

SHADOWRUN MISSIONS

ASSASSIN NATION

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//archive/KnightErrant/Athack/Alert: KE Command, KE Counter-Terrorism Division, KE Security Services Coordinator: Seattle Branch, KE Special Crimes Task Force: Seattle Branch, KE Matrix Security Division

//Internal Memo: KE-00932-E34

//Subject: Anarchy, update

//Filed by: KE Intelligence Division, Counter-Terrorism Task Force Two

//Date: 09/01/73

We have recently obtained information from reliable sources that the international terrorist known only as "Anarchy" has traveled, or will soon be traveling, to the Seattle area. Suspect is known to be an expert hacker specializing in data manipulation and penetration of Matrix security systems. Anarchy is believed to be responsible for several high-level Matrix crimes including: breaching UCAS military servers, deleting bank records from corporate banks, and crashing several private aircraft by remote manipulation of craft systems. Visual identification is still unavailable at this time; all known reports are contradictory as to the suspect's ethnicity and gender. Suspect is considered armed and extremely dangerous. All divisions are to report any possible activities that may be linked to subject immediately to KE Intelligence and or KE Counter-Terrorism Division. Supplemental files on all known and past associates attached.

KSAP STREAMING NEWFEED

@14:32:55/09-07-73

CLASH OUTSIDE ORK UNDERGROUND TURNS DEADLY, SEVERAL KILLED IN SHOOT OUT OVER PROP 23.

SEATTLE—Ten individuals have been reported dead as Prop 23 proponents and opponents clashed outside of the Big Rhino Bar and Grill yesterday, which serves as a tourist entrance to the Ork Underground. According to Knight Errant officials, approximately 20 individuals in favor of the proposition were peacefully picketing outside the famous Seattle establishment when they were attacked by several small groups who employed improvised explosives and melee weapons while chanting "down with the tuskers" and "nuke the underground," among other things.

Reports say that after the initial skirmish began, unknown persons opened up with automatic weapons fire resulting in an escalation where both groups engaged each other with gunfire. As a result, at least ten people were killed, and several more were wounded, though detailed tallies of the casualty are not yet available. Several individuals were witnessed fleeing the scene before Knight Errant officers could respond.

According to police reports, both of the groups involved claimed that the other shot first and that they were acting in self-defense. Detective Theodore Athack, head of Knight Errant Special Crimes Task Force, had no further comments about the incident. Damage to the Big Rhino was described by the manager as minor and the establishment remains open for business.

NEWSNET SPECIAL BULLETIN!

Posted 13:45:01/09-10-73

SEATTLE—District Attorney David Beatty has scheduled a press conference in two days to address the current problems of what he calls "the ongoing Proposition 23 issue." Although no one in the DA's office will comment to exactly what the District Attorney will address, rumors say that a major announcement will be made that could change the current political situation within the city-state.

INTRODUCTION

SRM 04-09: Assassin Nation is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-09: Assassin Nation is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-09: Assassin Nation consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-09: Assassin Nation* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine, and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something, or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure that the PCs will not necessarily compose a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure and have more detailed write ups, including most of the skills and the gear to which they have access.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict, with opposing Factions who butt heads

constantly. Characters can try to remain neutral, but often any decision they make will favor one Faction over another. These choices will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with that runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

A Note on Commlinks

By 2074, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, once an adventure is completed, gamemasters should head over to the official *Shadowrun* forums at <http://forums.shadowrun4.com> and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the *Missions* adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the future shape of the campaign.

MISSIONS FACTIONS

BURIED UNDERGROUND PLOTLINE

Ork Rights Committee: This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle, by any means necessary.

Seattle Government: The city of Seattle is hurting for money and sees the Underground as a huge expense they can't afford, with little to no gain from its largely SINless population. The government worries that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

NewsNet: Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

KSAF: KSAF built a reputation on reporting the news before anyone knew it was news. Those days are past, but with the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

MISSION SYNOPSIS

Seattle is turning into a war zone over Proposition 23. If passed, the proposed law would make the Ork Underground a legitimate district. On one side of the Prop 23 debate is the Seattle government, doing everything they can to defeat it, saying that the costs of adding a new district will collapse the local economy. The other side is Project Freedom, a coalition of various metahuman rights groups who see Prop 23 as a vehicle for metahuman equality. Violence and death has broken out in support of both sides, and it's now become a pitched battle to the death. While both sides continue to plan and execute the next phases of their agendas, they have become so fixated on each other that they have overlooked threats from within their own camps. Not everyone in the Seattle government is against Prop 23, and some are more than willing to exploit that divide. On the flip side, not everyone in the Ork Underground is thrilled with the idea of going "legit."

Seattle Assistant District Attorney Mark Blackfern is an ambitious man. He is arrogant, power hungry, and feels he's been denied what he deserves by District Attorney David Beatty, who has given all the high-profile cases and the accompanying glory to that "upstart bitch" Dana Oaks. Blackfern only cares about politics, especially Prop 23, inasmuch as there is something he can gain from them. All he cares about is getting the top spot in the DA's office—a position he feels he deserves.

Gordo Buck is not a happy ork. He's spent the last few months filling the power vacuum left by Johnny "Junior" Torinni when the gang boss disappeared. Now, all his work and the blood he's spilled may be for nothing if those neo-hippies in Project Freedom have their way. Torinni believed that the Underground can and should stand on its own. The Underground doesn't need the topsider's problems, or more specifically their laws. Business is good in the Underground, and the last thing businessmen like him need is the Seattle Government and their Knight Errant lapdogs coming in and fucking it all up. Unfortunately, there is little he can do. With the violence escalating in and around the Underground, Buck can't openly oppose Project Freedom because it could cause a civil war. His campaign to salvage Torinni's organization and consolidate his own power has almost completely tapped his resources, leaving him unable to take direct action.

They are two men of means, both with their own agendas and unable to do much about it on their own. That's when they both get a little Anarchy in their lives.

Anarchy is, as his names implies, an agent of chaos. He came to Seattle when he first heard about Prop 23 three months ago, quite aware of the chaos the proposition could cause. He was not disappointed. He now wants to add his own special brand of "fun" into the mix, and when he found out about Blackfern and Buck, he had an idea. So he arranged for both Blackfern and Buck to meet, and now his idea is a plan.

Under the guise of a professional problem solver, Anarchy gave his pitch: He wanted to set Project Freedom and the District Attorney's office against each by taking out key figures in each organization, making both sides think the other was responsible. Then, with the leadership of both sides gone or weakened, Blackfern and Buck would move in to solidify their power bases and restore order. As a bonus, no matter which way Proposition 23 goes, both men will be in the perfect position. If it fails, it's business as usual. If it passes, then both men are saviors and heroes. Blackfern can get credit for "cleaning up the

Underground," while Buck can offer up any of his rivals as sacrificial lambs in exchange having some of his activities overlooked. It's a perfect win-win for both. And all it will cost is five million nuyen.

The first step of the plan is to hire and deliberately frame a team of unsuspecting shadowrunners. Anarchy supplies Blackfern with a list of candidates he had been researching. Blackfern then arranges for a lackey from the DA's office to act as Mr. Johnson and hire the runners for a supposed datasteal from Beatty's home. They runners arrive and find Beatty dead as responding KE units are en route, dispatched after receiving an automated alarm and a datafeed that showed the runners killing Beatty. The second part of the plan is for Anarchy's associate, a burned-out adept named Harbinger, to lead another group and hit a Project Freedom meeting to eliminate as many members as possible, leaving a data trail to frame the runners for that as well, with Anarchy modifying the information to implicate the runners. The third part is for both sides to go after the runners and eventually eliminate them.

When the runners are offered the job, they meet with Mr. Johnson at a popular coffee house in Tacoma. The job is a data snatch for confidential files that belong to the DA's office, and Mr. Johnson hints that his clients need specific court cases to simply go away. Once they take the job, the runners need to do the obligatory legwork. One that is done, the actual run begins. When the runners penetrate Beatty's home, they discover he's dead, and the data they were sent to recover never existed. Knight Errant just happens to show up at that moment, and the runners must flee.

From there, they must evade those intent on their capture or elimination. They learn from their fixers a sprawl-wide manhunt and bounty has been placed on them for Beatty's murder because of the doctored security footage. They also being blamed for the death of several other individuals in the DA's office, including ADA Dana Oaks. The runners also learn that the Project Freedom headquarters in the Ork Underground have been hit; there are several dead at that site as well, and again the runners are being blamed for it.

With the heat coming from multiple sides, the runners know they're in trouble. But help comes from unexpected sources: Joe Martin of NewsNET and Athena Totopolous of KSAF. Both offer the runners information that may help, but only in exchange for exclusives on this story. The runners are given the location of their Mr. Johnson (a.k.a. Leonard Freexclusive that they may have a chat with him). During the conversation, Freemont is killed by Harbinger, and the runners are assaulted by a group of orks from the Underground's Skraacha gang working with members of Gordo Buck's operation. After a vicious fight, the runners are ultimately saved by Detective Theodore "Tosh" Athack and a squad of Knight Errant High Threat Response officers.

Tosh surprises the runners when he doesn't take them into custody; instead he arranges for a surprise meeting with the not-dead-but-in-protective-custody Dana Oaks, Kathleen Shoard of Project Freedom, and shadowrunner turned fixer William "Bull" MacAllister. During the meeting, the runners learn of Anarchy and his plans with Blackfern and Buck. They're also given one last chance to clear themselves.

In the end, the runners confront Anarchy and his assassin associates in a former air cargo hub outside of Downtown Seattle. During the takedown attempt, they find Blackfern, Buck, and Anarchy in the middle of a meeting. They then have to deal with them.

SCENE 1: JUST ANOTHER JOB

SCAN THIS

The runners are contacted by one of their fixers about a possible job, a data steal from a local politician. For Mr. Johnson, time is of the essence! and he'll pay whatever price is needed to make this run happen. To get things rolling, he's put out the word to local fixers to set up a meet with potential talent at a local cafe. The runners don't know, of course, the larger plot that will be unfolding around them.

TELL IT TO THEM STRAIGHT

It must be the end of the world. You wake up from the previous night's shenanigans with only a few new bruises and notice an unexpected brightness in your bedroom. A quick peak outside reveals something seldom seen in the sprawl: the sun! Maybe, for the first time in who-knows-how long, Seattle may actually be able to dry out a bit from the perpetual precipitation it's accumulated over the last ... how long has it been? Maybe you could catch a few rays on the roof or ...

Before you can finish that though, you're interrupted by an incoming call on your 'link. Recognizing the number, you activate the vid screen to see the face of your normal fixer staring back at you with their normal talk-business-to-me look on their face. So much for enjoying some time in the sun.

"Got some work, if you're interested. Seems Mr. Johnson's in need of a quick B and E with an order of data snatch on the side. The money is especially good for this kinda' job like this because it's a rush. Johnson's a bit on the desperate side, though. And a desperate Johnson is a dangerous Johnson, so be careful. Still, you may be able to use it and squeeze a bit more out of him. If you're interested, be at Cuppa Joe's just off I-5 in Tacoma in about two hours. Ask the half-slag behind the counter for a tall 'Regular Joe' and a cheese danish. Do what he says and he'll point ya out to Johnson when he shows. Oh, and don't forget to tip well."

Yep, so much for enjoying the sun.

WATERFRONT ROAD, OFF INTERSTATE FIVE IN TACOMA

A small bakery and cafe, Cuppa Joe's is a favorite of the blue-collar workers, wageslaves, cops, and those traveling down I-5 on their way to or from work. It features standard diner-style foods for breakfast and lunch, but it's best known for having some of the best pastries, donuts, bagels, and soycaf in the sprawl. Joe's even serves real coffee that doesn't cost a month's wages. The joint is run by a dwarf known as Chip who named the place for his father when he started it ten years ago.

- Word of warning: If you do any biz at Joe's, be respectful and don't mess with the place. When Chip opened up shop, he avoided the usual protection and tribute rackets so loved by local criminal-types. Local legend says he did it by offering the local don, oyabun, gang leaders, etc. the "best damn donut they ever had." Sounds crazy, but it worked because both criminals and cops consider Joe's to be neutral territory. On any given day you can see yak enforcers standing in line with KE patrolmen, while family capos, salarymen, and gangbangers are mixed in among the booths and tables. Chip doesn't even have a real security system anymore. The last slag who robbed him ended up floating in the sound without his skin. That was six years ago.
- Sticks

When the players get to Cuppa Joe's:

Arriving at Cuppa Joe's, you notice the outside of the building is nothing more than a boring-looking white box with a big coffee-cup-shaped neon sign on top. The kitchen's exhaust is conveniently located behind the sign, giving the appearance that the mug is steaming. AR tags create the same effect 24-7 and enhance the image while a countdown timer lets passers-by know when the next fresh pot or batch of donuts will be ready. Inside however, the building is far from plain. The walls are covered with intricate murals and old-style pictures depicting Seattle's history since its founding. A number of booths line the side and back walls while the counter/bar has several comfortable stools, most of them currently empty. Half a dozen tables separate the bar and booths.

The breakfast crowd has started to dissipate for the day and left the place mostly empty of customers, except for two procrastinating business-types with an cheap suits, one corp drone with a really bad haircut fiddling with his 'link, some dockworkers finishing large omelets as they talk about getting home, a couple of KE bike-patrol cops munching on jelly donuts, and one guy with obvious chrome nursing a steaming cup of real coffee. None of them seem terribly interested in anyone else, and they give you only a cursory glance, although the two cops seem a bit nervous and occasionally cast weary looks over in the direction of [best combat character].

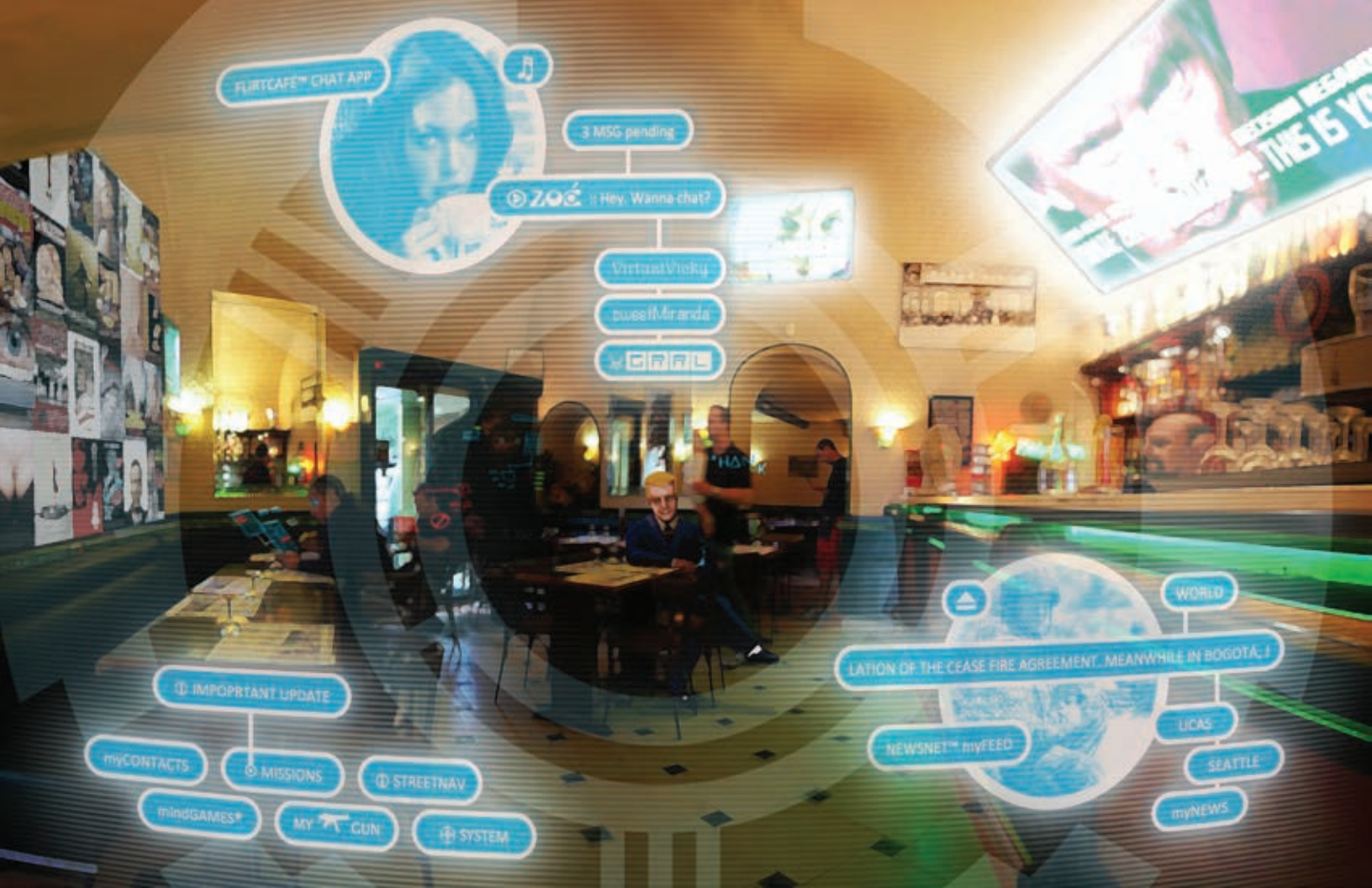
The staff is already cleaning up the breakfast mess and preparing for the lunch rush. The kitchen is alive with activity as the sounds of pots and pans mix with dueling voices arguing over what needs to get done and the right way to do it. A pot-bellied dwarf with thick arms, a nametag reading "Chip," and a white-stained apron shakes his head at the situation as he works a rag over the counter. The overall mood of the place is of casual calm and relaxation.

BEHIND THE SCENES

Hiring the runners is part one of the plan, and the linchpin for the entire operation. Anarchy's plan calls for Blackfern hiring these specific runners. Blackfern, however, is hesitant to get directly involved. He knows that if something goes wrong, this could be traced back to him. Blackfern has assuaged his worries by developing a solution, and he has the perfect Mr. Johnson.

Mr. Johnson in this case is Leonard Freemont, a mid-level criminal attorney working for the District Attorney's office in Seattle. Mr. Freemont was forced into his current role when Blackfern threatened to expose Freemont's debt with a local loan shark for almost one hundred thousand nuyen in gambling debts. Desperate to keep his job (and neck) and to have his debts cleared, Freemont, now Mr. Johnson, agreed to do this for Blackfern. Freemont has no idea about the overall plan; he only knows that if he doesn't do what he's told, he'll be at the bottom of the Sound within days. Blackfern sees Freemont as a mere pawn and scapegoat, something to be used and then discarded once he has served his purpose.

Freemont knows that if he can't convince the runners to take the job, he's quite literally a dead man. As such, he will offer enough money to make the runners take the job, but not so much they become suspicious—this is supposed to be a simple data snatch after all. The



run's pitch is easy: break into DA Beatty's home office, steal valuable data files from his standalone system, trash the system and home to cover up the theft, and turn over the data for payment. The job is just a cover; there are no special files at Beatty's home. The real objective is to get the runners into Beatty's home where they can be placed on scene and framed for the DA's murder, a charge that will be substantiated by manipulated security footage.

Arriving at the meet:

As the runners enter, a cheery old-style bell announces their arrival. Chip looks up and flips his rag over his shoulder as the runners approach. "Howdy and greetings, friends!" he calls out as they reach the counter. "Welcome to Cuppa Joe's! What can I get for ya this fine, fine day?" After the runners place their orders, Chip rubs his chin and drums his fingers over an ARO that looks like a tip jar. After the runners transfer a few nuyen in, he tells them, "Well, caf's been on for a while and the danishes aren't quite done. So tell ya what, go take that corner booth in the back and I'll get a fresh pot goin' for ya and bring it to you when they're ready. Should only be a couple'a minutes."

Because of Cuppa Joe's unique status, no one is willing to do anything stupid that would disrupt business. So as long as the runners stick to their own business, there will be no problems from other patrons, who mostly ignore them. Have the runners make a Perception + Intuition (1) Test to notice a guy with a bad haircut who is doing his best to watch while looking like he isn't. The booth itself is a large wrap-around that covers a good chunk of two walls and is big enough to easily handle a troll. True to his word, Chip soon brings out their orders, complete with an extra napkin dispenser.

Approximately ten minutes after the runners arrive, a male human dressed in a modest but professional-looking suit and carrying a faux-leather briefcase enters the place. After taking a few moments to look around, he walks up to the counter and talks to Chip, who jerks his thumb in the direction of the seated runners. Without preamble, the suit walks up to the booth, sets his briefcase down, and grabs a chair from a nearby table. He sits down and opens his briefcase with an audible click of the locks before tapping the extra napkin dispenser (it's a Rating 4 area jammer). "This will make sure our conversation remains private. Excellent service here. Now, my time is very valuable and I know yours is as well, so let's just get to it, shall we?"

"Names are unimportant, but you may call me Mr. Johnson when addressing me. Obviously, I require the services of people such as yourself. There is a gentleman who has information I require, and I need you to obtain it for me. It is a simple job, but the target is very well known and influential. Also, time is a factor as some of the information I require is time sensitive. I am willing to pay handsomely for expedited and component service. Payment is 10,000 nuyen each. Now, before I can give details, I need to know if you're interested. So are you?"

If they accept, the runners should have some obvious questions, most likely details about the run as well as how much they're going to get paid, or how much more they can negotiate for. If the runners wish to do so, have them make an Opposed Negotiation Test with Freemont. Now, Freemont will give the runners what they want (and the gamemaster should fudge the rolls a bit if necessary), but he puts up a good show to maintain appearances. Freemont will give the runners an additional 1,000 nuyen apiece per net hit, to a maximum of 5,000 extra nuyen apiece. Should the runners glitch on the test,

Freemont will initially balk, but the runners can have an additional chance to try again before capitulating.

Once negotiations are complete, Freemont leans back in his chair and continues. “The information in question is currently in the possession of Seattle District Attorney David Beatty. It seems that Mr. Beatty doesn’t completely trust current Matrix security technology and has taken to keeping the most sensitive and important files concerning past and current cases in a standalone system at his home office in an old cyberdeck—an ancient Fairlight Excalibur to be exact. Isn’t that quaint! Now, there are several cases currently pending in the courts that, if they continue, would cause a great amount of ... frustration and or loss to those I represent. So, in summation, the job is: infiltrate Mr. Beatty’s home, access the files, trash the deck and home to cover the operation, and bring that information to me. How exactly you accomplish this, I leave to you. But, because the information needed concerns ongoing and current cases currently before the courts, I will need this information in my possession within thirty-four hours. Now, I will not lie to you, Mr. Beatty is a powerful man with great means. The security of his home will be considerable, as likely will the security of his system, not to mention that those files are very valuable to several other parties, but as the old saying goes: you get what you pay for. I am paying for that information.”

“Also, should you come across any valuable items, feel free to help yourself as long as such actions do not jeopardize the overall objective. I would also like this to be bloodless, but I place success over anything else. So, do we have a deal?”

Once all the negotiations are complete, Freemont produces a datachip from his briefcase with the location of Beatty’s home, a rough blueprint indicating the office where the cyberdeck is supposedly located, and access codes to get them inside the gated community where the residence is located. If the runners have any additional questions, Freemont tells them he has given them all the information he has and the rest is up to them. If there is no other business concerns,

Freemont closes his briefcase and departs, giving the runners a commcode to call once the job has been completed.

PUSHING THE ENVELOPE

While the primary purpose of the scene is for the runners to get the job, there are more opportunities to be had at the café. Because of its interesting status and varied clientele, Cuppa Joe’s is a good source of potential new contacts. Before Freemont arrives, the runners could chat up some of the other customers, or even Chip himself, who sees and hears a lot. If the gamemaster wants to introduce some possible new contacts for the runners, this would be an ideal place to do so. Simply add additional NPC customers to the introductory text or have them arrive after the meet.

DEBUGGING

There is little the runners can do to really screw the meet up. In fact, Freemont does his best to be accommodating and to ensure that the runners take the job. No one in the café will do anything to hamper or disrupt the meet. The only thing of note concerning the other customers is the business type with the bad haircut who seems a bit too interested in the runner’s business.

If the assembled group of runners does not contain a hacker, technomancer, or member who has the necessary skills to obtain the information from Beatty’s computer, have Freemont say the following: “Now, I would prefer that Mr. Beatty have no idea that the files are missing, but if necessary, just grab the deck and bring it to me. And don’t worry; I won’t penalize you for doing so. The information is paramount, not the method in which I receive it.”

There is a chance that because of past affiliations the runners will refuse the job. This is fine—simply modify the scene and then start at Scene Six, with their fixers telling them they are all now wanted for the various murders, and go from there.

SCENE 2: POUNDING THE PAVEMENT

SCAN THIS

Before they begin the run against DA David Beatty, the runners need information. Unfortunately, they don’t have a lot of time to get it. Time to start hitting up their contacts and scouting out the target. No matter how the runners decide to go about this, before they depart Cuppa Joe’s, the runners may recognize one of the café’s patrons: Joe Martin, newshound for NewsNet who seems to have angered both his barber and tailor, judging by his current looks. He also seems very interested in the runner’s meet. After they deal with Martin and if the runners decide to skip any legwork, move on to scene three.

TELL IT TO THEM STRAIGHT

The clock is ticking. Mr. Johnson only gave you a mere twenty-four hours to complete this mission, and he didn’t give you a lot to

go on. You need information, and you need it soon. Still, you do have *some* time for preparation and information gathering. Information means two things: scouting and contacts. You’re ready to move, but then you pause. Why’s that slag in the cheap business suit and bad haircut looking a bit too interested in you?

BEHIND THE SCENES

The runners may want to get some additional information before starting the run against Beatty’s home. But before they get to that, one of the business slags at the front of the café gets their attention. Maybe he leered a bit too long in their direction while pretending to be fiddling on his ‘link or made eye contact at just the wrong time. Either way, each of the runners need to make a Perception + Intuition (2) Test to notice. Those who succeed should make an additional Perception + Intuition (3) Test to recognize Joe Martin, despite his attempts to alter

his appearance somewhat. Lower this test to a threshold of (2) if the runners have encountered Martin before.

The runners may try and approach Martin at this point, and his reaction depends on a couple of factors. If the runners have never encountered him before, he immediately gets up to leave. Should the runners try to give chase, the second suit gets in their way, giving Martin a chance to escape. Chip immediately gets involved, and politely tells the runners that “if they’re done with their order, please leave so I can clean things up.” The two KE cops also stand up, hands casually on their sidearms. If the runners try to fight either the cops or the suit, Chip breaks out a pair of Ruger Warhawks to back up his polite request.

If the runners have him as a contact, have sold him information in the past, or even if they have encountered him and not given him anything, Martin smiles and lets them approach (business is business after all). When the runners inquire as to what he is doing at Joe’s, he replies, “Well, I can’t really tell you. All I can say is I’m undercover for an investigative piece. Just came here for some breakfast before getting back out there. Had no idea we’d be meeting again so soon!” He then flashes his trademark million-watt smile.

If the runners try to get any more information at this point or ask Martin what he knows about Beatty or the DA’s office, his high-voltage smile fades for just a second before recharging. He excuses himself, claiming he doesn’t have anything right now, but says “if I hear anything, I’ll let you know and if you hear anything, let me know ... standard agreements and fees, of course.” Joe leaves as soon as possible at this point. He was genuinely surprised to see the runners, and he is telling the truth—he is working on an investigative piece and a tip led

him here. His reason for not giving the runners any more information or aid is simple; he doesn’t know what the meeting is about or what’s going on. He doesn’t want to spook the runners and risk blowing his chance at another exclusive or, worse, risk becoming a statistic. Martin may be an egomaniac, but he isn’t stupid because he knows ultimately that shadowrunners look out for themselves first.

Those familiar with Martin may also wish to contact his major news rival: Athena Totopolous of KSAF. Have the runners perform a Logic + Willpower (3) Test to remember hearing about this little rivalry. Runners, especially those with Totopolous as a contact, may want to inform her that Martin is up to something. Should the runners contact her, she thanks them for the tip and offer the standard finder’s fee (1,000¥) for any information they may get. Truth is, Totopolous already knows that Martin is on special assignment and already has her feelers out ... but why do the runners need to know that right now, eh? Totopolous will also be a dead-end at this point for information regarding Beatty or Freemont because she doesn’t want to reveal too much of her hand.

DEBUGGING

As long as the runners play it cool, there’ll be no major problems in this scene. If something were to happen, the KE Cops and Martin’s bodyguard will intervene. If they do, use the KE Patrol cop stats in Scene Five and modify Harbinger’s stats in the Cast of Shadows section (but remove any adept powers) for Martin’s bodyguard. None of the other patrons will get involved.

SCENE 3: WORKING THE LEGS

SCAN THIS

Information about a target is usually a good thing. If the runners decide to try to get some information about the target or his home either through some data searching or through contacts, now’s the time to do it. But if the runners decide to forget about it and go straight to the job, skip to Scene Four.

TELL IT TO THEM STRAIGHT

Now that the meet is over, it’s time to get to work. Before you all figure out what you’re going to do now, Chip comes up to the table, pots of ‘caf in both meaty fists and asks “So, you folks gonna be off, or should I start some more pots?”

BEHIND THE SCENES

With Martin gone, now is the chance for the runners to pool their resources and gather some intelligence on their intended target. As long as they haven’t angered Chip or done anything stupid, the runners will be welcome to remain at Joe’s, provided they keep the ‘caf coming and order something more than a cheese danish. Twenty nuyen (plus tips) in orders per runner will be enough to keep them in Chip’s good graces for a few hours. That, and Cuppa Joe’s has one of the best free and secure matrix connections anywhere in the sprawl. If not, the runners can conduct their legwork where they see fit.

Information concerning Beatty other than the standard press releases is scarce. Those who have underworld, criminal, investigative, or legal/law enforcement contacts can make the standard Connection + Connection Test, with results listed in the Legwork section, concerning Freemont and Beatty. But if the runners have either ADA Dana Oaks or Detective Tosh Athack of Knight Errant as contacts, they need to be careful. Any positive past relations the runners may have with Oaks will mean nothing if she finds out that they are running against Beatty, her boss and mentor. She will not hesitate in having Detective Athack make some not-so-polite inquiries. Detective Athack, however, won’t turn on the runners immediately should he discover what they’re planning, but he requires a large donation (500 nuyen) to keep his mouth shut for the time being. He’s willing to spill some dirt about rumors flying around about the DA’s office; mainly, that there are some tensions between Beatty, Oaks, and another ADA, Mark Blackfern. Tosh also confirms that Mr. Johnson is Leonard Freemont—in exchange for a 200 nuyen donation to the Policeman’s Ball Fund, of course.

If they wish to obtain any images of Beatty’s property, they are easily accessible via various mapping netsites. The runners only need a successful Data Search + Browse (2) Test to find satellite imagery of the of the property and surrounding neighborhood. If the runners look for any information concerning the interior of Beatty’s home, they find little due to the facts that the building is old and Beatty is security conscious. There is little real useful information about the interior of

Beatty's residence on the net. Runners will need a difficult Data Search + Browse (5) Test to find any detail about the home's interior, which can be found in the sidebar.

RESIDENCE OF DAVID M. BEATTY: 932 GREENFOREST DRIVE, RENTON, SEATTLE

The home is a modest three-floor structure designed to look like an oversized log-cabin made from modern materials. It sits on a small ten-acre plot of land with the rear of the building facing north. The driveway is approximately thirty meters long and leads from Greenforest Drive to a small turn-around in front of the residence on the south side. It is lined by several small lights. A large garage that is approximately one-third the size of the residence sits on the southwest corner. A large attached poolhouse occupies almost the entire length of the south side of the building. The east side of the building is relatively clear with only a small attached gazebo. A stylish brick fence marks the property line of Beatty's neighbors to the east approximately 100 meters away. The property itself has been cleared from the small forest that surrounds the north and west sides of the property approximately sixty meters from the house. Each corner of the building boasts old-style motion-sensor-activated lights. All windows are blocked by special privacy curtains, and the building is made with material designed to prevent thermal-scanning.

If the runners wish to stakeout the residence to see what would be the best time to make entry, it depends on what time and how long they wish to observe. Beatty and his wife, Angie, both leave together for work at approximately 7 a.m. David often works late, not arriving home until sometime between 7 and 9 p.m. Angie arrives home every day by 5 p.m. It should also be noted that Knight Errant patrols the area regularly. For every hour the runners spend staking out the property, the gamemaster should do a Perception + Intuition (4) Test

with a dice pool of 7 to see if a KE patrol just happens to come by and notice something suspicious.

PUSHING THE ENVELOPE

If the runners stay at Cuppa Joe's, customers will continue to come and go. The KE cops and the street sam will leave about five minutes after the runners finish the meet with Mr. Johnson. About a half hour after the meet, gang members from the Spikes show up to eat. They must be new because they start hassling and trying to intimidate Chip. Now the runners get to be the good guys and back the dwarf up. Use the KE patrol officer stats for Chip if necessary and substitute their Ares Predator IVs for Ruger Warhawks [Heavy Pistol, DV 6P, AP —, SS, RC —, 6(cy)].

DEBUGGING

This scene is largely a means for the runners to roleplay a bit as they do the legwork for this run. Should they decide to stay, and if they are able to keep their cool, there should be no problems at Cuppa Joe's. The background checks ultimately reveal little more than the speculations and rumors surrounding the DA's office, specifically about the tension within the office between Beatty, ADA Mark Blackfern, and ADA Oaks. Use the Legwork Section for specific information. The only thing that can go wrong is if the runners happen to be discovered staking out the Beatty residence (if they decide to physically stake it out). Once they are satisfied with the information they receive, the only thing left is for the actual job at DA Beatty's home. Gamemasters should also closely monitor time and keep the players from spending too long gathering information.

SCENE 4: NO PLAN SURVIVES CONTACT

SCAN THIS

This is the actual run against DA Beatty's home. The runners think they have been hired for a simple data snatch, but in actuality, everything up to this point has been a giant set up. When the runners arrive, they find DA Beatty dead in his study, no sign of any standalone system, the alarm tripped, and KE suddenly hot on their tails.

TELL IT TO THEM STRAIGHT

OK, people, nothing left to do but get this job over with. Mr. Johnson's paying you a lot of money for a speedy delivery of the paydata, and the clock is still ticking. Time to get into motion and get PAID! The house looks solid enough, but then that's to be expected with someone like Beatty. No one gets to where he is without being able to secure what he has. Still, it shouldn't be that hard, now should it?

BEHIND THE SCENES

At this point, the runners are free to proceed however they wish. They do not actually have to enter the residence at this point; they

may wish to either use a surveillance drone, an astral magician, or some other method to scout the house first. If the runners make the discovery of either DA or Mrs. Beatty without making entry to the residence, have them make a Perception + Intuition (3) Test to notice the KE surveillance drone watching them. Then immediately go to Scene Four. If the runners choose to sweep the residence, continue with the following.

The most obvious points of entry are the front door, the back garage door, and the back door in the breezeway that connects the main house with the pool house. The front door is the most visible of the three; there are maglocks (Rating 4) on all doors. Windows are also viable ways in; they have a Barrier Rating 5. Note that unless the security system has been disabled, any such attempt to enter by these methods instantly triggers an alarm. Should the runners not have anyone on the team able to disarm an alarm, give them a break by having them perform a Perception + Intuition (3) Test to notice that someone has carelessly left a second-story window slightly opened. A Climbing + Strength (3) Test is needed to get to and through the window. If runners try to defeat the maglocks, have them perform the

standard security check, but the threshold will only be (2) (do not let them know this). Anarchy, as part of the plan, has made sure that the runners will be able to gain access to the home, but he has not made it so easy that they will immediately be tipped off. Also, if anyone attempts to access the node, they find it working normally, but it does not react to any presence. A hacker or technomancer could crash it with ease if they choose to.

THE BEATTY HOUSEHOLD NODE

Sculpting: The sculpting of this node is very bland, consisting of nothing more than a list of items it controls.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 6, Response 4, Signal 4, System 4

Spiders: None

IC:

Node 1: Black Hammer Attack IC, Rating 5

Resident Programs:

Node 1: Analyze, Browse, Edit (all Rating 4)

ARC:

Node 1: Scramble Attack IC

Node 2: Alert Knight Errant

While the outside of the home has an old-style rustic look to it, the inside continues that style but with all modern conveniences. Modern entertainment systems and appliances share spaces with antique bric-a-brac. Expensive ergonomic massaging chairs sit in front of a working fireplace, while handcrafted carvings and paintings line the walls.

As per the agreement with Mr. Johnson, the runners are allowed to take whatever they want as long as it does not interfere with the overall job. If the runners take their time scouting each room instead of going straight for the office, they have the run of the house. While the house is immaculately clean, it has a very comfortable, lived-in feel to it. If the runners sweep the rooms first before going to the office, they find Mrs. Beatty dead in the bathroom inside the shower from a single gunshot to the head. The amount of trauma and blood splatter indicates a smaller-caliber (light pistol) round was used as she was about to begin her shower. A relevant knowledge skill test (such as forensics or human biology) with a threshold of 2 reveals that she has been dead approximately six hours.

DA Beatty is found in his office, sitting in his chair at his desk, dead from a double-tap gunshot wound to the forehead. An additional knowledge skill test shows that he has been dead about the same time as his wife. His computer terminal is still active, but no important information is displayed on screen. The cyberdeck in question is easily found next to the desk in display case. As soon as they discover Beatty's body, have them make a Perception + Intuition (1) Test to hear the KE patrol cars racing toward their location, lights and sirens blaring if there is no one outside covering. The chase is on.

BEATTY RESIDENCE, ROOM BREAKDOWN: LAYOUT AND ITEMS OF POSSIBLE INTEREST AS FOLLOWS

FIRST FLOOR

Living Room: Antique paintings and sculptures

Den: High-end furniture and entertainment systems

Dining Room: Silverware and china in cabinets

Kitchen: Various appliances and kitchenware, certified credsticks (500 nuyen total) hidden in cookie jar on refrigerator, Perception + Intuition (4) Test to find.

Poolhouse: Pool supplies, pool toys.

Garage: Various tools and yard equipment. Several vehicles including: 2055 Saab Dynamit 776TI, Two Rover Model 2068s, 2010 Shelby Cobra Ford Mustang (restored), Tata Hotspur, BMW Blitzen 2050, 2060 Harley-Davidson Scorpion. Ford-Canada Buffalo (parked out back), Two Sea-Doo Bolts w/ trailer (parked out back).

SECOND FLOOR

Master Bedroom: High-end clothing for men and women, small gun safe (rating 3) containing Two Remington 990 shotguns, Remington 750 Sport Rifle, Two Browning Ultra-power heavy pistols, one Colt L-36 light pistol, certified credsticks totaling 1,000 nuyen (in closet inside shoebox).

Guest Bedrooms (3): No items of interest

Master Bathroom: Various pharmaceuticals and medicines

Guest Bathroom: No items of interest

THIRD FLOOR

Rec room: Various entertainment/game systems. Workout equipment, pool table, dartboard, bar with several bottles of high-end alcoholic beverages.

Home Office: Real wood desk, computer terminals, trid-screens, bookcase with various antique books. Wall safe with security lock (Rating 5), containing certified credsticks, various data storage devices. One cyberdeck sitting in a small case next to the desk.

CYBERDECK: FAIRLIGHT EXCALIBUR

Back when hackers were called deckers, they derived their names from the main tool of their trade: the cyberdeck. While large, clunky, unwieldy, and obsolete compared to modern Matrix-interface devices, the cyberdeck still holds a place of respect and old-school mystique with many older Matrix users and shadowrunners in particular. Just like the Colt Peacemaker in the wild west, the Fairlight Excalibur was *the* unit of its day. It could make a decent decker great, and a great decker a god in the Matrix. This particular deck was given to Beatty several years ago by former cyber-cop after the two successfully prosecuted a cyber-terrorist. Since it's unable to work with most modern Matrix technologies, Beatty keeps it as a memento. If the runners are able to access it with a Hardware + Logic (4) and Software + Logic (3) Test, they will find none of the files they are looking for. In fact, the entire unit is clean.

DEBUGGING

In this scene, the runners will likely have several ways or means to enter the Beatty residence. Whatever methods or tactics the runners want to employ is acceptable. Gamemsters are encouraged to make it look like at least a moderate challenge and to be flexible with the runners. The runners do not actually have to make entry, but it should be gently encouraged so that they may be tempted to help themselves to any of the Beatty's possessions, which could add to the overall dramatic nature of the scene, not to mention help incriminate the runners further. The main plot point here is for the runners to find the bodies (or at least DA Beatty's body) and for them to be at the scene when KE arrives. Should the runners have come here directly from the meet, have them hear a gunshot before they reach Beatty's study and find him dead from a sniper rifle shot, his head completely ruined from a large-caliber rounds. Mrs. Beatty need not be present.

SCENE 5: CHEESE IT, DA COPS!

SCAN THIS

The trap has been sprung. KE patrol units are on the way and closing fast while the runners are at the scene of the murder of one of Seattle's top officials and his wife. It's likely the cops will be less than inclined to conduct a thorough investigation of the scene or interview the runners; they're more likely to rely on weapons fire. At this point, the runners have several options: run, fight, or fight then run. Either way, the last thing the runners want is to be at the tender mercies of Knight Errant.

TELL IT TO THEM STRAIGHT

The fecal matter has officially struck the oscillating cooling device. It's one of the worst situations one could be in: a setup with the heat on its way. To make matters worse, the setup and victim was for the goddamn DISTRICT ATTORNEY of FRACKING SEATTLE! To make it even worse, KE somehow knew you were here and are on their way to ... discuss the situation with you. Time to get out of there and figure out what the frag went wrong!

BEHIND THE SCENES

Like the previous scene, this one can play out in various ways, depending on how the runners have deployed themselves. If the runners remain on scene, KE attempts to trap them in the house, or at least on the property. Patrol units come from both sides of the street, with at least three units coming up to the house proper to cut off street access. Two more units sit approximately a kilometer away, setting up roadblocks. Surveillance drones are deployed ahead of the patrol units, scouting the area to cut off or track any attempts to flee through the woods along the north side or through another property. They will also try and identify the "armed and dangerous suspects" reported on location several minutes ago. The patrol units' objective is to contain the situation and set up a perimeter while waiting for High-Threat Response, not to apprehend the suspects—unless they attempt to flee.

If the runners try to hole up in the Beatty house, within ten minutes a heavily armed Knight Errant HRT unit arrives and immediately deploys, creating a stand-off situation, at least for a while. The HRT is under orders to immediately take the suspects by any means necessary, and lethal force is authorized.

Should the runners flee, they stand a much better chance against the six or so officers and three drones initially on scene as well as the two officers working the roadblocks. The initial responding units are basic patrol officers with standard equipment and weaponry. A concentrated assault, especially if the runners are carrying decent firepower, could easily overwhelm any of responding officers. If directly challenged, they do not needlessly risk their lives and withdraw for cover and concealment in the face of a determined assault. The runners can also attempt to make their way through the woods, using the cover to lose the officers and make it difficult for the drones to follow. The officers try to follow on foot, but only until the runners reach the woods. From there, they split up, with one patrol cruiser remaining on scene to maintain surveillance while the other two units take over for the roadblock units, so

KNIGHT ERRANT PATROL OFFICER, PROFESSIONAL RATING 3

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
5	4 (3)	4 (3)	3	3	3	3	3	6	7 (6)	1	10

Armor (B/I): 12/10 (armor encumbrance penalty is calculated into stats)

Pools: Clubs 8, Firearms skill group 8, Law Enforcement (Professional Knowledge) 6, Perception 6, Unarmed Combat 7

Gear: Commlink (DR 3), Knight Errant Patrol Armor (10/8), Knight Errant Patrol Helmet (+2/+2 includes: AR display, camera, flare compensation, low-light vision, smartlink, subvocalization mic, thermographic vision, vision enhancement 3)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ biometric safety, 3 spare clips]

Spas-22 [Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10m, w/ biometric lock, 20 gel shotgun rounds]

Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC —, 4(m) w/ biometric safety, 8 taser darts]

Stun Baton [Club, Reach -1, DV 6S(e), AP -half]

KNIGHT ERRANT CHARGER LS PATROL CRUISER

Handl	Accel	Speed	Pilot	Body	Armor	Sensors
+3	15/50	200	3	10	12	3

FORD LEBD-1, POLICE DRONE

Handl	Accel	Speed	Pilot	Body	Armor	Sensors
+0	5/20	80	3	3	6	3

KE HIGH THREAT RESPONSE OFFICER, PROFESSIONAL RATING 4

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
5	4 (3)	4 (4)	4	3	3	3	4	3.5	7 (7)	1 (2)	10

Armor (B/I): 12/10 (armor encumbrance penalty is calculated into stats)

Pools: Clubs 8, Firearms skill group 8, Law Enforcement (Professional Knowledge) 6, Perception 7, Unarmed Combat 8

Augmentations: Plastic bone lacing, wired reflexes 1

Gear: Full body armor 10/8, Knight Errant Patrol Helmet (+2/+2 includes: AR display, camera, flare compensation, low-light vision, smartlink, subvocalization mic, thermographic vision, vision enhancement 3)

Weapons:

Ares Alpha [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 2, 42(c), APDS Ammo] with Grenade [Grenade, 12P(f), +5AP, Blast -1m],

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c)]

that they could take up the chase, using the drones to guide them. Either way, the patrol officers will not directly engage the runners until directly threatened or if they see the runners directly threatening another. KE will terminate the chase if the runners either kill the responding officers, terminate their ability to track them by significantly disabling their vehicles/drones. Once the runners have evaded pursuit, any remaining KE officers will send out a BOLO (Be On the Look Out) alert for the runners.

If the runners are unlucky enough to be apprehended, immediately skip to Scene Six.

PUSHING THE ENVELOPE

If the gamemaster needs to make things more interesting, there are a few options. The first is if the runners flee on foot through the neighboring properties to the north, east, and west. The runners may encounter a pack of show-bred dogs on their journeys. Depending on the gamemaster's style, they can either be a pack of twenty Jack Russell Terriers, or about six Bull Mastiffs. Another option is for the runners to run smack into a pool party where the various guests panic, causing

a small riot. Don't worry about stats; play both of these encounters up for comedic effect only.

DEBUGGING

Gamemasters need to be careful with this scene. This is not meant to be an extended combat scene, and runners would be best advised to flee as soon as possible. Whatever damage or carnage they inflict on their way out is totally up to them. If the runners kill any KE officer, that would only add to their perceived guilt (and also open them up for murder charges) and intensify KE's search for them. The gamemaster should do all they can to encourage the runners to move out quickly. Should the runners actually engage the HRT, they would be at a distinct disadvantage, as the HRT has top-of-the-line everything and is quite willing to shoot first and ask questions later. This includes shooting through the house to hit them with heavy weapons fire.

Should the runners decide to contact either Detective Athack or ADA Oaks at any point in the adventure until Scene Eight, they will be mysteriously unavailable—they have their own problems to deal with.

SCENE 6: LIFELINES

SCAN THIS

For the moment, the runners are out of the line of fire, and they probably have more questions than answers. The most obvious one is: Who set us up? A good follow-up would be: How do we get out of this mess? All of their normal contacts keep telling them the same thing: KE has them fingered as Beatty's shooters and is out for their heads. As the runners search for answers, they get help from the most unexpected sources: news reporters Athena Tatopolous of KSAF and Joe Martin of NewsNET. For a price, both offer to help the runners with their predicament. Both of them have obtained information regarding the Beatty murders as well as some other bits of information relating to the current situation. Both newshounds are more than willing to help the runners, provided the runners give them exclusives. Unfortunately, the runners won't be able to enlist both of them; it's going to be a choice of whose info they get.

TELL IT TO THEM STRAIGHT

Of course it had to be too good to be true, it always is. Primo pay for what was supposed to be a simple datasnatch. Damn, if the situation wasn't so bad, you'd almost have to laugh. Whoever set you up did a dandy of a job because KE is going to be breathing down your necks and they're not going to play nice. But, for the moment, you have some breathing room. It's time to re-group and start looking for some answers. As soon as that thought runs through your mind, your commlink beeps. It's your fixer. Oh man, just the person you want to strangle, ah, talk too.

The fixer's face appears, looking not at all happy. Not one bit. "Now, I'm the last person to discourage an individual from earning a proper dishonest living, and I expect from time to time that I won't be your only source of job opportunities, but ... can you at least explain to me *what* in the *seven hells* possessed you to waste the entire Action Committee of Project Freedom during one of their meetings?! My

'link has been going non-stop with people wanting explanations or clues to where you are! I've even had several members of the Skraacha knocking at my door! And they don't leave the Underground unless they have a damn good reason! Now, if you would be so kind, fill me in on what's going on or by the gods I will turn your sorry asses in myself! Start off by telling me who was able to get you to sign on to such a cluster-frag of a run!"

Somehow, things just got worse.

BEHIND THE SCENES

Yes, whoever set the runners up set them up good. Even though they were hired to break into DA Beatty's office for a data steal, they've been framed for not only his murder, but also hitting the Headquarters of Project Freedom. After talking with their fixer, the runners realize someone else played impostor to get them on this run. But why, and why them? More questions that need answers.

For now, there are bigger fish to fry, and news apparently travels fast. It's only been about an hour since the hose-job at the Beatty residence, but already local news services and scream-sheets are reporting the murder and telling citizens to be on the lookout for individuals matching the runner's general description. They need to get some answers, especially before Knight Errant snags them.

There's no set location for the beginning of this scene and logically the runners need to stay moving, unless one or more in the group has a safe location they can use. Once they decide on a course of action, the runners should be encouraged to get in touch with their own contacts. Unfortunately for the runners, the added heat from Knight Errant and now those affiliated or working with Project Freedom has caused all of their contacts to go silent or refuse to talk to them any further, especially those with any law enforcement affiliation. The few contacts that will talk to the runners tell them to check out the feed that's running on the KSAF right now, and not to contact them again until this is all cleared up.

MURDER ROCKS THE SEATTLE DISTRICT ATTORNEY'S OFFICE!

DA David Beatty and ADA Dana Oaks now confirmed dead along with several others. ADA Mark Blackfern named interim DA, vows to bring perpetrators to justice

By Athena Totopolous, KSAF EIC

SEATTLE, UCAS—Fifteen minutes ago, Knight Errant security services confirmed that six members of the DA's office are dead today following a bloody killing spree that claimed the lives of not only those working with for the DA's office, but at least ten of their family members as well.

The police believe all of the killings are connected. Detective Theodore Athack of Knight Errant Special Crimes Task Force said "I can't reveal what little details we have at this time, but we have reason to believe that a single group of individuals is responsible for the attacks, and we have solid leads we are pursuing." Newly appointed Acting District Attorney Mark Blackfern added, "This is simply a needless tragedy. Those killed were nothing but loyal servants to the citizens of Seattle, committed to the highest ideals of justice. I'm both shocked and disgusted at the brutality of these murders, but not surprised considering the current political climate and the upcoming issues in the next election cycle. The DA's office will do everything in its power to see that the full weight and measure of the law is brought down on those responsible for this."

//click [here](#) for more//

If the runners do any more legwork, they find similar stories about the "DA Office Massacre" all over the trid and net. No test is necessary; it's the top story all over the sprawl. The general consensus is that recovered security footage shows the runners committing various acts of murder in gruesome detail. They also learn that a 50,000 nuyen bounty on each of their heads has been offered by Acting DA Mark Blackfern.

Shortly after the runners check out the KSAF story, their 'links start beeping, demanding their attention for a few seconds before a cartoonish microphone with a beehive hairdo and pointy glasses fills the screen. Those who have met her before instantly recognize the Editor-In-Chief of KSAF herself.

"Hello everyone, Athena T. here. I was wondering how long it would be before you got to my story. Too bad you didn't read the whole thing. Excellent piece if I do say so myself. My, my my ... what trouble we've gotten ourselves into. But then again, I guess it comes with the territory right? Oh don't be too cross with me, and sorry for hacking your commlinks, but I had to speak to you and let's face it, time is not on your side. You see, I've been watching the DA's office and I've learned a great many things. And being the kind and generous soul that I am, I'm ready to help you out of your current predicament. You see, in my investigations I've come across some information that I'm sure you will find very useful. It may even help clear you of those nasty murder charges. But my kindness doesn't exactly come free. What work does? However, my price really is nothing when you think about it. All I need is your promise to give me an exclusive to this when all is said and done. Do that and I'll let you take a peek at all the security footage I've obtained, showing you committing the murders. Oops ... did I say too much? Well, consider that a taste; I can offer a lot more. If I have the ability to hack your comms, imagine what else I can dig up

for you. But I know you all need some time. So let me know if you're interested. But don't wait too long. You aren't the only ones who would want what I have. Ta-ta!"

Just as the connection from Tatopolous goes dark, the runner's commlinks start up again. This time it's their fixer. "I have a lead for you, and this time it's no bullshit. I have someone who wants to meet you all, says he's got information you could use. And don't worry, it's not a set-up. But still, be careful. Head back to Cuppa Joe's; you should know where it's at and you'll recognize the slag. I'm sorry you got into this, but I'm gonna fade for a while. People from all sides are starting to pressure me to do things I don't want to. Keep your head down and drop me a line when it's all over."

While on their way back to Joe's, the runners should see a notable increase in Knight Errant's presence. Patrols seem to have doubled, and surveillance drones are everywhere. But as long as the runners try to blend in, there will be no problems—though the runners don't need to know that right away. Once there, they find two figures stand near a dumpster in back. The runners immediately recognize one as the business slags from before who was and is still with Joe Martin of NewsNET.

As the runners approach, they see that Joe didn't lose that damn haircut, though at least he had the sense to put on a ball cathawing with some casual clothing. Joe flashes the runners his famous smile once again while his companion sizes the runners up. His posture is relaxed, but his movements and posture scream professional. Once he is satisfied that the runners aren't going to try and geek him or Martin, he goes back to scanning the surrounding area.

"Hey, chums, glad to see you again, and even more glad that KE didn't get their hands on you. Look, I know the predicament you're in and that it's not safe out here, so I'll come right to it. You see, I've been working on a story concerning DA Beatty and how he was planning on coming out with a political bombshell that could have repercussions throughout the Seattle government. During that investigation I came across several other bits of information, including a lot concerning the man who hired you. Now, I think we can help each other. You need my information to help clear your name, and I need a few final bits to complete my investigation piece. *Quid pro quo*, right? Now, I know that electronic menace from KSAF has already offered you a deal, but I can tell you, all she has is some questionable trideo. I have names and locations. Far more valuable, right? But look, I gotta meet with my editor in like ten minutes. Get back to me soon if we can do business. Oh, and in case you think of trying to get both mine and Tatopolous' info, don't bother. I'm willing to help, but even I have my limits. If you don't work with me, you're working against me. And trust me, she feels the same way. But hey, the choice is easy, right?" he says with another flash of that blinding smile. "Drop me a line at this number." He hands the runners an old-fashioned business card with a commcode on it.

After Joe hands over the card, he and his bodyguard climb into a nondescript car and drive away, leaving the runners to ponder their next move.

At this point the runners have a choice: accept help from either Athena Tatopolous or Joe Martin. Both of them have information that they need, but they can only tap one source.

If the runners choose Tatopolous, read them the following:

A few hours later, after you have found a safe place to crash for a while, you find yourself in a secure VR meeting hosted by Tatopolous.

The node is modeled after something she calls a “drive-in theater”. Sitting in representations of ancient ‘57 Chevys, you all look up at an impossibly large 2D screens from inside of the cars. A few moments later, the screen comes to life with ‘Tatopolous’ over-the-top image looking back at you. “Good to hear from you so soon! Even better that you have more brains than the average gutterslime. Wait, I’m sorry, that was uncalled for, I shouldn’t treat associates like that; it’s bad for business. Well, time to get down to show and tell.

“Not long ago, I came into the possession of several vid-files. The first three were passed on to me from my sources in Knight Errant. The other two—well, let’s not get ahead of ourselves.” The first file keys up, projecting from some building behind them as she provides the voiceover. “This one you may or may not recognize. It’s the quote-unquote actual security footage from a hidden sec-cam. As you can see, there’s Mr. Beatty at his desk with you all around him aaaaaand BAM. There goes Beatty, double tap to the head. Nice and clean—you do good work! Had it actually been you.” The vid continues to roll, showing the shooter make a “bang” sign with his right hand as he holsters his weapon with his left. “You see, I had another friend of mine go over this with a virtual fine toothed comb, and lo and behold, it’s a fake. A very, very, *very* good fake, but fake nonetheless.

“So are the other two,” she adds as two more vid-files key up, splitting the screen. They both show the runners gunning down two more members of the DA’s office, a junior attorney and the head clerk along with their families, both at their homes. “What I don’t have is any footage showing the attack and demise of Ms. Oaks. Which is kind of unusual considering that there just happened to be footage of everyone else, but apparently her car just went BOOM just outside of her house, according to the coroner’s report. Too bad—I kind of liked her, she had moxie. Anyway, it gets better. It seems that this goes beyond the DA’s Office, as you will see ... “

The next vid keys up. It shows a large room with various posters, banners, and signs, all of them touting Proposition 23. It looks like some kind of planning meeting or strategy session as several metahumans, mostly orks with a smattering of other races, sit around several tables. The vid-file appears to have been taken from the back of the room. “This is the headquarters for Project Freedom. For those of you who’ve been living under a concrete slab for the last year or so, they’ve been the driving force behind Prop 23. Now, watch the speaker in the front of the room, that’s Helen Shaard. If Project Freedom was a body, she would be both the heart and the brains. Unfortunately ...” Tatopolous pauses, as there is a flash from off camera, toward the left side. A half a heartbeat later, half of Shaard’s head explodes as an explosive round tears through it, the body collapsing to her right and falling over the form of another, younger ork girl. The footage becomes disjointed and jerky as the POV darts around; flashes of gunfire and smoke cloud the images. Images are eerie and wraithlike in the smoke as weapons fire illuminates dying forms, their blood splattering and bodies coming apart in a hell storm of gunfire, but the runners can still be seen clearly. About eight seconds later, the view jerks suddenly and pans down slowly, likely because the cameraperson had been hit. The feed suddenly ends, just after it shows one of the runners putting a gun to the camera. “According to my source in KE, the files were sent by an anonymous source,” Tatopolous says, all the playfulness gone from her voice.

“Aside from the vid-files, my contacts in KE also pointed me in the direction of one Mr. Leonard Freemont. You may know him as your Mr. Johnson. Seems that Mr. Freemont has a bit of a problem—he’s 100K in the hole for gambling debts to a Finnegan loan shark who



works directly for Gordo Buck, former lieutenant who just recently took over for Johnny Torinni when he went missing. Buck is known to be even more ruthless than his former boss, and he used the current chaos in the Underground to consolidate his power. But anyway, back to Freemont. My contacts also happened to be there during your meeting with him you at Cuppa Joe's and were able to make the connection between him and you guys. Now, no one knows where Mr. Freemont is ... well almost no one. Rumor has it that Freemont likes to hang out at a local hotel/brothel just outside of Redmond. I think you may want to check it out and have a chat with him if he's there." The smile in Tatopolous' voice carries through her icon.

If the runners decide to go with Martin:

The NewsNET van glides around the corner, its door sliding open as it comes to a stop. Joe Martin is in the back, motioning for the runners to get in. Once they have piled in, Martin once again flashes that rapidly becoming annoying smile. Then he talks. "All right, good to see you all again. I had no doubt you'd make the right choice. OK, Benny, let's roll. Take it nice and casual, and let's avoid those KE checkpoints, OK?" The van pulls away smoothly, blending in with the Seattle traffic. "Well, now, let's not waste any time. From what my various sources have told me, there was going to be a major shakeup within the DA's office. Seems that DA Beatty was going to put a major wrench in the political works by coming out in favor of Prop 23—you know, that deal about the Ork Underground becoming another district. But hold that thought for now, one thing at a time. It seems our dearly departed DA had a bit of a secret. His granddaughter, Samantha, goblinized into an ork last year. So I guess the old man felt a bit for the plight of those in the underground and was going to do something about it. What exactly, we'll never know now." Something approaching genuine emotion seems to have seeped into Martin's voice.

"But apparently, it was enough to make some waves, and people started getting nervous. But that's not the interesting part. Your Mr. Johnson, also known as Leonard Freemont, has a major problem. Seems that Mr. Freemont likes to gamble—a little too much, about 100K too much. Poor slag also had the bad fortune to get in with a loan shark who works for Gordo Buck, who took over for Johnny Torinni not too long ago. And he wasn't too nice about it. Buck was an enforcer and lieutenant for Torinni back in the day and paved his way to power with the blood of his rivals. Not someone you want to screw with. Now, what does this have to do with anything? Well, I had to play a little of connect the dots on this one, but I got a connection. Freemont isn't the only connection the DA's office has with Mr. Buck. Our esteemed acting DA, Mark Blackfern, had a very secret meeting with Mr. Buck three months ago and at least two more since then. Now, why would an ADA meet with someone of Buck's caliber? All I know is that Freemont owed Buck a lot of money, and it's known that Buck and Blackfern met more than once? Add in the facts that

Freemont hires you for a bogus job, you get framed for murder, and several of the DA's office are now dead, leaving Blackfern in a position of not-insignificant power. And speaking of the Underground, I have some other bits of information. Seems that you guys are very popular. About the same time the DA murders went down, someone also hit Project Freedom Headquarters in the Underground. Here, let me show you." Martin links his comm with yours, transmitting several still images that appeared to have been taken from a POV cam during what appeared to be a meeting. The first few images show a middle-aged ork female at the end of the room, looking like she was addressing the group. The next few images capture a scene of absolute carnage as the female ork's head exploded and several others in the meeting were gunned down. The images looking like something out of a snuff-sim, but frozen in time. The images continue, showing flashes of weapons fire and gore with a few images of people who look like the runners doing the deed.

"Now, my contacts in KE and the DA's office either don't know more or won't comment any more on this. Can't say I blame them, right? I don't know what's happening, but the sheer implications of it all are enough to bring a lot of careers crashing down, get my drift? But that's all I have so far—nothing solid yet, but a lot of neat coincidences, don't you all think? Now, I just happen to know of someone who may be able to shed some light on all this, and where he is. So, do you think you need to have a chat with Mr. Freemont? Turns out he tends to bolt to see his favorite working girl when he's stressed. He's at a brothel that does a good impression of a hotel. Here's the address."

PUSHING THE ENVELOPE

This is a scene that does not need to be extended. The players have a decision to make, then it's time to act on what they've learned. The intensity can be ramped up in future scenes, if needed.

DEBUGGING

The only thing the runners have to worry about in this scene is making a decision on who to work with, Tatopolous or Martin. Under no circumstances will either allow the runners to use both of them, and they have the disturbing ability to know when they are being double crossed. If the runners try to play both sides of the fence, have both Tatopolous and Martin cut them off completely, citing that they knew the terms of the agreement and that they don't like it when potential friends try and cut their legs out from underneath them. Should the runners still try this, have them immediately jumped on the way to their next location by the team of Skraacha and Buck's enforcers. They should also be picked up by Knight Errant as described in Scene Seven, without finding Freemont. Betrayal has a price.

SCENE 7: YOU HAVE SOME 'SPLANIN TO DO!

SCAN THIS

The runners now have some answers to what's going on and a lead. Their next priority is to find Leonard Freemont, because he's the only thing that the runners have to prove their innocence. Freemont is holed up in the Siren's Perch Hotel, a small but decent-quality brothel. With a few modest bribes, the runners will be given Freemont's room number and freedom to take care of business. After finding him, the runners start to interrogate him, but don't get far before a sniper empties Freemont's brain pan. A few seconds later, a team of Skraacha gang members backed by several of Gordo Buck's enforcers, storm the room, guns blazing and out for revenge for what the press have dubbed the "Project Freedom Massacre." After a brief and intense firefight, the melee is broken up not by hotel staff, but by a Knight Errant HRT squad with Detective Tosh Athack in charge.

TELL IT TO THEM STRAIGHT

The Siren's Perch Hotel is not the worst of Seattle's sex parlors, but it's still wise not to let your guard down too much. As you approach, you cross over a small bridge made to look like the gangplank on a sailing ship. The doors are made of faux-wood shaped to look like the cabin doors on a sailing ship of old. A burly and bored-looking female Troll sits reading an e-magazine next to the front desk; a sawed-off shotgun is carried in a custom under-the-shoulder holster and a very

SIREN'S PERCH HOTEL

Harker Street and Fifth Avenue, Everett

A renovated strip mall, the Perch, as it's called, caters to midlevel corp execs, government officials, and those who can't afford the best but want something a lot better than "off the streets." Due to the rise in smuggling operations in Everett, the Perch also does a brisk business for smugglers as well, and they are more than willing to trade services for services on a quid pro quo basis. The operation is currently under the management of Veronica Sebastian, a former corp drone turned working girl who was fired from Mitsuhamas for alleged "improper activities." She became manager when she ratted out the previous manager for skimming off the top from the Yakuza owners. Veronica considers herself a businesswoman first, and to her employees are nothing more than assets to be used and traded as needed. Knight Errant hasn't gotten around to dealing with the Perch yet, as they have had more important things occupying their time.

- Despite the overall nautical theme, the Perch also has several "theme" rooms available for use. These range from a tropical paradise, to a forest adventure, to a winter wonderland. Often though, the decor is nothing more than a few cheap trinkets, paint, and wallpaper. But then, people don't go to places like this for the decor, now do they?
- Sounder

large dagger is sheathed between her breasts. She looks you over (just like she does everyone else) as a middle aged but not totally unattractive red-headed human comes from the back to her position behind the counter. "Hello. What exactly can I do for you today?" she inquires in a surprisingly pleasant and melodious voice.

BEHIND THE SCENES

The Perch is first and foremost a business, and its manager, Veronica Sebastian, is a business woman. All the runners need for her cooperation is give the proper gratuity (1,000 nuyen) and they'll have no problems with Veronica or her bouncer Hedwig, the troll sitting next to the front desk. This is contingent of course on the runner's not interfering with hotel business and that any damages are properly compensated for. Veronica informs the runners that Freemont is currently in room 109, the Honeymoon Suite, and should be finishing up soon with his latest appointment. If the runners are especially generous with any tips (100 nuyen extra), she even provides them with a keycard to open the door.

The room itself is located on the northwest corner of the building at the end of a "L"-shaped hallway. As the runners make their way down the dimly lit hall, the sounds of various staff and their appointments can be heard through the thin walls, and the smell of sea-salt incense creates a slight haze. Once they arrive at room 109, the runners arrive just in time to hear Freemont (they think) as he concludes his appointment. If the runners have the keycard, entry will be easy. If not, they can try to break the door down (Armor Rating 2, Structure Rating 2), or they can attempt to bypass the simple keycard maglock (Rating 1) through the means listed on p. 263, *SR4A*. The room itself is large, measuring eight by five meters. The door is located on the southeast wall. A large, queen-sized bed in the shape of a heart is located in the center of the room with a bathroom door on the east side of the room. A table, drawers, and rid set dominate the west wall, and there is a fully stocked bar near the door.

When the runners enter, Freemont is totally surprised and caught off guard, bolting out of bed and getting tangled up in the sheets while he falls out of bed. His appointment, a nude, willowy elven girl with a pretty face and dyed purple hair looks at the runners with a "so, can I like, go now?" expression on her face as she sighs. The runners have no reason to keep her, and she dons her purple lacey robe if she is let go. She then stops to give Freemont a kiss on the forehead before she departs and says, "Sorry Leo, it's been fun. Nice knowing you."

By now, Freemont has lost the slick persona he had at the meet and is blubbering like a baby on the floor. "I-I'm sorry. I was just doing what I was told. I was just a pawn in this! P-p-please don't kill me," he stammers out between sobs. "W-w-what do you want from me? I-I-I'll do whatever you want!" he continues as he rises from the floor, attempting to regain some of his dignity by covering himself with the bed sheets and leaning back against the north wall.

When the runners start in with questions, Freemont is quiet at first, as if weighing his options, which he knows all suck. He pulls his

blubbering routine for about four minutes before letting out a big sigh. “Fine, Fine, I’ll talk. But first, I want you to know that I was just a pawn in all of this, like yourself. Had I the choice, I never would have done it. But damn it, he made me do it, fucking bastard *made* me do it, just so he could take charge,” he says, banging the back of his head against the wall. “It’s all a scam, all a power play by ...” Freemont starts, but never finishes as a loud “BOOM” is heard from outside and his chest disappears in a fine red mist. A heartbeat later, the room is racked by automatic gunfire, tearing through the walls like they weren’t there. Everyone in the room must make a Dodge + Reaction (2) Test to avoid the incoming fire.

At this point the runners can return fire. Looking out the large hole in the wall or using one of the windows, the runners can easily see five figures wearing gold and brown clothing, each holding AK-97 rifles, approximately twenty meters away. Behind them, a street sam in the back of a pickup truck mans a Vigorous Assault Cannon with an imaging scope mounted on top. The gunner looks at the runner’s direction and gives them a “bang” signal with his left hand as the truck peels out and takes off. Runners can make a Perception + Intuition (3) Test to realize that this was the street sam from Cuppa Joe’s and that same gesture was seen in the Beatty security footage. The line of ganger-guns, having emptied their clips, are in the process of re-loading.

The runners will get one free initiative pass to engage the line of ork gunners as they reload, but at the same time, a scream from down the hall and the sound of heavy footsteps in their direction alerts the runners that a second wave of adversaries are on their way. The second group is made up of four orks wearing the same colors as the ones outside and two wearing cheap business suits.

Combat lasts only three combat turns or until the Skraacha are taken out of the fight, whichever comes first. But at the end of each of these three turns, another five Skraacha members arrive outside. Regardless of the state of the fight at the end of the third turn, at that point several heavy Knight Errant Transports swoop in and drop troops as several armored vans arrive on scene, effectively cutting off any chance of escape for the runners or surviving Skraacha. As KE moves in, a loud booming voice is broadcast over one of the transport’s loudspeakers. “This is Knight Errant Security. You are surrounded! Surrender now or we will deploy lethal force! This is your only warning!” The runners who know him will recognize the voice of the speaker. Some Skraacha surrender; others try to flee, but they are immediately cut down by KE gunfire. The runners are then taken into custody and moved to an adjacent room. Approximately ten minutes later, the large and imposing figure of Detective Theodore “Tosh” Athack shoulders his way through the narrow doorway and says. “So, you’re the ones at the center of all this. You all done fucked up REAL good ... Good thing I found you first,” he says with a toothy grin.

For the HRT team stats, use the ones listed in Scene Five.

PUSHING THE ENVELOPE

While it should not take away from the overall flow of the adventure or cause time problems, there are several things that can happen during the fight. Other patrons or even other working girls could join in the fight, causing even more chaos, but even helping the runners if necessary. Hedwig could even jump in, although she and her boss aren’t stupid enough to get in the middle of this.

DEBUGGING

The problems the runners will face in this scene is the overwhelming firepower arrayed against them from both the Skraacha and Knight

ORK UNDERGROUND “TASK FORCE” (PROFESSIONAL RATING 3)

Skraacha Gangers, first group

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	8/6	11

Dice Pools: Athletics skill group 6, Blades 8, Dodge 6, Firearms skill group 7, Perception 5, Unarmed Combat 6

Gear: Armor jacket

Weapons:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c), w/ 3 spare clips]

Skraacha Gangers, Second group

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	8/6	11

Dice Pools: Athletics skill group 6, Blades 8, Dodge 6, Firearms skill group 7, Perception 5, Unarmed Combat 6

Gear: Armor jacket

Weapons:

AK-97 Carbine [SMG, DV 5P, AP —, SA/BF/FA, RC —, 30(c), w/ 3 spare clips]

Ork Gangsters

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	4 (5)	5	2	2	2	4	4	6 (7)	1(2)	6/4	11

Skills: Automatics 9, Blades 7, Con 6, Dodge 7, Perception 5, Pistols 8, Unarmed Combat 7

Augmentations: Wired reflexes 1

Gear: Armored vest

Weapons:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c)]

KNIGHT ERRANT VEHICLES

Ares City Master

Handl	Accel	Speed	Pilot	Body	Arm	Sens
-1	5/30	120	3	16	20	3

KE Hughes Stallion

Handl	Accel	Speed	Pilot	Body	Arm	Sens
-1	15/50	190	3	14	8	3

Errant. Gamemasters should remember that most of the Skraacha are gangers, not trained soldiers and should be used as such, running into battle head first, using the spray-and-pray method of combat, and generally disregarding any real tactics. Not to mention the fact that they didn’t bother getting any real armor. Fudging rolls on the runners’ behalf could also be appropriate at this point of the game.

Unknown to the runners, this KE unit is under orders from Tosh to take the runners alive and are actually trying to save them. Although given the current situation they are in, it’s easy for the runners not to buy it. This could lead to a “never say die” attempt by the runners to get away or go down in a blaze of glory. This may also cause a sense of dread and “we’re simply screwed” attitude among the runners, but that is partially the point. The gamemaster may need to counter first

by reminding players that they can live to fight another day, but if they try anything stupid, they'll be dead. If this is the case, have an emergency AR message come in over their commlinks to have them stand down and they will live, or some other such message. This message can

come from either Tosh, a hacker, or William MacCallister if necessary (which is appropriate, as the runners will meet him in the next scene—if they live).

SCENE 8: IT'S TIME WE ALL HAD A LITTLE CHAT

SCAN THIS

It's been a grueling and trying time for the runners. They've been shot at, framed for multiple crimes they didn't commit, and now finally they're in Knight Errant custody under the watch of Detective Athack. It's about time they got a break. In this scene, the runners find out what is going on and find out just how deep this little conspiracy goes. With the runners safely in custody, Tosh arranges for them to have a meet with a very not-dead Dana Oaks, but also representatives from the Freedom Foundation; Kathleen Shaard, a survivor of the massacre, and fixer William "Bull" MacAllister (via VR).

TELL IT TO THEM STRAIGHT

The back of the Knight Errant paddy wagon is rough enough to qualify as cruel and unusual treatment, if anyone cared about that standard. Still, it beats being dead. Detective Athack and an armored trooper, obviously female and wearing nondescript body armor with face hidden by a tactical mask, ride with you on your way to KE's Downtown Processing Center and Correctional Facility. After about ten minutes of travel, Tosh yawns and rubs his eyes with a mix of boredom and fatigue. He then raps thick, warty knuckles on the clear ballistics plate separating the back and the driver's cabin to get the driver's attention. "Yes, sir?" comes the reply over the intercom. "Yeah, hey Eddie, looks like we're coming up on some road delays up ahead. Make sure we find the fastest route around it, I don't want to have these prisoners any longer than we have to, scan? The driver, seemingly too young to wear his HRT uniform, smiles and nods. "Roger that, sir; re-routing now," he says, disconnecting the GPS on the dashboard. "Oops, malfunction, I'll have to manually find a new route. I'm, sorry, sir."

"Do your best," Tosh replies. He looks to the trooper next to him and rumbles "These the ones?"

The trooper studies each of the runners in turn for a few moments before shaking her head. Tosh nods in acknowledgement. "One more thing" he growls. "Then we see where we go from here. But we better make this quick, we don't have much time."

The wagon takes a turn off the highway, down through a small low-end business district just outside downtown before pulling into an office building undergoing renovation. The wagon's doors open and Tosh motions the runners out. The place is dark, with most of the windows covered with boards. The smell of new drywall and paint permeates the place, and plastic covers everything. Off to the group's right two more forms come into view from the shadows. Both are young orks, both in their early twenties. One is female, pretty even for an ork, wearing well-worn street clothes with dark hair held back on one side by an adhesive bandage. The other is a large male wearing dark

shades with an heavy armored jacket with brown and gold highlights. On his hip is a nasty-looking combat knife and heavy pistol. Slung over his shoulder in a relaxed, but ready-low position is a very modern and dangerous SMG. His colors say ganger, but his gear and demeanor say professional, a.k.a. "don't fuck with me." With his free hand he holds out a holo-transmitter. The image of a middle-aged ork appears. Appearing from the waist up, he appears to be in a sitting position, and the grimace on his face indicates he is in considerable pain.

"These them?" he asks. The young ork stares for a few moments, also studying their faces before tears stream from her eyes as she fights to maintain her composure. "No ... no it's not them," she says. The elder ork looks to the detective and the trooper. "Okay, Tosh, that's one thing we know. Now let's get dreckking thing over with. We both have things to get to and hoops to kick." The anger in his voice is thick.

"Quite, Mr. MacCallister. I'd really like to get back to work myself. I have some cleaning of my own to do." The speaker, none other than ADA Dana Oaks, removes the helmet and mask. Her face is bruised and battered, but determination burns in her eyes.

BEHIND THE SCENES

The appearance of Dana Oaks should (hopefully) be a shock to the runners. She explains to the runners that the attempt on her life failed, but the attack claimed her security detail and knocked her unconscious. Thankfully, one of the few people she knew she could trust, Detective Athack, found her before anyone else. Knowing something bad was going down, Tosh secretly took her into protective custody and blew up her car as a cover, with the bodies of the assassins inside to get rid of evidence. Tosh notes that both were dressed in the same gang colors as the Skraacha, the gangers who ambushed the runners outside of the Perch.

MacAllister interjects and explains that the young lady is Kathleen Shaard, the daughter of Helen Shaard, who was the primary leader of Project Freedom and the first one to die during the massacre. Thankfully assassins were sloppy and didn't check every corpse to make sure it was dead. Kathleen was saved when her mother's body fell on her, shielding her from gunfire. Have the runners make a Logic + Willpower (2) Test to remember her from the doctored vid-file, if they don't figure it out themselves. Because he couldn't be there himself; he sent Ca'Kal, one of the few Skraacha he could trust, here to watch her back as his proxy.

Tosh will then ask the runners what exactly happened and what Freemont said before he met with his untimely demise, which wasn't much

After the runners finish, Oaks speaks up. With a sigh, she lays it all out. Read this to the runners:

"What I think we have is a power grab. Mark Blackfern has been coveting the DA's job for years, trying to get it through personal and political connections, but Beatty was always one step ahead of him. Beatty knew where all the local skeletons were buried, and it helped him keep everyone in check, inasmuch as that's possible. But he had one weakness: His granddaughter, who recently goblinized into an ork. He was going to hold a press conference to come out in favor of Proposition 23 to try and stop any more violence. Against my advice, I might add. It would have ruined him politically because it could have created some sympathy for the Ork Underground and gone against the governor's official stance. But it was something he felt he had to do. I think that Blackfern couldn't allow that, or he saw weakness, so he decided to make his move. And I think he had help. Based on what Detective Athack has told me, Blackfern has been in contact with Gordo Buck, a gangster in the Underground who recently took over for Junior Torinni. I think that the two of them had some kind of plan to work together after they secured their power bases."

"That fits with what we have learned," Kathleen Shard says, before MacCallister can respond. "The attack on the Project Freedom headquarters wasn't carried out by these runners, but members of the Skraacha who have sided with Gordo Buck. It seems many of the Skraacha were against Project Freedom's efforts. They felt that they would lose their authority in the Underground if it went legitimate. Buck offered them the opportunity to keep their authority while gaining an even greater role in the underground, as well as funding, gear, and weapons. But not all of the Skraacha feel that way," she says looking to Ca'Kal as his hand clenches on his SMG. "One of them came forward and informed us to what his 'brothers' had done."

MacCallister then speaks up. "I've done some digging and confirmed that Blackfern and Buck are working together, and they're chill with a couple of terrorists. One hoop-kisser calls himself Harbinger, the other, the fragger who planned all this, is a super-hacker known as Anarchy."

"That fucking figures," Tosh rumbles as he looks at the runners. "They arrange for key leaders on both sides to get offed, frame these perp ... ah ... guys here to take the fall for all the murders. With both sides looking for them thinking them the shooters, they should have been killed by now. No offence," he adds. "And once they're dead, no way to trace it back to either side. Perfect double-blind. That, and it causes both sides to dig in even more over Prop 23. But knowing all this shit means nothing. We need proof, especially with Blackfern in power."

"Good thing, then, that I've found a little ace in the hole," MacCallister says with a wicked grin.

"We know where Anarchy is?" Oaks guessed, her voice calm as ever.

"I do, yeah. Anarchy is slippery as hell, but Harbinger ... not so much. Some friends of friends were able to track him down. Anarchy needs to pick his friends better. Oh, and it gets better—it seems that Buck is also having a meeting with Anarchy and our new DA, Mr. Mark Blackfern. We have the time and the place," MacCallister said.

Tosh merely snorted "Oh, that's just ripe."

Oaks just nods, her face tight with anger. "Mr. MacCallister, I know we have our ... differences in politics and goals, but would you assist ... " she starts to say before being cut off.

"Frag off, slitch, no dice, I'm here to cover Kathleen and Ca'Kal and to make sure you were giving chip-truth. That's it, got it?" MacCallister growls "Besides, we have our own house to clean up. And I have other 'chummers' to track down."

"Fine," she says, the turns to the runners. "How would you like to clear your names? I know that Detective Athack can keep Knight Errant busy for a while. If you can track down and bring in Anarchy, Harbinger, Blackfern, Buck, or bring in proof of their involvement in this matter, I will see to it personally that all of you are exonerated. Do we have a deal?"

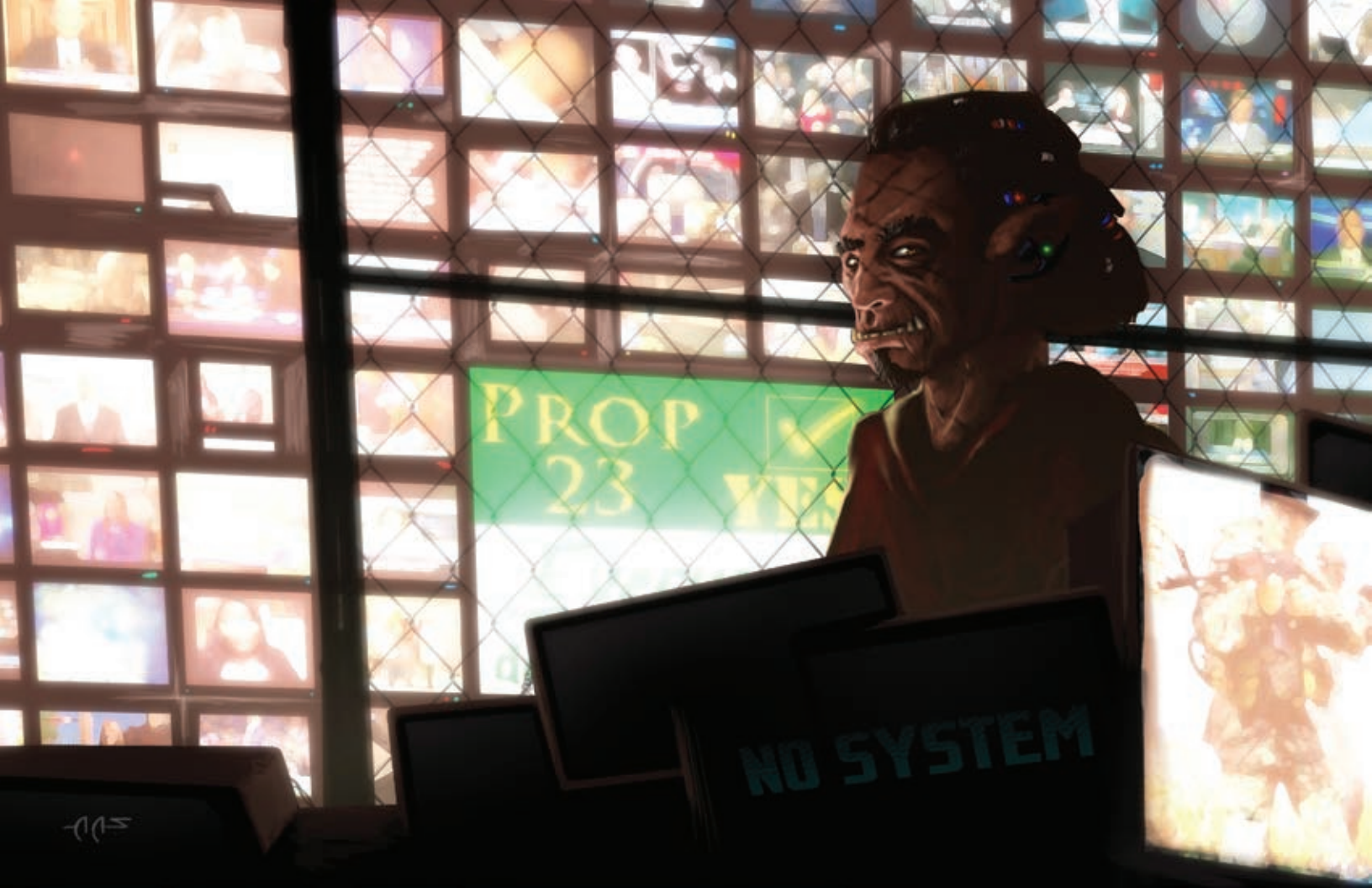
There is not really much else for the runners to do in this scene, other than maybe ask questions pertinent to the information provided by Tosh and MacCallister, but they will say they have already revealed all they know. At the conclusion of the meeting, Tosh will loan the transport to the runners, saying they have about two, maybe three hours before the people back at HQ start asking questions. He also supplies the runners with replacement for any regular ammunition used up thus far. This excludes grenades, rockets, and exotic ammunition such as assault cannon or gauss rifle rounds.

PUSHING THE ENVELOPE

If (or rather when) the runners decide to head out on the run, they may try and touch base with Oaks or Tosh, depending on whether they have them as contacts. MacCallister signs off as soon as possible. Oaks is very cold with the runners and pretty much blows them off. Tosh reminds the runners that they have a job to do and time's running out. He can't keep KE off their asses forever. The runners can also introduce themselves to Shaard or Ca'Kal. Ca'Kal will become instantly protective if the runners try to approach, placing himself in between anyone and Shaard. Given all that has happened, that's not surprising. An Etiquette + Charisma (2) Test can help put Ca'Kal a bit at ease, but only a bit, and he heads back to the Underground as soon as possible.

DEBUGGING

This scene is the big reveal of the mission. The runners are in a difficult spot. They know if they don't clear their names, they are hosed. The situation may not be ideal, but it's the best they have. The only way to really screw things up is for the runners to start making demands of Oaks or asking for money. Should the runners try this angle, Oaks reminds them of how they got into this situation, and she says she will not hesitate to throw them to the wolves. Also, should the runners refuse, saying they will take their chances on their own, Oaks leaves them to their fate and wishes them luck in getting out of the city with a fifty thousand nuyen bounty on their heads. Knight Errant, allies of the Underground, and every two-bit bounty hunter or thug with a gun will be after them, looking to cash in.



SCENE 9: BRINGING JUSTICE TO ANARCHY

SCAN THIS

This is the final showdown between the runners, Anarchy, and company. MacCallister provides runners with the location of Anarchy's current base of operations. There is no more legwork to do—it's time to put metal to meat.

TELL IT TO THEM STRAIGHT

Your ammo is topped off, and MacCallister gives you Anarchy's location. He's even included diagrams and blueprints of the abandoned air-freight company and private airport he's using. Wasn't that nice? It's time to take the terrorist down and end this nightmare. The mission at this point is simple: go in, get Anarchy, Harbinger, or evidence of their plans and call it a night. Simple right? Well, that's what you thought when this was a "simple data snatch."

BEHIND THE SCENES

Despite everything that Anarchy promised both Mark Blackfern and Gordo Buck, Anarchy has no intentions of actually letting them

keep their new power for very long. It goes against everything he believes, after all. He has greater plans in the works, and as such he needs a location where he and his associates can operate with the promise of zero interference from local law. And for that he needs puppets, like Blackfern and Buck. But the puppets are getting nervous, especially Blackfern. He knows the longer the runners are alive, the greater the chance that he'll be exposed. In short, he's starting to panic.

So, to reassure his partners and to get them moving on the next phase of his plans, he has Blackfern and Buck meet at Baxter Trans-Global, a recently defunct air freight company just outside of Tacoma. Anarchy has set up shop there and has begun to modify the facility to his needs. It's centrally located in the sprawl with available power and communications he can easily pirate without attracting too much attention.

When the runners come for Anarchy, he is in the air-operations center, meeting with Blackfern and Buck, discussing the next phase of their plans. Banks of old and new technology line the walls, with boxes and junk piled up in various places while the projection-monitor constantly shows live feeds from the local Matrix grid. A large, patchwork but still powerful communications array dominates the top of the

BAXTER TRANS-GLOBAL**Baxter Parkway, Tacoma, near Ft. Lewis off I-5**

The main building is approximately one hundred meters long and twenty meters high. It's completely hollow except for the old conveyer system used to move freight with various bits of abandoned equipment, cargo containers, and packages throughout. The conveyor system is made of two long belts that run the length of the building hanging ten meters from the ceiling. The conveyor branches off at several points on both sides, each one leading to one of the sorting areas. Each area has special roller floors meant to move freight containers out of large doors to awaiting vehicles. At the east and west ends of the building, metal doors are present, and they are large enough to allow access to semi trucks and their trailers. A system of catwalks lines the perimeter of the building at the same height as the conveyers. On the southwest side of the building, an office section was constructed and rises above the hub, accessible by stairs and elevators. This section has several offices with two sets of bathrooms, one large breakroom, and one air-operations room. The aircraft runway and parking areas are located on the north side of the building with numerous cargo containers, tugs, and other junked vehicles littering the area.

Physical security includes a razor-wire fence with locked gates. Motion sensors are placed along the fence, but they are currently inactive, as Anarchy hasn't been able to get the security system fully activated. A gate for trucks and general access is located near the southwest corner of the building. The old employee entrance is located near the southeast corner of the building. Old-style locks are still in place. A mix of ground- and air-based drones frequently patrol the perimeter and inner hub, with a rail-based system in place for one tracked drone.

A kilometer-long road stretches from the nearby state road and goes directly to the truck entrance of the building. Motion sensors tied to security cameras send alerts if any vehicle approaches.

office building. Harbinger is in the old auxiliary office next door unless the runners are detected on approach. He then moves to intercept any intruders in the HUB. Sixteen Skraacha gangers are also in the HUB, on loan from Buck and providing additional security. Supposedly "on patrol," they are near the break area on the east side of the hub, goofing off. When alerted, they will take up ambush positions among the various containers and equipment still in the HUB area. If combat breaks out, they will gather together to mass fire or try to ambush the runners. They will not, however, fight to the death. If they fill up more than half their damage track, they flee on the next initiative pass. For stats, use the first group of Skraacha from Scene Seven.

Anarchy will allow any vehicle to make it as far as the truck gate before he decides whether or not to deploy any of his personal drones or the Skraacha. He will only deploy once the runners fail an infiltration check or make an obvious aggressive move. If the runners use stealth to bypass the physical security they have a chance to enter the building undetected. An Infiltration + Agility (3) Test gets them past the perimeter fence while an Infiltration + Agility (4) Test allows them to get inside the HUB undetected. If the runners can make it that far, an Infiltration + Agility (5) Test is required should they try to enter the office building.

If the runners try to enter the building by force, Anarchy dispatches all of the Skraacha to intercept. Harbinger hangs back in the HUB to monitor the situation and wait for the right time to strike. Should the runners make it past the gangers and the drones, he falls back to the office area and awaits their arrival. He uses his HK Urban Combat SMG first and then his Browning Ultra-Power heavy pistol. Should the runners engage him in melee combat, he engages with his fists, using his adept powers and cyberspur. Harbinger does not remain stationary, but uses hit-and-run tactics and always attacks any magic user first, continuing the attack until they are dead, regardless of any other target or his own well-being.

The runners are free to use any and all methods or equipment at their disposal. There is no set way to accomplish this part of the run. Should the runners make it to Anarchy, they find him arguing with Blackfern and Buck over what is happening. Blackfern is panicking, convinced that he will get the death penalty for what's he's done. Buck is merely disgusted with both of them, regretting his part and looking for a way to get out of this mess. Once the runners reach the operations center, Anarchy de-activates the communications array he was utilizing and applauds their efforts and tenacity. He then offers them a chance to help him with his mission to destabilize the Seattle sprawl, creating what he calls a "Utopia of Freedom" with no laws to hold them back. If the runners try to capture him, he uses his technomantic abilities to summon his drones and orders them to attack the runners. He doesn't actively control them, but attempts to take over any of the runner's weapons, PANs, or cyberware. Blackfern hits the ground and cowers once combat begins, while Buck flees.

If cornered, Anarchy goes berserk, lashing out with either his heavy pistol or knife. At this point, Anarchy can't be reasoned with. The runners can only incapacitate or kill him. Once this is accomplished, a search of the operations center reveals several data-storage devices with the evidence the runners need. The devices, however, may be lost if heavy firepower or magic is used, especially area effect. Have each runner roll a dice pool equal to the highest Device Rating of a device on their pan against a threshold of 3. If the fail, reduce the rating of any device by one point per each net failure to represent combat damage.

PUSHING THE ENVELOPE

This is the make or break portion of the run. The gloves come off, and Anarchy does not hold back. There is nothing for the runners to do aside from accomplishing or failing in their mission.

DEBUGGING

Gamemasters are free to raise or lower the difficulty of the encounter as necessary. While there is really little need for roleplay here, the runners could try to engage Anarchy, trying to unbalance him, or letting him rant to set him up for an attack. Should the runners, for whatever reason, get Anarchy talking, he is quite willing to lay out his plans, especially if he thinks he has a chance to get the runners on his side.

SCENE 10: AFTERMATH

SCAN THIS

This adventure has several possible outcomes and various levels of success. Time to finish this nightmare of a run

TELL IT TO THEM STRAIGHT

You've met a technomancer terrorist that gives other techos a bad name. He set you all up as part of his scheme, but you managed to make it through. There's nothing left to do but contact Tosh and Dana Oaks to inform them of how things went down. And maybe put a call in to your media source, too.

BEHIND THE SCENES

There are several possible outcomes depending on how much the runners accomplish and how much they fail.

If the runners capture Anarchy, Harbinger, Blackfern, Buck, and recover the necessary evidence:

Contacting Tosh, he agrees to rendezvous with the runners just outside of Anarchy's base of operations to take custody and send in an investigations team to search through Anarchy's equipment. Several officers are there with him. He is eager to see the data storage devices, get what he needs, and close this case. "Good job," he says. "I know you missed out on your payday, but I can arrange for you to collect the bounties on both Anarchy and Harbinger." That total comes to ten thousand nuyen for each player.

Newly promoted interim District Attorney Dana Oaks contacts them the next day, saying Blackfern has been taken into custody on multiple charges of conspiracy to commit murder, while all charges against the runners have been dismissed. She points out, however, that while she knows the runners did not commit murder, they still accepted a job whose purpose was to cause damage to the District Attorney's office and Seattle's justice system. She sternly warns them that she will forgive but never forget, and if she catches them attempting anything like this again, she will not hesitate to bring the full force of her office on their heads with no mercy.

MacCallister also gets in touch with them, thanking them for their help and informing them that Gordo Buck and his associates have fled the underground along with several members of the Skraacha. He assures the runners that they will be "dealt with in due time."

If they are only able to capture one of the terrorists or kill one or both of the terrorists:

The runners receive the same messages from Dana Oaks and MacAllister. Tosh offers the runners five thousand nuyen for each of the terrorists they turn in. Tosh also pays an additional two hundred for each dead terrorist (including the Skraacha working for Anarchy).

If they are unable to recover the evidence:

Both Tosh and Oaks are disappointed, but they understand that in a firefight, anything can happen. They tell the runners that it may take a few weeks, but Oaks is confident she can get the cases against the runners dismissed, especially in light of the evidence against

Blackfern and the warrant out for Buck. Along with her warning, Oaks also advises the runners to keep their heads down for the next couple of weeks.

If the runners fail completely:

Simply put, the runners will receive no money from the government to show for their efforts and their position is not good. Oaks can still get the charges dropped, but she, Tosh, and MacCallister are very disappointed that two known terrorists were able to do as much damage as they did and make their escape. Not a good day for the runners. At least they aren't wanted fugitives anymore, which is something

Contacting the news agents:

Because of the nature of the aid offered and the deal made, the runners must decide as a group which one to report to. Anyone trying to undercut either news agent will find their lives more difficult in getting information in the future.

If the runners select Athena, she meets the runners once again in her drive in theater and thanks them for their assistance. She offers the runners 1,000 nuyen each for their troubles and tells them this will be the story to once and for all put KSAF at the forefront of the news pack.

Joe Martin meets the runners at Cuppa Joe's. He thanks them for their efforts and not only buys them breakfast, but gives them 1,000 nuyen for their troubles, (minus a 20 yen tip from each runner for Chip and company, of course). Ecstatic, he tells the runners this story will blow the doors off all other news agencies.

No matter what outcome, the runners find this message in their mailboxes:

Greetings. When I came to Seattle, I had a feeling it would be exciting, and your efforts have made that impression true in more ways than I expected. When I did my research to determine who I would send on this fool's errand and take the blame for my associates' efforts, I must say my opinion of you was quite low. I do not like being wrong, but I am willing to make an exception in this case. You were thrown into the fire, and you survived. For this I salute you. The coming months and years will indeed be trying time, and only the strong will survive as my efforts come to fruition. You have shown that you have what it takes to survive the coming changes. So, as a small token of my esteem, I have deposited the amount of 3,000 nuyen in your accounts. It is not much, but I am on a limited budget, and you deserve something. I only hope that you are wise enough to see that money is nothing more than a tool, a means to an end, not an end itself. Chasing after money just to have it is the kind of thinking leads to corruption, and there is no place for corruption in my new world. Please do your best to remain incorruptible, I would like you to have a place in my new world. With that being said, I will leave you with one final thought. This day you have bested me; not many can claim that, and you must understand that I cannot allow that to happen too often or my plans will never come to fruition. I strongly urge you to steer clear of my future endeavors, for if you get in my way again, I will not hesitate to destroy you. Fare thee well.

Anarchy

PICKING UP THE PIECES

MONEY

- 5,000 nuyen per runner for the capture or elimination of Anarchy
- 5,000 nuyen per runner for the capture or elimination of Harbinger,
- 200 nuyen per runner for every dead terrorist (max 3200).
- 1,000 per runner from the News Agents
- 3,000 nuyen total courtesy of Anarchy

KARMA

- 1—surviving the adventure
- 1—for avoiding capture by Knight Errant
- 1—for figuring out Blackfern's and Buck's plans for Prop 23 without help
- 1—for surviving the shootout at the Siren's Perch
- 1—for making it past the outer perimeter fence at the airport undetected
- 1—for making it past the HUB security systems undetected
- 1—for making it into the airport offices undetected
- 1—for capturing or killing Anarchy or Harbinger

An additional 1 to 3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

FACTION REP

Depending on their actions this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction while other may earn positive.

Seattle Government

- 1 Faction Reputation if the players fail to capture or Kill Anarchy and Harbinger.
- The players cannot receive a positive bonus for this Faction in this adventure.

Ork Underground

- 1 Faction Reputation if the players fail to capture or Kill Anarchy and Harbinger.
- +1 Faction Reputation if the players capture or Kill Anarchy and Harbinger.

KSAF

- +1 Faction Reputation if the group gives Athena Tatopolous the exclusive
- 1 Faction Reputation if the group does not

NewsNET

- +1 Faction Reputation if the group gives Joe Martin the exclusive
- 1 Faction Reputation if the group does not

At the end of each adventure, runners check their Rep with each Faction against the chart below. If their Rep is high enough, they may obtain a favor useable one time (and one time only!) from any one contact from that Faction. Each favor can only be earned once per Faction Rep, even if the player loses Rep and then later gains enough Rep to qualify for the reward a second time. If you dip into negative Rep, there are penalties associated with that Faction as well.

In addition to the listed rewards and penalties, your current Rep acts as a dice pool modifier (positive or negative) to all social tests involving members of that Faction (in addition to the individual Loyalty of a Contact).

FACTION REP

Faction Rep	Favor Gained
2	Item Favor—10 percent discount on any single item obtained from this Faction
4	Item Favor—20 percent discount on any single item obtained from this Faction.
5	Item Favor—30 percent discount on any single item obtained from this Faction.
–2	Contacts from this Faction will always charge the runner for information.
–3	Contacts from this Faction will no longer obtain gear for the runner, and will charge double for any information they provide.
–5	Contacts from this Faction will no longer provide the runner with any information.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*). Besides the scenario-specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players are able to clear their names.
- +1 Notoriety if a player is particularly brutal and bloodthirsty.
- +1 Public Awareness if the team causes extensive collateral damage within the city.

CONTACTS

Successfully completing objectives or performing the actions listed below earns characters specific Missions contacts at a Loyalty of 1, and they should be given the Contact Sheet included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and they may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and they may gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- **ADA Dana Oaks:** Due to the nature of the mission originally undertaken by the runners, and the fact that they took the job willingly even though it would cause harm to her office, players do not get a bonus to Oaks this mission. Since the runners were framed, though, they do not suffer any penalties either.
- **Det. Tosh Athack:** For helping bring in Anarchy and Harbinger, gain Tosh at Loyalty 1 or gain +1 loyalty if they already had him. Give the players -1 loyalty if the runners kill a Knight Errant officer in cold blood.
- **Joe Martin:** If the runners as a group gave Martin his exclusive, each runner gains him at Loyalty 1, or +1 Loyalty if he was already a contact, up to a maximum of Loyalty 4.
- **Athena Tatopolous:** If the runners as a group gave Athena her exclusive, the runners gain her at Loyalty 1, or +1 Loyalty if she was already a contact, up to a maximum of Loyalty 4.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact reveals that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information will require a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make a Connection + Connection (20 minutes) Extended Test. Additional information will be available at a cost of 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Data Search + Logic Extended Test, with a -1 dice pool for each successive roll (p. 64, *SR4A*).

DAVID BEATTY

Contacts to Ask: Law/Legal, Law Enforcement, Organized Crime

CONTACTS	DATA SEARCH	INFORMATION
0	0	Isn't he like, that ... never mind.
1	3	He's Seattle's District Attorney.
2	6	He's tough but fair, an honest straight shooter.
3	10	Rumor has it he's on the fence about Prop 23, and some are getting nervous about his indecisiveness.
4	18	His granddaughter goblinized into an ork last year, he's sympathetic to Prop 23

LEONARD FREEMONT

Contacts to Ask: Legal, Law Enforcement, Street, Organized Crime

CONTACTS	DATA SEARCH	INFORMATION
0	0	Doesn't he have some kind of trid show?
1	3	Lawyer, works for the DA's office.
2	6	Low end of the office, does mostly grunt work for others.
3	10	Likes to gamble, owes the Finnegan's a lot, as in 100K.
4	18	His boss knows about his habit and uses it as leverage to get him to do side jobs.

MARK BLACKFERN

Contacts to Ask: Legal, Law Enforcement, Government, Street, Organized Crime

CONTACTS	DATA SEARCH	INFORMATION
0	0	I think I have one of those in my doss.
1	3	He's one of Seattle's Assistant District Attorneys.
2	6	He's old money, got his job by connections rather than skill.
3	10	He hates DA Beatty and ADA Dana Oaks and feels cheated by both of them. Wants the DA job.
4	18	Supposedly knows of a political bombshell Beatty is going to drop and take advantage of it.

GORDO BUCK

Contacts to Ask: Organized Crime, Gangs, Law Enforcement

CONTACTS	DATA SEARCH	INFORMATION
0	0	Sounds like a sim-porn star.
1	3	He's an ork and gangster in the Underground.
2	6	Been working with the same gang for years now, got really high up. Very brutal.
3	10	Took over Junior Torrini's operation a few months ago, and it cost him a lot.
4	18	Not happy with Prop 23, thinks it's bad for business. He wants to keep things the way they are.
5	—	He's been seen meeting with ADA Blackfern and some hacker-terrorist guy.

KATHLEEN SHAARD

Contacts to Ask: Street, Ork Underground, Political Groups

CONTACTS	DATA SEARCH	INFORMATION
0	0	Sounds like some rocker chick.
1	3	Works for Project Freedom in the Ork Underground.
2	6	Never left the Underground until about a year ago.
3	10	Her mother is one of the key leaders of Project Freedom.

CA'KAL

Contacts to Ask: Street, Gangs, Ork Underground

CONTACTS	DATA SEARCH	INFORMATION
0	0	Bless you.
1	3	Part of the Skraacha.
2	6	One of the Skraacha's leaders, tough as nails.
3	10	Used to be in tight with some ork chica named MacCallister.
4	18	Working less with the gang and more with a fixer named MacCallister. Training to be a runner.

HARBINGER

Contacts to Ask: Law Enforcement, Terrorists, Military

CONTACTS	DATA SEARCH	INFORMATION
0	0	The end is near???
1	3	Street sam, new in Seattle, not much of a rep yet.
2	6	Former UN Peacekeeper, got hurt real bad during Crash 2.0.
3	10	Former platoon sergeant, got hit by a mortar and was left for dead. Hates all kind of authority.
4	18	Was found by Anarchy, who paid to have him rebuilt. He's now totally loyal.

ANARCHY

Contacts to Ask: Neo-anarchist, International Law Enforcement, International Shadowrunner

CONTACTS	DATA SEARCH	INFORMATION
0	0	YEAH BABY! FIGHT THE POWER!!!
1	3	Terrorist, also some kind of expert hacker.
2	6	His personal goal is to topple every known government on the planet, corporate or otherwise.
3	10	Specialty is data manipulation.
4	18	He's actually a technomancer.
5	—	Recently came to Seattle to set up a base. Has been meeting with Mark Blackfern and Gordo Buck.

CAST OF SHADOWS

MARK BLACKFERN

ADA Blackfern is the poster boy for old money. Born to an affluent Seattle family, Blackfern never wanted for anything. He went to the best schools, had the best things, and doors opened for him by virtue of his family name alone. Because of this, he feels that he is obviously superior to everyone else. Hard work is somewhat foreign to him as he is fairly adept at getting people to do the work for him, although he has no problem taking credit. The combination of political connections and his ability to undercut his rivals got him his job with the District Attorney's office. While he has proven to be a competent if unremarkable litigator, he sees his job and his cases as a means to increase his status and political position. As such, he was furious when DA David Beatty chose Dana Oaks as his de facto second and gave what he considered all the choice cases and assignments. Frustrated with Oaks' recent successes, Beatty is becoming blind with jealousy and looking for any way to get the DA's job he is convinced he deserves.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	3	3	5 (6)	5	5 (7)	5	4.8	8	1	4/0	10/11

Skills: Con 5, Dodge 3, Forgery 4, Influence Skill Group 6, Palming 2, Perception 3, Pistols 3, Pilot Ground Craft 2, Professional Knowledge (Law) 5

Augmentations: Cerebral booster 2, datajack, datalock, mnemonic enhancer 2, sim module for hot sim, tailored pheromones 1

Gear: Commlink (Device Rating 5)

Weapons:

Walter PB-120 [Light Pistol, DV 4P, AP —, SA, RC—, 10(c)]

GORDO BUCK

An ork who believes that one should lead from the front, Gordo Buck is not afraid to get his hands dirty or, in his case, bloody. Formerly the right hand and head leg breaker for Johnny "Junior" Torinni, Buck came into power when his boss was forced out of the business. For several months, he waged a bloody campaign to keep Torinni's empire whole, leaving dozens of bodies in his wake. Not one to lead from some office, Buck was always in the middle of the action, shooting or slugging it out with the rest of his men. One story says that Buck personally took on five opponents and beat each senseless with his gun after it was hacked. Finally, Buck was able to secure his new business and was ready to start making money when he found out about Proposition 23. Knowing that his business was in real danger from Knight Errant if the Ork Underground became legit, he considered several plans to sabotage the members of Project Freedom. But he knew that direct or even indirect action could backfire on him and cause a schism or another war within the Underground, which he had neither the funds nor manpower for. But Buck is nothing if not patient, and when an opportunity presents itself, he will be ready.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	4 (8)	6 (8)	5	4	4	4	1	8 (12)	2	12/7	11

Skills: Automatics 4, Blades 4, Dodge 3, Forgery 3, Influence skill group 4, Palming

3, Perception 3, Pistols 3, Pilot Ground Craft 2, Professional Knowledge (Fencing) 5, Unarmed Combat 5

Augmentations: Muscle replacement 2, reaction enhancer 3, smartlink, wired reflexes 1

Gear: Armor jacket (w/ Nonconductivity 6), commlink (Device Rating 5), form fitting body armor (half suit)

Weapons:

Defiance EX Shocker [Taser, DV 8S(e), AP —half, SS, RC —, 4(m)]

Knife [Blade, Reach —, DV 4(5)P, AP —]

Savalette Guardian [Heavy Pistol, DV 5P, AP —5, SA/BF*, RC —1, 12(c), w/APDS ammo, two spare clips]

KATHLEEN SHAAD

A lifelong Ork Underground resident, Kathleen Shaard grew up sheltered from the topside world until she met Rebecca MacCallister a few years ago. The two became fast friends as Kathleen showed Rebecca the Underground while Rebecca showed her topside. Kathleen also introduced Rebecca to her mother Helen, an organizer who was one of the driving forces of Proposition 23. The three worked tirelessly to get Prop 23 passed, but Kathleen preferred to take a supportive role, not liking the limelight in which her mother exists. With the recent death of Rebecca and now her mother, Kathleen has been thrust into a leadership role, one she is not yet sure she can handle.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3	3	4	4	4	4	5	6	7	1	4/0	11/11

Skills: Blades 3, Clubs 3, Con 2, Climbing 3, Computers 2, Data Search 2, Dodge 3, Etiquette 3 (Street +2), Instruction 3, Intimidation 3, Leadership 4, Negotiation 4, Professional Knowledge (Street) 4 Perception 3, Pistols 3, Pilot Ground Craft 2, Running 3, Unarmed Combat 3

Gear: Armor clothing, commlink (Device Rating and all programs 4)

Weapons:

Colt L36 [Light Pistol, DV 4P, AP —,SA, RC —, 14(c)]

Knife [Blade, Reach —, DV 3P, AP —]

CA'KAL

An ork in his early twenties, Ca'Kal used to be a lieutenant in the Skraacha, the primary gang of the Ork Underground until he lost the first person he ever truly loved, a student named Rebecca MacCallister. The two began a whirlwind romance while she was studying for a thesis about the Underground. When Rebecca was killed by the copycat of the Mayan Cutter, Ca'Kal took it very hard until he was approached by Rebecca's father, local Seattle fixer and former Shadowrunner William MacCallister. MacCallister offered to help Ca'Kal by putting him in touch with local runners who could teach him the trade. So far, Ca'tan has proven to be an exceptional student and loyal ally to MacCallister. He still has contacts and occasionally works with the Skraacha as current events keep him close to the Underground.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3 (5)	5	2	3	2	2	5.4	6 (8)	1	8/6	11/9

Skills: Athletics skill group 4, Blades 5, Computers 2, Con 3, Dodge 5, Etiquette (Street) 5 (+2), Firearms skill group 5, Intimidation 4, Leadership 5, Perception 3, Unarmed Combat 5

Augmentations: Reaction enhancers 2

Gear: Armor jacket, commlink (Device Rating 4), glasses [Rating 3, w/smartlink, thermographic vision, and vision magnification]

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), 3 spare clips]

Cougar Fine Longblade [Blade, Reach —, DV 5P, AP -1]

Kriss-X [Submachine Gun, DV 5P, AP -5, SA/BF/FA, RC -1(3), 20(c), w/3 spare clips, flashlight, smartlink, sling]

HARBINGER



No one knows his name anymore, which is fitting because he's a mere shell of what he used to be. Once an adept and promising soldier in the UN Peacekeeping Corps, Harbinger was left for dead while defending Corporate Court interests in New York. While on a recon mission, a mortar shell hit his personnel carrier, killing everyone on board but him while shrapnel shredded his body and ultimately robbed him of much of his magic abilities. The members of his platoon wanted to mount a rescue operation, but his superiors refused, not wanting to lessen the defenses of their position for just one soldier. Harbinger was eventually found by the terrorist known as Anarchy, who took the discarded soldier under his wing and made him his lieutenant. Harbinger, bitter and angry not just for losing his magic but also for being left to die, readily agreed. Harbinger now acts as Anarchy's eyes, ears, and sometimes bloody hands when such tasks are necessary. He has made up for the loss of his magic with extensive augmentations and eventually wants to purge himself of "corrupt biological weakness" to replace it with "pure mechanical perfection." Harbinger has a particular grudge

against magic users of any kind. Like Anarchy, he recognizes no government or law. The only loyalty he has is for Anarchy.

B	A	R	S	C	I	L	W	M	Ess	Init	IP	Arm	CM
5 (6)	5	5 (9)	5 (8)	2	3	3	3	2	1.6	8(12)	1(3)	8/6	11/10

Skills: Blades (Cyber-Implant) 5 (7), Climbing 3, Dodge 4, Etiquette 3, Firearms skill group 5, First Aid 3, Infiltration 5, Intimidation 6, Perception 5, Pilot Ground Craft 3, Shadowing 5, Tracking 5, Unarmed Combat 5 (6)

Augmentations: Cybereyes [Rating 4, w/ low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification], datajack, cyberarm [betaware, full, left, w/ cyberspur hand blade, gyromount, shockhand, Strength mod 4], sim module w/ hot sim, reaction enhancers 2, wired reflexes (betaware) 2

Initiate Level: 1

Adept Powers: Improved Ability: Unarmed Combat 1, Killing Hands, Penetrating Strike

Gear: Armor jacket (w/ Nonconductivity 6), commlink (Device Rating 5), form-fitting body armor (half suit)

Weapons:

Ares Vigorous Assault Cannon [Assault Cannon, DV 10P, AP -5, SS, RC —, 12(c), w/ gas-vent 3, one spare clip]

Browning Ultra-Power [Heavy Pistol, DV 5P, AP -5, SA, RC —, 10(c), w/ APDS ammo, 3 spare clips]

Cyberspur Hand Blade [Blade, Reach —, DV 5P (6P), AP —]

HK Urban Combat [SMG, DV 5P, AP -4, SA/BF/FA, RC -2, 36(c), w/ APDS ammo, 3 spare clips]

ANARCHY



Anarchy is everything that people fear about technomancers. Powerful, arrogant, and sociopathic, Anarchy cares about nothing but his plans. Exactly what those plans are, no one knows. Anarchy is

drawn to places of chaos and unrest, just so he can make things worse for his own amusement. He's been known to hack personal accounts and delete them, ruining entire families over a perceived slight. He's also been rumored to have crashed several commercial aircraft just in a sick game of "lawn darts" because he never got his bag of peanuts. It has been confirmed that he has hacked several UCAS military nodes and caused the deaths of several soldiers during a live-fire exercise when he hacked their TacNets. He is currently number three on Interpol's most wanted list and has a significant bounty on his head. His past and true identity is a complete mystery; any trace of such information has been erased long ago. He's been recently sighted in Seattle, specifically the Ork Underground. What exactly his plans are remain a complete mystery.

B	A	R	S	C	I	L	W	Ess	M	Res	Init	IP	Arm	CM
4	3	3	4	5	5	6	6	6	0	6	8	1(3)	6/4	10/11

Skills: Automatics 3, Blades 2, Dodge 4, Con 5, Cracking skill group 5, Electronics skill group 5, Etiquette 4, Forgery 4, Palming 2, Perception 3, Pistols 3, Pilot Ground Craft 2, Shadowing 4, Tracking 3, Unarmed Combat 4 (5)

Qualities: Codeslinger, Combat Paralysis, Incompetent (Unarmed Combat), Intuitive Hacking (Edit), Media Junkie (moderate), Natural Hardening, Photographic Memory, Technomancer

Living Persona: Firewall 5, Response 5, Signal 3, System 6

Complex Forms: Analyze 5, Attack 6, Armor 5, Biofeedback 6 (7), Command 4, Track 5

Gear: Armor vest, Bust-A-Move, GM-Nissan Doberman, 2 Sikorsky-Bell Microskimmers

Weapons:

Browning Ultra-Power [Heavy Pistol, AP -5, DV 5P, SA, RC—, 10(c), w/ APDS Ammo]

Cougar Fine Shortblade [Blade, Reach —, DV 3P, AP -1]

SIKORSKY-BELL MICROSKIMMER (2)

Handl	Accel	Speed	Pilot	Body	Arm	Sens
+1	2/10	10	3	0	2	2

Upgrades: Software upgrades, weapon mount [fixed, remote]

Programs: Autosofts, Clearsight 3, Defense 2, Electronic Warfare1, Maneuver 3, Target (Pistols) 3

Weapons:

Ares Crusader [Machine Pistol, AP -0, DV 4P, SA/BF, RC 2, 40(c)]

GM-NISSAN DOBERMAN

Handl	Accel	Speed	Pilot	Body	Arm	Sens
0	10/25	75	3	3	6	3

Upgrades: Software upgrades, weapon mount [fixed, remote]

Programs: Clearsight 3, Defense 2, Electronic Warfare 3, Maneuver 3, Target (Shotguns) 3

Weapons:

Spas-22 [Shotgun, AP -1, DV 7P, SA/BF, RC -1, 10(c)]

BUST-A-MOVE

Handl	Accel	Speed	Pilot	Body	Arm	Sens
0	3/10	10	2	2	0	3

Upgrades: Software upgrades, weapon mount [fixed, remote]

Programs: Clearsight 3, Defense 2, Electronic Warfare 1, Maneuver 3, Target (Pistols) 3

Weapons:

Weapons:

Cavalier Deputy [Heavy Pistol, AP -1, DV 5P, SA, RC —, 7(c)]*

*When Bust-A-Move fires, make a Maneuver (3) Test. If he fails, he falls down per knockdown rules. The second shot requires a Maneuver (4) Test

TOSH ATHACK



Tosh is a Knight Errant detective and works their Special Crimes Task Force. He's a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that his retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops three meters in height, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
9	4	4(6)	9	4	4	3	4	3	3.6	8(10)	1(3)	12/7	13/10

Active Skills: Automatics 4, Blades 3, Computer 2, Clubs 3, Data Search 3, Dodge 4, Intimidation (Physical) 4 (+2), Longarms 4, Perception 4, Pilot Ground Craft 2, Pistols (Semi-Automatics) 5 (+2)

Knowledge Skills: Crime Syndicates 3, Knight Errant Politics 4, Police Forensics 4, Police Procedures 5, Seattle Area 4, Seattle Gangs 4, Street Rumors 3, Urban Brawl 3

Augmentations: Cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, flare compensation, thermographic vision, vision enhancement 3], wired reflexes 2

Gear: Ares Predator IV, 2 extra clips of ammo, concealed holster, armor jacket, commlink (Device Rating 5), form-fitting body armor (half suit)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15 (c), w/ APDS ammo, smartlink]

A.D.A. DANA OAKS



Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest district attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety."

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	4	2	5	6	5	6	4	5.9	10	1	0/0	10/11

Active Skills: Computer 5, Data Search 6, Etiquette (Law) 6 (+2), Intimidation (Interrogation) 6 (+2), Leadership 5, Negotiation (Sense Motive) 6 (+2), Perception 6, Pilot Ground Craft 2, Pistols 2, Running 3, Swimming 4, Unarmed Combat 2

Knowledge Skills: Corporate Procedures 4, Crime Syndicates (Seattle) 6 (+2), Law (Seattle) 6 (+2), Literature (19th Century) 3 (+2), Politics (Seattle) 4 (+2), Seattle Street Gangs 5

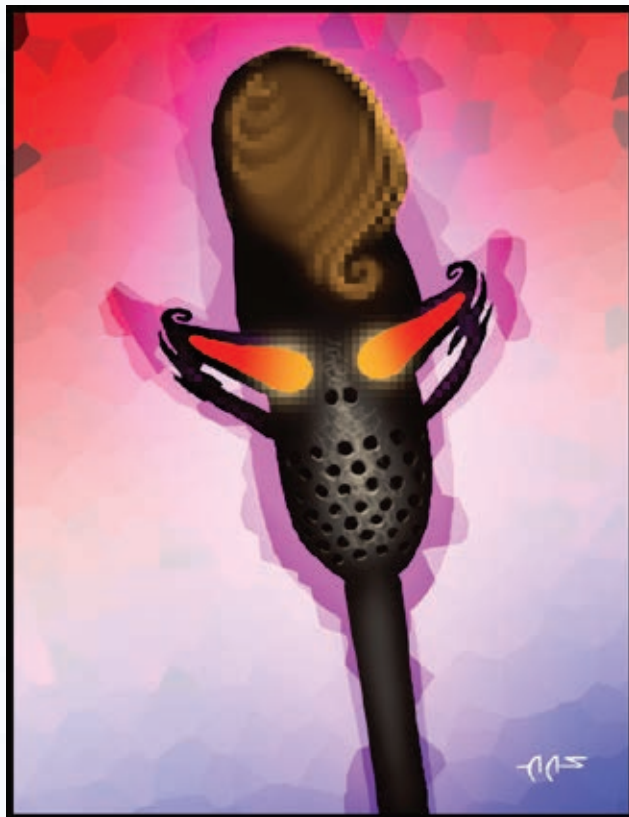
Qualities: Analytical Mind, Perceptive (rank 2), Photographic Memory

Gear: Fichetti Tiffani Self-Defender (navy blue), commlink (Firewall 6, Response 5, Signal 4, System 6), common-use programs (all at Rating 4), Black IC (Rating 6)

Weapons:

Fichetti Tiffani Self-Defender [Hold-Out Pistol, DV 4P, AP —, SS, RC —, 4 (c)]

ATHENA TATOPOULOS



Athena is a recluse who runs KSAF solely from the Matrix. She hasn't been publicly seen in over two years, and no one knows where her meat body is. She maintains a vast network of contacts and sources around the globe, and works hard to keep KSAF at the top of the news food chain.

She operates strictly out of the Matrix these days, so the only contact the runners have with her is through her icon: a cartoony, anthropomorphic 1950s style microphone with a beehive hairdo and a pair of pointed, 1950s cat's eye style glasses. Despite the somewhat silly design of her Matrix icon, Athena is very businesslike. She's very motivated, and her personality and charisma comes through the Matrix.

B	A	R	S	C	I	L	W	Edge	Ess	Init	IP	Arm	CM
NA*	NA*	NA*	NA*	5*	6*	5 (8)*	5*	4	3.27	21*	4*	0/0	12

*Matrix Attributes

Active Skills: Cracking skill group 6, Electronics skill group 6, Etiquette 5, Leadership 5, Negotiation 5
Knowledge Skills: Corporate Procedures 6, Journalism 6, Matrix Rumors 5, Political Rumors 5, Politics 6, Street Rumors 6
Augmentations: (all betaware) Attention coprocessor 3, cerebral booster 3, commlink, data filter, datajack, encephalon II, math SPU, hot sim module, mnemonic enhancer 3, reception enhancer 3, simsense booster
Gear: Custom implanted commlink (Firewall 10, Response 8, Signal 8, System 9), all programs at rating 8, multiple layers of Black IC (Rating 10), Response 6, Hardening 6, Empathy Software 6

JOE MARTIN



Joe Martin is the trid news anchor that every other anchor wishes they could look like. He has blond hair, deep blue eyes, he's bodysculpted and tanned to perfection, and he's got a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
4	4	4	4	7	5	4	4	4.5	5	9	1	10/4	10/10

Active Skills: Athletics skill group 3, Con (Fast Talk) 5 (7), Etiquette 5, Intimidation (Interrogation) 5 (7), Leadership 5, Negotiation 5, Perception (Visual) 5 (7), Pistols 4, Stealth skill group 4, Unarmed Combat 5
Knowledge Skills: Corporate Procedures 4, Corporate Rumors 4, Journalism (Muckraking) 4 (6), Political Rumors 4, Street Rumors 4

Qualities: Exceptional Attribute (Charisma), First Impression
Augmentations: Minor modification biosculpting, clean metabolism, dietware, silky skin, enhanced pheromone receptors 3, vocal range enhancer, tailored pheromones 3, cybereyes [Rating 4, w/ flare compensation, image link, low-light vision, recording unit, smartlink, thermographic vision, vision enhancement 3, vision magnification], cyberears [Rating 4, w/ audio enhancement 3, recording unit, select sound filter 6, sound damper, sound link, spatial recognizer]
Gear: Commlink (Firewall 6, Response 5, Signal 4, System 5), form-fitting body armor (half-body suit), custom Italian Armored Suit (long jacket, shirt, trousers)

MACCALLISTER



MacCallister is a former shadowrunner, an older ork, and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring and recently returned to Seattle to start a new career as a fixer. He still carries his beat-up, ancient cyberdeck (with a modern, bleeding-edge commlink mounted inside the case), and he peppers his speech with out-of-date slang like “drek,” “frag,” and “hoop.” He's confident and good-natured.

He starting operating as a fixer in the early part of 2072 and got involved with the copycat Mayan Cutter that showed up during the summer of '72 when his daughter, Rebecca MacCallister, was one of the copycat's victims. He has a ton of contacts in the shadow community and uses them to great effect. He's been acting as the front man for the metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
8	4	5 (8)	6	5	4	6 (9)	4	6	3.5	9 (12)	1 (4)	8/6	12

Active Skills: Athletics skill group 4, Automatics 4, Automotive Mechanic 3,

Close Combat skill group 4, Computer 6, Cybercombat 6, Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette 4, First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (+2), Leadership 4, Longarms 4, Negotiation 5, Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (+2), Software 6, Stealth skill group 4

Knowledge Skills: 20th Century Sci-Fi 4, Chicago Area 5, Chicago Street Gangs 4, Comic Books 4, Computer Hardware 5, Computer Software 6, Corporate Security 4, Insect Spirits 6, Matrix Security 6, Ork Underground 4, Seattle Area 3, Police Procedures 3, Seattle Street Gangs 2, Seattle Politics 4, Shadowrunner Lore 6

Languages: English N, Sioux 3, Japanese 3, Spanish 2

Qualities: Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)

Augmentations: (all betaware), Datajack x2, cerebral booster 3, encephelon 2, math SPU, mnemonic enhancer 3, synaptic booster 3, simsense booster, smartlink

CommLink: System 9, Response 8, Firewall 10, Signal 7, Armor Case 10, Biometric Lock (electro shocker), Customized Interface, Hardening 6, Simsense Accelerator, Response Enhancer 6,

Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

Gear: Armor jacket, 2 Ruger Super Warhawks w/ 4 speed loaders and APDS ammo, AR contacts (w/ thermo, image link, vision mag, vision enhancement 3), Panther Assault Cannon

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -6, SS, RC —, 6(cy), w/ APDS ammo, custom grip, biometric lock (immobilization), smartlink]

Panther Assault Cannon [Assault Cannon, DV 10P, AP -5, SS, RC 1, w/ custom grip, biometric lock (immobilization), smartlink]



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DANA OAKS

Assistant District Attorney

Faction: Seattle Government

Female Human

Connection Rating: 4

Loyalty:

Key Active Skills: Computer, Data Search, Etiquette (Law), Intimidation (Interrogation), Leadership, Negotiation (Sense Motive), Perception

Knowledge Skills: Corporate Procedures, Crime Syndicates, Law, Politics, Street Gangs

Uses: Jobs, Information, Law-related favors

Places to Meet: Virtually or through an intermediary (Usually Tosh Attack)



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Female Human

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Uses: Jobs, Information, Law-related favors

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MacCALLISTER

Fixer

Faction: Ork Rights Committee

Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

Uses: Getting Jobs, Buying & Fencing Gear, Street Rumors

Places to Meet: Big Rhino, Underworld 93, older high-end nightclubs.



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Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

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MacCALLISTER

MacCallister is a former shadowrunner, an older ork, and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer. He still carries his beat up ancient cyberdeck (with a modern bleeding-edge commlink mounted inside the case), and he peppers his speech with out of date slang like “drek”, “frag”, and “hoop”. He’s confident and good-natured.

He starting operating as a fixer in the early part of 2072 and got involved with the copycat Mayan Cutter that showed up during the summer of ’72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

MacCALLISTER

Fixer

Faction: Ork Rights Committee

Male Ork

Connection Rating: 5

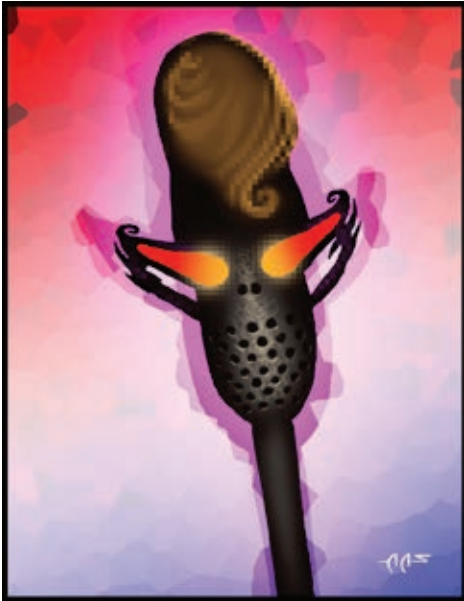
Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

Uses: Getting Jobs, Buying & Fencing Gear, Street Rumors

Places to Meet: Big Rhino, Underworld 93, older high-end nightclubs.



ATHENA TATOPOULOS

Athena joined famed news network KSAF shortly after its offices were bombed in '67 as Chief Editor. Then she promptly went into hiding, and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.

ATHENA TATOPOULOS

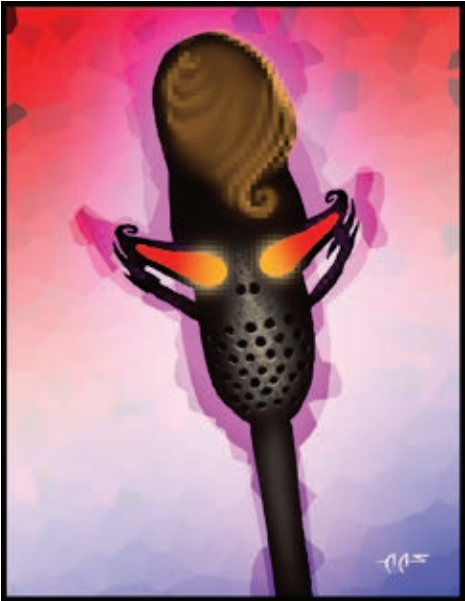
KSAF Chief Editor
Faction: KSAF
Female Human
Connection Rating: 4
Loyalty:

Key Active Skills: Electronics, Hacking, Negotiation

Knowledge Skills: Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

Uses: Rumors and Information

Places to Meet: Matrix



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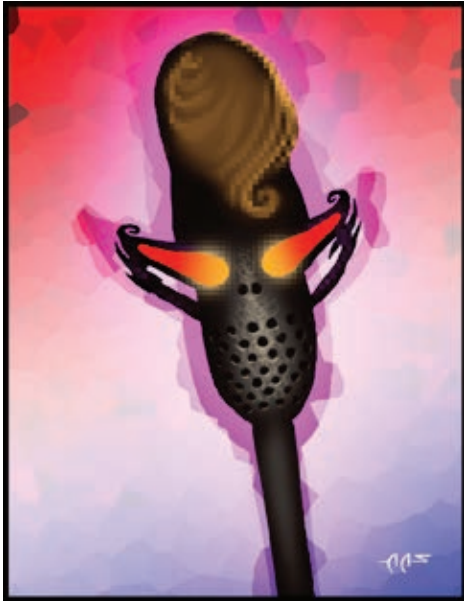
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Faction: KSAF
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KSAF Chief Editor
Faction: KSAF
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Connection Rating: 4
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Key Active Skills: Electronics, Hacking, Negotiation

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Uses: Rumors and Information

Places to Meet: Matrix



JOE MARTIN

Joe Martin is the trid news anchor that every other anchor wishes they could look like—blond hair, deep blue eyes, bodysculpted and tanned to perfection, with a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

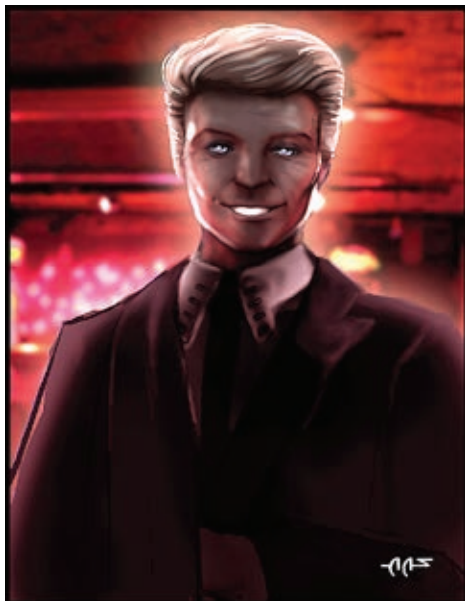
Loyalty:

Key Active Skills: Con (Fast Talk), Etiquette, Intimidation (Interrogation), Leadership, Negotiation, Stealth group, Unarmed Combat

Knowledge Skills: Corporate Procedures, Corporate Rumors, Journalism (Muckraking), Political Rumors, Street Rumors

Uses: Rumors and Information

Places to Meet: Bars, Nightclubs, Restaurants



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JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

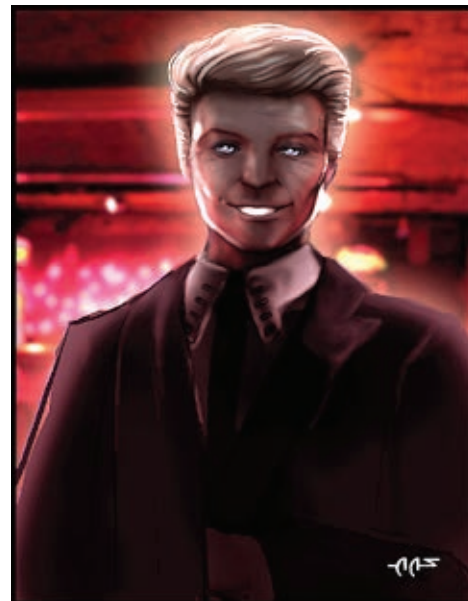
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Places to Meet: Bars, Nightclubs, Restaurants

The Sirens Perch Motel

Room 109 Zoom X 2



-  Support Column
-  Stairs to Catwalk
-  Door

Baxter Trans Global

Ground Floor

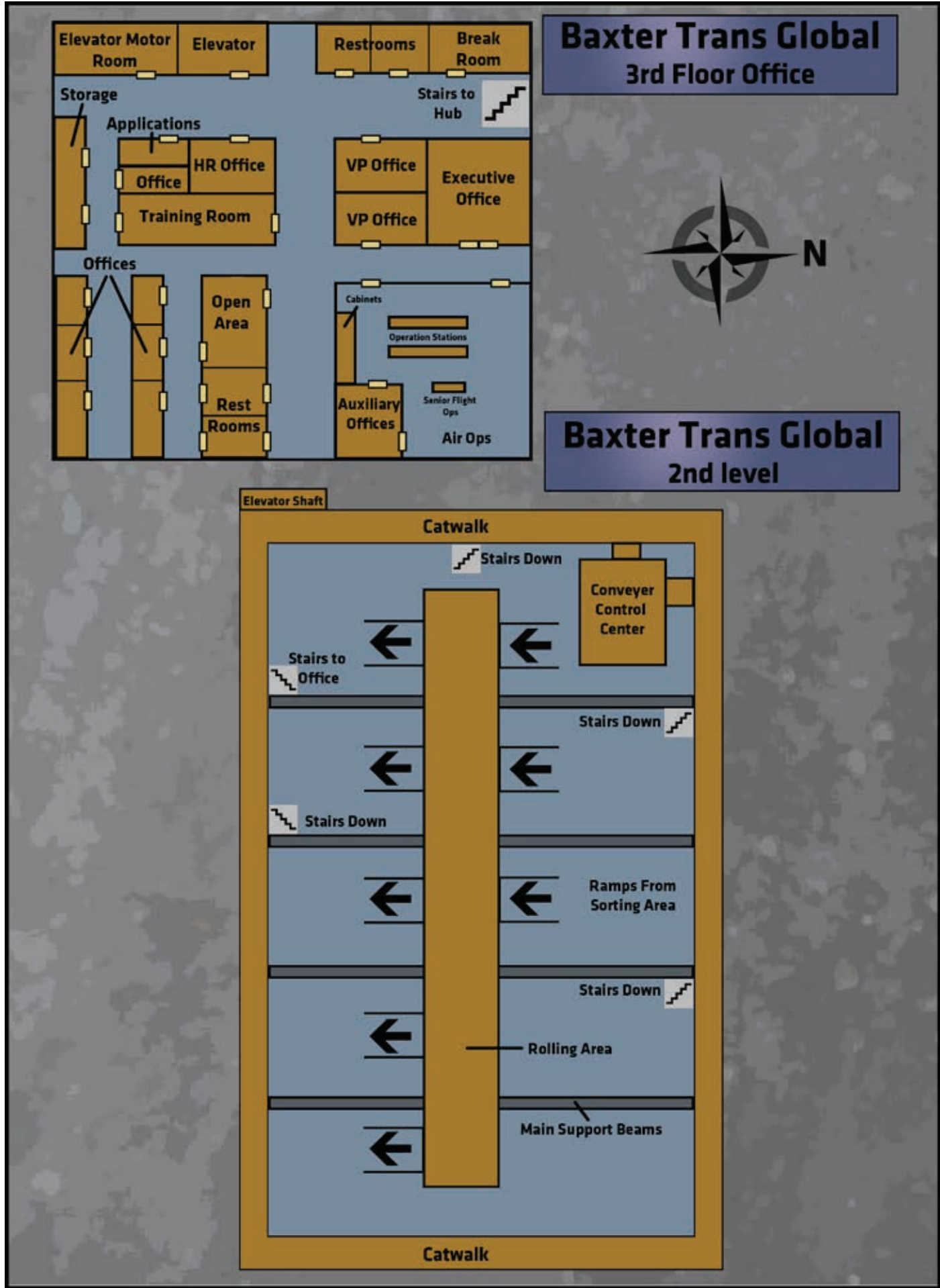


Truck Parking



Runway





Beatty Residence



- 1. Greenforest Rd.
- 2. Driveway
- 3. Garage
- 4. Main Floor
- 5. Stairs to upper Floor
- 6. Restroom
- 7. Gazebo
- 8. Pool House
- 9. Motion lights



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 04-09 ASSASSIN NATION

A terrorist, an Assistant District Attorney, and a gangster make a plan. It sounds like a bad joke, but there's nothing funny about this punch line. A group of runners are set up to take the fall for several murders, including the Seattle District Attorney and several members of Project Freedom. The goal: Use the chaos caused by Proposition 23 as a cover to put two new leaders into power within the Seattle Government and the Ork Underground.

- ☐ Cleared their names.
- ☐ Captured or killed Anarchy.
- ☐ Captured or killed Harbinger.
- ☐ Failed completely.

SYNOPSIS

MISSION RESULTS

Names

Seattle Government

-5 -4 -3 -2 -1 0 1 2 3 4 5
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Ork Underground

-5 -4 -3 -2 -1 0 1 2 3 4 5
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

KSAF

-5 -4 -3 -2 -1 0 1 2 3 4 5
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

NewsNET

-5 -4 -3 -2 -1 0 1 2 3 4 5
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Character Improvement

Karma Cost

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

Street Cred _____

Notoriety _____

Public Awareness _____

- ☐ ADA Dana Oaks
- ☐ Detective Theodore "Tosh" Athack
- ☐ Joe Martin
- ☐ Athena Tatapolous

KARMA

REPUTATION

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

GM's Name

GM's Signature

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

