

King Cobra #2

A Month of Sundays

A 1-Round Shadowrun: Virtual Seattle 3.0 Scenario

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Sergeant Sunday has gone missing during a visit to a shadow clinic for “cosmetic surgery and routine maintenance”. Major Black needs her found before her family reunion in 42 hours or her family will start asking questions that the UCAS Special Forces Command (SFC) does not want asked. King Cobra is activated – find Sunday and get her to the reunion on time!

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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:

Experience Level	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 & Elementals

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.

Administrivia

Lifestyle:

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.

Please consult the current Virtual Seattle information for the effects of Lifestyle on Charisma based rolls and character interaction, hospitalization costs, et cetera.

Adventure Summary and Background

Staff Sergeant Sunday has gone missing during a visit to a shadow clinic for “cosmetic surgery and routine maintenance”. Major Black needs her found in a hurry because Sunday is a valuable military research and development subject. To further complicate things, Sunday is due at a family reunion in 42 hours. If Sunday doesn’t show, her nosey family will start asking questions that the UCAS Special Forces Command (SFC) does not want asked.

What has happened:

Sunday regularly undergoes various treatments to maintain her nanites and other custom cyberware. This month, she has tracked down a clinic owned by Yamatetsu. Yamatetsu’s clinic is unique in that it is mobile – it resides inside a customized Rolls Royce Prairie Cat. A dwarven rigger named Hotwire has been hired by Yamatetsu to drive the vehicle around to the predetermined locations and protect the passengers – namely three doctors and their patients. Today’s assigned location was a remote field in Snohomish.

Sunday and Anixler travel to rendezvous with the mobile shadowclinic. While she was resting and recuperating from her various treatments, a rogue ORCA pod (see appendices) ambushed the vehicle. Anixler tried to buy Sunday and the doctors enough time to escape by pulling a “Custer” in the main door of the Prairie Cat. The ORCA pod was sufficiently distracted by Anixler, with a little help from Hotwire, allowing Sunday and one of the doctors to escape to a local sheep farm.

Anixler paid with his life – he was decapitated by a monowhip in melee combat with the ORCAs. Hotwire was able to evade pursuit and sped off to one of his safe havens, the Gates Casino in Bellevue. Here he contacted a shadow team to meet with him and is awaiting their arrival – until then, he has sent the Prairie Cat on ahead on autopilot to a remote section of the Puyallup Barrens for safety. When his shadow team arrives, he plans on having them escort him to the vehicle and help return it safely to Yamatetsu. His hopes are that if the ORCA team managed to pursue the vehicle, at least he won’t be in it – and he’ll have backup when he goes to retrieve it.

The scenario now starts as follows:

1. “King Cobra Calling” – The PCs are informed that Major Black has a mission for them.
2. “Mission Briefing” – Major Black briefs the PCs on Staff Sergeant Sunday’s disappearance and provides them with a satellite photo of a Rolls Royce Prairie Cat in the Puyallup Barrens along with a GPS coordinates. As a final aside, he mentions that Corporal Anixler’s body is with the vehicle.
3. “The Mobile Shadow Clinic” – The PCs check out the mobile shadow clinic that’s been abandoned in the Puyallup Barrens.
4. “The Shadow Clinic Rigger” – The PCs locate and question the rigger who chauffeured the shadow clinic.
5. “Sunday on the Lamb” – The PCs locate the site of the attack on the mobile shadow clinic. Following the clues and the trail, they can find Sunday at a nearby farm. She is currently under attack by the ORCA pod and needs an extraction.
6. “Meet the Family” – The PCs are invited to socialize with Sunday’s family in the Ork Underground and have the opportunity to make friends or enemies.

*Game masters who have access to the “New Seattle” sourcebook (7216) may want to read up on Snohomish, the Puyallup Barrens, and the Ork Underground to get a good “feel” for the locations this adventure is set in. **Game masters should also look over mission log sheets for anyone that played VS03-SA03 Become the Hunted – This information is very important to determine how Black will interact with the characters, if they are recognized by Sunday, and how she reacts to the characters if they are contacts.***

Introduction

Use the appropriate intro for each PC as follows...

1. PCs who played "King Cobra #1: Become the Hunted" and who have Staff Sergeant Sunday as a contact:

Your personal email assistant vibrates indicating that a message is waiting for you. The message text reads "Sunday missing. Provide callback number ASAP. Expect callback from King Cobra. – Claudia"

2. PCs who played "King Cobra #1: Become the Hunted" but do NOT have Staff Sergeant Sunday as a contact:

Your personal email assistant vibrates indicating that a message is waiting for you. The message text reads "Provide callback number ASAP. Expect callback from King Cobra. – Claudia"

3. PCs who have NOT played "King Cobra #1: Become the Hunted":

Your personal email assistant vibrates indicating that a message is waiting for you. The message text reads "Call in pronto for an opportunity to help the Mil boyz. - Claudia" If you call in promptly, you're greeted by an automated message recorded by Claudia. "Hello <insert PC's name>. I'm tied up at the moment but needed to let you know that Major Black, a special forces type in Fort Lewis, has lost his gal Sunday. If you're interested in makin' a few nuyen tracking her down, enter a callback number followed by the pound sign and Black will call you. Have a good one."

Scene One – "King Cobra Calling"

When all the PCs have provided callback numbers, Major Black will initiate a conference call with them as a group. The call cannot be traced to Black's location given that he's using ultra-secure communications tech available to black operations special forces types. Have each PC announce their name to be joined into the conference call, then continue with the following text...

As soon as the last of you is announced as joining the conference call, a man speaks in a careful, deliberate voice. "Claudia has offered your services to help me with an operation not suitable for military personnel. If you understand the meaning of 'operational security' and you're interested in earning 5,000 nuyen in less than 2 days, say so now. If not, drop off this call." Major Black waits 10 seconds for anyone to drop off the call. If PCs ask questions, Black will ignore them. ***The man continues speaking, "I'm sure you have questions but know the drill or Claudia would not have called you. Given that you are still on the line, take note that the mission briefing will be held in Club Penumbra at 3pm sharp. Ask for the 'Ice Cream Social' and do NOT be late."*** As you note your instructions, the phone connection drops.

Scene Two – “Mission Briefing”

Club Penumbra is a common runner meet location so the PCs shouldn't go there armed to the teeth. Cut Beginners a lot of slack, Veterans some slack, and Elites should know better than to walk downtown with a Panther Assault Cannon that isn't very well concealed.

Club Penumbra just isn't the same now that the Renraku Arcology has been locked down. A few Metroplex Guards and Renraku security personnel are taking drinks at the bar and give you a good “once over” as you wander in. When you ask the bartender about the “Ice Cream Social”, a burly guardsman snorts soycaf out his nostrils as he laughs uncontrollably. Give the PCs a moment to react. Hopefully they just move on. If not, let the chips (and stun batons) fall where they may before Black arrives to call off his people (See DM Aid #2: Black's Soldiers). **Wiping soycaf off the bar, the bartender points you to a corner booth where you see a container of generic ice-soycream along with bowls, spoons, and a variety of sundae toppings. As you move along, a butt ugly Renraku security skirt chimes in “shouldn't you be meetin' in the freezie soygurt shop down the street?” As you consider your response, you note that a well built man with skin the color of coffee and short curly hair has breezed in the front door and is speaking up, “Hey now, I won't have you dissin' none of my community volunteers at our recognition event. Don't you have no social conscience?” With that the man heads to the booth and waits for you while the club's other occupants studiously ignore you and turn to private conversations.**

Major Black gives the PCs a moment or two to collect their wits before beginning the briefing.

The man who joined you for the ice cream social is dressed in civilian clothes obviously selected to allow him to blend with any crowd downtown. His dull black eyes remind you of those of a shark. Wasting little time, he gets down to business. Speaking loudly, he begins “I would like to thank each of you for your previous and future contributions to our community.” His voice then lowers as he continues, “Now that the nimrods have their opinions of us firmly formed, it's time to get down to business. I'm Black. One of my people has gone missing and I need you to find her and

get her to a family reunion before 10am Saturday morning. All the information I can provide you without undue exposure is on the datachip that I'm palming into the walnuts now.

Payment of 2,500 nuyen each (per level) is forthcoming from Claudia upon the delivery of my missing person to her family reunion. I may be able to get additional information but if you can succeed without it, I will pay each of you an additional 1,500 nuyen (per level) upon successful completion of the mission.

Understood?” Major Black then waits for any questions, to which he will reply “examine the contents of the chip when you have left this place”, “As I said, ...<reiterate what Black has already said>” or “no comment”. After what should be a brief Q&A, continue with the wrap up of the encounter.

The distinctive tune of “Yankee Doodle Dandy” emanates from Black's pocket secretary. He answers it forcefully with a quick “Yello”. He continues loud enough for everyone in the place to hear, “The funding has been cut for the new BTL rehab house! Damn it, I told you to keep after the corp sponsors!” He then places his hand over the phone and turns to you, “You've earned this recognition so enjoy it. I've got to attend to some issues.” Speaking at his pocket secretary, he walks to the door and exits.

Give each PC a perception test to determine if they noticed some interesting reactions to Major Black's departure. The following table includes the base target number for this test along with a modifier to apply for any PC that seems particularly alert or suspicious of the setup for the “Mission Briefing”.

PC Tier	Base Target #	Modifier
Beginner	6	-1
Veteran	7	-2
Elite	8	-3

# Successes	Observations
0	Black's departure was not notable.
1-2	The ugly security skirt winked at Black as he left.
3-4	The burly guardsman gave Black a surreptitious salute
5+	A flash of annoyance scanned across Black's face.

Hand the players “Player Handout #1: The Datachip from Major Black”.

Scene Three – “The Mobile Shadow Clinic”

Surveying the area detailed in the satellite photo provided by Major Black, you note the conspicuous absence of life. The rubble of the nearby buildings is covered in moss and weeds conceal chunks of brick and mortar.

Astral PCs or PCs using Astral Perception will note an astral toxic watcher (Force = Threat Rating +2) perched atop the vehicle. If this spirit is attacked, it will defend itself, otherwise it merely watches.

The Rolls Royce Prairie Cat is parked among the overgrown debris of three buildings. There is no immediate sign of conflict in the area.

PCs who make a Stealth (5) test to look for tracks find the following:

# Successes	Observations
0	You don't notice anything unusual
1-2	There are no tracks near the vehicle.
3-4	There are no tracks near the vehicle but something crawled in the weeds underneath the Prairie Cat.
5+	Someone crawled from underneath the Prairie Cat and then took great care not to leave tracks.

When the PCs get around to searching the Prairie Cat they find that it is separated into 4 compartments...

Compartment 1: The Prairie Cat's cab has two lush Corinthian leather bucket seats. The driver's bucket has a foam filled cloth pad with the impression of a dwarf's "bum" in the seat.

Any PC who searches the cab will find a custom induction jack adapter (crafted to look like the tail of a red dragon), under the driver's seat.

Compartment 2: The midsection of the Prairie Cat has a door leading to the cab, a door marked "lavatory", a door marked "private", and a sliding door to the outside of the vehicle. Corner mounted jumpseats skirt around the inner walls of the area, blood spattered across

the expensive silk upholstery. The body of Corporal Anixler lies "name patch up", you would say, "face up" except for the absence of his head.

A Biotech (6) test with 1 success indicates that Anixler lost his head to a monofilament whip.

A Perception (4) test reveals the following...

# Successes	Observations
0	Anixler's head is nowhere to be found.
1-2	The spatters of blood from Anixler's beheading cover only the inside of the sliding doorway but not the sliding door itself.
3-4	Anixler's head must have been lopped off in a single blow and fallen outside the Prairie Cat.
5+	The almost perfect cut shows that the head was sliced quickly off from behind towards the front. Definitely the work of monowire.

Corporal Anixler's head won't be found until "Scene Five – Sunday on the Lamb".

Compartment 3: The door marked "lavatory" leads to a luxurious, if cramped, toilet with a marble sink within arm's reach.

There is nothing of particular interest here.

Compartment 4: The door marked, "Private" opens on a small but sophisticated operating theater smelling of antiseptic.

A search of this compartment yields miscellaneous medical equipment that can be fenced for 30,000 nuyen. It also contains a notepad (Player Handout #2).

At this point, sharp PCs should have identified three clear options on how to proceed. The GM should ensure that the party finds at least one of these paths – if not, the GM needs to do a little spoon feeding. These are:

1. Track down the owner of the "custom induction jack crafted to look like a red dragon tail."
2. Anixler's head is missing so the Prairie Cat has been moved. An Electronics (6) test or Car B/R (5) with 1 success will allow a PC to pull the Prairie Cat's course from the vehicle's

autopilot logs showing its journey from Snohomish {Scene Five}, to The Gates Casino {Scene Four}, to its present location.

3. The PCs can do “Legwork” to track down the 3 doctors working on Sunday.

Before proceeding, if more than half the allotted time has passed for the scenario, you should remind the players that they do not have to follow every single clue – they should concentrate on the most promising avenue and follow that through to its conclusion – otherwise, they may not finish!

Note:

At this point it should be noted that the Prairie Cat will not fall into the shadowrunners hands. Once they have found the clues they need, they will have a limited amount of time to take any assets they wish to retain. At some point after finding the clues, have anyone searching around eventually open a cabinet or other storage area and see an LED display counting down – obviously an explosive. If the team has any elementals or other means that you believe could be used to stop the timer/explosive, then have the timer set for 5 seconds (approximately one combat turn). Have that person, if they decide to escape, just barely jump clear of the Prairie Cat before the explosion goes off. Otherwise, if the character tries to take the time to disarm the explosives, or otherwise remove them, it will require a Demolitions (17) test or take 18D damage (impact armor applies). Keep in mind that this is not enough time to have the characters formulate a plan for disabling the device.

Give each player one complex action for performing any desired actions (such as escaping the Prairie Cat). Limit speaking in character as per the rules on page 105 for the amount of words that can be spoken by a character during a Combat Phase/Turn. For everyone that escapes the van just prior to the explosion, or which remain within 2m must resist 15S explosive damage (impact armor applies).

Scene Four – “Gates Casino & The Dragon”

A Street Etiquette (5) test reveals the following...

# Successes	Knowledge
0	This is definitely an upscale place that has fallen some since its prime.
1	This is spaghetti boy (Mafia) turf.
2	Run by the Finnigan family.
3+	Led by Dona O'Malley

The Gates Casino in Bellevue is an opulent den of iniquity built on a massive scale. The foyer has three fountains featuring ever naughtier nude nymphs. One armed bandits line the walls with glaze eyed gamblers jacked in for action. Live game tables populate the center of the casino but few patrons pay them much heed.

If a PC has Dona O'Malley or a member of the Finnigan family as a contact, be sure to play it up and toss them a bone or two like 100 nuyen in casino credit. If PCs want to gamble, have them set a stake (maximum amount they are willing to lose, up to the house's 10,000 nuyen limit), then have them make an Intelligence (6) or Gambling (4) check....

Gambling takes time. Divide a base time of 60 minutes by the number of successes. For every 2 successes, the character can win 10% of the initial bet. For every point of Good Karma permanently burned, they may double the percentage of winning. For example, a character that rolls 10 successes and spends 3 Good Karma points permanently would win 400% of the initial wager.

Keep in mind that anyone with a visible datajack will be approached by the staff and only allowed entrance if a special jackstopper is inserted which prevents the use of encephalons, math SPUs, head computers, or other devices which could be used to assist the character in gambling. These do not work outside the club's range.

The casino has standard high level security measures, ie watchers, weapon detectors, etc to ensure no violence, unauthorized spells or magics, spirit “helpers”, or anything else that could be used

to violate customer privacy or gain an unfair advantage at the tables.

If the players aren't looking for Hotwire:

If the characters don't know what they're looking for (ie they are only following the Cat's autopilot log files), have them make a Perception (6) to spot a dwarf with a strangely familiar dragon tattoo on the lower back half of his balding head. This is Hotwire, the Prairie Cat's rigger, and the tattoo corresponds to the location of the rigger induction jack – the same size and shape as the induction jack found under the driver's seat in Scene Three.

If the players don't discover Hotwire right off, or decide not to approach him:

You note that a dwarf has separated himself from one of the tables and is making his way towards you. He has a knowing look in his eyes as he addresses you and your team.

(continue below)

If the players are looking for Hotwire:

Finding Hotwire is not difficult if one heads to the live game tables. He immediately notices your team's approach and nods as if he recognizes you.

(continue)

"Hey, you guys got here fast, good work. Ok, I assume you've got your vehicles and weapons outside, right? Great – let's go and get the Cat before someone else finds it." You note that the bald dwarf has a red dragon tattooed on his head.

Bribery is the key to this encounter although good roleplay and negotiation or interrogation skill will substitute for most of the nuyen. Have PCs pumping Hotwire for information make a Negotiation (5) or Interrogation (6) test with the following modifiers...

- No bribe: +3 target number
- 100 nuyen bribe: +2 target number
- 250 nuyen bribe: +1 target number
- 500 nuyen bribe: no target modifier
- 1000 nuyen bribe: -1 target number
- 2500 nuyen bribe: -2 target number
- 5000+ nuyen bribe: -3 target number
- Good roleplay adds 1 success
- Outstanding roleplay adds 2 successes

# Successes	Information
0	<i>"Go kiss a basilisk's butt."</i>
1	<i>"Driving the Shadow Clinic around was a good gig. Problem is that there was money and trouble always follows nuyen. I kinda like trouble though. Anyway, I was rigged in and catchin' some Z's up front when the missile lock alarm damn near gave me a heart attack. I scanned the area 'round and nearly wet myself. There was a merc with a fancy, expensive multiple missile launcher system in front o' the Cat. *** That's when my induction jack was pulled. Don't know how long I was out but when I came to, I pulled out my spare induction cable, drove near here, and programmed the autopilot to send the Cat to the Puyallup Barrens."</i>
2	<i>"A couple of mercs with Alpha rifles to the left, and a couple to the right using a maglock key to open the Cat's slidin' door."</i>
3	<i>'Bout then the carromeleggers showed up and started kicking ass and getting shot.</i>
4	<i>Next thing I know Angel and Fran were hustled out of the, pulling on their doctor coats.</i>
5	<i>A moment or two later I heard Anixler tell the patient babe something about a gift from ORCA.</i>
6+	<i>You can get the GPS coordinates for the field in Snohomish where things went down by entering the code 377#228#884# in the Cat's autopilot."</i>

Note: With more than 1 success, replace the *** in the first nugget with more and more pieces of the story from then on. For instance, if the PCs get 4 successes, replace the *** with the info from 2, 3, and 4 while reading the info for 1 success.

When the PCs have learned as much as they're willing to pay for, have Hotwire decide to go to

ground elsewhere while they proceed to find their way to Snohomish.

Scene Five – “Sunday on the Lamb”

This scene takes place in the apple orchard farmland of Snohomish. It is currently spring time and the orchards are in full bloom. Out here there are many places to hide among the foliage and landscape of rolling hills. Since the attack, Sunday has used the landscape and her abilities to continually evade the ORCA pod. She has made her way to a nearby farm. At the farm, she has hidden among the lambs in their pen.

After the shadowrunners arrive at the scene of the initial attack on the Prairie Cat, they will have to track down Sunday, and then extract her from underneath the watch of the ORCA pod.

During the initial fight with the ORCA pod, Anixler managed to take out several members of the ORCA pod before being killed himself. Most importantly he killed the ORCA mage. Thus, the ORCA pod has not been able to astrally track Sunday – they have had to do things the “old fashioned” way.

At first, they headed to the main road in hopes of heading her off. They then began to sweep inward from the road, until coming across the farm. The ORCA pod believed Sunday is hiding in the house so they tactically “secured” the house. Needless to say, the owner of the house did not like the interruption and went for his shotgun; he made his final stand on the front porch. The ORCA pod took out the owner and all other occupants of the house.

When the team encounters the ORCA pod, they will be searching the house for Sunday.

Part 1 – Finding Sunday

As the team arrives to the last known location of the Prairie Cat, give them the following information depending on what they do:

If the group has a character/rigger monitoring vehicle or drone sensors, a Sensors (4) test reveals the following:

Successes

0
1-2

3+

Observations

Nothing out of the ordinary
Sensors pick up some unusual activity at a farm located about 1 mile to the north-west

Sensors pick up unusual activity at a farm located 1.3 miles to the north-west. Sensors indicate multiple gun shots at the farm house.

If the group has a character scanning radio frequencies they may role to intercept communications from the ORCA pod looking for Sunday.

(Please see the ORCA descriptions to find the transceiver and encryption ratings of their equipment).

If the team intercepts and successfully decrypts the ORCA transmissions, they will learn that the ORCA pod is searching a near-by farm house for a “target”. They may also receive other tactical data as appropriate (ie approximate number of team, locations, etc). If the runners should happen to have a BattleTac master unit, and decrypt the transmissions, they can have full details as to the pod’s activities and capabilities!

Searching the site of the original attack

The team will search the site of the attack and discover the following:

- A Perception (6) test will allow the runners to find clues to verify the attack on the Prairie Cat (shell casings, blood, foot prints, etc)
- A Perception (10) test will allow the shadowrunners to find the bodies of the killed doctors and Anixler’s head. These remains have obviously been quickly hidden. One of the women looks like Maria Mercurial!
- A Military Etiquette (6) test will tell the runners that the clues indicate this was an ORCA pod attack.
- A Stealth or Tracking (10) test will indicate that someone crawled off in a north direction. Looking at a map in that direction indicates a farm to the north-west.

At this point through whatever means the PCs should discover that there is a nearby farm and proceed to investigating it.

If the group has a mage/shaman who attempts astral reconnaissance

Close astral investigation of the scene will tell the mage/shaman that five people have died here (Anixler, 2 ORCA members, and 2 Doctors).

If a PC mage/shaman wants to search for Sunday using the speed of astral space, they will find the suspicious farm first. Any mage/shaman doing a search for Sunday in astral space should make an astral perception test (6) to find the suspicious farm house. The amount of time it takes to find the farm house is 60 minutes divided by the number of successes made by the perception test.

When the mage finds the farm house he or she will immediately find the astral presence of death on the house's front porch where the farmer made his last stand against the ORCA pod. If the mage does an astral search for Sunday in the barn he or she will need to make an astral perception (15) test. This test represents the fact that Sunday is hiding, covered in manure and surrounded by sheep in their pen. A mage/shaman in astral space should have no trouble identifying and finding the 4 ORCA pod members (see below for locations)

Part 2 – Extracting Sunday

This scene will play out according to what the characters know and how they approach the situation. The point of this encounter is for the team to extract Sunday – unharmed – NOT to engage and/or defeat the ORCA pod.

During this scene, if the ORCA pod learns the whereabouts of Sunday, it will react with full force to try and kill her to carry out their mission.

Sunday is hiding in the barn among the sheep in their pen. She has covered herself with manure to mask her smell and is using the sheep as thermographic and astral cover. If the PCs physically investigate the barn, Sunday will realize who they are and signal them. Sunday might even recognize one of the PCs from King Cobra 1; this

will make the scene go easier. At this point a savvy group might extract Sunday with no additional confrontation from the ORCA pod. Sunday will even suggest that the shadowrunners cover themselves in manure as well to help dampen their thermographic signature. This gives the runners a (-4) to be detected by thermographic vision.

If the PCs attack the ORCA pod (before finding Sunday), Sunday will use the opportunity to escape the barn and flee. The PCs and ORCA pod members should get a perception (6) test to notice her running from the barn into a nearby apple orchard. At this point she will stay and watch. If the PCs disable the ORCA team she will realize who they are and approach them.

Sunday getting killed is the worst thing that can happen in this run. Again, the primary mission is to save Sunday – not defeat/engage the ORCA pod. If during the course of this scene Sunday's life is endangered and a PC takes an action to save her (ie jumping in the way to take a bullet for her) then that player character will receive Sunday as a contact as per the treasure section.

Three of the ORCA pod members are searching the house for Sunday. The other ORCA pod member is hiding upstairs in a dark bedroom with a sniper rifle. This member is watching the road and anyone coming up the long driveway. If he notices the runners, he will alert the other ORCA pod members and then take a few sniper shots at the runners.

Scene Six – “Meet the Family”

In this scene, the players must head to the Ork Underground in Downtown Seattle, and return Sunday to her family, hopefully alive.

If Sunday is alive and conscious:

You arrive at the address that was given to you by Major Black and discover that it is one of the entrances to the Ork Underground. The bar is currently full of various people, a mixture of both humans and orks. Upon seeing Sunday enter the establishment, a small group breaks off and heads your way. A large human, almost as big as an ork himself, and wearing the dress white uniform of a UCAS naval officer beckons to you in a low voice: “Debbie! Why are you so late? And who are these people with you?”

(If Sunday has not had a chance to clean up, or the party has not let her)

“And what is all this mess over your body...is that blood?!?!?”

The rest of this encounter depends on many variables. The naval officer is G. Gordon Sunday, her father, and is a Captain. Her mother is Anne, and is a well-known caterer, and also an ork that is very human in appearance, even without the cosmetic surgery that Sunday has had done. Sunday’s family knows that she is in the UCAS military and part of a special unit, but even her father does not know about her cybernetic modifications and special enhancements, nor her duty requirements. He knows that Major Black, her commanding officer, was once part of military intelligence and a top-rated operative. The rest of the family is evenly split between orks and humans.

Most of the orks, about 80%, benefit from having the human appearance in their genetic makeup. The other 20% look like regular orks, but are still made to feel welcome. The humans of the crowd are mostly larger specimens.

Sunday will mention that she has been through a lot, and is very tired, and leave it at that. She will resist any further questioning by her family. She will introduce the runners as friends of hers that recently helped her out of a situation, and leave it at

that. She hopes that none of the runners will all respect her privacy and not say anything.

If the runners are separated or split off on their own, they will be cornered and questioned by other members of the family.

Major Black will eventually arrive and present Sunday’s parents with a bottle of wine and some flowers, and then ask that Sunday be excused for the rest of the reunion to take care of some duties – he will ask that the runners also accompany them.

If Sunday is dead, unconscious, or heavily wounded:

You arrive at the address that was given to you by Major Black and discover that it is one of the entrances to the Ork Underground. The bar is currently full of various people, a mixture of both humans and orks. Upon seeing you enter the establishment, a small group breaks off and heads your way. A large human, almost as big as an ork himself, and wearing the dress white uniform of a UCAS naval officer rushes at seeing Sunday and bellows “What have you done to my daughter!!!?!?!?”

As above, but the team was smart enough to contact Black instead of taking her to the reunion in her condition:

You contact Major Black and rendezvous with him, bringing along what’s left of Sunday. He is obviously furious at this turn of events, and barely acknowledges your presence as he flips a credstick your way. “Don’t call me, I’ll call you” – it is obvious that this dismissal is final...

In either of the last two cases, they will not wish to hear the team’s side of the story. Should they have any kind of recordings that show that they tried to save Sunday’s life but were otherwise overmatched and overcome by the ORCA pod, then they will be exonerated. Otherwise, they will be asked to leave.

Picking Up The Pieces

There are two items for you to attend to:

1. Payoff the PCs per the **Acquisitions Summary**. This includes determining the final disposition of the Shadow Clinic Rolls Royce Prairie Cat.
2. Determine who gets Staff Sergeant Sunday as a contact as per their actions, or by having each player roll 1d6 and add their character's Charisma score. The highest total gets Sunday. In the event of a tie, the PC with the higher Charisma score gets Sunday. If a PC already has Sunday as a contact, increase the contact to Level 2.

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
Rescued Sunday unharmed	3
Rescued Sunday (but damaged)	1
Recovered any bodies for decent burial	1
Roleplaying, etc	0-3
Total possible Karma	8

Note that members of most metaorganizations such as the Tyger's Tail 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 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 20% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, summoned spirits, and so forth may not be kept from a scenario for any reason unless the acquisition summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified. 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. Note that this pertains to outright theft – not the retrieval of items from foes or other entities defeated through the normal course of a run.

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. 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.

Special Notes:

Obviously, any funds negotiated for payment will be honored. Also, any money obtained through gambling at the casino DURING the scenario may be kept.

Black will insist on the return of any military hardware recovered during this operation – this includes the gear from the ORCA pod, whether found or recovered otherwise. He will, however, pay them a like amount in nuyen for any such items. Black will also pay for any hard data (video, BattleTac, etc) that shows the ORCA pod at the farm – he can use the evidence against them once and for all. This data is worth an additional 20,000 nuyen to the team, as well as gaining Major Black as a Level 1 Contact!

The RR Prairie Cat will have been destroyed. If the characters made a point to immediately grab anything worth fencing, they can have 1d6 x 5,000 nuyen worth of goods.

Finally, returning Anixler's body to Black will net the team an additional 10,000 nuyen each from Anixler's military insurance plan – he had no family or beneficiaries. The two doctors bodies can be turned over to their respective families, if known (found through legwork), for 5,000 nuyen for each body for the Team.

Legwork

Legwork requires appropriate contacts and etiquette skill rolls with a base target of 4.

Major Black

- Using a UCAS military contact: -1 to target number
 - Using a contact with no military connections: +1 to target number
- 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 in and out of the Mil.”***
5 successes - ***“He’s a UCAS military mage.”***
6+ successes - ***“He’s a UCAS military spook mage.”***

Staff Sergeant Sunday

- Using a UCAS military contact: -1 to target number
 - Using a contact with no military connections: +1 to target number
- 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.”***

King Cobra

- Using a UCAS military contact: -1 to target number
 - Using a contact with no military connections: +1 to target number
- 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

- Using a UCAS military contact: -1 to target number
 - Using a contact with no military connections: +1 to target number
- 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 - ***“Operational Recon Cyber Assets (ORCA). These are crack Navy cyber-commando ‘pods’. They’re called ‘pods’, not teams because killer whales travel in pods.”***
5 successes - ***“These guys have magical support”***
6+ successes - ***“These aren’t the most socially balanced people you’re likely to meet and occasionally one goes off the deep end out of the water.”***

Custom Dragon Datajack &

Hotwire – Shadow Clinic Rigger

- Not mentioning the custom induction cable: +4 to target number
 - Using a Rigger contact: -1 to target number
 - Using a Dwarf contact: -1 to target number
 - Using any other contact: +2 to target number
- 1 success - ***“Dwarf rigger named Hotwire uses custom induction cables.”***
- 2 successes - ***“Dwarf rigger named Hotwire uses custom induction cables. I hear he’s not answering his wrist phone right now.”***
- 3 successes - ***“Dwarf rigger named Hotwire uses custom induction cables. I hear he’s not answering his wrist phone right now. He usually goes to ground in a casino in Bellevue.”*** An additional 30 minutes of searching the net, etc. will turn up “The Gates Casino” as the most likely location of all those listed.
- 4+ successes - ***“He usually goes to ground in The Gates Casino in Bellevue.”***

Neil – Dr. Blackbox

- Using a Cybertechnology contact: -1 to target number
 - Using a Yamatetsu contact: no target number modifier
 - Using a Medical contact: +1 to target number
 - Using any other contact: +2 to target number
- 1 success - ***“Can’t say that I know any guy named Neil.”***
- 2 successes - ***“There’s a guy named Neil Lancer who’s into cybertech at Yamatetsu.”***
- 3 successes - ***“There’s a guy named Neil Lancer who’s into cybertech at Yamatetsu. I heard from a friend of a friend that he caught a suborbital to Russia in a real hurry. Know anything about that?”***
- 4+ successes - ***“There’s a guy named Neil Lancer who’s a Move by Wire expert at Yamatetsu.”***

Francesca – Dr. Nanite

- Using a Nanotechnology contact: -1 to target number
 - Using a University of Washington contact: no target modifier
 - Using any other contact: +1 to target modifier
- 1 success - ***“The name doesn’t ring a bell.”***
- 2 successes - ***“There’s a Dr. Francesca Wycliffe at the University of Washington. She’s got a Phd and a MD.”***
- 3-4 successes - ***“I hear she’s heavy into nanites.”***
- 5 successes - ***“Lately she’s been hanging around with a bald dwarf, a rigger I think.”***
- 6+ successes - ***“She’s been seen lately with a dwarven rigger named Hotwire.”***

Angel – Dr. Anagathics

- Using a Nanotechnology contact: -1 to target number
 - Using a University of Washington contact: no target modifier
 - Using any other contact: +1 to target modifier
- 1 success - ***“Do you know how many people call themselves Angel?”***
- 2 successes - ***“There’s a Dr. Angel Laird at the University of Washington. She’s got a Phd and a MD.”***
- 3 successes - ***“I hear she specializes in chemical youth treatments.”***
- 4 successes - ***“She’s hot on Maria Mercurial.”***
- 5+ successes - ***“So hot that she’s a Mercurial poser in her off time.”***

Cast of Characters

Major Black – Mage Initiate Grade 4

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

Metamagic: Invoking, Masking, Quickening, and Shielding.

Active Skills: Sorcery 12, Conjuring 12, Ninjitsu 8 (Close Combat) [CC pp.89-90], Whips 8 (Close Combat), Pistols 8, Small Unit Tactics 6 [M&M pp.47-48], Instruction 4, Leadership 5, Etiquette 4, Athletics 4, and Stealth 4.

Knowledge Skills: UCAS Military 6, Magic Theory 6, UCAS Military Gear 4, BattleTac 4, SpecWar Community 4, “Black” Programs 6, Spirits 6, and 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 (B:8/I:7), 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 – Deceased

Corporal William “Bill” Anixler is dead 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. But without a head!

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

Edge: Could pass for human before her cosmetic surgery. Indistinguishable from a human except with a successful Aura Reading or Biotech test (Target: 12).

Flaw: 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 attachment], and “Black Box”

Active Skills: Ninjitsu 6 (Close Combat) [CC pp.89-90], Whips 6 (Close Combat), Rifles 6, Pistols 6, Biotech 4, Small Unit Tactics 4 [M&M pp.47-48], Gunnery 6 +B/R, Cars 6 +B/R, Vector Thrust 6 +B/R, Instruction 4, Leadership 2, Etiquette 4, Athletics 6, and 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 + 6 rounds APDS recovered from Anixler’s body.

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.

“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.

ORCA Physical Adept – Initiate Grade 2

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

Combat Pool: 8 Karma Pool: TR + 2

Cyberware: “UCAS Mil Cyber Pkg” [see attached]

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

Active Skills: Unarmed Combat: 4 (Ninjitsu style: 6), Whips: 9; Pistols: 8, Biotech: 4, Small Unit Tactics: 5, MOS Technical Skill / Electronics: 4, Athletics: 6, Stealth: 6.

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

Equipment: Light Security Armor + Helmet (8/7), Ares Predator II + 2 clips APDS, Monofilament Whip, and BattleTac transceiver (Scramble 9).

ORCA Samurai (3)

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

Combat Pool: 8 Karma Pool: TR

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. *Choose from Demolitions, Electronics, Computers, Electronic Warfare, Cryptology, Linguistics, Communications or Vehicle Operations

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

Equipment: Light Security Armor + Helmet (8/7), Ares Alpha Combat Gun (APDS ammo) with Grenade Link, IPE Micro grenades (Concussion), Ares Predator II + 2 clips APDS, Monofilament Whip, and BattleTac transceiver (Scramble 9).

The ORCA mobile ops truck is at the edge of Snohomish, with the BattleTac master unit and tactical computer. It will not be found during this scenario! The BattleTac gear can be jammed through normal skill and equipment usage, or even overridden with MIJI used if the team has their own BattleTac master unit.

Contact: Staff Sergeant Debbie Anne Sunday

Level 2 contact if Sunday is already a contact from "KC1: Become the Hunted"

Debbie has entrusted you with the information on this sheet because she hopes you will help her fulfill her dreams beyond the UCAS military. Should this information come to light, the consequences for her could be dire indeed.

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 before her cosmetic surgery. Indistinguishable from a human except with a successful Aura Reading or Biotech test (Target: 12).
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 DM AID #1], and "Black Box"

Active Skills: Unarmed Combat (Ninjitsu) 6 (8), Whips (Close Combat) 6 (8), Rifles 6, Pistols 6, Biotech 4, Small Unit Tactics 4 [M&M pp.47-48], Gunnery 6 +B/R 4, Cars 6 +B/R 3, Vector Thrust 6 +B/R 3, Instruction 4, Leadership 2, Etiquette 4, Athletics 6, and Stealth 6.

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

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.

Player Handout #1: The Datachip from Major Black

The datachip from Major Black contains the following information:

- A satellite photo of a Rolls Royce Prairie Cat in a cluster of demolished buildings about a kilometer from the Carbanado neighborhood in Puyallup.
- GPS coordinates for the Rolls Royce Prairie Cat.
- A picture of Staff Sergeant Sunday...

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.

- A picture of Corporal Anixler...

An average looking guy in exceptional physical condition.

- The following note...

Staff Sergeant Sunday went missing on a routine visit to a shadow clinic she frequents. Corporal Anixler was Sunday's security backup. Neither soldier reported in this afternoon. I expect there has been trouble as you can set your MPU by Sunday's prompt arrivals and Anixler is generally reliable. I suggest that you begin by checking out the shadow clinic transportation. Should you need to contact me, use LTG 55-3247.

Player Handout #2: Checklist for Sunday's Tune-up

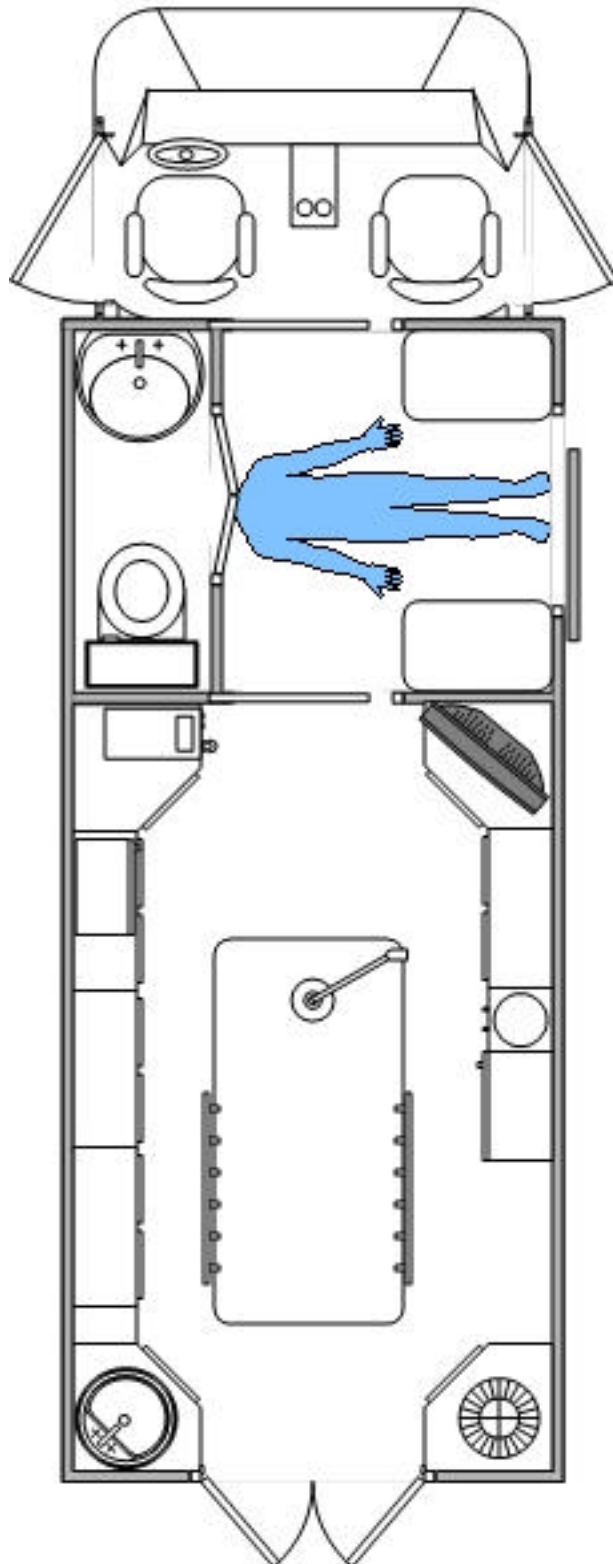
A paper notepad with the following checklist:

Sunday's Tune-up

- 1. Patch blackbox software to minimize MBW wear. – Neil**
- 2. Inject updated MBW repair nanites. – Francesca**
- 3. Anagathic treatment. – Angel**

All three items have checkmarks after them.

Player Handout #3: Mobile Shadow Clinic



Player Handout #4: Snohomish Attack Site and Surrounding Area

