



SHADOWRUN

MISSIONS



WHILE THE CITY SLEEPS

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05-05



FIGHT NIGHT

The sharp ding of the bell signals the end of the fourth round, and Billy “The Beast” Barlow breathes a visible sigh of relief. Looking dimly out of his bruised right eye, he sees his opponent strut around the ring, raising his arms as if he were already victorious, despite a nasty cut above a swollen shut left eye. Who was this Miguel Garza guy anyway? Barlow had seen him around a few fights before, but never like this. Barlow knows the score; keep it exciting for a few rounds, then pound him to the mat in the fifth. Sid said this guy knew what he was doing. The look in Garza’s eyes, that kind of crazed, bloodshot look of someone on a six-day novacoke bender, told Barlow he was in for more than he bargained for. Garza looks like he was hit by a bus, but he may as well be a machine for all the shits he gives.

Relieved at the chance for a rest, Barlow lets his guard down and moves to go back to his corner. Garza’s face twists into a furious scowl as he throws a vicious punch to the back of Barlow’s head, sending the house favorite to the mat face first. The outraged crowd flies into a frenzy, screaming for someone to control the fight. Garza’s barely intelligible taunts are drowned out by the din of the shocked crowd, as an obviously dazed Barlow can only crawl back to his corner stool.

Barlow’s manager, an aging, bald ork with the scars of a survivor, wipes down the boxer with a grim look on his face, and then turns to Sid and shakes his head. Barlow can’t take another beating like that.

Sid Gambetti furrows his brow and wipes the sweat off his face with a dirty blue cloth. He’s long since shed his jacket, and his tie hangs loosely around his neck. His paper-thin white shirt shows sweat stains under his arms as he raises his finger to point at Barlow’s manager, the fake diamond on his pinky finger catching the light.

“You get him back in there, or you finish the fight for him!” Sid growls at the ork. He glances toward the other corner, where Garza sits, staring silently at Barlow as Garza’s manager tries with frantic motions to get the rookie boxer’s attention. At least he had his boys search people for recording equipment on the way in. No one needs to see this travesty again.

With a sigh the ork turns to Barlow to deliver the news. Underground boxing was never easy, and never clean, no matter what the so-called ref says.

His orders delivered, Sid spares a glance to his left, spying a group of observers too well dressed to be locals. The obvious goons stand bodyguard around several men in sharp suits, and the brightly dressed women accompanying them stood out among the others as people who had money, along with the means to turn that money into

power. One of the men, a middle-aged human with greying temples, glares at Sid with a stony look of disapproval. Obviously, someone has money riding on this fight and received a decent tip as to the nature of the outcome.

The boxers are up again, meeting in the middle while the referee keeps them separate.

Dabbing his receding hairline with this blue cloth again, Sid visibly winces when the bell signaling the beginning of Round five is struck. Before the echo of the bell can leave his ears, Garza unleashes a ferocious combination that leaves Barlow on the mat.

Sid rushes to the ringside while the ref starts his count, screaming at Barlow to get his ass up. The boxer moves, slowly at first, but eventually climbs the ropes to the point he can stand, spitting out a gob of red that hits the mat and splatters Sid’s shirt. The count reaches seven before Barlow can stand on his own.

Cursing, Sid pushes his way past several ringside staff to the other side of the ring. The bell sounds, the fight’s back on, and at that moment the house plunges into darkness. The bloodthirsty cries of the crowd are swiftly replaced by concerned chatter as the lights come back on from the momentary power failure.

Garza stands near the edge of the ring, his left glove clutching his side. Barlow, seeing an opportunity, moves in. Garza tries to move, but he’s sluggish and is caught by a vicious hook that spins him around and into the mat, collapsing into a convulsing heap.

Sid, looking shocked, removes his hands from his pockets, the slight glint of blued steel catching the light of the venue for a split second. The count is swift, and the ref raises Barlow’s hand, declaring him the victor by knockout in five rounds.

Whispers of dissatisfied gamblers combined with few boos raise from the crowd, and voices call foul on the suspicious blackout, but they are silenced by the remainder of the audience, who quickly drowns them out with chatter as the venue begins to empty.

Sid leans against the ring as he is approached by the finely dressed man with greying temples. The man’s expression is not one of joy, but he shakes Sid’s hand as he receives an overstuffed envelope in the other. He leans in close to Sid to whisper in his ear, and Sid’s already shaken expression goes white, as the man and his bodyguards move off toward the exit.

Taking his cloth out, Sid wipes his face and nearly falls into a chair at ringside, his shaking fingers searching his discarded jacket for a steel flask. Taking a long draw from the flask, he lets out a long breath. At least he’s still breathing.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



INTRODUCTION

SRM 05-05: *While the City Sleeps* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at shadowruntabletop.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 05-05: *While the City Sleeps* is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 05-05: *While the City Sleeps* 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.

- **Scan This** 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. This subsection

should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

- **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 other 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 *SRM 05-05: While the City Sleeps* (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 abil-

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



ities 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.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should generally not overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to bury them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, limits, glitches, critical successes, and other common mechanics are described in *SR5* 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure. They have more detailed write ups and include most of the skills and the gear they have access to.

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 **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high-value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than one-third of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly thirty kilometers north to Belmont Avenue, and reaches from the Lake Michigan on the east to an average of fifteen kilometers inland to Harlem Avenue on the west. A mass of torn-down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly twenty years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the Zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count fluctuates wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See **Background Count** sidebar for full rules. Future *Shadowrun, Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

BACKGROUND COUNTS

Background counts impose a negative dice pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc). Dual-natured creatures and spirits suffer this penalty to all actions.

Aspected background counts grant a boost to any limit that utilizes magic in any way (see above) to any metahuman, spirit, or dual-natured creature that matches the aspected domain. This includes spellcasting Force limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the aspected domain should treat this as a normal background count and suffer penalties.

Background counts above 12 are called either a flux (for aspected domains) or a void (for magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active foci, etc.) takes background count – 12 unresisted Stun Damage each turn that they are active and exposed to the flux or void.

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 gamemaster, 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 (p. 372, SR5).

The second is to make sure that all players have updated their character's **Mission 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, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at forums.shadowrun tabletop.com and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the larger campaign.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



MISSION BACKGROUND

Sid is a guy with a checkered past. As a fight promoter he has had his share of shady deals. This time, Sid's past has finally come a-knocking.

A couple of months ago, Sid was taking bets on an underground bare-knuckle fight between William "Billy The Beast" Barlow and newcomer Miguel Garza. It should have been a simple but brutal affair, with Garza going down in the fifth. The problem was, Garza had pumped himself full of kamikaze in order to give a better show. By the time the fifth round rolled around, The Beast had beaten him to a bloody pulp. Garza didn't even notice. As it became more and more apparent that the bets made would turn out against his prediction, Sid panicked. With visions of large men named Mario chainsawing his legs off at the knee, Sid killed the power to the venue. Less than ten seconds later the lights came on just in time for everyone to see The Beast land the knockout punch. The crisis was averted.

What Sid didn't know was that several of Garza's promoters lost a lot of money that night. Garza did too, as he had bet on himself. Garza knew something fishy had happened in those ten seconds of darkness, but

because of the haze of combat drugs in his system, he couldn't figure out what. At least, not until an anonymous source came forward with some hi-res thermographic footage of that night.

Looking to cash in to the highest bidder, the source, a small-time mob hacker named Richard Bryson, sent a piece of the data Garza knowing that Garza and his people would be incensed—and possibly in the mood to pay big for something they could use to bury Sid.

Garza, who had missed his big chance, was now given a reason to go after the guy who he blames for his descent into the life of a broken, petty thug. He plans on contacting his old promoters, a gang called the Chemical Boyz, who lost big on his fall. He will then use the data to blackmail Sid.

Sid, on the other hand, wants to know where the data came from, so he hires a team to get to Bryson and acquire or destroy his copies of the data and get out without attracting too much attention. Hopefully they can get to him before he has a chance to make any more copies.

MISSION SYNOPSIS

The team is contacted by a frantic Sid, who hires them to secure some sensitive information on a short time table. Sid tells the runners that he's being blackmailed over a fight gone bad a couple of months back. He also tells them that threats have been made to release this data to people who would very much want him dead if they got their hands on the information. He has some money but not a lot of time, and he hires the team to go get the data before it is sold.

He knows who contacted him, a small street gang known as the Chemical Boyz who are known to affiliate themselves and pay tribute to The Raging Horde, but he knows this kind of information brokering isn't their style. Suspecting the gangers were hired to lean on him, he suggests the team start by paying a visit to the Chemical Boyz at a hangout that isn't too far away from The Vault, where Sid last did business with the team.

The Chemical Boyz' hangout is a biker bar and pool hall in the building that used to house The Hole. Several of the Boyz are present, including the group hired to put pressure on Sid. They aren't willing to part with the information about their employer, though, and they will have to be convinced, one way or another, to give it up.

Once the runners have found, one way or another, who the gang was working for, they find that the gang was hired by none other than Miguel Garza himself to put pressure on Sid. The runners find out that Garza hired the Boyz in order to put pressure on Sid to force him to pay up, or he would sell the data publicly, ruining Sid's reputation and putting him in the crosshairs of people who lost a lot of money.

Finding Garza is easy, as he is spending the rest of his night in a drug-induced haze in his garden-level apartment. He is now firmly addicted to kamikaze. Forcing the information out of a drug-addled and augmented boxer is another matter altogether. Once they deal with Garza, they find that Garza came into possession of the information from the one who recorded it, a small-time decker named Richard Bryson who is on retainer to former Mafia Don Leo McCaskill as a live-in security agent.

Some quick legwork can uncover the fact that McCaskill's residence is in an upscale gated community with round-the-clock security and high-end alarm systems. It's up to the runners to penetrate the security around the house, get into McCaskill's house to find Bryson, and get the information.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



SCENE 1:

VEGAS STAKES

SCAN THIS

The runners are contacted by a frantic Sid, who needs a job done right now. He's willing to pay a price for the short notice, but he hopes his new friends can do him a solid.

TELL IT TO THEM STRAIGHT

The dull roar of the crowd at the bar dies down as the announcer for the urban brawl game comes on the trid. Tonight is the grudge match. The New York Slashers are coming to town to take on the Chicago Exterminators. Ever since the walls came down, there's been demand for urban brawl closer to old downtown. Last time the Exterminators took on the Slashers, it was two penalties for unsportsmanlike conduct and one for unnecessary destruction of property, when the second-string Blaster for the Exterminators decided it was a good idea to hose down a media van he thought two Slashers were hiding behind. New York took the game 6 - 5, and the bet you lost to Jerry, the night bartender down at Emmett's, is something he won't let you forget.

This time it's a real home-field advantage. The Slashers are deep into injured reserve, and the Exterminators are coming off a bye. It's going to be glorious. You can already taste the free Soyweiser as the trid starts blaring the aggressive theme music amidst the rising volume of cheers and excited talk.

You feel a quick jolt as your commlink buzzes in your pocket, and your heart sinks as you remember it's the work number. You ignore it for a couple of seconds, hoping whoever is calling you would end up contacting someone else. That's when it hits your AR, a text in all caps, "PICK UP IT'S IMPORTANT - SID."

With a sigh and a quick flick, the display pops into AR, showing a disheveled Sid, a dull sheen of sweat covering his red face. His normally smirking façade cracks with lines of worry.

"I'm glad you picked up. I need something done, and I need it done tonight," he blurts abruptly, "I'm going to patch in everyone else on a conference here."

You look up regretfully at the trid screen one more time as the bartender finally delivers you what was going to be the first of many cold ones.

Looks like you're missing the game after all.

BEHIND THE SCENES

Being an underground fight promoter, Sid has had his share of shady dealings. This time, though, his fight fixing has landed him in trouble. After a fight went south

when one of the combatants tried to bet on himself against what was planned, Sid had to take measures to make sure the people who invested in his strategy didn't lose out (see **Adventure Background**).

Unfortunately for Sid, despite his best efforts, his actions were still caught on camera. Looking to make a cool payday on this, the whistleblower, Richard Bryson, sent out the information to Garza, looking to offer him the data. Garza took the opportunity and has hired a gang of thugs to put pressure on Sid to cough up some cash in exchange for the data. Sid has other plans, though, and as a low level Mr. Johnson, he decides on a pre-emptive strike to get a hold of the data, and teach a lesson to the guy making threats.

So far, Sid has been contacted by a member of the Chemical Boyz, who has threatened to release the information to Sid's enemies in the morning if he doesn't pay up. They have demanded 150,000 nuyen and provided the address of one of their hangouts where the money should be sent. What the Chemical Boyz didn't count on was Sid hiring a team to get the data back by force on short notice.

Sid thinks, and is likely right, that the gang will take his money and anything else he happened to bring with him, and will probably beat him to death if he shows anyway. He also knows that it is not the normal operation of this gang to do this sort of thing, so he suspects a third party behind it.

Once everyone is on the conference call, Sid takes a deep breath and explains the job to them. He wants the team to go to the location of the drop off, find out who hired the gang, get to the original culprit and get the data back.

"I'm glad you all are here. I'm not sure what I would have done if you didn't pick up."

Sid takes a moment to calm organize his thoughts then speaks up. "I have some folks who are trying to lean on me pretty hard. They say they have data on me regarding a fight I did a couple of months ago, and they are going to release it unless I pay up. The thing is, the guys putting the pressure on me are thugs, real Cro-Magnon types, if you get my meaning. No way they had the contacts to put this together this way. Shit, they probably don't care anyway and are just in it to make a buck. I need you to go up there and find out who hired them. Then I need you to get to that person and get the data from him. Rough him up a little if you want to. Make sure he doesn't ever want to screw with me again, see?"

A grin crosses his face at this point, "I can pay you each ten large. I know its short notice, but I was hoping for a little help from my new friends."

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



Once the runners agree to the job, Sid tells them that the drop off point was a gang bar called The Hole up on the North Side. The ganger who made the threat only identified himself as “The Ogre.”

PUSHING THE ENVELOPE

This scene is fairly simple, and Sid knows he may face some negotiation from the team. He is willing to negotiate, but does so reluctantly, as he feels if it gets too high he may as well pay the ransom and take his chances. On an opposed negotiation test, every net hit scores will increase the total by 200 nuyen per runner, to a maximum of 1,000 nuyen extra.

Sid has a Negotiation + Charisma dice pool of 11.

SCENE 2:

BAD DUDES

SCAN THIS

The team goes to check out the Chemical Boyz at The Hole and find out who hired them to lean on Sid.

TELL IT TO THEM STRAIGHT

Traffic at this hour is usually no big deal, except that because of the urban brawl game, that you happen to be missing, traffic has been re-routed throughout the area, causing chaos on the streets. The infuriating stop-and-go traffic eventually subsides the further from downtown you get, and eventually it altogether vanishes as you enter what could only be referred to as “the other side of the tracks.” AR is quiet, only displaying virtual gang tags and the occasional still-operational road sign. Here and there, pieces of the old GridGuide system lay exposed to the night sky, obviously dead. Pulling up to a curb two blocks from The Hole, your vehicle groans in protest as it skips in and out of half fixed and abandoned potholes.

A loud, thumping beat can be heard not too far ahead, pulsing with the only life in the rundown area.

BEHIND THE SCENES

The Hole lives up to its name. Situated in the lower level of what could only be a condemned three story brownstone brick building, The Hole has been the Chemical Boyz’ hangout since before the Horde rolled through and demanded tribute. It’s an old enough spot to have actual wood floors and bar; most of the other furniture is from obviously different sources, with a

DEBUGGING

Some runners won’t answer the call or may otherwise push Sid for more money. They may recognize they have him over a barrel and point out that his options are limited. Should this happen, Sid does what he can to meet their demands but will not agree to some nebulous favor in the future or be able to get any gear or extra cash beforehand. He is willing to pay a little up front, up to 1,000 nuyen each, but any demands for supplies or other accommodation are met with a brusque “I said this was short notice, didn’t I?” reply.

Should a runner team still push for more money or compensation, Sid will begrudgingly admit he has no other options and pay up to 12,000 per runner. Should this happen, Sid will think twice about doing favors for people who aren’t willing to stick their necks out for him when he needs it, which will affect Sid’s Loyalty rating at the end of the run. Favors work both ways, chummers.

plastic booth from a McHugh’s and a few repurposed cable spools set up as makeshift tables. Bullet holes dot the inside in places, and old neon signs with letters burnt out advertising beers brands that went defunct years ago. Behind the bar is a large smudged and cracked mirror, but little is visible in its surface due to the amount of grime present. The wood surfaces are worn but kept mostly clean except for a few stains of vomit, blood, and possibly other fluids. Two full-size pool tables with stained green felt dominate the middle of the bar, and a few screens are hung in the corner, displaying the urban brawl game (Chicago Exterminators up 2 - 0 early on). Smokers are prevalent inside, and the whole place smells like stale cigarette smoke and cheap beer, even when no one is inside.

Out front, there are twelve decaying motorcycles of varying quality lined up, all of them dented and beat up, many with torn seats. Characters familiar with bikes or mechanics can tell that only a four of them are in working order as is; the others having holes in their gas tanks, missing vital parts or otherwise disabled, and having been like that for some time (Automotive Mechanic or Bikes or appropriate Knowledge skill with a threshold of 2). All of the bikes are painted in the Chemical Boyz’ colors, with stripes of orange and green.

Matrix access for The Hole is present, though it is fairly pathetic. Ambient Noise in the area operates at a Rating of 2, and the Hole itself is an old metal-and-brick construction, causing further interference if trying to penetrate the walls with a signal, adding another 2 points of Noise. What they do have is limited to a couple of closed-circuit security cameras and a channel to

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG





stream music through the only part of The Hole that is somewhat impressive: the speaker system. Augmented reality is present here, but mostly in the form of ARO gang tags and a few lewd ARO images of dancing girls and other mostly naked women.

As the runners approach, they see two people, an ork and a human, outside smoking and talking about their bikes. They both are wearing colors for the Chemical Boyz and will not react as the runners get closer even if they spot them. These two guys are simply outside trying to figure out what parts they can scavenge from the derelict bikes in order to fix their own. If observed for some time, their conversation will shift to the ork complaining about his girlfriend getting too fat, and the human listening with obviously waning interest. They will not stop anyone from entering The Hole, though they may eyeball people who look out of place for this kind of venue (people in suits, or fancily dressed, etc.)

Inside The Hole, two gangers (one dwarf, one human) circle the pool table engaged in what looks like a one-sided win. Three others (two humans, one ork) sit at the bar either watching the game on the trid screens or heckling the losing pool player. The bartender, an older ork in a stained, paper-thin white t-shirt pours drinks for people as they are ordered. If a runner orders a drink, they will get it, but it will be served in a somewhat filthy glass, and it will cost ten nuyen, a ridiculous price. Any complaints about the drink or the price will get the

attention of the few gangers at the bar, who will heckle the runner for not being able to afford a measly ten bucks, or being too much of a wuss to just take the drink.

In the back of the bar, four more gangers are congregated around a table for poker night. The leader of the Chemical Boyz, the ganger known as The Ogre, is here, a massive ork with a broken tusk on the left side of his mouth. He was the one that Garza contacted, and he is the one who made the call to Sid to demand money.

The data regarding who hired the gang is on The Ogre's commlink. It is not well protected but is run in hidden mode. Pulling the records of the commcalls that were made can verify he was contacted by Garza just before calling Sid. There is address information on the commlink as well for Garza (2419 N. Ridgeway Avenue, Apartment 102).

The gangers are lightly armed, mostly with bar implements and knives, though there are a few firearms present. The Ogre has an Enfield AS-7 in the back room with him, and the bartender has a Defiance T-250 under the bar.

PUSHING THE ENVELOPE

Overall, there are twelve gangers inside The Hole. If combat breaks out in the bar area, the bartender will dive under the bar on the first round, then stand up with the shotgun hoping that holding a fairly large gun will

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



deter anyone from breaking anything else. He isn't afraid to use it if he has to, though. Those at the table will use their pool cues to beat up any runners they can get the drop on. The Chemical Boyz aren't afraid of trashing their own hangout, though, and will flip over tables to take cover from gunfire, or use empty (or full, for that matter) liquor bottles as missiles, clubs, or shivs once broken. Once combat has started, The Ogre, (along with four human associates), will roll a timed gas grenade into the room, loaded with Neuro Stun VIII. He will then emerge from the back room, opening with bursts from his Enfield, looking to take down as many people as possible with it. He will use other gang members as cover if need be as well. Over all, this is a scene with a lot of cover and places to hide.

These guys may be a small-time gang, but they are prideful and will use bluster and posturing when interacting with runner teams, especially making fun of any "Keeblers" (elves) or "Pretty Boys/Glamor Girls" (runners who dress flashily, or play their character as someone who is physically attractive.)

DEBUGGING

As the grenade goes into the room, several gang members may take an action to take cover and put their gas masks on instead of shooting at runners. Any ganger that has been killed has a gas mask on their person as well. A gas mask can also be lifted from a living gang member if a smart runner thinks about it.

If no runner thinks to check the commlinks of the gang, Sid may be able to point them in that direction if they call him, having come up with a dead end.

It is entirely possible to have this scene happen with no combat, as a hacker character may be able to lift the information from the Ogre's commlink if they are careful. Unfortunately, due to the poor signal in the area, the hacker must at least be present in the bar area due to noise and signal degradation for this to function, mainly because the device rating on The Ogre's commlink is so terrible.

Characters may also think to bribe the gang or even use a bet over a game of pool as a way to get the information as well. If they do so, a series of social checks, or Agility tests (with a low accuracy limit for using the crooked cue) would be appropriate, augmenting any roll with similar knowledge skills if a runner has them.

Overall, this can go a lot of ways, though combat is the most likely.

CHEMICAL BOYZ GANG MEMBERS
(PROFESSION RATING 2)

B	A	R	S	W	L	I	C	EDG	ESS
4	4	3	4	3	2	3	3	3	6

Initiative: 6 + 1D6 (7 + 2D6 on cram)
Condition Monitor: 10
Limits: Physical 5, Mental 4, Social 5
Armor: Armor jacket (12, Chemical Protection 5)
Skills: Blades 4, Clubs 4, Etiquette 4 (Street +2), Intimidation 5, Perception 3, Pistols 4
Qualities: Toughness
Gear: Browning Ultra Power, Meta Link commlink (Device Rating 1), gas mask
Weapons:
 Browning Ultra Power [Heavy Pistols, Acc 5 (6) DV 8P, AP -1, SA, RC —, 10(c)]
 Knife [Blades, Acc 5 DV 5P, AP -1]
 Pool Cue [Clubs, Acc 4, Reach 1, DV 7P AP —]

SID, BARTENDER AT THE HOLE
(PROFESSION RATING 3)

B	A	R	S	W	L	I	C	EDG	ESS
7	4 (6)	5	6 (8)	3	2	3	2	3	1.9

Initiative: 8 + 1D6
Condition Monitor: 11
Limits: Physical 8(10), Mental 4, Social 3
Armor: 16 [Armor jacket (12, w/ Chemical Protection 5), dermal plating 4]
Skills: Blades 4, Clubs 4, Etiquette 4 (Street +2), Intimidation 5, Longarms 6, Perception 3, Pistols 4, Unarmed Combat 5
Qualities: Toughness
Augmentations: Dermal plating 4, muscle replacement 2, smartlink
Gear: Gas mask, Meta Link commlink (Device Rating 1)
Weapons:
 Defiance T-250 [Shotgun, Acc 4 (6) DV 10P, AP -1, SA/SS, RC —, 5(m)]

THE OGRE

B	A	R	S	W	L	I	C	EDG	ESS
7 (9)	5 (6)	5 (6)	6 (8)	4	2	5	4	4	0.9

Initiative: 11 + 2D6 (12 + 3D6 on cram)
Condition Monitor (P/S): 12(13)/10
Limits: Physical 8(11), Mental 5, Social 6
Armor: 14 (armor jacket [12], aluminum bone lacing)
Skills: Blades 4, Clubs 4, Etiquette 4 (Street +2), Intimidation 4, Longarms 6 (Shotguns +2), Perception 3, Pistols 4, Unarmed Combat 5
Qualities: Natural Immunity (Neuro Stun VIII)
Augmentations: Aluminum bone lacing, muscle replacement 2, smartlink, wired reflexes 1
Gear: Armor jacket (12, Chemical Protection 5), 2 doses cram, Meta Link commlink (Device Rating 1)
Weapons:
 Enfield AS-7 [Shotgun, Acc 4 (6), DV 13P, AP -1, SA/BF, RC —, 24(d), w/ smartgun system]
 2 gas grenades [Throwing Weapons, Radius 10m,w/ Neuro Stun VIII (p. 410, SR5)]
 Knife [Blades, Acc 5 DV 5P, AP -1]

COVER
 NIGHT
 INTRODUCTION
 MISSION GROUND & SYNOPSIS
 SCENE 1
 SCENE 2
 SCENE 3
 SCENE 4
 SCENE 4A
 SCENE 5
 SCENE 6
 SCENE 7
 SCENE 8
 PICKING UP THE PIECES
 LEGWORK
 CAST OF SHADOWS
 EFFING LOG



SCENE 3:

ALTERED BEAST

SCAN THIS

The runners now know that the Chemical Boyz were hired by Garza, and the team speeds off to his flat to confront him about where he got the information

TELL IT TO THEM STRAIGHT

Traffic has subsided some as you cruise to the address you found on the commlink. This Garza guy better have what you need. Whoever he is, he's not rich. Driving by the building to take a first look, you see a three-story brick building with a few garden-level apartments. The glass door in front is closed and looks undamaged, but the flickering light overhead tells you this place may not be in the best repair. There is a small parking area to the side of the building with several older-model vehicles, all with some sort of rust or dent in them.

Your commlink buzzes, and a text alert shoots into AR. New York has tied it up. Maybe if you take care of this quick you can catch the end of the match?

BEHIND THE SCENES

Garza's address they found on the commlink is 2419 N. Ridgeway Avenue, an apartment building off of Fullerton. The front door area is a small foyer with a buzzer to let people into the building itself. The outer front door is locked at this hour (maglock Rating 4), as is the inner one (also Rating 4). The listing for apartment 102 is under the name of Malloy, though all of the listings here look faded and old.

Matrix searches on the address will have it come up under the name of Stephanie Malloy, but with an unlisted commcode. The Matrix access for the building is handled by a Rating 4 host that generally serves to control door locks and cameras as well as having a public-facing site for prospective renters. AR in this area is largely in Spanish, as this is located in a large Hispanic community, but advertisements for restaurants, car dealerships, and other establishments show up in large, loud, clashing colors.

Runners may approach this in several ways. One is to hack the node and unlock the doors. Another is to disable the maglocks on the doors using Hardware. They could also simply break the doors themselves, though damage to the doors will result in an alarm being triggered on the node and an automatic call to Lone Star to send a patrol car. Should this happen, four minutes after the alarm is triggered, a Lone Star patrol car will pull up and investigate (use Police Patrol, p. 383, SR5).

Apartment 102 is on the garden level of the building

and should be easy to find. The door is nondescript, but sounds can be heard from the inside of a crying child and someone watching the trid.

If the runners decide to knock on the door, it will be answered slowly by a twenty-something ork girl holding a crying ork baby. It is obvious she was recently in some sort of fight, as she has bruises on the right side of her face she is trying to hide with her hair, and her lip has recently stopped bleeding from a cut.

This is Stephanie Malloy, Miguel Garza's girlfriend, and victim of his drug-induced raging. She will first ask what the runners want, and if they say they are there for Garza, she will quickly say he isn't there right now (after looking toward a back room room warily—Perception + Intuition [Mental] (3) to notice) and try to push the runners out. If the runners push by her she will step aside, holding her baby close to her as they enter the apartment. She doesn't want to admit it, but Garza is responsible for her appearance, as during one of his recent rages, the crying baby put him over the edge. He attempted to get to the child so he could strangle it but was stopped by a pleading and crying Stephanie, who ended up taking the brunt of his anger. Stephanie doesn't know what to do with Garza and simply wants him out until he cleans up. She is questioning her feelings for him but doesn't want to see him dead at this point, though some runner teams will likely make him just that. She can be convinced with a decent Leadership or Con roll (threshold 4) to let them in to deal with the issue.

The apartment itself is a small two-bedroom flat, with a kitchen area to one side. The living-room floor is littered with toys and stuffed animals around the trideo set that is currently turned off. The noise of the loud set is coming from one of the bedrooms. In the bedroom, a shirtless Garza works out on a resistance band machine (think bowflex) while the urban brawl game blares out of the trideo. Upon entering the room, he will stand up and question the runners with a quick, "Who the hell are you?" before sucker-punching one of them, using Edge to modify his roll.

A runner can make a Perception + Intuition [Mental] (3) Test to see that Garza is completely out of his mind on some sort of drug and is in an unstable state of mind.

Garza's commlink is currently discarded in the nightstand next to the bed along with his Ruger Super Warhawk. The gun is loaded and ready to fire, but out of his immediate reach. In his state, he is unstoppable as long as he is conscious, and he will have to be subdued or killed before any meaningful search can begin. The commlink contains information regarding the paydata the runner team is looking for, along with a snippet of a fight scene in which Garza looks to take a taser

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



shot in the side, but it is hard to tell as it is thermographic footage. It also has a record of a text conversation between Garza and Richard Bryson, laying out how to leverage the most money for this information. Garza was supposed to drive to meet Bryson tomorrow to pick up the data and pay him off.

Garza was close to hitting it big in the boxing world, but it became known that he was a user of combat drugs, as well as the possessor of several pieces of cyberware. Before the match with Billy the Beast, Garza prepared for the fight by going into debt with several loan sharks in order to give himself an edge in terms of cyber and bioware. What was in the ring was a monster compared to The Beast, and it was a small wonder that Sid's taser even knocked him out. Now, out of work and no longer fighting, he sees blackmailing Sid as his way to pay off the loan sharks.

PUSHING THE ENVELOPE

If sounds of gunfire are heard, a Lone Star patrol will be immediately dispatched to the residence. The team has three minutes after the first gunshot until the patrol arrives. When the patrol arrives, Lone Star will plan to arrest everyone and sort it all out at the station. If overwhelmed, the cops will call for backup, which could lead to a chase as the runner team exits.

If the team pushed their way into the apartment or otherwise broke in, Stephanie Malloy will be able to identify all of them and will do so if asked by the police. If she was convinced otherwise, she will not. This can potentially increase the Public Awareness or Notoriety of a runner team.

DEBUGGING

Should the team enter the room and simply kill Garza outright, they will have to search for the commlink. Once found, they will then have to break into it to find

MIGUEL GARZA

B	A	R	S	W	L	I	C	EDG	ESS
5 (8)	4 (9)	5 (8)	6 (11)	3 (4)	2	4	3	5	1.5

Initiative: 9 + 1D6 (12 + 3D6)

Condition Monitor: 11

Limits: Physical 10, Mental 5, Social 3

Armor: 4 (orthoskin 4)

Active Skills: Athletics skill group 5, Clubs 3, Intimidation 3, Perception 5, Pistols 3, Unarmed Combat 8

Knowledge Skills: Chicago Area Knowledge 4, Urban Brawl 4, Drug Dealers 3, Loan Sharks 2

Languages: Spanish N, English 5

Qualities: Addicted [Kamikaze: Severe], Toughness

Augmentations: Aluminum bone lacing, muscle augmentation 3, muscle toner 3, orthoskin 4, pain editor, reaction enhancers 3, reflex recorder (Unarmed Combat)

Gear: Shorts

Weapons:

Unarmed Strike [Unarmed, Acc 10, Reach —, DV 13P, AP —, Reflex Recorder]

HOST: APARTMENT BUILDING HOST

RATING	ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
5 (8)	4 (9)	5 (8)	6 (11)	3 (4)

Installed IC: Patrol, Probe, Track, Scramble

Slaved Devices: Alarms, doors

Spiders: None

Sculpting: Front desk at a hotel

the information on Bryson. If for some reason the team gets arrested, obviously this could cause problems. With the immediate threat of Garza selling the information out of the way, they may have bought themselves a little time. Maybe even enough time and information for Sid to get another team to go after Bryson, but at this point, this team is out of the picture if they get arrested.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION BACKGROUND & SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



SCENE 4: OPERATION WOLF

SCAN THIS

The information the runners have gathered has pointed them finally at the source of the data, Richard Bryson, security hacker for former don Leo McCaskill

TELL IT TO THEM STRAIGHT

As you leave the regular urban sprawl behind you, you arrive at the North Side, which seems out of place in Chicago. It seems the closer you get to Milwaukee, the better the town looks, believe it or not. Rundown buildings have been replaced with modern shopping centers and amenities, and life here almost seems normal. Bright AROs advertising late-night activities such as bars and restaurants litter the area, and Matrix access is available nearly without a break. Few people are out and about on a night like this, as most have gone to bed in this area of town. A slight burst of rain signals a change in the weather, though, and there is still work to be done.

The address you have been led to by Garza's commlink is a far cry from the dank little apartment you left just a while ago. A three-meter-high brick wall surrounds a gated community ahead of you, and large sewer grates can be seen on the streets adjacent to the wall. A light is on in the guard kiosk at the front gate, and a security guard stretches out in the booth while perusing something in AR. One thing is for certain. If the alarm goes off, the cops don't need to be called. They are already here.

BEHIND THE SCENES

This neighborhood is a gated community for those with the cash to enjoy it. This is an A-rated security zone, and it will take some finesse to get into and out of the house without triggering an alarm. The development has twenty-five homes in it, and the streets are patrolled by wheeled drones programmed to subdue unauthorized individuals caught there. Once a drone spots someone, it will send a signal to the guards in the kiosk, who would then hit the PanicButton that is in the booth, summoning a Lone Star patrol to investigate. Several bushes and trees line the roads, which can provide cover for the more creative types. Runners will have to succeed at a Sneaking + Agility [Physical] (4) Test to get past the drones.

Astral security is also present on site, in the form of a patrolling Force 5 air spirit. Opposed Sneaking Tests may be necessary to get past the spirit. Should the spirit be disrupted or destroyed, the guards in the kiosk will be sent out in one minute to investigate. Since the summoner is off site at this time, another spirit will



COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



SHADOWRUN MISSIONS//SEASON 5

05-05//WHILE THE CITY SLEEPS

not show up after the first is destroyed. Separate astral security exists in the McCaskill house.

The house itself has a short driveway that leads off the road through a well-kept lawn. Several trees provide a shady approach to the house. On the grounds are two outbuildings, one that looks like an old barn and another that looks like a garden shed. The main house itself is an old two-story building, with an elaborate loop in the driveway that passes in front of the door. Windows are dark at this hour except for one on the bottom level and one on the top floor. Lights illuminate the immediate area around the house, set in shrubberies and planters.

Several approaches present themselves:

- Going through the front gate is risky because of the guard on duty there. A camera records all incoming and outgoing traffic.
- The walls are three meters high and have short spikes on top to discourage climbers. It is feasible that a troll runner may be able to boost someone over more easily.
- Going through the wall with a vehicle or explosives is an option, but not a great one, as it will be noisy and easily detected.
- Sewers run through the area but are full of nasty things like devil rats. It is possible to go in through the sewer (if they do, go to Scene 4a).

If an alarm is triggered, Lone Star will respond on scene with a patrol car within two minutes. Depending on the severity of the alarm triggered, they will check in with the guard at the gate first, then assess the situation with a rotodrone that is automatically launched when the alarm sounds. If the threat is determined to be larger than can be handled by a single patrol car, Lone Star will radio for backup, which will arrive in three more minutes. This backup will be much more heavily armed.

PUSHING THE ENVELOPE

Should the runners decide to sneak in, either over the wall or through the sewers, the patrolling drones are still a threat. A pair of GM-Nissan Dobermans, these drones are equipped with searchlights as well as Yamaha Pulsars. If someone fails a sneaking roll, they will shine their spotlight in the direction of the movement and make another sensor roll. An automated voice will query the intruder for a password (which happens to be "Armadillo" at the moment); if the password is not received within fifteen seconds, the drone will fire the Pulsar taser, while signaling the guard kiosk for assistance.

Should the team trigger a high-threat response from the police by using explosives, autofire, or some other tactic that is similar, a SWAT team will show up (use Elite Corporate Security, squad of six plus one Lieutenant in an Ares Roadmaster equipped with medium machine guns and enhanced armor). Should the runners want to fight this team, they get what they deserve.

DEBUGGING

If for some reason the runner team cannot get to this address due to whatever problems they had with contacts, or an inability to pull the information from the commlink after subduing Garza, they can be led to this location by Stephanie Malloy, who knows Garza was going to be dealing with "some hacker guy who is working for an old mob boss up north." She can provide some information regarding what Garza had written down on a notepad in the kitchen.

SECURITY GUARDS (PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	EDG	ESS
4	3	4	3	4	2	3	3	3	6

Initiative: 7 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 6

Armor: 12 (armor jacket)

Skills: Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor jacket, 2 doses of jazz, sunglasses (Capacity 2, w/ image link, smartlink)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P AP —, SA, RC —, 15(c)]

Defiance EX Shocker [Taser, Acc 4 DV 11S(e) AP -5, SS, RC —, 4(m)]

Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]

MCT-NISSAN ROTODRONE

HANDLE	SPEED	ACCEL	BODY	ARMOR	PILOT	SENSOR
4	3	4	3	4	2	3

Programs: Clearsight 4, Taser Targeting 4

Gear: Spotlight

Weapons: Yamaha Pulsar [Taser, Acc 4 DV 9S(e) AP -5, SA, 4(m)]

GM NISSAN DOBERMAN

HANDLE	SPEED	ACCEL	BODY	ARMOR	PILOT	SENSOR
5	3	1	4	8	3	3

Modifications: Extra Armor

Programs: Clearsight 4, Taser Targeting 4

Gear: Spotlight

Weapons: Yamaha Pulsar [Taser, Acc 4 DV 9S(e) AP -5, SA, 4(m)]

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

CKING UP
THE PIECES

EGWORK

CAST OF
HADOWS

FING LOG



SCENE 4A:

SEWER SHARK

SCAN THIS

The team has decided to infiltrate the area through the sewers. How pleasant.

TELL IT TO THEM STRAIGHT

The stench of the sewers gets stronger as you descend the ladder. Hopping off, you land with a squishy thud on a pile of what you hope is just old trash. Whoever's idea this was, you need to be reminded to pistol whip them later.

The dark sewers stretch out before you. A flow of god-knows-what makes its way slowly out away from the development, bound for the lake. Not far from where you are, you see a door bearing the same sunrise-over-a-cityscape design as the gated community above. At least it wasn't difficult to find.

A steel grate bridges the gap over the central sewer flow, right to the edge of the water. A red light blinks rhythmically on and off on the covered keypad next to the door. Looks like it's locked.

BEHIND THE SCENES

The sewers in the area are of a much older construction than the development above. Needless to say, the sewer stinks, and Matrix access is spotty. The only security active in the sewer beyond the locked door are a few AROs reading "No Trespassing," and, "Private Property."

Runners are free to wade through the sewage, but in order to get under the grate, they will have to submerge themselves in the sewage flow completely.

The door is a standard metal security door. It is locked, but it can be hacked or electronically bypassed. The door itself is tied to the guard kiosk on the surface. If it goes into an alert status, the standard procedure is to have a guard go check on it, then call for Lone Star reinforcements if it is found to be forced open.

DEVIL RAT

B	A	R	S	W	L	I	C	EDG	ESS	M
2	5	5	1	3	2	5	5	2	6.0	4

Limits: Physical 3, Mental 4, Social 7

Skills: Climbing 5, Perception 4, Running 2, Sneaking 6, Unarmed Combat 5

Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite DV 2P, Reach -1), Weaknesses: Allergy (Sunlight, Mild)

There are other inhabitants of the sewers in the area. A colony of devil rats waits for unsuspecting passers-by to drop something to eat. Their den is very close to the ascent to the surface inside the walls

PUSHING THE ENVELOPE

The number of devil rats here is variable, but they generally will not attack anything unless their numbers are fairly high. Several can easily attack the runner team here if they take their time. Determine the number of devil rats based on the ease the team has had up to this point. Interestingly enough, if the runners decided to take a swim in the sewage, the devil rats want nothing to do with them, so the sewage has some kind of advantage other than being an amazing social repellent.

DEBUGGING

Should the alarm be set off here when a guard comes to investigate, the team could feasibly take out the guards one at a time. If the team takes out both guards, they only have to worry about the drones spotting them. Unacknowledged alarms, though, could cause issues in the guard kiosk and send an automatic signal to Lone Star after five minutes if not responded to.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



SCENE 5: ALPHA MISSION

SCAN THIS

The team has reached the house where Bryson is. Now they have to get in, get the data, and get out before anyone finds out they are there.

TELL IT TO THEM STRAIGHT

The guy that lives here must be rolling in nuyen. Not only does he live in a gated and guarded community, he also has a huge house, complete with the pillars around the front door. Sure it may be a little gaudy, but who cares when you're a retired Mafia don?

As you get closer to the house, a light in the lower story goes dark. Seems like someone decided to hit the sack. That should make things easier.

BEHIND THE SCENES

The house itself is a big two-story manor with high vaulted ceilings in the living areas, and great views of a nearby golf course. At this time of night, the house is locked up, and its inhabitants have mostly gone to sleep. The only remaining light on in the house is one on the upper level belonging to Bryson.

Security for the house seems sparse. There is a surveillance camera hidden in the motif above the front door that is visible with a Perception + Intuition [Mental] (4) Test. It monitors the front loop area near the front door. There is another security camera that monitors the end of the driveway. Runners must succeed at a Sneaking + Agility [Physical] (3) Test to remain unseen by the cameras in this area.

The windows on the lower floor are locked and armed with glass break detectors. A window on the back side of the house on the second floor is open to the night air and leads into a dark room. This room is actually the bedroom of McCaskill, who is on biomonitors as his health has been failing for months. Should the team decide to go this route and climb into the window, they will have to contend with McCaskill's ancient Great Dane named Zeus, who is sleeping next to his bed. He may be an old dog, but he can cause quite a racket should he be awakened by intruders.

The door locks are a combination of a deadbolt and a keypad (Rating 5). The keypad can be bypassed with hardware, or hacked. The deadbolt can be picked with lockpicks or an autopicker (Lockpicking (4)).

There are no patrols on the premises, as the security is largely dependent on the guards for the community along with Lone Star backup.

Bryson is very tired but is an insomniac, and he has decided to remain up to perform tweaks on the security system. As the team approaches, the light they can see in the upper floor is his room.

Runners who appear on the surveillance cameras will not immediately trigger an alarm, as these cameras are simply recording information. Any pictures taken here could be used to increase their Public Awareness

Matrix security for the house has been set up by Bryson. He knows his way around a few tricks, but by no means is he drek-hot.

Astral security for the house exists in the form of a Force 6 spirit of air. Should an alarm be triggered, it will immediately alert its summoner. The mage will project to the astral and work with Bryson via manifestation to deal with threats.

The idea here is to get inside the house and not trigger an alarm. Should any door be opened, it will start an entry delay countdown, giving someone who is entering time to disarm the alarm system. If the code is not entered (or the system not hacked) within one minute, the alarm will go off and signal Lone Star and the security guards at the gate.

PUSHING THE ENVELOPE

Teams looking for some extra challenge may try to send in a stealthy character into the window above. This still presents the problem of the dog, who will wake up and start barking if the runner fails at a Sneaking + Agility [Physical] (5) Test. Remember that there is medical equipment and wiring all over the floor of this room for the equipment, so if necessary, subtract a few dice from the pool of anyone trying to sneak through all that. Should the runner fail the test, the dog will wake up, raise its head, and start barking in a very loud and deep manner. It is possible to find a place to hide (closet, etc.), as Loretta the live-in caregiver will come upstairs to calm Zeus down. It will take some time for the dog to go back to sleep, but at least the alarm will not be triggered.

If a team is detected by Bryson or the alarm system, Bryson will go into the Security Room, which is attached to his room, seal the door (Barrier Rating 8, Armor 12, equipped with a Maglock Rating 5), and enter VR in an attempt to assess the threat from the node. Characters with active communications, online cyberware, online optics, and the like may find their devices tampered with or even bricked. Bryson will do what he can to gain marks on the intruders' devices in order to take over or data spike them.

If the spirit of air has alerted its master, a mage will be present in astral space. He will attempt to shut down any active Sustaining foci or active spells held in concentration in order to force them to be recast. He will also wait in the astral for anyone to perceive astrally, and will hit them with a manabolt or employ astral combat.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



DEBUGGING

Should the alarm go off, this puts the team on a timetable immediately. This means that Bryson will be up and about, actively trying to use the cameras and security systems to find evidence of an intruder. Loretta will go immediately to McCaskill's room. Lone Star may not like protecting the old mob boss, but they will show up hoping for some action in the area. As soon as the alarm is triggered, the runners have two minutes before the

patrol arrives, and three more minutes before the SWAT team shows up.

If they make the scene about getting away, they will be pursued by Lone Star in what could be a high-speed chase. Losing the Lone Star cars will take some doing, but as they get further south, it will be easier to do so, since the security closer to downtown is worse. Don't be afraid to chase the runners out if they are making too many mistakes.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION BACKGROUND & SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG

MCCASKILL SECURITY MAGE (PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	EDG	ESS	M
2	3	2	2	6	5	5	5	6	6	4

Initiative: 7 + 1D6 (Astral: 10 + 2D6)

Condition Monitor: 11

Limits: Physical 3, Mental 7, Social 8

Skills: Assensing 4, Astral Combat 6, Banishing 4, Counterspelling 5, Spellcasting 6, Summoning 4

Qualities: Focused Concentration 5 (sustaining 5 hits on Force 5 Combat Sense)

Gear: Katana (Rating 3 weapon focus)

Spells: Agony, Combat Sense, Control Actions, Mass Confusion, Manabolt, Mind Probe

Bound Spirits: Spirit of air (Force 5, 4 services), spirit of earth (Force 6, 3 services), spirit of fire (Force 5, 2 services)

Weapons:

Katana [Blades, Acc 7, Reach 1, DV 5P, AP -3, Rating 3 weapon focus]

Note: This mage is astrally projected, so he will primarily use astral combat rules as he is not physically at the house.

RICHARD BRYSON

B	A	R	S	W	L	I	C	EDG	ESS	R
3	2	3	2	5	6(8)	5	2	5	4.81	0

Initiative: 8 + 1D6 (Matrix 9 + 3D6 <cold sim>, 9 + 4D6 <hot sim>)

Condition Monitor (P/S): 10/11

Limits: Physical 4, Mental 8(9), Social 5

Armor: 9 (armor vest)

Active Skills: Athletics skill group 2, Automatics 2, Computer 5, Cybercombat 6, Electronic Warfare 5, Hacking (Devices) 6(8), Hardware 4, Software 3, Unarmed Combat 2

Knowledge Skills: Boxing 4, Chicago Area Knowledge 5, Decker Hangouts 4, Security Procedures 5, Surveillance Techniques 5

Languages: English (N)

Qualities: Codeslinger (Hack on the Fly), Home Ground (McCaskill Host), Insomnia (15), Spirit Bane (Beasts)

Augmentations: Cerebral booster 2, cranial cyberdeck [Shiawase Cyber 5 (DR 5 Atts 8 7 6 5, Prog 5)], cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], datajack, internal air tank (Rating 1), fingertip compartment

Gear: Ingram Smartgun, lined coat, optical chips (3),

Programs: Armor, Baby Monitor, Biofeedback, Biofeedback Filter, Browse, Configurator, Decryption, Edit, Encryption, Exploit, Fork, Hammer, Signal Scrubber, Sneak, Stealth, Toolbox, Track, Virtual Machine

Weapons:

Ingram Smartgun X [Submachine Gun, Acc 6, DV 8P, AP -4, Modes: BF/FA, RC 2, 32(c), w/ APDS ammo]



SCENE 6:

ALPHA MISSION II

SCAN THIS

Now inside, the team has to get to Bryson and get the information from him.

TELL IT TO THEM STRAIGHT

The house is dark and quiet inside. Your footfalls on the creaking wooden floor are muffled by the elaborate rugs laid out across the rooms. Now to find this security hacker; he's in here somewhere.

BEHIND THE SCENES

Inside the house, there are a few motion detectors in certain traffic areas, such as the bottom of the stairs. These are normally armed when the last person goes to bed.

McCaskill, who owns the house, has an ancient Great Dane who sleeps in his room. If the team chooses to go in through the window, the dog could make a ruckus (see Scene 5). Further, the dog may be old but can steal hear people moving around the house if they aren't careful. Sneaking (3) checks will be necessary.

Bryson's room is upstairs. He has just recently begun watching the highlights from the urban brawl game. Any alarms triggered on the grounds of the house alerts him with a Matrix alarm.

Two other people—Loretta, a live-in caregiver and Jim, a groundskeeper—also live in the house. They both know the code to disarm the security system.

Loretta will not endanger her client under any circumstances, but if it is made clear the target is not him, she may be persuaded to turn over the code.

Jim spends his time on the premises when not working, usually drinking and playing adult sim-games in his room. Should the team find him, he will give up the code and Bryson for a bribe.

Analysis of the file will show thermographic footage of a fight, where as soon as the lights go down, a white-hot electrical pulse is seen on one of the boxers, who is then floored by the next punch.

PUSHING THE ENVELOPE

Should the entry delay be triggered by opening a door, the team will have one minute to hack into the security system and provide it with a code to validate the entry, otherwise the alarm will sound, complete with a blaring siren. The security system exists on a Rating 5 node and is controlled by Bryson's deck on an administrator level.

If the alarm goes off, the door and window to McCaskill's room slams shut and seals, and an independent environmental system engages, separating that room from the remainder of the house until McCaskill disarms the system or his caregiver does so in case of his incapacitation. Once the door is sealed, emitters on the lower level of the house bombard the remainder of the house with nausea gas (p. 410, SR5) in an attempt to take out whoever has broken into the home. Every four Combat Turns that someone remains in the house, they are exposed to another dose. Since the gas is an inhalation vector toxin, gas masks provide complete immunity, as do internal air tanks, such as Bryson's.

During an alarm, if Bryson has had time to contact the Security Mage or the air spirit has alerted its master, the Security Mage will show up with his spirits, commanding them to attack. The mage is listed as having three bound spirits. The ease the runners have had up until this point should determine how many spirits the mage calls to repel intruders.

Inventive runners, or those without a hacker, may decide to electronically bypass the security system or disable it. Runners with knowledge of Security Systems can make a roll (Security Systems + Logic [Mental] (2)) to know that the system will have a physical panel, several mobile AR panels, as well as a physical battery backup on site that powers the system in the event of a power outage or a power cut to the home. It also powers the siren. It is possible for a runner team to get into the home, and the successful Security Systems Test can help them make educated guesses about several places where a battery box may be placed. These places include a closet in the master bedroom, a basement utility room, a kitchen pantry attached to the ceiling, or a cellar. These locations are unobtrusive and chosen because if the security office or panel is compromised, a signal can still be sent. However, if the box is found and the battery removed, the system is rendered inert except for its Matrix presence, which will send out messages to its administrator alerting him that it has been disabled. These messages will show up as a low priority, though, and Bryson is not actively checking his email, as these messages are normal for maintenance cycles.

Once the team finds Bryson, they have to get the file from him. Deckers and technomancers can hack Bryson's commlink for the file. Cursory browsing for the file will turn up a hit. If analyzed properly, they will find the file protected by a Data Bomb. If the Data Bomb is set off, the system will automatically go into alert and tip off Bryson.

The file is actually a decoy. The actual file itself is stored in Bryson's headware memory, behind a Data Lock.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



If the team finds Bryson, he will do his best to try to weasel out of being hurt. He will talk loud and stomp around, trying to get anyone else's attention within the house. If confronted about other copies of the file the runners are looking for, he will lie, saying that the only other copy of the file exists in a nexus kept off site.

In telling the team about the file being kept offsite, Bryson is trying to buy himself time to figure out how to get out his predicament with his skin intact. The site he spoke of is a warehouse owned by the syndicate he works for. He hopes to be able to call for some form of backup.

Above all, Bryson doesn't want to be killed. If pressed hard enough, he will give up the file in his headware memory. If told to disarm the security system, he will do so using the duress code, turning off the alarm siren and signaling the guard station to contact Lone Star.

DEBUGGING

Again, should the alarm go off here, this will put the runners on a timetable and make Bryson aware of a breach in security. Should the team decide they need to do something drastic, like burn the house down or set a fire, this will immediately trigger a safety alarm, such as fire or chemical detection, and will alert the guard kiosk as well as the proper authorities (fire department, poison control, etc.) Should one of these types of alarm be set off, it will effectively disable the security system. However, it will also create loud sirens in the home that Zeus will happily howl along with, making an awful noise and waking everyone up.

SCENE 7:

MOUSE TRAP

SCAN THIS

Bryson said the data exists offsite. He said he will take the team there, right into a trap.

TELL IT TO THEM STRAIGHT

So the little weasel is smarter than you thought. He actually kept the data in an offsite location in case someone came gunning for him. He grunts and leans right. Apparently giving directions with a gun barrel in his mouth is working out.

You enter a warehouse district near the lake, and he signals to stop near a rusty metal building with faded and peeling wood signs advertising some sort of ancient engine parts for agricultural equipment.

MCCASKILL SECURITY NODE

HOST: MCCASKILL HOUSE NODE

RATING	ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
5	5	7	6	8

Installed IC: Patrol, Probe, Track, Scramble, Killer, Sparky

Slaved Devices: Alarms, cameras, doors, environmental controls, gas system

Sculpting: Replica of McCaskill's estate

McCaskill himself is in no shape to spring out of bed and confront the runners, but if given enough time with the alarm going off, he will contact some of his Mafia associates via the matrix and alert them to come to his aid. This will take much more time than a Lone Star dispatch, but it is still a possibility. Failing everything else, the aging Mafioso has a hunting rifle he is pretty good with on days where he doesn't have to be in a wheelchair. Zeus himself is no threat, and won't even attempt to attack any runner unless they openly threaten McCaskill. Even then, his days as a guard dog are long over, and any attempt by Zeus to damage a runner will be more sad than threatening.

Should you be running short of time, Scene 7 is optional. In this case, Bryson will give up as much information as the tam needs to save his skin (assuming the team provides a credible threat).

BEHIND THE SCENES

Should the team take Bryson at his word and head to the warehouse, he hopes to be able to ambush them.

The warehouse is on the north side of town, near the waterfront. The area has several abandoned and rusty metal buildings. The one Bryson brings the team to has old rusted out signs advertising engine parts.

Inside the warehouse, six Mafia goons go about unpacking drugs from crates and weighing them. They all have weapons in reach.

As they pull up to the warehouse, Bryson insists he has to tell the people there that he has arrived. If escorted up to doing so, or if forced to call, he will speak in code about the team, setting them up in front of them. Runners with a Mafia procedures-type knowledge skill may be allowed a roll to detect his duplicity as he speaks to one of the goons (the test has a threshold of 2). A successful Judge Intentions test may be used as



COVER
HT
ON
ON
D &
SIS
SCENE 1
SCENE 2
SCENE 3
SCENE 4
SCENE 4A
SCENE 5
SCENE 6
SCENE 7
SCENE 8
PICKING UP
THE PIECES
LEGWORK
CAST OF
SHADOWS
DEBRIEFING LOG



well against Bryson's bluff, but it will be slightly more difficult (threshold of 4)

Upon speaking to the door goon from outside, Bryson will tell the team to wait, at which point they will be attacked. If the team takes off quickly, the goons will shoot Bryson for the mistake of leading outsiders to their operation.

Should the runners kill most of the goons, the remainder will try to buy them off with drugs. Failing that, they will set the building on fire with the pre-existing system in place for it.

On the second floor of the warehouse, three mostly abandoned offices line the walkway. In the corner office, a desktop nexus sits unattended. This computer is unprotected and is largely used as a glorified calculator for the scales in the warehouse. It has some incriminating information on it. Data regarding inbound shipments that have come in, and which cargo container the shipments are contained in, are present. This data is one of the files available on the computer along with the weights that have been logged. This data may be valuable to several contacts, should the runners decide to fence it.

This scene is largely a red herring. Bryson has all the information with him, and he is just trying to save his own skin.

PUSHING THE ENVELOPE

The amount of goons inside the warehouse can be variable. They are all inside, processing their drug shipment for eventual distribution to their dealers. One man watches the door, while the others work inside under fluorescent lamps. They may have additional men on hand to help with keeping the operation safe. Although this warehouse has lots of drugs and firearms within it, the drugs are not ready for use, and if taken and used, could cause unplanned side effects on characters such as increased crash times, temporary loss of magic, or chemical instabilities that interfere with skinlink or cyberware.

Cover is widely available within the building behind several large shipping crates.

DEBUGGING

Some runner teams may smell a rat immediately and insist that they break into the building themselves. This is entirely possible, and is overall not too difficult. If this is the case, Bryson says the information is on the second floor of the warehouse in the office on the desktop nexus. Of course, the data is not present.

If the team does not wish to infiltrate the building, they may also call the local police. The Lone Star cops

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



MAFIA GOONS

(ORGANIZED CRIME GANG, P. 383 SR5)

B	A	R	S	W	L	I	C	ESS
4	5	4	4	4	3	4	3	6

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 6, Mental 5, Social 6

Armor: 9 (lined coat)

Skills: Automatics 5, Blades 5, Intimidation 6, Perception 2, Pistols 4, Unarmed Combat 2

Gear: Lined coat, commlink (Renraku Sensei, Device Rating 3)

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P AP -5, SA/BF, RC 1, 35(c), w/ APDS ammo]

Knife [Blades, Acc 5, Reach —, DV 5P, AP -1]

CROOKED LONE STAR COPS

(POLICE PATROL, P. 383 SR5;
PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4	3	4	2	3	3	6

Initiative: 7 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 6

Armor: 12 (armor jacket)

Skills: Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor jacket, 2 doses of jazz, sunglasses [Capacity 2, w/ image link, smartlink]

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P AP —, SA, 15(c)]

Defiance EX Shocker [Taser, Acc 4, DV 11S(e) AP -5, SS, 4(m)]

Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]

that initially show up, however, are on the take from this operation and don't want anyone messing with it. They will do their best to make any interlopers try on cement shoes.

SCENE 8:

PUNCH OUT

SCAN THIS

The team contacts Sid to tell him the news about the data and get their money.

TELL IT TO THEM STRAIGHT

Your notifications have been buzzing for the past two hours with updates on the urban brawl match. Deciding not to look, you think maybe when you get home you can watch the highlights.

The sky has taken on a brighter hue in the east as the sun has started to rise. There are still a couple of hours left before it gets too bright outside, though. You ring up Sid. After only half of a ring, Sid picks up. In his video feed, he looks terrible, despite the crooked smile on his face. His normally buttoned-up shirt is undone, and his undershirt is spotted with brownish stains. He squints at his commlink.

Behind him the news shifts to coverage of the match. Chicago over New York, 5-4, the last point

scored during a power play when Sam Lewis, one of the Slashers' bangers, decided to "mistakenly" shoot an official, allowing Chicago blaster Ramsey to save the say. Apparently you won the bet—and weren't even there to collect.

"Hey, didn't I sends you out to go get that information? Did ya finds it yet? Tell me you fraggin' found it?" His slurring is audible, and despite this only being a video call, you swear you can smell the whisky through the image link.

At least someone got to have a good time drinking tonight.

BEHIND THE SCENES

Sid has been a nervous wreck since sending the runners to get the data back. He's been spending the last few hours trying to take the edge off by breaking into some cheap whisky he had laying around. By the time the team contacts him again, he's pretty wasted, but he still can't stop thinking about what will happen if

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



he doesn't hear back. If the runners have the data the following will occur.

A visible sigh of relief will pass through Sid as he gets the data in hand.

"Well son of a bitch. You did come through," he slurs. "I appreciate you doing this on short notice. I won't forget it."

An alert passes your commlink in a secondary window. Apparently you just got paid.

"This is the only copy, right?" Sid's drunken demeanor suddenly flips to sounding stone cold sober.

PUSHING THE ENVELOPE

If confronted about the footage, Sid will say he felt he had no choice. He killed the power and hit Garza with a hold-out pistol loaded with Stick 'n' Shock ammunition. It was enough to stun Garza, and quiet enough against the background of the assembled crowd. He doesn't feel good about doing it, but he's not sorry either, because "that bastard Garza wasn't doing his goddamn job."

PICKING UP THE PIECES

MONEY

- 10,000¥ per runner for completing the mission, plus a possible 200¥ per net hit scored during negotiation, to a maximum bonus of 1,000¥.
- 1,000¥ if the runners find out all the details and push Sid at the end of the mission for more cash.
- If the runners found the data on the computer and decide to fence it, it can be sold to one of several contacts. This data will be priced as a lump sum and will not be divided at the start. The starting price is 5,000¥, which can be negotiated up or down, each net hit moving the price 200¥ to a maximum of 1,000¥ in either direction.

KARMA

- 1—Retrieving the data and handing it over to Sid as promised
- 1—Making sure the data is the only copy available
- 1—Taking out the Chemical Boyz and finding out who hired them
- 2—Survival
- 2—Overall adventure challenge

DEBUGGING

If the team decides they want more money out of Sid or want to turn the screws on him themselves, he will curse and rave, but eventually he will be forced to pay, coming up to an additional 1,000 nuyen per runner. If the team does this, Sid's Loyalty rating decreases by 1; if his Loyalty is 1, they lose him as a contact. If they don't have him as a contact, they don't get him, but there are not other repercussions.

Additionally, the team may want to sell the data found in the system at the warehouse. This data is of use to many contacts, but those that would be most interested in it would be Sara, Juan, Becky 99, or Nick. Negotiating with these characters should be simple, and the initial offering price will be 5,000 nuyen. This can be negotiated, with each net hit by either side increasing or decreasing the total by 200 nuyen, to a maximum of 1,000 nuyen in either direction. This is a chance for the contact to flex their negotiating muscle and really make an impression if necessary.

GAMEMASTER REWARD

When running this adventure you may choose to count the Missions as "played" for their personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only and take the optional results matching those earned by the team you gamemastered for. You may not choose to wait for a better attempt to choose your rewards. You're on the honor system here, so please don't skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, as listed below. For other missions results and rewards that you track on the Debriefing Log (objectives completed, reputation and contacts earned, etc.), take the average results of the group you're gamemastering for. So if four out of six players earned a point of notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with Sid, you would not get that +1 Loyalty.

- **Karma Earned:** 7
- **Nuyen Earned:** 10,400

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players beat up Garza but leave him alive and turn him over to the cops
- +1 Notoriety for any player who kills Garza
- +1 Public Awareness if the team is caught on security cameras causing disturbances

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and they should be

LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the maximum ranks of information they know. If the contact knows more, they will require a payment of (500 -(Loyalty * 100) nuyen, with a minimum of 100 nuyen) per rank of information they still know.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended Connection + Connection (1 hour) Test. Additional information will be available at a cost of (1,000 - (Loyalty x 100) nuyen, minimum 200 nuyen).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

THE CHEMICAL BOYZ

Contacts to Ask: Gang Member, Gang Leader, Squatter, Bartender

Contacts	Matrix Search	Information
0	0	Frag off, I ain't got no drugs for ya.
1	1	Bunch o' punks up north. They hang out at this dive called The Hole.

given the Contact Sheet included with this Mission. If they already have that contact, they gain a +1 Loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- +1 Loyalty with Sid, to a maximum of 4, if they took the job with a minimum of negotiation.
- -1 Loyalty with Sid if they try to blackmail him for more nuyen at the end of the adventure

2	3	Couple of those guys are pretty good at pool. Lost two grand once to one. Good thing I had the money, they were lookin' to beat it out of me.
3	—	Just a gang of small-time crooks. They tucked their tail between their legs when Alexej and the Horde rolled in. Now they pay him tribute. Don't remind them, though, they don't like it
4	6	Rough group of thugs. Not afraid to take any job for the money, as long as they don't have to leave their turf.
5	—	That Ogre guy they have leading them is a verified psychopath. He got his hands on some gas grenades recently and he's not afraid to use 'em, even on his own guys.

MIGUEL GARZA

Contacts to Ask: Bartender, Reporter, Sports Fans, Gamblers

Contacts	Matrix Search	Information
0	0	Doesn't he play for the Screamers?
1	1	Former boxer in Sid's promotion. Lost his shit when he was KO'd by Billy the Beast.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION BACKGROUND & SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



2 3 He's been looking for a new promoter ever since, but has yet to find one. I hear he got a crap job washing cars.

3 — The bastard beats his girlfriend in front of their kid, he's so 'roided out

4 6 It was a little fishy how he lost that fight with the Beast. He may be gunning for Sid after that.

5 — Good thing he got kicked from the circuit. I hear he got all kinds of modifications done. Where'd he get that kind of cash, and how's he gonna pay it back? He better have something more up his sleeve than chrome and combat drugs, or he can expect a visit from several large men in suits who want their cyberware back.

RICHARD BRYSON

Contacts to Ask: Hacker, Mafia Enforcer, Mafia Lieutenant, Reporter

Contacts	Matrix Search	Information
0	0	Isn't he some dead British millionaire?
1	1	Bryson? Isn't that some old mob hacker?
2	3	An old security spider for the mob. Rumor has it he retired.
3	—	He's working security on retainer for old Leo McCaskill up north

4 6 Apparently working security for an old man on life support isn't very interesting. He spends a lot of time attending underground fights when he can. The guy never sleeps anyway, being a severe insomniac.

5 — Word on the street is that this guy has some info as to what happened when Garza was KO'ed by The Beast. Some say he's trying to get Sid's rivals all riled up, but he's probably in it just to make a nice chunk of change. Biz is biz, right?

LEO McCASKILL

Contacts to Ask: Reporter, Mafia Enforcer, Mafia Lieutenant, Hacker, Criminals, Anyone who pays attention to the news about organized crime

Contacts	Matrix Search	Information
0	0	Car salesman out of Joliet. Bought myself a brand new Jackrabbit from him cheap!
1	1	McCaskill? He's the don of Milwaukee still, I think.
2	3	This guy is old school. Former capo of Milwaukee, called in to handle part of Chicago after the CZ went up.
3	4	He retired not too long ago. Something about health issues.

COVER

FIGHT NIGHT

INTRODUCTION

MISSION BACKGROUND & SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

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CAST OF SHADOWS

RICHARD BRYSON

A small time security hacker on retainer to retired Mafia Don Leo McCaskill, Bryson spends most of his time watching old sports events, he does sometimes get out to see an event live. After seeing in thermo-graphic what happened at the Barlow vs. Garza fight, he decided to clean up the image and sell the data to make a quick buck on the return. While he is decent with the security he provides for McCaskill, he wants out of the job and is actively looking for a way to find a replacement for himself, without insulting any Mafia traditions.

B	A	R	S	W	L	I	C	EDG	ESS
3	2	3	2	5	6 (8)	5	2	5	4.81

Initiative: 8+1D6 (Matrix 9 + 3D6 <cold sim>, 9+4D6 <hot sim>)

Condition Monitor (P/S): 9/11

Limits: Physical 4, Mental 8(9), Social 5

Armor: 9 (armor vest)

Active Skills: Athletics skill group 2, Automatics 2, Computer 5, Cybercombat 6, Electronic Warfare 5, Hacking 6 (Devices +2), Hardware 4, Software 3, Unarmed Combat 2

Knowledge Skills: Boxing 4, Chicago Area Knowledge 5, Decker Hangouts 4, Security Procedures 5, Surveillance Techniques 5

Languages: English (N)

Qualities: Codeslinger (Hack on the Fly), Home Ground (McCaskill Host), Insomnia (15), Spirit Bane (Beasts)

Augmentations: Cerebral booster 2, cranial cyberdeck [Shiawase Cyber 5 (DR 5, Atts 8 7 6 5, Prog 5)], cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, thermographic vision, smartlink], datajack, fingertip compartment, internal air tank (Rating 1)

Gear: Lined coat, optical chips (3)

Programs: Armor, Baby Monitor, Browse, Configurator, Edit, Encryption, Signal Scrubber, Toolbox, Virtual Machine, Biofeedback, Biofeedback Filter, Decryption, Exploit, Fork, Hammer, Sneak, Stealth, Track

Weapons:

Ingram Smartgun X [Submachine Gun, Acc 6, DV 8P, AP -4, BF/FA, RC 2, 32(c), w/ APDS ammo]

SID GAMBETTI



Sid is a small time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the Shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor.

Short, starting to go bald and hiding it poorly by wearing a ponytail, with a taste for cheap suits, cheap whiskey and cheaper cigars, Sid is the avatar of sleazy managers everywhere. Sid has a chrome datajack in his temple, a large, fake diamond stud earring, his commlink in one hand and an obnoxious lit cigar in the other.

Connection: 3

Loyalty: Max Starting 4

Quote: "Gentlemen, I'm sure we can come to an accommodation here. Know what I'm sayin'?"

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	2	5	3	5	4	4	5.5

Initiative: 8 + 1D6

Condition Monitor (P/S): 10/11

Limits: Physical 4, Mental 6, Social 7

Armor: 6

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG



Active Skills: Computer 3, Con 5, Etiquette 5 (Street +2), First Aid 4, Forgery 4, Intimidation 5, Lockpicking 4, Negotiation 6 (Bargaining +2), Palming 6, Pilot Ground Vehicle 1, Sneaking 3

Knowledge Skills: Law 4 (Contracts +2), Gambling 7 (Sports +2), Sports 7 (Underground Fighting +2), Street Rumors 4

Augmentations: Commlink (DR 6), datajack, image link, sound link
Gear: Armor clothing, Doc Wagon Gold contract, Renraku Sensei commlink (DR3, used to hide his implanted commlink),

MIGUEL GARZA

Former underground boxer and pit fighter, Garza missed his shot at the big time after he took a dive in a fight that Sid promoted. Since then he's been acting as the fall guy until the Barlow fight. This one he decided he wasn't going to lose, and in preparation, he took out some cash from loan sharks to augment himself. He figured his dream of the pro circuit had dried up, so he took some less-invasive-looking cyber and bioware and began training. Looking for an edge, he became addicted to combat drugs, as they made him feel invincible. Drugs or no, he wasn't invincible to Sid's taser after getting beat on for several rounds.

After the fight, Sid admonished Garza, paid him what he owed him, and kicked him to the curb. Garza

has since shackled up with his girlfriend on the West Side and has been looking for a shot to get back at Sid ever since

B	A	R	S	W	L	I	C	EDG	ESS
5 (8)	4 (9)	5 (8)	6 (11)	3 (4)	2	3	3	4	1.5

Initiative: 11 + 1D6 (11 + 3D6)

Condition Monitor (P/S): 11/10

Limits: Physical 7(11), Mental 4, Social 5

Armor: Orthoskin 4

Active Skills: Athletics skill group 5, Clubs 3, Intimidation 3, Pistols 3, Perception 2, Unarmed Combat 6(7) (Striking +2)

Knowledge Skills: Chicago Area Knowledge 4, Drug Dealers 3, Loan Sharks 2, Urban Brawl 4

Languages: Spanish N, English 5

Qualities: Addicted [Kamikaze, Severe], Toughness

Augmentations: Aluminum bone lacing, muscle toner 3, pain editor, reaction enhancers 3, reflex recorder (Unarmed Combat), Muscle Augmentation 3, Orthoskin 4

Gear: Shorts

Weapons:

Unarmed Strike [Unarmed, Acc 10, Reach —, DV 13P, AP —, Reflex Recorder]

COVER

FIGHT NIGHT

INTRODUCTION

MISSION
BACKGROUND &
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 4A

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING LOG





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SID GAMBETTI

Underground Boxing Promoter
Male Human

Connection Rating: 3

Loyalty:

Key Active Skills: Con, Etiquette, Negotiation, Palming

Knowledge Skills: Contract Law, Sports Gambling, Underground Fighting, Street Rumors



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DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 05-05 WHILE THE CITY SLEEPS

Sid contacts the runners for a rush job, one night only. Follow the trail, find the data, and get it done before the sun comes up.

- Recover the data for Sid
- Ensure no other copies exist
- Take care of Miguel Garza
- Take out the Chemical Boyz
- Survived!

SYNOPSIS

MISSION RESULTS

Names

Character Improvement	Karma Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TEAM MEMBERS

ADVANCEMENT

Previous Available	_____
Earned	_____
Spent	_____
Remaining Available	_____
New Career Total	_____

Street Cred	_____
Notoriety	_____
Public Awareness	_____

Sid

KARMA

REPUTATION

Previous Available	_____	¥
Earned	_____	¥
Spent	_____	¥
Remaining	_____	¥

GM's Name _____

GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

