SRM01-08B



Duplicity Play Aids

Griffin Biotechnology has been a revolving door for shadowrunners. Runners from all over the sprawl have had at least one opportunity to scout the place or sneak a peek at what's going on inside. Word is that "the big one" has hit the streets - big nuyen to steal one of Griffin's hottest prototypes. Will Knight Errant be able to keep out this latest attack against the Everett based firm?

Duplicity is an adventure in the Rose Croix series for the Shadowrun game system and the Shadowrun Missions campaign setting. It is designed for all characters. For use with Shadowrun, Third Edition TM





The Official Word

Innocents Slaughtered as Griffin Biotechnology Struck by Terrorist Attack

KSEA—DocWagon emergency response vehicles filled the airspace around the Everett-based Griffin Biotechnology even as the roads were filled with ambulances. In what is currently being described as a terrorist act, dozens of support personnel and security forces were killed after explosions ripped through the northern half of the compound, completely demolishing one wing of the building and blocking all routes for rescue teams. Search and Rescue teams continue to work through the salvage being aided by volunteer efforts from the awakened members of Ares' Knight Errant security.

Reports are still scarce but evidence is pointing toward the nebulous community referred to as shadowrunners. These criminals for hire have often been glamorized by the youth and in SimMedia, but last night's bombing is a clear reminder that these men and women are not the Robin Hoods of our time. Witnesses from the scene have given anonymous statements that are conflicted at best. A combination of military grade firepower and eldritch flame appears to have been used to scorch the landscape prior to the actual entry into the facility.

Security Director Rebecca Owls-Breath would only comment by saying that Knight Errant was following up on every lead they had. The director did go on record as stating that several individuals did attempt to breach the facility in the pre-dawn hours prior to this attack but they were turned over to local law enforcement officials for prosecution. All other security personnel have formed up behind the Grey Wall of Silence common after tragedy strikes areas defended by the national leader in advanced commercial security.

News of this attack caused a tenth of a point drop in Knight Errant stock, a minor tremor that parent company Ares assures investors will be resolved before the end of the day. Griffin Biotechnology plummeted seven points and resides in a tenuous position as the biotech firm establishes how much damage was done to their microbiology and nanotechnology research labs.

The Word on the Street

» Word has it that this is meant to be the nail in the coffin for Griffin Biotechnology before Rose Croix has their IPO. We all know what happens when the corporations decide to tango...

» Iblis

» Did anyone notice the distinct absence of Yamatetsu-their import team was crawling all over that facility for the last week and they weren't even a blip on the radar.

» ConspiracyTheorist

» Of course not, do you think some B Rate corp would make it to the end of the week by implicating a AAA without substantial proof? Wake up and smell the soykaf.

» Skeptic

» We've all been through that facility, layouts and floorplans have been posted in Shadowland for months. » HammerJack

» Exactly HJ, we all knew it was a cash cow that would just keep giving up the milk. Why would anyone flatten it to the ground?

» Wingless Falcon

» Jobs come and go, this smacks of a smear campaign against the rest of us. Now KE and LS are just going to be that much harder on minor infringements.

» HammerJack

» What I'm really interested in is whether Broward got what he wanted-this smacks of his heavy handed approach to running and business. Don't get me wrong the nuven is great, but sometimes the trouble isn't worth it.

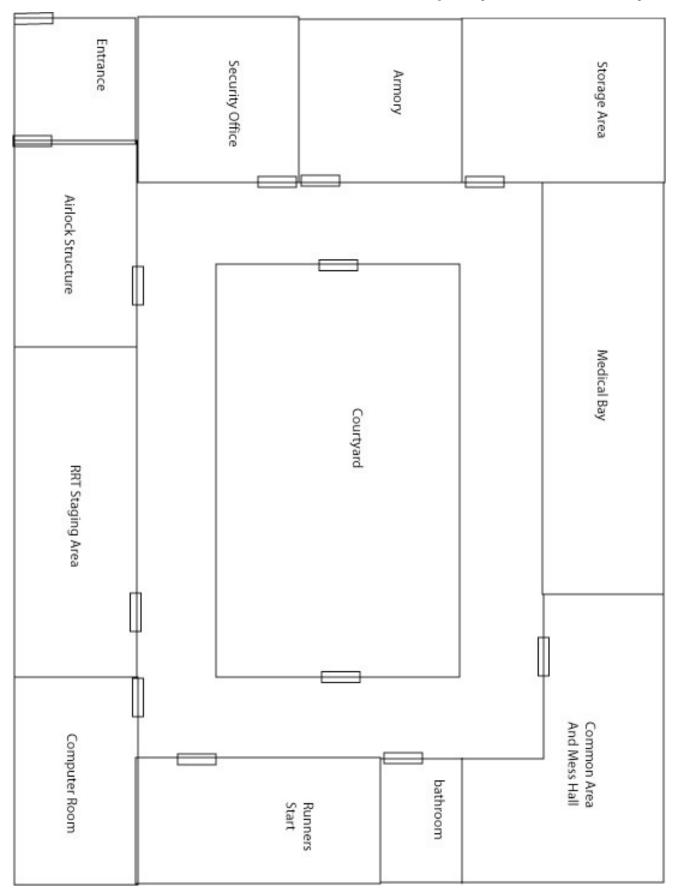
» Deacon Blues

» You're just bitter Deacon because you didn't get tapped for this one.

» Spider

» Believe what you want, but I would never want that much attention on a run I just did.

» Deacon Blues



SRM01-08 Duplicity - Tacoma Facility

Physical Security

Location: 172nd Street, off of Marine Drive.

Terrain: Restricted - Hills and woods.

Surrounds: 4-meter natural stone wall - some sections augmented with monowire.

Internal: Fire doors at the end of each hall and every major intersection. External walls are of natural cut stone and heavy Plexiglas. Internal walls are of normal drywall construction except for sensitive areas, where the walls are of Plascrete construction with reinforced rebar.

HVAC: Separated into two systems. Main system services the common areas, halls, and offices. Secondary system services the labs and other sensitive areas. This system is fitted with an Airwall[™] system (SOTA63, pg.83) which sterilizes the air flow with UV light and special filters. Both systems have choke points and filtration systems/fans which prevent metahumans or anything larger than a Body of 1 from using the HVAC system as an entryway into the facility (note that small animals, such as squirrels, may be able to fit through certain areas). They also contain the same detection systems as found on the doors of the facility (see the section on MAD and Chemical sensors below).

Power: Three phased power is provided to the facility, with redundant cross over circuits should one phase drop power due to an accidentally cut power line. Should full power be disrupted, uninterrupted power supplies (battery backups) immediately provide power to all computer systems, internal security systems, laboratory equipment, and emergency lighting. This system is designed to operate for five minutes – plenty of time to start the auxiliary generators. The generators can provide power to essential systems for up to six hours. This window is to allow for the systematic shutdown and/or defense of the facility.

Astral/Magical Security

No spirits or watchers monitor the building. Astral travelers are not totally free to roam the facility, there are still some protective measures in place!

First, because of the high amount of magic used in the construction of this facility, there is a residual Background Count of 1 still pervading astral space everywhere inside the facility and three meters to either side of the main security wall.

Next, wards have been erected to protect various labs and research areas from scrying and astral intrusion. These are astral barriers only, and therefore have no effect on non-magical personnel and/or items. These wards are opaque in astral space, preventing visual inspection of the area inside the ward. Perhaps more disturbing, certain walls will be solid in astral space and not allow an astral traveler to pass through -- these walls are collocated with security doors. The wall contains tanks of Fat Bacteria, which will be pressure sprayed into the surrounding walls, floor and ceiling, and security doors in case of an astral security breach. A second release of fluorescing bacteria will be released into the hallways themselves to aid security forces in locating the unauthorized astral visitor.

Technical Security

Maglocks: External maglocks are activated during non-business hours (7PM – 8AM). They consist of card readers and numeric keypad. Access rosters determine which cards and matching PIN codes will work at various times in various locations. Internal offices and low security areas use keycards only. Labs and high security areas add the numeric keypad, and are slightly more complicated. The most secure areas, including the subterranean labs, armory, and other sensitive rooms add retinal scan identification – the locks of course are of the highest caliber.

Lighting: Exceptional. High powered daylight halogen lights are positioned at the main gate and along the main drive up to the facility. They are also positioned along the front of the facility and in the parking area. Inside the facility, standard fluorescent lighting is used.

Cameras: Located throughout the facility and around the terrain. Cameras are located at the main gate and along the main drive – all of these are mounted securely on posts and obviously visible. Cameras located in the woods, however, and in the terrain around the rear of the facility, are disguised and hidden among natural items such as trees and boulders. Cameras inside the facility are normally mounted in unobtrusive black ceiling globes. All cameras have a 120 degree angle of view (60 degrees to either side of center point) and come with the following options: normal spectrum, low light, thermographic, 5x variable zoom, and normal hearing range audio pickups. Note that cameras inside the facility at major intersections and common areas are able to rotate, therefore allowing a full 360 degree view (in 120 degree increments). The cameras are protected with a black ballistic polymer cover.

Note that the trees or boulders holding cameras around the terrain are artificial.

Sensor grids have been placed to assist the system and the operator in focusing their attention to the correct areas. These sensor grids consist of pressure pads (set to respond to weights over 30 kg to avoid false reports from small animals) and laser grids. The laser grids are set up between two artificial trees and use UV lasers. Inside the facility, these measures are only installed in sensitive areas, and are only designed to be activated after hours when no one should be in those areas.

Ultrasound sensors are used closer to the facility to pick up invisible intruders on the grounds. They are also used in the more sensitive areas of the facility, but like sensor arrays, are only usually on after hours when no one would be working in the area.

Other: Main doors of the facility and at the entrance to high security areas such as the nanolabs, passive detection systems have been placed into the framework of the doors and hallway (and also around the HVAC intake vents). Magnetic anomaly detectors (MAD) serve to detect the presence of weapons and cyberware. Chemical sniffers are also integrated into the system, providing the ability to scan for explosives, gunpowder, and other dangerous chemicals or gases, both entering and exiting the building.

Matrix Access

The computer systems of Griffin Biotechnology are all state-of-the-art. They are very powerful and run almost all the aspects of the facility for an integrated solution. There are safeguards in place, however, which help to protect the system. First of all, each computer system is dedicated to a role or function in the facility, and does not usually connect to the other computer systems. This allows the separate systems to continue to operate, should one of the others be shut down for maintenance or to counteract an intrusion.

The communications network is the only system that is directly connected to the Matrix via a standard SAN. This system houses the corporation's matrix presence for public domain information about the company (i.e. standard corporate web site), email / telecom connections, and special pattern recognition and control software for analyzing and routing of various data packets based on content. All inbound data streams from the matrix are inspected by this program. Telecom signals are passed on to their respective recipients in the main network. Email is retained in the data storage area and is accessed by the main network. Basically, any traffic that tries to pass through this network to the main network through the internal SAN will be analyzed for viruses, smart frames, persona programs, and other illegal data streams. Any attempt by a decker to do so must first evade the program's Sensor rating and then the Access rating of the node itself. Please note the information on the PanicButton[™] system listed in the logistics network.

The logistics network is the "nerve center" for the facility. These systems control all the non-security related automated functions, such as housekeeping drones, gardening drones, HVAC control systems, lighting systems, elevator control, and emergency systems such as fire suppression systems, sprinklers, and the PanicButton[™] system. Note that while this system connects to the communications network, it is only a oneway connection (outbound) that is dedicated for the PanicButton[™] system to pass through to the matrix to notify the authorities. This system is also on a deadman's switch, meaning that update packets are constantly being transmitted to the Matrix with the status of the PanicButton[™] service. Should either the communications network or the logistics network be shut down, this would cut the data feed and immediately trigger an alarm. Note also that the security network has override control on most functions of this network.

The main network handles all the processing for the labs, offices, and research areas. It is not connected to the Matrix directly, although research data, reports, and other necessary data can be routed through the communications network. This requires decking through two SANs from the Matrix – the second SAN is set up to only allow communications data packets such as telecom and email, and standard data packets that have been directly requested by an internal user (such as web traffic). This network otherwise offers all the software and other programs needed to operate the labs and perform research, administrative tasks, etc.

The security network controls all of the security specific hardware of the facility, both inside and out, and also can override the functions of the logistics network if required. This network also includes a smart frame that assists in analyzing the patterns of the various sensors and cameras.

Guard Activity and Procedures

The guard force is contracted out to Knight Errant security forces. Knight Errant guards serve all security functions for the facility, except the actual Security Director's position, which is held by a Griffin employee (see Personnel Actions below). Guards are staffed during three eight-hour shifts, starting at 7:00 AM. A fourth shift in the rotation serves to allow the guards to work various shifts with time off. Each shift team is known by a callsign designator: Alpha, Bravo, Charlie, and Delta. Each team works four days on, one day off, four "swing" (3:00 PM – 11:00 PM) shifts on, one day off, four "mid" (11:00 PM – 7:00 AM) shifts, and then three days off in rotation. The shift on three day break may be recalled as reinforcements during times of heightened security.

Each shift consists of 38 guards, distributed as follows: one shift commander/corporate liaison; two guards at the main gate; three guards in the control room; four guards in the main lobby; four guards on each floor (two floors and one basement level) and four patrolling in each exterior quadrant (four total quadrants).

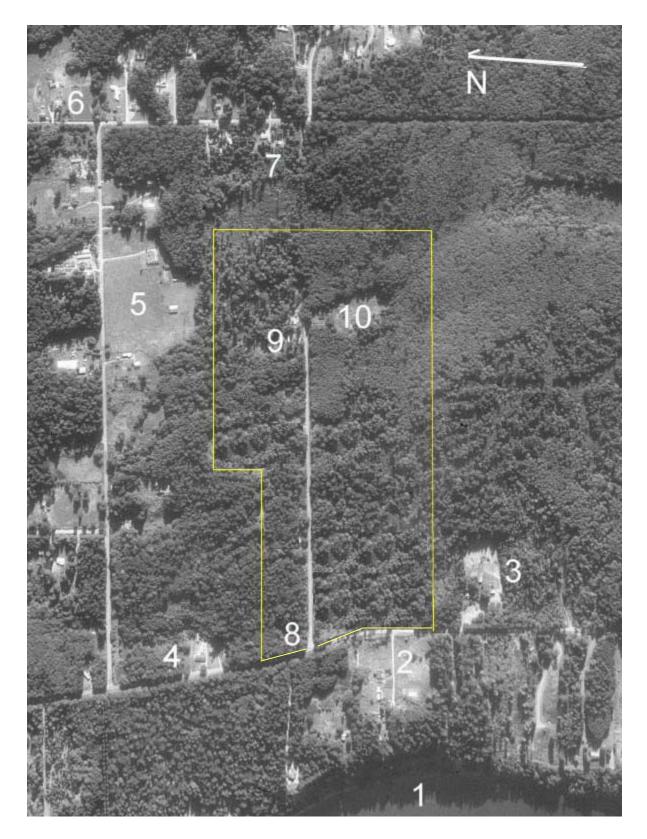
Guards serving in external positions (outside) are wearing light security armor and matching helmets with low-light amplifiers. Weapons consist of a standard AZ-150 stun baton, Ares Predator II, Ares Ravener SMG (same as HK-227), and two flash-bang grenades. All equipment is, of course, Ares brand. Guards serving inside wear just secure ultra-vests and secure clothing – their KE uniforms. They carry a stun baton and pistol, and have a flashlight to round out their equipment. Note that two guards at the front entryway / main lobby are equipped as the external guards – the other two are in normal interior garb. Once an alarm has sounded, all internal guards will report to the armory and refit themselves into light security armor and heavier weapons, as needed and/or directed.

Throughout the day, the roaming guards patrol in pairs in their assigned areas. They are instructed to report via radio communications every ten minutes. Guards also know the location of any cameras and/or sensors in their area, and will also sometimes report in via the cameras audio-visual pickups. They receive a 15 minute break every three hours, and stagger their meal breaks by splitting the lunch hour between them. Shift change covers a half hour period (15 minutes prior – 15 minutes after the hour). Guards arrive in a combination of private vehicles and Ares Citymaster troop transports. The shift commander has an Ares corporate Ford Americar, exclusively made for Ares.

Personnel Actions

The staff consists of scientists and lab technicians, administrative personnel, computer technicians, janitorial staff, and maintenance. Obviously, most of these people cannot divulge too much information about the research being performed, security measures, or other information. They can, however, give information about those areas that they oversee. Normal workers are loyal to the company, and will resist attempts at bribes (unless overly generous). None, except the Security Director, has any kind of combat or defense skills. All normal employees drive private transports to the facility, while the Security Director is currently driving an Ares issued Ford Americar (see above).

If an employee is captured, questioned, or otherwise detained, they have been instructed to not resist and endanger themselves, but to cooperate with their captors and tell them enough to keep them at bay. Once released, the employee will be debriefed to discover what information was compromised so that changes can be made.

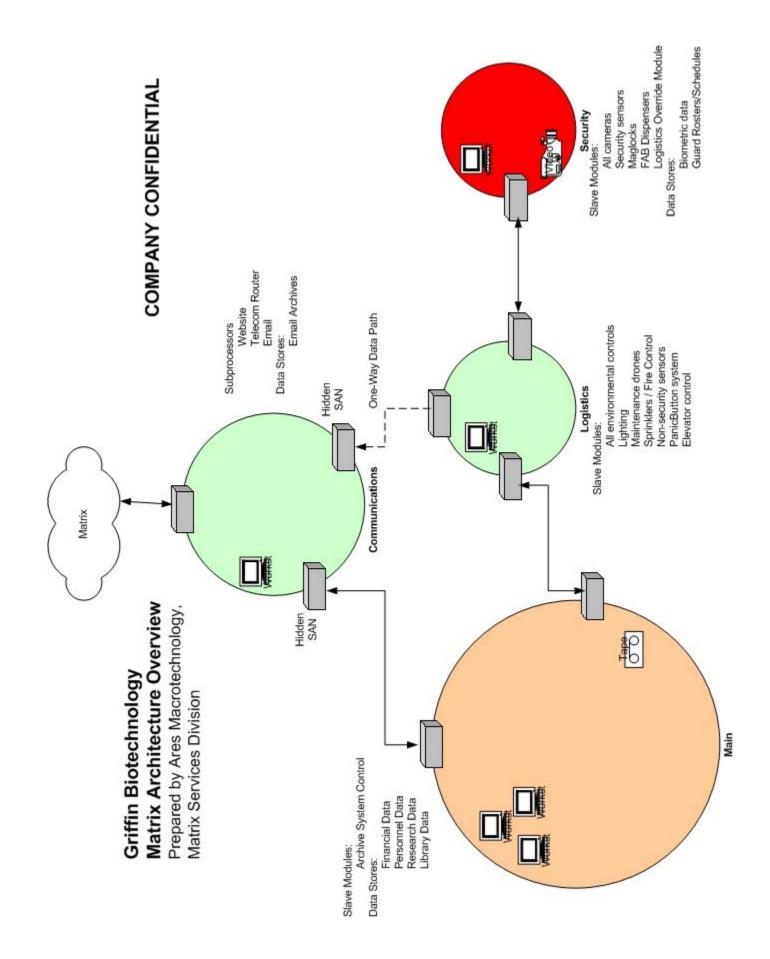


Aerial Reconnaissance Photo

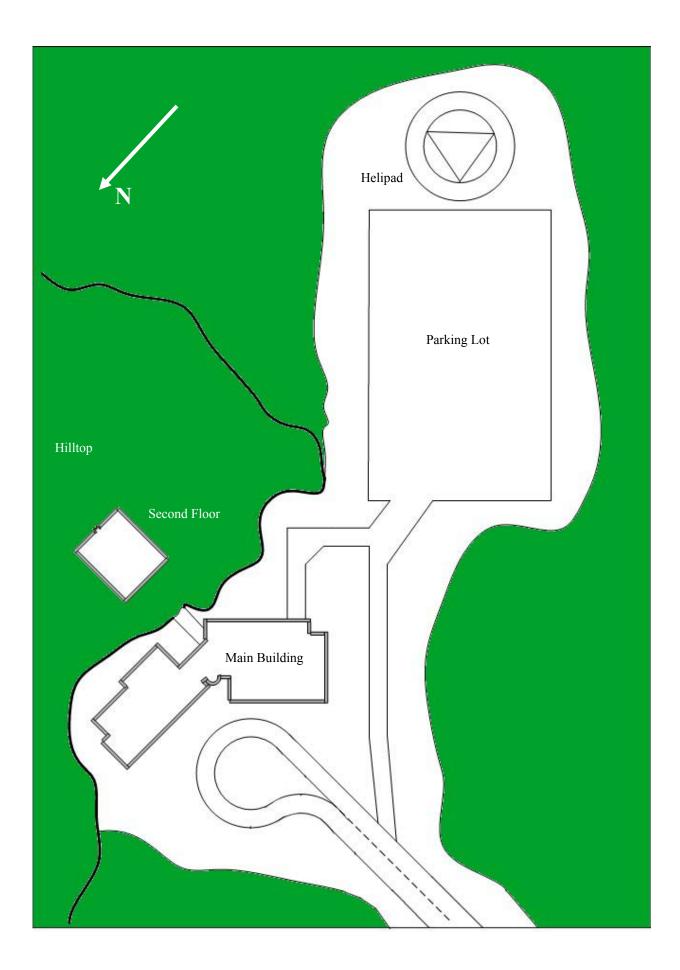
- 1. Puget Sound
- 2. Brackhaven Estate
- Draco Foundation Complex
 Universal Omnitech Private Property
 Ares Private Property

- 6. Stuffer Shack / BP Gas
- 7. Dohner Estate
- 8. Entry / Guard Shack, Griffin Biotech
 9. Main Facility
 10. Parking Areas / Helipad

*Yellow line marks property border / stone wall

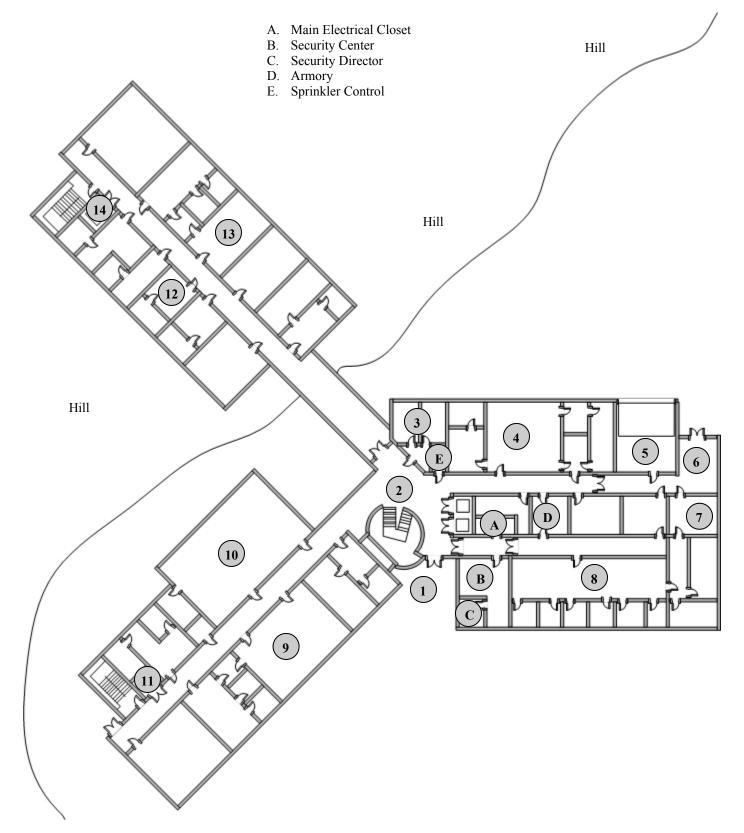


Compound Map



- 1. Main Entrance
- 2. Front Lobby / Stairs / Main Elevators
- 3. Restrooms
- 4. Basic Labs
- 5. Loading Dock
- 6. Snack Machines
- 7. Break Area

- 8. Administrative Offices
- 9. Demonstration Labs
- 10. Conference Room / Auditorium
- 11. Freight Elevator
- 12. Radiology Labs
- 13. Tissue Culture Labs
- 14. Freight Elevator



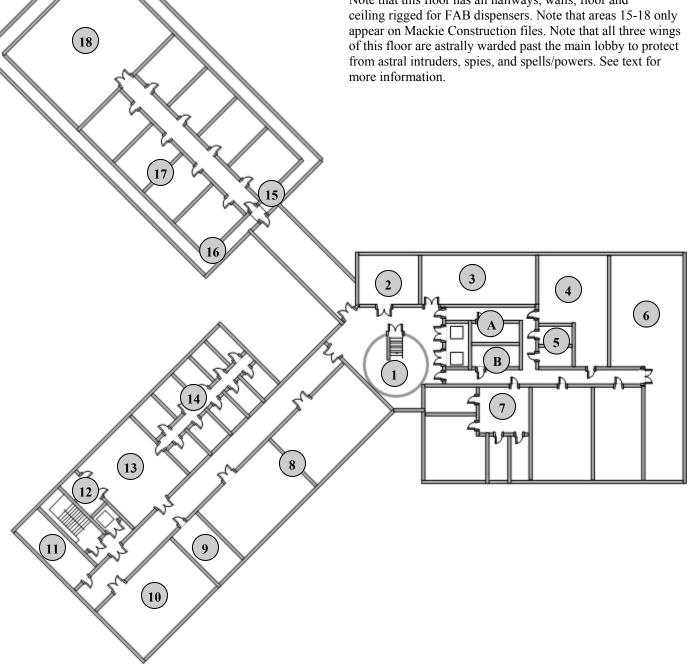
- 1. Main Stairs / Glass Lobby / Elevators
- 2. 1st Floor Hallway into hillside
- 3. Conference Room
- 4. Bio labs
- 5. Computer Center / Administrator's Office
- 6. Dr. Chantel's Private Lab
- 7. Dr. Chantel's Office

- 8. Senior Doctors' Offices
- 9. Conference Room
- Restrooms
 Director's Office
- 12. Bio Lab
- 13. Medical Equipment Storage
- 14. Secure Labs
- A. Telecom closet B. Electrical closet 2 12 (13)3 $\left(1\right)$ 6 7 4

- Main Stairwell / Lobby Doors / Elevators 1.
- 2. Generators
- General Supplies and Storage 3.
- Maintenance 4.
- Restrooms 5.
- Secure Labs 6.
- **Observation Rooms** 7.
- Mechanical Fabrication Rooms 8.
- 9. Kitchen
- 10. Operating Room (Beta Clinic)

- 11. Laundry
- 12. Restrooms/Showers
- 13. Nurse's Station / Monitoring
- 14. Recovery Rooms
- 15. Airlock / Bridge to Float Floor
- 16. Float Floor-this inner section "floats" above the foundation and is separated from the walls to minimize vibration and external effects.
- 17. Microtech Labs and Cyberware Assembly/Prototyping
- 18. Main Nanotech Lab
- A. Electrical Closet
- B. Telecom Closet

Note that this floor has all hallways, walls, floor and



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SHADOWRUN MISSIONS EVENT SUMMARY REPORT

Name]	Email		
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EVENT INFORMATION					
Event Name		_ 1	Location		
Dates			Slot Length		
How many total tables were scheduled for the	is event time?		_		
How many tables actually played?	_				
How many players were at your table?					
What level did your table perform at?	ssional 🗖 Vete	ran (D Elite	Prime Runner	
How would you rate the following:	Poor	Weak	Fair	Good	Excellent
Balance Non-player characters Player handouts (if any)					

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

Unforeseen Outcomes / Results / Player Stories