

Shadow War: Seek & Destroy

**Round One of a Two Round
Shadowrun: Virtual Seattle 3.0 Scenario**

VS03-PL01

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There is a new drug lab somewhere in Seattle and someone wants it shut down. Permanently. You are the solution to their problem. This run is suitable for any level of player/character.

This is plot scenario #1 in the Shadow War plotline. This is also part one of a two round tournament, originally ran at Winter Fantasy 2003 as the Prime Runner event. Part two is entitled Shadow War: Intercept.

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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 earned Karma of all players at the table. Divide this number by 10, and then divide again by the total number of characters to determine the average "Threat Rating" for the scenario. Always round up.

Example:

Player character 1 has a total karma of 27, PC 2 has 22, PC 3 has 15, and PC 4 is new with 0 points.

$PC1+PC2+PC3+PC4 = 64$

$64/10 = 7$

$TR = 7/4 = 2$

The Threat Rating 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:

| | |
|------------------|-------|
| Experience Level | TR |
| Green | 1-5 |
| Streetwise | 6-16 |
| Veteran | 17-26 |
| Elite | 27+ |

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!

Spirits & Elementals

Mages may keep any conjured elementals or watchers from one scenario to the next. Before each scenario hermetic mages may also pre-conjure a number of elementals up to their normal limit based on Charisma. If they have any elementals left over from a previous scenario, they must either dismiss the unwanted ones or reduce the number of new elementals accordingly so that the maximum number (Charisma) is not violated. Preconjured elementals may not exceed half the mage's Charisma (rounded down) in Force rating. Thus, a mage with a Charisma of 6 may pre-conjure elementals of Force 3 or less at the standard costs. No drain rolls need to be made for such conjuring, but the Conjuring roll must still be made in order to determine the number of services, as normal.

Watcher spirits may not be preconjured in this manner, however they can be conjured normally during the scenario and kept from one scenario to the next if the watcher is still around.

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.

Adventure Summary and Background

Claudia has learned that the Blind Man is starting up a drug lab somewhere in Seattle and has decided to take a hand against him. She contacts the runners and lets them know that she has a Johnson who wants a bit of nasty work done against an illegal drug lab. The Johnson has instructed her to tell the team to destroy the lab and take no prisoners. These people are actively ruining others' lives and he wants to set an example. If possible, he'd like them to pull the main memory from any on-site computer for analysis. Claudia is not sure where the place is, but she's heard that some Ancients were hooked into something good and that sounds funny to her. She will give a contact they can talk to on the street. She also suspects that there may be additional back up some place so she'll warn them that they have to be quick once they get in.

The Blind Man has set up a rather nice facility, but instead of just being a drug lab, it is also a shadow hospital that he is using to upgrade his new acquisitions. As a result, there are two parts to the lab, the drug lab and the surgical suite. The Blind Man has defenses in place and Claudia can run partial cover, but she knows reinforcements will be there within 15 minutes so the characters are on a tight time line. They have to get in, make the hit and get out with a small opportunity to grab something interesting. As a result of being in the lab, there is also the danger of releasing and igniting common laboratory chemicals like propane, acetylene, benzene, alcohol and a host of acids and other solvents. Not surprisingly, the place is not to

code and so doesn't have proper fire exits, alarms or sprinklers.

The Ancients working for the Blind Man are the dregs and refuse of the gang who have gone to a new master for a better opportunity. Killing some of them may leave hard feelings in the Tir at first, but eventually they will understand once the nature of the Blind Man is more fully understood.

Introduction

Another drek filled night with no work and no action. The shadows have yielded little as of late and you are starting to get worried that something is wrong. The sky to the east is just starting to lighten when the phone rings. It's Claudia and there's work. She asks you to come to the lair and bring your gear, she's got a job with moderate pay, but it is a job.

Scene One - The Meet

All of you arrive and find Claudia punching through city maps in a flurry, creating a blur across her monitors. When everyone is assembled, she stops and turns to you and smiles.

"I've got a Johnson with a moral conscience. He's found a new drug lab in his business some place in town and he wants it shut down as an example. I know it's not my normal M.O. to accept this type of work, but things have been a bit slow lately and besides, all you'll be doing is what Lone Star should be doing. The pay isn't great, but it's a job. The Johnson would also like the data in any computer they have there, if it's small enough, just bring the whole thing back. That will earn you extra."

The characters are free to accept or decline the job. If they decline, thank them for playing and send them on their way as this is what is running.

Claudia can provide the following information to the runners who decide to accept.

- The Johnson doesn't know the location of the lab.
- He knows where a ganger named C'lide is being held and suspects C'lide knows where the facility is located.
- The characters will have to negotiate to see C'lide.
- It is believed they have a back up team in case the place is hit, so time will be tight, around 15 minutes after you hit the place.

- The runners are to eliminate the lab and there are to be no survivors left behind.
- The Johnson is offering 5,000 nuyen per runner per experience level for the job. Payment upon completion.
- The Johnson will pay an extra 5,000 nuyen each for the data from the lab.

The characters receive a room number, 2721, written in pen on a piece of notepaper from the Seattle Sheraton Downtown.

Scene Two - Collision Course

The characters meet with C'lide at the address given by Claudia. They have been given a room number to the Sheraton Downtown. The beginning of this encounter depends on whether the characters call ahead or not, which is entirely up to them.

Inside the room, they will find five elves, none of them have names that the characters need to know. The leader, Mr. Edhellen (pronounced eth-el-len, Sperethiel for Steel) is an elf of some renown and distinction, but he will be masked, both physically and astrally, while the characters are in the room. Regardless of what they try, they will never learn his identity. If they try, kill them. Of the others, there are two male physical adepts, a male sorcerer and a female rigger. The others will never be referred to by name, except for the rigger whose name is C'lide. See the stats for these NPCs, a quick evaluation by the characters should reveal that they are tougher than the party. They are not here to fight; they are here to spread some of the joy of life in Seattle. If the characters insist on fighting, wipe them out quickly and make sure they know that they screwed up. There are four more physical adepts and another mage in the adjoining room and they will enter on the second initiative pass of combat.

If the characters do not call ahead, one of the nameless physical adepts will answer the door. He will be curt and ask who they are without opening the door. They will have to give him a real and good reason why they are here or he will not let them in. If they try to jig through the maglock, it fails because they have disconnected it from the inside for the time being. If they attempt to enter astrally, they will run into a Force 8 barrier and upon penetrating it will meet the Mage in astral, which will not be pleasant. If they give who ever greets them a convincing argument, let them in, if not, make them sweat a little and roll on Etiquette, whichever is highest for the whole party.

If the characters do call, one of the physical adepts will answer the phone; again, he will be curt and only ask who it is and what do they want. If they ask directly and sincerely, they will hear him say "Mr. Edhellen, it's for you." Mr. Edhellen will then ask who they are and what they want and then ask them to come up.

Once inside, Mr. Edhellen will address them. Under no circumstances will they allow any spirits or elementals into the room with them. He will tell them that they can question C'lide however they see fit but there must be no permanent mental or physical damage. If anyone bothers to ask who she is, he will answer, "My daughter."

C'lide is a long lean elven woman with close-cropped blonde hair, emerald green eyes and skin like translucent alabaster. She is extremely beautiful, even under the smears of makeup and tattoos on her skin. She is dressed in a military survival vest with armor plate inserts, black jeans, and combat boots. Her eyes are glazed and she stares at the ceiling. She has what appears to be a brand new VCR port in the side of her head and the black puffy bands around her eyes indicate new eyewear as well. Her new mods look very good. She is currently being looped by a deck that is on the table next to her bed. She is spread eagle and restrained to the bed. One of the physical adepts will unplug her and she will return to reality in a few seconds with spasms of pain.

She has been drugged, and can only tell them a little because she was drugged when she was taken in and out of the place where the work was done. It is enough to get them in the right area of town, a strip mall east of the downtown area, but the details of the place are not good. She is drugged so play up her answers in a bizarre way to give the characters a feel for it. They can learn that it is behind a small strip mall on Westin.

The characters may use a *mind probe* spell on her to get information. This is one of the few spells they will let the characters cast in here, but the other mage will watch and stop them if they get off topic. He will insist that he be allowed to *mind probe* them while they mind probe her. Using this, they can learn it is in a strip mall on Westin next to where they sell used clothes and stuff.

If someone thinks to jack into her headware, they will find a beautiful GPS system that is running and recording and they will have the exact coordinates of the building. The address is 4112 Westin, in the lower level through the entry in the back.

The characters may gain Mr. Edhellen as a contact if they: a) called ahead, b) asked him who she was, and c) were gentle with her. If they weren't gentle, it should be noted in the mission log as it may come to bear in future games. If they act up, just kill them.

Scene Three - Crime Pays

This scene covers character interactions with the criminal syndicates of Seattle. Determine who gets the encounter, the following is only a suggestion and you can do whatever works best for your table. If someone has a Level 2 or better contact, they will be the one that gets this encounter, otherwise go by Charisma, then karma pool and finally dice off any ties with an unmodified Charisma roll, highest person wins.

Their contact, regardless of whether they are Yakuza, Mafia, Russian Mafia, Seolpa, Triad or whoever, will have their interest piqued once any of the following are mentioned:

- New drug lab.
- Ancients
- Strip mall on Westin
- C'lide

The contact will then ask for a meet and the person may bring as many associates as they have points of Charisma. The meet will be at a warehouse near the piers. They are to enter through the alley door leading into the offices.

They will come to the warehouse and find other members of whatever syndicate was contacted out in the alley. They are expected and will be let in without anything more than a good once over.

The contact will be very polite and friendly, more so than normal. For Yak, he will offer to serve them tea. For Mafia, he'll give a big hug and welcome them in like family. For Seolpa, he'll provide cigars and glasses of brandy to everyone, even lighting them. For Triad, he will have them sit for a meal and he will sit last. Anyone with etiquette in any of these syndicates will immediately know that they are getting very preferential treatment. To make them sweat, have them do a roll, anyone who gets all 1s and/or 2s misses the boat.

The contact will be interested in the characters intentions and information about the place. They will casually drop information as they discuss the matter. If the players role play well, give them the following information, otherwise make everyone there roll and

give them one for each 6. Remember to flavor the speech to the appropriate syndicate.

- The place you seek is at 4112 Westin.
- It is in the lower level and is entered by going down a drive on the side of the building.
- The shops upstairs are completely innocent of what is going on downstairs.
- The cover for the place is a clothing resale shop.
- There are about a half dozen Ancients browsing in the shop.
- These are mostly rejects and wannabees of the main gang.
- The real owners have a rather heavy concentration about two miles away, but it would take them 15 minutes to arrive.
- Their electronic security is very good.

If asked about their apparent interest, the contact will respond that they are always interested in activity in Seattle, but that they do not wish to get directly involved in this incident. If asked for help, and they have role played well, the contact will smile, turn around and uncover two crates of C12 explosive. He will provide a plan of the building showing mark ups for the current shop and marks where explosives would be best placed to level the place. The explosives have been fitted with radio detonators that are rating 8 vs. jamming and there is a remote detonator keyed to them with the boxes. There are just enough packs to blow up all 18 columns indicated. Give them Players Handout #1. If asked why the syndicate has such plans and explosives already, explain that they are merely planning ahead – that is all the character needs to know.

If the characters role play well here, (nothing is free, if they want something they should work for it) and act respectfully, they may upgrade this contact by one level providing they succeed and survive this run. If they are at the meet and this is not a contact, they receive him as a level one.

Scene Four - Welcome to my Neighborhood

This scene covers the characters scouting the neighborhood and learning the exact location by walking around if they did not get the information out of C'lide's headware or the syndicate contact. They can locate the building if they use a spirit to search for any images dragged from C'lide's mind. This will require a search test against a target of 6 while in the neighborhood with a base time of one hour divided by the successes.

Westin runs along the side of a hill, perpendicular to the slope (it is level). The building is fronted on the street level by an Asian Indian restaurant (Bountiful India), a Rastafarian incense and non-magical fetish shop (Good Ganja), and an adult simsense chip store (The Slot Shop). A narrow alley leads down from street level at either side of the building, the ramp to the left has an arrow pointing in and the ramp on the right has one pointing out. Going down the ramp leads past a ventilation louver underneath a metal tread catwalk and stairs that leads to a fire door in the side of Bountiful India. A second walk a short ways later leads from the kitchen with the stair ending at the back of the building where the dumpsters are stored. The out ramp has one walk leading from it and under it is a natural gas meter and pipe leading into the building.

The back of the building is occupied by dumpsters and parked cars, except for one set of doors and a truck parked at a dock. The doors are marked The Re-tailor, Fine Pre-owned Clothes. Inside, the shop is occupied by rack after rack and table after table of used clothes, shoes and assorted personal items. The place reeks of mothballs and is quite obviously only 7 meters deep. The clerk is a rather abused looking elven girl with dark circles around her eyes (Intelligence, target 5, two successes to figure out she just had her eyes done). There are three other "clients" in the store. They are all elves and some bear Ancients tattoos. See Players Handout #2 if the characters don't have Players Handout #1.

Bountiful India is open from 11 AM until 11 PM, seven days a week and the staff arrives at 10:00 AM and closes up at midnight. Good Ganja is open from 7 AM until 9 PM and is closed on Sundays. The Slot Shop is open around the clock, 24/7.

Scene Five - Tight Spot

This scene covers the security, layout and entry of the characters into the building.

The Blind Man has increased his security systems based on the failure at his last location, chalking it up to a learning experience. He has added security measures to deal with intrusion into his computer systems, armed intruders and magically active intruders.

The computer system consists of two separate systems, one governing access control and monitoring and the other with the business portion of the shadow clinic and drug lab. The security system is housed inside the ready room where it is monitored directly by a person.

In addition, there is an up-link that reports current status every 5 minutes to another Blind Man stronghold about 10 minutes away by car. All camera and sensor feeds are fed through and each one passes a digitally encrypted code hidden among its components to catch if anyone loops the camera or sensor. This can be discovered by a decking/computer check against a target number of 12 and can then be duped by a second check against a target number of 8. Claudia cannot and will not assist with this. This means that there is NO way of getting in without being noticed short of an exceptional roll.

The entire area has been set up with cameras and sensors. Every door has an induction sensor in the frame that detects the doors position, open, closed, or in between. In addition, there are two cameras placed on either side of all doors, one facing who ever approaches the door and one facing the door to watch what they are doing at the door. There is a camera placed at the center of each room. There are cameras placed at the center of the hallway, a pair of two opposing cameras similar in arrangement to those at the doors. All cameras are fitted with flash suppression, thermographic, low light, pan, zoom and stereo audio. All cameras are protected by Rating 12 ballistic plastic covers.

Each door has a card, keypad and retinal recognition unit. A card is sufficient for entry into the hallway, the loading dock, the shop, the bathrooms, the locker room and the cleaning closet. A card and keypad entry is required for entry into the storerooms, the drug lab, and the mechanical room. A card, keypad entry and retinal scan are required for entry into the surgical suite area and the ready room. All doors are barrier rating 18 and the locks are rating 6 for card entry, 8 for card and keypad and rating 10 for card, keypad entry and retinal scan rooms. Once they notice an intruder, all locks will upgrade to retinal scan.

The walls are concrete block reinforced with ballistic panels giving them a barrier rating of 24. Each room has its own fire suppression system and a security panic button. The only path between rooms outside the hallway is the ventilation ducts, which are 8" high by 12" wide with fire shut offs and monofilament lattices at each wall penetration. The latter are not visible and will do 8S damage against anyone or thing that brushes against them.

The Blind Man has learned his lesson and has arranged magical protection. The building has a Force 1 astral ward surrounding it. While this is easily penetrated, it also lets them know it's been penetrated. In addition, there are watchers on the outside, on the loading dock

and in the corridor with orders to report anyone immediately if anyone enters who is magically active. If anyone enters astrally, the mage inside will scout them with a watcher while remaining in physical space and will call in another mage from the other location along with two Force 8 elementals to do some bashing. The mage on site will remain physical to watch for additional problems.

The Blind Man has also placed armed security on the premises. The section on NPCs shows the make up of each team based on the characters' experience level. Three of the guards will be in the ready room at all times, one of them being the Chief and one being the Mage. The other two will be patrolling the hallway, loading dock and storerooms. Put these two at the worst place possible for the characters when they enter. These guards are not amateurs, will respond in an intelligent manner and will fight to the death. The elves, on the other hand, will flee through which ever exit is opposite the group's entry.

The essence of all this security is that there will be no way that the characters can enter without being noted by the guards and having an alarm called in. The only possible way for them to surprise the guards in the ready room is if they blow an entry hole through the outside wall or through the ceiling from the restaurant above. This is probably the best way as it will likely kill the three guards inside and make things much easier all the way around. Don't forget to emphasize to the players that they are to destroy the place and kill everyone within. If they seem at a loss, have someone with Tactics roll and give them some hints like there's no way in without being noted, go in guns blazing and fast, once inside there is no such thing as collateral damage, etc. Let them figure out how to get in and where. It would take 3 kg of plastic explosives to blow open a hole large enough in the outer wall for people to enter and this would certainly kill everyone within. It would take 2 kg of plastic explosives to blow open a hole from the restaurant above and the guards would be facing a 12D attack.

The following sections describe what the characters will find in each room. In addition to the three guards in the ready room, the two on the prow and the four elves in the store, there is a doctor, a nurse and two implant patients in the surgical suite.

1. Loading Dock

The loading dock is fairly small, only 3 meters deep and 10 meters wide with two truck doors and a man door. There is the typical camera arrangement here. The back wall opposite the doors is new and the only things on the dock are a pallet jack and a hand truck.

All doors are locked and require a card for operation (rating 6).

2. Main Corridor

Most rooms are accessible off of the main corridor so it is also heavily monitored. At the west end of the corridor is the ready room and it has three firing ports to allow the guards within to spray fire down the length of the hallway with complete protection. There is also a fiber optic port to allow the mage to cast spells through the wall. This wall has a barrier rating of 20 and a called shot on the gun ports (+8 due to being small and hardened) will only damage the weapon, not the guard. There is no way to back through the fiber optics to get the mage.

3. Drug Lab

This room is not even functional yet and is actually going to be a cover room. It is there so that Lone Star has some place to raid and say they cleaned up the operation without having to expose the shadow clinic. Inside of this room are a number of boxes containing laboratory glassware, racking, burners and heaters. There is nothing of significant value in here.

4. Cleaning Closet

A mundane cleaning closet with an excess of chlorine containing products and the usual assortment of mops, brooms and buckets.

5. Bathroom

A unisex bathroom with real toilets and fixtures, nothing fake in here except the pleasant odor in the air.

6. Store

This door leads into the store, anyone entering it through this door has one action of surprise against the gangers before they begin shooting. The tables give partial cover (+2) for erect targets and great cover for crouching targets (+6). As soon as the second one drops, the other two will book for the exit. See NPC stats in the attachments, there is no tiering for these NPCs.

7. Locker Room

This room contains lockers for the various employees to change in and out of work clothing including armor, but not including weaponry. Nothing of value in here but some mundane cloths and five sets of light security armor.

8. Store Room 1

This room currently contains a lot of crushed down cardboard boxes, a couple of flats of ballistic reinforcement board (8'x4'x1/2" compressed ballistic fibers, barrier rating 12), some drywall and some paint.

9. Store Room 2

This room contains empty shelving that is still broken down and wrapped to pallets. The room is otherwise empty.

10. Mechanical Room

This room contains the HVAC equipment and the electrical and communication panels as well as access to the ready room, armory and the shadow clinic. The HVAC system has a rating 8 particulate filter and cleansing system capable of removing just about anything from the outside air before piping it into the building. This will prevent the characters from using nerve agents and other airborne chemicals and it will also alert the guards to someone trying to use this method of attack.

11. Armory

This room contains weapons and ammunition racks and is accessible only via the mechanical room. No weapons or ammunition though. Aw, shucks!

12. Ready Room

This room contains a weapons rack, currently holding two weapons, see the NPCs section for the type based on party level. There are four additional loaded magazines at the base of the rack. There are 500 rounds located in the cabinets underneath the rack, but they'll have to look to find those. There is a really nice monitoring station with feed from all of the cameras on a huge wall sized screen that shows the cameras location on the map plus the status of all of the sensors in the whole building. There is a desk at which the chief sits at and a leather recliner for the mage. The data box controlling the security system is on the chief's desk and is fairly small and easily transportable (15cm wide, 5 cm high, and 30 cm long and weighing 3.5 kg).

13. Surgical Prep Room

This room is used for pre- and post-surgical treatment of patients of the shadow clinic. This room has sufficiently heavy walls and doors that the occupants will not hear anything unless the characters use explosives to blow through walls, and then they will feel it more than hear it. There are two cots in the room separated by curtains, a desk for the nurse and a cabinet of emergency supplies. There is a nurse in here along with two patients. No one is armed and the patients are under anesthesia. All have a Body of 2 and the nurse has no combat skills what so ever except screaming for help.

14. Surgical Suite

The room contains a surgical table and a large amount of advanced surgical systems including life support and a multi-armed surgical robot used to do the surgery. It is not removable and would take around a day to get out anyway. The doctor is in here preparing for his next operation. He is unarmed, has no combat skills, and has a body of 2. On a cart to the side of the room is the data box for the surgical unit and it is the same size and shape as the security unit.

15. Surgical Stores

This room contains the disposable items, medications and implants. In addition to two gross of tranq patches, two gross of broad spectrum antibiotics, and half a gross of Rating 6 stim patches, there is a nice supply of sutures and other surgical instruments. What the characters may find interesting is the six sealed sterile packs with cyber Battle-Tac units and six sets of really nice cybereyes (marked UCAS ARMY). All are beta grade. (See Acquisitions Summary for more information if needed).

Scene Six - Overstayed Their Welcome

This scene is to be run if the characters take more than 15 minutes of game time to hit the place, destroy it and get out.

At your option, either Lone Star or Blind Man reinforcements show up. It doesn't matter which because this Lone Star team is under the Blind Man's pay. They will shoot to kill, will not accept surrender and will pursue until dead. If the characters take off, give chase for two actions and then let the characters lose them. Use a team equivalent to the original guard team, please note the tiering in the NPC section. If the characters overcome one group, then hit them with the second group.

Picking Up The Pieces

This section covers the wrap-up of the scenario.

Use this section if the characters completed the job, no one escaped and they recovered the data box from the surgical section.

You arrive back at the lair and find Claudia waiting for you. "You did a good job, chummers. Very thorough, direct and complete. The Johnson threw in a little bonus as well." <Claudia will pay each

runner 25,000 nuyen, 30,000 if they also brought the computer from the ready room.>

Use this section if the characters completed the job, no one escaped and they didn't get either data box.

You arrive back at the lair and find Claudia waiting for you. "You did well, too bad about the data box, though. The Johnson is satisfied enough to give you a bit of a bonus as well." <Claudia will pay each runner 20,000 nuyen.>

Use this section if the characters completed the job, but let people escape.

"You arrive back at the lair and find Claudia waiting for you. That was a rough one and at least one of them got away. Null perspiration, the Johnson is satisfied that his message will be heard." <Claudia will pay each runner 10,000 nuyen.>

Use this section if the characters failed.

You arrive back at the lair and find Claudia waiting for you and she is obviously fuming mad. "Well, you majorly fragged that one up, chummers! Get out of here and think about how you screwed up and I'll think about whether or not I'll fix for you again!" <No pay.>

The End

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 |
|--|----------|
| Destroyed the lab | 2 |
| No one escaped | 1 |
| Somehow cleared the people out of the shops on the upper level before destroying the place | 2 |
| Total Karma for objectives | 5 |
| Discretionary RP award | 0-3 |
| Total possible Karma | 8 |

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

Acquisitions Summary

Player characters may keep items from the scenario that are listed on the acquisitions 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 20% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits, 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 certified. 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. Note that this

pertains to outright theft – not the retrieval of items from foes or other entities defeated through the normal course of a run.

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.

FV=Fence Value – precalculated for ease of GM

RV=Retain Value – goes towards 100K limit

Prices are for each item unless noted

Scene One – The Meet

None

Scene Two – Collision Course

None

Scene Three - Crime Pays

*18 ea. 1 kg. plastic explosive C12 packs with rating 8 radio detonators and a rating 8 remote detonator transmitter. If the characters do it right, they will only be able to keep the transmitter, value of 800 nuyen. The street value for each unused pack of explosive is 200 for the explosive and 250 for the detonators. If they do not use all of these, then they lose the benefit of the contact gain or increase from Scene Three.

Scene Four - Welcome to my Neighborhood

*4 Ceska Black Scorpion machine pistols.
FV200 / RV 850

Scene Five - Tight Spot

*5 Uzi-III (smart link and APDS Ammo)
FV 200 / RV 850

-or-

*5 H&K227 (smart link and APDS ammo)
FV 300 / RV 1,500

-or-

*5 Thompson Submachine guns (smart link and APDS
ammo)
FV 300 / RV 1,100

*Up to 10 additional magazines of APDS SMG ammo.
FV 300 / RV 750 (average clip size per SMGs above)

*500 rounds of APDS ammo for SMG weapons.
FV 5,000 / RV 12,500 (entire box)

*Five complete human sized suits of light security
armor (whatever is suitable for the party's level).
FV 2,500 / RV 7,500

*Up to five additional suits damaged by
gunfire/explosives/spells.
FV 1,000 / RV 5,000

*Two gross (288) of tranq patches (Rating 10)
FV 20 / RV 200

*Two gross (288) of broad spectrum antibiotics
(Antidote Rating 6)
FV 100 / RV 300

*Half a gross (72) of stim patches (Rating 6)
FV 10 / RV 150

The group gets one pick from the following for each
player as what they could have grabbed on their way
out. They can either have it installed or sell it off. All
of the cyberware is beta grade and assumed compatible
for the person wishing to install it.

6 Battle-Tac units in factory plastic, beta grade
(Includes Battle-Tac cyberlink, image link, orientation
system, Rating 6 radio, subvocal microphone, GPS,
datajack, and subdermal speakers.

Total Essence cost: 1.20

Street Value: 100,000 nuyen (Actually much more but
we're not going to give it to them.)

6 sets of beta grade cybereyes (low light, flare comp, E-
mag 3, thermographic)

Total Essence Cost: 0.18

Street Value: 48,000 nuyen

Magical items by level of the team.

Green / Streetwise

1 Power Focus (Force 2)

1 Combat Focus (Force 2)

Veteran / Elite

1 Power Focus (Force 4)

1 Combat Focus (Force 4)

Appendix 1: NPCs

Elf Physical Adepts

B6 Q7 S7 C7 I6 W6 E6 M12

Rea.6(12) Init.6(12)+4d6 CP9 KP21

Abilities: Inc. Rea 3, Attack w/sword 5, Quick strike, Quick draw, Improved Strength 1

Skills: Sword 10(15), Masking, Centering (sword patterns)

Gear: Form fitting heavy armor (6/4), long sword weapon focus (R6)

General: Loyal to the death, they will have no mercy. Effective attack dice with the sword is 21 before adding combat pool dice and they will use reach to lower their target numbers to 3. With Quick Strike and Quick draw and the fact that they are ready to fight, they will all strike first in the first action before anyone else and will target the perceived leader and any mage in the party with deadly force.

Elf Mages

B5 Q7(11) S5 C7(11) I6(10) W6(10) E6 M14

Rea.10 Init. 10+4d6 CP15 SP11(19) KP 31

Skills: Sorcery 10, Summoning 10, Masking, Centering, Shielding

Gear: Form fitting heavy armor (6/4), Power Focus 8, Combat Spell Focus 6, Manipulation Spell Focus 6

Spells: Mana bolt 10, Power bolt 10, Stun bolt 10, Mask 10, Inc. Attribute (Qui., Cha., Int., Wil.)+3 (all quickened), Inc. Ref.+3(quickened), Levitate 10

Elementals: Two of each at Force 8, all on the astral awaiting his bidding.

General: Loyal to the death and merciless, he will immediately attack the toughest looking samurai or physical adept with Manabolt starting at deadly, force of the spell at your discretion. He will allocate 6 dice from his spell pool to shielding everyone in the room before the characters enter (+6 to target numbers and 6 additional dice of defense). All quickened spells were cast at force 8 with 8 successes in case anyone is stupid enough to attack in astral.

Mr. Edhellen

Mr. Edhellen is completely masked and shielded and at the first sign of anything, a spirit ally in astral will yank him away to its native plane and then back to Mr. Edhellen's home before returning for C'lide 3 actions later. No stats or ID provided, the fact that they know he is an elf and a damned important one, and possibly know that C'lide is his daughter is too much. Anyone who escapes this encounter after combat is initiated is removed from VS because if Edhellen's people don't catch up with them, the Tir nations will and the results will be the same. Death.

Ancients Gangers

B4 Q6 S 4 C5 I4 W4 E5.6 M-

Rea.5 Init.5+1d6 CP7 KP1

Skills: Unarmed combat 4, Scorpion Machine Pistol 4

Gear: Synth-leather jacket (-/1), Scorpion Machine Pistol

General: Rejected geeks and wannabees from the Ancients, no discipline, no capabilities, and will plead for mercy when cornered. But sometimes runners have to do what they have to do.

Tier One - Beginners

Guards 1,2 and 3

B4 Q4(6) S6(8) C2 I4 W5 E.2

Rea.5(9) Init.9+3d6 CP7 KP3

Skills: Unarmed Combat (Spurs) 5(7), Submachine gun (Uzi-III) 5(7), Athletics 2, Stealth 2

Gear: Medium security armor (6/5), Uzi-III w/smartlink and 3 magazines of APDS ammo

Cyberware: Muscle Rep. 2, Incr. Reflexes 2, Smartlink, Cybereyes (Low light, thermo., flare comp., emag 3)

General: Very loyal and trusted, his mods are all new and he knows who paid for them and who will pay for more. He also knows what will happen to his family if he fails. This is a battle hardened soldier, not a punk off the street.

Chief Guard

B6 Q6(10) S6(10) C5 I5 W6 E3.39

Rea.7(11) Init.11+3d6 CP7 KP3

Skills: Unarmed Combat (Spurs) 5(7), Submachine gun(Uzi-III) 5(7), Athletics 2, Stealth 2

Gear: Medium security armor (6/5), Uzi-III w/smartlink and 3 magazines of APDS ammo

Cyberware: Muscle Aug 4, Muscle toner 4, Incr. Reflexes 2, Smartlink, Cybereyes (Low light, thermo., flare comp., emag 3), image display, subvocal microphone, subdermal speakers, Radio R6 (all beta ware)

General: Very loyal and trusted, his mods are all new and he knows who paid for them and who will pay for more. He also knows what will happen to his family if he fails. This is a battle hardened soldier, not a punk off the street.

Guard Mage

B4 Q4 S3 C5 I6 W5 E6 M6

Rea.5 Init.5+3d6 CP7 MP5(8) KP3

Skills: Sorcery 6, Summoning 6, Submachine gun(Uzi-III) 3(5)

Gear: Medium security armor (6/5), Uzi-III w/smartlink and 3 magazines of APDS ammo

Power Focus 2, Combat Spell Focus 2

Spells: Mana bolt 6, Power bolt 6, Fireball 6

General: Very loyal and trusted, he knows who's paying for his education and elementals and he knows what will happen to his family if he fails. He is battle hardened and not at all foolish. If they catch the party in the hallway, he will drop a Fireball into it through the fiber optic port. The hallway has been well built and insulated and all this will do is leave smudge marks on the ballistic panels. Even the cameras are protected from this. Otherwise, he will power bolt any mages and manabolt who ever appears to be the leader. He has two force 4 fire elementals at his disposal.

Tier Two - Veteran

Guards 1,2 and 3

B5 Q5(8) S6(9) C2 I6 W6 E .36

Rea.7(11) Init.11+3d6 CP10 KP8

Skills: Unarmed Combat (Spurs) 7(9), Submachine gun (H&K 227) 7(9), Athletics 2, Stealth 2

Gear: Heavy security armor (7/5), H&K 227 and 3 magazines of APDS ammo

Cyberware: Muscle Rep. 3, Incr. Reflexes 2, Smartlink, Cybereyes (Low light, thermo., flare comp., emag 3), headware radio R6 (all ware is alpha)

General: Very loyal and trusted, his mods are all new and he knows who paid for them and who will pay for more. He also knows what will happen to his family if he fails. This is a battle hardened soldier, not a punk off the street.

Chief Guard

B6 Q6(10) S6(10) C5 I6 W6 E1.32

Rea.8(14) Init.14+4d6 CP11 KP10

Skills: Unarmed Combat (Spurs) 8(10), Submachine gun (H&K 227) 8(10), Athletics 4, Stealth 4

Gear: Heavy security armor (7/5), H&K 227 w/smartlink and 3 magazines of APDS ammo

Cyberware: Muscle Aug 4, Muscle toner 4, Incr. Reflexes 3, Smartlink, Cybereyes(Low light, thermo., flare comp., emag 3), image link, subvocal microphone, subdermal speakers, Radio R6, BattleTac cyberlink, GPS, orientation system, 30 MP memory, datajack (all beta ware)

General: Very loyal and trusted, his mods are all new and he knows who paid for them and who will pay for more. He also knows what will happen to his family if he fails. This is a battle hardened soldier, not a punk off the street.

Guard Mage

B5 Q6(8) S3 C6 I6(8) W6(8) E6 M8

Rea.8 Init.8+3d6 CP12 SP8(12) KP10

Skills: Sorcery 8, Summoning 8, Submachine gun(H&K 227) 3(5)

Gear: Heavy security armor (7/5), H&K 227

Power Focus 4, Combat Spell Focus 4

Spells: Mana bolt 8, Power bolt 8, Fireball 8, Inc. Ref+2, Inc (Qui, Int, Wil) at +2, last four Quickened.

General: Very loyal and trusted, he knows who's paying for his education and elementals and he knows what will happen to his family if he fails. He is battle hardened and not at all foolish. If they catch the party in the hallway, he will drop a Fireball into it through the fiber optic port. The hallway has been well built and insulated and all this will do is leave smudge marks on the ballistic panels lining the hallway. Even the cameras are protected from this. Otherwise, he will power bolt any mages and manabolt who ever appears to be the leader. He has two force 6 fire elementals at his disposal.

Tier Three - Elite

Guards 1,2 and 3

B6(7) Q6(13) S6(10) C2 I6 W6 E .02

Rea.9(15) Init.15+4d6 CP12 KP10

Skills: Unarmed Combat (Spurs) 7(11), Submachine gun (Thompson) 7(11), Athletics 2(5), Stealth 2(5)

Gear: Heavy security armor (7(9)/5), Thompson SMG (smartlinked) and 3 magazines of APDS ammo

Cyberware: Ceramic bone lacing, Muscle Tone and Augment 4, Move by Wire 3, Smartlink, Cybereyes (Low light, thermo., flare comp., emag 3), image link, subvocal microphone, subdermal speakers, Radio R6, BattleTac cyberlink, GPS, orientation system, 30 MP memory, datajack (all beta ware)

General: Very loyal and trusted, he is tried and true to the Blind Man. This is a battle hardened soldier, not a punk off the street. This unit is fully linked using a BattleTac system.

Chief Guard

B6(7) Q6(13) S6(10) C5 I6 W6 E1.02

Rea.9(15) Init.15+4d6 CP12 KP*

*= average of the table

Skills: Unarmed Combat (Spurs) 8(12), Submachine gun (Thompson) 8(12), Athletics 4(7), Stealth 4(7)

Gear: Heavy security armor (7(9)/5), Thompson SMG (smartlinked) and 3 magazines of APDS ammo

Cyberware: Muscle Aug 4, Muscle toner 4, Move by Wire 3, Smartlink, Cybereyes (Low light, thermo., flare comp., emag 3), image link, subvocal microphone, subdermal speakers, Radio R6, BattleTac Tactical Computer, GPS, orientation system, 30 MP memory, datajack (all delta ware)

General: Very loyal and trusted, he is tried and true to the Blind Man. This is a battle hardened soldier, not a punk off the street. This unit is fully linked using a BattleTac system. He will provide orders at the end of each combat turn as long as at least one other is standing. See M&M p.47-48.

Guard Mage

B5 Q6(8) S3 C6 I6(8) W6(8) E6 M8

Rea.8 Init.8+3d6 CP12 SP8(12) KP20

Skills: Sorcery 8, Summoning 8, Submachine gun (Thompson) 3(5)

Gear: Heavy security armor (7/5), H&K 227

Power Focus 4, Combat Spell Focus 4

Spells: Mana bolt 8, Power bolt 8, Fireball 8, Inc. Ref+2, Inc (Qui, Int, Wil) at +2, last for Quickened.

General: Very loyal and trusted, he knows who's paying for his education and elementals and he knows what will happen to his family if he fails. He is battle hardened and not at all foolish. If they catch the party in the hallway, he will drop a Fireball into it through the fiber optic port. The hallway has been well built and insulated and all this will do is leave smudge marks on the ballistic panels lining the hallway. Even the cameras are protected from this. Otherwise, he will power bolt any mages and manabolt who ever appears to be the leader. He has four force 8 fire elementals at his disposal.

Thompson Submachine Gun 2062A1

Conceal: 5*

Ammo: 20 (clip) or 50 (drum)*

Mode: SA/BF/FA

Damage: 9M

Weight: 4 kg*

Availability: 8/48 hrs

Cost: 1,100 nuyen

St. Index: 2.5

RC: 2*

Legality Code: 4-K

An updated version of the reliable law enforcement weapon originally released in 1920. The current model sports a lower weight, integral shock pads on front and rear grips, folding shoulder stock, integral laser site and ports for smartlink system (smartlink not included). The weapon can be fitted with an optional Gas Vent 3 recoil compensator and can use either the 20 round box magazine or the 50 round drum magazine.

Game Effects

The weapon can be carried with a 20 round box magazine and stock folded for a concealability of 5 and recoil compensation of 2. Extending the stock increases recoil compensation to 3 and reduces concealability by 1. Adding a drum magazine reduces the concealability by 1 and increases the weight by 1 kg. Adding the Gas Vent 3 reduces concealability by 1.

Facts

All stats based off the actual Thompson sub-machine gun still in use by US military and law enforcement. This weapon fires .45 caliber ammunition with less than normal recoil due to the way the weapon functions. The weapon tends to kick down as the action moves forward and chambers the next round which helps reduce the effects of recoil. The weapon can fire accurately at a range of 50 meters at a rate of 100 rounds per minute (3 round bursts) or up to 700 rounds per minute (full auto). In addition to two handles and a removable stock, the original military production lots of the Thompson included a recoil compensation system that added 56 mm to the length of the weapon. This weapon was restricted in sale and was only available to law enforcement agencies, the military and valid security agencies. It is preferred for its heavy stopping power.

Appendix 2 – Footwork

The following indicate contacts that the characters can use to get more information about the run. The lists are sorted by type and are an unopposed Etiquette check against the given target number. Extra dice may be purchased at 100 nuyen a die up to the characters Etiquette rating. As always, excellent RP can be used instead of die rolls.

Law Enforcement

- 4 There are always lots of new clinics popping up in town.
- 5 There is one that's been drawing some attention from the gangs.
- 6 Word is that this new one don't belong to any of the crime families, if you know what I mean.
- 8 This guy, whoever he is, is lining up some hard muscle for this.
- 9 He's been doling out money to the Star and has his own among them.

Gangs

- 4 Really? Where is it so I can go and get some?
- 5 For real, someone's putting some serious drek on the pavement.
- 6 There's some elves, rejects from the Ancients or too hot to touch, been hanging with these guys.
- 8 Place is called "the Retailor", used clothes store on Westin.

Organized Crime

- 2 Go to Scene Three - Crime Pays.

Regarding C'lide

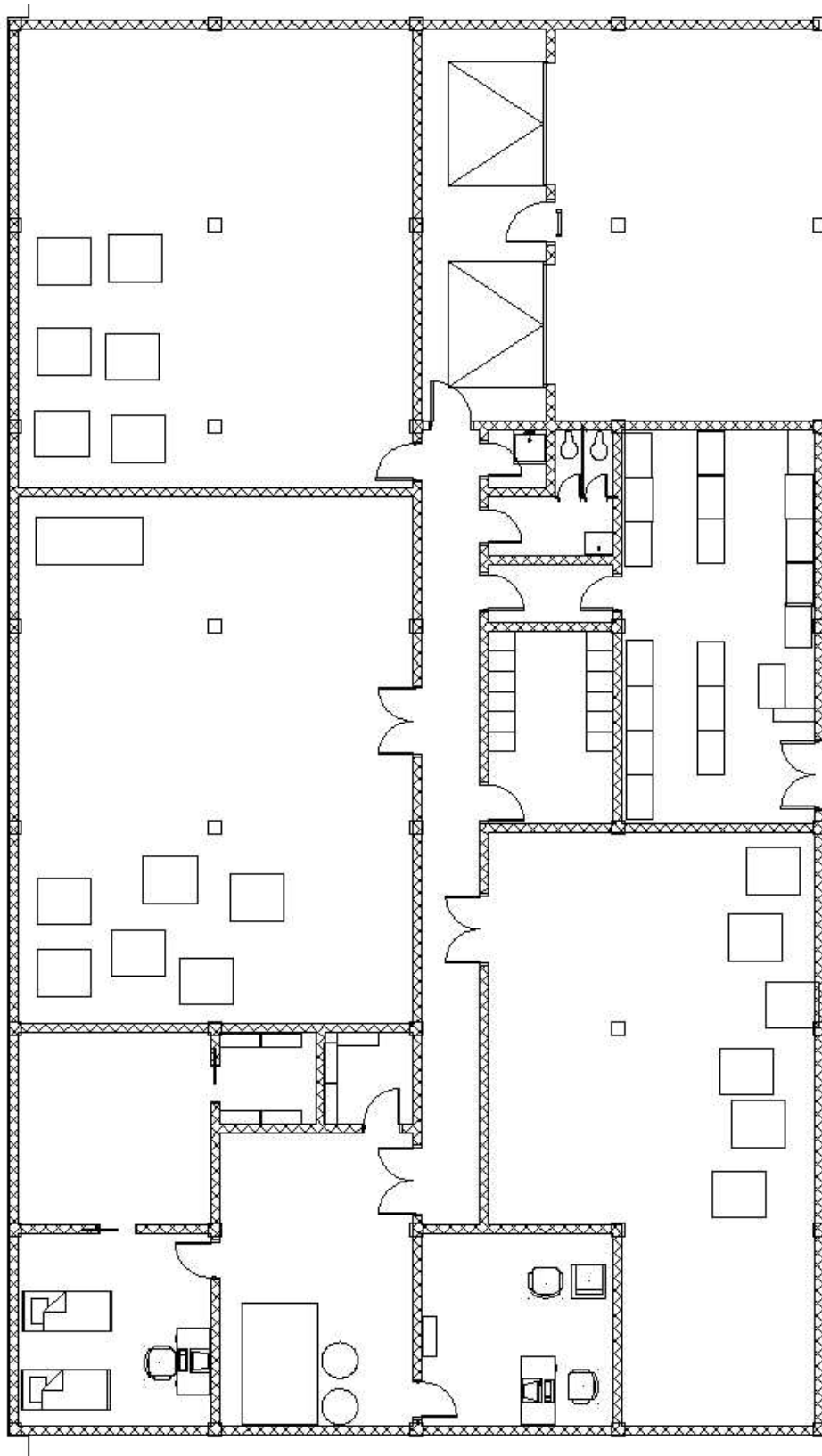
Law Enforcement

- 4 Sounds like a bad rigger to me!
- 6 Ancients wannabee, hanging with some other rejects.
- 8 She belongs to somebody important, she's too hot to run with the Ancients and too hot for them not to cover her butt.

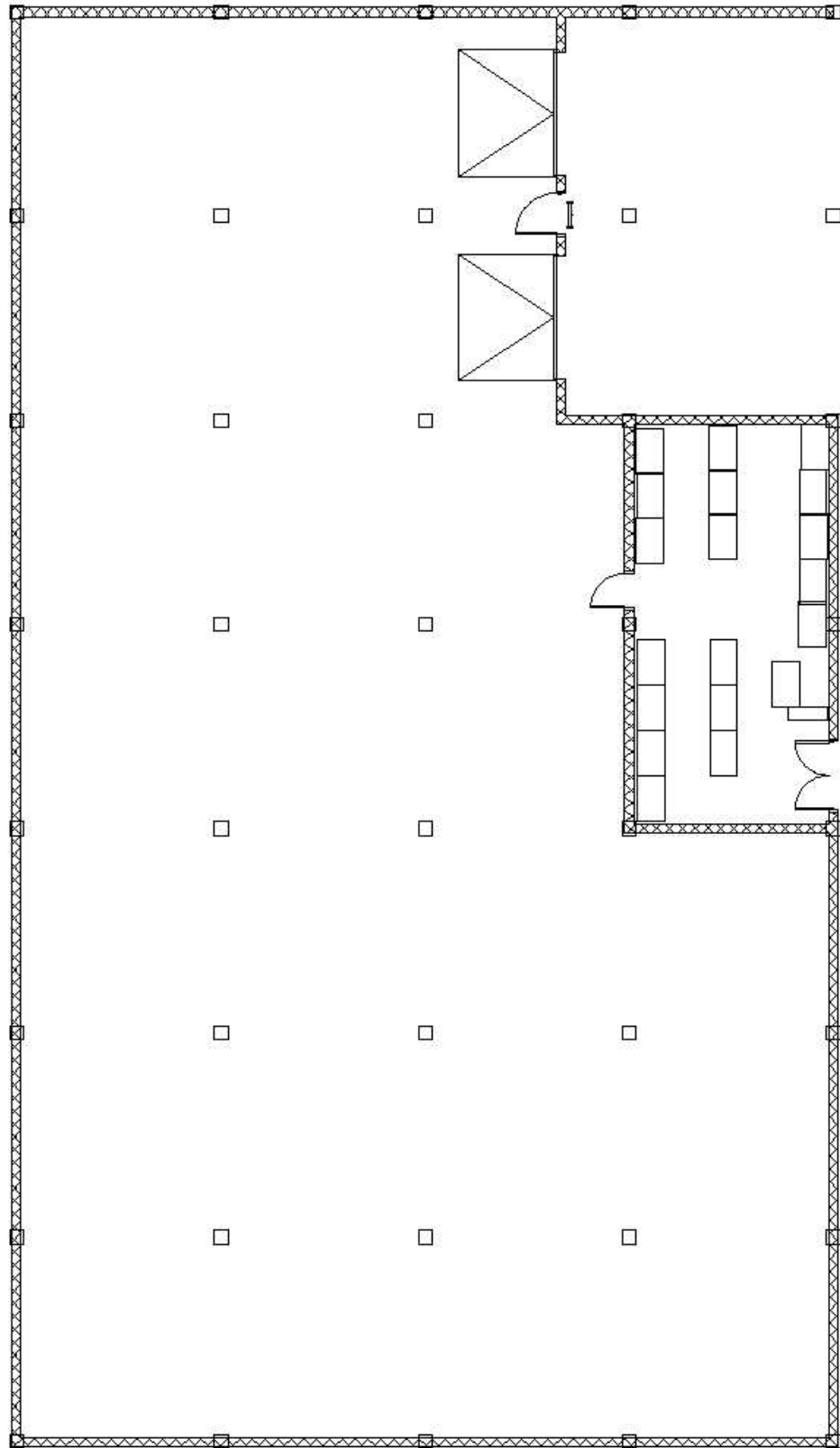
Gangers

- 4 She's a rigger, an elf chick.
- 6 Hot property, some powerful dude's brat. Ancient's won't touch her but they sure will run to her defense.
- 8 She's in with a serious crowd now, I heard she was going in for a drek hot VCR cut job.

Appendix 2 – Map



Player Handout #1



Player Handout #2

