

I Only Want What's Mine

**A One-Round Shadowrun: Virtual Seattle 2.0 Scenario
VS02-PL06**

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A Milk Run leads to future employment as the reputation of the characters is spread through the shadows, but being known on the streets is not always a good thing.

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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

This scenario brings the major power players into conflict with each other, eventually starting a war in the shadows from which some will not return. The major players are the Blind Man, a master criminal recent to the Seattle scene; Entropy, a free spirit which delights in torturing the shadow community, especially Claudia and her runners; the Yakuza and their sponsors, Mitsuhama; and finally, Claudia and the runners themselves!

The events begin with the Blind Man hiring the team through Claudia's normal channels. He has been testing Claudia and other fixers in the Seattle area and has found interesting aspects of Tyger's organization which he may wish to exploit. He therefore hires a group of runners to gather information about a shipment of prototype computer chips from the Tokyo R&D division of Mitsuhama to their Seattle based R&D division for independent testing and verification. The Blind Man has discovered the whereabouts of the chips and all the security procedures in place to protect them. He then hires Claudia's team, the players, to steal the chips under the guise of an insurance fraud case, posing as an agent of Mitsuhama.

Now that the players have appropriated the chips and turned them over to the Johnson (The Blind Man), they are contacted by another party that wishes a rare piece of artwork, a statue, be recovered from another warehouse. This run becomes a little more difficult, and the alarm is raised, causing the runners to fight their way out of a tough situation. During the battle, the statue is shattered, revealing the prototype computer chips inside!

The runners are now contacted by the original Johnson, as well as agents of the second, and in addition, the Yakuza and forces of Mitsuhama, all claiming ownership of the computer chips. Claudia and the team are caught in the middle, and there can be no winner in this contest. She decides to return the chips to Mitsuhama, and declares war on both the Blind Man and Entropy and their organizations.

NOTE: There is a lot of special equipment in this scenario. Please familiarize yourself with the gear, powers, spells, etc of the NPCs before running this scenario. You will need to reference the SR3 core rules, Magic in the Shadows, Cannon Companion, Rigger 3, and Man & Machine for details.

Introduction

Tell it to them straight:

You have been called to the Tyger's Lair for an important meeting – one that concerns your next contract. When you arrive, Claudia is already in the briefing room and various datachips litter the tabletop in front of her. Some of your fellow Tyger members are already here, and others are coming in right behind you.

“Please, everyone, take your seats and we'll get started. I've been scanning the net recently and came across a little gem which should make some easy creds for all of us. Yeah, I know, you've all heard that before, but this time is different. I've spent all day researching this thing for holes, and I can't find anything – everything looks solid.

It seems that Mitsuhama is working on some new prototype computer chips. I don't know what they do, but what I DO know is that they aren't quite finished yet, and the chief engineer knows this. He was required to finish them by last Friday and ship them to the Seattle branch for independent verification testing and benchmarking before they go into production. The engineer and his team, however, needs another couple of weeks or so to work out some problems.

That's where we come in. He has gone ahead and shipped the chips to Seattle and has hired us to recover them and make it look like a competitor has boosted the chips. We'll turn them back over to him, and his team can continue to work on them while the insurance sharks investigate things and pay Mitsuhama a big settlement for the stolen chips. Once everything dies down, he can “cut a new batch” of the prototypes and send them again to Seattle.

He's provided me with information about the shipping container, the warehouse, access codes, security measures, and just about everything you'd need, right down to the guard's shoe size. I've checked it all, it's all chill...and the best part is, he's willing to pay 5 thou apiece to grab the chips. I've even got remote Matrix access codes, so I can ride along and provide support on this one. So whattya say??”

Behind the Scenes:

There is not much room for negotiation here. Claudia has already accepted the deal, and so it will either be done with them or with a different group of runners if they want to back out. She can share with them Player Handouts 1-3 and answer any questions pertaining to the job. Her matrix searches have checked out that everything is kosher – she has NOT picked up on the fact that the Blind Man is posing as the chief engineer for Mitsuhama. He has set this up by placing spurious records in the system to reflect his cover identity.

Why are the chips in such a poorly protected warehouse if they're so important and not being couriered directly to the Mitsuhama facilities? It's a case of hiding something valuable out in the open.

Putting the chips in this warehouse is the last place rivals would think to look for it, and there is only a small window of opportunity during which the chips will be in the warehouse before being picked up for transportation to a more secure location.

Debugging:

What if the characters don't want to do the mission? Hey, it's a Milk Run, an easy score, and some may be paranoid that it is just TOO easy. That's OK, have Claudia agree with them, but also assure them that she's checked things out as best as she is able, and everything looks on the up and up. Besides, if word hit the streets that they didn't do the job, their reputations would take a hit, and when you're running the shadows, your reputation is everything. In other words, shame them into doing it...

Scene One

Behind the Scenes:

This scene covers the snatch and grab of the chips in the warehouse. As mentioned in the introduction, this is a Milk Run – there is no way that the characters can fail. Even teams of new players will have lucky breaks happen, and this is a good time to point these out to them so that they know what to watch for during a more complicated mission. More experienced teams will probably be more nervous, if possible, because the job is just TOO easy. Feel free to throw a wrench in the works to make things feel a little more realistic, but remember that no alarms can be set off or anything. You can ad lib whatever you need in this scene, but remember that any basically good plan that the characters come up with will work, and all the information in the player handouts is

valid and correct, to a point. There really normally would be more security here at the warehouse, but the extra guards are currently delayed uptown by another group hired by the Blind Man. The team has no way of knowing this however.

NOTE: This is to be a SHADOWRUN. Therefore, if the team takes anything other than the guards' weapons and such, they will NOT receive the 1 Karma point at the end of the scenario. As soon as they break open the wrong crate or shipping container to steal something, have the alarms go off at this point. The Ford F500 transport truck still has the keys in it, and will probably prove too much of a temptation for the party. They can steal it for making an escape, but note that only Tyger Teams may keep it as "treasure". In either case, Claudia will counsel them about proper shadowrunning.

What if they call Claudia?

More than likely, they'll be using Claudia for matrix support and she'll already be in contact. Should the team not use her, she is available at any time and will provide whatever assistance is necessary to ensure the completion of the run.

Turbo Mode:

The important thing to watch here is the time. This scene should not run more than 30-45 minutes in length. It is supposed to be a cake walk – easy in, easy out.

Scene Two

Tell it to them straight:

You arrive back at the Tyger's Lair to find Claudia once again waiting for you in the briefing room.

"Well done, group, well done. Now THAT is what running the shadows is all about. Go ahead and go home or party, I'll let you know when another opportunity comes up."

At this point, characters may wish to perform various tasks. Anything that only takes a few day (three to be exact) may be accomplished. Anything else can be started, only to be interrupted...

It has only been three days since your last contact with Claudia. Usually, at least a couple of weeks go by before she contacts you for a job. Needless to say, your curiosity is piqued. Claudia has once again summoned you to the

Tyger's Lair for another briefing in half an hour.

Arriving as you normally do, you find that some of your fellow runners from the last mission are already seated. Close on your heels is the rest of your previous team.

"You're probably wondering why you're all back together again so soon. Well, as you know, word travels fast in the shadows, and someone has paid a lot of money to find out who pulled off the warehouse job a couple of days ago. Your reputations and mode of operations, or just the word on the street, has led the person here. I was contacted just an hour or so ago and told to pick up this video disc downtown. I think you'll find it interesting..."

Claudia turns and pulls a video disc from a vest pocket and slides it into the player on her console. Momentarily, the video screen springs to life, and you see the silhouette of a humanoid figure, covered in shadows. An obviously electronically modified voice issues from the sound system.

"I hope I have the pleasure of addressing the individuals that conducted a certain operation along Pier 27 a few days ago. My people and I were quite intrigued and impressed with the professional manner in which you achieved your objectives. As such, I have a business proposal for you.

Something of mine was recently stolen by a common criminal. I am an art collector and dealer in rare and unique pieces, and the particular statue in question is very dear to me. It was stolen from my own home, and for reasons of my own, I do not wish to involve the authorities in this matter.

Suffice it to say that my own substantial assets have located the missing piece. It has been sequestered in a warehouse on Pier 30. The warehouse is heavily protected and is beyond my ability to penetrate in order to recover my property. I have high hopes that your team can do the job. So much, in fact, that I'm willing to offer each of you 20,000 nuyen to return the statue to me. Once you have recovered the statue, you may bring it to O'Malley's Pub, where an agent of mine will compensate you. If you do not show up before the bar closes tomorrow night, I will assume that you did not accept the job.

I have heard that you are some of the best in the shadows – I hope I have not been misled..."

Behind the scenes:

The humanoid is a female named Clarissa Detmeyer, and is know in upper social circles as being an art collector. This, of course, made her the perfect candidate for being possessed by Entropy! Entropy possessed Clarissa yesterday after learning of the shadowrun for the Mitsuhamma computer chips. Entropy's sources traced them to the warehouse and the Blind Man's agents. The free spirit knows little or nothing of the Blind Man, but sees tremendous possibilities for mischief, especially involving Claudia Tyger.

The Blind Man has hidden the chips in a statue, approximately two foot tall, of a woman with flowing hair and robes – a Venus. The statue is otherwise unremarkable and commonly found in art stores and such. Any person with any skill in art or related topics would be able to discern its 20 nuyen worth.

The statue, however, did give Entropy the idea for possessing the art collector and using her to hire the team into retrieving the statue, and hence the computer chips. Entropy has no idea, nor cares, about the value or original owner of the chips, only that the whole deal will cause a great deal of stress for Claudia and her meddling runners as they steal the chips from the person that just hired them!

Debugging:

This, of course, is the real mission of the scenario, and much more of a challenge. The trick is to get the team to accept the mission, and of course the play on reputation can carry over to this one as well. The offer for 20,000 nuyen should also be more of an incentive to complete this mission, but some players may still balk due to the suspicious nature of the run. Try to downplay any concerns, but if they still want out, then they're free to stop here and take their 5,000 nuyen and one point of Karma for the Milk Run.

Scene Three

Behind the scenes:

This scene involves the strike against the Blind Man's warehouse. Being run by a criminal, deadly force is definitely the word of the day. This warehouse has state of the art security systems and everything short of magical security to ensure no one gets in or out without the Blind Man knowing about it. His position is not solidified in Seattle enough to arrange for astral security, so

this is the largest weak point in the security defenses.

The GM's section has much of the information needed to run the security measures when the characters decide to infiltrate the warehouse. Any legwork that they perform can be discovered based on the information on the handouts.

The key to the entire security system is the radio link between the warehouse and the Blind Man's other security concerns. If the constant carrier wave is broken, it will alert security. If the signal is jammed, it will alert security. Any disruption at all of this signal, along with the periodic voice and data reports that are transmitted along it, will alert security forces both at the warehouse and at the Blind Man's security forces. Once this has happened, extra security, including a mage, will be dispatched to the warehouse and will assume that any security forces inside have been compromised. Unless they can determine otherwise, they will kill anyone within the warehouse. They do NOT play around or negotiate.

Debugging:

There is a lot that could go wrong in this scenario, but remember that the main objective is for the runners to get out with the statue.

Should the runners stop long enough to examine the statue and determine that it contains the computer chips inside, or that there is something fake about the statue that would want them not want to take it for some reason, then proceed directly to Scene Four.

Otherwise, the runners will recover the statue and be able to get out of the warehouse. This scene is not meant to be full of combat, so only a few shots should be exchanged between the security forces and the runners before they get out.

Turbo Mode:

As mentioned above, this scene is not to concentrate on combat, but rather the infiltration of the warehouse and removal of the statue. Therefore, only about an hour total should be spent on this scene, including any legwork. The team should be exiting the warehouse and/or moving to Scene Four by no later than the end of the third hour of the time slot, in order to ensure time for the rest of the scenario. If you are at this time in the slot, then Scene Four should be a shortened gun battle, with a shot from a sniper or lucky shooter breaking the statue quickly upon exiting the warehouse.

Scene Four

Behind the scenes:

This scene ideally takes place after the characters have left the warehouse with the statue, but it could also take place if the party is smart enough to discover the chips hidden in the statue. Note that Karma Pools do NOT refresh at the beginning of this scene.

Basically, something has happened to alert security to the fact that the statue has been removed in Scene Three. A mage with a water elemental helps speed a hovercraft of security specialists to the warehouse to respond to the threat.

Once they reach the warehouse, the team will do one of the following, depending on the runners:

- 1) Set up and wait for the runners to exit the warehouse, ambushing them on the docks.
- 2) Be prepared to give chase if the runners executed a really good plan and got out of the warehouse. This will lead to a chase through the waterfront district of downtown Seattle.
- 3) Be setting up for the ambush as the runners exit the warehouse, giving both sides the same chance for finding cover for the ensuing gun fight.

Which option will depend on the runners and how they handled Scene Three.

If the runners had a good plan and got in and out with the statue with little or no problem, then go with option 3.

If the runners made some obvious mistakes, or otherwise set off the alarms early, the go with option 1.

Only use option 2 if the runners were true shadowrunners and were able to get in and out without setting off ANY alarms or otherwise being noticed.

If the runners check out the statue in Scene Three and discover the chips inside, then this scene will start with the security team having just reached ambush positions and the first shot fired off at the moment of discovery. OR, if the runners have up precautions such as Detect Enemies spells or other sensors or team members on lookout, then they will sound off their alarms that the security team has arrived and is getting into position at the moment of discovery (use option 3).

Either way, this is meant to be the main, albeit short, combat for the scenario (based on available

time). During the battle that ensues, a bullet or spell effect will destroy the statue or cause the carrier to drop it so that it breaks open to reveal the computer chips. Also, the runners should be able to escape with the chips unless they insist on staying to fight it out with the Blind Man's security forces.

Debugging:

It is possible that the characters will come up with some way to remove the statue from the warehouse in a way that it is protected from further damage. Examples would be placing it in a ballistic case, packing it in a large crate with protective foam, etc. Other methods may even include giving the statue to an earth elemental and having it envelope the statue and carrying it away.

In these instances, either give the security forces higher powered weapons, like experimental rail guns or other special weapons that can punch through protective coverings, and so that the runners can hear the statue break inside the casing; OR have the security forces yell out to the characters that "they can go as long as they turn over the computer chips." This, of course, should clue the runners into the fact that the statue is more than it appears to be.

Turbo Mode:

Should time be running short, then have the security forces set up for the ambush, and have the sniper smash the statue open with a large caliber round in the first seconds of combat. Once the chips are revealed, have the security forces yell out that the runners can leave if they turn over the chips. If the runners insist on fighting their way out, then let them defeat the security teams. However, any attempts at sticking around to loot the bodies should be met with local law enforcement showing up in force in order to investigate the gunfire and reports of suspicious activities at the pier.

Scene Five

Tell it to them straight:

Luckily, you've got the skill and the toys to get out of situations like that. Now that it's over, it's time to head to O'Malley's and get some answers, as well as your pay.

Your thoughts are interrupted by the chirp of a pocket secretary, and upon answering it, your team crowds around to see Claudia sitting very still in front of her vidphone.

Something gives you the impression that not everything is right here.

"Hello gang. I need you to come back to the Tyger's Lair immediately. Don't worry about your meet at the bar – it's not going to happen. I can't talk now, just get back here – thanks."

With that, the connection is abruptly cut off...

If the characters return to the Tyger's Lair, then continue, otherwise, skip to the Debugging section at the end of this scene if they continue to O'Malley's or go somewhere else.

In the following section, the runners return to the Lair, only to find it surrounded by Yakuza foot soldiers. There is no-one here that can be recognized by the characters, ie no contacts or previous encounters.

When you reach the Lair, you are not surprised to find that there seems to be a larger than average amount of pedestrian traffic in the area – most of them appear to be Japanese. You can only come to one conclusion – the Yakuza!

It is also apparent to you that starting anything here in the streets would lead to a bloodbath and get lots of innocents killed as well. Best to play things close to the chest for now and see how things work out.

You enter the Lair through the normal means and make your way to the briefing room. As you round the last corner in the hallway, you see a large Caucasian male in a suit with his hands clasped loosely in front of him and appears to be non threatening.

"Good evening. My employer wishes to have a word with you and your fixer. They are already waiting for you here in the briefing room. I trust that you will not resort to any unpleasantness. We are here just to talk – for now..."

With that, he steps to the side, allowing you and your team to enter the room. Once inside, you see Claudia sitting in her accustomed place. Seated next to her is a finely dressed Japanese gentleman. He is the epitome of corporate management and addresses your team in flawless, unaccented English.

"So good of you to join us. Please, be seated. I assure you that I intend no ill will towards either yourselves or Miss Tyger here.

Allow me to introduce myself. My name is Kodama, and I represent Mitsuhama Computer Technologies.

It is my understanding that you have all been horribly misled into performing some acts over the last few days, which include the removal of some Mitsuhama property. I care not how, only that the property be returned to us. Do not answer me now, for I know that you people have a certain code of honor and reputation to uphold. I will only offer that I will await until midnight for your answer – I'm prepared to compensate all of you, including Miss Tyger, 20,000 nuyen for the goods, and all will be forgiven. Thank you for your time and patience, you have much to discuss..."

With those words, Kodama stands up and fastens his suit coat button and walks out of the room.

Astral Watch:

Should anyone on the team wish to perform some astral projection or perception during this scene, they will find many interesting items.

Outside, surrounding the Lair, are the Yakuza foot soldiers. Through astral senses, the adept can pick up at least 30 soldiers, and notice that a couple of the bums and other innocent looking individuals seated about are actually magically active – probably set for astral combat or other support. One of the soldiers is definitely a physical adept, and has some tattoo anchored spells on him as well (protective magics). There are a couple of Watchers flitting about the building, and interestingly enough, some of them fight between themselves, as if they are from different forces in play (some of the Watchers belong to Entropy).

Inside the building, there are more Watchers in various areas of the Lair. The goon outside the briefing room door is heavily cybered. In Claudia's private office, behind the briefing room, there is a well dressed Cat shaman, Initiate Grade 4, currently masked. He seems to be there as backup support for Kodama. Kodama himself is mundane, but does have some protective barrier spells and anti mental tampering spells on anchors about his body. He cannot be scanned, probed, or otherwise mentally coerced or affected.

Behind the scenes:

Kodama has been following the escapades of the runners and the chips since the first night they were stolen. He knows that the runners are being played as pawns in all of this, as other shadow teams have been hitting Mitsuhama the past

couple of weeks in order to make the run on the chips so easy, and provide diversions that kept security forces and reinforcements from reaching the warehouse in time. His vast network of street contacts (the Yakuza) found out about the runners and through both traditional and non-traditional means of investigation, exposed Claudia and her Lair. He also knows that the first Johnson to hire them is a new force in Seattle called the Blind Man. Evidently this job was to help bankroll some other operation somewhere after he ransomed the chips back to Mitsuhama. The second Johnson is a free spirit known as Entropy, which evidently got involved only to further harass Claudia and her runners. Entropy has no intention of paying the runners or recovering the chips – just leaving the runners hanging. He, of course, cares nothing for all of this little drama and only wants the chips back. He understands the value of the shadow community and is willing to pay for the chips.

So, he has gathered his forces and paid a little visit to the Tyger's Lair, gained entry and surprised Claudia before she could sound any alarms or engage any defense systems. He then took her to the briefing room and told her what he knew about the two runs and their Johnsons. He explained that he doesn't want any trouble and is willing to forget the incidents ever happened as long as he gets the chips back. Otherwise, well, sometimes a shrug of the shoulders says volumes...

Once Kodama leaves, Claudia will ask the runners for their input in this whole mess – who should they give the chips to and why? Let them discuss it for a couple of minutes before moving on to the next and final scene.

Debugging:

There are many things that could go wrong here – most of them deal with the players having itchy trigger fingers and not professional enough to realize that pulling a gun or resorting to violence in the face of such odds is sheer suicide, both for them and Claudia. Kodama and his boys are not looking for a fight and will do everything reasonable to prevent one. If a character is going to start casting some big spell or such outside, then a bum will suddenly approach them with a "I wouldn't do that if I were you" and other warnings. If the characters can't take the hint, then go ahead and let them pull the pin on the grenade...they were warned. Add whatever assistance is required from Mitsuhama to deal with and eliminate the team.

Should the characters decide to continue on to O'Malley's Pub, they will be in for a long wait.

The End

Upon arriving, the pub is nearly empty. No one has left them any messages. They can stay at the pub as long as they want, but no one shows to claim the statue or what's left of it. Eventually, the bartender will take a phone call and bring a note over to the players. The note says it's from Claudia (yes, it was a woman's voice on the phone), and she implores them to return to the Lair A.S.A.P.

Turbo Mode:

The key is to get the team back to the Lair and hear Kodama's little speech. Therefore, if time is running out, you need to throw however powerful a team that you need to capture the runners and force them to return to the Lair, either as hostages or unconscious. When the blindfolds are removed or the characters regain consciousness, they'll find themselves already seated in the briefing room with Claudia and Kodama. Kodama will preface his speech by apologizing to the characters for their abduction, but time is running short and he did not wish there to be further delays.

Picking Up The Pieces

Tell it to them straight:

“OK, I've given this a lot of thought and here's what I'm going to do. First of all, I've decided to give the chips back to Mitsuhaman. There's no sense in having their ill will and the Yakuza breathing down our necks for something they're willing to pay for and forgive and forget.

Entropy and friends, however, have stung me for the last time. I'm sick and tired of that damn spirit playing us for the fools and moving you and I around like little chess pieces for it's amusement.

The same goes for this joker that calls himself the Blind Man. I should have listened to Arjuna's warnings about this character, but I didn't. He's trying to systematically undermine my power base and set up shop here in Seattle, and I won't have it.

I've already let some of the other fixers and members of the shadow community know, and now I'm telling you – I'm declaring war on both Entropy and the Blind Man – I will not rest until they are both neutralized or I am dead. One way or another, this will be finished!

Lay low for now, I'll let you know when we're going to make the next move!”

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
Completing Scene 1	1
Quality of shadowrun in Scene 3	0-2
No killing	1
Total Karma for objectives	4
Discretionary roleplaying award	0-3 Karma
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.

Items listed herein are followed by parenthesis listing the Retain Price and the Fence Price. The Retain Price is if the character wishes to keep the item, and this amount is applied towards the 100,000 nuyen total. The Fence Price is for selling the item and this money may be divided among the party. Items marked with a T are only available through selection by a Tyger Team.

Scene One (Mitsuhamma Warehouse)

- Each guard has Secure Clothing (450/200), Colt Manhunter (425/300), Night Stick (0/0), Flashlight (0/0)
- Ford F500 Transport (stock) (80,000/20,000/T)

Scene Three (Blind Man's Warehouse)

- Each guard has a
 - Savalette Guardian (2,000/500)
 - Uzi III (600/200)
 - Stun Baton (750/200)
 - Armor Jacket (800/200)
 - Handheld Transceiver w/ earphone (Rating 4) (4,000/1,000)
 - 12" Mag-Light (may be used as Club (STR+1)M Stun) (50/20)

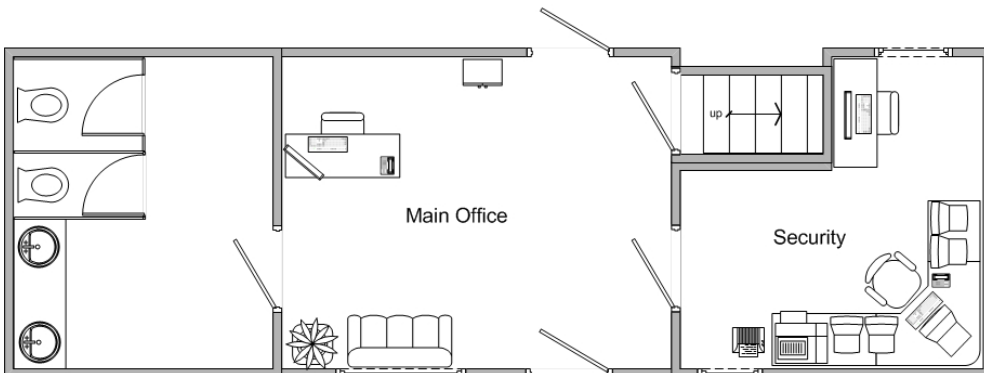
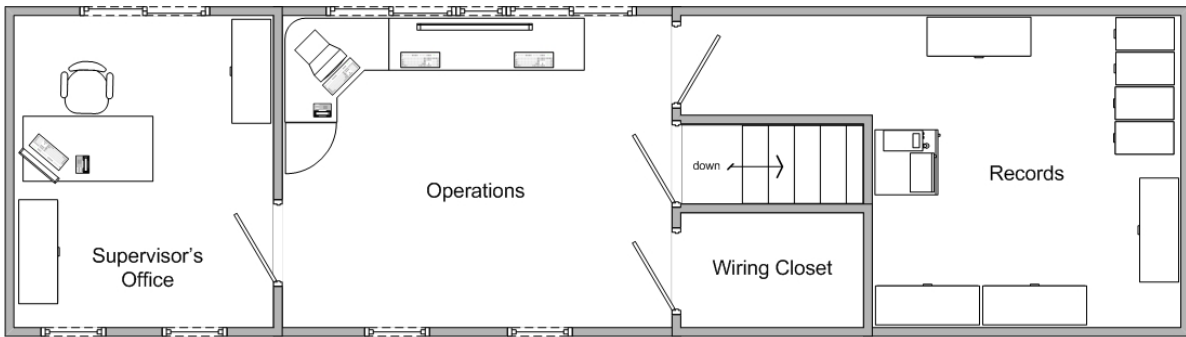
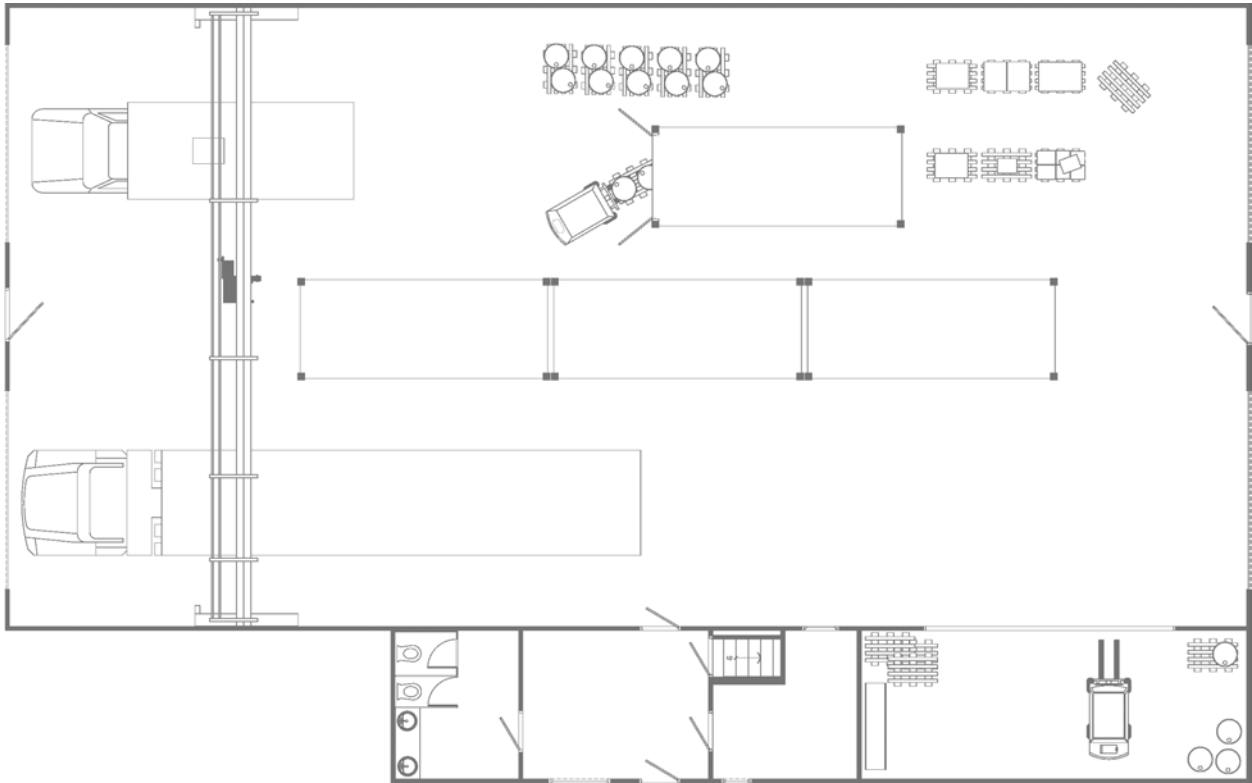
- Silver ID credstick (1d3 thousand + 2d6 hundred nuyen) Characters may keep credstick for reprogramming plus nuyen on stick.
- The Security Rigger also has a Remote Control Deck (Rating 5) (50,000/20,000)
- The armory contains the following:
 - 6 Savalette Guardian (2,000/500)
 - 6 Uzi III (600/200)
 - 6 Stun Baton (750/200)
 - 6 Armor Jacket (800/200)
 - 6 Handheld Transceiver w/ earphone (Rating 4) (4,000/1,000)
 - 6 12" Mag-Light (may be used as Club (STR+1)M Stun), (50/20)
 - 2 boxes (100 rounds) APDS ammo for SMG. Each box (2,800/700)
 - 2 boxes (100 rounds) Regular ammo for Heavy Pistol. Each box (150/50)
 - Heavy Pistol B/R Kit (1,000/200)
 - 12 Gas masks (50/10)
 - 12 Enviroseal Hazmat suits (7,500/2,500)

Scene Four (Blind Man's Security Force)

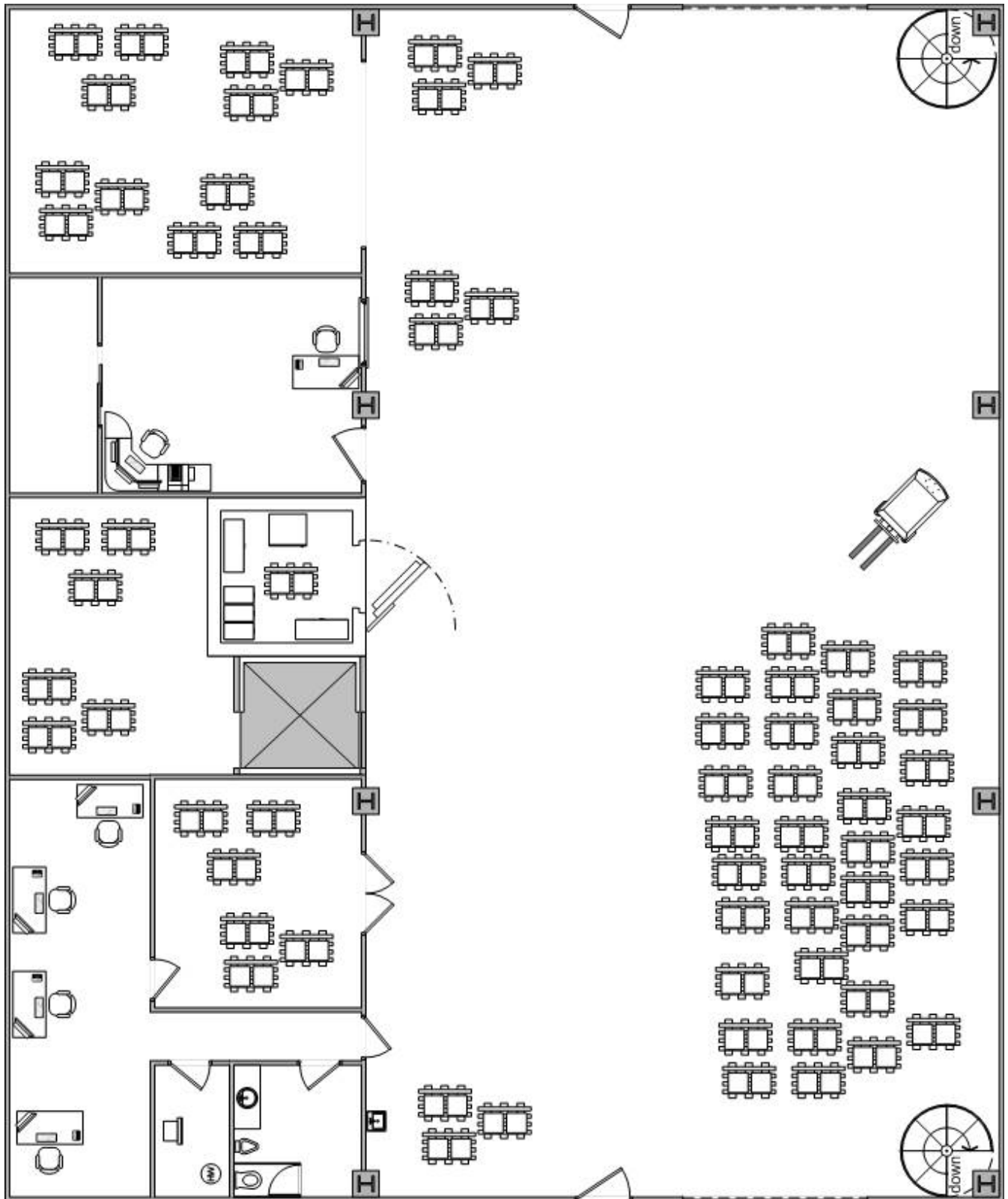
- There are six sets of the following:
 - Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (20,000/5,000) – custom sized for Body 5.
 - Colt M22A2 Assault Rifle w/ Grenade Link (4,500/1,500)
 - 4 mini Offensive Grenades (180/40).
- There is one set of the following:
 - Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (20,000/5,000)
 - Ares MP Laser III w/ Integral Smartlink (360,000/100,000/T)
 - Grapple Gun w/ 100m Stealth Line (1,000/250)
 - 4 Catalyst Stick (250/50)
- A ruby ring (Force 4 reusable anchor focus) (240,000/60,000/T) OR (0/2,000) if sold as a ruby ring without knowing its magical properties!

GM Aid 1 (Mitsuhama Warehouse)

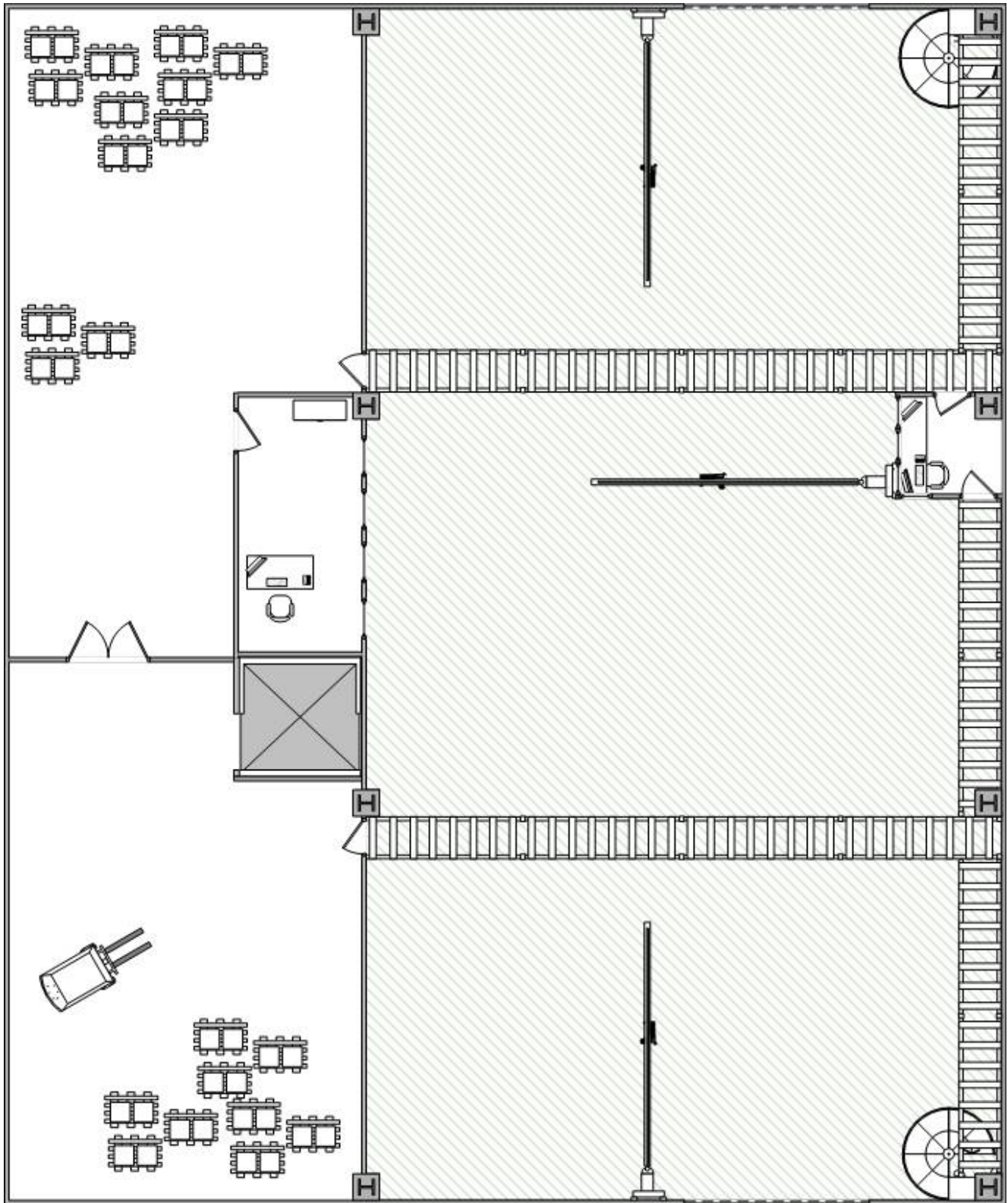
This page is a condensed version of the player handouts for this encounter for the GM's benefit.



GM Aid 2A (Blind Man's Warehouse: Layout 1st Floor)



GM Aid 2B (Blind Man's Warehouse: Layout 2nd Floor)



GM Aid 3 (Blind Man's Warehouse: Specifications)

The warehouse at the waterfront is a two floor structure, with each floor being 15 foot high. It has been modified by the Blind Man for his special needs. Originally, the warehouse had the bathroom, office space, bonded storage and open storage areas on the first floor, and the crane operator, 3 cranes, and two storage areas on the second floor. Access is provided by two roll up steel shutter vehicle doors at either end of the warehouse, along with two metal security doors for personnel. The building is of concrete block construction with a tar-gravel roof. There are no skylights or other windows into the facility. The roof of the building contains the machinery for the freight elevator and HVAC units.

Modifications:

The Blind Man has renovated the first floor, adding/segregating the storage areas. A vault has been added, and one of the storage areas can only be accessed by passing through the freight elevator, which requires a RED keycard. All rooms in the warehouse now require a maglock keycard. Normal employees have GREEN cards, which allow access to everything (including the main doors) except the security office and the freight elevator. Special employees and security guards have BLUE cards, which grant access to the freight elevator and security office, as well as the special storage rooms on the second floor. Senior management and cleared employees carry RED cards which can access the vault, hidden storage room (refrigerated) behind the freight elevator, the Blind Man's office, and the crane operations room on the second floor. The forklifts are electric and require a GREEN card.

Every room has a motion based (ultrasound) sensor which will trigger the camera in that room to ACTIVE mode – this means it will come up on the primary monitor and alert the operator. Otherwise, the cameras work on a standard 5 combat round scanning pattern – 1 round for every 60 degrees up to 180 degrees. The cameras operate on thermographic mode in order to see invisible objects.

The first floor has also had a security office added. This is typically manned by the security sergeant and one other guard. The sergeant typically spends time filling out the logs and paperwork and making coffee, while the guard watches the monitor board for alarms and camera readouts. The other guards on shift patrol through the warehouse, depending on their numbers – beginner tables will run into a guard on a 1-in-6, veteran tables on 3-in-6, and elite tables on 5-in-6. Beginner tables have guards patrolling by themselves, while higher tiered tables have guards in pairs. See the guard statistics for more information. The back of the security office holds the armory, which contains extra weapons, ammunition, and armor.

The second floor is crossed by catwalks, and there is a smoked glass booth in the center of the long wall. This is the crane operator's booth. The Blind Man has replaced the normal glass with bulletproof glass (Barrier Rating 12, better than normal) – it is still smoked glass and is very hard to target anyone inside the booth. The center crane is still functional, but the two side cranes have been replaced with Ares Sentinel P drones which can travel back and forth on the rail boom. The booms also turn in a 180 degree arc from side to side, thus giving excellent coverage of the door areas. The drones are rigger controlled and armed with Ares HVAR assault weapons and APDS ammunition (6-round burst for 12D damage). While they can be used as anti-personnel weapons, they are really designed for anti-vehicle use.

The Blind Man's office on the second floor is secure and allows him, when he visits the warehouse, to conduct business normally. It contains a communications system, which is linked with the security systems broadcast, which has a continuous encrypted channel through a microwave dish on the roof, currently aimed at the northern end of the metroplex (Everett to be exact). The system is built into the desk and is rated at Level 8 for ECM/ECCM and encryption. Should this signal be broken, jammed, or otherwise tampered with that can be determined, it will trigger alarms both at the warehouse and at the Blind Man's other security facility, thus dispatching the special team.

GM Aid 4 (Blind Man's Warehouse: Cast of Characters)

Security Guard

Number of Guards: TR (Threat Rating of table)

B 4 Q 4 S 4 I 4 C 3 W 4 R 4 INIT 4 + 2d6

Pools: Combat 6 Karma 3

Cyber/Bio: Boosted Reflexes, Datajack

Skills: Pistol 4, SMG 4, Clubs 4

Gear: Savalette Guardian (12S), Uzi III (6M, APDS), Stun Baton (6S Stun), Armor Jacket (5/3), Handheld Transceiver w/ earphone (Rating 4), 12" Mag-Light (may be used as Club (STR+1)M Stun), Blue passkey for warehouse, Silver ID credstick (1d3 thousand + 2d6 hundred nuyen).

Notes: Trained to work as a team. Will use cover fire and other small unit tactics. Play as if they were a standard US Army Infantry unit.

Security Rigger

B 3 Q 5 S 3 I 5 C 3 W 4 R 5 INIT 5 + 1d6 / 7 + 2d6

Pools: Combat 7 Control x Karma 6

Cyber/Bio: VCR 1, Head Radio, Cybereyes (Thermo, Flare Comp, Opticam, Optical Mag 1), Datajack

Skills: Pistol 3, SMG 3, Clubs 2, Car 6 (includes rail mounted Sentinel drones)

Gear: Savalette Guardian (12S), Uzi III (6M, APDS), Stun Baton (6S Stun), Armor Jacket (5/3), Handheld Transceiver w/ earphone (Rating 4), 12" Mag-Light (may be used as Club (STR+1)M Stun), Remote Control Deck (Rating 5), Red passkey for warehouse, Silver ID credstick (1d6 thousand + 2d6 hundred nuyen).

Notes: Has fiber cables for both rigger connection and Datajack. Datajack passes continuous feed from opticam and acts as secondary security camera, along with all other cybereye options. This feed can be switched to broadcast back to home unit and remote teams unless scrambled.

Security Sergeant

B 4 Q 5 S 3 I 6 C 4 W 5 R 5 INIT 7 + 3d6

Pools: Combat 8 Karma 6

Cyber/Bio: Smartgun Link, Head Radio, Cybereyes (Thermo, Flare Comp), Boosted Reflexes 3

Skills: Pistol 5, SMG 5, Clubs 3, Small Unit Tactics 4, Negotiation 5

Gear: Savalette Guardian (12S, APDS), Uzi III (6M, APDS), Stun Baton (6S Stun), Armor Jacket (5/3), Handheld Transceiver w/ earphone (Rating 4), 12" Mag-Light (may be used as Club (STR+1)M Stun), Red passkey for warehouse, Silver ID credstick (1d6 thousand + 2d6 hundred nuyen).

Notes: Uses Small Unit Tactics to assess situation and deploy guards via radio.

GM Aid 5 (Blind Man's Warehouse: Legwork)

The following is some of the information that the party may be able to discover based on talking to different contacts, as appropriate, or by physically watching the warehouse and scouting it out. Dispense the information as you feel they would come across it. Normal questioning of contacts will require an appropriate Etiquette roll versus a target number of 6 since the Blind Man is fairly new in town. For each success, more information can be discovered.

Physical Security

- 1 success: The Blind Man sinks a lot of nuyen into security; you can bet he's got the place wired.
- 2 successes: All the rooms have ultrasound motion detectors and thermo cameras.
- 3 successes: You need a keycard to access the areas of the warehouse – he's got a Mitsuhaman Mark VI system. I know the regular employees use green keycards, so you'll have to find better if you want to move around.
- 4 successes: There is a microwave transmitter on the roof – if the signal is tampered with, you'll set off an alarm.

Magical Security

- 1: I heard he has a dragon working for him!
- 2: There could be some. The Blind Man has an interest in all things arcane.
- 3: The Blind Man typically hires physical adepts and hermetic mages for his staff.
- 4: There is no magical security for this site – yet.

Guards

- 1: The Blind Man expects the best from his men; they'll be coordinated and proficient.
- 2: The guards are heavily armed and well equipped – be prepared for armor piercing rounds!
- 3: There is a security office on the first floor with an armory and guards watching the monitors and sensors.
- 4: They have a security rigger and drones of some kind.

Floorplans

With at least 2 successes and 1,000 nuyen, the players may have Player Handout 4

Modifications

- 1: I have a buddy that does security work – he helped install a vault in there for the new owners.
- 2: They've added some walls on the first level to make new rooms. I hear one of them is hidden behind the freight elevator.
- 3: The glass on the crane operator's booth has been swapped with bulletproof glass.
- 4: Two of the cranes have been removed, but the rails are still there.

Basic Information

See GM Aid 3 for basic information the PCs can discover from simple observation or questioning.

GM Aid 6 (Blind Man's Security Force: Cast of Characters)

Security Specialist (4)

B 5 Q 5 S 4 I 5 C 3 W 4 R 5 INIT 5 + 1d6 / 9 + 3d6

Pools: Combat 7 Karma 3

Cyber/Bio: Wired Reflexes 2, Aluminum Bone Lacing, Smartgun II Link, Cybereyes (Thermographic, Flare Compensation, Rangefinder)

Skills: Assault Rifle 6, Stealth 6

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

Notes: Operate like US Navy SEAL team.

Security Rigger

B 3 Q 5 S 3 I 5 C 3 W 5 R 5 INIT 5 + 1d6 / 9 + 3d6

Pools: Combat 7 Control 9 Karma 5

Cyber/Bio: VCR 2

Skills: Electronics 6, Small Unit Tactics 6, Hovercraft 6, Vehicle Stealth 5

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6);

Notes: The Security Rigger stays in the Ford Seaguard hovercraft (see below) at a safe distance. He monitors the tactical communications of the team and counteracts any attempts at electronic warfare with the hovercraft's ECM/ECCM of Rating 6. This is treated as a master communications unit for the helmet comlinks. Should the team need to pursue the player characters, the Rigger pilots the hovercraft while the commander operates the main pop-up turret w/ Vengeance MMG (9S, AV rounds). The hovercraft can follow on water or land. If the rest of the team is being somehow overpowered, he will flee – there is no way the player characters will find and catch him or the hovercraft!

Security Sniper

B 3 Q 6(9) S 4 I 6 C 2 W 4 R 6(12) INIT 6 + 1d6 / 12 + 4d6

Pools: Combat 8 Karma 5

Cyber/Bio: Move By Wire 3, Smartgun Link, Cybereyes (Emag 3, Rangefinder, Thermographic)

Skills: Laser 8, Assault Rifle 8, Stealth 6(9)

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Ares MP Laser III (15M) w/ Integral Smartlink, Stealth Grapple Gun, Catalyst Stick (4).

Notes: All cyberware is beta grade. Note that lasers are resisted by ½ Impact Armor. Will try to stay out of sight to engage characters as per scene description. If nothing else, he will target the vase.

Security Commander

B 5 Q 6 S 5 I 6 C 5 W 5 R 10 INIT 10 + 3d6

Magic: 8 / Physical Adept; Initiate 2

Pools: Combat 8 Karma 8

Skills: Small Unit Tactics 8, Assault Rifle 6, Stealth 6, Gunnery 5

Spells/Powers: Masking / Improved Reflexes 2, Magic Resistance 4, Thermographic Vision, Flare Compensation, Hearing Damper

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

Security Mage

B 5 Q 4 S 3 I 6 C 4 W 6 R 5 INIT 5 + 1d6

Magic: 9 / Grade 4 Initiate Hermetic Mage

Pools: Combat 8 Spell 7 Karma 9

Skills: Conjuring 6, Sorcery 9, Assault Rifle 3, Stealth 6

Spells/Powers: Masking, Quickening, Anchoring, Shielding / Manabolt 6, Detect Life 4, Treat 5, Improved Invisibility 6, Trid Phantasm 5, Stealth 6, Lightning Bolt 6

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S), ruby ring with anchored Imp Invis and Stealth spells (Force 4 reusable focus, no drain, 4 successes each spell).

Notes: Will use illusions to distract and mislead the players. If chasing the vehicle, will use Lightning Bolt to stop the PCs vehicle. Can use Detect Life to track down hidden runners.

Water Elemental

B 10 Q 8 (x2) S 8 I 8 C 8 W 8 R 9 INIT 19 + 1d6 / 28 + 1d6 astral

Magic: Force 8

Pools: Combat 12

Spells/Powers: 8S Stun, Engulf, Materialization, Movement / Vulnerability (Fire)

Notes: 2 Services

Air Elemental 1

B 2 Q 7 (x4) S 1 I 4 C 4 W 4 R 6 INIT 16 + 1d6 / 26 + 1d6 astral

Magic: Force 4

Pools: Combat 7

Spells/Powers: Engulf, Materialization, Movement, Noxious Breath, Psychokinesis / Vulnerability (Earth)

Notes: 6 Services

Air Elemental 2

B 4 Q 9 (x4) S 3 I 6 C 6 W 6 R 8 INIT 18 + 1d6 / 28 + 1d6 astral

Magic: Force 6

Pools: Combat 10

Spells/Powers: Engulf, Materialization, Movement, Noxious Breath, Psychokinesis / Vulnerability (Earth)

Notes: 3 Services

Ally Spirit

B 5 Q 8 S 5 I 6 C 4 W 6 R 7 INIT 15 + 1d6 / 25 + 1d6 astral

Magic: Force 5 / Earth domain, appears as large timber wolf

Pools: Combat 10 Karma 1

Spells/Powers: Aid Power, Materialization, Sense Link, Telepathic Link, 3D Movement

Notes: Can be used to scout, attack, or as a power focus

Ford Seaguard Hovercraft

Hand 4 Speed 165 Accel 9 Body 4 Armor 6 Sig 1 Auto 2 Sensor 4 Seating 2 + 3b Entry 2d + 1s

Accessories: Rigger Adaptation, ECM/ECCM 6, Upgraded Sensors (above), Hovercraft Water Seals, pop-up turret w/ Vengeance MMG (9S, AV rounds)

GM Aid 7 (Mitsuhamma Surprise Guests: Cast of Characters)

Outside the Tyger's Lair

Yakuza Soldier (4 groups of 10)

B 5 Q 4 S 4 I 4 C 2 W 3 R 4 INIT 4 + 1d6

Pools: Combat 5 Karma 1

Skills: Edged Weapons 4, Pistol 3, Unarmed Combat 3, Club 3

Gear: Ares Predator I (9M), Knife ((STR)L), Plastic ID Credstick (1d6 hundred nuyen)

Notes: Common street thug mentality. Barely held in check by the lieutenants, they will "pop a cap" at the least provocation. They are basically gangers.

Yakuza Lieutenant (4)

B 6 Q 6 S 6 I 6 C 4 W 6 R 8 INIT 8 + 2d6

Magic: 6 / Physical Adept

Pools: Combat 9 Karma 3

Skills: Edged Weapons 4, Pistol 5, Unarmed Combat 6, Club 5

Spells/Powers: Improved Reflexes 1, Mystic Armor 2, Pain Resistance 3, Improved Ability (Pistol) 1

Gear: Ares Predator I (9M), Knife ((STR)L), Armored Jacket (5/3), Silver ID Credstick (2d6 hundred nuyen)

Notes: These NPCs also have a single tattoo magic quickened spell of Armor (effective BR 10)

Yakuza Shaman (2)

B 1 Q 5 S 1 I 6 C 1 W 6 R 5 INIT 5 + 1d6

Magic: 6 / Shaman, Rat

Pools: Combat 8 Spell 6 Karma 6

Skills: Conjuring 6, Sorcery 6, Stealth 6

Spells/Powers: Spirit Bolt 4, Chaotic World 5, Silence 4, Manaball 4, Decrease Charisma 5

Notes: These shaman are only here for magical support. They remain huddled as homeless people and watch the astral for signs of trouble. They will use their city spirits to help defeat any elementals or spirits that are summoned by the player characters or use their powers to defend the other Yakuza. Note: anyone that has their Charisma reduced to 0 becomes motionless, hint hint.

Inside the Tyger's Lair

Mitsuhamama Security Specialist

B 6(8) **Q** 6 **S** 5 **I** 4 **C** 3 **W** 4 **R** 5 **INIT** 5 + 1d6 / 11 + 4d6

Pools: Combat 7 Karma TR

Cyber/Bio: Wired Reflexes 3 w/ Trigger; Smartgun Link, Ceramic Cyberarm w/ Monowhip, Titanium Bone Lacing, Cybereyes/ears with ultrasound package

Skills: Clubs 4, Pistol 4, SMG 6, Unarmed Combat 6, Monowhip 8, Thrown Weapons 4

Gear: Full Body Armor (4/1), Vashon Island Actioneer Suit, Nonconductive Rating 2 (4/2), HK MP-5 TX (6M, APDS), IR Smoke Grenades (4), Gold ID Credstick (3d6 thousand nuyen)

Notes: Note that the cyberarm is made of the special ceramic used to manipulate the monowire and provides effective Impact Armor of 10 versus monowire attacks (or accidents!). All cyberware is beta grade.

Kodama

B 3 **Q** 4 **S** 3 **I** 6 **C** 6 **W** 6 **R** 5 **INIT** 5 + 1d6

Pools: Combat 8 Karma 12

Cyber/Bio: Datajack

Skills: Negotiation 9, Unarmed Combat 6

Gear: Full Body Armor (4/1), Vashon Island Actioneer Suit, Nonconductive Rating 2 (4/2), Pocket Secretary, Ebony ID Credstick (2d6 10K nuyen + 2d6 thousand nuyen)

Notes: under no circumstances should Kodama be killed...if combat ensues, make sure that the Cat shaman has whatever skills and spells are necessary to remove her and Kodama back to safety.

Cat Shaman

B 3 **Q** 5 **S** 3 **I** 5 **C** 6 **W** 6 **R** 5 **INIT** 5 + 1d6 / 5 + 4d6

Magic: 8 / Grade 2 Initiate Shaman, Cat

Pools: Combat 8 Spell 6 Karma 9

Skills: Conjuring 5, Sorcery 8, Stealth 8

Spells/Powers: Masking, Quickening; Stunball 6, Mindlink 4, Decrease Charisma 6, Decrease Strength 6, Treat 6, Healthy Glow 4, Increase Reflexes +3 4, Mass Confusion 6

Gear: Sustaining Spell Focus (Inc Reflexes +3), Gold ID Credstick (3d6 thousand nuyen)

Notes: The shaman has precast Mindlink with Kodama so that she knows when to attack if necessary.

GM Aid 8 (Background: Cast of Characters)

Although the characters below do not appear directly in this scenario (Entropy does make some brief appearances in disguise), it is important for the GM to understand the background they share with Claudia and what their motivations are in order to set the tone of the scenario and express to the players the importance of what they are doing. The players, being clever, may have ways of discovering who or what is behind some of the problems they run into, and so some information may be shared with the characters depending on what you feel is appropriate.

Entropy

Entropy is an old nemesis of Claudia Tyger and has appeared in several scenarios, so some of the players may already know it by name. Entropy is a Free Spirit who revels in chaos and anarchy. Entropy is not particularly malicious but its tricks can sometimes be quite cruel and often dangerous. Entropy uses a number of identities - including Ms Shiranai, a mysterious corporate executive; Jason Westerman, an English gentleman; and Tamara Hidetsu, leader of Moto Sei, a Japanese offshoot of Der Nachtmachen policlub.

Very few people are aware of the fact that Entropy is a Free Spirit, and it goes to great lengths to keep it that way. When manifesting, Entropy masks its aura so that its true nature is hidden. A side affect of this is that it loses the ability to see into astral space at that time - thus, it is not fully dual-natured whilst masking.

Entropy doesn't mean harm to the runners. Should the situation arise where combat occurs, Entropy tries to subdue the runners rather than kill them. It probably wouldn't even bother to take them prisoner. However, it toys with them and has fun- taunting and teasing.

Entropy first encountered Claudia many years ago, and has since kept returning periodically to make life miserable for Ms Tyger and her runners.

The Blind Man

(Information may be gleaned from police, organized crime, or similar contacts, or any contacts from the east coast of the UCAS or the Matrix)

The Blind Man is new to the Seattle scene. He conducts a huge and profitable life in the shadows, dealing in weapons, drugs and anything else that makes a nuyen. He is originally from the east coast – New York to Boston marks his business dealings. Rumor has it that he is someone who watches, sees, calculates and strikes appropriately better than any other being in the world. He leaves nothing to chance, plans to the nth degree, and has alternative plans to backup plans, with contingency plans just in case. Corporate flunkies do the signing of deals, contracts are negotiated and signed on his yacht at sea, money gets routed through many holding companies, etc. As such, the police have had a hard time trying to track him down – no one other than those closest to him knows who he really is.

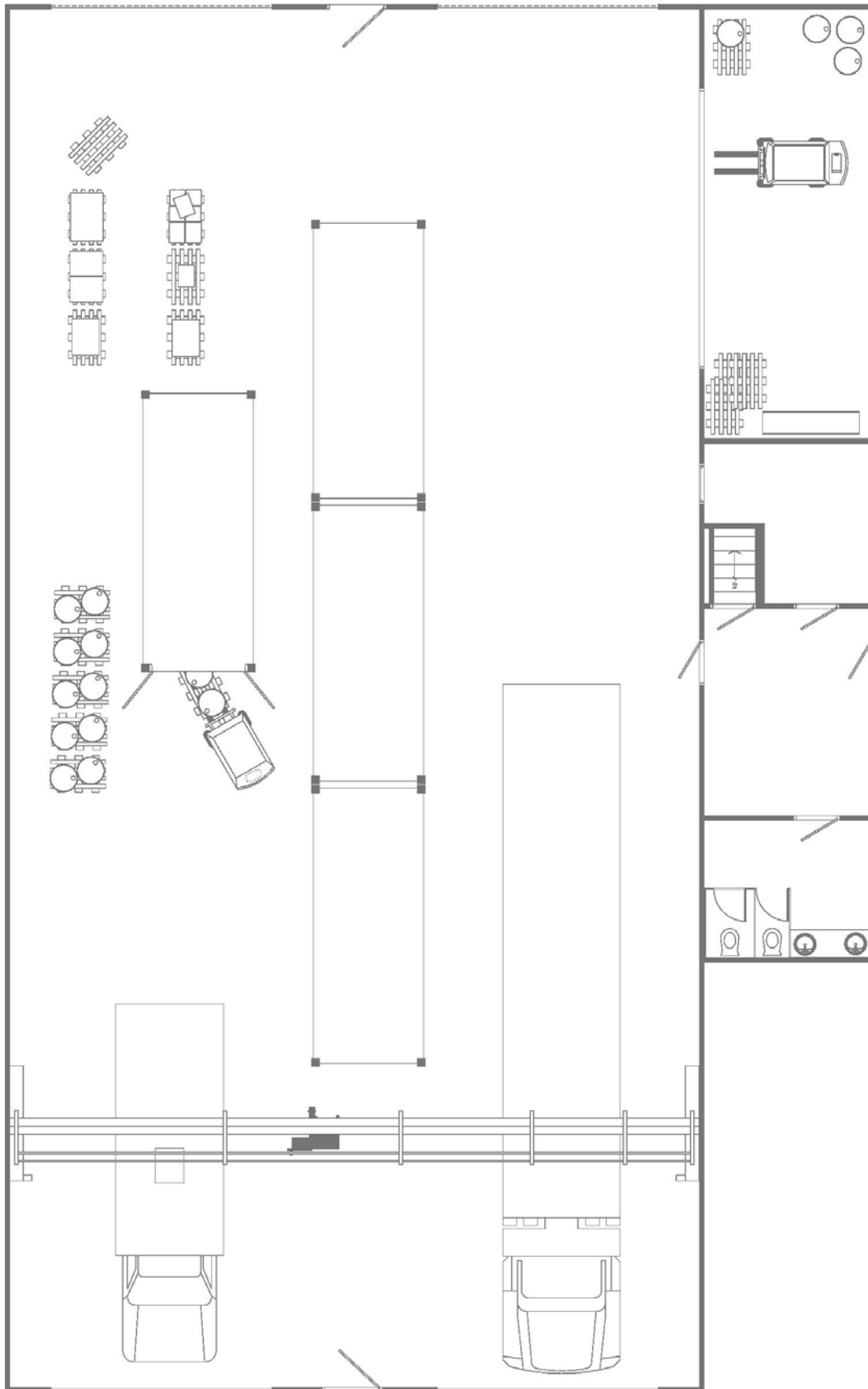
From early on, he has sought out knowledge of the paranormal and arcane. He also has dabbled in the trade / theft of ancient archaeological artifacts and texts. This has profited him in cash and contacts with groups such as the Atlantean Foundation. It is not known whether or not he has any arcane talents himself.

The Blind Man plans so much before acting because he has been burned in the past when he has relied on his luck. At the worst moments, luck has turned on him, and he dares not rely on it any more. He has enhanced his already substantial mental abilities in order to be able to avoid the certainty that if he relies on luck, it will fail him. He (thinks he) can plan and carefully build his power in the shadows to compete with anything, even the dragons.

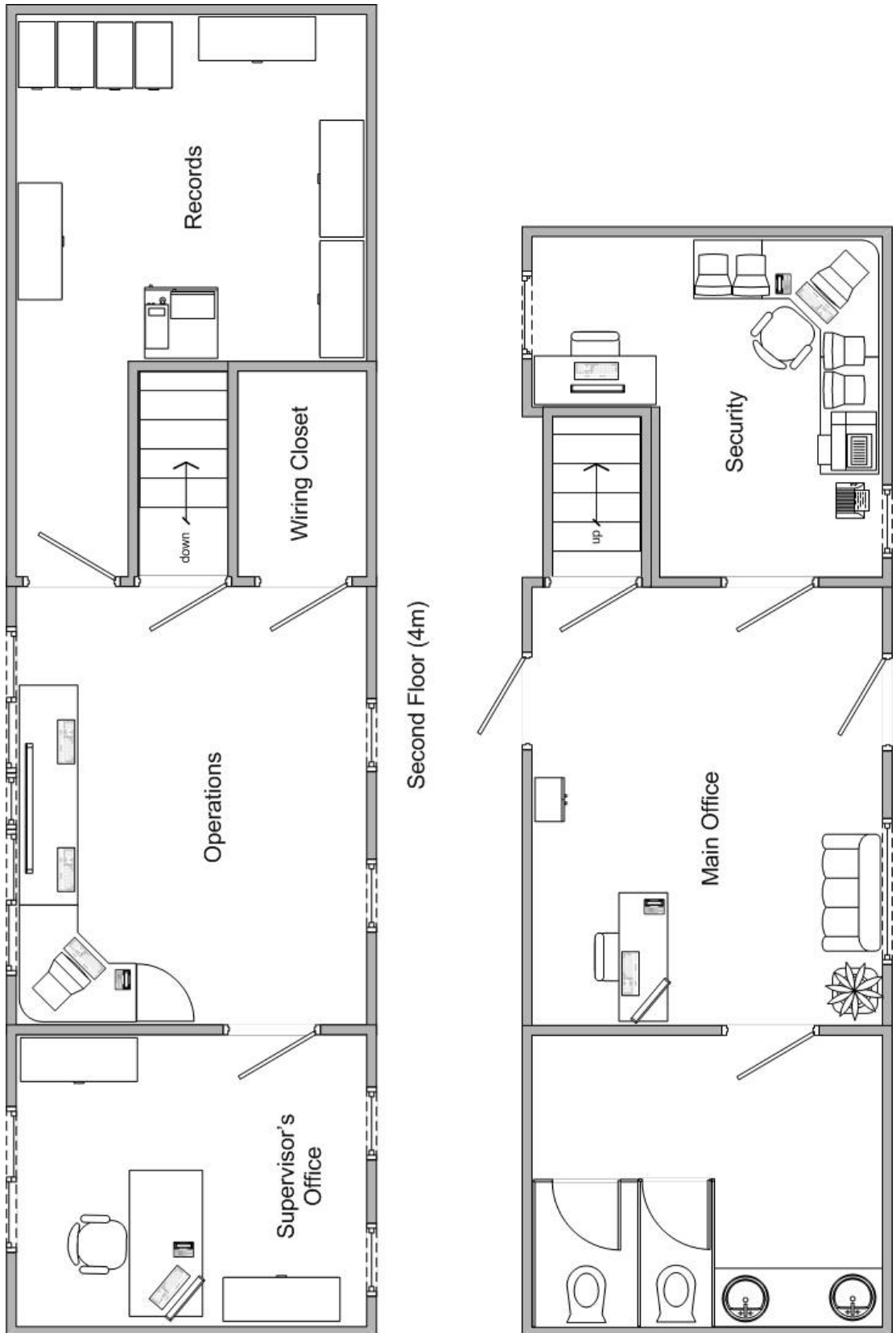
Nothing passes his attention: clues, the failures of underlings, opportunities. It's almost scary and magical the way he catches on so quickly. Planning and watching for pitfalls are so second-nature to him that he rarely makes a mistake. He seems to know what you are going to do even before you do.

The Blind Man should not be a caricature. He is deadly efficient, absolutely evil, and will stop at nothing to get what he wants. Be afraid – very afraid.

Player Handout #1A: Mitsuhamma Warehouse Plans



Player Handout #1B: Mitsuhamma Warehouse Office Detail Plans



Player Handout #2: Mitsuhamas Warehouse Security Information

<excerpt from corporate reporting files, facilities, shipping and receiving, Seattle>

Mitsuhamas Warehouse #27 is primarily used to store shipments in transit from cargo ships and rail to local truck carriers and other haulers. The double bay doors at either end of the warehouse allow flatbed trailers to drive through and have cargo shipping containers loaded and unloaded by use of the gantry crane. The crane moves along the length of the warehouse on rails in each side wall and can move from side to side. The capacity of the crane is 10 metric tons. Forklifts are used for smaller loads and for removing the contents from the larger shipping containers to smaller pallets for transport in delivery vans and cargo hovercraft.

Security is light and depends mostly on the reputation of the Mitsuhamas corporate entity. Doors are of structural material to provide a barrier against most small arms fire and low yield explosives. Access is provided through the vehicle bay doors or security doors at either end of the warehouse and require a security code, changed bi-weekly under normal circumstances. Normal access may also be obtained through the main office, which is also protected by a magnetic keypad.

Other electronic security consists of interlocks on the crane operating system, which can only be disabled in the operations booth on the second floor. Personal security consists of a team of four security guards, rated Class C. The shift supervisor and an additional guard remain in the security office to monitor access/egress. One guard is assigned patrol duty inside the warehouse proper, and one guard is assigned to perimeter security outside the structure. The outer guard is also responsible for clearing any vehicles for access after normal operating hours.

A current contract is in place for both PanicButton™ Lone Star response and Puget Sound Security, a subsidiary of Mitsuhamas. Alarm systems are routed through standard matrix interconnects and encrypted using standard corporate protocols. No connections are made to the corporate PTG in order to reduce the chance of backdoor security attacks.

The warehouse does not contain the facilities for remote drone operation or animal assistants.

<personal file entry>

I have retrieved the access codes which will be good for the next two days. The door access code is 2248 and the alarm code to disable the alarm system is 2983. Have confirmed that no magical security will be present. The matrix access point is LTG 208.57.99.230.127 direct and the administrator password is "twinkie72"

The chips are securely packed in a foam lined briefcase and then placed into a one meter cubed cardboard box with packing material. The box is marked only with a barcode tracking label XJC-2294-SS. This was placed on a pallet with other boxes and shipped inside container 9X447-2294-B to Seattle and warehouse 27.

Player Handout #3: Mitsuhamas Warehouse Personnel Information

<data combined from personnel logs and private files>

Employee Record No: UCAS/SEA-99284-8837A-SC

Name: Rupert ("Ralph") Moskowitz **Classification:** Security / S4
Meta: Human **Profile/Index:** B4/S4/Q4/I4/C3/W4/R4
Level: C – Background and Loyalty checks passed.
Residence: 9927 Denny Way Apt 417 **Comm:** LTG 54-9923
Family Status: Single **Family Reference:** NA
Cybernetics: Datajack
Arcane Aptitude Testing: Negative
Notes: Lackluster performer.

Employee Record No: UCAS/SEA-39575-2856S-SC

Name: Jonathon Kawasaki **Classification:** Security / S5
Meta: Human **Profile/Index:** B4/S4/Q4/I6/C4/W5/R5
Level: C – Background and Loyalty checks passed.
Residence: 8817 Pike Street Apt 724 **Comm:** LTG 55-9284
Family Status: Married **Family Reference:** UCAS/SEA-67365-8376F-SC
Cybernetics: Datajack
Arcane Aptitude Testing: Positive, Tieg/Lawson 24%
Notes: Superior night vision, native Low Light. Employee shows promise. Promoted to shift supervisor last cycle. Being groomed for management. Insightful.

Employee Record No: UCAS/SEA-37684-2865P-SC

Name: Daniel Tsu **Classification:** Security / S4
Meta: Human **Profile/Index:** B3/S4/Q5/I3/C4/W4/R4
Level: C – Background and Loyalty checks passed.
Residence: Corporate Tower 2, Apt 1104 **Comm:** LTG 54-7726
Family Status: Single **Family Reference:** NA
Cybernetics: NA
Arcane Aptitude Testing: Negative
Notes: Average performer, well liked by peers.

Employee Record No: UCAS/SEA-66458-9385Q-SC

Name: Peter Gormand **Classification:** Security / S4
Meta: Human **Profile/Index:** B5/S6/Q3/I3/C3/W4/R3
Level: C – Background and Loyalty checks passed.
Residence: 8264 Denny Way Apt 525 **Comm:** LTG 52-2345
Family Status: Single **Family Reference:** NA
Cybernetics: Application Pending for Wired Reflexes
Arcane Aptitude Testing: Negative
Notes: Shows promise for possible elevation to special operations. Average intelligence and low perception scores slowing combat training. Failed last promotion exam.

These guards all wear standard Mitsuhamas security force uniforms with logos. The uniforms are made by SecureTech Industries and include a Kevlar weave for protection. They normally carry Colt Manhunters with integral laser sights and load gel ammunition unless alarmed, at which time they switch to normal loads. They are, for the most part, bored and lax in their duties. They use handheld transceiver units on 1217 KHz and can switch to the general Mitsuhamas frequency of 1245 KHz if needed.

Player Handout #4: Second Warehouse Plans

