

Family Ties

**A Three-Round Shadowrun 3rd Edition Virtual
Seattle Adventure**

Round 3: Fit to be Tied

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Once more to the breach? Mr. Johnson calls you in to take care of some unfinished business in this conclusion to the Family Ties event.

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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 tournament 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.

TIERING

This scenario is set up for an average party. There are two exceptions to the scenario as it is written – if the average Karma Pool of the characters at the table is less than or equal to five, the table should be considered a Novice table. If the average Karma Pool at

the table is greater than five, the table should be considered a Veteran table.

If it is a Novice table, reduce all the listed TN's in scene two by one, the number of non-roving guards in scene five is two, and Svetlana's Karma Pool is equal to the number of players at the table. If it is a Veteran table, double the number of non-roving guards in scene 5, Katrina is present also, and Svetlana's Karma Pool is 9.

Adventure Summary and Background

Backstory

Once upon a time, on a continent far far away, Pitr Androvich Bogdnaov was born Ivan Sergeevich Byelmodin. He majored at the University of Moscow in Astrophysics and Economics. After graduation he went underground and re-emerged with a new face and a new identity, that of Pitr Androvich Bogdnaov. He quickly rose through the ranks of the nearly defunct Russian Space Program (Glavskosmos), who after selling Mir to Harris-3M was relegated to a space cargo service. Pitr gathered several investors to "buy" it off the Russian government—who were more than happy to get rid of the drain on the economy and get some cred into the economy as well.

After the unexplained deaths of most of his investors and leveraged buyouts of the rest, Pitr was able to become chairman and CEO of Glavskosmos Heavy Space Industries. He has spent the last 20 years expanding other markets, such as petroleum in Siberia and weapons research. As a result GHSI has become a solid AA corp. He has recently entered into a partnership with AresSpace on their Helios space station program.

Pitr's father, Sergei Byelmodin is the tzar of one of the most powerful syndicates in the Vory v Zakone. Unbeknownst to his son, he was responsible for the deaths of Pitr's investors. Now that Pitr is in a position to further his smuggling operations into the UCAS, Sergei believes that he should be compensated for his far-sightedness in aiding his son during the early years of his company. Pitr has refused to aid his father and claims that he is a respectable businessman now and wants nothing to do with the Vory.

Sergei is not one to be told he cannot have his way, especially by his own son. Since he cannot get his son's help voluntarily, he will do it by force. To that end he had arranged for Pitr's son Arkady, who goes by the street name of Rasputin, to be kidnapped and held at a Yamatetsu research facility in Everett. Unfortunately for Sergei, a Shadowrunning team sprung Arkady from the facility.

Pulling his gloves off, Sergei contacted one of his Lieutenants in Seattle; a Cat Shaman named Svetlana working on contract for Yamatetsu. He was amazed when she could give him the location of his grandson, and he immediately arranged for a team of mercenaries, all loyal Vory V Zakone members to kidnap Arkady.

Arkady was kidnapped, and he was stashed at a collective in Everett, which is actually a front for a Vory "immigration" camp. The runners will be contacted for the job of recovering Arkady from the collective. This will prove hazardous and possibly profitable.

The Story So Far

The players were contracted in part one to infiltrate a Yamatetsu research facility and gather some research data from the Secure Access Node located there. Unfortunately for the players, this was a gambit by Yamatetsu to test the new security they had put in place at the facility. The players were incapacitated and ritual samples were harvested, after which the players were magically healed, revived, paid their fee and let go.

Then the runners were contracted in part two to re-infiltrate the same research facility and recover a Shadowrunner by the name of Rasputin. In doing so, they met Svetlana—a Cat Shaman affiliated with the Vory V Zakone. After they recovered Rasputin, one of the characters (who was compelled) called Svetlana and informed her of the location of the safehouse Rasputin was holed-up in.

Adventure Summary

Claudia contacts the characters. Claudia sets up a meeting with the same Mr. Johnson from the second round. Mr. Johnson offers characters an unspecified reward to recover Rasputin again. Characters go to the scene of Rasputin's kidnapping. At the scene clues lead them to a Russian bar. Clues from the will lead the characters off to a collective in Everett to rescue Rasputin.

Scene one: Introduction

Tell it to them Straight

After the interesting evening you had in Everett, you had to lay low. Watched a little Trid, maybe a few workouts, but it has not been your average couple days. You can't seem to turn on the Trid without looking for your face in a wanted commercial, but the only real news is the expected snowfall tonight. It hardly ever snows in Seattle! So, when the phone rings around four in the afternoon, you almost decide not to answer it, but biz is biz.

"Claudia here." Ah, now here's something to get you back into the saddle, a job. "Got an interesting call from a Mr. Johnson just a few ticks ago. Seems that he wants to meet with you and some of your chummers. In, say, an hour. Meet's at the Glass Onion, Madison and Second. I wouldn't be late. Time is critical."

Biz

Claudia will tell characters that it is the same Mr. Johnson from their last run (if the character played Round Two), the Russian one. At the Glass Onion the characters are to ask for the Glavskosmos party.

Claudia will brush off any other questions, answering that "The Johnson will answer your questions, and he's not going to be happy if you are late." No, she does not have any idea about the payoff, either.

Details

Characters should at this point, get gear together and roll. The Glass Onion is a restaurant specializing in Japanese Cuisine, and not the dive that you bring your CMDT into. Characters may try to do a little legwork on Glavskosmos will find reference to Glavskosmos Heavy Space Industries, but they will probably find that their contacts can't give them information in time for this scene.

Turbo Mode

Simply tell the player that the clock is ticking and Claudia stressed being on time for the meeting.

Scene Two: The Return of Mr. J.

Tell it to them Straight

The Glass Onion is a posh restaurant in the nice part of downtown. It has valet parking for those who arrive without a chauffeur and a helipad for those who arrive with a pilot. This place has it all. You arrive about a minute before the time of the meet, toss your keys to the valet, and are hurry inside the restaurant.

The inside is nicely decorated in brass and glass. The blood red carpet would muffle the sounds of an Ork stamped to a 5-nuyen buffet. Frag! And this is only the lobby!

The Maitre d' looks down his nose at you, and you can almost see the contempt radiating from his manufactured smile as he asks for your reservation. As you tell the Maitre d that you are here for the Glavskosmos party, his demeanor shifts from black to white, and, while the smile is no more genuine, he does drop the smirk behind it. He directs you to a private room, upstairs.

Inside the room your Mr. Johnson awaits. He is eating real sushi with a pair of chopsticks. "Good Evening," he says, washing a bite down with a swallow of sake. He pushes the plate aside, and motions you toward cushions on the floor. "I will be brief. The boy, Rasputin, has been kidnapped. It happened about two-and-a-half hours ago. You brought him in last time. I'd like a repeat performance. Your reward has not been set, and likely will be based on how quickly you extract him, and definitely on his state of being when you do extract him."

Biz

Mr. Johnson will give the characters the same story about their payment, and hurry them toward the

safehouse. If pressed, he can produce a certified credstick for 10,000n¥ per character as a retainer. The number that Mr. Johnson will give the characters is not the same one as the first time (last round), but he will tell the characters that he merely has another line tonight. He will stipulate that characters must move as quickly as possible to recover Arkady. If asked, he will graciously include Ms. Tyger in the reward. This does not cut their payment.

Details

Mr. Johnson is hiding from his boss, Pitr. Mr. Johnson is convinced that Pitr is going to hold him responsible for the loss of Arkady, since Mr. Johnson set up the safehouse and the guards there. Mr. Johnson is wrong, but paranoid.

Turbo Mode

Simple again. Mr. Johnson stands and says

"Sorry to have bothered you people tonight. I guess that the last endeavor you undertook has sapped each of you into lethargy. I bid you do svidaniya."

Obviously, if characters make a hasty exit behind him, and profess their desire to do the job, they will get the job.

Scene three: The Crime Scene

Tell it to them Straight

You arrive at the scene of the kidnapping. It sure is getting cold outside, unseasonably cold. You remember this place fairly well—after all, you were here only 48 hours or so ago. The apartment Rasputin was holed-up in on the fifth floor of the six-story apartment complex. The building itself is nondescript. There are two men on guard at the door, they seem to recognize you and wave you in. Inside, chaos reigns. There is a dead body at the door, riddled with bullets. He's human, similarly equipped as the gentlemen out front, with an Ingram Smartgun. The room behind him has bullet holes in all four walls. Hope that no one was next door.

There is a man holding a data entry keypad and being careful not to touch or stand in anything. "Ahh, our investigators!" He seems to brighten at your appearance. "Zdravstvuyte. That means hello. I am to assist you every way possible. I have been here cataloging things."

Biz

The analyst has been recording things, much as a lone star detective would. He can tell the characters:

- At least three men crashed this place.
- One came in before the others, probably as a deliverer.

- All were using SMG's, probably HK-227s models.
- They came with one thing in mind, snatching Rasputin; there is a cyberdeck on the table worth a quarter of a million nuYen (not hit in the gunfire). No. The characters may not have it.
- The analyst works for the Mr. Johnson's boss.
- There is another guard's body in the back bedroom. Even a casual investigation show that he and Rasputin put on a last stand there.
- Rasputin was not a decker. By the lack of datajacks, neither were any of the others here.

The characters may find the following using skills and observation, all TN's default to Intelligence (with a 2 penalty):

In the Bedroom:

- SMG TN5 or Forensics TN3 - at least three HK227s were used.
- Military Theory TN4 or Small Unit Tactics TN2 - definitely one man in first.
- Forensics TN4 or Perception TN6 the dead guard in the bedroom was hit with a Narcoject.
- Military Theory TN7 or Small Unit Tactics TN5 or Forensics TN4 – Looks like the HK's were used after everyone in the bedroom was incapacitated.
- Pistols TN3 or Perception TN5 – There's a Narcoject dart in the bed.

In General:

- Russian Language TN3 - the data analyst is definitely from Russia, probably Moscow.
- There is food in the refrigerator, enough for three men for at least a week.
- Perception TN4 - There is a bloody boot print on the floor under a chair. Someone moved the chair after the gunfight to hide it.
- Military Background TN8 or Combat Uniforms TN3: a Russian Military designed boot made the boot print.
- The Trid is on a Russian speaking channel.
- If a player specifies that his or her character is checking the bathroom (or says that his or her character is going to use the bathroom), the player rolls a perception check TN6 to spot a peculiar looking matchbook in the garbage can.

On the Cyberdeck: (all TN's for Computer Ops or Hacking, no default to intelligence)

- TN3 – Most of the programs are pretty good stuff, an average "B" grade decker's fair.
- TN4 – Whoa, the reality filter on this thing is pretty good. It's a Russian tank combat sim.
- TN6 – The reality sim fades into a neon billboard, which reads "Welcome to the party, have a HEADACHE on US". The neon pulsates and colors kaleidoscope around it. The decking character can try to make a reaction test (TN 4, requires 4 successes) to perform a Logoff function before the deck fizzles. If the character fails the

test, the decking character takes dump shock as the deck dumps him / her. See VR 2.0 page 124 for dump shock rules. The computer acts as a Red-9 Host for this purpose.

Details

The analyst is Pitr himself, incognito. He will not let on to this, neither will the guards. He's just making sure that the characters are doing their parts. Pitr feels useless sitting and waiting.

The Vory V Zakone mercenaries, on the insistence of Svetlana planted the cyberdeck. She thought that it would be fun to toy with the characters just a little.

The matchbook is the real clue, everything else just points at well financed and trained Russian hit men. This should point characters toward a Linguasoft if no one speaks Russian. Pitr can provide one free of charge, if the players ask him.

The matchbook has a red cover with "Comrades in Arms" in Russian on it. Two matches have been used out of the original 18. Pitr can tell the characters this or a Russian (read / write) TN3 will also. Remember that read / write is generally half of the language score.

GM NOTE

It is imperative that the characters find the matchbook. If the characters have not found the matchbook in the bathroom, as they leave the apartment building, allow them a Perception TN6 roll to spot it on the ground outside. If they still fail this, they should be doing legwork. Let one of their contacts add two and two together, and mention that most of the Russian criminal types hang at the Comrades in Arms.

A simple check in the phone listings will give an address for the Comrades in Arms.

Turbo Mode

If characters spend entirely too much time (over an hour real time) in the safe house without finding the matchbook, Pitr will get a call on his wristphone, all of which will be in Russian. He will then hang up and turn to the characters.

"I found this matchbook before you got here, just got back some word on it – seems that it is a hangout for some seedy types. You might want to check it out."

Scene four: The Bar with a Name

Tell it to them Straight

The matchbook has led you here, to the "Comrades in Arms." By the look outside, this is a class A dive. The "omrades" neon is burned out, and the place looks as deserted as Club Penumbra around 8 A.M. The only door you see is shut, and you can also see a surveillance camera of ancient design watching it.

While you look around, the first couple flakes of snow start to fall.

Biz

The door is locked, and if a character touches it, a voice will emit from a speaker. "Zdravstvuyte, comrade." Anything in Russian answered to the speaker will get the door opened.

If no character has Russian, Zig or Zag (whichever is currently running the door) will open the door, and point toward a credstick reader. Due to the brothers' lack of fluency with English, negotiations will fall flat, the Ork will merely raise 2 fingers and point at the credstick machine (GMs: two fingers; a peace sign). At least 2,000n¥ per character who enters must be slotted. If the PCs show any signs of stinginess the door slams shut. One more try will be given, then the door slams shut for good. Then the characters must force their way in.

Once inside, use the Sprawl Sites Bar archetype. Modify the archetype; end the room at the end of the bar and the beginning of the stage (basically this removes the bottom inch or so of the map). The "Comrades in Arms" is a very dimly lit hole of a bar. The floors are dirty, the bar is dirty, and if a character speaks enough Russian to get a drink, the glasses are also dirty. There are ten patrons in the bar, four playing cards in a rear corner of the bar, a couple sharing a meal, and four at the bar itself. Also present are two bouncers, Zig and Zag. The bartender is Dimitri, and his wife, Ivana, works the kitchen. Ivana is six months pregnant.

Details

If the characters come in peaceably Dimitri will serve them as long as they converse with him in Russian. Once he realizes that a character does not speak Russian, he will ask, in halting English, for them to leave, unless they donated at the door, in which case that character will get fair service.

If anyone attempts to bully a patron or employee, Zig and Zag will attempt to sneak in behind the offending character (-1 to their TN if the person being bullied is brandishing a weapon at that character) and toss that character out into the street. A good fast-talk or negotiate roll might buy the characters more time in the bar, as might a substantial (1000n¥) bribe.

Forcing into the bar is not too hard; staying in is another matter. Zig and Zag will attempt to toss out anyone who forces their way in, and if things get out of hand (i.e.: Zig or Zag is wounded physically or any firearm appears), Dimitri will start shooting. When shooting starts, all patrons will hit the floor, and those at the card table will be into the kitchen in two rounds (crawling). Once in the kitchen, they will leave the bar, unless a character has the alley at the rear covered.

The only patron that has any knowledge of the attack is an old salt named Alexei. He's one of the card players, and if the characters start anywhere but at the card table, he'll attempt to leave through the kitchen before they reach him. Alexei knows a member of the Vory V Zakone who was in on the snatch, and will confess under pressure or with a very substantial bribe

(10,000n¥), as he will have to leave the city and disappear, or pay the ultimate price to the Vory for betrayal.

Alexei's former friend is a hired killer in the Vory V Zakone by the name of Vladamir. Vladamir's phone number when researched will yield an address in Everett – the collective.

Turbo Mode

If characters lose Alexei in some way, Dimitri will get a call from the collective while the characters are there; they can trace the call with judicious use of contacts or decking.

If characters are simply taking too long in the bar, Mr. Johnson will call and rattle their cages, asking why Rasputin isn't back in his custody.

Scene five: To Recover a Rasputin

Tell it to them Straight

You begin the trip north to Everett, and not a minute later the snow begins to fall in earnest. The trip is relatively uneventful—seems that everyone with any sense is off the roads tonight.

Biz

The collective is named "The Vladimir Ilich Lenin joy in work farm. It is a farming commune. Vladimir Ilich Lenin was a 20th century Russian leader. Other farms, all of which are automated, surround it. See GM map #1. Most groups will recon the site, handle this as follows:

ASTRAL RECONNAISSANCE

If the PC(s) employ a astral recon, they will see:

Upon their approach:

- There is a guard on roving patrol on this side of the compound.
- The earth is unblemished, only farmed, there are no toxins in the soil.
- There are six buildings.

Upon getting close to the buildings:

- There is another guard on patrol here patrolling around the buildings.
- There appear to be three buildings devoted to the storage of the product of the earth.
- There are three other buildings that are of indeterminate nature.

If the PC(s) enter a barn:

- There is the residue of a good harvest here, long gone.

If the PC(s) enter the house:

- There are living quarters for ten people here, but only two are present.

- One is sleeping.
- The other is watching the trid. His brain is asleep.

If the PC(s) enter the shed:

- There are farming machines here.
- There is the residue of many hours of labor here.

If the PC(s) enter the silo:

- Make an Astral Perception check (TN4) to notice the watcher spirit that just ran toward Svetlana's room.
- The first floor has harvest residue.
- The second floor has a guard present. He's fiddling with something technological (radio).

Upon moving to the third floor:

- Make an Astral Perception check (TN2) to see the watcher that just ran toward Svetlana's room.
- There is a guard present in the center where the stairs are.
- There is a room with a sleeping magically active person (Katrina—only if this is a veteran tier table)
- There is a room with a magically active person, who (if characters alerted the watchers) is Astrally perceiving. She sees you. (Svetlana begins to toy with the PCs)
- There is a room with a magically active person in a magical limiting devise. (Arkady in a mage hood)

AERIAL RECONNAISSANCE

If the PC(s) employ a aerial recon, they will see:

- There is a fence surrounding the compound, bordering the road. Two gates enter the compound. (sensors TN3 – fence is electrified)
- There are six buildings, one of which is a tall cylindrical building. (farming TN2 – that's a silo)
- There are two guards roving the perimeter of the farm. (sensors TN5 – HK SMG)
- There is one guard roving around the buildings. (sensors TN5 – HK SMG)
- A creek runs through the farm, cutting it in two. (Small Unit Tactics TN3 – divide and conquer)
- The snow is starting to fall with a vengeance; the ground is covered with at least 30 cm of snow. (Stealth TN3 – snow shows tracks very well, and makes sighting easier at night)

PHYSICAL RECONNAISSANCE

If the PC(s) employ a physical recon (penetration), they will see:

Upon their approach:

- There is a fence surrounding the farm, roughly paralleling the road.
- There are two gates into the farm.
- There are two guards roving the perimeter just inside the fence.
- The snow is really starting to fall badly.

Upon their approach to the complex of buildings:

- There are six buildings. Three of which are similar in size and shape, on that is a large house, a large storage building and a tall cylindrical building.
- There is a guard roving around the buildings.

If the character (s) enter the house:

- There are living quarters for ten people here, an enormous kitchen and a living area.
- One guard is sleeping in a bed.
- The other guard is watching the trid; an action movie in Russian plays quietly.

If the character (s) enter a barn:

- There is the residue of harvested produce, smelly and greasy in here.

If the character (s) enter the shed:

- There are farming machines and two Gaz-Willys Nomads here.

If the character (s) enter the silo:

- If any character is Astrally perceiving, they may make an Astral Perception check (TN4) to notice the watcher spirit that just ran toward Svetlana's room.
- The first floor has harvest residue – it smells
- There is a circular stairwell upstairs.

Upon moving to the second floor:

- The second floor has a guard present. He's fiddling with a radio / sensor suite. His back will be to characters that act quickly.
- There is an armory here, with 10 CMTD shotguns, 10 Ares Predator II's, 1000 shotgun rounds, and 400 heavy pistol rounds, two crates of 25 offensive grenades, 10 commlinks, three armored long coats, and four armored jackets.

Upon moving to the third floor:

- If any character is Astrally perceiving, they may make an Astral Perception check (TN2) to see the watcher that just ran toward Svetlana's room.
- There is a guard present in the center where the stairs are. Unless characters are invisible or dressed in the uniforms of other guards, he will immediately raise the alarm.
- There is a locked room where Katrina is sleeping (only if this is a high tier table)
- There is a locked room with a magically active person, who (if characters alerted the watchers) is Astrally perceiving. She sees you. (Svetlana begins to toy with the PCs).
- There is a locked room with a person in a mage hood, sleeping on the floor. (Arkady)

The Vory's chance to detect characters depends on the method of reconnaissance:

- If PC(s) infiltrate Astrally, the chance of detection is virtually less than zero unless the characters enter the silo – there are force 4 watchers on the first and third floors who will detect the character (s) upon entry. The watchers primary objective is to notify Svetlana, they will avoid combat, after all they are watchers! If they reach Svetlana, the compound will be alerted, Svetlana will rouse Katrina (if this is a high tier table) and Svetlana will Astrally perceive the third floor of the silo. She will then proceed to Astrally project (with Katrina) around the compound for an hour.
- If the characters use aerial reconnaissance, the target is the Signature number of the drone or vehicle. Each guard (two on the perimeter, one in the complex proper) gets a chance to roll Int vs. the target to spot the drone/vehicle. The controller in the silo gets a sensors (3) roll vs. the target to notice the drone / vehicle also. If noticed, a drone will be fired on, a vehicle will be noted and the compound will be alerted.
- **If the characters physically penetrate the compound**, they will have to negotiate the electric fence, which will alert the compound if cut or if a character is shocked. There are two guards on the perimeter and one in the complex proper, stealth is used in an opposed test with intelligence (with Small Unit Tactics as a helper skill), modified by distance, to sneak by them.

If the compound is alerted:

- The falling snow makes all perception and ranged combat checks a +2 TN.
- The two guards in the house will be moved to the second floor of the silo. They have the stats and equipment of roving guards.
- Floodlights will be turned on in the complex proper.
- Roving guards will be noticed if they do not answer radio checks every minute.
- Svetlana (and Katrina if this is a high tier table) will be Astrally projecting and to search for intruders throughout the entire compound area.
- A Vindicator will shoot at aerial vehicles on the roof of the silo – Gunnery program at skill 4. Ammo is considered unlimited for the duration of the combat. The Vindicator cannot traverse far enough to shoot at ground-based targets.
- The guard on the third floor of the silo will be in Arkady's room.
- In twenty-five minutes, additional ten Vory v Zakone mercenaries (stats like those of Arkady's guards) will arrive in a Bison.

Details

Should characters get Arkady out without setting the alarm, and no pursuit is made (which entails insuring that the third floor guard is killed or either doesn't check

on Arkady or is duped in believing that he is still there), the characters exit should be a piece of cake. If there is a chase, the snow will make things interesting.

Around the time that the characters leave, the snow is really coming down making aerial travel is hazardous. A TN4 check is needed every round to stay aloft, any maneuvers are at a +2 TN. Safe vehicular travel is possible at slow speeds – 5-10 mph is a slow speed. Every full 15-mph above 10 incurs a similar TN4 test every round, with maneuvers being at a +2 TN. Walking (or running) is hazardous in the fact that exposure will cause stamina checks (as per running) every minute after the first ten.

Anyone walking/running or driving will be followed by the remainder of the guards in the two Gaz-Willys Nomads. Guards will attempt to close but not extremely recklessly (closing speed of 5-10 mph – CLOSING SPEED, not their GROUND SPEED. Ex: If characters are moving at 20 mph, guards will chase at 25-30 mph). They will not run over characters due to the danger to Arkady.

Also, Svetlana (and Katrina if this is a high tier table) will give astral chase if character (s) have active foci or are Astrally perceiving / projecting. Svetlana knows that she can't hurt the party by destroying foci from astral space, but she can toy with them and their possessions. Svetlana will assume that the guard forces will catch the characters and Arkady.

Guard forces will break off if Arkady is recaptured. This would hold true if an illusion of Arkady were captured, also.

Turbo Mode

If characters get to Arkady, but time is running out, don't alert the compound, allow them to think that they made their escape undetected, but do not give them the full undetected Karma award. As a last resort, if the characters are not going to reach Arkady in time, have Mr. Johnson call and inform them that Arkady escaped custody. In this case, the maximum Karma allowed is five, seven if they bargain for Claudia's share of the loot, plus the 1-3 for individual role-playing. They are still told to go to Glavskosmos HQ and are still entitled to the whole reward section, without the contacts.

Scene six: Picking up the Pieces

Skip if Arkady was already gone or was injured (or killed) in the escape. Go to alternate ending below.

Tell it to them Straight

Once they've escaped the collective with Arkady, and eluded any pursuit, they should call Mr. Johnson. He will be ecstatic.

"GREAT!" The Johnson booms over the phone (if the players are on a vid-link add A huge smile lights up his face.) "Come directly to Glavskosmos' HQ, downtown."

When you arrive, the doors to the lobby are unlocked, and the security personnel pay more attention to the still falling snow than to you. Once inside the lobby, the receptionist mumbles something into her headset, and motions you toward the executive elevator. As you approach, it "bongs" and opens.

As you enter the elevator the doors shut behind you, and without a prompt, the elevator sails upward, fast enough to make even the dedicated thrill seeker worry about just how fast this thing descends. The doors open again, and your ears pop.

The Mr. Johnson stands holding a crystal glass that is filled with a clear liquid. "Greetings, comrades!" He swallows a portion of the drink.

"Mr. Johnson," a voice from behind the Johnson comes. "Bring them in." Mr. Johnson, shrugs, grins, and motions you up a small set of stairs into the executive office proper.

As you mount the stairs, Rasputin bounds ahead of you. "Otets!" Otets? You look at each other. As you enter the office, you see Rasputin bear hugged by a familiar face, the "data analyst" from the crime scene! Now you see the resemblance. He's obviously Rasputin's father, but what is he doing in this office? Then you notice the painting of the father on the wall. Anyone got odds he's not a data analyst?

"Well, friends," the father says. "I am in your debt. I won't bother you with specifics; you'll be well rewarded. Mr. Johnson will take care of that. Now, though, I would like to offer you a drink."

Details

Yes, it's real Vodka. No synthahol for Pitr. Pitr will wave off any questions to his identity or the affair. He will offer his card to each team member (treat that as a contact, but explain to the players that it is a one-time use). Arkady will also slide each character (unless someone was a real dreckhead to him) an LTG number (this is a standard contact). After some friendly chat, probably about the weather, Pitr will gather Arkady and leave the team with Mr. Johnson.

Mr. Johnson will show the characters to an antechamber after Pitr leaves. There he will explain, "For a reward, this has been arranged. You may choose one of the following options:

- 400,000n¥ in computer components
- 100,000n¥ in cyberwear components, installed at no charge*
- A single piece of bioware, costing no more than 100,000n¥ (book price, no Street Index)
- A single magical focus (of any kind) , costing no more than 500,000n¥ at no markup (book price, no Street Index)
- Access to a single piece of Beta-grade cyberwear** 80,000n¥ on a certified cred stick"

* - This will be Alpha grade at book price, no Street Index.
 ** - This means that the character pays quadruple book cost, no street index for a piece of Beta-grade cyber.

Scene six (alternate): Picking it up Piecemeal

Tell it to them Straight

Once they've escaped the collective with Arkady, and eluded any pursuit, they should call Mr. Johnson.

"Good." The Johnson intones over the phone. "Come directly to Glavskosmos' HQ, downtown."

When you arrive, the doors to the lobby are unlocked, and the security personnel pay more attention to the still falling snow than to you. Once inside the lobby, the receptionist mumbles something into her headset, and motions you toward the executive elevator. As you approach, it "bongs" and opens.

As you enter the elevator, the doors shut behind you, and without a prompt, the elevator sails upward, fast enough to make even the dedicated thrill seeker worry just how fast this thing descends. Before that though fully forms, however, the doors open again, and your ears pop.

The Johnson stands waiting for you. "Arkady, please leave us," and he motions over his shoulder. Arkady nods to you, and walks into an office. The doors shut behind him.

The Johnson hands each of you a certified credstick for 80,000n€. "Don't spend it all in one place, chummers."

Karma Awards

Karma awarded for this scenario is should be as follows:

Survival	2
Good search of the crime scene	1
Excellent search of the crime scene	2
Not instigating a fight at the bar	1
Killing any patrons of the bar (not employees) ** (employees do NOT cost karma)	-1
Snatching Arkady and escaping undetected	4
Snatching Arkady and escaping (NOT CUMULATIVE with escaping undetected)	3
Arkady wounded while escaping	-1

Arkady killed while escaping (NOT CUMULATIVE with Arkady wounded) -2 *

Bargaining an equal take of the rewards for Claudia (she'll take the 400,000n€ in cyberdeck parts!) 2

Role-playing 1-3 per character
 Use of Turbo Mode after the first two Scenes -1 per use

DO NOT exceed 13 total Karma, unless the entire run went off flawlessly (i.e.: team met **all** good karma stipulations and **none** of the bad ones) and then only **one** player should get 14 Karma.

Appendix 1 – NPCs

Zig and Zag: Ork Bouncers

Bod	7
Qui	6
Str	8(10)
Cha	2
Int	4
Wil	5
Rea	5
Init	5+1d6(3D6)
Essence Index	7.2
Combat Pool	7
Karma Pool	3

Skills: Clubs (Improvised): 5(7), Pistols: 5, Stealth: 4, Unarmed Combat (Brawling/Fists): 4(7), Russian 6, English 2, Etiquette (Vory v. Zakone) 4.

Bioware: Muscle Augmentation (Level 2), Synaptic Accelerator (Level 2).

Gear: Each has an Ares Predator with two clips. Each is wearing an Armored Jacket.

Notes: Zig and Zag are Ork brothers. If either is killed, the other will fight to the death with his brother's killer.

Dimitri – Bartender

Bod	5
Qui	5
Str	4
Cha	5
Int	4
Wil	4
Rea	4
Init	4+1D6
Essence Index	9.0
Combat Pool	6
Karma Pool	2

Skills: Clubs: 4, Shotguns: 5, Pistols: 3, Bartending: 4, Negotiate: 5, Russian: 7, English: 3.

Gear: Roomsweeper on his hip with a full magazine of standard ammo, and a short barrel Defiance T-250 with one magazine of APDS ammo loaded (6 total, 5 + 1 in the chamber) behind the counter, and there is a box of 25 standard rounds also behind the counter. Dimitri is wearing an equivalent to armored clothing.

Notes: If Ivana is wounded or hurt in any way, he will attack her assailant without regard for personal safety.

Ivana and Patrons

Strength: 4 all other stats 3. Skills: Clubs: 3, Unarmed combat (Patrons only): 4, Edged weapon: 4, Russian: 5, English: 3. All patrons have knives, some will use chairs

(treat as clubs), and Ivana has a cleaver [STR+1(M)] that she will use if Dimitri is killed. None have more than 1/0 equivalent armor.

Svetlana – Cat Shaman

Bod	5
Qui	6(8)
Str	4
Cha	6
Int	5
Wil	6
Rea	5(7)
Init	5(7)+1d6(4d6)
Essence Index	8.02
Bio Index	2
Magic	11(9)
Combat Pool	9
Spell Pool	6
Astral Combat Pool	8
Karma Pool	Special

Skills: Athletics: 8, Cyber Implant Weaponry: 6, Grenade: 6, Sorcery: 9, Conjuring: 9, Stealth: 7, Etiquette (Vory V Zakone): 4(6), Interrogation: 5, Aura Reading: 6, Pistols: 4, Megacorp Policies: 3, Criminal Org. (Vory V Zakone): 4(6), Smuggling Routes (Vladivostok): 4(6), Smuggling Routes (Seattle): 3(5), Sorcery (BG): 6, Conjuring (BG): 6, Russian: 6, English (City Speak): 3(5)

Spells: Mind Probe 6, *Improved Invisibility* 7, *Stealth* 7, Detect Enemies 5, Stun Bolt 6, Mana Bolt 6, Treat 6, *Mass Agony* 5, *Chaotic World* 5, *Flash* 5, *Physical Mask* 6, Influence 6, Increased Reflexes (+3) 4, Physical Barrier 6. Spells listed in italic are illusion spells; Cat Shamen get a +2 bonus for casting.

Metamagical Abilities: Masking, Anchoring, Shielding, and Reflecting

Cyberware: Balance Tail (Betaware), Cybereyes (Thermo, Low Light, Flare Comp, Optical Mag 3) (Betaware), Cyberears (Spatial Recognizer, High Freq Hearing, Dampner, Balance Aug, Hearing Amp) (Betaware), Retractable Improved Climbing Claws

Bioware: Orthoskin 1, Hair Growth (Short Gray Fur), Enhanced Articulation, and Muscle Toner 2

Gear: Anchoring Focus level 7 – Stealth, Anchoring Focus level 7 – Improved Invisibility, Anchoring Focus level 4 – Increased Reflexes +3, FAB2/IR Smoke grenades (Block **all** LOS, including Thermographic and Astral Perception)

Notes: Svetlana is a Cat Shaman who was working on contract for Yamatetsu. She is in fact one of the Lieutenants of Sergei Byelmodin and was working for Yamatetsu as a gesture of good will. Like all Cat

Shamans, she likes to play with her prey. As such, she will opt to use her less powerful spells against the players until she is successfully wounded - after that the gloves come off. She will continue to attack the players until it becomes apparent that they will kill or incapacitate her, or if someone attempts to injure Arkady. She will then use her full potential to wax the party, although she will NOT attempt to sacrifice herself for the "greater good" of the Vory v. Zakone. She will use a smoke grenade to make good on her escape

Rasputin – Street mage and son of Russian Aerospace mogul

Bod	4
Qui	5
Str	4
Cha	6
Int	5
Wil	6
Rea	5
Init	5+1d6(3d6)
Essence Index	8.1
Magic	5
Combat Pool	8
Spell Pool	5
Astral Combat Pool	8
Karma Pool	2

Skills: Sorcery 6, Conjuring 6, Pistols 4, Negotiations 7, Stealth 5, Etiquette 6, Aura Reading 5 Hypnotism 6, Magical (BG) 6, 20th Century Russian History 5, Sorcery (BG) 4, Conjuring (BG) 4, Hypnotism (BG) 6, Paranormal Animals 6, Russian 5, English 5.

Spells: Improved Invisibility 5, Increase Reflexes +2 4, Heal 5, Mindlink 4, Powerbolt 5, Stun Touch 5, Hot Potato 5, Glue 5, Nova 5, Control Thoughts 4.

Cyberware: Cybereyes (with Thermographic, Optical Vision Mag 3, Flare Compensation, and High Power Eye Laser System), Datajack.

Gear: None (it was all confiscated when he was captured)

Notes: Rasputin styles himself after the mad monk of the same name. He likes to use his eye laser system as a means to "dazzle and hypnotize" his opponents and to use his control thoughts spell to "bend others to his will." For the most part he and his cronies run the shadows for the thrill of it, as they are from fairly well to do families. Until recently he was unconcerned with his family's background, but lately he's been hearing things about ties to the underworld of Vladivostok, even though his Father insists that he was born and raised in Moscow. While he isn't a mover or shaker in the Seattle shadow community, he does have a large number of contacts that he can call upon for information.

Vory V Zakone Roving Guards

Bod	5(7)
Qui	5
Str	8(10)
Cha	3
Int	4
Wil	5
Rea	9
Init	4+1d6(3D6)
Essence Index	4.2
Combat Pool	7
Karma Pool	3

Skills: Clubs (Improvised): 5(7), Pistols: 5, Stealth: 5, Unarmed Combat (Brawling): 4(6), Shotguns: 5, Edged Weapons (Knife): 5(7), Small Unit Tactics: 3, Russian 6, English 2, Etiquette (Vory v. Zakone) 5.

Cyberwear: Dermal Plating (Level 2), Wired Reflexes (Level 2).

Bioware: Muscle Augmentation (Level 2).

Gear: Each has an Ares Predator with two clips, a CMDT with 3 clips, five offensive grenades, and a knife. Each is wearing an Armored Jacket.

Notes: If any are killed, the others will raise the alarm (functions like a Panicbutton), should they notice the dead body or fifteen minutes elapse without a radio check.

Vory v. Zakone Guards with Rasputin

Bod	5(7)
Qui	6
Str	8(10)
Cha	4
Int	5
Wil	5
Rea	9
Init	5+1d6(3D6)
Essence Index	4.2
Combat Pool	8
Karma Pool	5

Skills: Clubs (Improvised): 5(7), Pistols: 6, Stealth: 5, Unarmed Combat (Brawling): 4(6), Shotguns (CMDT): 5(7), Edged Weapons (Knife): 5(7), Small Unit Tactics: 4, Russian 6, English 2, Etiquette (Vory v. Zakone) 5.

Cyberwear: Dermal Plating (Level 2), Wired Reflexes (Level 2).

Bioware: Muscle Augmentation (Level 2).

Gear: Each has an Ares Predator with two clips, a CMDT with 3 clips, and a knife. Each is wearing an Armored Longcoat and an Armored Vest with Plates.

Notes: If any are killed, the others will raise the alarm (functions like a Panicbutton).

Katrina – Cat Shaman and apprentice to Svetlana

Bod	4
Qui	5
Str	3
Cha	5
Int	5
Wil	5
Rea	5
Init	5+1d6(3d6)
Essence Index	9.0
Magic	6(7)
Combat Pool	7
Spell Pool	5
Astral Combat Pool	7
Karma Pool	2

Skills: Sorcery 6, Conjuring 6, Pistols 4, Stealth 6, Etiquette (Vory v. Zakone) 5, Aura Reading 4, Magical (BG) 4, Sorcery (BG) 4, Conjuring (BG) 4, Paranormal Animals 6, Russian 5, English 3.

Spells: Improved Invisibility 3, Increase Reflexes +2 4, Heal 5, Powerbolt 5, Stun Ball 5, Control Thoughts 4, Physical Barrier 6.

Gear: Ares Predator with two clips (APDS ammo), Power Focus (Rating 1).

Notes: Katrina likes her new clothes, her new residence, and all in all, her new status. She's Svetlana's apprentice, and while that may mean emptying the litterbox once in a while (figuratively of course), all the pukes (as she refers to the guards) must listen to her, or answer to the Queen herself (as she refers to Svetlana).

Katrina is not stupid, but neither is she extremely ambitious, either. She will fight beside Svetlana, but as soon as she can tell that the characters are gaining any edge, she will attempt her escape.

Appendix 2 – Legwork

Unless otherwise noted all target numbers are (4). Listed below each item are types of contacts best suited to know this type of information. The list is far from extensive, so if a player has a contact that can be justified to know about one of the items let them use it.

Glavskosmos Heavy Space Industries

Corp, Media

- 1 success – Some Russian Aerospace Corp.
- 2 successes – I heard something about them doing some contract work for AresSpace. Old DK must be stretched pretty tight if he's contracting outside help.
- 3 successes - I've heard stories about some ties back in the early days to the Vory V Zakone.

Pitr Alekseevich Bogdnaov

Corp, Underworld (6)

- 1 success – He's the Chairman and CEO of Glavskosmos Heavy Space Industries. Real hard nosed businessman. Heard that his son is a shadow runner. Bet the old man likes that.
- 2 successes – I heard something about him being tied to the Vory V Zakone in the early days, but he's done his best to cut those.
- 3 or more successes – Supposedly his real name is Ivan Sergeevich Byelmodin, as in the son of Sergei Byelmodin. Seems old Sergei wanted to help his son out in his new business venture, so he set it up for all Ivan's business partners to mysteriously die and leave him their shares. Sergei didn't take it too well when his son told him to get stuffed.

Sergei Byelmodin

Underworld, Smuggling

- 1 success – He's the head of one of the Russian mob families isn't he?
- 2 successes – He's kinda like the Boss of Bosses for the Vory V Zakone, a.k.a. the Russian mob.
- 3 or more successes – He reunited the various factions of the Vory in Vladivostok back in 2048. He's doing his best to clear out the Rings and Triads, but especially the Yaks.

Rasputin

Fixers, Lonestar, Talismongers

- 1 Success – Yeah I've heard of him. He's alright...for a newbie. He ain't no wannabe tho; a good solid mage.
- 2 successes – Yeah, I've seen him work before. He's in tight with some Russian corp, I mean real tight.
- 3 or more successes – His real name is Arkady Bogdnaov. His father is Pitr Alekseevich Bogdnaov, the chairman of Glavskosmos Heavy Space Industries.

Vory V Zakone

Underworld (Vory 3)

- 1 success – That's the name the Russian Mob goes by. You don't call them the Russian mob, especially to their face.
- 2 successes – They control Vladivostok's underworld. Sure the Triads, Rings and Yaks are trying to get in on the action, but if you want to move anything in or out of Vladivostok you go through them if you know what's good for you.
- 3 successes – I hear that they're in pretty tight with Yamatetsu. They're probably hoping that they can use their newfound neighbors to open up shop on this side of the Pacific
- 5 successes – Chummer, Sergei B is the guy to ask about if you need the dope on the Vory – he's a big chief!
- 7 or more successes – There's a place up north where the Vory v. Zakone "immigrate" to in Seattle.

Vory v. Zakone in Everett

Fixers (5), Underworld (Vory 3), Johnsons (6), Smugglers (5)

- 1 success – Everett is getting a drekload of snow tonight chummer, wouldn't head there.
- 2 successes – I heard that a bunch of Russian mob transplants have a joint up in Everett.
- 3 successes – Seems that Vory v. Zakone members who make the trip across from Russia stay there until they get a couple jobs under their belts on this continent.
- 4 or more successes – I hear a package just got delivered that way tonight. You might better not go that way, they might be kinda jumpy.

The Comrades in Arms

Underworld (Vory 3), Russian speaking Contacts (6)

- 1 success – Smallish joint. Don't even bother showing up unless you speak the lingo.
- 2 successes – Rumor has it that if you want a quick trip to the doc than aggravate one of the bouncers. They'll be sure to oblige.
- 3 successes – Sometimes there are Vory v. Zakone "ears" in the bar.
- 4 or more successes – Rumor has it that anyone who messes with the bar messes with the Vory v. Zakone themselves.

Svetlana

Underworld (5) (Vory 3), Talismongers (6), Cat Shaman (8)

- 1 success – Don't mess with her, she's the meow.
- 2 successes – Check this – heard that she's tied with some Russian heavy hitters.

- 3 successes –Sometimes she does a job "just because of the game." Most of those jobs are for the Vory v. Zakone.
- 4 or more successes – (ONLY IF TABLE IS HIGH TIER) She just got a new apprentice, a Cat Shaman by the name Katr

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