

SHADOWRUN

Missions

SRM02-04 THRASH THE BODY ELECTRIC
BY: MARK DELPRINCIPE



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INTRODUCTION

Thrash the Body Electric is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Thrash the Body Electric* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-04B, *Thrash the Body Electric Playing Aids*.

Preparing the Adventure

Thrash the Body Electric is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

Thrash the Body Electric consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

What's up, chummer? provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell it to them straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the envelope looks at ways to make the encounter more challenging for experienced or powerful characters and

other ways you can add some "extra spice" to the scene.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

Running the Adventure

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. **(Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.)** This section offers some guidelines you may find useful in preparing to run *Thrash the Body Electric* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

General Adventure Rules

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the *Cast of Shadows* section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions

offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches,

the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Plot Summary

Mr. Johnson hires the runners to disrupt operations of a facility run by Rocky Mountain Dynamics (RMD), to “encourage” them to sell the property to his company. The runners are left to their own devices to determine how to harass RMD. As the tempo of their activities increase, the plant manager’s connection to the Mafia may complicate the job for the runners. Although the runners are not told how many acts of harassment should occur, their actions will trigger the sale of the facility after two or three successful operations. Unfortunately, although RMD does sell the embattled facility, it is not to the buyer expected.

The Meet (Saturday Night)

What’s up Chummer

The Johnson lays out his offer to the runners at a restaurant in the Pueblo Sector. The ‘run is straightforward, but very open to creativity on the part of the runners.

Tell it to 'em straight:

The drive out Route 58 to Golden has you prepared to meet Mr. Johnson in some greasy spoon truck stop, or a rustic B & B. But the Aspen Chalet has all the conveniences of the 'plex, including scanners in the doorframe and a staff with enough augmentation to back it up. All's wiz when you mention a reservation under Johnson, and are led to a private dining room in the back, complete with acoustic insulation and a Renraku *Executive Privacy* white noise generator centerpiece on the table. The Johnson's bodyguard, all shoulders and attitude, looks you over through his wrap-around shades, but remains outside.

The Johnson is a tall, trim man dressed in a stylish but unpretentious blue suit. The cut of the suit speaks of a man who stays in shape, and his smooth baritone voice says management more than a power tie ever could.

“Let’s go ahead and order food, then we can discuss the terms of the job over lunch,” he says as he studies his menu.

Behind the Scenes

The runners have plenty to choose from as they peruse the extensive menu of seafood and Native American dishes. Once the food arrives and glasses are filled, the server unobtrusively leaves the runners and Mr. J to their business.

In between sips of Riesling and bites of grilled salmon, the Johnson gives his pitch. For the next week, he wants a campaign of harassment, vandalism, and sabotage against a business facility in the Pueblo sector and its personnel. He’d prefer no lethal force used, but does want widespread disruption of their business operation. The operation must start immediately. Pay is 1,000¥ (xTR) each up front, and an additional (2,000¥ + (2,000¥xTR) each upon completion. In addition, they are welcome to any inventory or equipment that comes into their possession during this operation.

He’ll pause to dab his lips with his napkin, then asks for their agreement before continuing.

The Johnson will consider adjustments to the deal, using Opposed Negotiation tests, with each net success adding an additional 500¥ x TR each. For any runner that declines, he covers their meal and buzzes them out the door. Once the team has accepted, he hands them a sufficient number of 1,000¥ certified credsticks to cover the up front fee. If a runner attempts to hack his commlink, his PAN is in hidden mode, and he is running Encrypt with an imbedded Databomb. In addition, one of his company’s hackers is residing in his commlink in VR mode, watching for unusual activity. Use the stats from the RMD corporate hacker (see **Cast of Shadows**) if needed.

The target is Rocky Mountain Dynamics, or RMD, on Route 121 in the southern Pueblo Sector along Marston Lake. If they ask, Mr. Johnson will explain that the facility makes electric motors for land and water vehicles.

Mr. Johnson provides recent overhead imagery of the facility. **Give the players Handout 1.** He can tell them the factory operates 2 shifts, 7am to 3:30pm and 3:00pm to 11:30pm. He doesn’t have any information about security, although he is sure there is at least some security presence around the clock.

The Johnson again emphasizes that the runners avoid use of lethal force against personnel during this operation. He tells them deaths will result in withholding one third of the final payment. In addition, although theft, damage, or destruction to inventory and equipment is expected, structural damage to the buildings must be avoided. Further, the runners should not cause any environmental damage to the land or ground water. This will result in a similar adjustment to the final payment. At the same time, if the actions are not disruptive to RMD, payments will also be reduced.

He provides the runners with a pager and a pager LTG number. If the operation needs to be suspended early, he will contact them through the pager, and arrange for an earlier meeting to make the final payment. If not, once the week's work is completed, the runners can contact the Johnson at his pager number to set up the meeting.

Debugging

There is not a whole lot that should go wrong here, other than the runners deciding to not accept the run. If so, the players can go home. If for some reason the runners attack Mr. Johnson (or each other), the bodyguard will enter immediately with his drawn Predator IV and attempt to kill anyone attacking Mr. Johnson. The room is too small for him to attempt to extract the Johnson, so he will attempt to deal with the threat directly. Two rounds later, the restaurant security staff (use Corporate Security Unit **SR4** p. 275) will appear with tasers and try to neutralize anyone taking aggressive action, while the restaurant manager activates the PanicButton linked to PuebSec.

Casing the Target

What's Up, Chummer

The runners may decide to do some reconnaissance of the RMD facility. They have many options, including a simple drive by, long-term observation by drone or hiding/invisible characters, astral projection into the building interiors, or even renting a boat and observing the facility from Marston Lake. The team can determine the following details, depending on where they are, how long they stay there, and any Intuition + Perception tests you deem appropriate:

Behind the Scenes:

Outside

- There are railroad tracks running parallel to Route 121 on a built up ridgeline, which blocks much of the view of the facility from the road. A 3 meter chain link fence, topped with barbed wire, is on the back slope of the ridge between the tracks and the building. The tracks and fence also bend around the northwest side of the facility. The fence continues to the shoreline, and makes a complete loop around the facility.
- There are two breaks in the fence. The first is the underpass that goes under the tracks along Route 121. There is a sliding chain link gate along the base of the ridgeline.
- A guard shack sits under the underpass, manned by 1 guard, who checks the credentials of any entering vehicles, and then opens and closes the gate by remote control. A camera watches this underpass across from the guard shack. The guard is wearing a brown uniform armored jacket, and a matching baseball cap with a large gold eye insignia. He's carrying a heavy pistol of some sort in a belt holster.
- The second break in the fence is a swinging gate in the fence on the southeast side of the property, allowing access to the complex of smaller buildings to the southeast. A rusted padlock secures this entry.
- The bare asphalt area between the buildings and the water seems to be used as an employee parking lot. And an impromptu basketball court during lunch breaks.
- There is one other guard outside that makes regular patrols around the buildings, every 90 minutes. Each circuit takes 30 minutes to complete.
- The collection of buildings to the southeast is Ares Aerospace Plant #23. Appropriate Legwork can determine that they manufacture ball bearings and wheel assemblies there.
- The plant and storage tanks to the northwest are owned by Denver Food Industries (the tanks contain soy slurry and soybean oil, respectively).

Inside

- The largest building is the main assembly line area for the facility. During a shift, approximately 40 people work here, including 4 security guards. During the night, there's only 15 or so (2-3 project hackers, 1 night manager, 4 security guards, and 8 maintenance personnel). This building is also used to store the parts inventory, and a small amount of the finished electric motors made here. The actual manufacturing process is very automated, with control through slave nodes in the computer system.
- The small building attached to the south corner of the main building is the employee lockers, lunch room, auditorium, and the central security office. During the day this building usually contains 12 employees (more during lunch times) and 4 at night. Both totals include 4 security guards.
- The building across from all the trailers is a shipping center. It is where completed motors are stored until delivered, and has many loading doors on its southeast face where semis can back in. There are also numerous loading doors on the northwest face to allow movement of inventory from the assembly building. This building usually has 8 employees during the day (including 2 guards), and just the 2 guards at night.
- The northernmost building in the complex is the office and administrative center. It always has one guard in the lobby, one at the general manager's office, one in the computer center, and one more on patrol. The sales and secretarial staff, engineers, managers, and computing center personnel work here. They total 20 or so during the day, and 4 at night.

Matrix

A hacker hired (¥2,500 to gather info on schedules, etc., subject to negotiation) to penetrate RMD's node in Bow Mar can learn the following, depending on what is requested by the team:

- Names, SIDs, photos, and addresses for all key employees
- Shipping schedules for the next week, both deliveries and shipments, including times, destinations, and contents. **See Handouts #2 and #3**
- Interior floor plans (but not where each department is located w/in those plans). **See Handouts #4 through 7**
- Security Camera feeds & other security systems, like the existence of Panic Button landlines and backup transmitters to the Cyclops regional office (at the corner of Platte Canyon Road and Ken Caryl Avenue in Littleton) and local PuebSec precinct house (in Lakewood at Kipling and Simm Streets).
- Details of the specific products being manufactured

Any further active measures requested (seizing control of an assembly line, spoofing security, etc.) will be subjected to additional fees and negotiation, with a distinct possibility that such efforts would not be cost effective (start with an asking fee equal to 2,500 nuyen x TR x the number of team members).

If the team's hacker wants to infiltrate the RMD host in Bow Mar, the following information should be sufficient to handle the hacker's interaction with the nodes:

- The host appears in VR as a collection of electric circuits, including control panels, a central transformer, volt meters, capacitors, and electric motors.
- Corporate hackers appear as electric utility linemen, and IC as Erector Set robots with a selection of appendages that reflect the programs loaded in the IC.
- RMD has two main nodes, both with a rating of 3+TR (except the signal rating for the security node, as explained later).
- The main node (normally in passive mode) runs the automated assembly lines, employee task lists, RFID inventory control, RFID raw material control, delivery and shipment

schedules, and general AR and email traffic.

- The assembly line programming is encrypted at rating 5, with the encryption protected by a rating 5 databomb.
- The entire security node runs in hidden mode with encryption and stealth 5. It controls the maglock systems, camera feeds, personnel and payroll records, and financial data.
- The security node is set up to run on a very short-range wireless network of redundant signal repeaters with signal ratings of 0 and 1. The ranges are such that the network cannot be accessed from outside the buildings within the complex. Buried optical cables connect the network between the buildings. In cases of emergencies or jamming, the security office has a rating 7 signal transmitter they can bring online to contact help from the outside.
- Once an alert has been raised (on either node), security will launch a rating 4+TR IC agent with Analyze, Track, Stealth, Armor, and Exploit to localize the disturbance. One of the RMD corporate hackers will also go looking for the intruder.
- If the IC agent or hacker locates an intruder, they will call for backup, namely another rating 4+TR IC agent loaded with Blackout, Armor, Analyze, Medic, and Attack. If these actions are insufficient, the node will try to terminate the hacker's connection, and as a last resort initiate a system reset.

Security

Security is provided by Cyclops Security Services. Their personnel are the only contractors on site. All other personnel are RMD employees. For more details regarding Cyclops Security Services, see their description in **Legwork**. The different types of Cyclops personnel are found in **Cast of Shadows**.

Starting security levels:

Physical Security: All of the site's interior doors are reinforced. (SR4 p.157)The site has perimeter lighting, security guards at exterior entrances, and on-site security guards that patrol on a fixed schedule.

Technical Security: Rating 3 maglocks are on interior doors and the front fence gate, and rating 5 maglocks on exterior doors. Both have thumbprint scanners and an RFID scanner to pick up the signal from the employee's ID badge. Closed circuit TV cameras monitor the loading dock doors and the driveway at the entry guard shack, but not the personnel exterior doors. There are no interior camera systems.

Magical Security: Cyclops Security has a mage on call as needed. He will arrive via astral projection once he receives an alert from the security forces on site.

Matrix Security: Corporate hackers doubling as security hackers monitor matrix systems during the day. At night, these corporate hackers are on call. See a typical RMD hacker in the **Cast of Shadows** section. Additional matrix details can be found in the Casing the Target Matrix section above.

Personnel Security: The personnel department conducts background investigations of new employees, including credit and criminal computer checks, and interviews with the most recent previous employer and 1-2 friends. While there are no current job openings, if PCs somehow manage to talk their way into an interview, they'll need a solid fake ID.

Once the facility has been hit, the following additional measures will be taken:

- If the prior incident involved magic, the security mage will bind a Force 5 earth elemental and 3 Watchers on site to patrol.
- The guard at the fence perimeter will be doubled, and within 36 hours the controls for opening the gate will be moved to the central security office instead of the guard shack.
- The guards will be outfitted with Remington 990 shotguns w. flechette ammunition and a smartlink. Outdoors at night, they will be wearing lowlight goggles w. flare comp.
- The outdoor patrols will occur randomly.
- If an attack occurs through the matrix, the system will be taken offline when the corp hackers are not on site (at night).
- 2 GM-Nissan Doberman drones (SR4 p.341-2) will be active, both outside during the day, and one inside / one outside at night. These are additionally equipped with Clearsight 3 and Targeting 3 autosofts, white light spotlight, and a microturret with an HK-MP-5 TX (40 regular rounds). Recoil compensation is 2.

If the TR is 3 or greater, apply this increase to security.

If the facility is hit a second time, Cyclops security adds a reaction force: Chrysler Nissan Patrol 1 w. a Cyclops Security executive protection driver and 3 security guards. One of the guards will man a pintle-mounted Ingram White Knight LMG with explosive rounds. The Ingram is welded to a roll bar just in front of the sun roof on the Patrol 1, allowing the guard to stand on the center console and fire the weapon. The security mage also now remains on site, and wards key areas as time allows, starting with the central security office.

Team Options

If the team requests some general information about current events, provide them the scream sheet file (**See Handout 9**). Stats for the shotgun described in the scream sheet are at the end of the **Cast of Shadows** section. There are no direct news stories about the facility, but the news of the day may give the team some ideas for disrupting operations.

See **Legwork (Bow Mar)** for information on contacting the specific thrill gangs and go gangs in the region.

Team attempts will vary, but may include the following:

Recruit a street (thrill) gang to harass RMD

The DamBusters are a local thrillgang in Bow Mar. They dress in tans and browns, with synthleather bomber jackets. In addition to the typical light handguns, clubs, and chains, they are known for their cylindrical improvised explosives, which they typically deliver by "skipping" it toward their target. They would generally be receptive to a deal, and would hop onto a train to make their escape (they know the local schedule for the tracks in front of the facility). Negotiation would be through their leader, Wallis. See the Cast of Shadows section for details on Wallis.

If the team tries to approach the Zombies, Romero, their leader will insist on a service in exchange for their work. They require an a capella rendition of "Cuddlelove" by the boy band True2U, on Open Mike Night at All the World's a Stage, a local bar hangout of the Ghostriders go gang. The Zombies will record the event via trideocam. The song will start a brawl, of course. Romero can be found in the Cast of Shadows section.

Any other thrillgang will be unwilling to go onto that turf.

Recruit a go gang to harass RMD

There are more options here, since gangs that are not local may be willing to do the job since they can quickly vacate the local area after the job. However, it is possible they may be intercepted by the Godz, the go gang that controls the highways in much of the Pueblo sector. If so, they will seek out the team to attempt to wrangle additional nuyen to cover their losses.

The Godz are a go gang that has its roots in the now defunct Ute sector, and have extended their reach into the entire Pueblo sector. They are involved in low-profile smuggling, and a protection racket against smugglers without T-birds. The gang has many elf members, but they have no connection with the Ancients.

If the team approaches the Godz, their local lieutenant, Apollo, will initially accept, then inform Emilio Chavez of the offer, since the Godz are aware that RMD has his protection. Emilio will pay them to fake whatever action they were asked to make, and then set up another meet for payment or to do another job. That meet will be a trap led by Cyclops Security and PuebSec. Emilio will have tipped off Erik and his security people. Stats for Apollo can be found in the Cast of Shadows section.

Another option is to speak with the Ghostriders go gang, which haunt Route 121 and I-285 at night. They are led by Wanda, a lightning fast elf, both in mind and body. The gang rides their bikes, mostly black and silver Aurora racing bikes, to the accompaniment of a host of ghosts and spirits, courtesy of a Trid Phantasm (Extended Area) spell sustained by Felicity, cat shaman and Wanda's chief lieutenant. This gang is mostly female, but includes a mix of elves, humans, and orks. Further information on Wanda and Felicity is in the Cast of Shadows section.

Social Engineering/Infiltration

The plant is small enough that most employees know everyone else. There are no job openings currently available, and the company's only subcontractor is Cyclops Security. Thus, there are not many opportunities to insert an insider into RMD during the short period of time available to the runners.

Vandalism

The existing security info above should handle any plans the team comes up with.

Hijacking Deliveries or Shipments

A hack job will be needed (by either a runner or an NPC hacker) to secure the shipping schedules in advance. Supplier and Receiving contacts would be unwilling to hurt their own corp with a tip that led to a theft, unless the product was returned to them on the sly. If they simply follow departing trucks, all go north or south on Route 121. The delivery trucks will be 18 wheeler tractor trailer rigs (used VW X600s and Ford F500s).

Incoming shipments (see player handout 2) are raw materials, such as copper wire (C), beryllium wire (B), germanium capacitors (GC), and aluminum frames (AF). One detail that may not be apparent on the schedule is the billing codes. A Logic + Accounting, Finance, or similar Knowledge (2) Test will reveal that TOS/DD stands for Transfer on Shipment/Direct Debit, and TOD for Transfer on Delivery/Direct Debit. The transfer referred to here is ownership (and liability if the shipment is lost). Thus any hijacked TOD shipment won't financially hurt RMD, as they have sufficient parts inventory to schedule a replacement shipment the next day. Hence a hijacking of a TOD delivery will not count as a successful harassment of RMD. Successful actions are important for purposes of Karma and when the sale of the facility is triggered. See Picking Up the Pieces later.

Outgoing shipments (see player handout 3) are electric motors for vehicles of various types. Only TOD deliveries will hurt RMD directly, as lost or hijacked TOS shipments will be the responsibility of the intended recipient. Note that hijacking the TOS shipment could also create repercussions to the team down the road, as they would be ripping off Aztechnology!

Hijacking Executives

General manager Erik Fjordson's itinerary is explained in the Cast of Shadows. Other important people at the facility are Cyclops Security Commander Brady Simmons, Plant Comptroller Rita Hernandez, and Information Systems Manager Harriet Owens. This info is not available via Legwork, but could be taken via a run into the Matrix personnel files or interrogation of other employees. Develop stats and background for these personnel as needed.

Family Attention

What's Up Chummer?

If the team is breezing through the run or quickly pulling off successful actions against RMD, this encounter can be added to further challenge the team.

Behind the Scenes

After the first attempt (successful or not) to disrupt RMD operations, general manager Erik Fjordson mentions the trouble that night to his friend Emilio of the Chavez mafia family during a high stakes craps game at the Lakeside Amusement Park casino. Emilio begins to ask around to find out who is harassing his friend's place of business.

Once a second successful action is taken against RMD, Erik calls Emilio and asks him for his help. By this time, Emilio has managed to pin down the identity of at least one member of the team. This character should be the one played by the quietest player at the table. If everyone has been actively participating, then the team's face or contact-heavy player has been identified. Emilio sends a group of thugs to "send a message".

The thugs attempt to intercept the character when he/she is alone, or with just one other person. A meeting with a contact would be ideal. The group drives up in a black GM Bulldog Step Van in a pickup truck configuration. One thug drives and another rides shotgun. Both remain in the truck. Four others, plus their leader, Bruno, hop out of the bed of the pickup and confront the character. Two of the thugs fire tasers, while the two others use their baseball bats (clubs) in melee. Bruno will defend himself, but is there primarily to deliver Emilio's message. They will attack the character until he reaches unconsciousness, or withdraw if three or more of their team are dropped.

Bruno delivers Emilio's message in a heavy Sicilian accent as the thugs try to administer their own nonverbal message. "RMD in Denver is under protection of the 'family'. You fuck with RMD or their employees again, and it'll be the last thing you ever do."

Stats for Bruno and the mafia thugs are found in **Cast of Shadows**.

Pushing the Envelope

Depending upon how this encounter goes, the Mafia enforcers may be patrolling the streets near RMD afterwards. Assemble them in groups of 2+TR members.

Picking Up the Pieces

Payment

After 3 successful actions or 5 days with 2 successful actions, the Johnson will contact the group's pager. Once he is called back, he testily orders them to cease operations and to pick up their payment at 8pm at Jay's Boathouse North. The Johnson will be late. About 8:20pm, the bodyguard will knock and enter their private dining room. He tosses them the final payment and leaves, saying only that the team performed as required, though the desired result failed to materialize. Any food or drink is on the team's tab this time around.

If five days pass with fewer than 2 successful actions, the Johnson pages them to advise them that the building has been sold to a competing party, and that the team failed to perform its mission swiftly enough to fulfill their contract. Successful negotiation with him might allow a partial payment again at Jay's Boathouse North as above, but only 10% per hit with a maximum of 40% of the negotiated success payment.

Press Release

Pass out the press release (**see Handout 8**) of MetalStorm, a subsidiary of AresArms, announcing the purchase of facility, **after a heated bidding war**, to convert it to a manufacturing plant for its weapon systems. The release also announces a contract completed with PuebSec for MetalStorm systems and ground attack pods for drones and aircraft.

Fencing the Loot

The raw material (copper wire, germanium capacitors, aluminum frames) deliveries have a retail value of 30-55K nuyen, and finished product shipments 40-75K nuyen. Fencing starts at 30% value and follows standard rules (**SR4** p.303). Note that each trailer and tractor has a security RFID tag, with a stealth tag as backup. Each pallet or wire spool is similarly equipped. The tags will bring PuebSec unless jammed, deactivated, or found and destroyed/discarded. The trucks themselves, VW X600s or Ford F500s, can be fenced as well at a used price of 50K nuyen.

Karma

1 – Avoiding any deaths (PCs and NPCs alike)

1 – Per successful action against RMD (Maximum of 2)

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action.

The maximum adventure award for SRM characters who played this adventure is 6 karma.

Contacts

- Wallis, Romero, and either Wanda or Felicity (but not both; choose whomever the team interacted with the most). To gain the contact, the team must have role played with them, arranged for some sort of deal with their gang, and not get double-crossed or betrayed them.
- Erik Fjordson. It is unlikely to happen, but if the team negotiates with Fjordson to land him a job elsewhere, they will gain him as a contact. Fjordson sees the writing on the wall, and knows his facility would've been on the chopping block regardless of the team's activities.

Faction

- The team will lose one (1) point of Chavez faction if the team takes two or more actions against RMD, or kills one or more of the Mafia thugs led by Bruno.
- If the team does not harm Fjordson, and do not kill any of Bruno's thugs, they can gain one (1) point of Chavez faction. This will require them to meet with Emilio, show proper respect, and agree to cease all action against RMD.
- The team will lose one (1) point of faction with the Godz if they are lured into the sting attempted by Apollo.
- If the team manages to dodge the sting set up by Apollo, word will get out on the streets, and the team will gain one (1) point of faction with the Fronts.
- If the team sings at All the World's a Stage, the team will lose one (1) point of faction with both the Godz and the Fronts if they sing, then slink or run away. However, if they sing and stand up to the Ghostriders and hold their own, then they will gain one (1) point of faction with both the Fronts and the Godz. A maximum of one point can be earned with the Fronts during the run.

Reputation

The following acts will earn the team a point of Notoriety:

- The team is caught on camera and it is released to the media.
- The team provides details of the run to a media contact.
- The team is arrested.
- The team fails to take two successful actions against RMD.
- The team kills three or more people that are not associated with security or criminal elements (bystanders, RMD employees, etc.).

Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ * TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ * TR.

Rocky Mountain Dynamics (RMD)

Appropriate contacts: corporate management (i.e. official, Johnson, etc.) (+1 die), corporate secretary or wageslave (-2 dice), tribal chief, NAN government official, or Data Search extended test with a threshold of 4 for each hit, and an interval of 15 minutes.

0. That fragging utility causes brown outs all over! Everybody knows those shitheads!
1. It's a third tier corp; their headquarters is in Vancouver, and their CEO is David Cherbourne. They manufacture electric motors, mostly for cars and watercraft.
2. They also manufacture generators, mostly for hydroelectric plants. They have strong relationships with many of the NAN tribal governments. Their plant in Denver is in the Bow Mar neighborhood of the PCC sector. The facility is run by general manager Erik Fjordson.
3. Their manufacturing plant in Bow Mar is the primary source for the wheel motors in Chrysler-Nissan Jackrabbits sold in North America. They also supply electric motors for several of Nissan's drone designs, such as the Doberman.
4. It is rumored that someone in the Chavez mafia family has an interest in RMD.
5. RMD is currently in negotiations to renew its contract with Nissan. Nissan is upset with quality control in RMD's Bow Mar manufacturing facility, and is insisting on major improvements at the plant. RMD is balking at the costs involved to upgrade the automated control systems and equipment, considering the low profit margin on the parts supplied to Nissan for the Jackrabbit. Plant general manager Erik Fjordson is under pressure to keep quality high and overhead low, an almost impossible task considering the age of the facility.
6. As part of the publicity campaign for the newest version of Nissan's Doberman perimeter drone, Nissan supplied a pair of the drones to each of its suppliers (RMD's Bow Mar plant included) as a gesture of goodwill and to enhance their security. Some corps are using them as

delivered, but others, concerned about industrial espionage, either scrapped them soon after or completely overhauled them.

Rocky Mountain Dynamics (Mafia)

Appropriate contacts: mafia contact (+2 dice) (exception: Chavez family, -4 dice and a Charisma + Etiquette + Loyalty (3) test to avoid the contact tipping off Emilio Chavez), other underworld contacts (-1 die).

0. What da ya think I am, a fragging dictionary! Fuck off!
1. In this biz, a big mouth is the number one cause of cement poisoning.
2. RMD has a manufacturing plant in Bow Mar in the PCC. The Chavez family has an interest in the plant there.
3. Emilio Chavez is a choomba with RMD plant general manager Erik Fjordson. They both crave the rush, mostly from speed.
4. Word is, Fjordson managed to acquire some stealthy watercraft for Emilio Caesar, as well as a pair of exotic electric racing bikes. Emilio keeps an eye on the RMD facility out of friendship with Fjordson.

Erik Fjordson

Appropriate contacts: corporate, mafia (-2 dice), corp headhunter/HR exec (+2 dice), Data Search extended test with a threshold of 8 for each hit, and an interval of 15 minutes.

0. Isn't he that Simstar in those romance movies with Melinda Roland? What a piece of dreck those were.
1. He's the general manager of Rocky Mountain Dynamic's manufacturing plant in Bow Mar. Been there about 2 years.
2. Prior to that, he worked as a managing engineer for Ares back in Detroit. They recruited him right out of Purdue. He currently lives at 335 Marion in the Littleton district of PCC sector.
3. He's got a wild streak in him. He races bikes and parties hard, mostly at the Lakeside Amusement Park casino, often with his friend Emilio Chavez. Rumor has it he used to play Outrider on a semi pro urban brawl team back in college.

Emilio Chavez

Appropriate contacts: mafia (+2 dice), Chavez mafia contact (+4 dice), underworld contacts, street contacts (-2 dice).

0. He's the nouveau Tuscan chef on Trid Channel 212, right? He's got that show, Iron CyberChef .
1. He's in the Chavez Mafia family. They control the Lakeside Amusement Park casino in the PCC, and have their fingers in quite a few other areas in the PCC and CAS Sectors.
2. Emilio is the son of sotto capo Omar Chavez, who in turn reports directly to the don in Dallas-Fort Worth. He's a bit of a hothead, and is always into whatever is the newest wiz tech. Word is that dad is disappointed, and the rest of the family is hoping for a tragic accident.
3. He spreads quite a bit of money around, though, and has a cadre of muscle for both protection and family work. Whether it's the money or something else, but he has quite a few close friends. They can often be found at the Lakeside Amusement Park casino.

Cyclops Security Services

Appropriate contacts: security/police (+2 dice), corporate contacts, street contacts (-1 die) Data Search extended test with a threshold of 4 for each hit, and an interval of 15 minutes.

0. Never heard of 'em. Probably some geezer rent-a-cop outfit.
1. It's a local security outfit here in Denver. They aren't big enough to play in The Hub or with the Star or K/E, but they have quite a few clients down in the PCC and CAS sectors. They wear brown uniforms and ball caps with the insignia of a single gold eye.
2. Their personnel are pretty good, as security guards go. No internal donut sacks on these guys, and they're equipped pretty well, from what I've seen. Predator pistols and occasionally shotguns, with good body armor. They are one of the security contractors at the federal correctional institution in Bow Mar.
3. Their rapid response and regional office is in Littleton at the corner of Platte Canyon Road and Ken Caryl Avenue. It includes a hangar, and word is they have a modified Hughes Stallion on Ready 5 status at all times.
4. They don't have much in the way of magical assets, from what I've seen. Any sort of magic is on call, not on site. They don't have a security system division, so technical security devices and surveillance varies from client to client. They know how to use what they've got, though.

Bow Mar

Appropriate contact: PCC Sector street contacts (+2 dice), other street contacts, media contacts (-1 die), Data Search extended test with a threshold of 4 for each hit, and an interval of 15 minutes.

0. I prefer the joygirls/boys at The Merge. What about you? (If the runners ask about The Merge, it has no relation to the run, but it is a strip bar and brothel in Lakewood. It features live nightly performances from the Waybills, a Tubes tribute band that “performs” with the dancers on stage.)
1. The highways around Bow Mar are the turf of the Godz go gang. The main street gangs are the Dambusters and the Zombies. Even though the Mafia control the den of gambling at the Lakeside Amusement Park, there are other power brokers on the street. The Yakuza and Triads control much of the smuggling and BTL trade.
2. The Godz are involved with smuggling, often as escorts or guides. The street gangs have turf that overlaps in some places, but I've never heard of a gang war between them. The Dambusters have a vintage look from the 1940s, and have connections to the Yaks. They provide protection to several coyotes in exchange for a cut of the action. The coyotes operate on the PCC/CAS border. The Zombies dress in drab greys, and have a heroin chic look. They're involved mostly with the street distribution of BTLs.
3. In the Bow Mar neighborhood, the local Godz lieutenant is Apollo; the Godz have connections to both the Mafia and the Triads. They frequent several bars and clubs along Route 470; which one they end up at varies from night to night.

4. The boss of the Dambusters is Wallis. He's pulled the gang away from the Yaks somewhat. They're taking all kinds of jobs now, and can often be found in bars and clubs along Quincy Avenue in Bow Mar. The Zombies are led by Romero; he's a strange one. Some say the ork's crazy, but I think he just has a sick sense of humor. The Zombies show up all over the Bow Mar district, and even have a yellow school bus they're seen in occasionally. Recently they've been seen around the Southwest Plaza Mall in Bow Mar.
5. There's a new go gang in the district, mostly girls. They ride Route 121 and the 285, and call themselves the Ghostriders. They have some crazy special effects when they ride. The Ghostriders' boss is Wanda, and she's one tough chica. One or more of them is supposedly a shaman, and that's who creates the ghostly effects. They hang out at All the World's a Stage, a bar in Bow Mar.

Cast of Shadows

Mr. Johnson

(Elliot Addison)

Human Male; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P C M

3 3 3 3 4 4 4 4 2 5 7 1 10

Alpha grade cyber: datajack, image link retinal mod, knowsoft link, commlink

Active Skills: Pistols 2, Computer 4, Leadership 4, Negotiation 4, Ettiquette (Corporate) 3(+2), Pilot Ground Craft 3

Knowledge Skills: English N, Japanese 3, Corporate Politics 4, Corporate Finance 4, Real Estate Law 3, Business Administration 4

Equipment: Actioneer Business Suit, Hammerli 620S w. concealable holster, credstick, certified credsticks (18 x 1k), commlink rating 5.

Elliot Addison is CFO of Consolidated Food Distributors. He's currently in negotiations to buy the Bow Mar facility from RMD. He's hoping to orchestrate events to tip RMD into agreeing to the deal, as the facility is already operating on a razor thin profit margin. The buildings here would be used for a truck terminal to distribute food to its major clients, the Federal Corrections Institution complex just to the west, and the Fort Logan Mental Health Center just to the north. Even better, CFD's major supplier, Denver Food Industries, have a processing plant right next door.

This is Addison's first journey into hiring a shadowrun team, and doesn't plan to make a habit of it. It is not possible to gain Addison as a contact, especially since his plan to acquire the RMD facility is doomed to failure regardless of how well the team performs.

Chavez Mafia Family

Emilio Chavez

Human Male; Connection Rating 3

Use Mafia Consiglieri contact in SR4, pg. 283. Add appropriate skills as explained below.

Emilio is the hothead and thrill junkie of the Chavez family. He loves speed, whether it is racing bikes, cigarette boats, or aircraft. He is brash and cocky, but with just enough common sense to avoid getting whacked by his rivals. His loyalty to his friends runs more deeply than to the Family. This includes Erik Fjordson. His impulsiveness will mean this loyalty will include using family muscle to protect Erik's position, whether Erik wants his help or not. Role playing and appearance hint: think Lindsey McDonald, played by Christian Kane, on Angel.

Even if the team ends up meeting Emilio and stops their harassment campaign against RMD, Emilio will not become a contact. This action may affect the team's faction rating with the Chavez family, however. See the Reputation section of Picking Up the Pieces above.

Bruno, Mafia Enforcer

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P M S M

4 4 3(4) 4 3 3 3 3 7 2 10 10

Cyber: Wired Reflexes 1, Platelet Factory

Active Skills: Pistols 4, Clubs 4, Dodge 2, Intimidation 2, Etiquette (Mafia) 2(+2)

Knowledge Skills: English N, Spanish 3, Italian 2, Mafia Turf 3, Mafia Safe Houses 3, Mafia Politics 2

Equipment: Armor Vest, Defiance EX Shocker taser, baseball bat (club), 4 extra taser darts

Mafia Thugs (x6)

Human Males; Connection Rating 1

B A R S C I L W E S S I N I T I P C M

4 3 2 4 2 2 2 2 6 4 1 10

Professional Rating: 1

Active Skills: Pistols 2, Clubs 2, Dodge 1, Etiquette 2

Knowledge Skills: English N, Mafia Turf 2, Gangster trids 3

Equipment: Armor Vest, Defiance EX Shocker taser, baseball bat (club), 4 extra taser darts

RMD Employees

Erik Fjordson

Human Male; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P M S M

4 5 4 2 4 3 4 4 4 5 7 1 10 10

Vehicle Initiative Passes: 3

Cyber: control rig, datajack

Active Skills: Athletics skill group 2, Pilot Ground Craft 5, Pilot Rotor Craft 2, Etiquette (corp) 3(+2), Leadership 3, Negotiation 2, Automotive Mechanic 3, Infiltration (Vehicle) 2(+2), Automatics 4, Pistol 3

Knowledge Skills: English N, Norwegian 3, Crow 3, Engineering 4, Urban Brawl Rules 3, Motocross and Superbike Leagues 3, Business Administration 4, Gambling (craps) 3(+2)

Equipment: commlink, Actioneer armored clothing, real leather jacket. Once alerted, he switches to an armored jacket, fine clothes, and Ingram Smartgun w. smartcontacts and regular ammo.

Vehicles: Suzuki Mirage (w. rigger controls), Eurocar Westwind 3K (w. rigger controls).

Erik is very good at his job as general manager of RMD's manufacturing facility in Bow Mar, but reaps no enjoyment from it. He's a thrill junkie, and spends his time off in pursuit of a fix. Whether it is racing bikes through the residential streets of Denver, powerboat racing on one of Denver's many lakes, or playing high-stakes craps at a casino, he's in it for the rush. When strange things start happening at the plant, he responds in the appropriate corp fashion when he's in the office. However, away from the office he gets caught up in an imaginary executive protection game. After he sees the results of the first act by the team, he arranges for accommodations at the posh Triple Tree Inn a few miles southeast of the plant in Littleton, and has his wife Gail gather their vehicles and bags to allow for an extended stay there. He then proceeds to commute as if he's in evasive training school for K/E exec protection teams. His days as an outrider in a semi pro urban brawl team back at Purdue University serve him well for this purpose.

Erik is tall and fit, with close-cropped blonde hair and a fair Nordic complexion. He is cool under pressure, whether in the office or behind the wheel.

RMD Corporate Hacker

Human Male; Connection Rating 2

B A R S C I L W E D G E S S I N I T I P C M

3 3 4 2 2 3 4 3 1 5 7 1 10

Cyber: datajack

Active Skills: Electronics Skill Group 3, Cracking Group 2, Perception 2, Etiquette (Matrix) 1(+2)

Knowledge Skills: English N, AR Games 5, Operating Systems 4, Security Procedures 2

Equipment: Ordinary nerdy clothes, pocket protector, commlink (Sig/Res/Sys/Fir 5 with hot simlink), all common use programs at rating 3+TR, all hacking programs at rating 1+TR.

Cyclops Security Services Personnel

Typical CSS Guard

Varied Metatype/Gender;

Connection Rating: 2

B A R S C I L W E S S I N I T I P C M

4 3 4 3 2 3 2 3 5 7 1 10

Cyber: smartlink, radio rating 3

Active Skills: Clubs (stun baton) 2(+2), Pistols 3, Longarms (shotguns) 2(+2), Intimidation 2, Perception 2, Dodge 2

Knowledge Skills: English N, Security Procedures 3, Security Systems 2

Equipment: Armored Jacket, Cyclops ball cap, Predator IV w. clips of regular and gel rounds (2 each), Stun Baton.

Professional Rating: 2 + (TR/2, round fractions down)

CSS Security Mage

Varied Metatype/Gender

Connection Rating: 2

B A R S C I L W M E S S I N I T I P C M

3 3 4 3 4 3 3 4 4 6 7 1 10

Astral Initiative: 3

Active Skills: Astral Combat 2, Pistols 2, Conjuring Skill Group 3, Dodge 3, Perception 2, Sorcery Skill Group 3

Knowledge Skills: English N, Security Procedures 3, Magic Background 2, Paranormal Critters 3

Equipment: Armored Vest, Cyclops ball cap, Predator IV w. clips of regular and gel rounds (2 each), smartcontacts.

Spells: Stunbolt, Mana Barrier, Mob Control, Armor

Professional Rating: 2 + (TR/2, round fractions down)

Gang Bosses

Wallis

Boss of the Dambusters Thrill Gang

Human Male; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P M S M

4 4 4(5) 4 4 4 4 4 3 4 9 2 10 10

Cyber: wired reflexes 1

Active Skills: Athletics Skill Group 2, Bike 2, Clubs (extendable baton) 3(+2), Dodge 3, Intimidation 3, Leadership 3, Pistols 4, Throwing Weapons 4, Perception 2

Knowledge Skills: English N, Gang ID 4, Gang Turf 4, Mafia Turf 3, Yak Turf 3, BTL Dealers 2, History (WWII) 2(+2)

Equipment: Long Coat, Extendable Baton, Colt Manhunter w. laser sight, 2 clips of regular ammo, 2 improvised high explosives (6P/-2AP, -2/m).

Wallis tries for a British nobleman look from the 1940s, to differentiate himself from the fly-boy look of the rest of the gang. His attempt at a British accent is ridiculous (think of Benny Hill), but he doesn't take it or his gang's shtick all that seriously. However, he takes his leadership and rep of his gang very seriously, and can quickly turn from laid back to an intense, intimidating leader if either is questioned. His gang provides protection to several coyotes along the PCC/CAS border in exchange for a cut of the action. He's pulled the gang away from the Yaks somewhat, and is willing to consider any reasonable deal offered by the team.

Romero

Boss of the Zombies Thrill Gang
Ork Male; Connection Rating 3

B A R S C I L W EDG ESS INIT IP PM SM
7 4 3(4) 5 3 3 2 4 3 3 7 2 10 10

Cyber: wired reflexes 1, 2 retractable hand razors

Active Skills: Cyber implant combat (razors) 3(+2), Dodge 4, Intimidation 2, Perception 2, Infiltration 3

Knowledge Skills: English N, Gang ID 2, Horror Trids 3, BTL Market Conditions 4

Equipment: Armor Jacket, micro lowlight trideo camera, Mossberg Super Shorty shotgun w. flechette ammo

Romero shares the Zombies' drab grey clothes and heroin chic look, but the look is due to make-up, not drugs or depravation. The ork's ample muscles show he takes care of himself. He enjoys making others feel uncomfortable, and is not interested in negotiation. Think of how Dr. Lector manipulates Agent Starling in Silence of the Lambs. If the team asks him or his gang to do something, he names his price, take it or leave it. He will enjoy watching the team squirm if they accept his terms and sing at All the World's a Stage, and record it on trid for his personal collection.

Apollo

Lieutenant of the Godz Go Gang
Elf Male; Connection Rating 3

B A R S C I L W EDG ESS INIT IP PM SM
3 4 4 3 4 4 3 4 3 5 8 1 10 10

Cyber: retractable cyber spur, dermal plating 1

Active Skills: Cyber implant combat (spurs) 3(+2), Automatics 4, Dodge 2, Infiltration (Vehicle) 3(+2), Shadowing 3, Negotiation 3, Pilot Ground Craft (Bike) 2(+2)

Knowledge Skills: English N, Sperethiel 2, Smuggling Routes 4, Mafia Protected Establishments 4, Gang Turf 3, Triad Protected Establishments 3

Equipment: Harley Davidson Scorpion, Armor Vest (+ dermal plating), commlink, HK MP-5 TX w. 2 clips of regular ammo

Apollo is the local Godz lieutenant in Bow Mar. Apollo comes across as an aloof and haughty elf, but in fact, power plays and street politics are constantly on his mind. The appearance of the team gives Apollo a chance to impress Emilio Chavez, and he takes the chance to betray the team to hopefully secure the favor and friendship of Chavez. He hopes to eventually make a play to become boss of the entire Godz gang, and having Chavez's backing will be a big step in that direction.

Wanda

Boss of the Ghostriders Go Gang
Elf Female; Connection Rating 3

B A R S C I L W E D E S S I N I T I P M S M
3(4) 5 4(6) 3(5) 5 4 4 4 3 4.5 10 1 10 10

Cyber: reaction enhancer 2, plastic bone lacing, muscle augmentation 2

Active Skills: Athletics skill group 2, Pilot Ground Craft (Bike) 3(+2), Unarmed Combat 4, Influence Skill Group 2, Automatics 3, Dodge 4, Perception 2

Knowledge Skills: English N, Gang Turf 2, PCC Sector highways 2, PuebSec patrol procedures 2, Smuggling Routes 3

Equipment: Urban Explorer Jumpsuit w. helmet, Ceska Black Scorpion machine pistol, 2 clips of regular ammo, Suzuki Mirage racing bike.

As boss of a relatively new go gang, Wanda is trying to establish her reputation as a tough leader. She doesn't tolerate any unseemly comments about a mostly girl go gang, and has the hand to hand skills to back up her threats. Think of Sarah Conner, played by Linda Hamilton, in Terminator 2. If the team shows respect, however, Wanda is amenable to a deal to wreak havoc on RMD to establish her gang as a force in the neighborhood.

Felicity

Lieutenant of the Ghostriders Go Gang
Human Female; Connection Rating 2

B A R S C I L W M E D G E S S I N I T I P M S M
3 3 4 2 4 4 3 4 4 2 6 8 1 10 10

Active Skills: Astral Combat 3, Summoning 4, Sorcery Skill Group 4, Dodge 3, Negotiation (Diplomacy) 1(+2) Perception 2, Pistols 2, Pilot Ground Craft (Bike) 2(+2), Assensing 2

Knowledge Skills: English N, Spirits 3, Gang ID 2

Equipment: Armor Vest, riding leathers, Colt America L36 with 2 clips regular ammo
Spells: Trid Phantasm(extended area), Mass Confusion, Heal, Ice Sheet

Advantages: Magician(Shaman); Mentor Spirit(Cat)

Felicity is a calming influence on Wanda. Any implication that she is the sub to Wanda's dom, however, will immediately bring the wrath of both of them on the unfortunate offender. Otherwise, though, Felicity tends to play the mediator when tensions rise.

Felicity maintains a surprising number of ties through the PCC mystical community. For a ganger, she has a surprising knowledge of spirit activity in the sector.

Her cat side comes out in her social dealings. She'll quickly and randomly move from cold and aloof to close and personal.

Typical Gang Member

All Gangs
Various Metatypes/Genders
Connection Rating 1

B A R S C I L W E S S I N I T I P C M

3 3 3 3 2 2 2 2 6 5 1 10

Active Skills: Clubs 2, Dodge 1, Etiquette (Street) 1(+2), Pistols 2, Unarmed Combat 2

Godz and Ghostriders only: Pilot Ground Craft (Bike) 1(+2)

Dambusters only: Throwing Weapons 2

Zombies only: Athletics skill group 2

Knowledge Skills: English N, Gang Turf 1, Gang ID 2

Equipment: Streetline Special with regular ammo, club, ordinary clothes with gang colors

Godz only: Harley Davidson Scorpion

Ghostriders only: Suzuki Mirage

Dambusters only: 1 improvised high explosive (5P/-2 AP, -2/m) each

Zombies only: half w. Mossberg Super Shorty shotguns w flechette ammo

Professional Rating: 1

Mossberg Super Shorty Assault Shotgun

Damage 5P, AP -, Mode SA, RC (1), Ammo 3(m), Availability 12R normally, but 4R during the course of this module, Cost 700¥.

Description: This shotgun's extremely short barrel gives it the concealability of a machine pistol when its foregrip is collapsed, or as an SMG if it is extended. The foregrip must be unfolded to fire the Super Shorty, which is a simple action. Even though the Super Shorty is pump action, the foregrip allows for the equivalent of semi-automatic firing. When using flechette ammunition the shotgun is always fired as a wide spread, changing the damage to 3P(f), AP +6, and -4 to the target's defense pool (pg. 144 SR4).