

Double Cross

Player Aids

Double Cross is Chapter One in the Rose Croix story arc for the Shadowrun game system and the Shadowrun Missions campaign setting in particular. It may also be used for players and characters of all experience levels. For use with Shadowrun, Third Edition $^{\text{TM}}$





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MAPS		Shadowrun Missions and tournament details are part of the
Westin Seattle Convention Maps	5	campaign setting sponsored by FanPro LLC. All Rights Reserved.
CONTACTS / ENEMIES		
"Fox"	6	This adventure is for sanctioned tournament use only and
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Year In Review	7	prior approval of FanPro LLC.
Debriefing Log	9	
Event Summary	10	Published by: FanPro LLC · 1608 N. Milwaukee · Suite 1005 · Chicago, IL 60647. Printed in the USA.
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SPECIAL INSTRUCTIONS

This is the Player Aids package for the Shadowrun Missions adventure entitled *Double Cross*. These handouts have been separated from the main adventure because a) the adventure package was getting large enough already and b) the handouts were a large package by themselves. This also makes it easier for you to print only the copies of the adventure that you need for actually running the event, usually one per judge, and multiple copies of these handouts. Note, however, that these handouts will be required in different amounts—you may want to print a few extra pages of some sheets in advance in order to save time and confusion during the event.

MAPS

The Maps section contains those maps which can be referenced by both the GM and players during the running of the adventure. It is suggested that the gamemaster have a fresh copy of the maps for each session, since the players will probably desire to mark on them for tactical planning.

FORMS & LOGS

This section contains the various forms and logs that the players will need upon completion of this adventure. In Shadowrun Missions, each player receives a Debriefing Log upon completion of the adventure, and should be filled out according to the instructions in the campaign information package. Try to fill out as much of the sheet as possible, in pen (black or blue preferred), during the adventure, rather than waiting until the last minute. As the characters achieve various goals or critical mission elements, check them off on the sheets. That way, at the end of the adventure, you should only have to worry about filling in the Karma and nuyen awards, plus any special awards, contacts, et cetera.

There is also a pair of sheets for recording a character's yearly activities at-a-glance. These two sheets can be printed back-to-back if desired. The sheets are filled out by the players depending on their individual character's activities to help determine the passage of time and lifestyle maintenance.

The final sheet is an Event Summary sheet. We hope that you, the gamemaster and/or event coordinator will take a few moments to fill this out and send us the results. Events with more than one table / gamemaster can certainly compile the results for easier submission or simply place all reports in an envelope for mailing. You can also email the results, using the same format. If you feel particularly strong about the adventure, the campaign, or any other related aspects, or just wish to share your successes and/or failures, or outstanding players, please do so—the information you provide to us will help in making the campaign a better success!

CONTACT/ENEMY REFERENCE CARDS

These pages contain the various contacts/enemies that can be awarded for this scenario. Each page has three copies of the contact/enemy, and should be carefully separated and trimmed. We recommend that event organizers print these pages on a heavier card stock or weight paper (approximately 60 lbs, normal printer paper is 20 lbs), and certainly the use of colors will help them stand out.

Note that each contact/enemy "card" consists of three regions: a background, game statistics, and contact name and type. Once separated into individual contacts/enemies, they should be folded so that the result is a baseball sized card that can be easily stored in common collectable card carriers or plastic notebook inserts (these inserts commonly hold up to nine standard card sized forms).

The background portion should be folded back to back against the game statistics panel, and then the contact/enemy name panel folded down over the top of the background information. When finished, the "front" of the card will show the contact's (enemy's) name and title, and general information, the "back" will contain the relevant and known game mechanics information, and the inside (under the contact name "flap") will contain the contact's background and/or further information.

Please destroy and dispose of any unused materials to help prevent misuse.

The "Official" Word

DocWagon Executive Slaughtered in Downtown Terrorist Attack

KSEA—Downtown Seattle was held hostage yesterday evening when terrorists interrupted the DocWagon Annual Shareholders' Meeting and attempted to assassinate Chief Operations Officer Michael Davenport. Davenport had just stepped to the podium to address the shareholders, and after briefly introducing Dr. Chandra Dasari of Griffin Biotechnology, was ruthlessly attacked. Witnesses could not even agree as to which direction the attack originated from, or whether it was simple gunfire or the use of arcane magic.

The DocWagon High Threat Response team on duty wasted no time in rushing forward and covering the removal of Davenport from the scene of the assassination attempt. A firefight between the brave HTR team, hotel security, and other security forces and the terrorists lasted only a few moments until Davenport was safely conveyed to an awaiting ambulance.

However, as the medical team pulled away from the hotel to rush Davenport to Harborview Hospital, the terrorists struck yet again, evidently unwilling to let their prey escape. Another devastating attack from the terrorists caused the ambulance to explode. Witnesses say that the vehicle lifted almost a half meter above the road. It is obvious that illegal military grade weapons or powerful magical spells were used to cause such destructive force.

The ambulance was instantly enveloped in a fireball as Lone Star officials began to arrive on the scene. The officers could do little but hold the crowd back and redirect traffic as the vehicle continued to burn for several minutes. Eventually, emergency services arrived and extinguished the fires. The charred remains of all four HTR team members and Michael Davenport were found within the vehicle. Later DNA analysis and dental records confirmed the identities of those found in the vehicle.

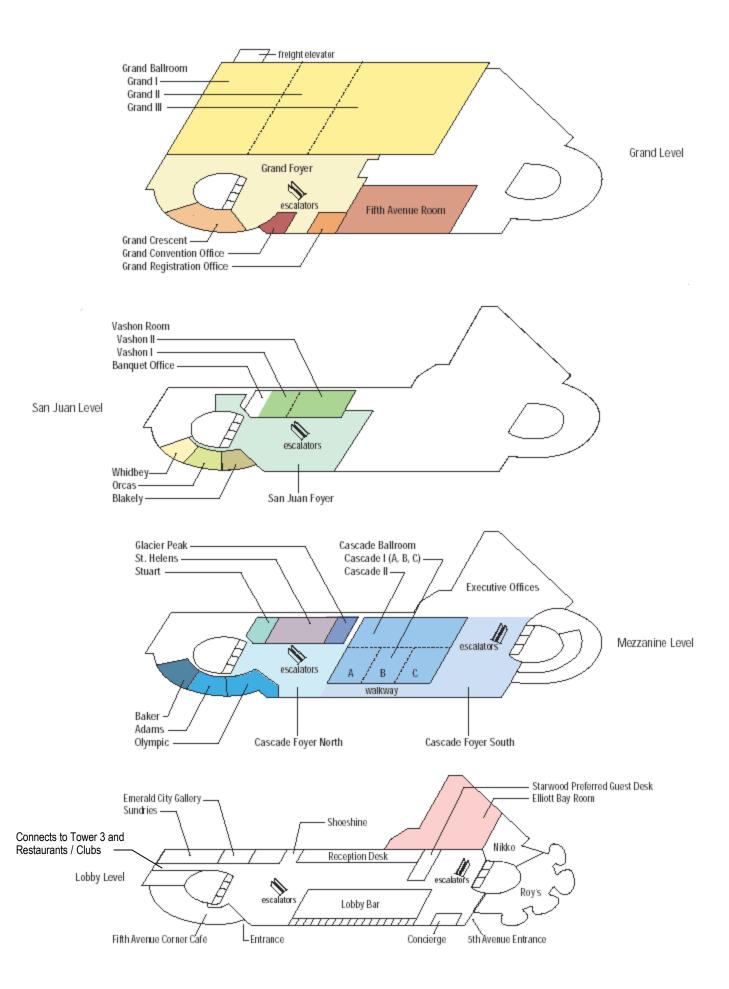
Garrett Walsh, CEO of DocWagon Seattle, was quoted as saying "The loss of Michael Davenport is one that will be felt throughout the company. He was a devoted employee and close personal friend. Both he, and the professional medical personnel that died with him, will be remembered in our hearts and minds. It is a shame that such an event should overshadow the events of the day and the news of hope that Michael had brought to us all."

According to his wishes, Davenport's remains will be cremated. Memorial services will be held this Saturday at Reynolds Eternal Estates, Primrose Blvd, Bellevue. Davenport had no remaining relatives or heirs. Lone Star currently has no leads or other information related to this tragedy. If any citizens have any information, they are requested to use the crime hotline at LTG 206 5-CRIME (52-7463)

The Word on the Street

- Don't believe everything you read! As I've posted on some of the other forums, my sources tell me that this was all an elaborate ruse by Davenport to cover up his "retirement" from DocWagon. Word has it that the terrorists (aka shadowrunners, of course) were hired by Davenport himself to stage this little show. He's now winging his way to the Carib League for a little reconstructive surgery to start his new life.
- Hondo
- I'd have to agree with Hondo on this one. The insider scuttlebutt says that Davenport has been at odds with Walsh now for the past couple of years, and that Davenport was about to announce his "retirement" from the company. In actuality, Walsh had been trying to reign in Davenport's excessive business practices and finally decided to ask Davenport to step down as COO.
- The Chromed Accountant
- How the heck could someone fake all that—it's not like this guy Davenport is some all-powerful dragon after all. And there's the DNA evidence, what about that?? From all the corporations out there, I would suspect that DocWagon had the tissue samples and other data necessary to confirm Davenport's identity, as well as that of the HTR team members.
- Skeptic
- Skeptic may have a point, but let me tell you this. I happen to personally know one of the HTR team members, Kyle Matthews, and he's a damn good paramedic and support gunner to boot. He's also a dwarf. None of the witnesses remember seeing a dwarf among the HTR team that came on the stage to recover Davenport's body. What makes matters worse is that I talked to Kyle right before his last duty cycle, and we had made plans to do some stuff together after he was released. That was supposed to be three days ago!
- Penny Ante
- Maybe Kyle was just working overtime and forgot to mention it to you?
- Sweet Gypsy Rose
- I doubt it—Kyle and I grew up together and he hasn't missed meeting me during his down time since he started shift work with the HTR teams two years ago.
- Penny Ante
- I hate to be the bearer of bad news, but I've just discovered that DocWagon HTR team #27 out of Renton never reported back on their last night of detail. The investigation had not yet reached the upper management at the time of the shareholders' meeting or the events immediately following. It wasn't until the reports had already been filed that the duty officer noticed the names and brought it to his superior's attention. I think Hondo's right and someone had #27 whacked so they could use their equipment and ambulance. They probably left the team's already dead bodies in the ambulance for identification on purpose.
- Deacon Blues

Westin Seattle Hotel Convention Maps



Fox's background is unknown, almost as if he were a shadowrunner, but the way he treats his runners would contradict that idea. Fox is a very accomplished fixer, but knows the score – his role is to facilitate the hiring of "expendable assets", and that is just how he feels about most of them. They are tools to be used. Granted, one must take care of one's tools, lest they get broken, but beyond that, Fox only cares about his reputation.

While Fox may treat his talent like scum, he is known to be fair in his dealings and can get most hard-to-obtain items. The corporate world respects him as well, for he always seems to find the right people for the right job. His success rate in the shadows over the years has been phenomenal.

Fox normally wears a standard grey business suit, one befitting mid level sararimen. His confident swagger and penchant for cigars are the only things that identify him as something other than corporate. When Fox responds to a situation, he is always in control.

Preferred Runners: All – as long as they have talent and can do the job!

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Attributes

B Q S I W C E R ? ? ? 6 5 3 ? ?

Initiative: Unknown

Karma Pool/Pro Rating: 8/3 Active Skills (Relevant):

Etiquette 6 (Street 8), Negotiation 9

Knowledge Skills (Relevant):

Corporate Rumors 4, Fences 6, Gear Value 8, Shadowrunners 6, Black Market Goods

5, Organized Crime 4
Cyber/Bioware (Known):

Datajacks (2)

Talents/Abilities/Spells (Relevant):

Equipment acquisition **Gear (Relevant):**

Pocket Secretary

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Talents/Abilities/Spells (Relevant):

Equipment acquisition **Gear (Relevant):**

Pocket Secretary

(Real Name ?) "Fox"

Independent Fixer Human Male

Uses: Jobs and cred, information, gear, additional contacts

Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible.

Contact: Phone, Email **Available:** Always

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layer			-	Year		Shadowru	Shadowrup Missions
Character						Yearly Sum	Yearly Summary Sheet
SAMPLE	×	JAN	89	MAR	APR	MAY	NOC
SRM00-01	-						
	7						
SRM00-02	ო						
Healing	4						
			Free Week			Free Week	

layer				Year		Shadowri	Shadowring Missions
Character						Yearly Sum	Yearly Summary Sheet
SAMPLE	X X	TOC	AUG	SEP	OCI	NON	DEC
SRM00-01	-						
	7						
SRM00-02	က						
Healing	4						
			Free Week			Free Week	

SHADOWRUN MISSIONS EVENT SUMMARY REPORT

PERSONAL INFORMATION

Name		Е	mail				
City	State/Re	gion		Country			
Commando #							
EVENT INFORMATION							
Event Name		_ L	ocation				
Dates		S	lot Length				
How many total tables were scheduled for th	is event time?		-				
How many tables actually played?							
How many players were at your table?							
What level did your table perform at? ☐ Green ☐ Streetwise ☐ Profe	ran 🗆	J Elite	☐ Prime Runner				
How would you rate the following:	Poor	Weak	Fair	Good	Excellent		
Balance Non-player characters Player handouts (if any)	0 0 0	_ _ _ _	0	_ _ _			

What comments (good/bad) do you have for the adventure?

Unforeseen Outcomes / Results / Player Stories