

Welcome to Virtual Seattle

A One-Round Shadowrun: Virtual Seattle 2.0 Scenario

by Rich Osterhout

You have left your previous life behind and entered the shadows. Now, your contacts have led you to Claudia Tyger, one of the finest fixers in Seattle. Before you can join her team of elite shadowrunners, however, she asks you to perform a task for her. Intended as an introduction to Virtual Seattle for new characters and players.

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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.

Tiering and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma, divided by 10, of each character at the table. Add to this the Force rating of any conjured Elementals and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" to determine the average "Threat Rating" for the scenario.

The Threat Rating is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

	Threat Rating
Beginners	0-4
Veteran Shadowrunners	5-10
Elite Shadowrunners	10 +

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Adventure Summary and Background

This is a short, simple, and straightforward adventure scenario designed to introduce players to the Shadowrun game system and the world of Shadowrun and Virtual Seattle.

In this scenario, the player characters have gathered from various walks of life to become shadowrunners. They have temporarily "set up camp" with members of an "urban tribe" in the Puyallup Barrens. Their community has banded together to try and survive in the rough world of

the 2070s. The player characters have become like "defenders" of this ragtag community, fighting off the gangs, paranormals, and other desperate souls that try to prey upon the people of the neighborhood. The one thing that they cannot enforce or defend against are the megacorporations which occasionally try to encroach upon the area for their own nefarious purposes.

Recently, Mitsuhamma Computer Technologies (MCT) has decided that they need to have a new test range for some of their new state of the art weapons systems - low yield tactical biological weapons. Of course, they have settled on the area that the player characters and their "tribe" call home. Fortunately, a rival corporation, Aztechnology, has learned of the research and has decided to contact a local fixer to make arrangements for obtaining the data concerning the new weapon. Since Aztechnology already possesses their own "testing facility," if they can obtain the data on MCT's research while simultaneously denying it to MCT, then the neighborhood will be safe -- for the moment...

The fixer that Aztechnology has decided to contact is Claudia Tyger, well known in the Seattle area as a fixer who can get the job done. Unfortunately for Claudia, all of her normal "operatives" are either on assignment, out of the area, or too well known in the Puyallup area for this kind of job. Her research has led her to the player characters, and she has recognized some raw talent there. Perhaps she can recruit the player characters, see what they're made of, and help finance them for further missions.

Once the player characters accept the mission, they begin the legwork phase. The group must check with all their contacts, both in and outside of the neighborhood, in order to find out as much as they can about the MCT facility that has popped up in Puyallup. They may also wish to try and gather some physical data on the building by driving by, staking it out, et cetera.

If they've done all their legwork and found out everything, then a plan should begin to form in their minds. Tyger will "call in to check on their progress" if need be, and make suggestions based on what information they tell her. Ultimately, the team will discover the fact that the security systems will be shut down during the weekend for an upgrade -- the team will have a window of opportunity of about one hour to get into the facility, get the data, and get back out and away.

The only thing left for the team to do is the actual assault on the building. If their planning

went well, then there should be little damage done to them. Either way, the intent of this scenario is an introduction, and therefore more leeway should be given towards having the team successfully complete the mission.

Finally, the team will rendezvous with Claudia. She will congratulate them on a job well done, pay them, and bring them back to the Tyger's Lair - the player characters are now Shadowrunners! Welcome to Virtual Seattle!

If this scenario is being played by characters that have already gone through one or more Virtual Seattle scenarios, then the story is only slightly different. Throughout the scenario, experienced players will be conducted as outlined in the Experienced Players section, as demonstrated below:

Experienced Players

The player characters have been asked by Claudia to check out a mysterious new facility in Puyallup. She has been contacted by an agent of Aztechnology and compensated up front for the job. Since the area in question also involves an old friend of hers, she was only too happy to take the job. The player characters must determine who is building the new facility, and get hard evidence of what is being done there by downloading the research data from the central computer core. The system is NOT on the Matrix, and therefore must be accessed from within the building. If the team does not have anyone with Computer skills (this does not require a cyberdeck, merely the skill), then she can provide a portable device that will automatically download a smartframe into the system to obtain the data and save it to the hard drive. The team just needs to plug it into a local dataport.

Experienced Players

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

Experienced Players

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action - maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any

other roll means the corp sets up distant surveillance on the character.

Die Roll	Corporation
1	Wuxing
2	Renraku
3	Aztechnology
4	Mitsuhama
5	Saeder-Krupp
6	Ares Macrotechnology

Introduction

Tell It To Them Straight

You are all gathered in the tribe's "town hall," a converted warehouse that doubles as a flophouse at night for some of the more down-and-out members of the community. Every Wednesday night, your community bands together into this flimsy structure to comfort each other and discuss the events and problems in the neighborhood.

Tonight is no different, and it seems as though Marcus Lu, your chief, has been droning on for hours about the threat of the Black Rains gang moving into the area. You know that you and your chummers can handle them - after all, that's why you're here! You can barely keep your eyelids open, when your senses pick up something new. It seems that someone has slipped in late to the meeting, someone that is dressed way too nice to be a member of your community. You crane your neck around to get a better look, and you see that in the back row of folding chairs, seated in a wheelchair, is an attractive human woman, about 178 cm (5'10") in height, with short straight red hair. She is dressed in a dark blue business suit, very corporate in appearance, and has an obvious chrome datajack on her temple. You don't believe she poses much of a danger - she seems harmless enough - but you'll keep your eyes on her.

As the meeting draws to a close, your neighbors get up and start moving off - some are going home to their shoppes and families, and others are gathering in small groups to discuss various matters. You are surprised to notice that the business woman is making her way straight towards you and your fellow neighborhood watch. You catch the sweet smell of jasmine before she speaks.

"Good evening, let me introduce myself - the name is Tyger, Claudia Tyger. I believe I

have some matters to discuss which would interest you greatly. Would you all accompany me to one of the side offices please?"

The woman begins to move off, not even glancing over her shoulder as she goes into one of the old warehouse offices.

If the characters do not follow:

Marcus comes up from behind you.

"Excuse me, but do any of you know that woman?" (let the players respond.)

"I believe her name is Ms. Tyger - she has come to this neighborhood before. If she is here now, then there is probably trouble around the corner. Perhaps you and your fellows should go and find out what she knows."

Continue as the characters enter the office:

As you enter the office, you notice that she has placed a small black box in the center of a table. A small red LED blinks every couple of seconds.

"Please, be seated." Totally at ease, you see that Claudia is in total control of the situation, even restricted to her wheelchair. Her datajack gleams brightly in the harsh lighting of the room, and her experienced eyes seem to look into your soul.

"Let me come straight to the point. I need your help, and I'm willing to pay for it.

It seems that one of the megacorporations here in town, Mitsuhama, has targeted your little corner of Hell as a new battlefield to test some nasty toys they're about to come out with. I have been retained by a certain group of individuals who are interested in stopping this venture.

I'll be honest. I don't think they care one whit about your people or your neighborhood - they simply want the research on the weapon systems. They have their own testing facilities, far away from here and prying eyes, and have no need for Puyallup. All they care about is the data.

So here's the deal. I need someone familiar with this area who can find Mitsuhama's research facility, get inside, and get the data my Johnson desires. My Johnson has authorized me to obtain talent for 10,000 nY per person. I can provide some capital up front, but the rest of the balance is only payable upon successful retrieval of the data. So what do you think?"

Behind The Scenes

The characters are in the Puyallup Barrens in the Seattle metroplex. They are attending a town meeting when Claudia Tyger comes into the hall in her wheelchair and stops in the back of the room, waiting for the meeting to finish. After the meeting, she moves to intercept the player characters and asks to speak with them on a matter of urgency and great import to the community.

Once she has gotten them into one of the private rooms in the town hall, she will begin her pitch. Pay to the characters may be modified by normal negotiation rules if the characters happen to think to bargain. She has a certified credstick with enough total nuyen to provide 4,000 nY to each character. If there are five players at the table, then the credstick has 20,000 nY on it, and so forth. This is the team's up-front pay, and will allow them to upgrade any gear (within reason) or "grease the wheels" of bureaucracy. This is all she has on her. If they wish to bargain for more starting cash, she will show them the balance on the stick.

Characters who volunteer to do the mission for little or no pay at all, in the interests of saving the community, will get extra rewards at the end of the scenario, but do not tell them this. Claudia will insist that although their altruistic demeanor is well meaning, she explains that it will take a little money to work the shadows - she will insist on covering operating expenses and any medical costs for those characters that so volunteer their time.

The important thing here is the mission. As per usual, the group doesn't know who is hiring them through Claudia. She does know, but will not reveal it to the team under any circumstances. Upon agreeing to do the mission, Tyger will tell the team that the name of the file they are looking for is Crimson Death. They are to obtain a copy of the file and erase and/or destroy all other records so that Mitsuhaman will be set back long enough for Aztechnology to release the product and obtain the patents on it. Claudia will give the team a telecom number where she can be reached (LTG SEA-67-5309) and tells them that if they have any questions, they can call day or night, but only if it is important or they have gotten the data.

Legwork

There is no legwork to be done in this section, it is merely the introduction.

Debugging

There shouldn't be much to debug here, except possibly if the characters refuse to take the job for some reason. Claudia can ensure them that she has already spoken with the leaders of the neighborhood, and they are in agreement that the team should undertake this run. If need be, Marcus Lu will come into the room and interrupt the meeting, explaining that he recognizes Claudia and wished to say hello. She helped him out in the past, and he can vouch for her and inform the characters that they can and should trust her. Claudia will then mention what she wishes to ask of the runners, and will offer an additional 10,000 nY to go to the neighborhood for improvements and needed supplies to help out her old friend.

If this still doesn't do the trick, then reiterate to the team that they have taken an oath to help and protect the "tribe." If they do not go on this mission, then they will be knowingly allowing a dangerous activity to continue when they could have done something to stop it. Not to mention the good the extra funds from Claudia's accounts would do for the community. Sure, it may seem like the characters are selling out, but they aren't - they are merely metamorphosing from street fighters into professional Shadowrunners.

Experienced Players

Modify the opening text as appropriate to reflect that Claudia has sent the team to the town meeting, rather than them already being there. Her speech in the warehouse will take place at the Tyger's Lair beforehand. They are to go to the meeting tonight and speak with Marcus Lu, an old contact of hers in the Barrens. He will give them some assistance and can be trusted.

She will not, of course, show up with the team to the town meeting. When they arrive, the meeting will already be half over, and afterwards they will be approached by Marcus Lu, who will ask them who they are and what they are here for. The team can tell him anything they want - eventually he will know the truth. Should the team tell the truth about their mission, he will ensure them that he will keep it quiet and will offer the building for them to use as a headquarters while conducting their mission.

Scene One

Contacting the Contacts - Legwork

Tell It To Them Straight

The megacorps are at it again, messing up the lives of the little people. If Mitsuhama finishes the research on their prototype, then a lot of people you know and care about could die, perhaps even yourselves! You've got to find that facility and figure out a way to get through its defenses. Perhaps some of your neighbors and others in the area have seen or heard something that may help you find what you are looking for.

Behind The Scenes

In this section, the team must try to get information from their contacts and others that they wish to meet on the streets. This section emphasizes role-playing rather than roll-playing, so the amount of information that a character receives from a contact should be dependent on how that contact is treated and dealt with. Characters who are brusque, rude, aggressive, or even violent towards their contacts should receive little or no information. Those that treat their contacts with respect, offer assistance in the future, or even send a little nuyen their way should get substantially more information.

Legwork

What follows is a few of the information tidbits and who they may be obtained from:

Rumors about the new facility

Restaurant waiter, Bartender

Talking to these types of individuals will reveal that over the past two weeks or so, some "suits" have come in for a bite or a drink. The suits were overheard talking about various subjects, and the thing that stuck in the mind of the contact was mention of Mitsuhama and their new facility. The suits also mentioned about the shame that a garbage neighborhood like this one will be "scientifically downsized."

Location of the facility

Delivery man, Reality Hackers gang member

Either of these contacts will be able to tell the characters that they have seen some new construction going on over on Roswell Avenue - right on the edge of Black Rains gang territory and the neighborhood the team protects. The RH gang member was on a scouting mission, and saw the construction going on around the warehouses, which he knew used to be abandoned. The delivery man actually made a delivery of some cement to the location, and can tell the team that some sort of prefabricated tube/hallway has been erected between two warehouses. There was also a large generator of some sort being installed in the back. He was not allowed into the buildings.

Floor plans of facility

Construction worker, Teamster

Both of these workers have been inside recently, but not since Mitsuhama has taken up residence. They can provide the team with floor plans of what the warehouses looked like before the present tenants showed up. Neither have been inside since.

Security measures

Mafia Soldier, Sensei

While neither of these gentlemen can reveal what security measures have been installed with any certainty, they are both knowledgeable in standard corporate security measures. The sensei, an ex corporate bodyguard, can tell the team that Mitsuhama does use paranormal animals to help guard the facility. At this stage of the construction, however, he doubts that they have been present yet. There may be one or two monitored closely by a handler. The Mafia Soldier can reveal to the team what the normal Mitsuhama guard is outfitted with, and will also ask the team to share any information they find, as he has been told that the "filthy yellow Yakuza" are the real owners of Mitsuhama, and he'll report any Yak activity in this area to his Don. Also, both of them can suggest that at some point, the security system will be taken down for final integration testing and resetting of equipment. (Note that the Mafia and the community live in somewhat of a harmony. The "Family" tends to leave the area alone, since most don't have enough money to apply for the services they provide).

Special equipment

Gas Station Attendant, Fireman

Both of these contacts can provide any special equipment the team feels it may need. If the party finds out that there may be poisonous gases inside, then the Fireman can provide

environmental suits with respirators for the team to borrow. The Gas Station Attendant just happens to have a maglock passkey (rating 3).

Replacement of the alarm system

Electrician

This is the goldmine here. The electrician's name is Sally Thompson, and she was one of a team of four electricians that was called in to work on the original rewiring of the warehouses and the installation of the preliminary security measures (the maglocks, a few cameras, and the high voltage lines for the generator and computer room). She was on the phone talking to one of the other electricians after the job when she heard him being killed. She left her apartment and went to one of the local bars to hang out and hide. When she called the other two, she found out they were "missing." She will contact Marcus Lu and tell him she has information for the characters, if they don't find her first. Lu will then tell the team where she is, once they've gotten some of the other information from the other sources. They will not find her by going to her apartment or calling.

Once they find her (through Marcus or another tip), they will see that she is frightened for her life, and wants to get out of town. She will give the team all the information she has: namely what she saw inside, number of technicians and guards, and a floor plan that was used in the wiring of the buildings. In return, she would appreciate an escort to the airport, along with 1,000 nY for a ticket out of Seattle to help start her new life.

Team scouts out facility on their own

If the team should happen to check out the facility themselves, once they find out where it is, they will find some interesting things. First, there are two panel trucks (like UPS vans) parked on the left side of the larger warehouse. Technicians move between the trucks and the warehouse from time to time, unloading boxes and checking bar codes on the sides. There are two warehouses, one larger than the other. The larger warehouse has two large loading dock doors on the left hand side, and one entry door in the front. Windows run along the top of the walls, which are boarded over. Light shines around the edges of the boards. The walls are about 2 1/2 stories tall. The roof is corrugated metal which slants down on about a 12° angle.

The smaller warehouse is three stories tall, with a flat roof. There is a loading dock door on the right of the warehouse, and an entry way door in the front. Once again, the windows along the

top of the walls are boarded over with light leaking around the edges. A three foot high border runs along the edge of the roof (the roof is covered with tar paper if they can see up there). A large generator sits at the back of the small warehouse.

Next to the generator seems to be a large cooling / ventilation unit standing 8 ft high with hot air coming out of it. If the characters get to close to the vents, they will smell a faint rancid odor. If they look into the astral, they will see a greenish cloud coming out of the vents.

If the characters try to open the door to the smaller warehouse, they will find it sturdily locked - it is welded shut from the inside.

Debugging

Overall, the important thing here is to get the information that they need. Have each contact reveal a piece of the puzzle, and let the players put it all together. If they are not getting the information for some reason (threatening contacts, not using the right technique, just not asking around, et cetera) then have Marcus contact them and explain that some of the neighbors are complaining about the characters "heavy handed" approach to questioning (if rude), or let them know that someone wants to talk with them (if not asking around).

Try not to let this portion of the scenario last more than 45 minutes. Spoon feed them some information if necessary.

Experienced Players

You should not have to spoon feed any information to experienced players. Feel free to use the information from the contact archetypes that the player characters have. In other words, if a player character has a Mafia contact, then they can be questioned about the facility and can yield the information given for that section. Sally Thompson is the main encounter in this scene, of course, and the players should be able to find out about her from various sources.

Scene Two

Every Cloud Has A Silver Lining - The Plan

Tell It To Them Straight

The pieces of the puzzle are starting to come together. By working the streets, you have been able to find information about Mitsuhama and their presence here in Puyallup. You've located the research facility in the old warehouses and uncovered some valuable information about the operations of the facility. Now, the next stage is set. All you have to do is take the information you've been given and develop a workable plan for getting in, getting the data, and getting your hoops back out in one piece.

Behind The Scenes

The team should have finished gathering all the information from their contacts and should now begin formulating a plan for the run against Mitsuhama. At various points in this scene, they may need to go back out and find out more information to "plug holes" in their puzzle. They may also discover that they will need some special equipment, if they haven't obtained it already.

However, most of this section should be allowing the players to put together the plan of assaulting the warehouse, with an emphasis on low casualties on both sides and obtaining the data. They can also take this opportunity to ask you any questions about the game, setting, or rules for various situations.

Legwork

Not much legwork to be done here, unless they think they can get more information. If they have not gotten all the information, or have not gotten the information about the security systems going down, then this would be a good time for Claudia Tyger or Marcus Lu to check in on the team and give them the tip that Sally Thompson, the Electrician, has some important information for them. Try not to spoon feed the rest of the information to them, unless they are really hurting for it.

Debugging

This is all up to the team. If they seem to have a workable plan, with only minor holes in it, and they seem competent, then let them run with it. If they are having problems, or just don't know what to do, perhaps having Claudia stop by to check on their progress can help. Although she won't go on the run, she is an ex-shadowrunner and therefore can offer constructive criticism to the team's plans.

Once again, this is the team's plan, so don't let Claudia dictate the whole plan to them. Try to use Claudia as a means of asking important questions to assist the players in figuring out aspects of the run.

Feel free to use the following information to guide Claudia's questions to the characters and as a check as to what information they have garnered.

- How are you going to get into the facility?
- What plans do you have concerning security measures?
- Are there any paranormal animals? What kinds? How will you handle them?
- How many guards are there? Do you know where they are?
- Where is the computer room? Do you know where all the backup files are kept?
- Do you have an emergency escape plan?

Experienced Players

For those with more experience, do not give any assistance or have Claudia show up to debug their plans or play "devil's advocate". They're on their own and will have to develop their own plans.

Scene Three

The Best Laid Plans of Mice and Men - The Run

Tell It To Them Straight

You're just finishing up the last items on your plan when one of your pocket secretaries beeps.

"Hey, this is Claudia. How are your efforts proceeding?" (At this point, the team should outline their final plan to Claudia Tyger)

"Well, whatever you're going to do, you better do it fast. My sources have just informed me that Mitsuhamma is scheduled to finish their research in four days. If you don't have the data to me in three, the game's over. I'd start looking for a way to move everyone out of the area by then."

Behind The Scenes

This is the moment of truth for the characters. They can continue to talk to Claudia and ask her any other questions, but she will eventually say she has to go - she has a call on another line.

Now, the team has to execute their plan. Consult the facility map and follow along as the team makes its assault on the building. The target numbers for various points along the way are outlined below.

1. The front entryway is the easiest way into the facility. It has a maglock rating 3 currently installed on the door, with a simple numeric keypad for entry. A successful Electronics (4) or Electronics B/R roll will bypass the lock and open the door. A maglock passkey and sequencer have the normal chances. Once inside the door, there is a short hallway. Mounted at the far end of the hall above another door is a camera. There is a light mounted on the top of camera, but it is not lit, indicating that the camera is not currently operational. There is no one present in this area. The inner door opens on the right hand side.

2. This is the main room of the warehouse. As soon as the characters open the door, the first thing they will see is a pair of technicians lifting a device out of a shipping crate (part of a rigger

security panel). Overseeing the work, with his back to the door at present, is a guard.

As they open the door further, the characters can see large machinist tools, such as drill presses, saws, et cetera lining the left wall (the crosses on the map). Two workers are setting up one of the drill presses when the characters enter.

A team of two technicians is installing a camera and motion sensor in the lower left corner of this room, directly to the left of the doorway.

As the characters are noticed, each group will do something different. The technicians with the device will drop it and try to run for one of the offices (Location 3) to call for the security chief in the next building. The guard will yell for his assistant, currently in Location 5, to come and assist. When the second guard comes into the room, he will quickly survey the situation - if the team has dropped the other guard already, he will hit the alarm button next to the airlock door (Location 7), thus alerting the security chief; if the guard is still up, then he will run to assist. The two techs installing the camera and the two workers will try to hide behind the drill presses and wait for an opportunity to escape.

The loading dock door in this room is operational, but currently locked down tight (on the inside/simple bar arrangement) - it has a barrier rating of 8 for those that wish to think of coming in that way.

3. There is a single technician in this room working under the desk to install the new rigger security gear. If any loud noises are made in the main room, or one of the other technicians comes in the room to sound the alarm, then he will try and contact the security chief. Otherwise, he will be caught by surprise.

4. This is a storage room, which currently has large wooden crates full of office supplies and other sundry items for the operations of the machining side of the facility. Nothing of importance or real value is here, unless the characters want some staplers, paper, or tools.

5. This room (and the adjoining offices) has been sectioned off from the main room by a new wall installed just days before. There is one technician in here setting up terminals in each of the cubicle workstations. Also, there is a guard near the right hand door supervising him. See Location 2 for information on how this guard reacts to situations in that area - otherwise, the guard will be caught unaware.

6. Part of the original warehouse, these rooms are from left to right, showers, restrooms, and locker room. There is currently no one in this area, and none of the lockers are in use. The whole area has been recently scrubbed clean.

7. This prefabricated hallway section was installed a week ago. New door openings were cut on corresponding sides of the hallway and the new structure sealed into place. This is an airlock - in order to pass in between the warehouses, one must enter the airlock and close the door behind him before the middle door will open. Each of the three doors has a Barrier Rating of 12. It takes 10 full phases from the time the outer door closes before the middle door can be opened (indicated by a green light).

If the security chief has been alerted to the presence of the team, he will spend three combat turns getting ready and moving over to the airlock door to ambush the team as they come through. He will assume they are professionals and can break through the door, so he won't try anything funny like opening his door so the middle one won't open.

Experienced Players:

There are four other security guards in this room that can be called upon to cover the airlock or patrol area 8, below.

8. This is the main room of the smaller warehouse. Production has already started on the base chemicals needed for the project. A greenish fluid smelling faintly of chlorine fills two large pools on the left hand side. Each pool is three feet deep (they are not sunken-in pools, but the freestanding type). On the right wall are three brass looking vats with pressure gauges on them - each contains a noxious gas of some sort. There is also a loading dock, tightly locked with a rating 8 maglock; just inside the loading dock door is a set of white hexagonal packing crates, currently standing open with nothing inside. Along the back wall is a large double fan system - these fans serve to ventilate the area and scrub the harmful gases out as much as possible. Characters can remain in this room for five combat turns before receiving a light physical wound from breathing the gases. If they have protective gear, then there is no problem.

Experienced Players:

The gases are also flammable. Any gunfire that uses cased ammunition has a 1 in 6 chance of having one of the hot casings randomly flying into

a nearby pool, causing caustic fluids to explode in a two meter radius for 6S damage and degrading armor by 2 points of ballistic and impact ratings.

9. This original hallway entrance into the warehouse has been converted to a file storage room. The outer door has been welded shut (Barrier Rating 10). The room contains nothing but filing cabinets filled with the hardcopies of the research notes.

10. The main computer room. This workstation contains direct access to the miniframe computer against the northern wall of the room. None of the other network connections through either warehouse are connected yet. The computer is currently on, and the security chief was signed on checking some files - the team merely has to perform a search on the filename "Crimson Death" for the file to come up. Disk storage units stand to either side of the workstation - these should be destroyed after getting the file.

11. This is the security chief's office, and where his "pet" is stationed. If the team somehow manages to get into the warehouse before one of the workers raised the alarm, then the barghest is resting in this room. It will not attack first if the team looks like it belongs here (dressed in some of the worker's jumpsuits, etc). If the chief has been alerted, then he comes into this room to get his "pet" and go out into the main room to greet the team.

12. Outside the warehouse are a large generator and the air scrubber system as described in Scene One.

Legwork

It's put up or shut up time. They should not be doing any legwork in this section. If they try to, remind them of the time constraint they are on.

Debugging

Remember that the emphasis here is an introduction game for new players, not a knock down killing spree as normally happens in Shadowrun. Try to make them sweat a bit, but allow them to complete the mission, no matter how bone-headed they are. However, if the players are having their characters indiscriminately killing people or blowing things up, they need a reminder that the shadows don't work that way. At that point, feel free to seriously incapacitate the

characters that are performing the unacceptable behavior.

Experienced Players

No kid gloves – this IS a knock down killing spree and the guards and security chief mean business. Technicians will still try to escape rather than fight, but will attempt to sound any alarms if possible. The security chief knows that no one is supposed to be in the secondary warehouse until the morning, so even if the characters are disguised, he will attack. Invisible characters will of course be detected by the barghest, alerting the security chief as well. The barghest will also see any spell effects against his master and will act accordingly (attempt to paralyze the interlopers).

Picking Up The Pieces

The Last Fandango - Debriefing

Tell It To Them Straight

You're relieved that you were able to find this place and put a stop to it in time. By the looks of the chemicals in there, a lot of people in the area would have been seriously hurt, if not killed. You had thought that you'd never have to worry about chemical or biological weapons here on the streets, but anything is possible where the megacorps are concerned.

Now, all that remains is to contact Claudia and set up a meet to turn over the data. Calling the LTG number she gave you earlier, you find that Tyger answers on the second buzz, her face appearing on the screen as if she were expecting your call.

"Ah, excellent. I assume you have recovered the file?"

(Let the team explain anything they want at this time)

"Good, I'll meet you at the meeting hall in about 45 minutes."

You make it to the meeting hall and await Claudia's arrival. Some of the squatters that flop here make small talk with you and help pass the tense moments waiting for your benefactor's arrival. Finally, dressed in dark green business attire, Claudia enters the hall, this time being assisted by a large orc male who helps push her wheelchair. She crosses directly to one of the side offices and enters. As you move over in that direction, three

squatters come out of the office, a fist full of UCAS dollars between them. You find Claudia and her companion already seated in the office and the white noise generator already on. "Well done, chummers, may I have the file?"

Let the characters role play the rest of this encounter. Claudia will accept the file and any reports, and then pass over a certified credstick to each with the balance of their payment. Those that volunteered to do this mission for little or no cost in order to protect the neighborhood will receive not only the credstick but a one night pass to Matchsticks as well - Claudia will explain they need to blow off some steam. After all the business is concluded, Claudia will go to leave. She will pause in the doorway of the office and look dramatically over her shoulder saying "Well done....Shadowrunners. I'll hope to see you in the Tyger's Lair soon for some more lucrative employment". With this, the orc will drop a plain business card on the table with an address and LTG number and leave with Claudia – after reading the card, it bursts into flames...

Behind The Scenes

Nothing here, it's pretty cut and dry.

Legwork

Same.

Debugging

It's the end of the adventure for crying out loud!

Experienced Players

It pretty much goes down the same way, except that you meet her back in the Tyger's Lair to deliver the goods. Once she has examined the files and ensured their authenticity, she will pay the team the balance on their credsticks.

***Runners who do exceptionally well and actually do a "shadowrun" in the classic sense of the word (non-lethal combat, no evidence other than unconscious bodies that saw nothing happen, and of course nothing missing but the files) will receive the one night pass to Matchsticks.

New, first time characters may choose ONE of the neighborhood members listed as a Level 1 Contact.

The End

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

	Karma
Assist Sally in leaving Seattle	1
No killing	1
A <i>true</i> shadowrun (see *** above)	2
Total Karma for objectives	4
Discretionary roleplaying award	0-3 Karma
Total possible Karma	7
<i>Veteran/Elite tables only:</i>	
Defeat Security Chief*	2

**"Defeat" does not necessarily mean "Kill". If they subdue or otherwise circumvent the security chief and capture the files successfully, they may be awarded the 2 Karma in addition to the 1 Karma for No Killing.

Note that members of the Tyger's Tail must take one less karma than awarded.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed. Contacts must be specifically defined by level, name, and affiliation.

3. Theft is against the law and professional code of Shadowrunners. Items which are worth more than 1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation and must add the amount over 100,000 nuyen to the "pool" to be distributed among the other runners. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

Scene One

- Environmental Suits. Obtained from fireman or other appropriate contact. These are treated just as Rating 4 Chemsuits from the SR3 rulebook.
Fence Value: 240 nY, 300 nY for metahuman sizes (dwarf or troll)
Retain Value: 800 nY, 1,000 nY for metahumans
- Maglock Passkey (Rating 3). Obtained from gas station attendant or other appropriate contact.
Fence Value: 9,000 nY
Retain Value: 30,000 nY

Scene Three

- Rigger Close Circuit Simsense System (CCSS) Panel 1, dropped and damaged.
Fence Value: 6,000 nY
Retain Value (if repaired): 20,000 nY
- Rigger CCSS Panel 2 and 3
Fence Value: 6,000 nY each
Retain Value: 20,000 nY each

These panels are used for controlling a CCSS rigger security system for a building. If a character wishes to install them in a building or apartment, they will still need rigger adaption gear on doors, windows, cameras, sensors, and any other equipment they wish to control. They cannot be used for controlling drones or vehicles.

- All three panels fenced as set: 20,000 nY
- Electronics Toolkit (4)
Fenced Value: 450 nY each
Retain Value: 1,500 nY each
- Machinist's Toolkit (2)
Fenced Value: 150 nY each
Retain Value: 500 nY each
- Motion Sensors and Camera sets (4)
Contains a standard video camera for hooking into a Matrix or CCSS security system. Motion sensor option allows camera to automatically track movement.
Fenced Value: 1,000 nY each
Retain Value: 5,000 nY each

Introduction / Beginners

Security Guards:

- Secure Clothing (Security Uniforms) (2)
Fenced Value: 100 nY each
Retain Value: 450 nY each
Mitsuhama security colors and logos. Size 4.
- Stun Batons (2)
Fenced Value: 250 nY each
Retain Value: 750 nY each
- Ares Predator I Heavy Pistol (2)
Fenced Value: 100 nY each
Retain Value: 450 nY each

Security Specialist:

- Armored Vest with Plates (1)
Fenced Value: 200 nY
Retain Value: 600 nY
- Stun Baton (1)
Fenced Value: 250 nY
Retain Value: 750 nY
- Ares Predator I Heavy Pistol (1)
Fenced Value: 100 nY
Retain Value: 450 nY

Veteran / Elite

Security Guards:

- Light Security Armor [7/6] with Enviroseal helmets and comlinks (Rating 4), as well as selective sound filters for the barghest. Provides one hour breathable air. Chemical Seal (Rating 2). Mitsuhama logos and colors. Must have Body of 4. (6 sets)
Fenced Value: 2,500 nY each
Retain Value: 10,000 nY each
- Stun Batons (2)
Fenced Value: 250 nY each
Retain Value: 750 nY each
- Ares Predator II Heavy Pistol, caseless variant (6)
*Note that 4 have Gel Rounds
Fenced Value: 150 nY each
Retain Value: 550 nY each
- HK 227 SMG, smartlinked, caseless variant w Gel Rounds (4)
Fenced Value: 500 nY each
Retain Value: 1,500 nY each

Security Specialist:

- Telescoping Staff Weapon Focus (Rating 2) (1) [requires certificate]
Fenced Value: 150,000 nY
Retain Value: 480,000 nY

GM Aid #1

Cast of Characters

The following is a listing of the people that the characters may come across during their scenario. Where relevant, game statistics have been added; otherwise, assume normal racial statistics based on the information in Shadowrun 3rd Edition p.257 and 40-41.

This information is edited for use as a player handout.

Fellow Tribal Members

Restaurant waiter - Dave Phillips

Dave works in the Flamingo Bar & Grill, one of the only greasy spoons in the neighborhood still standing, and barely making a living. Still, it has survived because the cook, Sammy, cooks up some of the best chili in all of Puyallup. Some even drop in from other areas of the city. This is where most outsiders can be found, and Dave has good hearing as he waits on tables.

Bartender - Max Hernandez

Max is struggling to keep his bar (Hell's Bells) open, and luckily some of the goodfellas in the area like to hang out here. He also gets a few suits that drop in now and then, and of course, catches a phrase of useful information now and then.

Delivery man - Peter Walenchek

A truck driver for many years, Pete makes runs all over the Puyallup area. He likes the community feeling of the neighborhood, and tries to help out where possible.

Electrician - Sally Thompson

As mentioned in the Legwork encounter, Sally was one of a team of electricians that was called in on this job. She has been hiding out in Hell's Bells for two days now, and is looking to get out of town before MCT or the Yakuza find her. She has plans of the facility, and knows about the system tests.

Construction worker - Tim Reynolds

Tim is currently out of work, but he picks up jobs from time to time. The last job he had was over a month ago though, and money is getting tight. He is willing to share information about the warehouses, especially if the characters use a little "grease."

Teamster - Sam Parker

Sam is a troll and currently out of work teamster. His last job was helping the previous occupants of the large warehouse to move out, and that was four months ago. He's been able to survive by doing odd jobs around the neighborhood that use his strong back.

Sensei - Ronald Steinmeyer

Ron is an ex corporate bodyguard. He moved to the neighborhood to find himself, and to escape from the oppressive nature of the corporate lifestyle. He has trained many of the neighbors in martial arts (Aikido) and is seen as one of the wiser of the neighborhood's members. As an ex corp guard, he can reveal some of the standard security procedures for this type of facility, including the security system tests.

Gas Station Attendant - Jimmy Franks

With the grid not present in this section of Puyallup, old fashioned internal combustion engines are the way to go. This is one of the only such petro stations in this section of Puyallup, and all those that do have IC vehicles eventually need Jimmy's services. As a result, Jimmy has picked up a few items that people have sometimes used to fulfill their fueling requirements. One such item is a maglock passkey, rating 3.

Fireman - Stan Euler

Stan has been with the fire department since before it privatized. Now, he does what he can to help out the neighborhood and keeps busy putting out, or more often, simply containing fires in the Puyallup Barrens. He sometimes becomes disillusioned with the whole system.

Street Urchin - Kaley Westmoreland

Kaley is a bright little orphan girl of 10. She is taken care of by some of the other squatters and other members of the neighborhood. Throughout the day, she wanders the neighborhood, talking to her imaginary friends and seeing what there is to see. Some think she is a little slow, but she actually is a budding Snake shaman. The players can try to get information out of her about the location of the warehouse and the activities going on around it – her “friends” tell her it’s an “evil” place that’s “sick”.

Squatter - Tony Labrusco

Tony lost his job about four years ago, and his life has gone down ever since leaving his old advertising agency. He came to the Barrens about a year and a half ago, and took up residence in the hall. He occasionally tries to go into other districts of the city to pick up odd jobs washing dishes and other menial tasks. He has been passing by the warehouse and noticing some of the equipment (large vats and other items which he recognized as being used for chemical production).

Squatter - Cindy Taylor

Cindy has been hitting the bottle a little hard lately. She has not dealt well with her new position in life, and doesn't seem to care about fixing it. She doesn't know much and is just here for added color. She will give false information and leads based off her drunken hallucinations.

Washed-up Mage - David McWherton

David is an ex-corporate mage, and after taking too many heavy wounds and losing some of his magic, he found himself here in the Barrens. He tries to climb into a bottle every now and then to escape reality, but every once in a while he is lucid enough to help those that desire to learn more about magic. He can fill the characters in on what the usual paranormal animals are that corporations use for guard duty and their powers and weaknesses.

Chief ("tribal chieftain") - Marcus Lu

Marcus was elected chief about a year and a half ago. He has been trying to improve the neighborhood and keep out the Black Rains and other bad influences. It is because of Marcus' efforts that the team has gotten the equipment and support they currently possess, in an effort to better protect the tribe. He is very charismatic, and interested in the success of the team.

Other Friendly Acquaintances

Mafia Soldier - Brad Summers

Brad has been with the "Family" since he was a teenager. His parents were both killed by Yakuza in the last mob war. He likes hanging out at Hell's Bells with some of his other "Family" members. He is not really a part of the community, but he does live on its fringe and is sympathetic to what Marcus Lu is working for. He also knows about security systems as outlined in the Legwork section.

Reality Hackers gang member - Vinnie "The Wolf" Markovich

Vinnie is one of the primary scouts for the Reality Hackers. As such, he often makes forays into the neighborhood and over through to Black Rains territory. He has noticed the new construction going on, and can tell the team where the warehouses are located.

Fixer, Claudia Tyger

Claudia has been a fixer for many years in the Seattle metroplex. She is an ex shadowrunner, and has seen her share of action. She works out of her safehouse called the Tyger's Lair and will broker deals with whoever has the nuyen, although she tends to avoid wetwork jobs. She is very charismatic and always likes to remain in control of the situation. A true professional, Tyger is also ready to give new talent a chance.

The Opposition (Introduction and Beginner Tables)

Mitsuhamas Security Guard (2)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	4	5	4	3	3	4	1d6	3 / 0

Pro Rating: 2

Karma Pool: 1

Combat Pool: 5

Pistols: 4 / Brawling: 2 / Clubs: 3

The guards are wearing secure clothing (standard night watchman uniforms) and are armed with a stun baton (10S Stun) and an Ares Predator heavy pistol (9M) with normal ammo.

Mitsuhamas Worker (2)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	3	4	3	3	3	3	1d6	0 / 0

Pro Rating: 1

Karma Pool: 1

Combat Pool: 4 (Dodge only)

Non combatant, no relevant skills

Mitsuhamas Technician (6)

B	Q	S	I	W	C	R	Init	Ball / Imp
3	3	3	5	4	3	3	1d6	0 / 0

Pro Rating: 1

Karma Pool: 1

Combat Pool: 6 (Dodge only)

Non combatant, no relevant skills

Mitsuhamas Security Specialist (1)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	5	4	6	5	4	7	2d6	5 / 3

Pro Rating: 4

Karma Pool: 2

Combat Pool: 8

Magic: 6

Pistols: 4 / Brawling: 5 / Club: 6

The security chief is wearing an armored vest with plates. He carries a stun baton (10S Stun) and an Ares Predator with normal ammo (9M). He is also a physical adept with Increased Reflexes 1, Astral Perception, Hearing Damper, Hearing Filter (immune to Barghest howl), and Pain Resistance 3.

Barghest (1)

B	Q	S	I	W	C	R	Init	Essence
5	4x4	4	2/4	2	-	4	2d6	3

Pro Rating: 2

Karma Pool: 2

Combat Pool: 5

Powers: Fear, Paralyzing Howl, Sonar

The barghest has unfortunately become susceptible to the chemicals in the warehouse, thus reducing its Essence and other statistics.

The Opposition (Veteran and Elite Tables)

Mitsuhama Security Guard, Main Warehouse (2)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	6	5	4	4	3	7	2d6	7 / 6

Pro Rating: 4

Karma Pool: 3

Combat Pool: 7

Pistols: 4 / Brawling: 2 / Clubs: 3 / SMG: 8

Bio/Cyberware: Smartlink, Wired Reflexes 1

The guards are wearing light security armor and helmets with enviroseals (Chemical Sealant Rating 2) and commlinks (Rating 4). The helmets also can be fully sealed to provide one hour of breathable air, and also provide protection from the barghest howl and other sonic attacks. They are armed with a stun baton (10S Stun) and an Ares Predator II heavy pistol, caseless variant (9M) with normal ammo.

Mitsuhama Worker (2)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	3	4	3	3	3	3	1d6	0 / 0

Pro Rating: 1

Karma Pool: 1

Combat Pool: 4 (Dodge only)

Non combatant, no relevant skills

Mitsuhama Technician (6)

B	Q	S	I	W	C	R	Init	Ball / Imp
3	3	3	5	4	3	3	1d6	0 / 0

Pro Rating: 1

Karma Pool: 1

Combat Pool: 6 (Dodge only)

Non combatant, no relevant skills

Mitsuhama Security Guard, Inner Warehouse (2)

B	Q	S	I	W	C	R	Init	Ball / Imp
4	6	5	4	4	3	7	2d6	7 / 6

Pro Rating: 4

Karma Pool: 3

Combat Pool: 7

Pistols: 4 / Brawling: 2 / Clubs: 3 / SMG: 8

Bio/Cyberware: Smartlink, Wired Reflexes 1

The guards are wearing light security armor and helmets with enviroseals (Chemical Sealant Rating 2) and commlinks (Rating 4). The helmets also can be fully sealed to provide one hour of breathable air, and also provide protection from the barghest howl and other sonic attacks. They are armed with a stun baton (10S Stun), HK227 smartlink and caseless variant (Recoil Comp 3) (5M Stun) with Gel rounds, and an Ares Predator II heavy pistol caseless variant (7M Stun) with Gel ammo.

Mitsuhaman Security Specialist (1)

B	Q	S	I	W	C	R	Init
4	5	8	6	5	4	9	3d6

Pro Rating: 4

Karma Pool: Table Average

Combat Pool: 8

Magic: 10 (Initiate 4: Masked as normal Adept and covers staff)

Pistols: 4 / Brawling: 5 / Staff: 8

The security chief is wearing a fine silk Italian suit (non armored). He carries a telescoping staff (Rating 2 weapon focus) (Reach 2) (+2M Stun)

He is also a physical adept with Increased Reflexes 2, Astral Perception, Hearing Damper, Hearing Filter (immune to Barghest howl), Improved Strength 2, Quick Draw, Temperature Tolerance 2, and Pain Resistance 3.

In addition, he is a Yakuza of the highest battle rank and bears quickened tattoo magic (MITS pg78) for the following spells: Spell Shield (Force 6, 12 successes, 6 karma), Gecko Crawl (Force 4, 4 successes, 4 karma), and Armor (Force 6, 9 successes, 8 karma). These tattoos are readily visible along his forearms and neck area around the collar – they cover 75% of his body. Note that this provides the following protections:

Spells: +6 to all target numbers for spells cast at adept

Armor: Barrier rating of 10. Note that barriers are doubled versus bullets and edged weapons (SR3 pg 124). If the barrier is not defeated, it returns at full rating next combat turn.

Gecko Crawl: Provides movement rate of 40 along walls and ceiling.

Barghest (1)

B	Q	S	I	W	C	R	Init	Essence
8	5x4	5	3/5	5	-	4	2d6	6

Pro Rating: 4

Karma Pool: 2

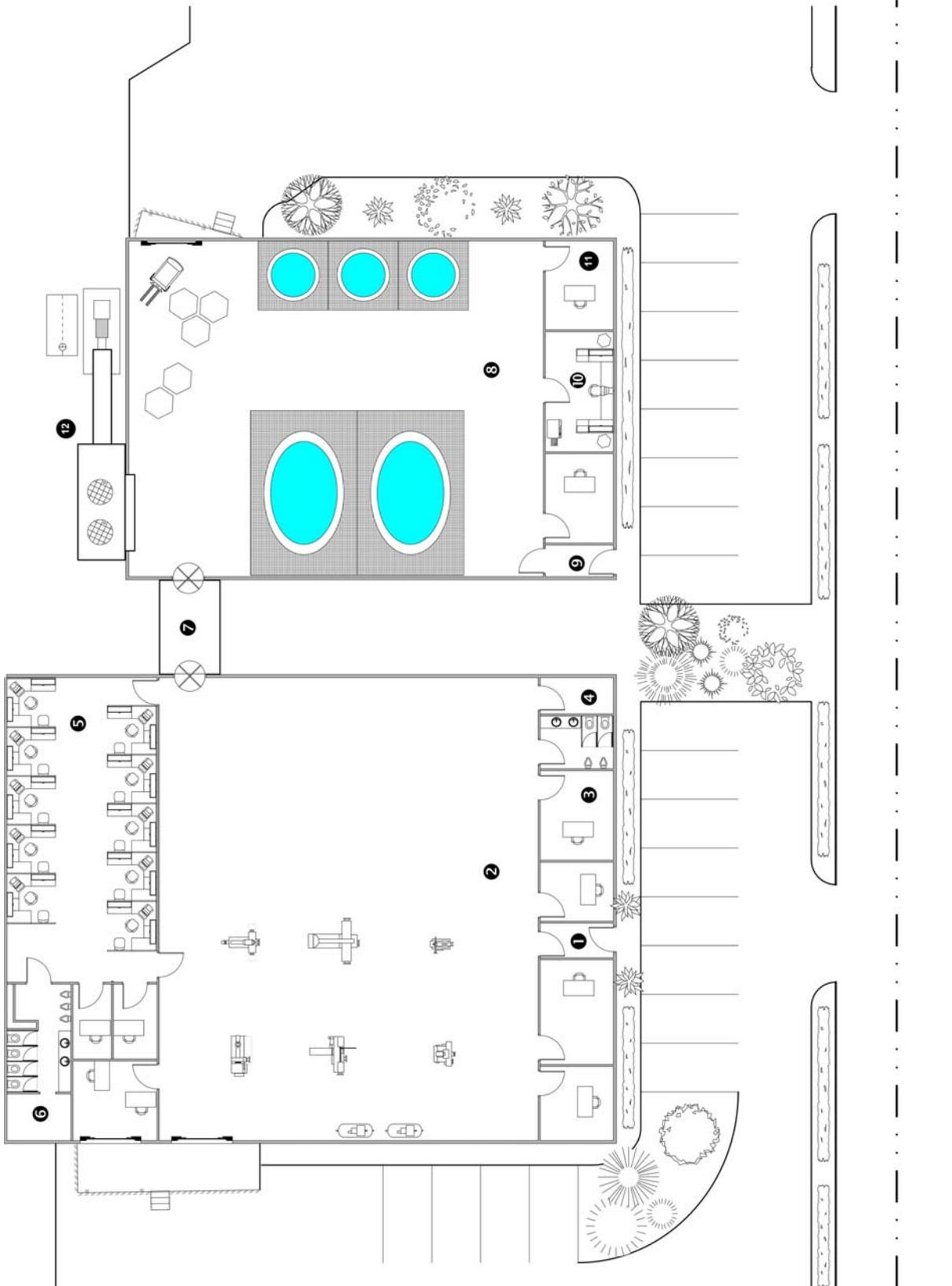
Combat Pool: 6

Powers: Fear, Paralyzing Howl, Sonar

The barghest is highly trained. If it detects any astral presences or spell effects, it will alert its master. It will also use its sonar ability to help its master pinpoint invisible entities. It is fearless and will attack whatever it feels threatens its master.

GM Aid #2

Map of Mitsuhamma Facility



Player Handout #1

Who's Who in The Puyallup Barrens

Restaurant waiter - Dave Phillips

Dave works in the Flamingo Bar & Grill, one of the only greasy spoons in the neighborhood still standing, and barely making a living. Still, it has survived because the cook, Sammy, cooks up some of the best chili in all of Puyallup. Some even drop in from other areas of the city. This is where most outsiders can be found, and Dave has good hearing as he waits on tables.

Bartender - Max Hernandez

Max is struggling to keep his bar (Hell's Bells) open, and luckily some of the goodfellas in the area like to hang out here. He also gets a few suits that drop in now and then, and of course, catches a phrase of useful information now and then.

Delivery man - Peter Walenchek

A truck driver for many years, Pete makes runs all over the Puyallup area. He likes the community feeling of the neighborhood, and tries to help out where possible.

Electrician - Sally Thompson

Sally is one of the success stories of the neighborhood. She avoided the gangs growing up and was able to work her way through technical school. Sally is a good woman and an example to everyone in the community that there is hope. She has been getting a lot of good paying jobs lately.

Construction worker - Tim Reynolds

Tim is currently out of work, but he picks up jobs from time to time. The last job he had was over a month ago though, and money is getting tight.

Teamster - Sam Parker

Sam is a troll and currently out of work teamster. His last job was helping a repossession company retrieve some equipment from one of the failing warehouse companies here in the Barrens, and that was four months ago. He's been able to survive by doing odd jobs around the neighborhood that use his strong back.

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Ron is an ex corporate bodyguard. He moved to the neighborhood to find himself, and to escape from the oppressive nature of the corporate lifestyle. He has trained many of his neighbors in martial arts (Aikido) and is seen as one of the wiser of the neighborhood's members.

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Squatter - Cindy Taylor

Cindy has been hitting the bottle a little hard lately. She has not dealt well with her new position in life, and doesn't seem to care about fixing it.

Washed-up Mage - David McWherton

David is an ex-corporate mage, and after taking too many heavy wounds and losing some of his magic, he found himself here in the Barrens. He tries to climb into a bottle every now and then to escape reality, but every once in a while he is lucid enough to help those that desire to learn more about magic.

Chief ("tribal chieftain") - Marcus Lu

Marcus was elected chief about a year and a half ago. He has been trying to improve the neighborhood and keep out the Black Rains and other bad influences. It is because of Marcus' efforts that your team has gotten the equipment and support you currently possess, in an effort to better protect the tribe. He is very charismatic, and interested in the success of your team.

Other Friendly Acquaintances**Mafia Soldier - Brad Summers**

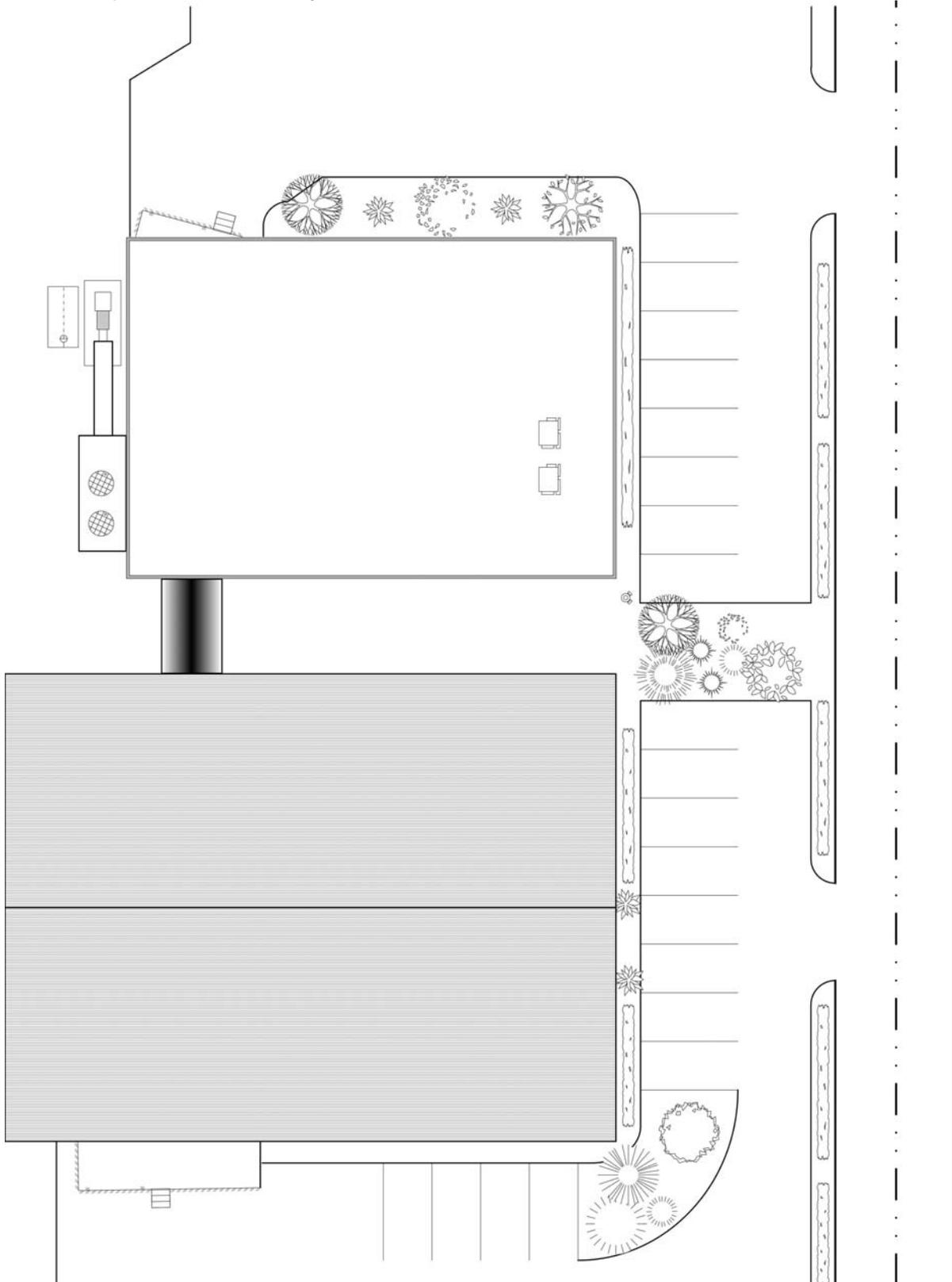
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Reality Hackers gang member - Vinnie "The Wolf" Markovich

Vinnie is one of the primary scouts for the Reality Hackers. As such, he often makes forays into the neighborhood and over through to Black Rains territory.

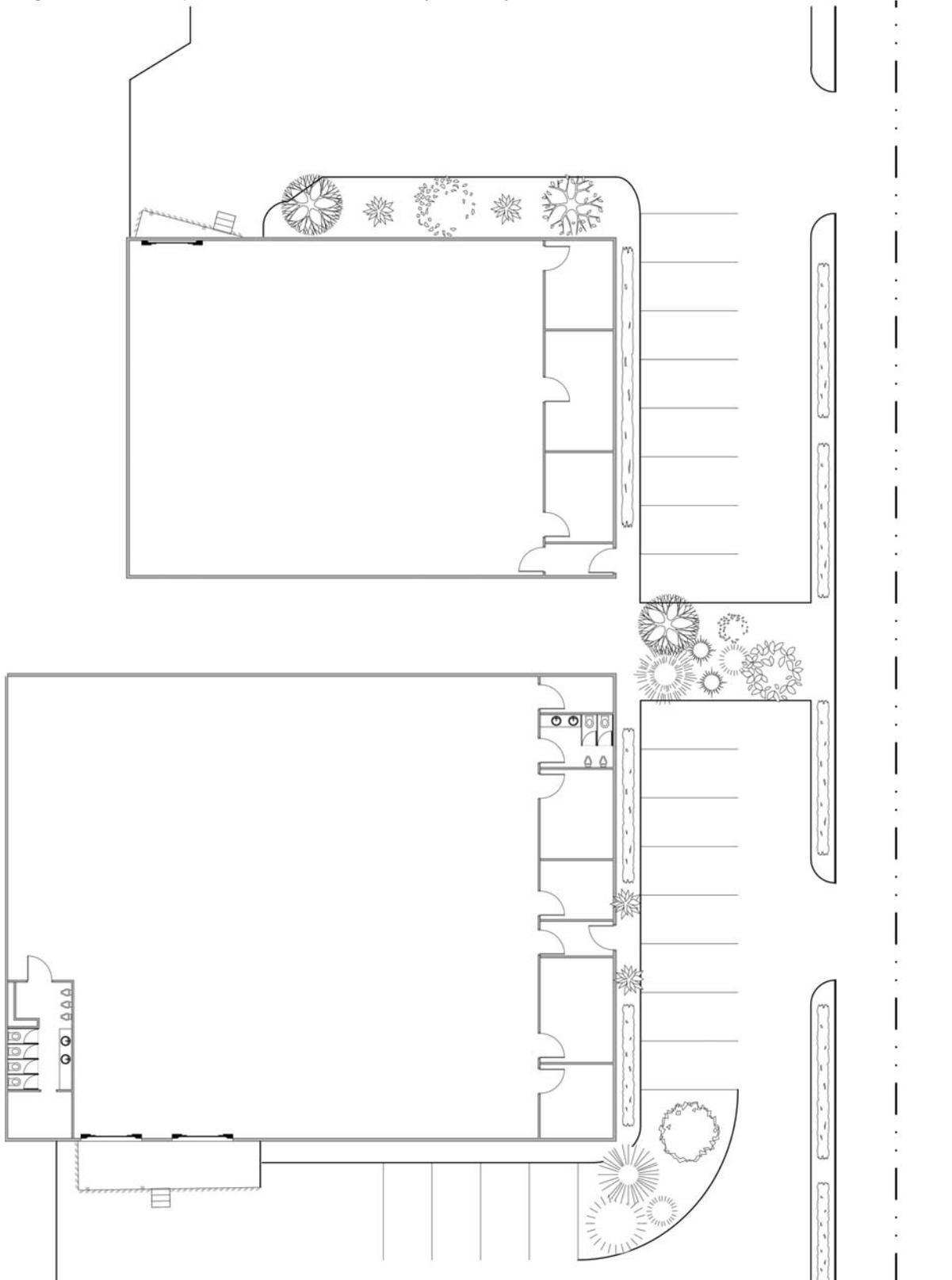
Player Handout #2

Exterior map of Mitsuhamama facility



Player Handout #3

Original interior maps of warehouses currently used by Mitsuham



Player Handout #4

Updated map according to eyewitness reports

