaunt and angular and of obvious Central American descent. He waits a moment, then asks, "Who is this?"

Biz

The man on the phone is Jonas Fuentes-Parsivo who in reality is a winged serpent named Tlactumel. Jonas is interested in recovering Allen as well as the body of the infected elf. To this end, he will agree to 250k nuyen for the return of Allen and the elf's body. In addition, he will add a bonus of 50k nuyen if they can provide him with a genetic sample of the woman from prior to infection with the virus. See **Appendix 2 NPCs** for his stats.

Scene 10 Last Piece

The characters trace back a pre-viral sample of the elf's genetic material.

Biz

The characters can send a spirit to locate the sample with a base search time of 8 hours, target number is 4. Divide the time required by the number of successes and then the characters can go to an apartment in Puyullup where they will be able to find samples in a rundown apartment, Intelligence, Target 4, 2 successes required. The neighborhood is not exactly friendly and the characters will have no problems or encounters here.

Scene 11 Switch

The characters meet with Allen's boss.

Tell It to Them Straight

It's 2:00 AM and its raining, a driving mist obscuring vision and closing the world in around you in the warehouse. At 2:15 AM precisely, a single motorcycle pulls into the warehouse, a large man hunched over its frame. He stops and sets the bike on its stand, then steps off of it and removes his helmet and gloves, setting them on his bike. He looks for Allen and smiles a tight lipped smile, his eyes wary.

Biz

Jonas wants to see Allen and the elf's body first then he will pass the credstick over. The credstick will contain 50k extra if they provide the additional sample from **Scene 10 Last Piece**. He will take a flesh sample from the elf with a biopsy needle then direct Allen to go to the bike.

If the characters make any bad moves, try to cast any spells or try and draw a weapon on Jonas, then he will attack without warning, have everyone roll reaction dice to determine surprise. If not, then two figures will enter the warehouse, one from each side. To the north is Zalthof, to the south is Nash. Nash will clear his throat, "Its a good night to die, wouldn't you agree Tlactumel?" Start normal initiative for the fight here.

The characters may stay and help Zalthof and Nash kill Tlactumel or they may flee. They may flee on their initiative and Tlactumel will ignore them, otherwise he will begin dropping spells immediately. If the characters stick around to help Zalthof and Nash, they

will receive an additional bonus of 100k nuyen on top of what they were paid by Jonas.

Scene 12 Oops!

This encounter covers the characters running afoul of Lone Star and is to be used only if the characters try to stand and fight against Lone Star. The scenario ends with this encounter for those foolish enough to attack Lone Star. **Warning: Any character captured or killed here is eliminated from Virtual Seattle.**

Biz

The characters have drawn the attention of Lone Star. The characters are challenged by a Lone Star Squad and ordered to throw down their weapons and surrender. If they surrender here, they will be taken into custody and released after paying fines equal to 20k each. If anyone outside the party has been killed, then the party is eliminated. If they fire on Lone Star, a rapid response team will arrive in the next two rounds consisting of ten armored troops and a mage in a stallion helicopter. A second team will arrive two rounds later. They will shoot to kill and will accept surrender only if all of the remaining characters surrender at the same time. Either way, the characters are out of Virtual Seattle and the judge should have the players destroy their character sheets. Anyone who flees before they begin firing will escape. Anybody who stays behind and fights will be killed.

The End

Karma and Nuyen

The pay for the job is 250,000 nuyen for the entire group for apprehending Allen and the elf's body and delivering them to Jonas at the warehouse. If they also delivered the unaltered genetic sample, then they will receive an additional 50,000 nuyen. If they help Zalthof and Nash dispose of Tlactumel, then they will receive a 100,000 nuyen bonus from Nash.

If they negotiated with Martina and released her, they gain her as a corporate bodyguard contact.

Karma is awarded as base karma and individual karma. Base karma is summed up as shown below and all players receive this sum. Individual Karma will range from 0 to 3 at the discretion of the judge and is given to specific players. One point of karma should be given for exceptional roleplaying, an excellent idea that defeats an encounter without combat, an act of selfless

bravery (such as taking a bullet for a friend or innocent), or a humorous action or remark that gets the whole table laughing. Any member of Tyger's Tail must give up one point of karma to the magical group.

Captured Allen Long	2
Negotiated with Martina	1
Assisted in disposal of Tlactumel	1
Killed no one other than Tlactumel	1

Appendix 1: NPCs

Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one.. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, the dragons have a karma pool equal to the sum of the characters pools at the table.

Nash/Zalthof/Tlactumel

Bod:15/8(19/8)

Qui: 7(11)

Str: 40

Cha: 8(12)

Int: 8(12)

Wil: 8(12)

Ess: 12

Rea: 11

Init: 11+4d6

Combat Pool: 16

Karma Pool: Equal to sum of characters at table.

Attacks: 14D, +3 reach

Spells: All at 10.

Powers: Astral Armor(12), Enhanced Senses(all), Hardened Armor, Magic, Innate Spell(flamethrower at 12D).

Obviously, the characters don't stand an ice cubes chance in hell against these. Especially note that their armor is hardened so standard weapons will likely do nothing.

Martina

Bod: 6(8)

Qui: 6(10)(13)

Str: 6(10)

Cha: 2

Int: 6

Wil: 4

Ess: 0.93

Initiative: 15+4d6

Combat Pool: 11

Karma Pool: Average of table

Firearms: 8(9)

Unarmed Combat: 8(9)

Stealth 4(7)(8)

Athletics 4(7)(8)

Cyberware: Move by Wire 3, Cybereyes (low light, thermal, flare comp., Emag 3), Smartlinks, Muscle Augmentation 4, Muscle Toner 4, Enhanced Articulation, Orthoskin 3, Titanium Bone Lacing(total armor mod for both is 2/4)). All ware is delta grade. Unarmed combat damage is 14M stun or 7M physical damage.

Gear: Armored Long Coat (4/2 for a total of 6/6), Predator III with combat grips(recoil comp of 1), three magazines of APDS ammo, wristphone and DocWagon Platinum.

Lone Star Officer

Bod: 4

Qui: 4

Str: 4

Cha: 3

Int: 4

Wil: 3

Ess: 6

Initiative: 4+1d6

Combat Pool: 5

Karma Pool: 0

Firearms: 6

Unarmed Combat: 6

Gear: Partial heavy armor with helmet(7/5), Predator III Pistol with laser sight, helmet radio.

Lone Star Rapid Response Team

Bod: 6(8)

Qui: 4(6)

Str: 6(8)

Cha: 2

Int: 5

Wil: 5

Ess: 0

Initiative: 9+3d6

Combat Pool: 8

Karma Pool: 0/3/5

Firearms: 6

Unarmed Combat: 6

Armed Combat: 6

Rapid Response Team members have cybereyes with low light, thermal, and flare comp, smartlinks, and retractable spurs. They are wearing full heavy armor (8/6) and carrying M22A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥). The team consists of 10 members backed up by an Ares Stallion armored helicopter with a Vindicator(ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. Every two rounds after the team

arrives they will be joined by another team. Their orders are shoot to kill.

Lone Star Rapid Response Mage

Bod: 2(4)

Qui: 4

Str: 2

Cha: 2

Int: 5

Wil: 5

Ess: 5.6

Magic: 5(7)

Initiative: 4+2d6

Combat Pool: 7

Karma Pool: 3/7/10

Spell Pool: 8

Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, and Powerbolt 6 with a +2 focus. He will remain in the helicopter and target any visible mage. He is wearing full heavy armor (8/6).

Appendix 2: Allen Long's Itinerary

Thursday

8:00
9:00 Staff Meeting
10:00
11:00
12:00 Lunch w/ Jonas
1:00
2:00 Legal Dept. Contract Review
3:00
4:00 Pick up Tux at cleaners
5:00
6:00
7:00 Opening at Art Show
8:00
9:00
10:00

Friday

8:00
9:00
10:00 Review Grounds
11:00
12:00 Lunch w/Frank
1:00
2:00
3:00
4:00
5:00
6:00
7:00 Urban Brawl Game(Hurrah!)
8:00
9:00
10:00 Dante's