

# A Leg of Hope

**A Shadowrun Virtual Seattle Adventure**

**by Jason Reynolds**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be found in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Introduction

Welcome to *A Leg of Hope*, a Virtual Seattle adventure. This is the final installment in the "trilogy" of adventures centering around the Siracusa family. Each of the adventures can be run without the other two, but the experience will be richer if it takes place within the larger context.

One final note- this adventure is consists of THREE separate runs, the last of which will probably be combat intensive. *Keep them moving*. Otherwise they'll agonize over the minute details of the first or second runs, and they won't finish in the time allotted. Since most time will be eaten up in planning, NPC's can be used to help them overcome stumbling blocks.

## Background

[NOTE: this is GM-only Background information] Before launching into the details of the current plot, a little background is in order. If you have read and/or run *Potlatch* and *A Death in the Family*, feel free to skip this part. The Siracusas are Seattle area Mafia who can trace their roots to Sicily and Russia. While they are not enormously wealthy or powerful, they are a force to be reckoned with in Snohomish and to a lesser degree in Renton. The Siracusas operate a couple of legitimate warehouses and restaurants in Renton, which help them launder monies gained from their less legal activities in Snohomish. The former leader of the clan was Emilio "Papa" Siracusa (he died in *A Death in the Family*). He had two sons, Alonso and Lazlo. In *Potlatch*, Lazlo (and his

team of runners) managed to acquire an ancient Amerindian artifact and use it to seal some trading ties with some tribal groups in the region. Although this impressed Papa somewhat, Alonso remained the favorite son- most likely to inherit most of the family's power structure. Emilio didn't make the succession entirely clear, however, and Lazlo tried to leverage power once the Don died. In *A Death in the Family*, the runners watched over Lazlo's illegitimate daughter while the Family was at war. When the dust settled, it became clear that Lazlo had lost. After paying the runners, patching things up with his estranged lover Haddie, and being reunited with his daughter Araine, Lazlo was exiled to Vancouver, where he has some tribal contacts.

## Plot Synopsis

Note: the first two parts of this adventure take place about three weeks apart, and another three weeks passes before the third part. In my mind, the first two parts take place in February, while the third takes place in mid-March. There are one or two references to dates in this adventure, so if you change anything, be sure to read carefully.

This adventure is about Lazlo's revenge on his brother Alonso. This revenge takes the form of three shadowruns against seemingly disparate targets. He orchestrates all of the runs through Claudia, who calls the runners and gets the whole thing rolling. Since the first run is a simple job and she's not feeling generous, the meet takes place at a lunch time noodle stand in downtown Renton. Claudia outlines the particulars of the job to the runners and confesses that she doesn't know who she's working for. The pay isn't grandiose- 7,500¥ apiece- but it's pretty fair considering the run's difficulty. The run involves sneaking into a warehouse and placing a transmitter inside the office's computer system. The site's main guard has been bought, and will "believe" any plausible story given him by the runners (as long as they're wearing the Union Jack bandanna given them by Claudia).

Behind the scenes, the warehouse is Alonso Siracusa's acting headquarters and Lazlo wants to know what his brother knows. One of his spies is working security at the warehouse, so he figures that a group of careful runners will be able to easily plant a transmitter in Alonso's computer system. If the runners come up with a plausible excuse ("hi, we're the exterminators") and wear the bandanna, they'll have free run of the warehouse and planting the transmitter in the computer system will be a snap. If they get the transmitter going, they get paid and can relax for a bit. If they fail, Lazlo will be lacking key information about a later run, which will become much more difficult.

Three weeks pass, and the runners catch a few newscasts about mafia arrests up in Snohomish. If they succeed in Perception/Street Etiquette rolls, they might even recognize some of the faces.

Claudia then calls the runners and informs them that she has some work. This time she buys them dinner at You

Should Not Eat So Much!, a pretty decent family-style restaurant. The new job is for some group operating in Vancouver, she tells them, and they want a certain artifact removed from the clutches of the Seattle Natural History Museum. The target is part of the permanent collection- a 17th century statue depicting a Makah tribal shaman wearing his mask. Their employer also wants them to find a way to deposit a small sample of blood at the scene of the crime. They'll be paid 12,500¥ apiece if they succeed. Claudia will be running the matrix security end of things on this run, which should both impress and scare the runners. The museum is pretty tight on the physical security, pretty low on manpower. As long as Claudia manages to suppress alarms, the runners should be able to snag the statue without any problems. After fleeing the museum and checking in with Claudia, the runners meet a courier up in Everett. The courier speeds away, heading for the border. If they fail, nothing terrible happens- the runners do lose their chance to become Junior Mafia members though.

Time passes, and the runners will need to make a lifestyle payment. They might catch a newscast about a tribal squabble in Vancouver. Several groups are accusing the Makah of violating Treaty of Denver agreements about cultural heritage/museum collections. Apparently the Makah stand to lose a lot of face from the scandal.

Claudia calls the runners again, and offers them a meal at 402 W. 9th in downtown Seattle. She tells them that their party's name is Sicily. 402 W. 9th turns out to be a private club, and anybody showing up is expected to dress the part. Once they get past the vidcam and speakerphone at the door, they find themselves in luxury heretofore unimaginable. Claudia is there(!): she feeds the runners an incredible meal, then briefs them on their job. In three nights, a shipment of Russian arms will be arriving at Pier 147 in Seattle. Their employer wants this shipment stopped. If they succeed, they will be paid 30,000¥ apiece, with 10,000¥ up front. If they accept the job, Claudia makes a quick phone call and a man named Patrick arrives shortly. Patrick was Lazlo's right hand man in *Potlatch*. Patrick informs the runners that he might be able to get them whatever they need for the run. He then gives them some information about the crew complement, the type of shipment, that it's called the *Bulgakov*, and it arrives on March 21.

If they failed in the first mission, they only get the arrival date (and they don't know that it's an arms shipment) and there are 3 more men at the docks. If they failed both of the first missions, this really becomes deadly- there are 12 more men at the docks that evening. It's basically up to the players to plan this one. They can play pirates- capture it at sea and steal the arms. They can play "The Usual Suspects" and intervene as Alonso's people arrive to pick up his guns (if they live, they get lots and lots of AK-98s and a truck full of money). They can try and arrange a Lone Star raid (timing is important here- if they call the Star too soon, one of its mafia-paid officers will warn Alonso, and the ship will delay its arrival by several days). They can try blowing up the ship with explosives,

they can try kidnapping the dock master and sending it to another slip, or they can sit on their hands and let the guns arrive. All of these scenarios result in either success or failure.

If they fail (and live), the runners will definitely anger Alonso, and Lazlo won't be able to help them from Vancouver. If they succeed, they get paid, and they get to smugly watch news reports about more mafia arrests in Snohomish and complaints from local businesses about some Amerindian extortion ring. If they succeeded in the last two missions, the runners have the option to become part of Lazlo's Family. Unless I've seriously misinterpreted RPGA guidelines, they won't be able to join the Mafia (a criminal organization) and still remain player characters, but it offers an interesting way to "retire" a Virtual Seattle character. Give 'em their karma and send 'em home.

## Scene 0. Days and Days

Once everybody is seated, has spent karma, paid their lifestyle, researched new spells, increased their toxic threat ratings, and set up their table tents, read the following:

***Ah, the life of a shadowrunner. It's just like flying a suborbital- tons of boredom sprinkled with a few moments of horrible panic. At least it gives you plenty of time to work on that screenplay... You're sitting on your butt, watching trid, practicing your kata, shopping for APDS rounds, visiting a sick aunt, drinking soybeer, whatever- when the phone rings. What do you do?***

The caller is, of course, Claudia "Adventure Catalyst" Tyger, everyone's favorite Decker/ Fixer. She tells them all that she wants to meet at her place at lunchtime (12:45 pm) tomorrow- she's buying (her little code for "business"). She has nothing more to say, although the runners are free to inundate her with requests for newer equipment. As a character note, remember that Claudia is confined to a wheelchair.

Unless somebody wants to do something special before lunch time tomorrow, fast forward to the following paragraph:

***Son Yan Joe's Noodle Take Out. If there is a pinnacle of soy and noodle-based food-like stuff, this is as far as you can get from it. As you look at the spread Claudia offers, you're beginning to regret arriving with an appetite.***

Once they all arrive, let them describe themselves to each other. When they start slurping down some lunch, Claudia gets down to business:

***As you're all sitting around staring at each other, Claudia consults her pocket secretary. After a couple of minutes, she sets it down on the table and pitches the run: "Okay, chums, here's the***

**skinny- an unnamed benefactor is interested in knowing what the owners of a certain warehouse know. They have some electronics that they want placed in the main office computer and an adjacent building. You've got a man on the inside who's willing to look the other way when you arrive, he'll know who you are if one of you wears this." Claudia pulls a handkerchief with a flag-like pattern [the Union Jack if you think the runners might know some history] out of her pocket and sets it on the table. "He works 2nd shift, so I'd suggest arriving between 3 and 11 pm. It's a simple job, with simple pay- 7500¥ apiece with nothing up front." Claudia smiles winningly, "You know I'm good for it."**

The runners can play Q & A all they want. Claudia won't raise the price, but she might throw in a perk or two- dinner after the run, VIP seating at the next Mariners game, or something equally useless to street scum. She knows the address of the warehouse, but nothing else ("Sorry chum, I'm too busy to do your legwork.") about it. The security guy's name is Nuncio and she hints that the runners might want to call him before trotting over (she scribbles the warehouse phone number on a napkin). If they really want to steal stuff they can, although that should only have to happen if they think their cover's blown- Claudia hints that the warehouse's owners might not show much mercy to robbers. She knows that the electronics they have to install will allow somebody to transmit data from the computer and off into the worldwide information network- all without the consent of its owner. If they really bug her, she'll adopt a "talk to the hand" attitude- it should be a snap, and if it isn't she's sure that she can wring more money out of their employer. Should they accept, she gives them the bandanna, the warehouse's address, and gives them a heavy suitcase and a small cardboard box.

The little box contains packing peanuts, instructions, and a circuit board thingy. The suitcase contains a small satellite dish and mounting hardware. Before sending the runners on their way, she asks, "Now you're sure you can install this thing?" If nobody has Computer, Computer (B/R), Electronics, or Electronics (B/R), they should say "no." If they don't, Claudia's shoulders slump a bit, and she offers the services of her cousin Stanley- he'll cost 7500¥. She gives them his number and mutters something about quality help these days. For later reference, Stanley is the Technician from *Contacts* (p. 29). He looks exactly like the guy in the picture, too- except that he's maybe 17 years old and thus incapable of generating a proper mustache. He's excitable and somewhat awkward.

If they take a good look at the satellite dish instructions, they'll discover that while it has the mounting hardware, it doesn't have the required power tools or epoxy to set the bolts properly in brick/mortar/plastic/wood. They'll need to spend about 300¥ at the hardware store (more if they want a really good cordless drill). Other than that it's pretty simple- internal power sources good for one month of continuous use, point it at the open sky and it

finds the preprogrammed coordinates. It should, in other words, be runner-proof.

Once they're ready to start planning their little warehouse trip, move on to Scene 1.

## Scene 1. The Warehouse of Dreams

In which the runners try and plant a bug in Alonso's computer system. This one should be easy money and should go quickly.

The warehouse is located near the border of Seattle/Renton, in a scuzzy little freight rail area. The address, 2119 Eastlake Drive, is correct, although there's no lake to be seen. It's really up to the runners how this works, so I'll document a few possibilities.

If they do some reconnaissance, they'll discover several things. The warehouse doesn't seem to get very many shipments of goods, nor does it distribute many goods. A 10' moving truck is the largest thing that pulls up to the dock, and only a few crates are loaded onto it. During the day, there are several (up to 10) cars in the lot, and sometimes a really nice Ford (whatever Ford's luxury car is called- maybe the "Prestige"). The guy in the Prestige is Alonso, acting Don of the Siracusa clan. He's tall, in his middle forties, human, has graying brown hair, and wears snazzy suits. His movements appear calm and self-assured-- no nervous ticks. Second shift is pretty slow- three cars max. Third shift is the same. Depending on the number of days they conduct surveillance, they may get to see some sort of business happen.

If they call Nuncio, he answers the phone, "Yeah?" They're free to say anything they want, although mentioning any sort of action against the warehouse will result in his hanging up after saying, "I'd like to see you try it, you slugging dimwits" or something similar (what do they expect, calling on the work phone?). If they use a vidphone (and the bandanna), they can try and schedule some "cleaning" or "exterminating" or "some plausible excuse for a bunch of people to arrive at the warehouse." Nuncio is fairly gruff- a Clint Eastwood-ish security guy in his mid thirties.

If you need descriptions of the warehouse area, you can read the following:

**"2119 Eastlake Drive. Yup, it's a warehouse alright. Pretty old, too. A two-story brick structure with many windows. It sits next to a crumbling twin with many broken windows and an overabundance of pigeons. The neighborhood is pretty lousy- there are some tenement houses across the canal, and a disused railroad line runs behind the buildings."**

### The Warehouse Interior Area 1- Offices

This dingy tiled area has a few desks and some computer equipment. During the day, there are three Mafia Soldiers (p. 22 *Contacts*) working at the desks. Unless the runners value office waste or photocopiers, there isn't much of interest here.

### Area 2- The Break Room

Vending machines (Alonso can't pay for everything, you know), a coffee maker, a couch, and a long table are the only interesting things about this room. Oh, and the pornographic magazines.

### Area 3- The Way to the Basement

The maglock on this door is rating 5, and there's an old fashioned key deadbolt. The basement contains the furnace and many casks of fine liquor, including several bottles of 750¥ wine. You also need a key to make the elevator go here. An electronics (B/R) (5) test will pop open the elevator panel, and an electronics (5) test will allow access (these target numbers assume that proper tools are available- see p. 183 SRII).

### Area 4- The Warehouse Floor

This warehouse is filled with random items. Tables, chairs, barware, sofas, and a lot of corded wood (it's furniture quality maple- very valuable if you have a flatbed truck) occupy most of the space. Parked next to the loading dock door (which is mechanical key-activated from the outside, press a button on the inside) are two forklifts. Occasionally a furtive rodent shape can be seen lurking in the corner.

### Area 5- The Loading Dock

It's about 1.3 meters off the ground and cement. It also connects to the abandoned warehouse next door.

### Area 6- The Cage

There is floor to ceiling wire mesh around this area, and a deadbolted gate is the only access. Inside are all the goodies worth stealing (unless you like wine). There are several crates of AK-97 assault rifles, approximately 23 boxes of regular ammo (call each box 100 rounds), one box of APDS ammunition, several boxes of valium (24 bottles per box, 30 doses per bottle), 12 brand new trid sets, 24 HK-227-S Submachine guns, 2 clips per rifle, some really nice wooden furniture (desks, chairs, armoires), and a rack of secure jackets.

The most portable valuable is the valium, which is worth 8¥ a dose (5,760¥ for the whole box) on the streets. Inside one crate is a set of china worth 10,000¥. They won't have a lot of time to search, so pick whatever you feel like letting them find.

### Area 7- Dry Goods

These represent stacks of institutional foodstuff- macaroni, giant tubs of flour, ketchup, canned tomatoes, etc.. There are also stacks- nay, mountains- of linens, napkins, aprons, and swizzle sticks here.

### Area 8- Alonso's Office

Stepping into this office from the warehouse floor is quite a shock for the unprepared. The floorboards in here are polished, and the furniture is opulent in an antiques sort of way. An oriental rug covers the central portion of the room, on top of which a mahogany desk with the nameplate "Alonso Siracusa" sits. There is a computer, a printer, a conference table, a wetbar, a vidscreen, a security camera, and a marble statue of cherubs. There's also a safe in the south wall with a lot of official documents and damning evidence (as well as 35,000¥. Cash. But good luck getting into it- it'll require a Safecracking (9) test to defeat the mechanism (safecracking is a special skill, which is 3 dots away from Intelligence on the skill web)).

If they arrange everything nicely, they'll have a cakewalk. Nuncio will contact a legitimate firm for an appointment one hour after the runners are due to arrive. When the runners come, he makes a big deal about how they're early, and then grudgingly lets them in. He disables the camera in Alonso's office and will lead the runners there. While they're getting to work, he pulls out his toolbox and "works" on the camera. If Nuncio thinks that the runners have done a poor job of imitating a cleaning/extermination/plumbing company (GM's call), he'll pull out a stun baton, tell the runners to subdue him and make it look like a robbery. He's got a key to the cage on the second floor, where most of the valuables are. The three guards are on the first floor playing poker, so they shouldn't pose too much of a threat.

If they don't make arrangements with Nuncio, they'll have to make the whole thing look like simple theft. If they make it look like a surgical strike against his office, Alonso will have everything checked, and the runners will have failed. As long as somebody wears the bandanna, Nuncio will be able to help a bit- by killing Alonso's office camera. If the runners just come in with guns blazing, he'll return in kind- and they'll get what's coming to them.

Placing the circuitboard in Alonso's computer requires a Computer (6) or Computer (B/R) (4) or Electronics (7) or Electronics (B/R) (5) test. Placing the satellite dish on any building within 300m requires an intelligence (6) or electronics (2) test (and a cordless drill and some epoxy).

If they fail, they won't get paid their 7,500¥ and the final mission becomes somewhat more difficult.

### Debriefing

If they succeed with the mission, you will eventually get the following text:

***Claudia smiles sweetly as she hands you each a credstick for 7,500¥. "ice job on that one- our employer wishes to express his gratitude- and hopes that your paths may cross again."***

If they fail, read the following:

***Claudia was noticeably short of temper when you spoke on the phone, but she seems to have recovered her composure now. "I'd be lying if I***

**said everything's all right," she says, sighing, 'You've botched an amazingly simple job- and that reflects badly on me!' Her eyes flash briefly and you begin hoping that the computer security on your fake I.D. is better than her... "Maybe I'll call you sometime."**

Proceed with **Scene 2**.

**NPC NOTE:** The GM should adjust the NPC threat ratings up or down according to the abilities/game knowledge/general competence of the the players and their characters. Remember that bad dice rolls shouldn't kill anybody- stupidity in the face of adversity should, but little plastic cubes shouldn't.

**Nuncio**

Second shift's head security guy. Oddly enough, this is the prestige position- most of the Family business takes place during second shift. He's pretty happy with the way things are going- he's risen from being a lowly goon to this plum job. Too bad he really hates Alonso for having his cousin whacked. Although he sides with Lazlo, he'll be happy to shoot any thieves that happen by. He's human, 36 years old, almost completely bald, and has very nice teeth.

<b>B</b>	<b>S</b>	<b>Q</b>	<b>I</b>	<b>W</b>	<b>C</b>	<b>E</b>	<b>M</b>	<b>R</b>
5	4	5	3	4	3	5.5	--	4+(2d6)

**Threat/Professional:** 4/3

**Cyberware:** Boosted reflexes-1

**Skills:** Unarmed 4 Firearms 4 Street Et. 5 Drive 3

Accounting 2 Electronics (security) 5

Leadership 3

**Gear:**

Secure Jacket [5/3]

Predator [Heavy Pistol, C:5, 15(c), SA, 9m, 2 clips regular ammo]

Tool box

AZ-150 Stun Baton [C:5, Reach 1, 8S Stun]

Pack of cigarettes

Nice lighter

**Security Guys 1, 2 and 3**

They mostly get to sit around playing poker. Some nights there are meetings and they have to look attentive and menacing. Other nights they have to put down the guns and load boxes onto trucks. They think Nuncio's okay, except that he's cheap and never wants to play poker. If anything bad happens, they'll take cover first, then shoot in burst fire mode.

<b>B</b>	<b>S</b>	<b>Q</b>	<b>I</b>	<b>W</b>	<b>C</b>	<b>E</b>	<b>M</b>	<b>R</b>
5	5	3	3	3	3	6	--	3+(1d6)

**Threat/Professional:** 3/3

**Cyberware:** None

**Skills:** Unarmed 4 Firearms 3 Street Et. 4 Drive 3

Interrogation 3 Cards 3

**Gear:**

Armor Jacket [5/3]

HK227-S [SMG, 28(c), SA/BF, 7m, 2 clips APDS, 2 pts. recoil compensation]

## Scene 2. Newsflash #1

Three weeks pass. If the runners failed the last mission, they don't get to see the newscast (or hear the next paragraph).

**The trideo- perhaps the greatest gift ever given to shadowrunners- next to the smartlink, that is. You're sitting on your duff watching the evening news (the usual conflicts- nobody calls them 'wars' anymore) when a local interest story pops up. The newscaster (you swear they beg the surgeons to make them look plastic) puts on a serious face and a nifty graphic pops into the background. It appears that tonight's Serious Local News™ is about crime in Snohomish.**

**"The citizens of Snohomish can sleep easier tonight. Two hours ago, Lone Star officers raided several local restaurants owned by Alan Travers. What they found was shocking." The image shifts to a basement storage area- set up as a narcotics laboratory. "Lone Star spokesmen claim that these raids, combined with the thirty arrests made in recent weeks, will bring the Snohomish mafia to the brink of extinction. The following people were arrested today..."**

**The newscaster intones a list of names and you get to see everybody's mug shot. Then they move on to better things, like sports and weather.**

If any of the runners were in *Potlatch* or *A Death in the Family*, allow them a Perception (5) test. If they succeed, tell them that they recognize some of the faces that were arrested- some of them are affiliated with Alonso's part of the family.

A few days pass, then Claudia calls. If they failed the first run, she'll be curt and will probably buy them stuff from the noodle stand again. If they succeeded, she orders out from *You Should Not Eat So Much!*, a pretty good family-style restaurant. Apparently, they have moved up in her favor.

**After you finish off the last remnants of the tasty food, Claudia clears her throat and indicates that the time has come to talk business...**

**"I've got a little B & E for you this evening. Hope you're up to it." She smiles, "You ever been to the Seattle Natural History Museum? Well, now's your big chance. I'd like you to sneak in, steal a certain artifact, leave a little package, and then meet a courier up Everett. If you succeed, you'll each receive 12,500¥ and the gratitude of our employer. Any questions?" She sits back and sips her coffee.**

Claudia managed to trace their employer to Vancouver, but she won't make any guesses about who it is, and she won't

mention it unless they pester her. If they want to haggle, each success on a Negotiation (6) roll will increase the fee by 500¥ apiece. Claudia has a glossy photograph of the item to be stolen, a map of the museum, and a vial of blood. Claudia will be providing matrix support on this run, and if nobody has electronics, Stanley will be accompanying the team (and they will need to pay him 10,000¥). If Stanley has to go along, Claudia will mutter something about needing to keep up with the times- not all doors can be kicked in. There isn't any specific timeline for the mission, but Claudia thinks it best to finish it sometime in the next 5 days.

The item is part of the museum's permanent collection, which has fewer security measures attached to it. The photograph is black and white, and depicts a whalebone figurine approximately 12" high. The figurine is dressed in Makah tribal clothing and wears a bird-like mask (perhaps a crow). A successful Anthropology (5) or Tribal etiquette (7) roll will reveal that it is a Makah tribal shaman, and it's pretty old (17th century, if there are enough successes on that Anthropology roll). Claudia doesn't really know much about the statue.

Claudia's map is very nice- it even has the 'X' for where the item is located.

The employer's instructions were clear about the blood- it is to be deposited in an appropriate place during the heist (for the GM: with some broken glass, on a knife or spear blade, whatever). Claudia figures the blood is designed to frame somebody.

Once everybody's satisfied that they understand the job, they'll probably want to move on to Scene 3.

### Scene 3. Natural Histories

This section is likely to get boggy- if the GM suspects that the runners are going to spend a lot of time hemming and hawing over different plans, Stanley (Claudia's cousin/tech guy) will tag along and can give lots of suggestions about how to defeat the security measures.

A wise team of runners will probably want to scope out the museum during business hours. Middle lifestyle or higher will automatically absorb the 8¥ entrance fee, otherwise make 'em pay. There is airport-style security at the entrance, so guns and knives will not be tolerated. While runners may own nonmetal knives and guns, the chemsniffers will likely detect any bullets (roll 3 dice against a target number of 8, -1 for every five bullets that the runner's trying to bring into the museum). Anybody in possession of such an item will be detained (unless they have a license) until Lone Star arrives or until they run away.

***Wow, the public museum. You've heard of these places. The outside of the building is old- it's made of bricks and huge pillars, with granite steps leading to the dark metal doors. The inside is vast and all the polished stone surfaces amplify any noises. The voices of children have never***

***sounded less musical. If you choose to go on a tour, you learn a lot about really old stuff, and eventually you pass through the Native Americans of the Pacific Northwest exhibit, where the little statue sits in a glass case. The exhibit is located on the second floor, nowhere near any exits.***

If you feel like inflicting some daily life on the runners, some kids can spill their ice cream on them, or you can have the guards shadow any scruffy looking types, or a wealthy socialite can hit them, or- well, the possibilities are endless. If they're checking out security, read the following:

***The physical security is pretty impressive. You were required to check all bags at the door, and an airport style metal detector/ chemsniffer sits just inside the door. Most exhibits have motion detectors with alarms- to keep kids (and adults) from touching the cultural treasures. There are many cameras hidden away in corners, and most doorways appear to have the hardware for an infrared beam system. Several of the archways look like they contain sliding fire doors, or perhaps they're designed to trap burglars. All doors to access corridors have maglocks, but they aren't especially fancy. There is also a guard for every room, although most of those are elderly volunteers. The real guards carry pistols and wander around following unsavory characters such as yourselves.***

Once they've cased the museum, they'll probably want to steal the figurine. If they try it during the day, they'll have many, many problems, most of which are hinted at in the above paragraph. Perhaps the largest logistical problem during the day is placing the blood in a good place without the action being noticed. The museum has 18 guards (stats are at the end of the section), 6 of whom are at the security station, and hundreds of patrons. If they hit it during the day, there will probably too much blood for the sample to be noticed. For the mages out there, there are four force 4 watchers that patrol the place, and two mages on staff (one day shift, one night shift).

At night, things become (slightly) easier. There are only six guards on duty (1 security rigger, 1 mage and 4 mundanes). The physical security is pretty tight, though. The front doors are locked and barred- consider them barrier rating 24 for purposes of explosives (they just don't make iron doors like they used to). Windows all have pressure sensors- if you break one, it'll set off an alarm. Using some form of cat burglary/stealth will allow a resisted test against the Rating 5 system, as long as the runner is cutting the glass or otherwise being tricky. Then there are the service entrances- Rating 5 maglocks guard the doors, and there are video cameras trained on those. One way to defeat the system is to stealth (5) up to the camera with a handheld camera and a dataline tap. An electronics (4) test will allow the runner to successfully tap

the camera's picture onto a chip and then refeed the chip's image into the security system (looped, of course). If they feel really inspired, they can scale the building and then smash the skylights (which don't have pressure sensors) over the dinosaur skeleton, rappelling into the museum. This is sure to attract the attention of the two guards outside the traveling exhibits area, but it sure would look cool.

If the guards detect any signs of trouble, they'll call the rigger, who will call Lone Star. Then they'll lock down most of the doors (steel fire doors descend from the archways above- barrier rating 18) and contact the other guards, who will come a runnin'. They won't take unnecessary risks- their job is only to delay the intruders until the Star arrives (2 minutes or so).

The security system itself is rigged, but the rigger doesn't have control over power feeds to most of the passive systems (alarms, laser beams, motion detectors)- this is where Claudia comes in. She'll need the electronics person to hook up a dataline tap/transmitter to one of the HVAC control panels (electronics(6))- they're located just inside, in a motion detectorless area. Once that's done, she'll be able to shut down the passive systems. Which leaves the cameras... The rigger is reasonably attentive, so the runners will have to make several opposed Stealth rolls versus his Intelligence of 4 (whenever you feel it's appropriate- perhaps once on the ground floor, once as they ascend to the second floor, and while sneaking into the wing with the figurine). Also there are two guards indicated on the map- their Intelligence is 4, but they're sort of looking in the direction that the runners may come, so the runners will have a +2 penalty to their Stealth rolls.

Ways to take out the rigger include using elementals, grounding spells through manifested spirits (generally frowned upon by those in the spirit community), or grounding a spell through one of the guards' foci. While we're on the subject of grounding spells, here's the interpretation that I use... Area effect spells grounded from astral space MUST be physical but cannot be manipulation spells. Single target spells cannot be manipulation spells, but CAN be either physical or mana. This means that Power Balls, Power Bolts, and Mana Bolts are OK, while Mana Balls and Flame Bombs are verboten.

Useful spells include *Improved Invisibility* and *Silence* (silence stops air vibrations, which are used by motion sensors). A Hearth Spirit could also help conceal the runners.

Claudia's map indicated the location of the statuette, so they shouldn't have any difficulty finding it. The maglocks on all exhibit doors are rating 5 (except for the gated Traveling Exhibit doors, which are rating 8). The statue is exactly as shown in the picture. If anybody was hoping that this relic would hold latent magical power, they'll be sorely disappointed- it's just a statuette, nothing more. Let the mages make their astral perception rolls anyway, maybe even lead them on- "there's perhaps a glimmer of residual magic. Maybe this was enchanted at one time."

They'll also probably want to break some glass and leave the blood there. Or maybe just leave the blood in the middle of the floor, as if somebody got a nosebleed...

Once they've taken care of all this stealing and get away from any chasers, you can move them along to the next subsection: **Delivering the Goods**.

### Map Key

#### **A) Native Americans of the Pacific Northwest**

A very nice exhibit, really. Sensitively done, and with some really nice artifacts- some of which were even donated by the tribes. During the day the marble floors echo with the steps of children, tours and other wandering souls. At night the rooms seem to amplify the sound of your heartbeat. The three large doorways leading into this area have infrared detection systems (switched off- they were too much of a pain for the guards) and recessed fire doors which will close should somebody set off the alarm.

#### **B) The Statuette's Nook**

This set of displays is actually more on the Pacific Northwest- only the little 'x' indicates where the statuette's case is.

#### **C) Native Peoples of the Southwest**

Same echoing halls, different tribal groups.

#### **D) Native Peoples of the Great Plains**

See C).

#### **E) A Day in the Life...**

This is a really cool exhibit, if you're into museums that is. It follows the typical daily routine of a coastal village in the 1600s. Those with time on their hands can learn about the way these peoples lived- the tools they used, the foods they ate, the clothes they wore, the dangers they faced (mostly food shortages), and so forth. At the end of the exhibit is a picture of the town today- a rusted out coastal power station, clogging the waters with filth.

#### **F) The Reading Room**

This is an area with several tables that have built-in simeasure/data reading rigs. Patrons can sit down and learn more about different aspects of village life- perhaps simeasuring a person eating whale flesh (just like tasting it!) or carving statuettes- and the impact of Western culture in the 19th and 20th centuries. The shadowrunners might be interested in the large windows that this room offers (hope they brought the climbing gear!).

#### **G) The Second Floor Atrium**

This is near the center of the museum. On the first floor, there are restrooms, a gift shop, and a carousel. Here there's a small café with tables, a giant aquatic dinosaur skeleton, and a breathtakingly beautiful glass skylight. Two guards stand outside the gate to the traveling exhibit ("The Art of Imperial Japan"), and a maglocked doorway leads "backstage" to the service areas. Sneaking by the guards will be difficult, and the watchers have been instructed to

report magical activity- which includes invisibility spells and the like. It's a beautiful place... for a firefight.

### H) The Café

During the day, this little bistro serves expensive pastries, rice and sushi. It's a great place for people watching. At night, it's locked with a mechanical padlock. Desperate runners can find the ingredients for one last tasty snack before being hauled off to serve hard time. The small room is a walk-in refrigerator/freezer.

**NPC NOTE:** The GM should adjust the NPC threat ratings up or down according to the abilities/game knowledge/general competence of the players and their characters. Remember that bad dice rolls shouldn't kill anybody- stupidity in the face of adversity should, but little plastic cubes shouldn't.

### Guards (18 during day, 4 at night)

Museum security is pretty far from the big time. Some of the night people might be college students picking up a few extra bucks, others might just be working Joes and Janes. They are pretty far from interested in facing down a bunch of tough shadowrunners. They might fire once or twice, but they'll beg and plead for their lives when they realize that the drek's going to hit the fan (except during the day, when they have strength in numbers). Part of the magical support is that they each have a museum-provided spell lock that they check out at the beginning of each shift and turn in at the end of the night/day (museums have artifacts coming out of their ears). The likelihood of the runners (except mages) spotting this is very slim.

**B S Q I W C E M R**  
4 4 4 4 3 4 6 -- 4+(2d6)

**Threat/Professional:** 3/2

**Cyberware:** None

**Skills:** Firearms 3 Corp Etiquette 3 Negotiation 2 Unarmed 3 Random talent 3 Computer 2

**Gear:**

Armor Jacket [5/3]  
Earplug Comm Unit  
Handheld Video Game (for the collegiate guard)  
Spell Lock (Increase Reflexes (1))  
For the Traveling Exhibits Guards:  
HK227-S [SMG, C:5, 28(c), SA/BF/FA, 7M, silencer, integral laser sight, 2 clips regular ammo]

**For the other guards:**

Predator [Heavy Pistol, C:5, 15(c), SA, 9m, 2 clips regular ammo]  
Earplug Comm Unit  
Handheld Video Game (for the collegiate guard)

### The Security Rigger

On any of the shifts, this is the person in charge. He's been asking the museum to provide more funding for the system (there's nothing quite so annoying as rigging in a system where you're a couple of senses short). He finally got a purchase order for upgrades- including heat sensors, rigged HVAC monitoring, and microphones- but it will all arrive

too late. Sigh, he can at least take comfort in the fact that he was right.

**B S Q I W C E M R**  
2 2 5 4 4 2 4 -- 4(6)+(1d6/2d6)

**Cyberware:** Vehicle Control Rig-1

**Threat/Professional:** 4/3

**Skills:** Unarmed 4 Firearms 4 Corporate Et. 3 HVAC (B/R) 4 Electronics (Security) 6 Drive 5 Electronics (B/R) 4 Negotiation 2

**Gear:**

Lined Coat [4/2]  
Browning Ultra Power [Heavy pistol, C:6, SA, 9M, 2 clips APDS]  
Souped-up Ford Americar (parked out back. rigged control only)

### The Security Mages and the Four Watchers

This is really a contract job. Like most things that require special expertise, magic isn't done much in-house. They may work at the museum, but they aren't museum employees. This is generally considered a plum job- pretty low stress and low chance of being hit by intruders. That doesn't mean that these mages are slackers- no, no. They've earned this post by surviving many nasty security jobs elsewhere... So they're pretty good.

**B S Q I W C E M R**  
3(5) 2 5 6 5 5 6 6 5+(3d6)

**Cyberware:** None

**Threat/Professional:** 5/3

**Skills:** Corporate Et. 3 Sorcery 5 Conjunction 5 Negotiation 4 Drive 3 Magic Theory 4 Electronics (Security) 5 Ancient Greek 4

**Gear:**

Spell locks: Armor/4 successes; Increase Reflexes(2)/3 Successes  
Armor Jacket [5/3]  
Browning Ultra Power [Heavy pistol, C:6, SA, 9M, 2 clips APDS]

### 2 Force 5 Air Elementals w/3 Services each

**B S Q I W C E M R**  
3 2 8 5 5 5 5 -- 7

**Powers:** Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis

**Weaknesses:** Confinement, Vulnerability(earth)

### The 4 Watchers

**B S Q I W C E M R**  
5 5 5 5 5 5 5 -- 5

**Attacks:** Astral Melee 5M

Spell	Drain	Target	Damage	Force*
Analyze	[F/2]S	Willpower(R)	--	4
Truth		Willpower(R)	S	6
Stun bolt	[(F/2)-1]S	Willpower(R)	M	6
Stun cloud	[(F/2)-1]S	Willpower(R)	--	5
Barrier	[(F/2)+2]S	6	--	5

Detect	[(F/2)+1]M	4	--	5
Enemies				
Power missile	[(F/2)+1]S	Body(R)	M	5

\*He doesn't have to cast the spell at the listed force. But he probably will.

### Delivering the Goods

If the runners fail, Claudia will comment about how everybody gets a bad break sometimes, but she really hates it when it happens to her. She won't be terribly upset about this one, but the runners are no longer eligible for Junior Mafia Membership (drat!). Oh, and they don't get paid (doh!).

Whew. If the runners were quiet and clever, they got out of the museum unscathed and are itchin' to deliver the goods to Mr. Courier. When they call Claudia, she tells them to meet at an address in Everett in two hours (no matter what time of day or night). They're to look for the woman with the lightning bolts on her motorcycle helmet. The address turns out to be a 24 hour truck stop/doughnut shop (would you like some food with your grease?). The runners spot the helmet at a table near the door, where there's a young Amerindian woman who introduces herself as Jean Firewatcher (tribal etiquette (8) to recognize her as Kwakiutl, otherwise she'll be pegged as Salish-Sidhe), the One Who Travels. Jean is rather taciturn (use the Street Samurai archetype if it's needed, p. 62 SRII) during the meet. Jean has the runner's pay. Once all the transactions are completed, Jean will take the bundle and head on out. You may read the following when everybody's ready to get paid and stuff:

The runners receive the money that was promised them- 12,500¥. They can also have some Karma.

Base Karma	3
Wanton Killing	-1
("reckless"- not the soup)	
Failing first mission	-1
Failing 2nd mission	-1
Individual awards	+as appropriate

Individual Karma cannot exceed 3 for this section.

The runners can then go home and do whatever they feel like doing for a while. Time passes... (move on to the next scene).

## Scene 4. Newsflash #2

Three weeks after the museum.

First, make them all pay one month worth of lifestyle. Then read them the following passage, or paraphrase it:

***You've gotten through the blandness of Seattle's February and are beginning to appreciate the constant rains that springtime brings. Somehow,***

***despite the fact that the rain could probably dissolve any exposed metals, it seems fresh and clean- as if all the troubles of the world are being washed away by the turning of the seasons. You spend your days doing whatever it is that shadowrunners do in their down time- volunteering at orphanages, reading stories to kids in the hospital, building homes for the unfortunate, swilling soybeer, and watching trideo.***

[If they succeeded in the museum continue with the following].

***One evening, when the rain seems less of a reaffirmation of nature's glory, you're sitting on your butt watching the news-***

[switch voices here to "Newscast person"]

***"Apparently, there's big trouble in the tribal council. Accusations are flying, and all fingers point at the Makah. According to Salish-Sidhe spokesperson Andrea Brightstone, this figurine"- the video flashes a still of a very familiar statuette- "was stolen from the Seattle Natural History Museum with the blessings of Makah leaders. While she wouldn't comment on how they acquired this evidence, Ms. Brightstone assured reporters that the council will be questioning George Lodgepole concerning the matter. This is Diana Sanders, Channel Six News."***

[switch back to ironic GM voice]

***And your parents said that you were worthless street trash and would never make a difference in the world. Guess you showed them.***

A few days pass... You can be cruel and pretend it's a campaign game and ask what they're going to be doing for the next few weeks- let them make all sorts of grandiose plans- then say "Great, okay, two days later..."

And then Claudia calls and leaves a message (the phone never rings- they just find it when they check their messages. She's got an iron grip on the innards of the phone company's computer system, I tell you...)

***"Hoi chummer, I'm simply dying to have dinner with you- in fact, I'm so desperate that I'll even pay for it. Tomorrow night at 7:30 pm you will be joining the Sicily party at 402 West 9th St.. Black tie only- I know you won't disappoint me."***

Unless the runners have a high lifestyle or better, they'll have to go out and buy some fine clothing (or très chic, if they really want to get in) for the dinner. 402 W. 9th St. is a private club- very ritzy and very quick to frown on anybody who doesn't toe the fashion line. If they ignore Claudia's suggestions, the two bodyguard archetypes (p. 49 SRII) inside the door will be more than happy to take headshots with their narcojet pistols.

If they listen to the fashion police, you can read the following:

***The Ninth Street Club is relatively unassuming. A small brass plate is the only thing that distinguishes this oaken doorway from any of the others on this block. Above the door is a vidcam with a high quality loudspeaker. You see no buttons to press or knockers to knock.***

Unless they say something, a voice will eventually ask them to kindly move along. The voice is detached and snooty sounding, and will be happy to tell them that this is a private club. The runners will need to mention the party name (Sicily) to get past the door. If they're being really dense, Claudia will call on one of their cell phones and suggest that option. If they try violence/electronics, they're going to piss the Ninth Street Club right off and anger Claudia in the process (they're *her* guests).

Once inside, read the following:

***Red, everything seems to be red. The carpets, the table cloths, the seats. Somehow it's not overwhelming- it's opulent. The maitre'd leads you through the main dining room and into a narrow corridor that smells of cigars and wood oil. He bows curtly and holds open one of the polished doors for you. Stepping inside, you find your jaws dropping slightly at the sight of Claudia- outside her squat(!)- sucking elegantly on a cigar. She grins broadly and says, "Welcome to the big time, boys and girls!"***

Dinner is sumptuous. The service is impeccable- just as they're finished with one dish, seemingly invisible forces whisk it away- and the food is far beyond anything they've had before (somebody with a Luxury lifestyle *might* have had food this good. Once.). As coffee is being served, Claudia straightens up and starts making her pitch:

***"Now that you've proven yourselves somewhat, I've got something a lot more interesting... if your interests tend towards massive sums of nuyen, that is. Our employer- Lazlo Siracusa- has his enemies on the ropes, and you will be the instruments of their final demise. In three days (March 21st), a Russian freighter will attempt to dock at Pier 147 and deliver some goods to Lazlo's enemies. Your job is to ensure that his enemies do not receive their goods. I'll be frank, chums, this is not going to be easy. Still, I think you might just hack it. So, whattaya say? You wanna earn 30,000¥ apiece?"***

Claudia will pay 10,000¥ up front, with up to 5,000¥ more if they can negotiate successfully. If they failed their first mission, neither Claudia nor Patrick will know what is on the ship, its name, or the crew complement. If they

succeeded, Claudia can tell them that it's called the *Bulgakov*, that there are approximately 12 people on the ship, and that it's scheduled to arrive around midnight. She can also tell them that Lazlo doesn't care how the shipment is stopped- they can blow it up, steal it, kill everybody on the pier, whatever. She'll smile innocently, "Of course you wouldn't kill anybody unless it was absolutely necessary, now would you?"

If they accept the terms, Claudia makes a quick cell phone call and waits. Eventually Patrick enters the room. Patrick is a tall and excitable man as well as Lazlo's primary lieutenant. Imagine a hyperactive Italian Bill Clinton. If necessary, use the Gang Boss archetype for him (p 207 SR11).

Patrick can sort of help flesh out the tactical picture. Everybody at the dock should be pretty well armed, as will the boat's crew. Lazlo wants this shipment stopped not only because of the increase in firepower that it represents, but also because of the huge amount of cash that Alonso stands to make from its sale. Lazlo has been working with his tribal allies to consolidate power in Vancouver and setting himself up for a return to Snohomish. If the runners succeed at this mission, Lazlo will be *very* grateful. He'll sort of half-joke that Laz might even make them honorary Family members. But that's not really why he's there:

***Patrick smiles. "I am very thankful that we were able to befriend the Kwakiutl group- they have many"-his smile broadens- "military contacts. I might be able to dig some goods out of our warehouse in Everett on quietly sneak something across the border. Have some dessert while you make your plans..."***

When Patrick tries to get something, ignore the time constraints- if he can get it at all, it'll be there within 24 hours. He's got 8 dice to roll for equipment acquisition, and the street index is halved (he's the supplier, and he's willing to sell at wholesale because this job is important to him). If you'd rather not leave it to the dice, use equipment availability to help tailor their plans- everyone carrying a vindicator minigun to the dock as the shipment arrives *is* a solution- it's a solution sure to result in military intervention and the death of everybody on the dock- but it *is* a solution. Nothing from "Fields of Fire" will be available, but they can try for most anything else. Ultimately it is up to the GM's good judgement whether any particular item is available.

That said, this scene is over when they accept their mission. Patrick will give them a phone number to call if they think of any needs.

## **Scene 5. The Docklands Massacre**

Despite the title, this scene doesn't ever have to take place on a dock. I will include that as one scenario, but there are

other ways for the adventure to climax. Just keep in mind that this is the climax of a three part story, so it should have excitement, danger and possibly some romance. Here are the solutions that one brainstorming session offered: rent/buy/steal a ship and attempt to intercept the *Bulgakov*; use a helicopter to intercept the *Bulgakov*; fabricate some evidence and turn it in to Lone Star on the day of the arrival- so 30-40 cops do the runners' dirty work for them (very elegant); use the same evidence, only this time give it to the less corruptible UCAS Customs officials, who will nail it as soon as it leaves international waters (very, very elegant); somehow misdirect the ship to another dock and steal/destroy its cargo; play at being SEALs and use explosives to scuttle it; try and pump Nuncio from the first scene for information; and, finally, show up at the dock with bells on. This section is split into two parts- a description of things that might help you deal with creative solutions and then a description of the dock on the night of the ship's arrival should the runners decide to take the brute force approach. My intention is for this to be hard, not instantly deadly- you may tweak things on the dock if the group is inexperienced or just unlucky. If they are stupid, however, it is quite possible that they will die.

#### Things Related to Creative Solutions

Ah, players, they are such an inscrutable bunch. The best-laid dreams of author and GM can be laid waste at their slightest whim. This section is designed to mitigate those concerns.

First, the Lone Star solution. If the runners run to the Star more than 24 hours before the ship is due to arrive, corrupt elements on the force will get wind of it and send a message to Alonso, who will send a message to the ship. A few days after the cops show up and find nothing, the freighter will come in. There might be a few cops around on the night it does arrive, though (they're monitoring radio transmissions in the area). If they present a credible case on the day of the ship's arrival, things at the dock will be very exciting for all concerned. The mafia won't show, but the ship will, and a firefight will ensue. The cops will capture all the guns and the runners will have succeeded without having to heft any heavy guns. The one problem is presenting the police with a credible story- if they can get hard evidence from Alonso's computer or something, their story will result in the army of cops, otherwise they'll just send a few to watch over the dock. The FRTs will be on standby, though. The same thing is true of contacting UCAS customs, except that they will need rock hard evidence, such as a listing of the crew (three are known smugglers wanted in the UCAS). If they convince the feds, the ship will never arrive, although the mafia will show up and wait around all night (only to be arrested at 5 am).

Renting/hiring a boat with no questions asked will be costly- 20,000¥ or so. More if they need the captain/pilot along to help them track the *Bulgakov*. The mariner will know the likely shipping route and will be able to help them find it rather easily. Heck, they could just *buy* a Nighrunner for 30K¥ and rent a pilot for 8,000¥- then they'd have their very own pleasure craft.

Renting/hiring a helicopter will be more costly- 60,000¥ (or whatever you feel is appropriate). The pilot will be concerned about refueling, so won't be willing to search until the ship is only one day's travel away. This one will be fun as the pilot tries to land on the deck while the crew fires their panther assault cannons at her.

Should they manage to board the boat and subdue the crew, they might decide to take it up north to Vancouver. This is an extremely clever solution, as it delivers to Lazlo some goods he never dreamed he'd see- the runners should probably make some sort of phone call to let them know the guns are heading his way. Lazlo would then send some of his people to meet the boat, and would be even more grateful... The Seattle Port Authorities will probably try contacting the *Bulgakov*'s shipping company within 72 hours of its failing to arrive, but a Coast Guard search is unlikely in the time it would take to sail to Vancouver.

If they failed the first mission and need information, there is a centralized dockmaster who will have computer records with departure and arrival times for the various slips. A little B & E against rating-4 maglocks and a Computer (4) test will reveal that the *Bulgakov* is carrying automotive parts. A street etiquette (7) roll will let the runners recognize a sort of code word in the entry ("Frederico" is listed as the crane operator- a name that appears on any shift, at seemingly random times. Obviously not a full-time worker. Hmmm.). The computer test also reveals the ship's transmission code (sort of like its mobile LTG- now they'll be able to call it). If they study the codebooks, they'll be able to transmit a message to switch docks (you can either make them roll intelligence (8) or have some lucky soul use karma to purchase Maritime Procedures (1) and roll that against a target number of 3). Although this isn't realistic, the dockmaster might also have the ship's crew manifest (or at the very least the size of its crew).

Setting explosives on the bottom of the ship as it pulls into the harbor is very daring- especially if the runners don't have any sort of SCUBA experience. Would Athletics be the most appropriate skill? Anyway, the ship's stats are with the cast below, and several well-placed (successful Demolitions (6-8) rolls will surely scuttle it. There might be a little firefight in the harbor if the runners get their little boat too close...

Since some of the runners might be initiates, there is a slight possibility that a greater storm spirit could be summoned. That's fine- make them work for the greater form though (it requires an astral quest- see p. 64 of the Grimoire).

Finally, the runners might pump Nuncio for information. He'll have the ship's roster, the expected shipment, and will know who's going to the dock that evening. This information will cost the runners 3,000¥ (he is on their side, but it's quite a risk to take this late in the game- Alonso might get stressed and act on any sort suspicions in attempt to place blame).

What the ship carries:  
Street Value

- Tons (literally) of automobile parts  
??? ????
- Some high-end European sports cars  
200,000¥ and up, each
- Many, many AK-98s (20 cases of 24 rifles)  
4,800,000¥
- 4 empty clips per rifle  
7,200¥
- 76,800 rounds of regular ammunition  
115,200¥
- 4800 minigrenades  
480,000¥
- Several hundred pounds of caviar  
95,000¥
- About 1,000 cases of vodka  
228,000¥ (for cheap stuff)

So, for the firearms alone, the shipment is worth about 5,402,400¥ (or 2,700,000¥ wholesale). Lucky for us, there is no way for the runners to walk away with all that stuff (unless they have 2 undisturbed hours and a 12' truck).

That's about it for the "creative solutions section." If they come up with something even more bizarre and unpredictable, good for them. If they don't, well, there's always the "brute force" option... No matter what they do, they'll either succeed in stopping the delivery, or they'll fail. Either way, you'll end up in the "Picking up the Pieces" section.

### The Brute Force Solution

First, I'll describe how the exchange works on the night of March 21. Then I'll describe the dock area. Finally, I'll give statistics for the cast of characters... After that is the adventure's coda, "Picking up the Pieces"- go there when they've either successfully stopped the shipment or failed miserably (and lived). Have fun.

### The Routine

At 11:00 pm, three americars and one 12' cargo truck pull up to the dock area. If the runners failed the first mission, there are four americars and a truck. If they failed **both** of the previous missions, there are two vans in addition to the other vehicles. These contain the Mafia contingent (16 people total, 19 if they failed the first mission, 28 if they failed **both** of the first two missions). They'll wait for the crane operator to arrive, which happens at precisely 11:15 pm. He and the lieutenant will have a chat, then he'll head for the crane. At 11:40 pm, the *Bulgakov* makes its appearance in the distance, and most of the soldiers leave the cars. It completes its docking procedures at 12:10 am, and the crane operator starts working at getting things off the ship while the lieutenant gives Captain Minsk the suitcase full of money. If they aren't disturbed, they'll have all of Alonso's goods off the ship at 1:50 am. The truck and two of the americars will head for the warehouse from Scene 1 (saaya, there's an option- rig the warehouse to explode- the guns arrive, and BOOM!), while the rest of the soldiers go home. The crane operator hangs around and drinks with the people from the *Bulgakov*. The next day,

the *Bulgakov* unloads its legal cargo and the ship's captain heads into town to try and rustle up some wares to take back to Russia.

### The Docks

Not the place to bring your kids. They can easily fall into the water and drown. Pier 147 is a fairly typical dock- it has a bunch of cargo containers, a warehouse for storing things less sturdy than cargo containers, and a giant crane. It's also surrounded by water (it's a 3-4m drop to the chilly, dirty water). If somebody falls in and you feel like adding some cartoonish horror, the water can be home to some nasty lamprey eels, hungry sharks, or flammable oily flotsam.

### A) The Warehouse

It's a big metal building- cheaply constructed and 8 m high. It's painted primer gray and has a flat roof. The doors are currently locked, although and Electronics (6) test will get you past the maglock. Inside are all sorts of goodies- boxes and boxes of cheap imported toys and lint rollers, tons of raw silk, low-quality electronics, and mysterious metal things (parts for industrial robots). For this stuff to be valuable to the runners, they'll have to steal far more than can be loaded into a van. The roof makes a great place to hang out and not be noticed (the people on the incoming *Bulgakov* will probably spot anybody up there, but will figure that they're there to protect the deal).

### B) The Crane

This is very impressive. It can lift entire houses if necessary. Using hydraulics, the crane can telescope out and reach anything it needs to pick up. The operator sits inside, behind barrier rating 12 glass. It's nearly indestructible.

### C) Cargo Containers

The meat and potatoes of the shipping industry. You can pack several semi trailers inside one of these and still have room to spare. If the runners called the police, they'll probably be hanging out on or near the ones at the base of the pier. They are approximately 5 m high and very difficult to scale, being essentially a giant steel box. They make great cover. If anybody blows holes in them, anything you want can be inside- feather pillows, grain, tractors...

### D) The Bulgakov

A workhorse of a freighter. Its hull is a faded patchwork of rust and greenish paint, but it looks structurally sound. The crosshatched area is open to the cargo hold, which the crane will dip into and pull out Alonso's guns. In the hold there are many cargo containers and forklifts capable of moving them. If anybody falls in, it's a good 8 m drop to the hard and unforgiving floor. The *Bulgakov* has a crew of 12, and their stats are listed with the rest of the cast. It has a pretty nice communications array sitting on top of the mast- the captain likes keeping morale up, so in addition to the normal stuff, there's a satellite dish and descrambler so that the crew has access to the *best* trideo.

### E) The Truck

This is a Roadmaster™ cargo van. Its stats are with the cast.

### F) Mafia Vehicles

Most of the soldiers arrive in these- Americars and Leyland-Rover Minibuses. Their stats are with the cast.

### G) Crane Operator's Car

Crane operation pays pretty well, but this car doesn't reflect that fact (it's the crane operator's second car). A beaten-up Mitsubishi Runabout.

**NPC NOTE:** The GM should adjust the NPC threat ratings up or down according to the abilities/game knowledge/general competence of the the players and their characters. Remember that bad dice rolls shouldn't kill anybody- stupidity in the face of adversity should, but little plastic cubes shouldn't.

### The Cast of Characters

#### Part One- The Bulgakov Crew

Twelve rowdy Russian sailors. Just what this country needs. Note that except for pistols, any firearms listed will have to be grabbed from somewhere.

#### Captain Minsk

Being named for a city isn't all that bad- at least people know where you're from. He's a capable smuggler and runs a reasonably tight ship. He'll stay on the bridge and try and coordinate things if anything happens. If it looks like real trouble, he'll leave the pilot on his own and pick up his Panther Assault Cannon. He used to be the Russian equivalent of a marine.

**S B Q I W C E M R**  
5 6 6 5 5 3 5 -- 5+(2D6)

**Threat/Professional:** 4/3

**Cyberware:** Smartlink, Boosted Reflexes

**Skills:** Gunnery 4 Firearms 5 Military Theory 4 Leadership 3 Unarmed 5

Navigation 5 Drive freighter 5 Engines (B/R) 3 Electronics 3

#### Gear:

Armor vest w/plates [4/3]

Russian Service Pistol (Ares Predator) [C: 5, 15(c), SA, 9M, 2 clips regular ammo]

Hip flask of horrible vodka

Pocket secretary

Panther Assault Cannon [C: hah!, 22(c), SS, 18D, one clip (in weapon already)]

#### The Shift Captains (4)

These are the Captain's capable assistants. Each specializes in a different area of ship's operations. One is the computer expert, the second is the navigator, the third handles communications, and the fourth does electronics.

**S B Q I W C E M R**  
4 5 5 5 3 3 5.8 -- 5+(1d6)

**Threat/Professional:** 3/3

**Cyberware:** Datajack, Maybe some memory

**Skills:** Firearms 4 Electronics 5 Computer 4 Navigation 5 Ship's operations 3 Leadership 2 Unarmed 4 Drive freighter 3

#### Gear:

Pocket secretary

Vest w/plates [4/3]

AK-97 Carbine [SMG, C:4, 30(c), SA/BF/FA, 6M, 2 clips regular ammo]

#### Engineers (3)

These are the people who live in the heat and grease of the engine room. It's not a pleasant life, but they don't mind. Each of them covers a shift, and their shifts rotate regularly.

**S B Q I W C E M R**  
5 6 4 4 5 2 6 -- 4+(1d6)

**Threat/Professional:** 3/3

**Cyberware:** None, though one could have a cyberarm for atmosphere

**Skills:** Engineering 5 Maintenance 5 (B/R) 5 Electronics 3 Firearms 2 Unarmed 6

#### Gear:

Protective clothing [1/3]

Tools, including a big wrench that serves as a

Club [R: 1, (Str+1)M Stun]

#### Seamen

Tough, gritty sailors with guns.

**S B Q I W C E M R**  
5 5 5 4 3 2 5.5 -- 4+(2d6)

**Threat/Professional:** 4/3

**Cyberware:** Boosted reflexes

**Skills:** Ship's operations 5 Unarmed 5 Firearms 5 Armed 4 Drive freighter 5

Gunnery 3

#### Gear:

Armor jacket [5/3]

AK-97 Carbine [SMG, C:4, 30(c), SA/BF/FA, 6M, 2 clips regular ammo]

-or-

Panther Assault Cannon [C: hah!, 22(c), SS, 18D, one clip (in weapon already)]

(there are two assault cannons to go around once the cap'n grabs his)

Cards

Simsense playback unit w/adult-themed chips

#### Part II- The Mafia

Below is a table of how many of each person will be at the dock, depending on the runners' successes or failures in previous missions:

Success?	Drivers	Soldiers	Tough Guys	Mages	Vehicles
Both 1 and 2	4	9	2	1	Roadmaster, 3 Americars

Fail 2 only	No Change				
Fail 1 only	5	9	4	1	Roadmaster, 4 Americas
Fail both	7	13	6	2	Roadmaster, 4 Americas, 2 Minibuses

(shadowrunners). They're quick, smart and deadly.

Contrary to the name, one of them is female.

**S B Q I W C E M R**  
5 6(8) 5 5 4 3 1.2 -- 5(9)+(3d6)

**Threat/Professional:** 5/3 (might be too high- they're really dangerous w/o these numbers)

**Cyberware:** Wired Reflexes (2), Dermal Plating (2), Smartlink, Cybereyes w/thermographic and flare compensation

**Skills:** Car 3 Firearms 5 Street Etiquette 4 Unarmed 5 Stealth 3

**Gear:**

Armor jacket [5/3]

Pocket phone

Ruger Thunderbolt [Heavy Pistol, C:4, 12(c), 12S (burst fire already factored in), 1 clip loaded, 2 spare clips, integral smartlink, no burst penalty for first shot, +4 for second shot in same phase]

-or-

Ingram Smartgun [SMG, C: 5, 32(c), SA/BF/FA, 7M, 2 points recoil compensation, 3 extra clips, integral smartlink]

Attitude. Lots of it.

**The Drivers**

If anything does go wrong (from their perspective), these are the people who will keep the cars running. It's pretty much the plum job for any NPC stuck in this scene- you probably won't get shot at a whole lot, and you've got a ton of metal between you and trouble.

**S B Q I W C E M R**  
4 4 5 5 3 3 5.3 --

**Threat/Professional:** 3/3

**Cyberware:** Smartlink, Cybereyes with lowlight and flare compensation

**Skills:** Drive 6 Firearms 4 Family Etiquette 4 Street Et 4 Unarmed 2 Interrogation 2

**Gear:**

Armor jacket [5/3]

Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]

Cigarettes and a Zippo lighter

**Soldiers**

Far from being dumb, these are the people whose business savvy and knowledge of human nature is applied daily on the streets. Tonight, however, they're acting as muscle- helping load the truck and being ready in case anything untoward happens.

**S B Q I W C E M R**  
5 4 5 4 3 3 5.0 -- 4+(2d6)

**Threat/Professional:** 3/3

**Cyberware:** Smartlink, Boosted reflexes

**Skills:** Car 3 Family Etiquette 4 Street Etiquette 5 Firearms 5 Interrogation 3

Unarmed 3 Local rumormill 3

**Gear:**

Armor clothing [2/0]

Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]

-or- (some won't be doing the lifting duty, they'll just be there to keep watch)

Ingram Smartgun [SMG, C: 5, 32(c), SA/BF/FA, 7M, 2 points recoil compensation, 2 extra clips, integral smartlink]

Lucky rabbit's foot

**Tough Guys**

These are the best that Alonso has to offer. Loyal soldiers who survived several years without the cheap edge that boosted reflexes offer... Two are actually affiliated with Alonso, the rest are hired on a contractual basis

**Mages/Lieutenants**

The person/people in charge. If you think the scene's going to be really deadly without this magical support, then use the Mafia Soldier stats (p. 22, Contacts), only with Leadership 4 and Negotiation 5. If you think the runners need larger challenges, use the stats below...

**S B Q I W C E M R**  
3 3 3 4 5 6 6 6 3+(3d6)

**Threat/Professional:** 4/4

**Cyberware:** None

**Skills:** Leadership 4 Negotiation 5 Conjunction 2 Sorcery 5 Magic Theory 3 Firearms 3 Family Etiquette 5 Street Etiquette 4 Bookkeeping 3

**Gear:**

Spell locks: Personal Bullet Barrier/5 (adds 5 to his ballistic armor rating)

Increase Reflexes/2

Armor Jacket [5/3]

Briefcase w/UCAS \$3.75 million (assuming \$1.5=1¥) in cash

Spell	Drain	Target	Damage	Force
Analyze Truth	[F/2]S	Willpower(R)	--	4
Stun bolt	[(F/2)-1]S	Willpower(R)	S	6
Stun cloud	[(F/2)-1]S	Willpower(R)	M	6
Barrier	[(F/2)+2]S	6	--	5
Heal	[(F/2)]	10-Ess.	--	5
Power missile	[(F/2)+1]S	Body(R)	M	5

**Part III- The Vehicles**

**The Bulgakov**

Handling	Speed	B/A	Sig	APilot
5	15/45	10/3	2	3

<b>Ford Americar</b>				
<b>Handling</b>	<b>Speed</b>	<b>B/A</b>	<b>Sig</b>	<b>APilot</b>
4/8	35/105	2/0	2	2

<b>Beaten-up Mitsubishi Runabout</b>				
<b>Handling</b>	<b>Speed</b>	<b>B/A</b>	<b>Sig</b>	<b>APilot</b>
4/8	25/70	1/0	5	1

<b>Leyland-Rover Minibus</b>				
<b>Handling</b>	<b>Speed</b>	<b>B/A</b>	<b>Sig</b>	<b>APilot</b>
4/8	35/105	3/0	2	2

<b>Ares Roadmaster™</b>				
<b>Handling</b>	<b>Speed</b>	<b>B/A</b>	<b>Sig</b>	<b>APilot</b>
4/10	30/90	4/0	2	2

### Picking up the Pieces

At this point, the runners will be celebrating their success or living in a world of fear. If they did fail to stop the shipment, Lazlo loses much-needed ground in Snohomish and remains exiled. The runners don't get paid, and Claudia is miffed. You can read the following...

***Spring has arrived in the metroplex- the parks are filling with people, flower beds are bursting into colorful life, and nobody seems to mind the rain. You see smiling faces everywhere, but you don't return their warm looks. You know that somebody's gunning for you, and you've got no guardian angel... You find yourself cruising past expensive sake bars, where thin Japanese men smoke and drink, talk and laugh; you look carefully for a certain combination of Japanese characters and step inside. At least, you think as you look at the clientele, there are some places the mafia won't go...***

Heartwarming, isn't it? Skip the next few paragraphs, hand them their karma, and tally the money...

If they did succeed, Claudia is nigh ecstatic. She gladly pays the money promised (30,000¥ each) and Patrick asks to meet with some of the runners... Lazlo has decided to offer anybody who's been through *Potlatch* or *A Death in the Family* a place in his family. They are free to refuse, as it carries with it certain... obligations.

For those who are pulled aside for membership, read the following:

***Patrick smiles as he dabs the corners of his mouth. "I certainly hope you enjoyed the meal. It was really the least we could do, considering the gratitude you've earned." He gestures at the two Amerindians and the Italian woman at the table, "We've all discussed this with Lazlo, and he feels that you'd be an asset to the Family. Now, think about it- joining us will involve certain...***

***obligations, but-" he gestures at your opulent surroundings, at the entourage of soldiers at the other tables "-it does have its advantages. Well, what do you say?" Patrick leans closer to hear your response. You can smell his cologne.***

Ask the player point blank if they want their character to become a member of the Siracusa clan. If not, Patrick is disappointed, but the mafia isn't for everyone, is it? If yes, the runner officially retires from the *Virtual Seattle* campaign and becomes one of the favorite sons or daughters of Lazlo Siracusa. It's only fair to warn them that joining the Mafia won't really allow them to continue shadowrunning...

For those who aren't eligible to become Family, a short handwritten note arrives from Salish-Sidhe territory. In a strong and flowing hand, it expresses Lazlo's gratitude.

If you've got time, you can read them the following paragraph:

***The next week you're watching trid during happy hour, nursing your drink out of habit instead of grim necessity. The afternoon talk shows are over, and the local news chimes in. You get to catch most of the lead story before somebody yells at the bartender to change the channel...***

***"Another police victory in Snohomish. Last night Lone Star troopers arrested 14 people believed to be associated with the Travers mafia ring. In a statement to the public, Captain Joseph Barnes documented the chain of evidence that connect this group to arms smuggling, narcotics and prostitution. He-"***

***"Change it Smitty!"***  
***The screen flashes, and a round of cheers fills the bar as 'Bowling for Nuyen' comes on.***

***A few weeks later, you're not surprised to hear rumors about some group of tribals harassing businesses up in Snohomish. Another job well done...***

## **Karma, Money, and Other Goodies**

Well, they can always fence any goodies they manage to snatch along the way. Assign an arbitrary value to anything stolen from the museum. For guns, china or anything else, give them half the value in cash.

Here's a rundown of the "official" money earned:

- 7,500¥ for success with the Warehouse scene
- 12,500¥ for successfully robbing the Museum
- 30,000¥ for stopping the Russian arms shipment

### **Karma Action**

- 3 Surviving
- +1 Stopping the shipment

- +1 General excellence (individual awards)
- +1 A really clever plan for stopping the shipment

**Goodies**

For success, give everybody “Mafia Don” as a contact.

Since this is the climax of a three-part series, runners are entitled to TWO selections from Claudia. As an alternative to the two selections, they may choose to acquire a Smartlink II or a burst fire capable pistol (the Guardian from FoF or the Ruger Thunderbolt from Lone Star)

## Scene Y. Legwork

### Alonso Siracusa

The eldest son of the late Emilio Siracusa and current Don of the clan. He managed to put Lazlo's rebellion down in the last adventure and is in something of a 'rebuilding' phase. The family's business suffered a few setbacks, but they're working on it... He's got a reputation as a capable, if conservative, businessman- sort of the stereotypical Don.

**Appropriate contacts:** Organized Crime, Law Enforcement, Street

**Target Number:** 5

Successes	Results
0	"Syracuse? What? Uhm... yeah, I heard of him. Now give me money."
1	"Siracusa, right? Didn't they have some sort of 'disagreement' a few months back? One of the brothers had to leave Seattle."
2-3	"Alonso- yeah, he booted his brother out of Seattle and took over the whole shebang. They're kinda big up in Snohomish, and have a few things going in Renton. "
4+	"Between you and me, his position is kinda... precarious. Their power structure hasn't quite recovered from their little war a few months ago."

### Lazlo Siracusa

The youngest son of Emilio Siracusa (who died in the last adventure), he was exiled from Seattle after his failed attempt at seizing the reins of family power. Since he gained some tribal contacts during *Potlatch*, he moved up to Vancouver after being reunited with his illegitimate daughter and her mother, Haddie (quite the soap opera, eh?). He's been building his power base up north for the past few months, and in this adventure he's using the runners to oust Alonso.

**Target Number:** 5

**Appropriate Contacts:** Street, Law Enforcement, Organized Crime, and Tribal

Successes	Results
0-2	"Nope. Never hoid that name."
3	"Siracusa, right? Didn't the two brothers have some sort of 'disagreement' a few months back? Yeah- he had to leave Seattle."
4+	"I hear he's been doing some deals up in Vancouver. Guess he knows how to speak Salish or somethin'"

### Stanley

Claudia's cousin. He's in that heady time after high school and before the Big Decisions need to be made. He hasn't applied to college, but he is thinking about moving out of his parents' house. He's brilliant with electronics, computers and all that nerdy stuff. He typically wears fatigue pants with random tools in them, a flannel shirt and a t-shirt with any random obscure band.

**Target Number:** 8

**Appropriate Contacts:** Street, School kids

Successes	Results
0-2	"Nah, not ringing any bells."
3	"I think he went to Central. Some kinda computer genius."
4+	"Yeah- he hacked into the school computer's database and changed my grades. You hoping to sell him some drugs or something?"

### The Warehouse- 2119 Eastlake Drive

Alonso Siracusa's base of operations. It's also got lots of stuff. There's really not much more to say.

**Target Number:** 7

**Appropriate Contacts:** Street, Organized Crime, Matrix Search, Law Enforcement

Successes	Results
0-2	They can find it on a map.
3	They know it's in a pretty much abandoned area. They've heard rumors about it being some storehouse for a syndicate.
4+	"Drek, maaaaan- you don't wanna hit that place. The Siracusas hit back."

### Alan Travers

It's pronounced (TRAY-vers). Alan was one of Alonso's bodyguard types. He probably got shot up really badly in *Potlatch*. He recovered nicely and was promoted when Alonso took control of the Family business. Part of the deal was that he became a partner in several of the restaurants/money laundering operations up in Snohomish (to take the fall if the Star ever got too close). Hey- bigger responsibilities and bigger pay mean bigger risks, right? When Lazlo starts leaking information from Alonso's computer to Lone Star, Alan is one of the first to get arrested.

**Target Number:** 7

**Appropriate Contacts:** Street, Organized Crime, Law Enforcement

Successes	Results
0-2	"Alan what?"
3	"The name rings a bell, but- Say, wasn't he arrested up in Snohomish?"
4+	"He didn't own those restaurants- but you knew that of course. He's taking the fall for his boss Alonso."

### Nuncio

Although he's mostly worked for Alonso, he remains steadfastly devoted to the brother in exile. Somewhere in the past, Alonso called a hit on his cousin, and he's never quite forgotten. With Lazlo exiled, he's become much more important- if he survives through this thing, he'll have a *big* promotion waiting for him.

**Target number:** 7

**Appropriate Contacts:** Street, Organized Crime

Successes	Results
-----------	---------

- 0 "Who?"
- 1 "Yeah- there's someone by that name in every Italian family in Seattle."
- 2-3 "Hmm... Works for Alonso Siracusa, right? Think he does security or something."
- 4+ "I hear that Alonso had one of his cousins geeked some time ago. Guess it's water under the bridge now, neh?"

**Patrick Stecchino**

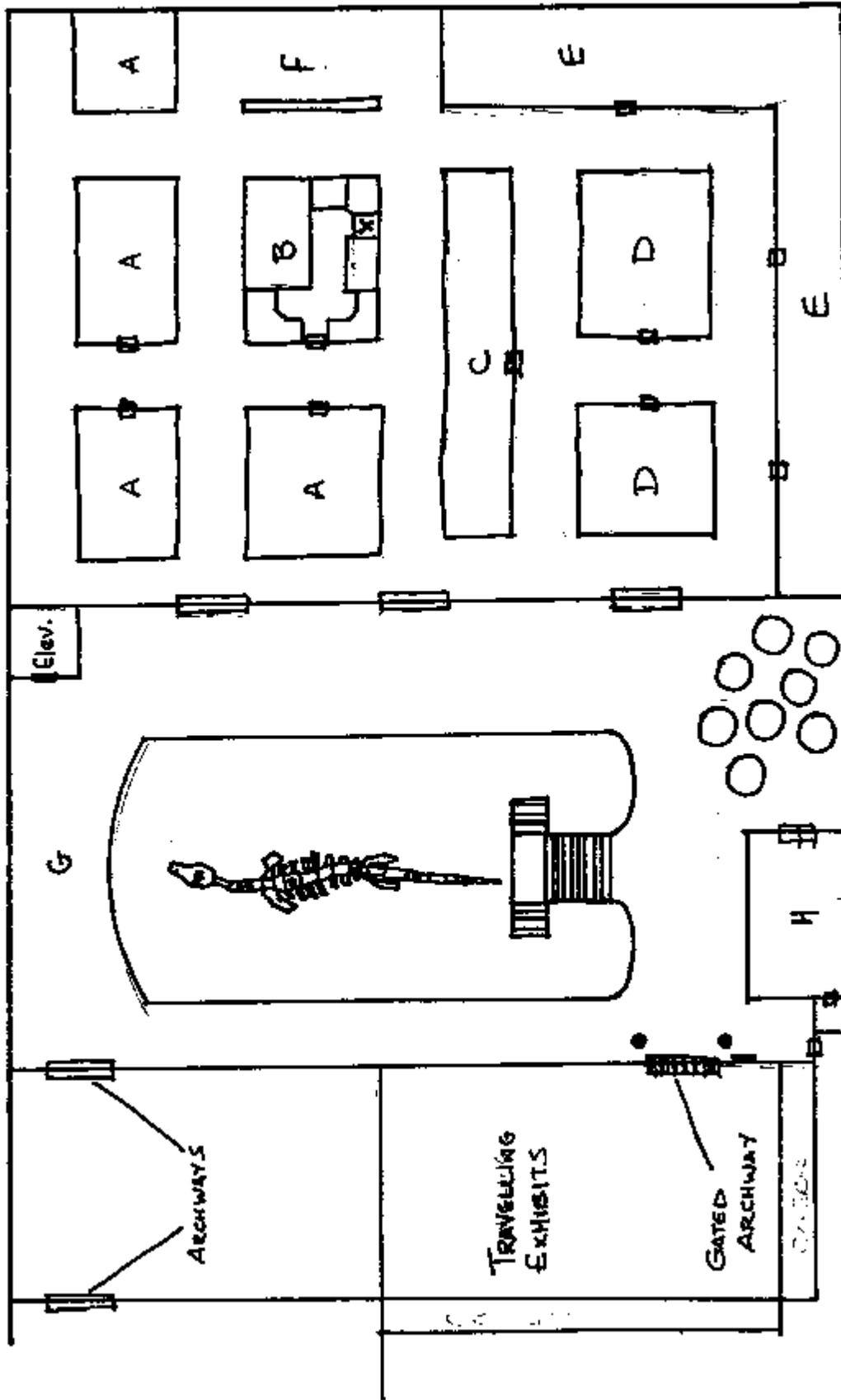
Lazlo's able assistant. He's worked for the Siracusas since his teenage years. He even married one of Lazlo's cousins. Currently he's trying to piece things together in Snohomish- the time is almost ripe for the final skirmish in this little war...

**Appropriate contacts:** Street, Organized Crime

**Target Number:** 5

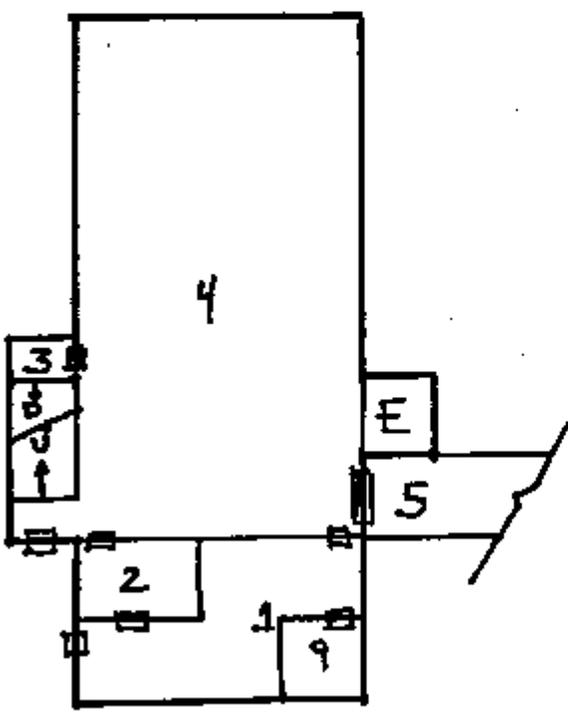
<b>Successes</b>	<b>Results</b>
0-2	"Wasn't he a saint?"
3	"He used to be the manager at the Seoul Palace, isn't he? Is that a Mafia place?"
4+	"He works- er, worked, for Lazlo Siracusa, the guy who got exiled to Vancouver. Nice chummer."

THE NATURAL HISTORY MUSEUM - 2<sup>ND</sup> FLOOR

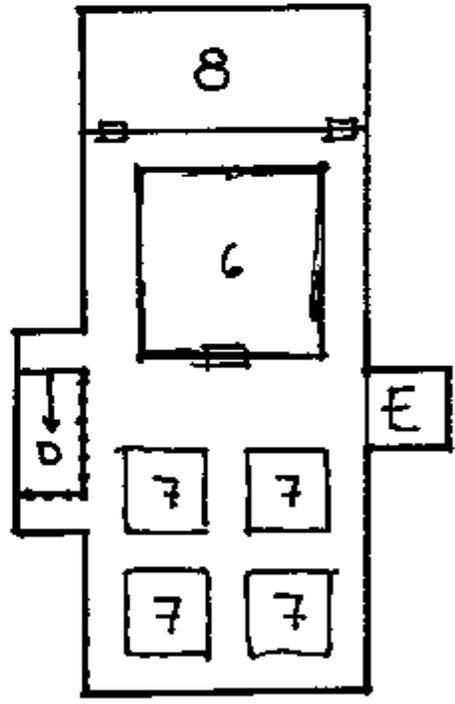


← EVEN MORE MUSEUM

# 2119 EASTLAKE DRIVE (INTERIORS)



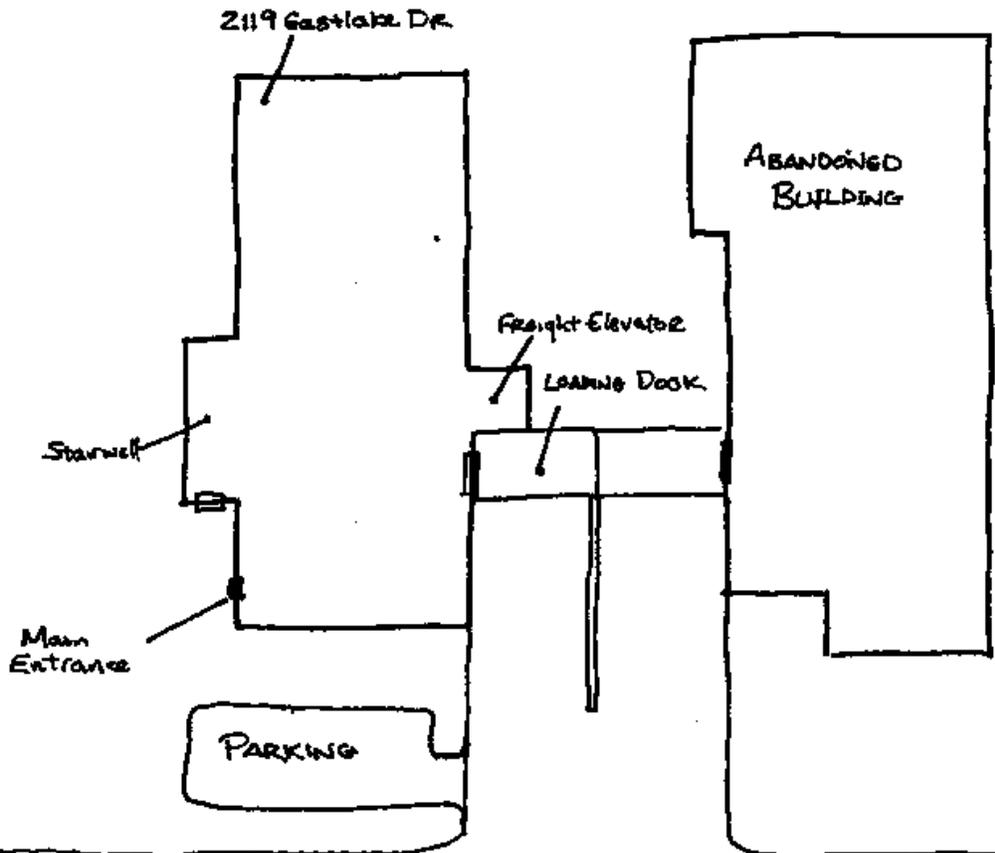
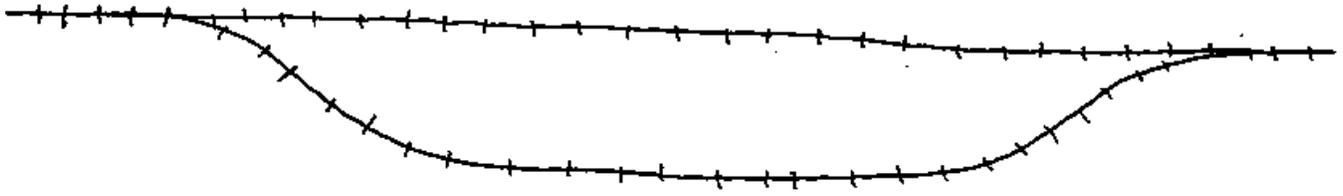
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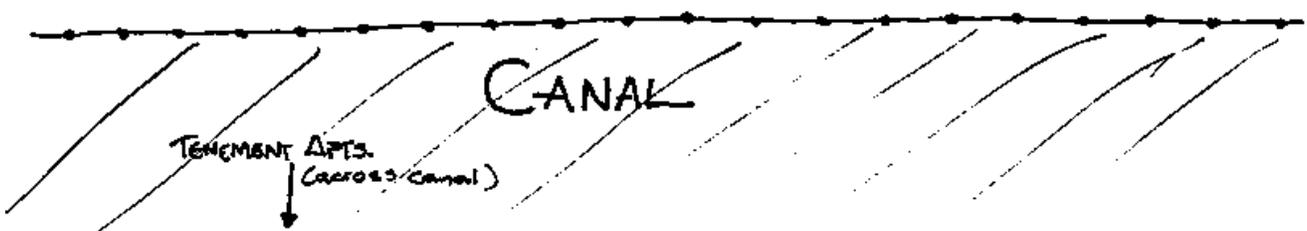
FLOOR 2

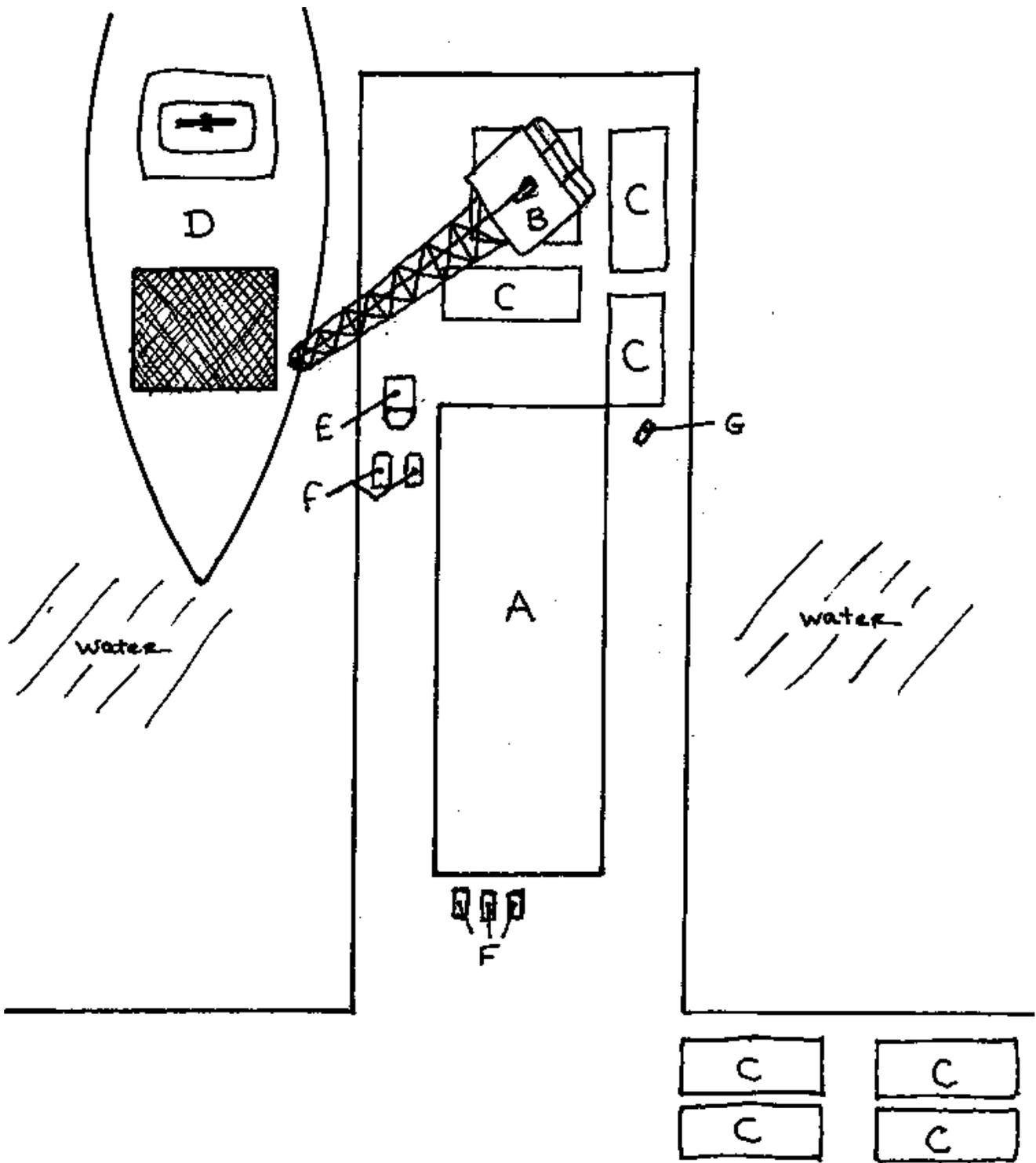
NOTES: ALL MATHLOCKS ARE RATING 5  
THERE ARE NUMEROUS WINDOWS  
(ABOUT EVERY 2M.)

2119 EASTLAKE DRIVE  
(EXTERIOR)



EASTLAKE DR.





PIER 147