

Gangbusters

A Shadowrun 3rd edition adventure for the RPGA Virtual Seattle Campaign

Written by Doug Smith

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Adventure Summary and Background

Story: This tournament revolves around an attempt by the Chinese Triads to gain control of some of Seattle's gangs to expand their influence, and to eliminate those that attempt to thwart them. The Jade Dragon Triad has been backing a gang called the Foundlings. Dissatisfied with the gang's progress, they have decided to enlist shadowrunners to remove the gang and make way for another gang they have infiltrated, the Fearless Heroes.

The runners will feel that they have been hired by a gang to deal with some of their rivals. By using the runners, the Triad will save the strength of the gang they will back in the future, and give the other gangs a common enemy and fear: shadowrunners.

The final encounter utilizes a new weapon, the gauss grenade. This is detailed in the appendix. The judge should become familiar with the possible effects on cyberware, and determine what cyberware the PCs have before the final encounter.

Tiers: Total the Good Karma at the table. Based upon the average Good Karma, designate the table as green, veteran, or elite. Green tables will have an average Good Karma pool of less than five. Veteran tables will have an average Good Karma pool of five to just under ten. Elite tables will have an average Good Karma pool of ten or more.

Encounters will be weighted to make them more challenging for those tables that have more Good Karma.

Start

Inform the runners that they have been called to a meeting at The Tyger's Lair at 9 p.m. Ask them how they are getting there, and if they are pre-casting any spells or doing any conjuring before the adventure begins. Give them their Team Karma pool of one per character for the adventure. Do any role-playing of their arrival that you think fit, then move on to the boxed text.

Claudia regards you over the screen of her computer. "I have another job for you. It won't pay as much as some others you've done, but you may find that it will allow you to exercise some of your more persuasive skills."

She hands you a matchbook with an address scrawled inside in blue marker. "The Johnson wants to meet with you at this address. I can vouch for the

Johnson, and if you can't work out a deal you can just walk away. Let me know which way you decide, and make sure to get me a cut."

Claudia only has limited information about the run. The address is in Pullayup. She has worked with the Johnson before and there is no record of not dealing straight. The runners should head over soon, as they are expected. She is not sure what the run is, although she has some suspicions. Claudia will say that the Johnson is affiliated with a gang.

Encounter One: Meeting the Johnson

The meeting will take place on the loading dock of a warehouse in Pullayup. Read the following to the runners as they arrive:

You arrive at the meet just as the rain goes from sprinkles to a heavy drizzle. The address is a warehouse. You can see figures in gang colors pulling ponchos, garbage bags, and pizza boxes over their heads.

No one is reaching for a weapon, although the runners appear to be expected. There are a few knots of gangers, about sixteen in all. There is a group of four in the middle that appear to be in charge:

Bull Formosa is the leader of the Fearless Heroes. He thinks he is important, and will try to treat with the runners as an equal, although in a somewhat admiring and ingratiating manner. He wears gang leathers. He sports cybereyes. At his side is an Ares Predator.

Tooly O'Reardon is the lieutenant. He eagerly jumps to do whatever Bull says, and completely toadies to his leader. He also wears gang leathers, and a gang-colored (purple) bandanna. He has no obvious cyberware. He carries a Baretta 101T.

Straight-on George is the kid. He hangs with the leaders as he has found favor. Straight-on is also the only non-Anglo in this group. He is a Triad plant, and appears Asian. George has a cyberradio and subvocal mike, as well as retractable spurs. Straight-on is here to spy on the Fearless Heroes and make sure that they are destroyed so the Triad can move in. He will smile and goof with the runners, all the while listening intently. When this meet is open he will call Tommy Brewhound and let him know company is coming. George's goal is to get Tommy to set up an ambush to split up his troops so the runners won't have to deal with all of the Foundlings at once.

Moragh Blackmund is Bull's girlfriend. She is looking to dump Bull, but won't be so classless as to do it at the meet. She will however, flirt discreetly. She ignores Tooly but she likes George. She wears a gang jacket and a leather mini. She carries a taser and has a datajack.

When the runners are settled Bull will say his piece:

"So you're the mooks the Tyger sent. Better than I expected. Me and mine got a problem. Normally we'd go and bash some heads, but things are different this time. The Foundlings got help. Don't know who, don't know what, but they been handing us our heads. That's where you come in. Figure out what they're doing, and who's helping. If any of them happen to get in your way, well, do what you want."

Allow the runners to respond. Bull knows the following pieces of information. If the runners are being particularly annoying, have them make Etiquette (Gang) rolls to get the data.

- The Foundlings have about three dozen members. They are led by a guy named Tommy Brewhound.
- The war started about a month ago. There have been skirmishes back and forth over control of the neighborhood. The Foundlings seem to have access to higher-grade weapons and cyberware.
- The Foundlings have just moved their headquarters. Bull doesn't know where the new one is, but he hears that the Botany Clique may know where it is.
- The Botany Clique can be found by talking to a PI that Bull knows. The PI works a lot of missing persons in the area. His name is Reese Gadromme. He can be found at a place called George's Pizzeria over by the tenements.
- Bull wants this settled as quickly and as quietly as possible. He would lose face if it were known that he hired shadowrunners.
- He doesn't know why the Foundlings are attacking everyone. He knows he has to stop them to protect his turf. He figures shadowrunners are good at getting information in a quiet way without risking his people.
- Bull doesn't care how the runners do the job, as long as his name and the Fearless Heroes are not dragged into it.
- He wants the Foundlings dealt with so that they cannot fight back. If that means wiping them out, so be it. All Bull wants is them out of the picture, and to know who is backing them, if anyone.

- Bull will offer 2000 nuyen per runner, with half up front. He can be negotiated up to 5000 nuyen per runner with 2000 up front. He will agree to a share for Claudia if asked.

If the runners accept the deal, Straight-on George will follow them back to their vehicle, making small talk. Actually, he is getting the make of it for a later ambush. He is also casing the runners. As they leave he will tell them that Tommy Brewhound is tough and it will take more than one runner to take him down. If the runners inquire further he will make up details as necessary.

If the runners are completely lost as to what to do now, have a contact tell them to go find the Botany Clique for more 411.

Checking Contacts

At some point, either before or after the meeting, the runners may wish to check their contacts. If so, the following contacts may be able to provide useful information.

Gang member – There is a gang war going on. The ganger will be able to tell the runners that the Foundlings are winning and that the Fearless Heroes are losing. If the runner with the contact can make an Etiquette (Gang) success, the contact will state that he or she believes that the Foundlings are being backed by a corp or a syndicate. If the runner can make three successes, the contact will hazard a guess that it is Wuxing or an Asian syndicate.

Lone Star Cop/Detective/Dispatcher – Unless the cop is specifically assigned to homicide or violent crimes all they will know is that something is going on with the gangs. If the cop/sergeant/detective is with the right unit, they will know that a gang war is brewing in Pullayup. They will easily be able to name the three gangs involved: The Fearless Heroes, the Foundlings, and the Botany Clique. The cop will give them the information that the Foundlings appear to be winning. Three Etiquette successes will get them the information that none of the gangs appears to have any magical help and that at least one gang appears to be tied into one of the major crime syndicates. Four successes will allow the contact to narrow it down to an Asian syndicate.

If the runner can mention Reese Gadromme, the cop can identify him as someone who wanted to go Lone Star but couldn't even make Knight Errant.

Reporter or *decker*– If the runner can make one Etiquette (Street) success the reporter will be able to tell

them that the Botany Clique, Fearless Heroes, and Foundlings are in some sort of war. To date there have been a number of skirmishes. The gangs are not located in Pullayup, but on its border. If the runner can make three successes, the reporter is able to tell them that someone seems to be backing at least one of the gangs; maybe Novatech, maybe the Koreans. If the runner can make four successes the reporter will do some checking and come back later with the information that it appears that the backer is an Asian crime syndicate.

If the runner mentions Reese Gadromme, the reporter recalls that the P.I. has a spotty record. He does a lot of divorce work, and is known to be confrontational.

Triad member – The Triad member, whatever his or her rank, will be mysterious and distracted. They will warn the runners to stay out of the middle of a gang war. If the runner can make four successes on an Etiquette (Triad) check, the contact will tell them that one of the gangs involved is being backed by a powerful force and that the runners are best to stop their probing.

Arms dealer or fixer – The arms dealer will try to sell the runner overpriced common equipment for as long as the player will role play it. The dealer sells to many gangs. Two Etiquette (Street) successes will gain the last three gangs sold to: Les Miserables, the Foundlings, and the Screaming Yetis. Either Les Miserables or the Foundlings bought some new high tech stuff. If the runner gets three successes, the arms dealer will remember that it was the Foundlings. If the runner can get four successes and sounds willing to buy something, the contact will let them know that it was grenades of some sort.

Street doc – A street doc contact will be able to report that he or she has patched up members of the following gangs: The Gekkos, Les Miserables, the Botany Clique, the Goobers, the Foundlings, and the Screaming Yetis. None of these jokers had any serious cyberware. If the runner can make three successes on an Etiquette (Street) check, the doc will remember that one guy was swearing about magic loss, and that the doc thinks he was a Gekko but is not at all sure. In terms of the Foundlings and Botany Clique, the doc will say that he has treated more B.C. members than Foundlings. Most wounds were gunshots.

BTL dealer or junk dealer – The BTL dealer will try to sell the runner some chips, a chipjack, or anything else the game master can think of. If the runner can make three Etiquette (Street) successes, the dealer will say that he has heard of some new weapons on the street from a chipped out street sam. Supposedly, there are

new grenades that really whack the cybered out dudes. The dealer will believe it when he sees it in a sim.

Other contacts – Any other contacts the runners try for information will give generic background information from the campaign. Role-play and waste time as much as possible. Have the contact ask the runners what they are up to. Waste as much time as possible without giving out any real information. If the runners try to follow up a lead with someone who may logically know more, either have that person unavailable for further comment, or give out a tidbit of some of the other information available.

Encounter Two: Hassled by Lone Star

The runners should eventually go looking for Reese Gadromme, who may have information on the headquarters of the Foundlings. Gadromme can be found at George's Pizzeria, a place easily found by anyone with a phone or a deck.

The rain has briefly let up, although the streets are still slick with this evenings chemical mixture. The ride should take between ten and fifteen minutes. Traffic is about medium, with the usual mix of vehicles. As you roll through an intersection, an Ares Citymaster with Lone Star marking pulls out of the cross street and follows you.

What happens next depends on the tier that the event is being run at and the actions of the runners. The goal here is to make the players paranoid, and test to see if they are smart enough to avoid a firefight.

- At the **Green level**, the Citymaster merely follows the runners for three blocks before turning off again.
- At the **Veteran level**, the Citymaster follows for five blocks, including any evasive maneuvers the runners may try. After five blocks the driver flashes his high beams, to get by the runners.
- At the **Elite level** the Citymaster follows the runners for ten blocks, including all evasions. After ten blocks the driver puts on his lights and siren. While this may cause the runners to pull over, the driver has a call, and just wants to get there.

Ares Citymaster

Speed	Accel	Body	Armor
120	3	5	10

Features: EnviroSeal, Life Support, Turret mounted Ares Vermicide Autocannon, forward and rear firing Ingram Valiant LMGs with APDS ammo.

If the runners pull right over, the Citymaster will go by, although slowly. There are no convenient alleys or streets too narrow for the Citymaster. If the runners split up, the Citymaster stays with the largest vehicle. If the runners use offensive magic or weapons, hose them: Assume another Citymaster can show up in ten combat rounds as back up, and that there is a mage equivalent to the Combat Mage template in the vehicle, as well as ten Lone Star troops.

Any runner who gets into a battle here and has a Lone Star contact must make three successes on a Charisma check or lose the contact.

Encounter Three: Meeting the P.I.

Read the following to the runners after they ditch Lone Star and head for the meet with the P.I.

The tenement district is sullen and quiet. The rain is back, a soft mist coats everything with a wet film. As you approach George's Pizzeria you see a short form in a trench coat and a crushed Sea Hawks ball cap standing under a streetlight.

This would be Reese Gadromme. He is a broad-shouldered dwarf with bandy legs. He is seedy looking and has gone to pot. His hair and beard are all trimmed to the same length.

Gadromme carries the following in case of trouble: He wears an armored vest. He has a smartlinked Ruger Super Warhawk with APDS rounds, a smartlinked Ceska Scorpion with EX explosive ammo, and a survival knife. He also has a holocamera, a pocket secretary, a maglock passkey 2, and two thousand nuyen in Wuxing corporate scrip.

Gadromme has been bought off by the Triads, hence the scrip, the best they could get. He has already received instructions to send the runners into an ambush, although he will give them the proper location of the Botany Clique's hideout.

Reese Gadromme is a colorful character and the game master is encouraged to use the following lines in conversation with the runners:

- "Someone flushed a crocodile down the toilet. Now I'm looking for it."
- "Who says I'm confrontational? I'll bust their hoop!"
- "Look, chummer, I'm miserable, so let's get to the point."

- “Let me give you some advice: Never give up the funny thang.”
- “You need to take a time management course, chummer.”
- “Mmmmmmm, Stuffer Shack.”

The information that Gadromme has to impart is the following about the Botany Clique. They have been around for about two years. The gang is mostly in to protection and robbery. They have a safe house in the back of an abandoned deli that Gadromme can give directions to. Right now, there should be six to ten of them there. Their battle with the Foundlings is over turf. Their alliance with the Fearless Heroes is the old “the enemy of my enemy is my friend” approach. Gadromme has heard that the Botany Clique traded some BTLs for the Foundlings location.

Any runner with a map soft or with a knowledge skill relating to Pullayup or Seattle street maps or delis will realize that Gadromme has not provided the most direct route. Someone in a vehicle with autopilot will also realize this. If asked, Gadromme will explain that he is routing the runners around gang war hot points (a lie). Should the runners opt to take the most direct route, they will avoid the ambush in the next encounter.

If the runners somehow miss, blow off, or ruin this encounter and do not get the information, it is possible for them to get the same information from a gang or fixer contact for a serious outlay of cash and some strong negotiation role-playing. Make them sweat.

Encounter Four: Ambush

The runners will be ambushed if they follow the directions that Reese Gadromme gave them. The dwarf is in the pocket of the Triad, and has worked with Straight-on George to set up this ambush. If the runners choose a more direct route, skip this encounter.

Basically, the runners will be weaving through ramshackle houses. As they round a corner to proceed down a narrow street, the trap will be sprung. From ahead of them a heavy weapon will be fired at their vehicle, or else an attack will be made on their motorcycles.

The rain has gotten heavier. You are following Gadromme’s directions to the Botany Clique’s location. You pull around a corner when the drek hits the fan. Up ahead you see people scatter, and something is headed your way fast.

Surprise attack. If the runners are in one large vehicle, or all cars, they will be attacked with a heavy weapon. If

the runners are all on motorcycles, the gangers will stretch a wire across the street to take down the lead cyclists. (Insert something here on effects of weapon on vehicle passengers).

All runners should make Reaction tests against a target number of 5. Karma may not be used for this test. The gang members have generated 3 successes each. Characters who achieve less than 3 successes on the test may not use Combat pool dice to defend against attacks in the first combat turn. This is the only surprise effect: The gangers get to go once for free, then initiative can be resolved normally.

Green tier

Either an anti-vehicle missile (16D) fired with Launch Weapons 4 or wire (9M) treated as Melee Weapons 4

Veteran tier

Either a Vigorous assault cannon (18D) fired with Heavy Weapons 6 or razor wire (10S) treated as Melee Weapons 6

Elite tier

Either a Dragon (20D) fired with Launch Weapons 7 or monowire (11D) treated as Melee Weapons 7

The effect of an attack on the occupants of a vehicle is as follows: Subtract the higher of the vehicle’s Armor or Body rating from the Power of the attack. For example, shooting Dragon (20D) at the occupants of a Citymaster (Body 5, Armor 10) would mean the attack would become a 10D attack. If the Body or Armor is greater than the Power of the weapon, the occupants cannot be injured by the attack. Passengers may only use half of their combat pool, rounded down, to resist damage. Jacked in riggers have a +3 penalty to their target numbers. The attacks given above will also inflict Light damage against the vehicle.

Follow up attack. Once the surprise attack is over, the gangers move in to finish the job. If and when more than half of the runners are down, the Botany Clique shows up in force and drives off the bushwhackers. The gang members involved in the ambush are not wearing colors, but any Botany Clique member can identify them as Foundlings.

Green tier

Five (5) Foundlings

B	S	Q	I	W	C	R	Init	Pool
3	3	3	3	3	3	3	3+1d6	4

Skills: Pistol 5, cyber-implant combat 4

Gear: Browning Max-Powers, spurs (3S damage). Wear leather for armor (0/2).

Veteran tier

Five (5) Foundlings

B S Q I W C R Init Pool
4 4 4 4 4 4 4 4+2d6 6

Skills: Pistol 6, cyber-implant combat 5

Gear: Browning Max-Powers, two spurs (6S damage). Boosted reflexes 1. Wear armored vests for armor (2/1).

Elite tier

Seven (7) Foundlings

B S Q I W C R Init Pool
4(5) 4 5 4 4 4 4 4+2d6 6

Skills: SMG (Uzi III) 6, cyber-implant combat (spur) 6
Gear: Uzi III, two spurs (6S damage). Boosted reflexes 1. Dermal plating 1. Wear armored jackets for armor (5/3).

If any of the gang members are captured alive, they can say very little (they know very little). They were told by Tommy Brewhound himself to go set up an ambush at this point. Tommy had his lieutenant Barrio Angel give them the extra gear to pull it off. The whole thing was apparently arranged by a couple of phone calls Tommy got.

If the runners ask diligently about the timing of the phone calls and make two successes on Interrogation, Intimidation, or Etiquette (Gang) they will get the timing of the phone calls. It is such that it more or less matches the times when the runners left the Fearless Heroes and when they left Gadromme.

The Botany Clique members will roll up either to rescue the runners or once they have mopped up the ambushers. If they arrive to rescue the heroes the runners will see a green van pull up. The side door will slide open and a number of Uzi IIIs and Defiance 250s will appear. Someone will shout, "Get down, shadowrunners!" in Japanese. Then they will annihilate the Foundling members in a hail of lead. If the runners are able to handle the Foundlings, the van will slowly roll up the street, flashing its lights. A tough will hang out the passenger side and congratulate the runners on a job well done.

Encounter Five: Meeting with the Botany Clique

The third gang involved in this mess is the Botany Clique. Their turf borders on that of the Foundlings and

the Fearless Heroes. Depending on how the runners dealt with the ambush, they will either drive up in a van, or be in a van behind the deli they use as a hang out.

The rain continues to pour down as you approach the green van. Seated inside you can see at least six people in the colors of the Botany Clique. While they hold guns, they are not readied. Their leader is a tall thin youth with straight black hair hanging down on either side. He introduces himself as Zippy.

Zippy wants to keep this short and sweet, especially if there has just been a fire fight. He talks kind of slowly and seems distant at times. He has the following information to impart:

- The person the runners want to talk to is a Lone Star cop named Peter Ingrid.
- The cop says he knows where the Foundlings are
- The cop has dealt with the Foundlings for awhile, and may be on their take. Then again, every man has his price.
- Ingrid will be outside a pawnshop two blocks west in half an hour.
- Zippy is telling the runners this because he sees no winners in a war. Not if, as he believes, someone is behind the Foundlings.
- Zippy doesn't care what the runners do to the Foundlings as long as his gang isn't dragged into it.

That's all he knows, although the game master should feel free to embellish this as much as he wants. If the runners are extremely short of information and not in the Elite tier, they should also be given a couple of the clues from the Contacts sections.

If the runners somehow miss this encounter or they are running drastically short of time, they can get the same information from a fixer or gang contact for a significant amount of money. If they have neither of those contacts and they need the information, allow them to get it from a previously contacted person, but the price should negate any profit for the run.

Encounter Six: Meeting with the Officer

Peter Ingrid will be waiting in a Lone Star squad car at the location given to the runners by Zippy. Ingrid is becoming disenchanted with Lone Star and society in general and is beginning to become more and more self-centered. He is always looking for an angle for himself.

The rain has let up slightly as you approach a closed storefront with the sign, “Kowalski’s Pawn Shop,” above the door. A Lone Star cruiser is parked out front with the engine idling.

Ingrid is alone in the car, with his radio turned low. He has a buddy listening on the other end, so if the runners get violent, Lone Star reinforcements will be on the scene in three to five minutes. Ingrid will let no more than three runners approach the car. If more walk his way, he will creep the car away and state over the loudspeaker that “Only a couple” of runners should approach. When the runners comply he will let at most one runner get into the front with him and one in the back. There is a bulletproof shield between the front and back seats, although Ingrid has pepper spray to use through the holes in the shield.

Ingrid will look the runners over and confirm who sent them. He is interested in finding out what shadow running is like. He imagines it pays better and allows more freedom than his job, so he will try to get information and stories out of the runners. In return, he will provide the following information:

- The Foundlings are in a warehouse in Renton. He gives an address, but no directions or route.
- There shouldn’t be more than a dozen members there now, in addition to Tommy and his lieutenants.
- The typical members have a few pieces of cyberware. Tommy and the lieutenants may have more or military grade weapons.
- The Fearless Heroes seem to be trying to supplant the Foundlings.
- He has been in the pay of the Foundlings, but it isn’t enough, and he doesn’t figure there will be much of the gang left when the runners get through.
- Ingrid will do what he can to keep Lone Star out of the area for the next two hours.

This is all Ingrid knows. He will otherwise try to save his skin, make a little money, and give the runners answers that he thinks they expect to hear. Green runners should be given more hints than higher tier groups. If it helps to let the runners think that they may be cultivating a contact here, go with it. For his part, Peter Ingrid will forget he ever talked to these runners.

Encounter Seven: Show down with the Foundlings

The Foundlings are indeed in the warehouse that Peter Ingrid has identified. They are basically hanging out,

celebrating their successes to date and planning their next foray against the neighboring gangs.

The gang is led by Tommy Brewhound, a gregarious and hyperactive human. The lieutenant present is a troll named Urko, who grunts a lot and shambles around. Tommy’s new girl is named Jeon Fu. Her brother Wei is with her. In addition there are some gang soldiers about.

Jeon and Wei Fu are actually Triad spies. Jeon’s name is actually Dragon Stalker, and she is an adept. She is here to make sure the runners take out Tommy, and then to clean up the runners. Wei Fu is her assistant. They care nothing for the gang and will try their best to fulfill their mission.

The warehouse that the Star officer directed you to shines in the rain. You can see light inside through cracks around a loading bay door, a few painted over windows, and a heavy security door. No one is in sight and you see no security cameras, but you wonder if they know you’re out here.

Allow the runners all the time they want to plan. The defenses and procedures of the gang are detailed below on a tier-by-tier basis. The gang will not take the offensive and come out, no matter what the runners do. The building is far too wet to burn, should the runners get that bright idea. If the runners use gas, the gang members have fans and can open windows and skylights.

The general layout inside is a large rectangle. Scattered about are a dozen cots and five tables, as well as a couple garbage cans, a stove, a rack of stolen garments, a stereo, and a variety of low-grade foods.

Tommy sits in the middle of this on a wooden throne someone carved out for a stage show long ago. Jeon/Dragon Stalker generally poses and flirts on one arm of the throne. Wei Fu hangs out on a catwalk that runs around the building high up in the shadows. The throne faces whichever door most of the runners enter through. Urko is between the throne and whatever door most of the runners enter through.

Set on the two ends of the arms of the throne are carvings of Chinese lions (a.k.a. Foo Dogs). These are machined out of aluminum. Tommy is quite proud of them. What he doesn’t know is that they are part of Dragon Stalker’s equipment. Concealed in each is a gauss grenade (See Appendix). By pulling the carving off the throne (A complex action that includes tossing the carving) the grenade is armed and detonates at the end of the combat round. When the carving is pulled off, a gold (plated) rod is revealed (This is only to garner attention and distract from the real threat of the carving). Dragon Stalker’s first action will be to toss a grenade, then she will tumble back to her SMG and

watch, fleeing out the door if necessary and possible. The second grenade will be available to (AND ONLY AVAILABLE TO) a registered Tyger Team with four or more members at the table.

Wei Fu will watch from above staying hidden. Once the gauss grenade goes off he will wait to see which runner is left moving the fastest. He will target that runner, taking aim to help his target number. He will fire and move, trying to pick off runners until he is discovered. Once that happens he will try to flee.

When the battle is over, the runners can mop up. They can collect whatever weapons the gang members had. Due to the noise the battle surely made, Lone Star will be on the way, and they will not have the time to pinch any cyberware.

Any live gang soldiers will have little to add. They merely followed orders. They will however, remember that the aggression started when Jeon and Wei Fu showed up. The weapons got better, the cyberware became available, and Chinese doctors and dealers provided the goods.

If Urko is captured he will resist to the end. He will try to escape or fight or tell the runners to off him. Urko has his pride and will not squeal unless magically coerced. If this is done, he will reveal his suspicions that Jeon is Seoulpa Ring or Triad.

If Tommy is captured, he is useless. He is convinced that it has all been his idea, and his skill that has brought the gang to this point. He thinks Jeon and Wei are good fighters and totally loyal.

If Wei is captured he will not speak unless magically coerced. The fear of the Triad outweighs fear of the runners. If ensorcelled, it will be revealed that he is in the Jade Dragon triad, along with Dragon Stalker.

If Dragon Stalker is captured alive she will negotiate for her freedom. She will tell the runners that she represents Asian interests, trying to lead them to believe that she is with Renraku, Yamatetsu, or Wuxing. She will offer to help the runners in the future (an outright lie). She will do anything possible to get free without compromising the Triad. If need be, she will tell them that her allies will use ritual magic to find her. If she is searched either dead or alive the runners will find a large tattoo of a white dragon battling a female warrior on her back. This is her symbol of loyalty to the Jade Dragon Triad. Anyone making three successes on an appropriate knowledge skill will know it is a symbol of Triad allegiance.

Green level:

The gang has no sentries or security measures. In battle Tommy will attack the flashiest runner. Urko will attack

trolls, then orks. Soldiers will randomly attack the runners.

Tommy Brewhound

B S Q I W C R Init Pool
4(5) 5 5 4 4 4 4 6+2d6 6

Skills: SMG (Uzi III) 7, cyber-implant combat (spur) 7
Gear: Uzi III, two spurs (7S damage). Boosted reflexes 1, Reaction enhancer 2. Also has cyber eyes with low light and flare comp and Dermal plating 1. Wears armored jacket (5/3).

Urko

B S Q I W C R Init Pool
11(12) 10 5 3 3 2 4 4+1d6 5

Skills: Clubs 6, cyber-implant combat (handblade) 5, pistols 4, Brawling 6, whips (heavy chains) 6
Gear: Handblade. Wears armored jacket (5/3), baseball bat, heavy chain, Ruger Super Warhawk

Nine (9) Foundlings

B S Q I W C R Init Pool
3 3 3 3 3 3 3 3+1d6 4

Skills: Pistol 4, cyber-implant combat 4
Gear: Browning Max-Powers, Spurs (3S damage).
Wear leather for armor (0/2).

Dragon Stalker

B S Q I W C R Init Pool
4 4 7 6 5 6 6 10+3d6 9(10)

Skills: Athletics 6, SMG (AK-97) 5 (7), Kung Fu 4, Throwing weapons (Grenades) 6
Gear: AK-97 on hook by back security door. Two Gauss grenades hidden on "throne." Wears armored vest (2/1)
Adept powers: Increased reflexes 2, Combat sense 1, Magic resistance 1, Improved attribute (Quickness)

Wei Fu

B S Q I W C R Init Pool
4(5) 4 6 5 5 3 5 7+2d6 8

Skills: Rifle 6, athletics 4, Kung Fu 5, stealth 5
Gear: Silenced smartlinked Remington 950 rifle. Wears armored jacket (5/3).
Cyberware: Smartlink, wired reflexes 1, dermal plating 1

Veteran level:

The gang has no sentries, but all door are locked. The security doors, front and back, are maglocked with level

4 devices. Inside the loading bay door is a tire-slashing grate that will destroy any tires unless they are the run-flat type. In battle Tommy will attack the flashiest runner. Urko will attack trolls, then orks. Soldiers will attack those attacking Tommy and Urko.

Tommy Brewhound

B S Q I W C R Init Pool
4(6) 6 5 4 5 4 4 7+2d6 7

Skills: SMG (Uzi III) 8, cyber-implant combat (spur) 8
Gear: Uzi III, two spurs (9S damage). Boosted reflexes 1, Reaction enhancer 3. Also has cyber eyes with low light and flare comp and Dermal plating 2. Wears armored jacket (5/3).

Urko

B S Q I W C R Init Pool
11(13) 10 5 3 4 2 4 4+1d6 6

Skills: Clubs 6, cyber-implant combat (handblade) 6, pistols 5, Brawling 6, whips (heavy chains) 6
Gear: Wears armored jacket (5/3), baseball bat, heavy chain, Ruger Super Warhawk
Cyberware: Dermal plating 1, Two handblades (19L damage)

Twelve (12) Foundlings

B S Q I W C R Init Pool
4 4 4 4 4 4 4 4+1d6 6

Skills: Pistol 6, cyber-implant combat 6
Gear: Browning Max-Powers, two spurs (6S damage). Cyber eyes with low light and flare comp. Wear armored vests for armor (2/1).

Dragon Stalker

B S Q I W C R Init Pool
5 4 7 6 6 6 6 10+3d6 9(10)

Skills: Athletics 6, SMG (AK-97) (8), Kung Fu 5, Throwing weapons (Grenades) 7
Gear: AK-97 on hook by back security door. Two Gauss grenades hidden on "throne." Wears armored jacket (5/3)
Adept powers: Increased reflexes 2, Combat sense 1, Magic resistance 2, Improved attribute (Quickness)

Wei Fu

B S Q I W C R Init Pool
5(6) 4 6 5 6 3 5 9+3d6 8

Skills: Rifle (Ranger arms SM-3) 7, athletics 5, Kung Fu 5, stealth 6

Gear: Smartlinked Ranger Arms SM-3. Wears light security armor (6/4).

Cyberware: Smartlink, wired reflexes 2, dermal plating 1

Elite level:

The gang has no sentries, but all doors are locked and there is a security camera on each. The cameras are mounted on adjacent buildings. To see them make an Intelligence test against a target number of 5. The security doors, front and back, are maglocked with level 6 devices. Inside the loading bay door is a tire-slashing grate that will destroy any tires unless they are the run-flat type. In battle Tommy will attack the flashiest runner. Urko will attack trolls, then orks. Soldiers will attack the spellcasters.

Tommy Brewhound

B S Q I W C R Init Pool
5(7) 6 5 5 5 4 5 9+2d6 7

Skills: SMG (Uzi III) 8, cyber-implant combat (spur) 8
Gear: Uzi III, Wears light security armor (6/4). Wears ultrasound goggles
Cyberware: two spurs (9S damage). Boosted reflexes 2, Reaction enhancer 3. Also has cyber eyes with low light and flare comp and Dermal plating 2.

Urko

B S Q I W C R Init Pool
11(14) 10 5 4 4 2 4 4+2d6 6

Skills: Clubs 7, cyber-implant combat (handblade) 7, pistols 5, Brawling 6, whips (heavy chains) 6
Gear: Wears armored jacket (5/3), baseball bat, heavy chain, Ruger Super Warhawk. Wears ultrasound goggles.
Cyberware: Dermal plating 2, Two handblades (19L damage), Boosted reflexes 1

Fifteen (15) Foundlings

B S Q I W C R Init Pool
4(5) 4 5 4 4 4 4 4+2d6 6

Skills: SMG (Uzi III) 7, cyber-implant combat (spur) 7
Gear: Uzi III, two spurs (6S damage). Boosted reflexes 1. Also have cyber eyes with low light and flare comp and Dermal plating 1. Wear armored jackets for armor (5/3).

Dragon Stalker

B S Q I W C R Init Pool
6 4 7 6 6 6 6 10+3d6 9(11)

Skills: Athletics 7, SMG (AK-97) (8), Kung Fu 6, Throwing weapons (Grenades) 8
 Gear: AK-97 on hook by back security door. Two Gauss grenades hidden on "throne." Wears armored jacket and secure vest (6/3)
 Adept powers: Increased reflexes 2, Combat sense 2, Magic resistance 2, Improved attribute (Quickness)

Coming up with a unique plan or strategy 1 point

So the maximum Karma any one runner can earn is 8 points, which should be difficult indeed.

Wei Fu

B S Q I W C R Init Pool
 6(8) 4 6 6 6 3 6 10+3d6 9

Skills: Heavy Weapons (Vigorous Assault Cannon) 8, athletics 6, Kung Fu 5, stealth 6
 Gear: Smartlinked Vigorous Assault cannon with 50 round belt. Wears light security armor (6/4).
 Cyberware: Smartlink, wired reflexes 2, dermal plating 2

Wrap-up

After the defeat of the Foundlings the runners should report back to Bull Formosa. Bull is interested to hear of what has happened, and a tad suspicious of the resistance the runners faced. A few days later the runners will hear that Reese Gabromme has been found dead in a park.

Bull pays up and does his best not to thank the runners. Straight-on George will be nowhere to be found, if the runners ask.

In addition to their pay, the runners can take any weapons they found during the run. Armor is assumed to have been ruined in the fighting.

If there is a legal Tyger Team at the table with 4 or more members present, they can also get one (1) gauss grenade.

Karma

Award karma to the runners as follows:

Determining the Triad is behind the gang	3 karma
Avoiding the ambush	1 karma
Getting a share for Claudia	1 karma

Maximum total team Karma	5 karma
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Award individual Karma to players based on these criteria

Bravery above and beyond the call of duty, friendship, and honor	1 point
Humor causing judge and table laughter	1 point

APPENDIX: The gauss grenade

This weapon was created by Paul Gosselin and appeared in Polyhedron 137.

The gauss grenade works by utilizing electronic equipment's vulnerability to electromagnetic pulses (EMP). Unless a piece of equipment is specifically shielded (hardened) against EMP, it will fall prey to a gauss grenade. This can cause dire effects to those with synthacardiums.

The grenade-sized version of this weapon has an effective EMP radius of one meter. At most, two characters will be affected. The grenade is destroyed in the process of using it. All electronic activity in devices within the radius ceases completely for 2d6 days. Unshielded vehicles, drones, cyberware, headware, cyberdecks, computers, and telephones will simply stop functioning.

In game terms, the most dire effects happen to those with this equipment:

synthacardium	Deadly physical (heart attack)
encephalon	Deadly stun
skill wires	paralyzed 2d6 combat rounds
wired reflexes	initiative drops to minimum possible for duration of effect

Equipment that is non-powered or simply on or off such as handblades or retractable spurs are either unaffected or are stuck in whatever position they are in when the grenade goes off. The judge must interpret the effect on any cyberware. The key decision making criteria is whether the device is electronically powered, even if it is a trickle of current generated off of normal body functions. If so, the cyberware is knocked out.

Note that the grenades are magnetic, and tend to stick to bodies/runners they are thrown at.