

Dave's Not Here! (See Dave Runn)

**A Two-Round Shadowrun: Virtual Seattle 2.0 Scenario
VS02-CL07**

by Rich Osterhout & Chris Jardon

Rewritten / Converted to 3rd Edition by Rich Osterhout

A man is supposed to be innocent until proven guilty. Your Johnson has been presumed guilty and has asked that you help prove his innocence. Did he do the crime or is he being framed as he claims? This scenario is Part 1 of a Two Round Scenario and is followed by "Run Dave Runn".

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This is a RPGA Network adventure game. A four to five-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 or four 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 and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma of each player character and dividing by 10 (round up). Add to this the Force rating of any conjured Elementals (Hermetic mages may have one (1) Elemental of their Charisma in Force rating which does not figure into this calculation – this is to help offset the Shaman's ability to summon a single spirit at any one time) and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" (round up) to determine the average "Threat Rating" for the scenario.

Example: Player character 1 has a total Karma of 27, PC 2 has 35, PC 3 has 15, PC 4 has 24, and PC 5 is new with only 1 point. PC 2 is a hermetic mage with a Charisma of 5 and 3 Elementals, Force 5, 5, and 3. Since PC 2 has a Charisma of 5, one of the Elementals does not count towards the TR. PC 1 is a rigger with a drone of Pilot rating 3. The TR for this party is therefore:

$$\begin{aligned} \text{PC1+PC2+PC3+PC4+PC5} &= 27+35+15+24+1 \\ \text{Average} &= 102 / 10 = 10 \\ \text{Extras} &= \text{Elementals (5 + 3) + Pilots (3)} = 11 \\ \text{Total} &= 10 + 11 = 21 \text{ and finally,} \\ \text{TR} &= 21 / (5 \text{ PCs, 2 Elementals, 1 Drone}) = 3 \end{aligned}$$

The Threat Rating (TR) is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

	TR
Beginners	0-4
Veteran Shadowrunners	5-10
Elite Shadowrunners	10 +

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Administrivia

Lifestyle:

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

Please consult the current Virtual Seattle information for the effects of Lifestyle on Charisma based rolls and character interaction, hospitalization costs, et cetera.

Initiates:

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action – maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any other roll means the corp sets up distant surveillance on the character.

Die Roll	Corporation
1	Wuxing
2	Renraku
3	Aztechnology
4	Mitsuhama
5	Saeder-Krupp
6	Ares Macrotechnology

For more information on Initiates and "corporate recruitment" see the latest Virtual Seattle information.

Adventure Summary and Background

David Runn is an up-and-coming financial analyst for Argus International. He has a brilliant financial mind, and as such is in line for the position of senior financial analyst at the age of 29.

However, fate seems to be against Dave, and it looks like he will never get promoted. In fact, he is about to be *demoted* and removed from a position of importance - he is currently under investigation for embezzlement. Even if he is able to clear his name, his immediate supervisors and coworkers will continue to suspect him of wrongdoing in the future, and his chances for advancement will be squashed. Although nobody would admit it and his records would never show it, there would indeed be a "glass ceiling" above Dave on the corporate ladder.

However, clearing his name will permit him to be hired by another corporation, provided he can be "released" from his current employer. Even if he is not promoted, his dealings in the financial records for Argus International make him a retainable asset by the corporation, and one they don't want to let go. He is in the proverbial Catch 22 situation: If he can clear his name and stay with the corporation, he'll be stuck in a dead end job, never to be trusted again by his co-workers; If he doesn't clear his name, they will re-assign him to an out-of-the-way office branch where he can do little harm; And if he tries to leave, Argus will try to eliminate the threat of him sharing any "proprietary information."

Runn has therefore been able to think of only one path: clearing his name while simultaneously seeking gainful employment with another corporation. As luck would have it, information sources of Shiawase have learned of Runn's predicament and have approached him on the matter of "reassignments." A "headhunter" has therefore taken up David Runn's case, and asks Claudia and her network of "specialists" to investigate the matter and find out if Runn was indeed framed. If so, they are then to conduct an extraction. The difficult part of this mission is conducting the initial investigation without alerting Argus assets, which would make the extraction more difficult. To make matters worse, Argus (and Dave) is currently a tenant in the Huitzilopochtli (pronounced wheat-zilo-potch-tee) Plaza, owned by Aztechnology (AZT), which happens to be directly across the street from the Aztechnology pyramid.

The Story So Far:

What has happened in this scenario is the old setup routine. One of David Runn's coworkers, Robert Butler, has become jealous of Dave's success and upward promotion in the corporation.

Butler feels that he has been shortchanged – it should be Robert that gets chosen for the Senior Analyst position, not this young hotshot. He has therefore devised a plan where he can take Dave out of the running for the position, and make some extra money to boot. He could even decide later to "find" some of the missing funds to make himself look good.

His plan involved many stages. First, he befriended Dave enough to earn his trust. Then, he waits for Dave to unwind a little by getting a drink down at Hugo's, a bar for corporate executives and sararimen. Butler hires a man and woman to ambush Dave – the woman will pretend to like Dave, and then the man will come in and act the role of a jealous boyfriend and pick a fight with Dave. Either way, their goal is to get Dave's wallet, which Butler has found out contains Dave's passwords for his computer system and account, as well as other important information. Butler then uses the passwords to embezzle some funds from the corporation and move it to hidden accounts, but leaving the trail of Dave's account behind. Butler then discretely (and anonymously) notifies management that there seems to be some problems with some of the corporate accounts that Dave manages. Management investigates and determines that David Runn has been embezzling from the corporation...

Enter the Runners:

With the accusations of embezzlement over his head, Dave figures out that his career at Argus is at an end. He draws out what little he has of his savings and hires Karl Maxkopf, who he met one time at Hugo's. Maxkopf accepts the assignment after discussing it with his true employer, Shiawase (Dave does not know this). Maxkopf takes the money and pays a commission to Claudia Tyger to hire a team of "deniable assets" to investigate the matter. He is also testing the runners to see if they are competent enough for a future extraction mission, should Dave prove to be innocent, but he will not tell them this at first.

The runners should basically hit the streets after getting the initial briefing by Maxkopf. They have many avenues they can follow, but eventually they will find out information about Hugo's Bar. Once they go there, they will then

track down the thug couple that set up Dave and take them down. From the couple, they can get a description of Butler. From there, they should stake out Argus and watch for people that match the description or find out it's Butler from another source. They then concentrate on finding out Butler is the one who set up Dave and possibly where the money is located. The runners then reveal their findings and everybody is happy.

Some Notes:

This scenario has very low risk and therefore low rewards for both money offered and karma. The low money is easily explained since the team is getting paid direct from Dave Runn's personal life savings. The low karma is merely an indication of the amount of risk involved in this portion of the storyline. More cash and more karma are awarded to those players who hopefully stick around to help out in the second part. There are other, intangible rewards that can be obtained by the players as well.

David Runn has a brother, Robert. Robert Runn used to work for Argus as well as a corporate decker, until his brain was cooked by a shadowrun decker one night. With his brain damaged and talent virtually gone, Robert immersed himself in his virtual world and eventually turned to BTLs. The Runns were relocated to Seattle from Manhattan shortly after Robert Runn had become a BTL addict and gotten arrested for various misdemeanors. Dave now takes care of his older brother and watches out for him.

Although it has been mentioned that Argus is a tenant in a building owned by Aztechnology, the GM should understand that being a renter is where the relationship ends. Argus has no business dealings with AZT, nor are they a subsidiary – they just aren't big enough yet to build their own building in Seattle at this time. AZT does provide basic security services for the building, mostly physical measures and guards, since they own the property, and they also have the astral ward in place as a service to their renters/customers. They also have a Jaguar shaman on duty that provides watcher support and basic magical security for the building as a whole. AZT does NOT provide magical support or any other security services to Argus outside of protecting the building. For example, if an employee of Argus were to be extracted, Aztechnology would supply security to protect the building's resources and possibly fire upon the

extraction team, but once they leave the building and immediate area, AZT will not follow unless the runners have damaged a large portion of the building or killed important AZT assets.

Argus offices in Seattle cooperate fully with Lone Star in matters dealing with criminal activity.

Introduction

“I am not a crook!”

The Meet

Tell It To Them Straight

It has been over a month since you have done any work, and the inactivity is starting to rub you the wrong way. As luck would have it, Claudia called earlier today and asked for you to attend an organizational meeting at five p.m. sharp at the Tyger's headquarters building.

Arriving on time for the meet, you see some familiar faces of fellow team members and maybe a few new faces as well. A few minutes before the hour, Claudia wheels in and addresses your group.

“Thank you all for coming. I've asked you all here because I've received a request from a gentleman for a special task, and I think the group of you is right for the task. The job looks cut and dry - mostly legwork and a little helping of investigation skills should net you a couple of 'k each. Are you interested?”

Behind The Scenes

Obviously, the characters should accept the mission. If they don't, then Claudia will think they are no longer capable of working for the Tygers and dismiss them. Once they accept the mission, Claudia will tell them to contact Karl Maxkopf (she has both a net address and telecom number to reach him: mrbighead@ucasol.com, LTG SEA-56-9932) before midnight. Maxkopf is awaiting contact with the team, so will answer any calls or matrix contact almost immediately. He will arrange for a meeting as soon as possible and will discuss no further details until meeting the team in person. He will even accept the choice of meeting location if the team has one - otherwise he will suggest Danny's, an Irish pub in south Everett.

Once the team and Maxkopf get together, he will explain the situation. He has been approached by Dave Runn, who has run into

some “corporate entanglements” and wishes to have his problems solved. Maxkopf will describe the “problem,” stating that Runn, a crack financial analyst for Argus international, is under investigation for embezzlement - to the tune of one million nuyen. He must clear his name before he is found guilty and squirreled away somewhere in a small, remote office. The hearing takes place in two days. He can’t even leave the corporation and work for someone else. First of all, no-one would hire him while he has the embezzlement stigma attached to him. Second, because of the nature of Dave’s job, he has been exposed to sensitive data of the corporation, and has therefore become an asset to be protected - he is being watched to prevent any chance of his “wandering off.” Argus would “eliminate the threat of Runn talking” before allowing him to pass off corporate secrets. He can’t run and he can’t hide, so he has turned to Maxkopf, who he met in the matrix, to get him out of this situation.

Maxkopf has been authorized to offer the team 2,000 ¥ per team member to investigate and clear Dave’s name (Runn maintains his innocence, and is willing to pay the cash up front).

If the team wishes to negotiate, they can bargain for more against Maxkopf’s Negotiation (9). Each net success will gain the party an additional 250 ¥ up to a maximum of 3,000 ¥ per team member (these funds are coming from Runn’s personal account, and that is all he has - what is left of his savings, according to him). In addition, Maxkopf will authorize up to 2,000 ¥ in expenses, to be approved by him: expendables such as ammunition, basic medical, and necessary team support items (such as contracting an NPC decker named Hondo – see below). Once the team has accepted the information and the negotiations for payment have been concluded, Maxkopf will transfer the funds to a certified credstick and tell the team that they can contact him as before once they determine Runn’s guilt or innocence. Maxkopf’s last statement as he rises from the table will be to tell the team to make sure they have some type of proof, one way or the other, before talking with him again.

As far as Runn is concerned, he knows that someone will be investigating him (his own corporation is doing it too!) but does not want to be seen associating with non-corporate entities at this time, as he is afraid it will only make him look more guilty. He doesn’t know anything about shadow ops, and so has not provided any means for contacting him other than via his home and work telecom (home: LTG SEA-52-4432, work: LTG SEA-52-9932). He is very nervous about this

whole affair. Remember, this is the type of person who only knows about shadowrunning from what he has seen on the trids – it’s a little exciting and mysterious, but frightening at the same time.

At the beginning of this scenario, Karl Maxkopf is only interested in clearing Runn’s name. If the runners investigate Maxkopf, they can find that he is a “headhunter” for Shiawase (see Legwork section). He is in charge of scouting out talent to come and work for his corporation. They can assume all they want that Maxkopf will eventually seek to extract Runn from Argus, but for right now, he is only interested in whether Runn is telling the truth and has accepted the commission from Runn to find out; it would not do for Maxkopf to just hire Runn on the man’s word.

What If They Call Claudia

If the team should call Claudia, she will inform them that Maxkopf has hired her before and has honored his obligations – a professional. She will also inform them that they need not pay her a share of the take, since she has already taken a commission for getting the team together for the meet. Any further questions will only annoy Claudia - “Do you guys want me to do all the work for you? Get out and hit the streets!”

Debugging

Not much to debug here, they either accept the job and continue, or they can have this time free to wander around the rest of the convention. If they do something else stupid, feel free to do whatever necessary to conduct a little Shadowrun 101 training session (i.e. The response time for a HTR team from DocWagon to reach Maxkopf if the runners attack him is?)

Turbo Mode

No need for turbo here, just have Maxkopf get up and leave. He has no information for the team (otherwise why would he need to hire them?) and will become annoyed if the party asks him any questions. They are supposed to be the professionals, aren’t they?

Scene One

Takin' It To The Streets

Tell It To Them Straight

Well chummers, you've got your whole payment up front. Not much in the way of nuyen, but hey, cash in hand is how you like to deal. Besides, this should be a simple job, just scout out some suit and close the case. Guess it's time to hit the streets and find out what you can...

Behind The Scenes

This is pretty much the meat of the mission. The characters should try and use their contacts and other means to learn the truth of the matter at hand. Use the Legwork section for any information the characters wish to investigate. Below are some tips for addressing some likely paths the characters may take.

Talking to Dave directly

Argus International has had Dave under investigation for the last couple of weeks, and they are very wary of what he might do. They are afraid he is going to bolt (and rightly so) and therefore have restricted him to the building. If the characters wish to go to the building, they find that security has been tightened on the Argus floors. The receptionist will try to delay the team as long as possible, while she covertly informs security. Security teams will observe and visually record the team members and will then try to escort them from the building. If they come up with a clever plan (such as a special delivery package for Dave only) then a large bodyguard-type suit will escort Dave to the lobby, where he will meet with the characters under the watchful eye of the bodyguard. Dave will be extremely nervous with the whole shadowrun thing, he knows nothing about shadowrunners except what he has seen on the trid dramas and is scared silly. If the team doesn't tip its hat, then he will become suspicious of them and will inquire as to what they want and then ask them to leave - he is a busy man. Under no circumstances will the team be able to get Dave out of the building at this stage. If they try, remember that this is the Huitzilopochtli Plaza, and the main security for the building is provided by Aztechnology.

Talking to Dave over the vidphone, email, or other methods of contact

Since Dave is under suspicion, all indirect contact with him is being monitored. First of all, they have to bluff their way past the receptionist for vidphone calls. The receptionist will not put the call through unless they are using video mode, and she can identify the calling location. If they are successful, the call will still be monitored and recorded by security. See above for Dave's reactions to various questioning tactics. All email will be intercepted and simply deleted - Dave will never see it.

Matrix investigation

If the team has a decker, then this is one of the best ways to discover information about the case. First, the decker must find the access node for Argus International (Claudia and Hondo can do this with no problem - Hondo is mentioned later on). Character deckers must learn this information through contacts or by asking Claudia.

Once the system is found, the decker can attempt to retrieve evidence from the Argus computer. Simply have the decker character make a single Computer skill test (Decking specialization ok) against a target number of 8. If the character gains no successes, then he cannot pass the system's security features and is attacked by both IC and corporate deckers. Inform the character that he/she has chosen the smart path and pulled out of the system before getting caught. For each success the character does get, the team may download one file or find out one piece of information (see Legwork section for matrix information from Argus). If the decker sent in a frame to find the information, increase the target number to 10 for gaining information. If no successes are generated, the frame was destroyed!

Astral investigation

The team could find out some important information here, especially to help those that progress on to the second part. The Huitzilopochtli Plaza is surrounded by a ward (Force 6) that does nothing but protect the building and its residents from astral threats. Those trying to cast spells through the ward have their force reduced by 6. Spirits will not cross the ward (although Elementals will), due to its construction techniques. This is because it was created through the use of blood magic, by Aztechnology mages. A character with astral perception may discover this through examination (see Legwork section for astral information about Argus). If a

mage wishes to astrally project, he may cross the ward if he wishes (but try to describe the ward as something they wouldn't want to risk, and remember that they are across the street from Aztechnology - try to scare them, but don't stop them if they are determined to try. It will, however, set off an astral alarm, and Azzie mages/spirits will come to investigate. When you feel the player(s) have spent enough time inside astrally, have them chased off by the Azzies. Note that only crossing the ward sets off any alarm – if the player physically enters the building and then projects, they have free run of the building). Once inside, he can try and find Dave, but this will require an Intelligence (10) test unless they have somehow seen his aura before, in which case it is a 4. Dave always has a bodyguard (heavily cybered) outside his office and outside his apartment upstairs. Both his office and apartment are bugged, but not under video surveillance. An enterprising team member could manifest in Dave's office or apartment when he is alone and talk with him. The bugs will not pick up the voices from manifesting characters, but will pick up if Dave is talking. If the character checks out Dave's apartment, they will find Robert Runn (Dave's brother) in the middle of the living room, "brain dead" under the influence of a BTL chip (just think about what somebody looks like after watching mindless TV after a few hours). Robert will freely talk with any "ghosts" and think that he is just dealing with a magical spirit from his current BTL scenario. Luckily, security will think he is just going bonkers strung out on the BTLs. The best way to handle this is to have Dave answer the questions by gesturing. If the character questions Dave and does not have Dave respond via gestures, then the bugs will pick up Dave conversing with someone, and security will send someone to investigate. Security will also be tightened around Dave and prevent further contact with him.

From the information that they receive in this section, they will progress to one of the following options:

If they discover the security report (about Dave's mugging) or Dave's personnel file, then lead them to investigate it. Proceed to Scene 2C.

If they find the info about Dave's brother Robert and his background, they may want to finger him for the crime. Proceed to Scene 2B.

If the team is totally clueless, they will find the same information that Argus has found, which fingers Dave for the deed. If they cannot find out that the data has been fixed, proceed to Scene 2A.

What If They Call Claudia

Claudia will at first be upset with the team calling her every time they get in a bind, but eventually will agree to look into some things for them. Give the team up to three pieces of information (from different areas of the Legwork section) you think will be enough for them to continue. If they keep calling Claudia for information, she will refer them to Hondo (see Turbo Mode below). She is a busy woman, and the player team is not the only group of runners she has out in the field.

Debugging

There should be no threats to the team at this point in the scenario. The one thing that is important here is time. The team should not spend more than 30 minutes on this section. If they are floundering, you can have Claudia call them and ask how they are coming along, and suggest they contact Hondo, as below in Turbo Mode. They may become frustrated with the inability to talk to Dave directly. Point out to them that they must find information independently of Dave, and that he probably doesn't know anything anyway (this is wrong of course, but they won't know that until later on).

Turbo Mode

The team may not have the experience, contacts, or equipment to get a lot of information, so you may have to drop a clue to them if things start to lag. If the team is just spinning their wheels, have one of the character's contacts approach them and say that they've heard the team was looking into something over at Argus, and that they know a decker that may be able to get them some info. If they decide to hire an outside decker, his name will be Hondo - they may contact him via vidphone (only his icon, that of a cowboy, appears) or email only (LTG SEA-57-3694 or Hondo@Lago.net). He will charge the team a fee of 1,000 ¥ to do any matrix investigation that they need for the rest of the first run. Hondo has access to 8 dice (computer skill and hacking pool combined) for finding out information from the Legwork section. He will not accompany the runners, but will stay on call if the team needs any other information. Under no circumstances will he do any matrix runs for active shadowruns - he obtains information only.

Scene 2A

Dave Did It

Tell It To Them Straight

Your initial investigations have led you to one conclusion. As much as you would not like to believe it, it appears that Dave is indeed guilty of embezzlement of company funds. Now all you have to do is get some concrete evidence.

Behind The Scenes

If this is the best that the characters can come up with, then they're pretty bad. As explained in the Plot Synopsis, Dave was indeed framed. Therefore, there will be plenty of evidence to point the finger at Dave on the surface, but if the characters dig deep enough, they will see the setup for what it is. Not too much time should be spent on this section; they will find out from Claudia, Hondo, or even Maxkopf that they have been fooled. If they don't contact someone, and go straight to Maxkopf with these allegations, he will ask to see the proof that they have gotten. At this point, he will look over the files and inform them that all the files have been tampered with to make Dave look bad. He will be relieved and will believe that Dave is now innocent, as he claimed, but it does Maxkopf no good unless Argus thinks so. He will want to runners to keep looking to find the real thief. He will give them another chance to dig for more information, but if they don't dig up some strong evidence and find out the real story, he just may have to find someone else for the job.

What If They Call Claudia

Claudia will point out to the runners that it doesn't make sense to her for Dave to be guilty. She will point out that any information the team has found could be easily manufactured. If they send her a copy of any of the files they have recovered, she will point out that she can tell that at least one has been tampered with. She will then suggest that they dig deeper. Go back to Scene 1.

Debugging

This is obviously not the correct conclusion for the scenario. They need to dig up more information and dig deeper if they are to get anywhere. Taking the easy way out is not very professional. They should come to the conclusion that even if they find information that shows that Dave is innocent, they still will need to find out

who DID do the crime. Claudia will inform them of this if they don't figure it out on their own. You may have to use a Turbo Mode in order to drop a hint or two that they need to do more work.

Turbo Mode

The best thing to do at this point is have Claudia force Hondo on the team (see Scene Two, Turbo Mode for more information). This will cost the team 1,000 ¥ fee for his services.

Scene 2B

The Brother Did It

Tell It To Them Straight

Well, at least you've discovered that Dave is innocent. Too bad it's his brother that's guilty. All you have to do now is contact Maxkopf and give him the good news!

Behind The Scenes

Oh, too bad, the team has been skunked again! When the team contacts Maxkopf, they can tell him what they've found out. Maxkopf will listen patiently throughout their presentation and then inform them that they are wrong. Maxkopf has it on trusted sources (a mage with a Mind Probe spell) that Robert is nothing more than a worthless chip addict. Any computer skills that Robert may have had in the past have atrophied and his addiction to BTLs has robbed him of any scheming intelligence. Sure, he's desperate for money, and has resorted to petty theft before, but nothing on the scale that would be required for this crime. Try again, chummers, and this time think things through. Go back to Scene 1.

What If They Call Claudia

At first, Claudia will congratulate them. Since she doesn't know the background information and research that Maxkopf has dug up, she won't know that this is also a red herring. She will encourage them to contact Maxkopf and relay the information.

If the team calls her after meeting with Maxkopf, then she will be very despondent with the team. She will of course admit that the information sounded good to her, but is disappointed because of the damage this mistake could cause towards the team's reputations, as well as her own. She will at this point insist that the team become even more fervent in their pursuit of the truth. If Hondo is not with the team

yet, she will recommend his help, even if the team already has a decker (obviously not a good enough one!).

Debugging

Same as in Scene 2A. They have to dig deeper, and at this point, you may have to throw them a bone with the use of the Turbo Mode below, unless you can slip them another clue through a contact or something. Keep in mind that if a contact has to approach them with the clue, they may ask for more compensation than normal for their time and trouble.

Turbo Mode

As in Scene 2A, the best thing to do at this point is probably to have Claudia force Hondo on the team (see Scene Two, Turbo Mode for more information). Hondo will also charge the 1,000 ¥ fee for his services. If a contact is used to deliver a valuable clue to the runners, then the contact will feel that his extra time and effort is worth at least 500 ¥. This clue should get them to Scene 2C. If you are running really behind, then a clue for 1,000 ¥ will get them to Scene 3.

Scene 2C

Bar Fight

Tell It To Them Straight

Your trail of clues has led you here, to Hugo's, an upscale yuppie bar just a few short blocks from the Aztechnology pyramid. Outside, you see some of the patrons enjoying some drinks on an outdoor patio. They are all wearing sport coats and ties. Hopefully, someone inside will be able to bear more information on your current investigation...

Behind The Scenes

This should be a fun scene with plenty of role playing. This bar is NOT a place for shadowrunners to hang out in. If there are any party members that do not fit in to this environment, make sure to mention that the people on the porch appear very nervous at the party's approach.

As is mentioned in the description above, it is a yuppie bar. Everyone in the bar is a white collar worker, stopping in at the end of a long sarariman's (wageslave's) day in the office. There are a few Japanese and Korean patrons which tend to stick to themselves in their own booths.

There are only about five metahumans in the whole place - three elves (all female) and two dwarves; these groups also tend to stick together.

The whole bar is pretty much divided into cliques.

Each table is a small grouping of people who have something in common - all from the same company, all the same profession, etc. There are no employees here from Aztechnology - at least overtly. Therefore, anyone who enters the bar who is not like this group will obviously stand out and draw attention.

Anyone who is obviously combat cybered, moves jerky from wired enhancements, or otherwise looks like a shadowrunner will be shunned. The patrons of the bar will be in total fear of the person, and will avoid him/her at all costs. Even someone who is built more than usual will cause the same reaction. Any characters with a Body or Strength more than 5 will cause a panic to sweep through the bar. None of the patrons will want to stick around to answer questions, and the bartender will call for Lone Star as soon as anyone intimidating enters the bar. This is because of prejudice and stereotypes - it is obvious to Hugo that trolls are only good for one thing, starting fights. Anyone who looks like a shadowrunner or out of place is obviously a troublemaker, and Hugo doesn't like trouble... The only way a large person such as a troll or person with a Body of 5 or greater could come into the bar safely is if they are in a suit and posing as a bodyguard for someone else in the team - this will attract a lot of unwanted attention.

If they leave anyone outside the bar that fits the above descriptions, the rest of the party will have a much easier time inside. Corporate etiquette is the name of the game in this bar. Characters may move about the bar and ask questions, as long as it doesn't look like they are annoying people. In other words, the best tactic here would be to move up to a table that isn't full, ask to share the table, buy a round of drinks, and talk with the group for a couple of minutes before asking questions about Dave. Just about everyone here in the bar are regulars, so anyone that they ask may be able to supply information. Use the Legwork section (Bar Incident) to determine how much someone knows. If the person questioned doesn't yield all the information, they will point someone else out in the bar and say something like "well, that's all I know, but why don't you ask <insert name> over there. He/she had a much better view than I did..."

What If They Call Claudia

There's not much Claudia can do to help here. Either the team has the social skills they need, or they won't get much information out of this scene. See Debugging below for more information. She is familiar with the club, however, and will tell the team the right kind of people that should enter the bar.

Debugging

The worst thing they could do in this scene would be to bring in the "heavies" of the team, or show up dressed like shadowrunners and toting weapons around. If this is how they enter the bar, the barkeep, Hugo Sarkharov, will immediately hit the PanicButton to call Lone Star. In this part of town, a Lone Star patrol will arrive in about three minutes. Of course, this would be enough time for the team to rush in, capture someone, force interrogate them with methods such as a Mind Probe spell, or other nasty tactics. This will be solved in the Karma award section. Otherwise, when Lone Star shows up, they will simply ask the characters for their reason to be in the bar and ask to see some identification. Having none (probably), Lone Star will ask that they come downtown for some questioning in a case they are investigating (they just want to hassle the characters). If the characters go peacefully, they will just be processed at the Lone Star station with DNA prints, etc. and questioned, and then released. The worst part of this is that they now have records - have the characters indicate this on their character sheets. If they attack Lone Star, pull out all the stops - a High Threat Response team will show up in another minute or so (damn, they were close by!).

The only other problem here would be if no one in the party is suitable to go into the bar (they need someone with physical attributes of 5 or less, no obvious cyberware, dressed nice, etc.). If this is the case, and they have either access to a team decker (or Hondo), then they can find out the same information from police reports. These can also be obtained if someone has a Lone Star, Detective, or similar contact, but the information should ideally come from interaction in the bar. Only if they can't get into the bar should this method be used to pass on information.

Turbo Mode

Keep an eye on the time here. By this point, they should be about an hour and a half into the slot. If you are beyond that, then as soon as the team enters the bar, the bartender (Hugo) will ask what they want. He will notice that they aren't

regulars in here, and continue to ask them questions until they state that they are looking for information about the night Dave showed up. Once the bartender hears this, he will freely relate all the information available from the Legwork section, provided the team compensates him for his services (a minimum of 100 ¥ bribe).

Scene 3 The Butler Did It

Tell It To Them Straight

You've found a lot of trails in the case so far, and many of them have reached dead ends. The trip to the bar yielded your most promising lead thus far. With the descriptions and photos of the couple that got the drop on Dave, it would probably be a good idea to track them down...

Behind The Scenes

The first and most obvious step here would be for the team to pass on the photos to a Lone Star or Detective contact. They could also find out information through the matrix via a decker character/contact or Hondo. If the team passes on the photos and info to these parties, they can find the information and names on them in record time - about an hour (game time). Hand them the police report of the bar incident.

Tracking down the address on the rap sheet, the team can find the couple inside. The woman is crashed on the couch in front of the trideo, and the man is asleep in the back room. If the team does this the right way, they can catch the couple unawares; otherwise they will have a small scuffle on their hands. Once they catch the couple, they can interrogate them (target number 5). Two or more successes reveals a description of the man that hired them, as well as memories that the man had a corporate logo pin on his suit jacket - Argus International.

If they take the time to watch the exit of Huitzilopochtli Plaza, they can spot the man matching the description leaving the building and getting into a dark blue Eurocar Westwind. They can also go back to the bar, or check out other corporate contacts that have dealings with Argus. Any attempts at identifying the man through questioning third parties require an Etiquette: Corporate (8) test. Either way, the party can eventually determine that the identity of the man is Robert Butler.

The party then has a variety of options in front of it. Obviously, the quickest thing they could do at this stage would be to try and bag Butler without any evidence. While this could be an effective ploy whereby the team could simply interrogate Butler, it would not be the wisest course of action at this stage. If they do select this option, proceed to Scene 4: The Jig Is Up.

The best thing to do would be to tail Butler and discover his lifestyle. They could then conduct electronic / matrix / physical investigations to discover the facts that would convince Argus that Butler was the actual embezzler.

What If They Call Claudia

If they call Claudia in order to identify either the photos of the con team or the description of Butler, she can do it, but she will try to suggest they use other contacts first since she is busy coordinating other projects. Once they have gotten the lead on Butler however, she will counsel the team to do things the right way and look for other evidence that Butler is indeed the criminal here and not Dave. The proper corporate etiquette here to follow would be to find the data and deliver it to the corporation for them to handle as they see fit. If they have the data, then they can also capture and deliver Butler, but without that data they will be chastised.

Debugging

Once again, this scene relies on the investigatory skills of the team. They may make the jump and determine that they want to capture and “have a little talk” with Butler which of course sends them to Scene 4 (Capturing Butler/Interrogation). Otherwise, you may have to have contacts or Claudia call the team to give them clues to follow up on.

Turbo Mode

If the team is floundering on finding data on Butler, have one of the contacts, Claudia, or Hondo (if appropriate) mention that they try finding some info out on Butler. Possibly the contact could supply a back door or other net address for finding matrix information, or maybe some rumors (free successes on the Legwork section) to follow up on. Each clue that you give the team costs one Turbo Mode, so only give them what they need to get back on track.

Scene 4 The Jig Is Up

Tell It To Them Straight

Now you've got the paydata. It's plain for all to see now that Dave Runn was set up, and it looks like Robert Butler is the one that did it. All the pieces of the puzzle are in place now, except for the actual location of the money, but hey, that's not your problem, is it? All you have to do now is get the data to Argus and wrap up the case.

Behind The Scenes

This will probably be the second longest scene in this round. The party basically has two options here, either they just go straight to Argus with the information that they have obtained from Scene 3, or they will try to get an airtight case by interrogating Butler and possibly even finding his records in order to recover the stolen funds. The latter option is the best, since it may net the team a reward, but do not mention this to the players. They must come up with the idea on their own.

Going Straight To Argus

If the team goes straight to Argus to present them with the information they have collected to date, then this scene will go pretty fast. Ideally, they have contacted Maxkopf and met with him to present him with the data. After looking it over, Maxkopf will agree with their summation and ask that they deliver the information to Argus. He will offer to pay them an additional 1,000 nuyen each if they turn the information over to Argus to clear Dave's name – they are to keep Maxkopf's name out of it, however... he wishes to remain anonymous (actually, he doesn't want Argus to know a “headhunter” was helping out Dave, which would indicate a possible extraction).

Arriving at the corporation, they can inform the receptionist that they have information of great importance concerning Dave Runn and the embezzlement of corporate funds. If the team doesn't mention either of these two subjects, then the receptionist will give them the run around. Once they do mention them however, she will say “well, why didn't you say so?!” and then contact Soguro Wakirasi. A security representative (wearing a suit, not security armor) will escort

them to Soguro's office on the 15th floor. After arriving in a plush office, Soguro will question the team as they present the information, to ensure that he has the facts straight. Once the information has been passed over, Soguro will thank the team and insure them that the proper actions will be taken. He then presses a button on his desk, and the security suit comes back into the room and holds his arm out towards the door - the meeting is over. Proceed directly to Scene 5.

Capturing Butler / Interrogation

This option will require a little more time and planning on the part of the team. They may already have learned enough about Butler to know where he really lives and can try to take him there (haha, AAA security in a walled-off development of Bellevue) or along the route that he takes to work everyday (the best option, see Turbo Mode below for information regarding this option). If not, then they will have to accomplish that legwork here. As long as they have a good plan, they should be able to capture Butler.

Although Butler is pretty strong willed, he can only withstand so much and will soon cave in and admit to embezzling the money and setting up Dave Runn. A Mind Probe spell or similar spell will also serve to get the information. One thing that will be really hard to get will be information about where Butler has kept his records. Although he gets caught, he feels that as long as the money is hidden, he can eventually get back to it. Double his Willpower for all interrogation attempts to discover about the records. Only a mind affecting spell will easily get the information, but only if the correct question is asked. Other than that, Butler will not resist once caught, and will tacitly go with the runners to be returned to Soguro.

When they return to Argus with Butler, they can do it one of two ways, the easy way or the hard way. If they show up to the building with Butler in tow, and guns exposed to cover him, then security will think that the team is using Butler as a hostage and will not give them a chance to explain before opening fire. Butler will take this opportunity and play it for all it's worth - yelling at the guards to shoot the runners, etc. The team can get around this situation if they call ahead or email first and get in touch with Soguro to fill him in, or can somehow get Butler into the building without setting off any alarms or other unpleasanties (pretending that they rescued him and he's unconscious and that he had asked to be taken to Soguro before he passed out, etc.). Alternatively, they can email/call and set up a

meeting (with Wakirasi as the Johnson) to turn over Butler and the information.

If the team ever manages to talk to Soguro and they also have possession of Butler's financial records showing where all the money is, then Soguro will pay the team a "finder's fee" bonus of 10,000 ¥ EACH on the spot!

What If They Call Claudia

Strangely enough, Claudia is not answering her lines at this time. They are on their own. She will not ask for a portion of the "finder's fee" if it was awarded to the players.

Debugging

One of the worst things to happen here is if the team takes the option of approaching Argus with the appearance of Butler being a hostage. As mentioned, Argus has a tough policy regarding hostages, and will act accordingly. Argus will mobilize special teams to take out any threats - this may even kill some party members. Unless they are being really stupid, fighting back with lethal weapons, etc, then try not to outright kill any characters - serious wounds, both physical and mental, are ok. Other than that, as mentioned above, a good team will approach with a creative plan that will get them inside quickly and quietly, or arrange for a meeting outside of corporate grounds - in these cases no problems occur.

Turbo Mode

If you are running short of time at this point, you can do a couple of things. If the team is wasting time on planning to capture Butler, you can have Claudia call and ask for an update on their progress. After they explain the situation and what they are planning, she will tell them that she has found the most opportune spot (based on where he lives and the office) for them to capture Butler - a stretch of wooded road through Bellevue that he drives along every morning around 6:20 a.m. If they can cause some sort of disruption or accident along the road, Butler will have to stop. At that point, the team can jump him and take him somewhere. Butler takes this road because of the low traffic flow; he can drive fast and enjoy the ride along a basically deserted road for about two miles. This information from Claudia (or another appropriate contact) costs the team one Turbo Mode.

Picking Up The Pieces

Justice Is Served

Turbo Mode

No need for Turbo Mode here. This is the end, just talk fast!

The End

Tell It To Them Straight

You've turned the information over to Argus about their "eager" employee, and have just barely gotten rid of the information when your wristphone beeps for an incoming call. Not surprisingly, it's Maxkopf: "Just got the word from an inside source in Argus. Good work guys. If any of you are interested, I'd like to talk to you about future employment options. I'll be at Danny's again tonight until about 11. Thanks for the good work."

Behind The Scenes

Not much going on here. As soon as the team turns over the evidence (or Butler) over to the authorities at Argus, they close the file on David Runn. However, the corporation is in turmoil just the same over the fact that someone was able to circumvent their security procedures and embezzle over a million nuyen. Butler will be immediately placed into a secure apartment for "debriefing" and his wife will be picked up for questioning by Lone Star for being an accomplice in industrial espionage and fraud. Because of the shakeup, security will be increased until internal investigations are complete - this will become important for those going on to Round 2.

What If They Call Claudia

They should not have any reason to call Claudia, since this is the end of the caper. If so desired, she can inform the party of the events described above in Behind The Scenes. If those team members which are interested in future employment with Maxkopf ask about the meeting scheduled for later that night, she will inform them to go ahead and give Maxkopf a fair hearing. If they wish to take the job, she will trust their judgment. She will remind them, however, that they may keep in mind during any negotiations that she will be due a ten percent cut of the total payment.

Debugging

No debugging to be done here. Even the worst team can't screw this scene up. Proceed to Picking Up The Pieces.

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

	Karma
No Killing Whatsoever	2
Capturing Butler and turning over to Argus	1
Finding and returning missing funds	1
For each use of Turbo Mode past the first (except Scene 2A)	-1
Calling Claudia more than three times during scenario	-1
Running to Maxkopf and accusing Dave of being guilty	-1
Total Karma for objectives	sum above Karma
Discretionary roleplaying award	0-3 Karma
<i>(Be Tough!!)</i>	
Total possible Karma	7

Note that members of the Tyger's Tail must take one less karma than awarded.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed. Contacts must be specifically defined by level, name, and affiliation.
3. Theft is against the law and professional code of Shadowrunners. Items which are worth

more than 1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

Scene 4

Butler's Car: Eurocar Westwind 2000T
As per SR 3E, page 308. Dark Blue.
Retain Value*: 138,000 nY
Fence Value**: 27,600 nY

* If a character chooses to keep this car, they forego any monetary award – monies awarded for completion of the scenario are NOT awarded as they will be needed to pay the fees necessary for "transferring ownership" of the vehicle. This fulfills the 100K maximum for the character.

** If the characters decide to sell the car, they will receive the Fence Value, which may be split between the team members as they see fit.

Treasure if characters defeat Azzie Squad as shown on page 21. After each item, the Retain Price and Fence Price are given in parenthesis. If the character keeps the item, the Retain Price is counted against the 100,000 nuyen maximum. If sold, the Fence Price is added to the "pot" and distributed up to the normal limit. Items marked with a T are only available to Tyger Team members. An R followed by a number indicates the Rating of the device or item.

- 2 Armor Jacket (750/250)
- 2 Commlink, R4 (12,000/3,000)
- 2 Dart Pistol (1,200/300)
- 10 Gamma-Scopolamine Darts
(minus any used) (1,000/250)
- 2 Gold Rings w/ Jaguar Heads
(Force 1 Reusable Anchor Focus)
(60,000/15,000/T) OR (0/1,000)
if sold unaware of magical properties
- 10 Ares Alpha Combat Gun w/ dual select clips,
Recoil reduction R3, Individual Biometric
Safety (requires Assault Rifle B/R (10)
to reprogram) (10,000/2,500)
- 10 Cougar Fineblade Knife (long) (4,500/1,000)

GM Aid: Legwork

Argus International, Incorporated

General Information: Etiquette/Street (6), Etiquette/Corporate (4), any Corporate contacts.

1. Never heard of them, must be strictly small potatoes...
2. Yeah, Argus, heard they've been doing a lot of cutting edge cyberware stuff.
3. Argus is on the brink of becoming a full-fledged megacorp. They have offices right here in Seattle – heard they're leasing some space in Huitzilopochtli Plaza, across from the Azzie pyramid.
4. Argus made their big play about six years ago by developing one of the first rigger cranial decks. Made a ton of nuyen off a deal with Ares as well. Heard they made 3rd tier status about six months ago. They're definitely someone to watch...

Matrix Information: Etiquette/Street (6), Etiquette/Matrix (4), any Decker, Corporate contacts.

1. You're in 404 land there, buddy, I can't seem to find any matrix address for them at all!
2. Heard they have their own system for internal use, and it ties into the Azzies. If you want to get in through the matrix, you have to cut through the Aztechnology Pyramid system first. Plan on doing that? Nice knowing ya chummer!
3. You can get an email address easily enough, but everything is screened by Argus "public affairs" officers.

Astral Information: Etiquette/Street (8), Etiquette/Magic (6), any Mage/Shaman, Talismonger contacts.

1. Argus? They don't have enough spellcraft to light a cigarette...
2. Last I heard, they worked out a deal with Aztechnology for their astral protection.
3. In addition to having spirits on call from the pyramid, there is an astral ward around the office building that protects against astral scrying and intrusion.
4. The ward surrounding the building is Force 6, and breaching it will alert forces at the pyramid. You'll have about a minute and a half before you're face to face with some nasties courtesy of the Azzies.

David Runn

Etiquette/Street (10), Etiquette/Corporate (6), any Corporate contact

1. Wasn't he the drummer in Maria Mercurial's last music trideo?
2. Some kind of financial genius I hear. Last I read in the "Journal", he had correctly predicted the fall of the British Pound and saved his company over three million nuyen.
3. A quick burner, that one. He's only in his late twenties and already up for a senior position at Argus. Hey, I heard he also got mugged or something down at Hugo's the other night...
4. He's a fairly new transfer to the Seattle branch. Came over from the Manhattan offices with his brother.
5. He has an older brother, Robert, who used to be a cyberjockey. Heard he burned out some synapses protecting Argus during a corporate raid.

Robert Runn

Etiquette/Street (8), Etiquette/Matrix (6), any Corporate, Decker contacts:

1. Wasn't he the drummer in Maria Mercurialness last music trideo?
2. Way I heard it, he used to be a drek-hot decker over in New York City. Haven't heard anything about him in years though.
3. Yeah, Robert used to be one of the best corporate deckers on the east coast. Used to work for a firm called Argus until a run-in with some shadowrunners that got the jump on him. Fried a little of the old gray matter, from what I hear.
4. Robert lost his edge after some neural damage while decking against a shadow op. He's been a BTL junkie ever since. Word on the grid is that his kid brother is taking care of him.

Law enforcement contacts:

1. Wasn't he the drummer in Maria Mercurial's last music trideo?
2. Let me see...here it is. Seems your Mr. Runn has had some run-ins with Lone Star in the past. Petty theft, possession of controlled substances. BTLs, illegal simsense gear, that sort of stuff.
3. Guy's lost all touch with reality. He's so hooked on simsense, he doesn't know anymore what is real and what is chipped. At least lately he's been clean – no entries in his record for over a year.
4. His record shows he moved here from Manhattan. Seems he was arrested in a big BTL scam. Word here is that his younger brother, a David Runn, and some corp called Argus shipped them out west here to cover up the mess.

Robert Butler

Etiquette/Street (10), Etiquette/Corporate (8), Corporate contacts:

1. Isn't he the anchor for KSAT News?
2. I remember seeing something about him in the local trades. Financial analyst of some kind.
3. He's one of Argus International's hot finance analysts. Been with the company since it started 15 years ago. I wonder why he's not a Vice President by now?
4. Butler's got class. He was just in Matchstick's the other day with a new Hunt Ball suit. His wife was looking nice too. And that new Westwind (dark blue) of his – a hot car for sure...

Karl Maxkopf

Etiquette/Street (5), Etiquette/Corporate (4), Corporate or Fixer contacts:

1. Isn't he the leader of that German policlub, Der Nightmocking or something?
2. Maxkopf works in the upper circles, chummer, a professional through and through is what I hear...
3. Maxkopf is what you would call a "headhunter" – a fixer that specializes in "relocating personnel".
4. Maxkopf's paychecks are signed by Shiawase. His loyalty is to them first. Otherwise, he can be trusted to keep his word.

Bar Incident

Etiquette/Corporate (6), patrons of Hugo's Bar, Hugo himself:

If player characters buy someone a drink or two before questioning, add +1 to rolls.

If player characters engage in small talk as well, or add a little "monetary incentive", add another +1 to rolls.

In other words, acting friendly will get them farther than acting threatening.

1. Sorry friend, I wasn't here that night, but I heard it was exciting!
2. Yeah, I was here, sharing a drink with my buddies, when this young couple, a man and a woman, knock over this other guy and run out the door! It happened kinda fast, I don't even know why they hit the guy!
3. It happened right in front of me. Dave Runn was in here – he comes in from time to time – and then this woman comes in and sits next to him at the bar. Next thing I know, she's got his paws all over him – and what a looker too! I figured Dave's next move would be to leave the bar with her, but then this guy comes in and sees them together. He runs right over and starts pounding the drek out of Dave! Hugo starts yellin' of course, and calls for the Star. The man and woman take off together, and when the Star shows up, Dave finds out his wallet and credstick are gone!
4. (same as 2). Hey, lucky thing I had my camera with me. Do you think I should take the pictures to Lone Star?

Other Data

Use whatever contacts and skills/target number seem appropriate to advance the story

From Dave Runn or his secretary, Gina Hernandez:

1. One of the primary items pointing to Dave's guilt is the fact that the computer file, Schedule 47: Foreign Market Shares, was "erased" from the Argus computer system. System logs show that it was Dave's ID that scrapped the file. This happened about a week and a half ago.
2. Dave does leave the building from time to time, but the building contains most everything he needs. Lately, he's been "escorted" while leaving the building. The last time he was out alone was the night he went to Hugo's, about two weeks ago, where he was mugged – his wallet and credstick both taken.

From Matrix searches on Dave Runn:

1. Dave's Office is on the 15th floor
2. Dave's residence is on the 23rd floor, suite 18
3. Dave usually works 8:30 AM-6:00 PM Monday through Friday, and 7:00 AM to 12:00 PM on Saturday
4. A lucky search will turn up a police report describing David Runn being mugged at Hugo's Bar – both wallet and credstick were stolen by two assailants.

Gina Hernandez

Gina is Dave Runn's secretary. She knows very little other than office gossip, and that she believes Dave could not have done it. She has met Dave's brother, Robert, and thinks he is a waste of resources. She knows that Dave's credit records have also been tampered with, but has no idea who would/could have done it.

Carol Temple

Robert Butler's secretary. She has been kept in the dark about Robert's plans, but she has noticed that Robert has worn some new suits and jewelry to work. She hasn't heard anything about him getting a raise – in fact, he hasn't had a raise in the two years she's known him. She has heard Robert complain in the past about David Runn and his "young, rash ideas" but about three months ago he stopped and actually started to befriend Dave, and would encourage his secretary Gina and Carol to have lunch together.

Soguro Wakirasi

Soguro is the Chief of Security for Argus International's Seattle branch. He is a decorated veteran of the Desert Wars and knows from years of experience how the shadows work. He knows how to use the tactical situation to his advantage, and is not afraid to call in help. Here in Seattle, he has close ties with the security forces of Aztechnology.

Hugo's Bar/Hugo Sarkharov

Hugo's is a hangout for the yuppies of 2070. Definitely a high class place, Hugo's is decorated with a cedar bar and matching stools and booths. The clientele in here are all wage slaves. The only shadowrunners that would be seen in here are the ones that would fit into the corporate environment. Hugo Sarkharov, the owner, is a large Russian man who came to Seattle with his family from Khabarovsk just after the turn of the century. In his early fifties, Hugo is too old to put up with any crap, and will push the Lone Star PanicButton at the first sign of trouble.

Danny's Bar and Grill

Danny's is an Irish pub / sports bar. Large screen trid units around the bar show football, urban brawl, and other games/sporting events. The high backed booths serve to keep things private, and patrons are usually watching the trids and downing beers anyway, so they tend not to pay attention to what is going on around them. This is one of Maxkopf's favorite meeting spots for just these reasons – and the wings are good too!

Huitzilopochtli Plaza

Although most of this information will be used during Round 2 "Run Dave Runn", runners sometimes want to know this stuff:

- Building is 42 stories tall. No landing pads on the roof.
- There are two basement levels to the building. B2 is below B1 and contains the heating/A/C for the building. B1 is the service area, laundry and other building services.
- Elevator Service in Huitzilopochtli Plaza - There are three banks of elevators:
 - Group A: Residential (3 cars)
 - Accesses floors 1,2,7-11,19-23,31,32,37,38
 - Group B: Businesses (4 cars)
 - Accesses floors B1,1,3-6,12-14,17,18,24-26,29,30,33,41,42
 - Group C: Private Tenant Businesses (Separate elevators that must be accessed through business floors) (2 cars)
 - Note: Group C elevators are all isolated and called with keycards used by each tenant company in the building. An individual's card will only allow that person to travel to other floors rented by the corporation he is an employee of. For instance, an Argus employee can only travel floors 14-16 with his keycard, since they are the floors rented by Argus.
 - Accesses floors 14-16 (Argus), 26-28 (Gamma Productions), 33-36 (Aztechnology subdivisions), 39,40,41 (smaller individual tenants)
- There is stairwell access for Floor Groups A and B. They are accessed through the lobby, but security will stop anyone trying to use them. The doors are alarmed and are for use in an emergency only (they are properly marked as such).
- The tenants of the building are Argus, Gamma Productions (a simsense production company), various Azzie subdivision companies, and a dozen or so smaller firms such as insurance companies, lawyers, and other white collar professionals (no medical or dental though).

GM Aid: Aztechnology

The following team will be dispatched to subdue and capture any Initiates which enter the Huitzilopochtli Plaza and are detected.

Jaguar Shaman (2)

Jaguar is +2 dice Detection, Forest spirits; -1 dice Health

B	Q	S	C	I	W	E	R	Initiative
4	5	2	5	6	6	6	5	5+1D6 (+4D6)

Professional Rating: 4

Magic Rating: 9 (Initiate Grade 3 – Masking, Quickening, Anchoring)

Combat Pool: 8

Spell Pool: 7

Karma Pool: Table Average

Skills Conjuring 8, Sorcery 8, Etiquette / Corp 4, Etiquette / Street 3, Pistol 4, Brawling 2

Gear Armor Jacket (5/3), Commlink-4, Dart Pistol [Light Pistol, SA, 10D Stun, 5(clip) Gamma Scopolamine darts], Ring w/ anchored Improved Invisibility

Spells Increased Reflexes +3 (5)#, Mana Bolt (8), Power Bolt (6), Armor (5)#, Improved Invisibility (8), Spell Shield (5)#

Quickened Spells with 5 successes each

Jaguar Guards (10)

B	Q	S	C	I	W	E	R	Initiative
5	6	5	3	5	6	0.5	5(12)	12+4D6

Professional Rating: 4

Combat Pool: 8

Karma Pool: Table Average

Skills Edged Weapons 4, Demolitions 3, Etiquette Corp 3, Assault Rifle 8 / Ares Alpha Combat Gun 10, Gunnery 4, Leadership 5, Military Theory 4, Stealth 5, Brawling 4

Cyber/Bioware Smartlink II, Wired Reflexes Level 3, Enhanced Articulation (added in already)

Gear Ares Alpha Combat Gun [Assault Rifle, 42(clip) SA/BF/FA, 8M, w/dual selectable clip modification, Recoil Reduction 3 (upgrade), Integral Smartlink II, underbarrel grenade launcher, Individualized Biometric Safety], Cougar Fineblade Knife (longblade, [6M], Medium Military Armor (12/8 +Helmet with enviroseal, commlink-4, thermographic, and flare compensation), Ring w/ anchored Improved Invisibility

Note that Guards can switch between APDS or Gel rounds as a free action through the smartlink and the dual clip configuration. This allows them to hose down the non-initiates and attempt to stun the magically active. Captured weapons must have the biometrics disabled or reprogrammed (B/R target 10) before being used by player characters.

Note that should the characters be lucky enough to defeat this group, they will only have a few rounds before full Azzie squads show up – there will be a short window of opportunity to obtain the items listed in the Treasure section of the scenario – no other items may be obtained!