

Become the Hunted

(King Cobra #1)

A 1-Round Shadowrun: Virtual Seattle 3.0 Scenario
VS03-SA03

by Carl Buehler

Someone has convinced elements of the UCAS military that the best way to combat freelance shadowrunners is with their peers. It's your job to show Major Black and Staff Sergeant Sunday what you can do in a series of military exercises. No need to worry chummer, the military promises not to play rough even though medevac has been promised.

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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 earned Karma of all players at the table. Divide this number by 10, and then divide again by the total number of characters to determine the average "Threat Rating" for the scenario. Always round up.

Example:

Player character 1 has a total karma of 27, PC 2 has 22, PC 3 has 15, and PC 4 is new with 0 points.

$$PC1+PC2+PC3+PC4 = 64$$

$$64/10 = 7$$

$$TR = 7/4 = 2$$

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:

	TR
Green	1-5
Streetwise	6-16
Veteran	17-26
Elite	27+

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!

Spirits

Mages may keep any conjured elementals or watchers from one scenario to the next. Before each scenario hermetic mages may also preconjure a number of elementals up to their normal limit based on Charisma. If they have any elementals left

over from a previous scenario, they must either dismiss the unwanted ones or reduce the number of new elementals accordingly so that the maximum number (Charisma) is not violated. Preconjured elementals may not exceed half the mage's Charisma (rounded down) in Force rating. Thus, a mage with a Charisma of 6 may pre-conjure elementals of Force 3 or less at the standard costs. No drain rolls need to be made for such conjuring, but the Conjuring roll must still be made in order to determine the number of services, as normal.

Watcher spirits may not be preconjured in this manner, however they can be conjured normally during the scenario and kept from one scenario to the next if the watcher is still around, after the required Karma and/or nuyen is spent.

7. "Debriefed" – The PCs are debriefed by Major Black.

Game masters who have access to the "New Seattle" sourcebook (7216) should read up on Fort Lewis and the Urban Combat Simulator. It will also be helpful to draw out the floor plan of an urban neighborhood and building (preferably corporate) that you are familiar with for use as the location for the training exercises.

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.

Adventure Summary and Background

Someone has convinced elements of the UCAS military that the best way to combat freelance shadowrunners is with their peers. Major Black, Staff Sergeant Sunday, and Corporal Holiday of the UCAS Special Forces Command (SFC) have been assigned to create a series of military exercises to test the capabilities of the runners. If Major Black is impressed, the SFC plans to form a 5th column organization comprised of "reliable" runners. If things go poorly, no one will miss a few unreliable runners.

The scenario flows as follows:

1. "Recruited" – The PCs are informed of the opportunity to work with the UCAS Special Forces Command (SFC)
2. "Briefed" – The PCs meet the UCAS SFC staff they will be working with and are briefed on the military exercises they are participating in.
3. "Exercise 1: Low Threat Infiltration" – The PCs infiltrate the training installation which is guarded by UCAS SFC troops.
4. "Exercise 2: Guard Duty" – The PCs guard the training installation from various threats.
5. "Exercise 3: Assault!" – The PCs assault the training installation using non-lethal weaponry.
6. "Escape and Evasion" – The PCs have to make their way back to the shadows of Seattle, with a rogue element of the UCAS SFC in hot pursuit.

Introduction

Upon returning to your digs after a late night pounding the pavement in search of the odd nuyen, you notice that you have an email from Claudia on the PEA (Personal Email Assistant) she loaned you. The email reads “5:43am - Ol chummer, it seems that Uncle UCAS has need of some unconventional training forces. If you’ve ever considered enlisting, this is your chance to see how the boys ‘n girls with the expensive toys live and die. Press the reply YES or NO key and you’ll get more text.”

If the PC presses the NO key, they receive this message...

Sorry to trouble you. Guess you’ve got something better to do. Enjoy your time off.

If the PC presses the YES key, they receive this message...

Swing by the lair today at 6pm. Traffic on the Five is a mess because the Halloweeners are hosing with the bus system to inconvenience the corp wage slaves. Take a cab if you have to.

PCs who take the bus will be scanned as follows:

- Green – Bored rent-a-cop does a cursory check and lets the runner pass unless they are carrying a weapon with a Concealment rating < 3.
- Streetwise & Veteran – Attentive rent-a-cop does a thorough check but lets the runner pass unless they are carrying a weapon with a Concealment rating of < 4.
- Elite – These people should know better. A paranoid Lone Star cop does an excessively thorough check and finds any weapons with a concealment rating of < 5.

If a PC is caught with illegal weapons...

- Heavy weapons (rifles, explosives, polearms, combat axes, etc.) that are found are confiscated.
- A bribe of 50 nuyen for Green, 250 nuyen for Streetwise & Veterans, or 500 nuyen for Elites must be paid for each confiscated weapon. This bribe can be reduced by 10% per Negotiation success against a target number of 4 for Beginners, 5 for Streetwise & Veterans, or 6 for Elites.
- Anyone who fails to bribe their way out of trouble or attempts violence will be taken in by Lone Star (it’s inevitable so don’t bother to role play it out). Claudia will pull strings to get the

PC out of the slammer but it will cost them half their payment for the mission and half their Karma award (round down).

- *Bribes are only required from PCs who are caught. PCs who are not caught with weapons and who take a “clearly non-aggressive stance” in regards to any ensuing troubles will be immediately released to continue the run.*

Scene One

“Recruited”

When all the PCs are gathered at the Tyger's Lair, Claudia will lay the following on them...

Hope you didn’t have any trouble getting here today. [Give a “meaningful look” to anyone who did.] ***I’ve got an odd run for you this time round.***

Seems that the Mil boys got it in their heads that runners might be able to help them deal with other runners that play in Fort Lewis or other sensitive military turf. Apparently the SpecWar types aren’t used to dealing with hit ‘n run attacks short of all out war.

If you’re up for a bit of time in the field, a SpecWar Major by the name of Black is looking to use some runners for five days to implement a number of training exercises. He’s offering the nuyen up front with the possibility of future employment and “toys”. [Make “toys” sound interesting] ***Meet Major Black’s NCO, Staff Sergeant Sunday, tomorrow night at 2045, that’s 8:45 for the rest of us, in the “Sound Off Club” just outside Fort Lewis. The Major says that you won’t have any trouble spotting Sunday and that you definitely should not be caught bearing arms. Your password is “King Cobra”.***

Best I can tell, Black and Sunday are on the up and up but be careful. Military justice isn’t a pretty thing and General Colloton won’t hesitate to dispose of any deniable assets if she has to.

If asked “where’s the nuyen?” Claudia offers EACH of the runners a certified credstick for (Green 5K/Street 10K/Vet 15K/Elite 20K) and indicates that any further payments will be processed through her as well. If the PCs don’t ask for payment in advance, Claudia will provide them with a single credstick for their full payment at the conclusion of the run.

Claudia has said her piece and doesn’t have more to say to veteran and elite runners. Beginners will be reminded to do some legwork on Fort Lewis

in advance and to check with any contacts that might be able to tell them more about Major Black and Staff Sergeant Sunday.

Scene Two “Briefed”

The PCs can easily locate the “Sound Off Club” by checking the business directory on their pocket secretary, asking for directions at a gas station, or similar means. When the PCs reach the location, give them the following description...

The “Sound Off Club” is a short, squat, one story, plascrete building. Its hemoglobin red door and window trimming make this otherwise drab khaki building stand out. A brightly backlit LCD sign shows a soldier blowing reveille on a bugle.

Upon entering the club the PCs note the following...

Entering the “Sound Off Club”, the bitter scent of spilled soy beer assails your nostrils as you hear the hard drinking antics of NCOs blowing off steam after a long day. Scanning the scene, you see a bar along the length of the far wall and a dozen or so tables crowded by rowdy drink swilling soldiers. Within seconds you note a supermodel in uniform – what’s even stranger is that she’s standing all alone!

The “supermodel” is Staff Sergeant Sunday who spends her reenlistment bonuses on elective surgery that makes her a head turner. She’s keeping the usual crowd at arm’s length waiting for the PCs to arrive so she can take them to see Major Black in the plain looking admin building on base. Allow the PCs a few minutes to interact with Sunday and her admirers.

PCs who attempt to determine if they are being watched may make a Perception (9) test to get “a feeling that you are being watched”. Two successes allow the PC to notice that the person watching them has an “ORCA Team Patch” (see legwork).

There isn’t time for a bar fight so have Sunday steer the PCs away from one.

When Sunday hustles the PCs out the door and across the street, read the following...

Staff Sergeant Sunday hustles you out of the “Sound Off Club” and across the street to a

covered deuce and a half truck with Fort Lewis markings. Gesturing for you to climb in the back, Sunday heads for the driver’s door. She pauses at the door long enough to bark, “The major doesn’t want any eyebrows raised when we head into base. Put on the construction overalls you’ll find in back and if anyone asks, you’re on base to help with the renovation of the Urban Combat Simulator.”

Getting on base shouldn’t be an issue given the paperwork Sunday has for escorting night shift construction workers. That is unless any of the PCs brought something they shouldn’t have or say something indiscrete.

PCs that enter Fort Lewis will be scanned as follows:

- Green – Bored soldiers do a cursory check and let the runner pass unless they are carrying a weapon with a Concealment rating < 5.
- Streetwise & Veteran – Attentive soldiers do a thorough check but let the runner pass unless they are carrying a weapon with a Concealment rating of < 6.
- Elite – These people should know better. Paranoid soldiers do an excessively thorough check and find any weapons with a Concealment rating of < 7.

If a PC is caught with illegal weapons...

- Heavy weapons (rifles, explosives, polearms, combat axes, etc.) that are found are confiscated.
- A bribe of 500 nuyen for Green, 2,500 nuyen for Streetwise & Veterans, or 5,000 nuyen for Elites must be paid for each confiscated weapon. This bribe can be reduced by 10% per Negotiation success against a target number of 4 for Green, 5 for Streetwise & Veterans, or 6 for Elites.
- Anyone who fails to pay the bribe will be taken in to spend the rest of the module in the base stockade (no nuyen and no karma will be awarded to these PCs). Anyone who attempts violence will be taken away in a body bag.
- *Bribes are only required from PCs who are caught. PCs who are not caught with weapons and who take a “clearly non-aggressive stance” in regards to any ensuing troubles will be taken into custody for 1d6x10 minutes and released to continue the run.*

Having dealt with base security, Sunday drives for a few minutes before parking behind a nondescript administrative building. She scans the area briefly before opening the flap at the rear of the truck and hustling you into the building and down a number of hallways. The place appears to be deserted until you arrive in a secluded office where a battle worn middle aged man with a major's insignia is busy typing on a terminal.

As Staff Sergeant Sunday snaps to attention and salutes, the man's intense blue eyes look up from the terminal and he says, "At ease Sunday. I'm sure our 'new recruits' aren't too troubled by the niceties of military etiquette." Sunday replies, "Yes Sir!"

You see the name "Black" on the front of the Major's uniform as he stands and offers his hand and introduces himself. "I'm Major Black of the UCAS Special Forces Command here in Fort Lewis. Or, as we like to call it, the UCAS Specific' or just 'Specific' for short. Sunday here is my gal Friday and not someone to be trifled with unless you want to be dismembered by wire." [Pause for a moment to allow the PCs to introduce themselves. If they don't offer, the Major will ask them who the heck they are and what their skills are.] After introductions, Black will explain the hook for this run.

"Welcome to the King Cobra provisional mission command center. Over the next few days Sunday and I will be evaluating how you deal with a number of training missions to determine if runners are a useful tool for us here at Fort Lewis. Do well and we'll likely have more work for you. This is a black bag mission so you'll maintain operational security or face 'expedited military justice'. Any questions? Good, I thought not." The major turns to the sergeant and instructs her to implement training mission 1. With a quick, "Yessir." Sunday shows you the door.

Scene Three

"Exercise 1: Low Threat Infiltration"

Staff Sergeant Sunday ushers you into a large, sparsely furnished office down the hall from Major Black's office. "Take a load off and lose the construction overalls. It's time for the

training exercise 1 briefing, infiltrating a designated building in the Urban Combat Simulator. For those of you new to Fort Lewis, the Urban Combat Simulator, I'll call it the UCS from now on, is a recreation of Seattle's downtown minus the Needle, the Pyramid, the Arcology, etc. We use it for counter terrorist ops, SWAT training, etc. In any event, it's going to be the locale for your little 'vacation' here with the Specific." Sunday then pulls out a hand drawn map, sets it on the one table in the room, and points to a building in the middle of a three block area marked with a yellow highlighter. "The Major has arranged for a three block section of the UCS to undergo 'renovations'. Your objective is in the center of this area. You are to infiltrate this building and take up residence without drawing undue attention to yourselves. The Major wants to see how well you creep and peek. Any violence will be viewed as failure in this exercise. Questions?"

Based on the skills of your runner team, assign them one of the following mission profiles and role play...

- Green teams are expected to sneak in under cover of night with little in the way of guards.
- Streetwise & Veteran teams are expected to sneak in under cover of night but have to deal with a number of guards with thermographic goggles.
- Elite teams get to spend the night in the room they're in now and then bluff or sneak their way in. If they don't have the appropriate skills on paper, make them role play their way through this encounter.

The point of this encounter is to challenge the stealth and/or bluff skills of the PCs. There is absolutely no physical threat to the PCs unless a PC initiates violence. If violence is initiated then Major Black aborts the exercise and Military Police escort the offending PC(s) to the stockade to spend the night before releasing them the next day for Exercise 2.

>>> No foes are specified for this encounter so you will need to improvise. The results of this encounter should be based on role play and skills rather than dice and target numbers. <<<

Scene Four

“Exercise 2: Guard Duty”

Major Black begins the briefing for Exercise 2 by commenting on the team's performance in Exercise 1. Take the opportunity to provide helpful feedback to the runner team, particularly if there are one or more beginners. Sunday may well take a “newbie” under her wing a bit and single them out for additional role play opportunity. At the completion of the Major's comments, Sunday will begin the briefing for Exercise 2.

“Today's exercise is to defend your new home from intruders. Corporal Anixler will issue sensor jump suits and training weapons upon completion of this briefing. Are you with me so far?” [Pause for an affirmation from the PCs.] ***“OK then. The forces that you encounter today have been selected to represent runners of your level of experience. They may be more or less subtle than you but the point of the exercise is to cause their sensor suits to change from their base color of grey, green, or black to red. When anyone's sensor suit changes to red, they are expected to sit down in place and wait quietly for the exercise to conclude. Violating this rule will reflect poorly on the team's performance. There will be no physical contact in this exercise except with the simulated weapons provided. That's it. Draw your gear and get ready for action.”***

The PCs are sent into the next room where a “spit and polish” corporal issues them each the following gear...

1. A micro transceiver.
2. An Ares Predator II training model (fires blanks and a light beam that triggers sensor suits).
3. A green sensor suit.
4. A training stun baton or stun glove that cannot inflict more than light stun as it triggers a sensor suit.
5. A bottle of water.
6. One military ration pack. SoyChik, SoyBeefe, SoyPorke, and SoyFishe flavors are available.

After drawing their gear, Staff Sergeant Sunday will accompany the PCs as they plan and implement their defense. The opposing force will show up on the scene 27.5 minutes after the PCs start planning

so they had best be ready. The opponents for the PCs are...

- Green – Use two “regular soldiers” per ‘combat intensive’ PC and one “regular soldier” per ‘standard’ character. Anyone with physical reflex enhancement (not rigging or decking), magic or tech, should generally be considered ‘combat intensive’ PCs.
- Streetwise & Veterans – Use two “veteran soldiers” per ‘combat intensive’ PC and one “veteran soldier” per ‘standard’ character. Anyone with physical reflex enhancement (not rigging or decking), magic or tech, should generally be considered ‘combat intensive’ PCs.
- Elite – Use two “elite soldiers” per ‘combat intensive’ PC and one “elite soldier” per ‘standard’ character. Anyone with physical reflex enhancement (not rigging or decking), magic or tech, should generally be considered ‘combat intensive’ PCs.

If you have a mixed group of Green, Streetwise, Veteran, and Elite runners it's perfectly acceptable to mix and match troop composition in this encounter to suitably challenge them.

If a PC inflicts physical damage on an opponent in this exercise, they get to spend the night in the stockade. “Expedited military justice” will be applied to any PC who kills a soldier.

Scene Five

“Exercise 3: Assault!”

This scene is the flip side of “Exercise 2: Guard Duty” with the added twist of different equipment and rules of engagement. The real catch is that a rogue element of the SpecWar community at Fort Lewis plans to “permanently neutralize” the runner's ability to poach on their action. At a dramatically appropriate time, or as soon as you need to if you're running out of play time, transition from Scene Five to Scene Six.

Sunday rousts you out of your bunks at 0400 hours (4am for civvies), gives you 10 minutes to get your act together, then marches you out of the building and around the block. Waiting for you in a small grass park is Corporal Anixler with an array of tasers, stun batons, and stun gloves on a blanket.

“Good morning. Welcome to exercise number 3 that I’m going to call ‘Assault for Breakfast’. While we get equipped here, a number of Specific troops are moving into our building and we need to take it back if we want breakfast. The rules of engagement today are a bit less stringent than yesterday. You are to stun opponents into unconsciousness. Incidental minor physical injuries are acceptable. Major Black has been ordered back to Specific HQ this morning so it’s just you and me. I hear that we’ve got real ham and eggs on the menu this morning and I’m mighty hungry. Let’s show the OpFor boys that we’re real operators.”

Corporal Anixler issues each PC the following equipment...

1. A micro transceiver.
2. An armor jacket (5/3)
3. A military “Doc Wagon”-type wrist monitor.
4. A taser with 24 capacitor darts.
5. Stun baton.
6. A bottle of water.

The PCs are expected to avoid seriously injuring the opposing forces in this exercise. Once the transition is made to Scene Six, the rules of engagement are null and void. PCs that cause serious injuries prior to Scene Six will be subject to “Expedited Military Justice”.

Scene Six

“Escape and Evasion”

If/when Staff Sergeant Sunday goes unconscious in Scene Five from stun damage, Scene Six will be triggered. If all the opponents in Scene Five are defeated and Sunday is still standing, a narcojet rifle projectile will take her down. At that point, the ORCA pod will begin its play to exterminate the shadow roaches (the way they see it).

Staff Sergeant Sunday is down. As you momentarily consider the ramifications of losing Sunday, you hear the distinctive ‘crack’ of live fire and the ‘buzz’ of bullets around you. Sunday’s body convulses as it takes a stray round. Looks like you’re in a free fire zone and the fire is definitely not friendly.

The PCs get karma for making sure that Staff Sergeant Sunday lives. They have one combat turn to drag her to cover and stabilize her deadly wound or they lose the point of karma. Note: clever PCs will find a trauma patch in the hilt of Sunday’s survival knife.

The composition of the Operational Recon Cyber Assets (ORCA) pod (a crack cyber-Navy SEAL team with magical support) will depend on the composition of the runner team as follows. For each conscious mage the PCs have, the ORCA team has a mage. For each conscious samurai, the ORCA team has a samurai. This holds true for each archetype listed in the “Appendix: ORCA Team”. Play balance in this encounter depends on you to “throttle” how hard you press the PCs.

If the PCs choose to fight rather than run, there’s a good chance people are going to die. Tactically, the PCs have little to gain by killing.

- Green – The ORCA pod doesn’t consider beginning runners worthy opponents so they’ll try to scare them off with near miss shots, etc. rather than kill them. If a member of the ORCA pod is injured, playtime is over and the PCs should say their prayers. Cunning PCs will figure out that the ORCA team isn’t going to kill them and make their way to safety.
- Streetwise & Veterans – The ORCA pod is serious about taking out a PC as an example but knows that Major Black has sprung himself from Specific HQ and is on his way back to monitor the exercise. This means they can’t open up with the heavy stuff and still have any hope to police the area for shell casings, etc. before Major Black arrives on scene. Additionally, the ORCA pod will begin to pull back the combat turn after they inflict their first casualty. If the PCs choose to pursue, the ORCA pod will fight to the death. If the PCs let the ORCA pod go, they fade into the Urban Combat Simulator.
- Elite – The ORCA pod knows that they have all the time in the world as their commanding officer has Major Black tied up indefinitely. This means the gloves are off as there will be time to police the area for shell casings, etc.

IMPORTANT: Any PC who takes physical damage beyond a Moderate wound will trigger a response from the Fort Lewis Emergency Medical Team. Sunday won’t trigger this response because she has been ordered not to wear one due to her status as a research subject (see the write-up on Staff

Sergeant Sunday in the Cast of Characters). Response times for the EMT are:

- **Moderate Wound = 15 minutes.**
- **Serious Wound = 10 minutes**
- **Deadly Wound = 5 minutes**

If a PC kills an ORCA pod member, the remaining pod members will do all they can to make sure that the killer PC "isn't treatable" when the EMT arrives.

Short of that the "Military 'Doc Wagon' wrist monitor" will expose the PC to the equivalent of a trauma patch. The slightly weakened chemical composition and amounts of drugs present in the dose ensure that Awakened characters do not have to roll for magic loss as with a normal trauma patch.

It simply stabilizes them long enough for the medevac team to arrive.

Scene Seven "Debriefed"

It's impossible to say where the runner team will scatter after Scene Six so it's important for you to pull them together. The simplest mechanism is for Claudia to track them down on Major Black's behalf given his promise of an additional 5,000 nuyen a piece for the runners if they agree to be debriefed in a neutral location. Claudia recommends Club Penumbra and suggests to any beginning runners that they hit Major Black up for the tab in addition to their additional funds.

If/when Major Black meets the PCs to debrief them, read the following.

"I want you to know that Sunday and I had no idea that a rogue ORCA pod intended to dissuade you from the King Cobra mission. Operational security doesn't allow me to tell you that their next of kin will be notified of a training accident shortly. Rogue killers aren't an option in the SpecWar community as, I suspect, they are not tolerated in the shadows. We take care of our own."

[Give the PCs a chance to reply.]

"I have a few more pieces of business to conclude with you. First, I need you to return any military equipment you obtained in Fort Lewis. I have an inventory of 'unaccounted items' but need to know that I can count on you to do the right thing. I've given Claudia shipping instructions."

[Pause and ask the PCs what they intend to return.]

"Next I'm happy to report that Sunday pulled through. She's not taking visitors now but I'm sure you'll see her again if the King Cobra mission goes fully operational. Any thoughts on that?"

[Give the PCs an opportunity to voice their opinion on the King Cobra concept.]

Major Black heads to the door, then pauses. "It's time for me to head back to base. Good luck and I'll look for you if King Cobra makes the cut." He nods to you and exits.

If the teams expressed a compelling argument for or against the King Cobra mission, Major Black's recommendation will reflect the PCs' communal opinion. Of course if they convince Major Black to go ahead with King Cobra, there is more nuyen to be earned another day. Hopefully they will think of this. In the absence of PC input, you need to decide based on Major Black's assessment of the PC's performance balanced against the disruption of military morale, whether he recommends that the King Cobra mission goes forward and the PCs get the point of karma for his recommendation.

Picking Up The Pieces

There are a number of items for you to attend to:

1. Any characters subjected to "Expedited Military Justice" simply disappear – no body is recovered.
2. Any PCs who keep any military equipment that they "acquired" in Fort Lewis are subject to the Theft rules in the Acquisitions Summary section of this document.
3. Claudia pays the PCs any outstanding balance they are owed by Major Black.
4. Tally up the karma award for the PCs being sure to account for any penalties they may have accrued by carrying unauthorized weaponry on the bus or into Fort Lewis.
5. There is a chance that Sunday will take a romantic interest in a PC if there was significant role play between her and the PC and the PC sends her flowers, visits, etc. while she's in the base infirmary. Have each player of a PC who meets this criteria roll a d6 and add it to their character's Charisma. The PC with the highest total

gets Staff Sergeant Sunday as a Level 1 Contact.

6. If the missions were carried out successfully and with professional means, any Elite characters will be delivered a personalized invitation from Major Black to join his unit – he will handle any and all paperwork to get them into the UCAS military and transferred to a Special Operations unit.

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
1. Scenes Three & Four: Major Black considers exercises 1&2 successful	1
2. Scene Six: Dragged Sunday to cover and treated her deadly wound.	1
3. Major Black recommends that the King Cobra mission transition from provisional to operational status	1
Total Karma for objectives	0-3 Karma
Discretionary roleplaying award	0-3 Karma
Total possible Karma	6

Note that members of some meta-organizations must take one less karma than awarded.

Acquisitions Summary

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

1. The item must be non-magical and specifically listed in the text of the scenario, to include GM and player handouts (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 20% of book value, or recorded on a log sheet.
2. Normal or paranormal animals, followers, contacts, gangs, and so forth may not be kept from a scenario for any reason unless the Acquisitions List below lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be carried on beyond the scope of the scenario unless the GM feels that the situation is warranted. In this case, the GM may indicate the contact gained through role playing on the mission log sheet and sign as normal. Contacts must be specifically defined by level, name, and affiliation. Only Level 1 Contacts may be gained in this manner – contacts cannot be raised above Level 1 during normal scenario play unless specified in the scenario.
3. Unnecessary theft is against the law and professional code of Shadowrunners. Random acts of theft which do not fit the mission profile should be discouraged. For such cases, 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 (probably) not ever have a certificate issued for it. Such items, however, should be noted on the character's mission log sheet for that scenario and signed by the GM.

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. 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

- Depending on Table Level (not Character)
 - Green Tables: 5,000 nuyen each
 - Streetwise: 10,000 nuyen each
 - Veteran: 15,000 nuyen each
 - Elite: 20,000 nuyen each

Scene Seven

- 5,000 nuyen each (regardless of level)
- There is a chance that Sunday will take a romantic interest in a PC. Please see the notes in *Picking Up The Pieces* for more information.

Legwork

Legwork requires appropriate contacts and etiquette skill rolls with a base target of 4. Given the military nature of the Legwork in this module, UCAS military contacts will be particularly useful and street contacts will be generally less useful. To reflect this, apply the following target modifiers to etiquette skill rolls. Generating multiple successes gains the information for all lower results on the table as well.

- Using a UCAS military contact: -1 to target number
- Using any other military or quasi-military contact: no modifiers
- Using a contact with no military connections: +1 to target number

Major Black

- 1 success - *"I think I've heard the name before."*
- 2 successes - *"Don't know the guy but I hear he's stationed at Fort Lewis."*
- 3 successes - *"He's UCAS military stationed at Fort Lewis. Supposed to be a real operator."*
- 4 successes - *"He's got unusual connections both on and off the base."*
- 5 successes - *"I've also heard that he's a mage – hermetic blend..."*
- 6+ successes - *"He's also a 'spook' – worked for a long time in military intelligence."*

Staff Sergeant Sunday

- 1 success - *"I think I've heard the name before."*
- 2 successes - *"I hear she's a real looker."*
- 3 successes - *"She's a stunningly attractive NCO who operates with Major Black."*
- 4 successes - *"I hear that she's tough in a fight. Mano a mano or in vehicles."*
- 5 successes - *"I hear she's a samurai/rigger in the Special Forces."*
- 6+ successes - *"I've also heard tell that she visits the Ork underground from time to time."*

General Colloton

- 1 success - *"I think I've heard the name before."*
- 2 successes - *"She's the base commander of Fort Lewis."*
- 3 successes - *"She's just been transferred in from the east coast. The "one star" was given control of the Joint Task Force Seattle after the Renraku incident."*
- 4+ successes - *"She's the new base commander of Fort Lewis and a real hardcase. She really put Colonel O'Neil and his Metroplex Guards in their places."*

Urban Combat Simulator

- 1 success - *"I think I've heard the name before."*
- 2 successes - *"It's a military training area in Fort Lewis."*
- 3 successes - *"It's a mockup of downtown Seattle in Fort Lewis that's used for military training."*
- 4 successes - *"Of course it doesn't have a Space Needle, Pyramid, or Arcology."*
- 5 successes - *"I hear that Lone Star, Knight Errant, and those types also train there."*
- 6+ successes - *"I've also heard that portions of the UCS are being renovated all the time. It's the only way they can keep the place 'true to life'."*

King Cobra

- 1-2 success - ***“Never heard of it.”***
- 3-4 successes - ***“Isn’t that a snake that eats cobras?”***
- 5 successes - ***“I hear there’s a new black op mission by that name.”***
- 6+ successes - ***“An operator named Major Black is the CO.”***

ORCA Teams

- 1 success - ***“I think I’ve heard the name before.”***
- 2 successes - ***“Aren’t they Special Forces stationed at Fort Lewis.”***
- 3 successes - ***“Operational Recon Cyber Assets (ORCA). Oh, and they’re called ‘pods’, not teams ‘cause of their name sakes.”***
- 4 successes - ***“These are crack Navy cyber-commandoes, like the SEAL teams used to be.***
- 5 successes - ***“They come with magical support too.”***
- 6+ successes - ***“These aren’t the most socially balanced people you’re likely to meet and occasionally one goes off the deep end.”***

Cast of Characters

Staff Sergeant Sunday – Rigger/Samurai

S:6 B:6 Q:7 I:4 W:6 C:5 Combat Pool:8 Reaction:11+4d6 Essence: ~0

Notes: Could pass for human even before her cosmetic surgery. Indistinguishable from a human except with a successful Aura Reading (8) or Biotech (12) test. Sunday has been the subject of military cyber, medical, and magical experimentation.

Cyberware: Delta Grade Move by Wire/3 [M&M p.30], Delta Grade Vehicle Control Rig/3 [SR3 p.301], “UCAS Mil Cyber Pkg” [see GM AID #1], and “Black Box”

Active Skills: Unarmed Combat: 6 (Ninjitsu style: 8), Whips: 6, Rifles: 6, Pistols: 6, Biotech: 4, Small Unit Tactics: 4, Gunnery: 6, Gunnery B/R: 2, Cars: 6, Cars B/R: 4, Vector Thrust: 6, Instruction: 4, Leadership: 2, Etiquette: 4, Athletics: 6, Stealth: 6.

Knowledge Skills: UCAS Military: 4, Medical: 4, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, and Fashion: 4.

Equipment: Ares Predator II + 2 clips APDS, Monofilament Whip, and Micro transceiver.

Background: Debbie Anne Sunday was a fashion obsessed middle class teenager until she transformed into an Ork in September of her senior year in high school. Life after goblinization was a series of tough breaks for Sunday culminating in her choice to join the UCAS military to learn to defend herself.

In the military Sunday soon developed a reputation for periodically spending a fistful of yen on cosmetic surgery. When this habit and her racial toughness came to the attention of certain unofficial UCAS military research programs, Sunday was “volunteered” to be the test subject of choice as she already disappeared into shadow clinics while on leave. At present Sunday is a subject in no fewer than a dozen research programs.

Appearance: A body building siren with eyes as blue as the Mediterranean ocean (when it was still blue) and hair as black as an insect shaman’s soul. Her complexion is flawless and her face has been engineered to hold a man’s attention like a moth is drawn to a flame.

Personality: Sunday is adept at playing the role of the tough staff sergeant and enjoys the additional challenges engendered by her exceptional appearance. She dreams of starting a family one day but realizes that the military will never allow her to leave so the shadows may be her only option. At present Sunday is content to pursue her military career despite the unpleasant side affects of her participation in research projects. The King Cobra mission has piqued her interest and is just the opportunity she needs to develop contacts in the shadows, and maybe even find the man of her dreams.

Major Black – Hermetic Mage Initiate Grade 6

S:4 B:4 Q:4 I:6 W:6 C:6 Combat Pool:8 Reaction:5+1d6(5+4d6) Essence: 6
Magic: 10 (Grade 6 Initiate)

Notes: Has accumulated dangerous friends and enemies both inside and outside of the UCAS military.

Metamagic: Invoking, Masking, Quickening, and Shielding. Changed aura twice.

Active Skills: Sorcery: 12, Conjuring: 12, Unarmed Combat: 8 (Ninjitsu-style: 10), Whips: 8, Pistols: 8, Small Unit Tactics: 6, Instruction: 4, Leadership: 5, Etiquette: 4, Athletics: 4, Stealth: 4.

Knowledge Skills: UCAS Military: 6, Magic Theory: 6, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, “Black” Programs: 6, Spirits: 6, Magic in the Military: 6.

Spells: Increase Reflexes +3: 1 (Quickened/Masked), Oxygenate: 1 (Quickened/Masked), Physical Mask: 6, Improved Invisibility: 6, Trid Phantasm: 6, Fashion: 6, Silence: 6, Stealth: 6, Influence: 6, Control Emotion: 6, Levitate: 6, Armor: 6, Healthy Glow: 6, Mind Probe: 6, Combat Sense: 6, Laser: 6, Nova: 6, Stunbolt: 6, Stunball: 6, Manabolt: 6, Manaball: 6, Powerbolt: 6, Powerball: 6, and Heal: 6.

Equipment: Light Security Armor + Helmet (7/6), Ares Squirt II (6D Stun) with Laser sight, Weapon Focus/4 Whip, and Micro transceiver.

Background: Joseph Ali Black is an operator in the realm of military black ops where plausible deniability is a fact of life. He grew up in a wealthy family but attended MIT&T on a merit scholarship. While at MIT&T Black became involved in military research projects related to the origin and nature of spirits. This led to his enlistment in the UCAS military, participation in various “black” magical projects, eventually a career in black ops during which he has collected an impressive list of friends, and enemies whom he does not talk about as a matter of professional courtesy.

Appearance: Black exudes competence. His eyes are dull black like those of a shark, his skin is the color of a real cup of coffee, and his hair is short, black, and tightly curled.

Personality: Black rarely dresses in military garb unless on base and prefers to blend into crowds whenever possible. No doubt this is a result of the caution, some would say paranoia but they would be wrong, that has kept him alive in a business that regularly causes people to be disappeared. Failure is not an option for Black so he always has contingency plans no matter the situation. While he cares for the people in his command, he is a survivor and will take action to preserve himself and his career. At present Black is exploring the possibilities of the shadows of Seattle to see how he can leverage them to further his career and personal ambitions. Not that you could tell this looking at his perpetual poker face.

Corporal Anixler

Corporal William “Bill” Anixler is a secondary character in this module so attributes and skills are not provided for him.

Background: Anixler grew up in a well to do family and was poised to inherit the family arms and munitions business until it was raided by the UCAS Department of Justice. To avoid legal difficulties stemming from the raid, Bill signed on with the UCAS military a couple of years ago.

Appearance: An average looking guy in exceptional physical condition.

Personality: Corporal Anixler wants to join the ORCA teams in the worst way although he is careful not to advertise this fact as the ORCA teams do not take kindly to unwanted interest.

GM AID #1: Soldiers for Exercises 2&3

Regular Soldier

S:4(6) B:4(5) Q:4(5) I:3 W:4(5) C:3 Combat Pool:5(6) Reaction:3+1d6(4+2d6) Essence: 5

Cyberware: Smartlink II and Auto-Injector (1 dose of Kamikaze) [M&M p.31 (p.119)]

Active Skills: Rifle: 4, Clubs: 4, Unarmed Combat: 2 (Brawling: 4), Biotech: 3, Small Unit Tactics: 2, MOS Technical Skill: 3*, Athletics: 3, Stealth: 3. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 3, MOS Knowledge Skill*: 3, UCAS Military Gear: 3, BattleTac: 3, Random Hobby: 3.

Veteran Soldier

S:5 B:5 Q:5 I:4 W:5 C:3 Combat Pool:7 Reaction:6+2d6 Essence: 3

Cyberware: Wired Reflexes/1 and "UCAS Mil Cyber Pkg"#

Active Skills: Rifle: 5, Clubs: 5, Unarmed Combat: 3 (Brawling: 5), Biotech: 4, Small Unit Tactics: 3 [M&M pp.47-48], MOS Technical Skill: 4*, Athletics: 4, Stealth: 4. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 4, MOS Knowledge Skill*: 4, UCAS Military Gear: 4, BattleTac: 4, Random Hobby: 4.

Elite Soldier

S:6 B:6 Q:6 I:6 W:6 C:4 Combat Pool:9 Reaction:10+3d6 Essence: 2

Cyberware: Wired Reflexes/2 and "UCAS Mil Cyber Pkg"#

Active Skills: Rifle: 6, Clubs: 6, Unarmed Combat: 4 (Brawling: 6), Biotech: 4, Small Unit Tactics: 4 [M&M pp.47-48], MOS Technical Skill: 4*, Athletics: 6, Stealth: 6. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 6, MOS Knowledge Skill: 6*, UCAS Military Gear: 6, BattleTac: 4, SpecWar Community: 4, Random Hobby: 4.

"UCAS Mil Cyber Pkg"

The UCAS military has developed a standard cyberware package that enables its troops to participate in fully cybernetic BattleTac networks [see M&M index] using military grade electronics (including radios when necessary) built into UCAS military grade personal armor, UCAS military vehicles, and even UCAS bases.

- Beta Grade *Smartlink II [M&M p.31]
- Alpha Grade *Induction Datajack [M&M p.21]
- Alpha Grade *Cyber Eyes [SR3 p.299] Image Link, Flare Comp., & Thermographic
- Alpha Grade *Transducer [M&M p.19]
- Alpha Grade *Math SPU/1 [M&M p.21]
- Alpha Grade Router (5 port) [M&M p.22]

* = Routed per M&M p.22 to allow full integration in a cyber network.

GM AID #2: Rogue ORCA Pod

ORCA Mage – Initiate Grade 2

S:4 B:4 Q:4(8) I:4 W:6 C:6 Combat Pool:7(9) Reaction:4+1d6(6+4d6) Essence: 6

Metamagic: Masking and Shielding.

Active Skills: Sorcery: 8, Conjuring: 8, Unarmed Combat: 4 (Ninjitsu style: 6), Whips: 6, Biotech: 4, Small Unit Tactics: 5, Athletics: 4, Stealth: 4.

Knowledge Skills: UCAS Military: 4, Magic Theory: 4, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, Random Hobby: 4.

Spells: Increase Reflexes +3: 4 (Spell Sustaining Focus/4), Increase Quickness: 4 (Spell Sustaining Focus/4), Stunbolt: 6, Stunball: 6, Manabolt: 6, Manaball: 6, Powerbolt: 6, Powerball: 6, Heal: 6.

Equipment: Light Security Armor + Helmet (7/6), Monofilament Whip, and Micro transceiver.

ORCA Shark Shaman – Initiate Grade 2

S:4 B:4 Q:4(8) I:4 W:6 C:6 Combat Pool:7(9) Reaction:4+1d6(6+4d6) Essence: 6

Metamagic: Masking and Shielding.

Active Skills: Sorcery: 8, Conjuring: 8, Unarmed Combat: 4 (Ninjitsu style: 6), Whips: 6, Biotech: 4, Small Unit Tactics: 5, Athletics: 4, Stealth: 4.

Knowledge Skills: UCAS Military: 4, Magic Theory: 4, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, Random Hobby: 4.

Spells: Increase Reflexes +3: 4 (Spell Sustaining Focus/4), Increase Quickness: 4 (Spell Sustaining Focus/4), Manabolt: 6, Manaball: 6, Powerbolt: 6, Powerball: 6, Heal: 6.

Equipment: Light Security Armor + Helmet (7/6), Monofilament Whip, and Micro transceiver.

ORCA Physical Adept – Initiate Grade 1

S:6 B:6 Q:6 I:4 W:6 C:4 Combat Pool:8 Reaction:11+4d6 Essence: 5

Cyberware: “UCAS Mil Cyber Pkg” [see DM AID #1]

Physical Adept Abilities: Increase Reflexes +3 and Killing Hands (M).

Active Skills: Unarmed Combat: 4 (Ninjitsu style: 6), Whips: 9; Pistols: 8, Biotech: 4, Small Unit Tactics: 5, MOS Technical Skill: 4*, Athletics: 6, Stealth: 6. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 4, MOS* Knowledge Skill: 4, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, Random Hobby: 4.

Equipment: Light Security Armor + Helmet (7/6), Ares Predator II + 2 clips APDS, Monofilament Whip, and Micro transceiver.

ORCA Samurai

S:6 B:6 Q:6 I:4 W:6 C:3 Combat Pool:8 Reaction:11+4d6 Essence: .02

Cyberware: Wired Reflexes/3 and “UCAS Mil Cyber Pkg” [see DM AID #1]

Active Skills: Unarmed Combat: 4 (Ninjitsu style: 6), Clubs: 8, Assault Rifles: 8, Pistols: 8, Biotech: 4, Small Unit Tactics: 5, MOS Technical Skill: 4*, Athletics: 5, Stealth: 5. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 4, MOS* Knowledge Skill: 4, UCAS Military Gear: 4, BattleTac: 4, SpecWar Community: 4, Random Hobby: 4.

Equipment: Light Security Armor + Helmet (7/6), Ares Alpha Combat Gun (APDS ammo) with Grenade Link, IPE Micro grenades (Concussion), Ares Predator II + 2 clips APDS, Monofilament Whip, and Micro transceiver.

ORCA Rigger

S:4 B:4 Q:4 I:6 W:6 C:4 Combat Pool:8 Reaction:5+1d6{11+4d6} Essence: 1

Cyberware: Alpha Grade Vehicle Control Rig/3 and “UCAS Mil Cyber Pkg” [see DM AID #1]

Active Skills: Unarmed Combat: 4 (Ninjitsu style: 6), Clubs: 5, Pistols: 5, Biotech: 5, Small Unit Tactics: 6, Gunnery: 6, Gunnery B/R: 4, Cars: 6, Cars B/R: 4, Rotorcraft: 6, Rotorcraft B/R: 2, Athletics: 3, Stealth: 3.

Knowledge Skills: UCAS Military 4, UCAS Military Gear 6, BattleTac 6, Spec War Community 4, and Random Hobby 4.

Equipment: Light Security Armor + Helmet (B:7/I:6), Ares Predator II + 2 clips APDS, Stun Baton, and Micro transceiver.

Drones: MCT Nissan Rotodrones armed with an Ares Alpha Combat Gun (APDS ammo) with Grenade Link, IPE Micro grenades (Concussion).

ORCA Support Staff

S:4 B:4 Q:4 I:6 W:6 C:4 Combat Pool:8 Reaction:7+2d6 Essence: 4

Cyberware: Wired Reflexes/1 and “UCAS Mil Cyber Pkg” [see DM AID #1]

Active Skills: Unarmed Combat: 4 (Ninjitsu style: 6), Clubs: 5, Pistols: 5, Biotech: 5, Small Unit Tactics: 4, MOS Technical Skill: 6*, Athletics: 3, Stealth: 3, Etiquette: 3. *Select a random technical skill for Military Occupational Specialty (MOS).

Knowledge Skills: UCAS Military: 4, UCAS Military Gear: 6, BattleTac: 6, SpecWar Community: 4, and Random Hobby: 4.

Equipment: Light Security Armor + Helmet (7/6), Ares Predator II + 2 clips APDS, Stun Baton, and Micro transceiver.

Player Handout #1: Equipment for Exercise 2

Equipment for Exercise 2:

- A micro transceiver.
- An Ares Predator II training model (fires blanks and a light beam that triggers sensor suits).
- A green sensor suit.
- A training stun baton or stun glove that cannot inflict more than light stun as it triggers a sensor suit.
- A bottle of water.
- One military ration pack. SoyChik, SoyBeefe, SoyPorke, and SoyFishe flavors are available.

Equipment for Exercise 2:

- A micro transceiver.
- An Ares Predator II training model (fires blanks and a light beam that triggers sensor suits).
- A green sensor suit.
- A training stun baton or stun glove that cannot inflict more than light stun as it triggers a sensor suit.
- A bottle of water.
- One military ration pack. SoyChik, SoyBeefe, SoyPorke, and SoyFishe flavors are available.

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- A bottle of water.
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- A micro transceiver.
- An Ares Predator II training model (fires blanks and a light beam that triggers sensor suits).
- A green sensor suit.
- A training stun baton or stun glove that cannot inflict more than light stun as it triggers a sensor suit.
- A bottle of water.
- One military ration pack. SoyChik, SoyBeefe, SoyPorke, and SoyFishe flavors are available.

Player Handout #2: Equipment for Exercise 3

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts.
- A stun baton.
- A bottle of water.

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts.
- A stun baton.
- A bottle of water.

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts. [10
- A stun baton.
- A bottle of water.

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts.
- A stun baton.
- A bottle of water.

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts.
- A stun baton.
- A bottle of water.

Equipment for Exercise 3:

- A micro transceiver.
- An armor jacket (B:5/I:3)
- A military “Doc Wagon” wrist monitor.
- A taser with 24 capacitor darts.
- A stun baton.
- A bottle of water.