

# **The Hunter**

**A One-Round Shadowrun Virtual Seattle Tournament**

**by Stephen Gabriel**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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 runner'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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

## 1.0 Introduction

The runners are contacted by Claudia at 3:30 AM for a job that will last most of the next day. The job is simple, escort a foreign nature show star on a romp through the North American wilderness to see some paranormal animals in their natural environment. Unfortunately for our hapless runners, this person happens to be Steve Irwin III, Metacrocodile Hunter, and he likes to get up close and personal with the critters.

The runners primary goal is to keep Steve Irwin III alive and mostly in one piece to complete the filming of his hit show. Sounds easy, right? Right! Most of the critters he'll be shooting are endangered or protected so deadly force is not permitted for most of the encounters.

The characters will be paid based on the number of encounters completed, the inherent danger of the encounter, the amount of damage dealt to the critter and whether or not Irwin survives or not.

It is strongly recommended that you familiarize yourself with the critters and their powers prior to running the scenario. In addition, it is extremely strongly recommended that you watch at least a weeks' worth of the Crocodile Hunter to give you the mannerisms of the real Steve Irwin for use in the game. This scenario requires extensive roleplaying in the role

of Steve Irwin III and is a central focus for bringing this scenario alive.

## 1.1 Organization

This scenario is organized into separate encounters with each one broken into three parts: **Lights**, **Camera**, and **Action**. **Lights** details what the characters will see when they enter the encounter. **Camera** gives a detailed picture of what is really going on. **Action** gives the last few words from Steve Irwin III before the drek hits the proverbial fan. Each section also includes the statistics of the critter and some of its normal habits. The vehicle statistics for the Panzer and the character statistics for Steve, Carrie and Dusty are given in the appendix at the end of the scenario.

2.0 Pack Up	The characters receive the call from Claudia.
2.1 SEA-TAC	The characters arrive at SEA-TAC and meet the people they are guarding.
2.2 Hoop Snakes	An encounter with hoop snakes.
2.3 The Firedrake	Steve Irwin III gets up close and personal with some young firedrakes.
2.4 The Wyvern Aerie	A not so abandoned wyvern nest.
2.5 Flora or Fauna?	The party finds out what really goes on in the woods in California Free State.
2.6 Mountain Goats	A chance encounter with the rare and elusive mountain goat.
2.7 The Mesa	The goal of the expedition, the spitting dream snake.
2.8 Mudhole	A suspicious pond with a predictable predator.
2.9 Juggernaut	Live action footage of a juggernaut ripping apart a semi truck.
2.10 Going Home	The uneventful journey home with cash payout and karma.

## 2.0 Pack Up

### Lights

*It's 3:30 AM, the work day is almost done, just another dull night looking for a paying Johnson. Business was as good as the weather, cold and wet. Just as you're ready to strip off your armor for the*

*night the wrist phone starts buzzing like a vibrating bed in a cheap motel.*

*You hit the connect button and up pops Claudia, smaller than life. "I've got an escort job, some offshore hotshot needs some backup for filming. The pay is based on the quality of footage you allow him to get without getting geeked. Looks like a nice walk in the park. Be at SEA-TAC at 5:30 AM, the guy's rented transportation from Beecham so you'll have to go to the private carrier gates."*

*"You're to keep this guy safe, but remember that your pay is based on the footage. Bring your heavy gear."*

### **Action**

What Claudia knows and is not telling is that this isn't going to be a walk in the park. The Johnson is none other than Steve Irwin III, grandson of the current Steve Irwin, the Crocodile Hunter. Just like his grandfather, he does a nature show and goes out and gets very personal with the critters. Unfortunately, he now has to deal with awakened critters, which are extremely dangerous. Both Steve and his wife Carrie are fitted with simsense recording rigs as well as eye cams, giving their show, The Crocodile Hunter, the gritty feel of real life. Yes, you too can experience the pleasures and pains of holding poisonous snakes by the tail and wading through crocodile infested waters. Claudia will not reveal the Johnson's name, she will conceal it with difficulty because she's trying not to laugh out loud.

The pay is linked to a tiered system based on the danger of the critter and the proximity of the encounter. The characters are not obliged to drop him in on every encounter if they deem it too dangerous, but they won't make money for it unless Irwin's on the ground filming. They were hired for his safety and they call the shots, literally.

She will tell them to take heavy gear, they may run into several situations requiring firepower. However, the pay decreases drastically based on the amount of damage dealt to the creature. He also does not have permission to film in the area where they are going so the party will have to dodge the Pueblo Council patrols.

## **2.1 SEA-TAC**

### **Lights**

*SEA-TAC is bustling with the early morning commuter traffic and the Beecham terminal is as busy as the rest. A guarded lot leads into the private lobby where everyone is checked for proper authority and no one is checked for what they're carrying. You are directed down an escalator to the sub-tarmac tunnels leading out to the terminals. The moving sidewalk glides you out to the private terminal and another*

*escalator takes you up to a small glass-walled building with a Kraus-Mafei Panzer IX parked outside.*

*A man and woman are loading gear into the passenger compartment of the Panzer, both are dressed in khaki shorts and short sleeved shirts. They are immediately recognizable as Steve Irwin III and his wife Carrie, affectionately known as The Metacrocodile Hunters.*

### **Camera**

This is as bad as it looks. Steve and Carrie will welcome the runners and introduce themselves, both have the instantly recognizable accents of Australia.

The Panzer IX is a full-scale armored assault vectored thrust vehicle manufactured by Kraus-Mafei, the makers of the original Panzer line from WWII. The vehicle has a chin turret with a Vindicator and light assault cannon and two winglets with two hardpoints on each winglet. The hardpoints are currently carrying two AVM's and two HEM's. The passenger cabin has space for ten people and a small passageway leads to the pilot and weapon operator seats. The Panzer is piloted by a human woman named Dusty. Unfortunately, Dusty's WO came down with a nasty ear infection and cannot fly so a runner will have to do the gunning.

Steve and Carrie have loaded in several bundles of supplies including a small grill and a cooler with steaks and Fosters, a really nice portable medical-surgical kit complete with anti-venoms to most known snakes and a small editing system for their simsense gear and eye cams.

Their intent is to film several different paraspecies in their natural environments by travelling down the Sierra-Nevada mountains and then heading east over the Pueblo Council.

The characters will be told to load up and that they will be leaving immediately.

### **Action**

The group loads up on the Panzer and heads South towards California Free State. They pass through Tir Taingire and the indian lands flying knap of the earth because they do not have permits to cross these airspaces. The ride is full of bouncing and jostling, kind of like an hour and a half long roller coaster ride; make Willpower checks, Target 4, 2 successes to avoid airsickness. Failure results in a +2 modifier to all targets for one hour after the Panzer leaves Tir air space and requires an additional airsickness check every time they take off. The modifier is not cumulative and disappears after the character rolls a successful test or takes motion sickness medication. Unfortunately, mages cannot take air sickness medication for the same reason they can't use a stim or booster patch.

## 2.2 Hoop Snakes

The first sighting of interest to Steve is a group of snakes scaling the steep side of a canyon just past the northern border of California Free State. The snakes are spotted shortly after sunrise near the top of a steep and relatively smooth gravel slide; the rest of the valley is filled with pines. Steve will have the Panzer set down at the base of the gravel slide. Steve only knows they're snakes, not what kind.

### Lights

*"Right, we've got a bunch of snakes near the top of this slide. We're going to try and sneak up on them while they're sunning themselves. They're good-sized ones, I can pick them out from here and I'm about a hundred meters away."*

### Camera

Steve hasn't gotten close enough to identify them as hoop snakes and is about to learn what they are the hard way. When Steve is about halfway up the slide, the six snakes at the top will notice his approach and go into hoop mode and descend on Steve and the characters. The Panzer will be straight behind them unless they had it dust off once they debarked.

A successful dodge means that the snake has missed the character and will continue down hill until it hits the Panzer, when it will uncoil and slither up against the base of the Panzer.

Anyone who makes a physical attack on a rolling snake, either with a weapon or a bare hand, will stop the snake on a successful hit. The snake will then coil and strike if it is still alive. If the character successfully dodges the snake then the snake will crawl away in the other direction. If Steve gains sufficient successes against a snake to overcome its attack, then he may, at the GM's option, stick out a foot and loop the snake high up into the air so that it passes over the heads of everybody down slope. The snakes are difficult to see against the rocks as they roll down the hill, giving the characters a +2 modifier to any ranged attack including spells.

Once the snakes are at the bottom, Steve will approach one and grab it by the tail while Carrie gets in front and begins filming. The characters will have to figure out how to get the remaining snakes away from the Panzer before they can get back in.

### Action

*"Look out! They're hoop snakes and they're coming our way."*

### Hoop Snake

**B** 3    **Q** 3x4    **S** 4    **C** -    **I** 2/3    **W** 3  
**E** 6    **R** 4    **Init** 4+1d6    **Att** 6L,-1 reach

**Powers:** Venom, 6S, speed of 1 turn

Rolling speed multiplier is 5.

## 2.3 The Firedrake

Dusty spots a section of burned trees on the side of a mountain about fifteen minutes south of the border. Steve asks her to set down across the valley from it, and Steve, Carrie, and the characters set off on foot to check it out.

### Lights

*"We're here at the edge of a nasty looking burn on the side of the mountain. You can see its been charred pretty badly and all of the tree trunks have been knocked over. The burn ends very abruptly so I'm betting there's a firedrake den around nearby."*

### Camera

The firedrake's lair is near the center of the burn and it can be found very easily. From the outside, it is little more than a hole in the side of a charred rock hill. Inside, the passageway squeezes down to a little under a meter in height and slightly wider before opening up into the den. Inside are two newly-hatched firedrakes, less than 4 weeks old. The mother is uphill on her way down with a deer for lunch for the little ones.

Steve will listen at the opening to the den and then go in to see what is going on. He didn't hear any movements or breathing from a big firedrake so he believes there may be young inside. Steve knows that the young firedrake can't breathe fire and that the adults won't breathe inside their lair as it consumes all the oxygen and they have a tendency to suffocate afterwards.

After Steve has been in about a minute or so, the mother will come over the top of the ridge with lunch. Have all characters make a perception test against a target of 4, 3 successes required, to hear the mother hiss a warning cry at the top of the burn. As soon as Carrie is aware of the mother firedrake, she will warn Steve to get out. The mother will run down hill at twice her normal combat move and engage the characters. She will pursue anyone she cannot kill to the edge of the burn and then sit there and hiss and breathe fire at them.

### Action

*"From the size of the burn, I'm betting that this is a female firedrake's lair. I can't hear her inside so I'm going to go in and see if she's got any little ones in there." And Steve Irwin III promptly crawls head first into a firedrake's lair.*

*"Okay, there are two little ones inside, a really beautiful pair of firedrake pups. They're too young to*

*breathe, but they're still plenty dangerous, one nip and they could take my hand off."*

#### **Firedrake**

**B** 4    **Q** 4x4    **S** 4    **C** -    **I** 2/4    **W** 3

**E** 6Z    **R** 5    **Init** 5+1d6    **Att** 6M

**Powers:** Wide band hearing; Immunity to Fire; Innate spell - Flamethrower(6M)

## **2.4 The Wyvern Aerie**

Carrie spots a wyvern aerie high on the side of a cliff and Steve has the group dropped off at the top to descend to the nest. Steve will stand with his back toward the cliff edge while Carrie and all the characters put their backs to the wall of the cliff face to get a beautiful panoramic shot of Steve and the valley behind him.

#### **Lights**

*"We've just dropped onto a wyvern aerie from the top of this cliff. We're in luck today because it looks like this nest is abandoned, you can see it's not in good shape. There's fresh dung here, but probably just from a passerby."*

#### **Camera**

A male wyvern is rebuilding the nest in order to attract a mate. While being filmed with his back to the cliff edge, the wyvern will rise up on the thermal directly behind him with several large tree branches in his claws. Carrie will get great footage as the wyvern opens its mouth to attack.

The wyvern will attack until it manages to carry off one person or it accumulates either a serious stun or a serious wound.

#### **Action**

*Steve says, "What, do you see something?" in response to the sudden drop of everybody's jaws.*

#### **Wyvern**

**B** 9    **Q** 3x2    **S** 8    **C** -    **I** 2/4    **W** 4

**E** 6Z    **R** 4    **Init** 4+2d6    **Att** 9S,+1 reach

**Powers:** Low-Light Vision; Fear; Immunity to Poisons; Venom, 6S, speed of 1 turn  
Flying movement multiplier is 6.

## **2.5 Flora or Fauna?**

After cresting a valley, Dusty notes what must be the entire bird population taking flight from the floor of the valley. Steve suspects a paranormal predator and has the group set down to investigate.

#### **Lights**

*"I don't know what's down here, but it scared all the birds off and a lot of the mammals have taken off as well. The trees are interfering with our infrared sensors so the only way to find out what's down there is to go down and look around."*

*"We're on the ground moving through relatively new growth. The trees here look to be about ten years old and the undergrowth is pretty thick. Oddly, the trees appear to have been planted as they're evenly spaced and in straight lines."*

*Wait, I think I see something up ahead. Ooh, look at that rock up there, its outline is all broken and mottled, it looks like it might be a giant chameleon."*

#### **Camera**

The characters have in just dropped into the middle of a marijuana field, the plants are so old that they have grown to the size of trees with 15 cm thick trunks and 8 to 10 meters in height. The rock is actually the body of a downed government agent in heavy armor and polymimetic suit. The polymimetic suit gives the agent a chameleon-like appearance and also makes them difficult to detect with infrared. Anyone using ultrasonic hearing will hear a high-pitched whine coming from a point about 20 meters behind the "rock" and just off to the right. The whine is coming from the ultrasonic sight on a drug-grower's sniper rifle, the owner of which is hiding in a shallow brush-covered hole (Perception test, target 8, 1 success required to notice that there is something there). The party is currently sandwiched between seven drug growers in front of them and 20 troops from the California Free State Department of Revenue behind them. Marijuana is legal but heavily licensed and taxed and these growers haven't been paying their taxes.

The DoR group consists of 18 cybered troopers and two shamans, see their descriptions below. They will shoot at anyone who shoots at them, but will accept surrender from anybody else. The drug growers will shoot any available target. If the characters drop to the ground, the DoR troops will simply pass them by, leaving guards, and attack the drug growers in a short and decisive battle. After the battle, the characters will be lined up along with the Irwin's and most of the DoR people will immediately recognize Irwin. A little fast talking will get them out of here with nothing more than some photographs and autographs from Irwin.

Anyone who looks into the astral will immediately notice a very powerful spirit watching them, it is a force 8 forest spirit summoned by a DoR shaman. It will immediately attempt to confuse the astral viewer. Anyone who summons a spirit will have to deal with a banishment attempt by the DoR shaman. If there is

active combat occurring, then the DoR shaman will send his level 8 spirit after the character's spirit.

### Action

*"Yeah, looks like its a chameleon all right, he must have bagged himself a small deer and is just waiting for everything to settle down before he begins to feed on the carcass. I'm going to try to get a closer look at him."*

### DoR Trooper(18 of these guys)

**B** 5    **Q** 4(6)    **S** 4(6)    **C** -    **I** 4    **W** 4  
**E** 1.3    **R** 5    **Init** 5+2d6    **Att** 8M(AK-97)  
**Skills:** Unarmed Combat 4, Assault Rifle(AK-97) 5(6), Stealth 3  
**Gear:** Armor(8/7), Polymimetic Suit Rating 4 (Adds 4 automatic successes to stealth and target numbers to be hit), AK-97 with 4 magazines of ammo, medical kit, Two way radio with encryption rating 4.

### DoR Wolf Shamans (2 of these guys)

**B** 3    **Q** 5    **S** 3    **C** 6(9)    **I** 5    **W** 5(9)  
**E** 6    **R** 5    **Init** 5+1d6    **Att** by spell  
**Skills:** Sorcery 6, Conjuring 6  
**Spells:** Stunball 6, Manabolt 6, Detect Enemies 4, Treat 4  
**Gear:** Armor(8/7), Polymimetic Suit Rating 4 (Adds 4 automatic successes to stealth and target numbers to be hit), Two way radio with encryption rating 4. Spell sustaining focus for Willpower and Charisma, Forest spirit summoning focus rating 3.

### Growers (7 of these guys)

**B** 4    **Q** 4    **S** 4    **C** 3    **I** 3    **W** 5  
**E** 6    **R** 3    **Init** 3+1d6    **Att** 8M(Assault Rifle)  
**Skills:** Unarmed Combat 3, Assault Rifle 4, Stealth 3  
**Gear:** Armor(4/2), Assault rifle with 2 magazines of ammo.

## 2.6 Mountain Goats

Carrie spots several mountain goats on the slopes just above the tree line and Steve has Dusty turn around and land so they can film these rare creatures.

### Lights

*Steve looking at Carrie, "Our pilot has spotted a small group of mountain goats on the side of a ridge. We're going to set down and have a look at them. Mountain goats are an extremely rare species since the awakening because the number of predators has more than tripled. They are fully protected in California Free State and there are several active release programs to increase the wild herd numbers."*

### Camera

There are four mountain goats just upslope of the tree line, all apparently grazing. The goats remain motionless as the characters approach, not because of the party's stealth (have them roll stealth checks anyway), but because there is a basilisk in the rocks at the edge of the tree line.

Steve will not notice the basilisk's presence until too late, more precisely, until after he has been petrified by its gaze. The basilisk can only hold six creatures at one time and it will start letting loose goats and targetting characters at one per action. The basilisk is not visible immediately due to the rocks between it and the party so people will have to move around if they want to see it to attack. Remember, if you can see it, it can see you.

Once the basilisk is eliminated, all characters and goats will revert to normal. Steve will then begin to narrate to Carrie about the basilisk while standing next to it. The mountain goats will immediately flee once they are freed from the basilisk's petrification.

### Action

*"We're pretty close to the goats and while they are looking this way, I don't think they know we're here. I'm going in for a look. Watch your footing as you come around this pile of..."*

### Basilisk

**B** 4/2    **Q** 2x4    **S** 7    **C** -    **I** 1/3    **W** 2  
**E** 6Z    **R** 2    **Init** 2+1d6    **Att** 6M,-1 reach  
**Powers:** Petrifying Gaze  
**Weakness:** Allergy, own gaze, severe

## 2.7 The Mesa

The party stops for a relaxing encounter-free lunch consisting of grilled steaks (real beef) and Foster's plus an assortment of vegetables. Afterwards, Dusty turns east and leaves California Free State for the Pueblo Council lands. The Panzer is not authorized to cross the border so Dusty takes it in low and fast with all of her ECM ready to activate if someone picks her signature up.

The party travels for an hour and then slows as Dusty proceeds toward a preset location.

### Lights

*"We're almost at the coordinates of where Dr. Phillip Swooping Hawk found the legendary Spitting Dream Snake. These little vipers are only about 15 cm long, and their backs are marked with a rainbow-colored diamond pattern. Very little is known about them and we intend to learn some more."*

## Camera

The party will be dropped off about one hundred meters from the foot of a mesa; the area immediately around it is rather hilly and jumbled with boulders and scrub brush. They will hike in toward the mesa and Steve will quickly find the spitting dream snake near the side of the mesa.

The spitting dream snake is exactly as described by Steve. The snake is completely blind and lacks a tongue. It survives by locating its food on the astral plane because it is actually a dual-natured critter. The snake is completely non-aggressive and will even tolerate handling by someone who knows how to handle snakes, like Steve Irwin III.

Everything will go along fine until someone either finds the barghest tracks (Stealth, Target 4, 2 successes) or it wanders in because nobody is looking around. Once the barghest gets a line of site on a character, it will howl. The characters and Irwins must make a resistance check against the barghest's howl or become paralyzed. The spitting dream snake will immediately begin to spit at everyone within 60 meters.

The area that the party has landed in is ancient Indian holy ground. The astral background count is 10 so anyone who tries to perceive astrally is going to have a hell of a time. Any astral check or spirit summoning will have the background count added to the original target number.

## Action

*"What a beautiful specimen. Look at the wonderful rainbow-colored diamond pattern on his back. You can see his eyes are completely white so he's totally blind and he's got no tongue so he can't smell. I don't know how he sees his environment but I'm sure he does, you can see his head move from person to person. He's really beautiful and very relaxed. He doesn't seem to mind this at all.*

**HOWWWLLL**

*What the frag was that!*

*Spit! Spit! Spit*

*"Nice kitty, let's see if you'll let me hold you by the tail. . ." as Steve wonders off in a hallucinatory trance.*

## Spitting Dream Snake

**B 1 Q 6x2 S 1 C - I 4/6 W 6**

**E 6 R 6 Init 6+2d6 Att venom**

**Powers:** Venom, (3+Essense)S, speed of instantaneous

The spitting dream snake is 15 cm long, weighs about .1 kg and has a rainbow-colored diamond pattern on its back. The snake has no tongue and its eyes are milky white rendering the snake blind and without a sense of smell. They see on the astral plane and are able to read the intentions of anyone or anything that approaches them. The spitting dream snake survives on peote

mushrooms and it concentrates the powerful hallucinogens of the mushroom into its venom which it can spit accurately for 20 meters. The venom only needs to strike the target, not penetrate the skin so armor is useless in stopping it. A willpower test is made with a target number equal to 3 plus the victim's essence. A failed resistance roll results in hallucinations adding the appropriate wound modifier to all the character's tests. A wound result of deadly leaves the person entirely incapacitated. The venom wears off in about an hour. The snakes are very gentle and only spit in self-defense.

## Barghest

**B 7 Q 6x4 S 5 C - I 3/6 W 3**

**E 6Z R 6 Init 6+2d6 Att 9S**

**Powers:** Sonar; Fear; Paralyzing Howl

## 2.8 Mudhole

While crossing the desert after leaving the mesa, Steve and Carrie spot a green area in the middle of nowhere. Closer examination reveals a water hole about 20 meters across surrounded by high reeds, grasses and a few saplings.

## Lights

*"We're standing beside a rather suspicious-looking water hole out here in the middle of the desert. You can see the high reeds behind me along with a couple of small saplings. In the center of this growth is the actual water hole which looked to be a good 20 meters or so across. This can only mean a metacroc and a big one at that, maybe 15 meters long. We're going to go in and have a look."*

## Camera

Steve is exactly right, this place is the domain of a 6 meter long metacroc. There is a definite game trail leading through the weeds to the water and Steve will lead them along the trail. Meanwhile, the metacroc has heard their approach and will be starting up the trail from the other end. Steve and the metacroc will spot each other at the same time and the metacroc will charge.

The metacroc will roll a single attack using its 8 dice against a target number of 3. Each character will roll a dodge test. Anyone who does not equal or exceed the metacroc's successes is bitten and clamped in its mouth. Anyone who attempts to defend will stop the metacroc either because they hit it, or it bit them. The characters cannot use ranged weapons because their line of sight is fully blocked by the characters in front of them and the two-meter reeds on either side.

There are bounties on metacrocodiles because their presence badly upsets any ecology that they move into. There is no penalty for killing the metacroc.

### Action

*“Wait...I think I see him. Damn he’s quick!” as Steve leaps to the side.*

### Metacrocodile

**B** 12/3 **Q** 5x4 **S** 10 **C** - **I** 2/4 **W** 3  
**E** 6 **R** 5 **Init** 5+2d6 **Att** 10S

**Powers:** Enhanced Hearing and Smell, Hardened Armor

The metacrocodile is connected to its own metaplane and actually is capable of creating its own environment wherever it roams. These ferocious predators exude water at a rate sufficient to maintain a waterhole about three times their length in diameter and about one meter deep. A ring of plants and small trees usually appears around the hole after about a month. The water attracts the local animals which the metacrocodile then eats. These critters have a ravenous appetite and a nasty reputation, frequently being referred to as the wolverine of the reptile world. Because of their ability to take their environment with them, metacroc are not confined to existing streams and swamps. This combined with their voracious appetite badly upsets the local ecology and has put a bounty on their hides in almost every locality.

## 2.9 Juggernaut

While returning to California Free State, the Panzer passes over massive tracks in the desert floor near a highway. Not long after, they find the juggernaut that left the tracks feeding on some cattle that were being transported in a twin trailer semi truck.

### Lights

*“We’ve spotted a rare site indeed. There’s a juggernaut down there gnawing on some cattle from a truck it caught and tipped over. We can’t pass up an opportunity like this to see a juggernaut up close.”*

### Camera

The juggernaut has ripped into the first trailer of cattle, reaching in a pulling them out one at a time and gulping them down. The rig has been flipped over onto its left side and the cab is smoking.

Dusty will set down about half a kilometer from the back end of the juggernaut and the characters can hike in. Steve will move in until he gets right next to one of the beast’s legs while Carrie films his monologue on the juggernaut. The creature is so busy eating that it hasn’t noticed the little insignificant

humans and metahumans running around its feet. The driver of the truck is alive but in critical condition in the cab (he has a deadly wound and 3 blocks of body left). The driver is a Pueblo indian and can be easily removed from the cab.

After about ten minutes of filming, Dusty will call out, “We’ve got company!” Company, in this case, is a pair of Yellowjacket helicopters and a single Boeing Stallion filled with Pueblo Council troops. Within seconds of the announcement, the juggernaut will be hit by two AVM’s which do minimal damage but really annoy the juggernaut. The juggernaut will turn and look for targets, first snapping at the yellowjackets going past overhead.

The characters can make it to the Panzer and dust off if they don’t try to fight the juggernaut. If they are stupid enough to face a riled juggernaut on the ground, then let them die. Once airborne, they will be challenged by the PC patrol. If they saved the truck driver, then they only have to turn him over to the patrol and be on their way. Otherwise, they will have to bribe or otherwise convince the PC patrol to let them pass. Please note that Steve Irwin III is banned from the Pueblo Council.

### Action

*“My he’s a beauty, look at him. His armor is so thick that I can’t reach the bottom when I stick my hand in the cracks between the plates. He’s really enjoying those cattle, he’s just ripped the side off the second trailer. This brute has got a really huge appetite.”*

*Thwump! Thwump! Followed by the ping of shrapnel and the sound of two choppers passing overhead.*

### Juggernaut

**B** 15/8 **Q** 4x3 **S** 42 **C** - **I** 1/3 **W** 9  
**E** 7 **R** 4 **Init** 4+1d6 **Att** 10D

**Powers:** Enhanced Quickness once per day(already used to catch the truck); Enhanced Hearing, Smell and Motion Detection; Fear, Hardened Armor; Immunity to Cold, Fire, Pathogens, and Poisons

## 2.10 Going Home

The rest of the flight home is uneventful except for the rollercoaster ride through the Tir Taingire airspace. The party will arrive back at SEA-TAC at about 9:00 PM.

Steve and Carrie will thank the characters and pay them based on the following information, with a minimum pay of 0 per encounter. The total is the amount paid to each surviving character. Deceased characters will appear in the credits of the filmed segment under the heading “In memory of”.



## Rewards

### Nuyen

- |                      |  |
|----------------------|--|
| 2.2 Hoop Snakes      | 10,000¥ minus 2,000¥ for each hoop snake killed.   |
| 2.3 The Firedrake    | 15,000¥ minus 1,000¥ for each block of physical damage sustained by the firedrake. No pay if the young ones are injured or killed. |
| 2.4 The Wyvern Aerie | 12,000¥ minus 1,000¥ for each block of physical damage sustained by the wyvern.  |
| 2.5 Flora or Fauna?  | 5,000¥ if they get Steve and Carrie out unharmed.  |
| 2.6 Mountain Goats   | 15,000¥ minus 1,000¥ for each block of physical damage sustained by the basilisk.  |
| 2.7 The Mesa         | 20,000¥ minus 2,000¥ for each block of physical damage sustained by the spitting dream snake.                                      |
| 2.8 Mudhole          | 10,000¥ plus 20,000¥ to be split by the party if anyone brings back the metacroc hide for the bounty.                              |
| 2.9 Juggernaut       | 10,000¥  |

### Karma

The total of the karma awards goes to each character and some characters may receive bonuses. Remember that members of the Tyger's Tail need to sacrifice one karma immediately as part of the group.

Survival	1
Difficulty	2
Completed all encounters	2
Only killed the metacroc	2
Saved truck driver	2

Give one point of karma to any runner whose character made a self-sacrificing save, had a great idea that saved the group, did something so funny that the entire table laughed, or played so deep into their character that you wondered if the person could distinguish between the game and reality.

### 3.0 NPC's and the APC

This section provides character stat's for Steve Irwin III, Carrie Irwin and Dusty as well as the stat's for the Panzer.

#### Steve Irwin III

**B** 5    **Q** 6    **S** 5    **C** 6    **I** 6    **W** 6  
**E** 3.2    **R** 6    **Init** 6+1d6    **Att** none  
**Skills:** Zoology 6, Parazoology 6, Wilderness Survival 6, Evade Reptilian Attack 10  
**Cyberware:** Full-X Simrig, Simlink(rating 10), Cybereyes w/Opticam  
**Gear:** Khaki shirt and shorts, socks and boots, belt, Aussie accent.  
Steve Irwin III has blonde hair, brown eyes, and an athletic build. He always wears khaki shirt and shorts and occasionally carries a stick to convince various critters not to bite him. His specialized skill of Evade Reptilian Attack gives him 10 dice to avoid a biting, clawing or striking attack from any normal or awakened reptile. For more information on his personality, watch his grandfather on "The Crocodile Hunter".

#### Carrie Irwin

**B** 4    **Q** 6    **S** 4    **C** 6    **I** 6    **W** 6  
**E** 3.2    **R** 6    **Init** 6+1d6    **Att** none  
**Skills:** Zoology 6, Parazoology 6, Wilderness Survival 3, Evade Reptilian Attack 4, Nature Show Recording 8  
**Cyberware:** Full-X Simrig, Simlink(rating 10), Cybereyes w/Opticam  
**Gear:** Khaki shirt and shorts, socks and boots, belt, Aussie accent.  
Carrie is just as knowledgeable as Steve and quite adept at spotting various critters. She is excellent with a camera and an editing machine. Carrie has long brown hair that she keeps in a pony tail, blue eyes and an athletic build.

#### Dusty

**B** 3    **Q** 6    **S** 3    **C** 3    **I** 6    **W** 5  
**E** 3.2    **R** 6    **Init** 6+1d6    **Att** none  
**Skills:** Vectored Thrust(Panzer) 6(7), Gunnery 6, Panzer B/R 4  
**Cyberware:** Vehicle control rig rating 2; Cybereyes with low light, thermal and flare comp.; data jack  
**Gear:** Armor Vest(3/2), Flight suit(rating 4 vs. fire), Panzer(Does a girl need anything else?)  
Dusty is an experienced high risk pilot for Beecham and has flown Carrie and Steve before.

#### Kraus-Mafei Panzer IX

<b>Handling</b>	3
<b>Speed</b>	200/800
<b>Accel</b>	40
<b>Body</b>	10
<b>Armor</b>	24
<b>Sig</b>	6
<b>Autonav</b>	3
<b>Pilot</b>	3
<b>Sensor</b>	8
<b>Cargo</b>	80
<b>Load</b>	2000

**Seating:** 1 ejection + 1 ejection + 4 bench + 4 bench  
**Entry points:** 1 hatch + 1 hatch + 3 doors  
**Landing/Takeoff:** VTOL  
**Cost:** 20,000,000¥  
**Availability:** Not  
**Street Index:** Not  
**Features:** ECM 5, ECCM 5, 4 external hardpoints, 1 chin turret  
**Weapons:** Vindicator (1000 rounds) and Vigorous Assault Cannon(100 Rnds) in chin turret; 2 HEM and two AVM on hardpoints, two on each side of craft.

The Panzer IX is an all-out military armored personnel carrier with the capability of providing its own close air support. It has a crew of one pilot and one weapons officer and can accomodate up to eight passengers in full combat gear with room to spare.