

Shadow War: Intercept

**Round Two of a Two Round
Shadowrun: Virtual Seattle 2.0 Scenario
VS03-PL02**

by Stephen W. Gabriel

Someone's moving hardware into Seattle and the gangs are now packing some heavy stuff. A shipment is spotted coming in and you are to follow it to the warehouse and then leave a message that won't be forgotten. This run is suitable for any level of player/character.

This is plot scenario #2 in the Shadow War plotline. This is also part two of a two round tournament, originally ran at Winter Fantasy 2003 as the Prime Runner event. Part one is entitled Shadow War: Seek & Destroy.

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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.

Background

Runners working for Claudia through a phantom Johnson have recently executed a brutal overt raid against the Blind Man's shadow clinic in Seattle in an attempt to shut down his operations. As follow up to that raid, Claudia decides to strike while the iron is still hot and target his arsenal of weapons.

A quick reconnaissance of the area has revealed that it is even more heavily guarded and changes have been made since the last raid against the Blind Man's other warehouse at the waterfront (as seen in *I Only Want What's Mine* / VS02-PL06). The site she wants destroyed is a warehouse located behind two layers of fencing complete with razor ribbon, sensors and guard dogs in between. Inside, the compound is well lit and barren of any cover. The warehouse itself is constructed of pre-cast concrete walls with truck doors at either end, and a man door at one corner. The building is covered by a multitude of cameras and a series of remote control gun turrets, all of which are under the control of a building rigger. The building is registered as belonging to Allrich Chemicals and is used for the storage of dangerous chemicals, ranging from explosive to radioactive to carcinogens. This is just a front for the Blind Man's weapons operation.

The Johnson (Claudia) wants the characters to destroy the building, but knows that a frontal assault would be suicide, especially with the heightened security after the last raid. To this end, Claudia has tracked down several intermodal containers belonging to the Blind Man that are enroute to Seattle. Her intent is to have the characters somehow place a bomb of some sort inside the container and have it detonate when the container is opened.

Introduction

The echoes of the last run still ringing in your head awaken you from a deep sleep. It takes a moment before you realize it's your phone. You pick up to find Claudia on the other end. "Hoi chummer, hoist your butt, I've got a job for you. Meet at the Tyger's Lair in an hour." It's 4:30 AM.

Scene One - The Meet

All of you arrive and find Claudia waiting for you. She motions you to sit as you arrive and begins when everyone is assembled.

"The Johnson liked your last job and wants to hire you for another one, but this one is different and will require more finesse. There's a chemical warehouse that isn't storing chemicals and the Johnson would like the place taken out. The problem is the security is much tighter, maybe even too tight. I've checked over the site and I can't see anyway of getting in without one hell of a nasty fight and there aren't enough of you to go around. However, they receive and unpack intermodal cargo containers here and I'm tracking a couple coming into Seattle over the next few days. I think you may be able to slip a bomb in one of the containers and have it detonate inside.

The pay for this one is 25k each with 10k each up front."

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.

- Allrich Chemical Warehouse (location)
- Sara McGinty, LTG56-9782, customs clearing agent.(She can answer general and specific questions on container processing.)
- Container and weigh bill numbers for the two in question.
- Both containers will arrive in the next 24 hours and will be delivered within 24 hours after that.

Scene Two – Trans-Ship Services

Sara McGinty works as a customs clearing agent for Trans-Ship Services and spends all of her time on the road working on clearing shipments, checking into claims and working with insurance and customs officials. She can answer a variety of questions for the characters and is being paid well by Claudia. Sara is a tough looking orc woman in her early 20's and dresses in steel toed boots, heavy jeans, sweatshirt, gloves and baseball cap with her company logo on it. She is direct, gruff and to the point, but she is also professional.

Sara knows the following information which must be acquired by role play or die rolls, role playing is preferred. For purposes of rolling, Sara has a Charisma of 5, a Willpower of 6, and Etiquette and Negotiate at 5.

- Container A is inbound via train and will hit the yard at 4:00 this morning. It won't be de-trained until around noon and will immediately forward to Allrich Chemical Warehouse.

- Container B is shipboard on the SS Photinia which is currently offloading containers at Pier 49. The container is scheduled to be offloaded around three that afternoon and will be placed in customs for release, which usually takes place around 24 hours. This is for a paperwork review, if they want to inspect the container, it will kick into the inspection yard which will add at least 4 hours of delay.

- Both containers will be hauled by Allrich rigs and they usually have two men in each truck.

- Either container can be hung up either by an accident or the DEA. The shipboard container can also be held up by customs.

- An accident will tie it up for 24 hours while the insurer surveys the damage. The DEA will tie it up for 12 hours while they search it and then seize it if it contains illegal drugs or chips.

- If the end recipient is running illegal goods, count on them having bought off someone in customs, DEA/Lone Star and the insurance agency so it won't be detained for more than a few hours. Get to those people and you can tie it up for longer.

- Allrich insures its shipments with Northern Pacific Mutual Fidelity Trust and Insurance. Their inspector is Ken Schraeger, you can find him in the directory listings. Don't count on anything from him, he's a family man and I'm sure they know his family.

- Terry Knack (human, male) is the customs agent at the docks and he's always willing to help a friend in need for a couple thousand nuyen.

Scene Three – Allrich Chemicals

This scene covers the characters doing physical and astral surveillance of Allrich Chemicals Warehouse.

The warehouse is located in a large industrial complex south of the metropolitan Seattle and is isolated at the edge of the complex. The complex is full of truck traffic around the clock along with a variety of cars

from inspectors through clearing agents and union officials.

Allrich chemicals is a large precast concrete structure over a hundred meters long and fifty meters wide. Its smooth concrete walls rise 15 meters into the air and are topped by the large ballistic plastic domes of cameras along the lengths of the walls. The domes are oversized, nearly a meter in diameter and closer scrutiny reveals the barrel port for a weapon and an ejection port for casings that is so large it can mean only one thing: Vindicator. A double wide steel vehicle door sits in the center of each end of the building with the sole man sized door sitting at a corner near the street. The building is separated from the street by dual 4 meter high electric fences with razor ribbon across the tops and a 3 meter gap between them where attack dogs pace. The gates are doubled, one for each fence with a rapid erecting vehicle barrier before, between and after. A squat concrete dome to either side can only be antivehicular weapon positions.

Inside the yard, guards in full security armor bearing the Allrich Chemical company logo walk patrol in pairs on the concrete no man's land that spans one hundred meters from fence to buildings. There are also two Ares Citymasters that can be seen when the door to the building is open. The security here seems marginally tougher than the other plants and warehouses in the area, probably due to the lethal nature of the products they store.

Electronically, the place is a nightmare. Almost every channel is filled with noise or jamming, limiting the range and effectiveness of electronic communication. You cannot even pick up a cell phone signal here. The door rails for the overhead truck doors on the building are lined with some type of coiled metal mesh which can only mean the building is electronically sealed to prevent eavesdropping.

Astrally, a ward exists over the outer portion of the building and extends about 10 meters from it. This is a Force 10 ward. There are, however, many mages of whatever strength you need in there to totally dismantle a party of 6 mages entering simultaneously. Anyone who goes in is stupid and dies for it.

Trucks arrive and a container lift removes the container while it is still outside the ward. The container is physically inspected by warehousemen and the seals and tags on the door are checked against the weigh bill and the container lift operator tells them the weight as well. A mage also astrally scouts the container for magical boobytraps and prepared material links. The characters will note two containers that are rejected,

one because its too heavy and the other because the security seals have been broken. Both are taken far to the side and examined and unpacked by before the contents are transferred inside of the ward. Anyone looking closely (Perception (6) or (4) with some type of vision magnification/binoculars) will reveal that the cases are marked with the Ares logo.

Scene Four – So Nice to See You Again

This encounter covers the characters contacting “friends” within the organized crime families.

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:

- Allrich Chemicals
- Weapons
- Blind Man

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 roll and give them one tidbit of information for each 6. Remember to flavor the speech to the appropriate syndicate.

- The old Allrich Chemical Warehouse, the company went out of business years ago.
- The security in that industrial complex is exceptionally tight.
- It would be suicide to try and get in there.
- It would be quite unfortunate to the owner should the place burn down.
- Most of the Lone Star in that area receive bonuses from the current owner of the warehouse and the employees are very loyal or it will cost them their families lives.
- They are quite cautious on the inspection of incoming containers to avoid unpleasant surprises, but no system is perfect.
- We appreciate your concern but do not wish to become involved at this time. However, we do have some surplus materials you may be interested in.

If the characters ask, they can provide explosives of a variety of styles or even an expert at demolitions who can help them with setting up the bomb.

Scene Five – Word on the Street

This scene covers the characters checking out contacts on a variety of topics. Each category lists the number of successes required using an Etiquette test of the appropriate type, all target numbers are 4. The character can increase the number of dice they use at a cost of 100 nuyen per die up to a maximum number equal to their Charisma or skill, whichever is higher. The player receives all information up through the number they roll. As always, good roleplaying obviates the need for die rolls. Organized Crime contacts are already covered under **Scene Four - So Nice to See You Again**.

Street Gangs: Allrich Chemicals

2 - That's in a bad area of town, lots of tough security there.

4 - I thought they went out of business!

Corporate: Allrich Chemicals

2 - They went out of business about four years ago.

3 - Their remaining properties were recently acquired from the courts.

4 - The new owners brokered a private deal through attorneys, there's no way of knowing who really owns the place now.

5 - The warehouse has re-opened under new management, not people from Seattle either.

Corporate: Insurance Agencies

- 2 - Undoubtedly they are insured. Who isn't?
- 3 - There are those out there with less scruples and open palms.
- 4 - If they've been bought off, it's also likely they've been threatened as well so they won't be easily bought by someone else.

Law Enforcement: Allrich Chemicals

- 2 - I hear they give big tips to the local officers.
- 4 - They've bought off the local cops so I don't think it's chemicals they are storing there.
- 5 - They own at least one detective, Marty Pajowski.

Scene Six - The Train Yards

The train yards are located south and west of the city and it is a massive place that is busy around the clock loading and unloading cargo. Access to the yard is through a secure gate and visitors are not welcome. Lone Star has several officers in the yards as well as the Yard's own internal security. There are two areas that should interest the characters, the insurance hold and Lone Star impound areas.

The insurance hold area has around two hundred containers spread out singly, no stacking allowed, and in a variety of states of damage. Some are dented in, others completely split open or crushed. A tangle of people in here would make it very easy to penetrate, but first the characters would have to damage a container badly enough to get it in. Have them make an Intelligence check (Target 4, one success) if they don't realize that Allrich won't accept a shipment like this into their warehouse.

The Lone Star impound area consists of several rows of containers neatly stacked up to two high. The containers are set down in a prep area where, once a day, a detective comes with a canine unit to sniff over the containers. If the dog reacts, they spray down the outside of the container with water and check again while the detective checks the paperwork and then either orders the container opened or releases it from the impound. The detective is Marty Pajowski and he will arrive 4 hours after any of the Blind Man's containers are impounded. Containers are impounded if a tip is received or one of the wandering canine units smells anything funny about it. The Impound yard is located at the edge of the train yard with its back to a junkyard and the gates to it are locked but it is otherwise essentially unguarded.

Anyone wandering around inside and looking suspicious will be questioned by local security. The characters should be able to roleplay their way out (Guards have Charisma and Etiquette of 3). If they decide to run, the guards will pursue to the edge of the train yard. If they react violently, go to Scene Nine – Oops!

The junk yard behind the impound area is fairly empty and will be easy to sneak through although making them roll will keep them on their toes. There is a 3 meter high security fence with slats inserted to block visibility.

Scene Seven - The Shipyards

This scene covers the characters scouting the shipyard in the vicinity of the SS Photinia. Access to the docks. The Photinia is a Norwegian container ship holding over 1200 containers and is at Pier 47 where it is offloading containers at a rate of one every minute. The containers are transported down a container conveyor and then shunted to the appropriate yard for storage.

A customs inspector stands at the shunt yard, pointing out the containers he wants pulled into the customs inspection yard. The customs inspector, Terry Knack, can be bribed for about 5,000 nuyen to put the container in question into the customs inspection yard (Negotiate skill of 4, Charisma of 5, each net success for characters reduces price by 500 nuyen down to a minimum of 3,000). Terry takes a break mid-morning and afternoon and goes out for a cup of soycaf and can easily be contacted then.

They also route damaged containers to the insurance holding yard and the containers are checked by dogs as they get shunted. The insurance holding yard is much like at the train yard and the containers here have all been opened. The Lone Star cops at the shipyard seem to be much more efficient at rating cargo and only hold containers that they are actually searching. As a result, their yard is smaller and bustling with armed Lone Star cops. Someone with a good contact in Lone Star could get access to a container in this yard for several thousand nuyen.

The customs inspection yard is rather large with containers stacked up to 4 high. The majority of the action is near the front of the yard where inspectors open and check containers. New containers are delivered to the rear and move forward through the queue. Due to the tight quarters (about a meter between stacks, it would be easy to gain unseen access to a

container here. The container will take about 6 hours to clear customs once it is inside the stacks.

The security on the docks is fairly strict requiring badges with pictures and proper uniform to clear through the guard check points. Anyone seen acting suspiciously will be detained for questioning. If a fight breaks out, go to Scene Nine – Oops!

Scene Eight – The Container

The contents of the container are the same regardless of which one the characters intercept. At this point, the characters need to figure out how to get into and out of the container without tipping off the people at Allrich. They also need to know what they are going to put inside the container, how much it weighs and what they need to pull out.

Possible methods of entry into the container include using an elemental to pass the bomb through the wall and cutting the wall, then rewelding and painting the container. Due to the perils of sea travel, it is not uncommon to see spots and stripes of primer on the sides of or along the seams of a container so a little repair is not very likely to be noticed.

The characters also need a plan for what kind of bomb to use. If they use conventional explosives, they will need about 100 kg of C12 to do the job well. If they use a gas bomb, they will need two 80Kg tanks of acetylene or four 80Kg tanks of propane. If they use an aerosol bomb, they will need one 80Kg cylinder that has been prepped for use. All of these will require rolls on Demolitions skills in order to devise and build (targets are 4s, base time is 6 hours to build divided by the number of successes). The characters also need to decide how to detonate the bomb (eg. wire it to the doors, bounce a light beam off the doors, ultrasonic motion detector, anchoring focus with divination trigger, etc.).

They will also have to remove cargo equivalent to the weight of the bomb in order to get it through the inspectors at Allrich. Once inside the container, they will find out its contents, see Player's Handout #1, which lists the gross weight of each parcel inside. The players can keep what they take off.

If the characters do not have anyone with Demolitions, they can use a contact or a person provided through their organized crime contact. In the former case, they will use the 100kg of C12 with a photo detector pointed at the door. In the latter case, they will use an aerosol bomb with an ultrasonic trigger. In the former case, they will also have to pay 10,000 nuyen (Negotiate 4,

Charisma 6, every excess success drops or raises the price by 1,000 nuyen in favor of the winner, minimum cost of 6,000 nuyen).

There is a lot of leeway for how they do it and it depends on the players' style and their thoroughness. If they have been to Allrich and watched the operations, have them roll Intelligence checks (target 4, half of their dice in successes) to remember events. Don't tell them what to do, just remind them of what the inspectors were doing at Allrich.

Scene Nine – Oops!

This scene occurs if the characters engage in combat with the security guards or Lone Star at either the train yard or the ship yard.

In the first combat round, they will face off against whoever they were engaging, probably taking them down in the first action since it's just a mundane. At the start of the second round, they will be fired upon by a half dozen mundanes all from various directions. In the second action of the first round, the response team will arrive on the scene. A new response team will show up at the initiative for each following round. Each team consists of four soldiers and two combat mages. If the characters flee, take one shot at each one and if they can still run, let them get away. Anyone killed or captured here is removed from VS. This scene ends this tournament.

Picking Up The Pieces

This section covers the wrap-up of the scenario and is at a meeting hosted by Claudia at the lair.

Use this section if any of the following are true:

- Anyone opened the container doors.
- The characters did not remove weight to counter the weight of the explosives they used.
- The characters use a magical trigger to detonate the bomb.

Claudia appears less than happy, "They picked something out about your container and opened it out in their yard. Left a bit of a crater, killed a few of their men and destroyed the contents but did nothing else. Since you almost succeeded, you will almost get paid. No more pay for you this time, just your money up front."

Use the following if none of the above conditions are met.

“Good job chummers, they took it in and the place is still burning. They’ve got news choppers and environmental groups all over them and that is probably more damaging than the loss of property and lives. Here’s your final cut!”

Claudia tosses over a credstick with the final payment of 15k each.

The End

Karma

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
Bomb detonated in building	2
Did so without being discovered	1
Did so without any bribery	1
Total Karma for objectives	4
Discretionary RP award	0-3
Total possible Karma	7

Note that members of certain metaorganizations, such as the Tyger’s Tail, must immediately Sacrifice one point of Karma.

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.

Scene Eight – The Container

The players may take their pick from the list, grabbing equipment in weight equal to the bomb inserted into the container. See Player’s Handout #1 for part weights. FV is Fence Value, RV is Retain Value, GL is grenade launcher rounds.

- Laser, MP-III (FV 80,000 / RV 360,000)
- Laser, Redline (FV 50,000 / RV 200,000)
- MGL-6 (FV 500 / RV 4500)
- MGL-12 (FV 750 / RV 6500)
- M22A2 (FV 500 / RV 3200)
- Pistol, Hvy, APDS ammo (FV 2,000 / RV 15,000)
box of 1,000 rounds
- Grenade, Conc GL (FV 400 / RV 3,600)
- Grenade, Offensive GL (FV 400 / RV 3,600)
- Grenade, Conc (FV 100 / RV 900)
- Grenade, Gas, Neurostun (FV 100 / RV 600)
- Pistol, Hvy, Standard ammo (FV 1,000 / RV 2,000)
box of 1,000 rounds

Appendix 1: NPCs

Lone Star Officer/Security Guard

Bod: 4

Qui: 4

Str: 4

Cha: 3

Int: 3

Wil: 3

Ess: 6

Initiative: 3+1d6

Combat Pool: 5

Firearms: 5

Unarmed Combat: 4

Officers are wearing partial heavy armor (6/4) and carrying Ares Predators (conceal 5, ammo 15c, Mode SA, damage 9M, cost 450). If fired at or attacked the officers will immediately call in a Rapid Response team.

Lone Star Rapid Response Team

Bod: 6(8)

Qui: 4(6)

Str: 6(8)

Cha: 2

Int: 5

Wil: 5

Ess: 0

Initiative: 9+3d6

Combat Pool: 8

Firearms: 6

Unarmed Combat: 6

Armed Combat: 6

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

Lone Star Rapid Response Mage

Bod: 2(4)

Qui: 4

Str: 2

Cha: 2

Int: 5

Wil: 5

Ess: 5.6

Magic: 5(7)

Initiative: 4+2d6

Combat Pool: 7

Spell Pool: 5

Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 spell focus, and Powerbolt 6 with a +2 spell focus. He will remain in the helicopter and target any visible mage.

Player Handout #1

Bill of Lading

From: ARES Macro Technology

To: UCAS Military
Fort McCoy, WI

L/I	P/N	Description	Qty/ Box	# of Box	Unit Wgt.	Extended Wgt.
001	CCP30-MPIII	Rifle, Laser, MP-III	1	4	40	160
002	CCP30-RL	Pistol, Laser, Redline	1	10	10	100
003	CCP26-MGL6	Launcher, Grenade, MGL-6	1	20	4	80
004	CCP26-MGL12	Launcher, Grenade, MGL-12	1	10	10	100
005	CCP22-M22A2	Rifle, Assault, M22A2	1	25	10	250
006	SR3-HP-APDS	Round, Pistol, Heavy, APDS	1,000	100	20	2,000
007	SR3-GL-C	Round, Grenade, Concussion	20	100	5	500
008	SR3-GL-O	Round, Grenade, Offensive	20	100	5	500
009	SR3-G-C	Grenade, Concussion	10	100	10	100
010	SR3-GG-NS	Grenade, Gas, Neurostun	10	100	10	100
011	SR3-HP-STD	Round, Pistol, Heavy, Standard	1,000	200	20	4,000

Total Weight

7,890 Kg.