

# **Star Fire**

**A One-Round Shadowrun Virtual Seattle Adventure**

**by Nick Perch**

Cops are dying all over Seattle, and nobody seems to know why. Mr. Johnson wants you to find out, and put a stop to it.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

[paragraph for pre-gen games only] Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

## Adventure Summary and Background

Sgt. James Washington of Lone Star has a big problem. He administers the Patrolmans' Association Bereavement Fund, and has been far too busy lately. The slayings of eight officers who have been killed in the last 2 months are unsolved, and it appears that the investigation into the slayings is being hindered from within. While eight slayings wouldn't be that unusual (though it's still a bit high), having them all unsolved and largely uninvestigated is very strange. When the officers can't trust each other, it's time to call in some specialized help. That's where the runners come in. Washington is looking to hire a group of skilled and/or discreet runners to investigate the killings. He's willing to front some pretty serious nuyen (taken from the bereavement fund) if the runners can figure out what's going on, bring the killers to justice, and prove who's behind all of it.

The truth is that a faction of corrupt individuals within the Star are making a lot of money by helping Radiant Corporation (a small subsidiary of Telestrian) smuggle illegal, experimental, mind-altering chips and drugs into Seattle. The current drug of choice is called Green Fire, a new designer stimulant/hallucinogen. They're doing clinical trials on the streets, without the benefit of a clinic, and don't want the flow interrupted from their factory in CFS to the streets of Seattle, so they grease the wheels of justice with large amounts of nuyen. The corp uses local gangs to distribute the stuff, and a team of hired shadowrunners (the Hunters) to eliminate anybody who happens to cause problems for them, like honest officers.

The run begins with a call from Claudia, a data-file, and a meet at Peabody's Motel in Auburn. At the motel the runners meet Washington, who attempts to hire them for the job. If they accept he will provide a list of the dead officers, and evidence taken from a couple of the cases that the officers were working on when they were killed.

There are several clues to be followed in the materials that Washington hands over. Excerpts from police reports list potential witnesses for two of the slayings, but those leads were never followed up.

Investigation of the murder scenes themselves will reveal astral traces in one case, further witnesses in other cases, and a security video of a killing at a Stuffer Shack. These clues can lead the runners toward the shadow team that has actually been doing the killings. In addition, some of the evidence from cases the officers were working on before they were killed points to the Red Dog street gang. This gang distributes drugs and chips for Radiant Corporation.

The runners also have the option of using their contacts to gain much of the information that could be had by legwork, and some additional details besides. The sorts of information that various contact types can provide is provided.

If the runners pursue the murderers, they will have acquired several clues from witnesses or contacts which eventually lead them to a safe-house used by the Hunters. It can be learned from the Hunters, if they are captured, that they are being hired to eliminate Star officers who get too close to the activities of the Red Dog gang. Identifying the Hunters fulfils the first part of the contract, to figure out who's killing Star officers. Capturing or killing the Hunters fulfils the second part of the contract with Washington, to eliminate the murderers.

Several clues or contacts lead to the Red Dogs, as will questioning the Hunters, if they are captured. The Red Dogs distribute drugs and chips for Radiant Corporation, including the current 'test-marketed' drug, Green Fire. Either combat or negotiation are options, as is surveillance. The Red Dogs know that a group of shadowrunners is eliminating any Star officers who get too close, and scaring the competition into laying low. They do not know the names of the shadowrunners, or the name of the team.

If the runners watch the Red Dogs, they will see the leader of the gang, Big Dog, leave the gang hide-out to meet with a corporate suit near the waterfront, who provides him with a bag. The suit, of course, works for Radiant Corporation, and is providing the Red Dogs with a fresh supply of Green Fire. The runners can attempt to trail the suit, who is returning to corporate offices. They may be detected and forced to fight along the way, and may or may not succeed in tracing the suit to Radiant Corporation. If they succeed in identifying the corporation, it is a surprisingly simple operation for any decker PC or contact (including Claudia) to retrieve incriminating files from the computers of Radiant Corporation. These files prove conclusively what's really going on, and will lead to the downfall of Radiant Corporation and the Lone Star execs and officers on their payroll. Gaining these files fulfils the third part of the contract, to prove who's behind it all. The man pulling the strings at Radiant, however, is out of the city when he learns that his computer security has been

breached, and makes plans not to return. Sometimes the bad guys get away.

Some groups of runners may find themselves unable to make enough of the clues to reach the conclusion of the module. Others will find they've run out of time in the slot, or failed to overcome obstacles in their way. Any of these outcomes is fine. Any reasonably competent group should be able to find either the Red Dogs or the Hunters, for which they will be rewarded. It is not necessary for every group of runners to complete the entire module.

## Setting it up: The Long Arm of the Law

Read or paraphrase the following to the players:

*It's raining again in Seattle, but the toxicity warnings are within the tolerable range, so life goes on as normal. The drizzle is falling steadily when your afternoon is interrupted by the squawk of the telecom. As it sparks to life, you see the recorded image of Claudia's face fill the screen.*

*"Good afternoon. Employment is available for skilled and/or discreet members of our team. A Mr. Johnson wishes you to investigate some unfortunate happenings. He wishes a meet at 8PM today. A file is available at the Lair, if you want more information, such as where the meet will be held."*

*With that the telecom clicks off, and you glance at the time. Four-thirty, you've got about three and a half hours before the meet for this new job.*

Three and a half hours is more than sufficient time for the runners to collect their gear and get to the Lair to collect the data-file. The file is fairly small, and is available in whatever format the PC prefers (Claudia knows their preferences and prepared accordingly). It contains a portrait of a middle-aged human male in a Lone Star uniform, a partial map of Auburn, and a page of text. The text is contained in a **Player Handout**. It is reproduced here for reference.

*"Hi Gang,*

*This is what I've been able to dig up so far. Our Mr. Johnson is Sergeant James Washington, Lone Star. He works in drug/chip interdiction and has a solid reputation. He also is active in the Patrolmens' Association and administers the Bereavement Fund. Black human male, age 40, 1.8m tall, 76kg weight, black hair and brown eyes. A portrait is attached to this file. Johnson/Washington indicated that he wanted independent investigators to look into some*

“unfortunate incidents.” From what I gather, he’s probably talking about the cop killings that have been going on. Eight in two months, and all unsolved, no suspects, no overt investigation.

*He’s paying 10k nuyen per person base, with incentives that will bring the total as high as 40k each for successful completion of the job. He says 3k up front, the rest is cash on delivery. He promised more details at the face-to-face meet, including the nature of the incentives.*

*As far as I can tell, this is a legit job offer. It doesn’t have the feel of a set-up, and Washington doesn’t seem the type to pull a stunt like that anyway. Still, I’d advise you to all go dressed in your Sunday best. Can’t be too careful when dealing with the Star.*

*The meet is set for Peabody’s Motel in Auburn, room 231 at 8PM. You’ll find map files attached, and text directions/graphical maps for those of you without navigation systems.*

C. T.”

The runners should have no trouble finding Peabody’s Motel in Auburn. It’s a run down but mostly clean six-story joint. Jimmy, the kid at the desk, will direct the runners to room 231 without any trouble, even if the runners are packing obvious weapons. He wants no part of any trouble that involves cops and shadowrunners.

Room 231 is small and dark, just big enough for a meeting. Orks and trolls may find the room somewhat claustrophobic. The red carpet is worn through to the concrete floor in places, and the room reeks of cigarette smoke, soykaf and other less pleasant odors. A middle-aged black man in a cheap gray suit sits in the corner smoking another cigarette. When the runners enter he gestures them to the extra chairs around the room, and introduces himself. Read or paraphrase the text below. Again the runners are free to interrupt at any time. If they challenge him on his identity, he’ll chuckle and nod an affirmative. He didn’t really expect to stay mysterious anyway.

***“My name is Mr. Johnson, which should be no surprise to you. The people I represent have a problem, and I understand that you are in the business of solving problems – off the books, and off the record. The problem is a simple one. People are getting killed that aren’t supposed to be getting killed. I want to employ you folks to put a stop to this, and if possible, hold the person or persons responsible accountable for their acts. The job is primarily investigational, but will likely involve confrontations with violent people. And yes, you will be paid for your services. Before I go on, are you interested in a job of this sort?”***

If the runners answer that they are interested in hearing more, he will continue. If they don’t want the job, he will apologize for wasting their time, and leave.

***“Very good. The people who are getting killed are cops. Lone Star, to be specific. For reasons unknown to me, investigations into these slayings are not being prioritized as they would normally be. In fact, very little progress is being made at all as far as bringing the cop-killers to justice is concerned. That’s what’s got me concerned, and that’s the job on the table for you: find out who’s killing cops, and bring them to justice. Find out who’s behind it all, and bring them to justice. Payment for this job is non-negotiable, but I believe it is generous. I am prepared to offer you each 10,000 nuyen if you can identify the killers, and a further 10,000 nuyen if you can capture them alive and turn them over to the criminal justice system of Seattle. In addition, I’ll offer 10,000 nuyen each for proof of any conspiracy involved – and I believe there is one – and 10,000 nuyen each if you can capture the conspirators alive and turn them over to the criminal justice system of Seattle. All told, each of you stands to earn up to 40,000 nuyen, a substantial sum. I am prepared to offer each of you a retainer of 3,000 nuyen, to cover operating expenses. This 3,000 nuyen is forwarded against eventual payment for completion of the job. I have additional information, leads, that I will provide if you take the job.”***

Washington doesn’t negotiate on his price. He’s being more than generous, and he knows it. Besides, there’s really no more money left in the bereavement fund after he pays for this job. He will negotiate the advance, up to 5000 nuyen each. His negotiation skill is 3, and his intelligence is 5 (the target for the runner’s negotiation test). Increase the advance by 1000 nuyen each for each net success on the runner’s negotiation test, to a max of 5000 nuyen each for 2 or more net successes.

If the runners agree, he will hand them each appropriate credsticks, along with chips containing the relevant data files, and a small briefcase. The briefcase contains evidence that Washington has taken from Lone Star evidence rooms, from cases worked by the dead officers. Since similar evidence has disappeared following the demise of the other officers Washington grabbed the evidence boxes himself after the two most recent deaths. He will explain what he can about the evidence, but he really doesn’t know all that much. He didn’t work any of the cases himself, nor did he know any of the slain officers well.

If anybody asks, he’ll mention that the officers’ partners have all been reassigned to Lone Star offices in other parts of the UCAS. He has tried to contact them, but they have refused all calls or mails. He will also tell

the runners that over the last two months three other cops have been killed, but those investigations seemed to be handled normally, and the suspects are either in custody or dead. He's not interested in those deaths, tragic though they were, he wants to know what's going on with the uninvestigated deaths.

The evidence handed over by Washington includes:

- A list of the dead officers, along with locations and dates of their deaths, and their assignments.
- A summary from police reports that include witness lists for the slayings of officers Newton and Mitchell.
- A ballistics report that indicates the same weapon was used in the slayings of officers Jackson and Mitchell.
- Six Green Fire pills and an Ares Predator pistol taken from the evidence locker by Washington. They are from a bust by officer Thomas the day before he was killed. Washington does not know what the pills are. He can tell them that there were 100 pills originally, but he's not interested in putting them back on the streets, so he's given them just enough to work with.
- Two Ruger Super Warhawk pistols. Both pistols have traceable fingerprints. The owners are Rabid and Spike, two members of the Red Dogs. The Runners may use appropriate contacts to glean the identity of the owners. Also taken from the evidence locker by Washington. They are from a bust by officer Newton.

The list of dead officers, and police report summary are found as a **Player Handout**. The runners now have enough information to begin their investigation. They may use contacts or actual investigation to accomplish their ends. The additional information they may gain is described in the section "Pulling it all Together."

## Pulling it all Together:

This section covers several areas of inquiry. Runners may further the investigation by using contacts, covered in the section "Who You Know," by attempting to use knowledge skills as covered in the section "What You Know," or by actually investigating the crime scenes as covered in the section "Legging it Out." In general, actions covered in this section of the event should meet with no resistance, though particularly aggressive or stupid runners may find themselves in hot water. If any of the runners are initiated mages, this is also an opportunity for the judge to give them some trouble, if

they were noticed by corps or other groups (standard VS rules, 1d6 vs. a target number of 10-initiate grade).

At some point, the runners will get names or descriptions of either members of the Hunters, or members of the Red Dogs. The Red Dogs are fairly easy to find, as a group, in Hell's Kitchen. If the runners are having trouble identifying suspects as members of the Red Dogs, street or security level contacts can provide this information from a description of the gang motif (red leather jackets and dog collars). Lone Star contacts are not subject to the roll to determine if they're covering-up, since this is a pretty typical and innocuous request, even if it lands near a sensitive area. More information is given on them in the "Who You Know" and "What You Know" sections. If and when the runners go after the Red Dogs, refer to the section "Into the Lair of the Dog."

The Hunters are not so easy to find, however. Once the runners have a description or name for one of the Hunters, they can begin asking around. Eventually, with about 2 hours left in the gaming slot, if they have not already determined this, allow them to learn that these people they are looking for are members of the Hunters, and fill in the appropriate information from the "Who You Know" and "What You Know" sections on the Hunters. The information gained regarding the Hunters will vary according to the type of contact.

With about 1 hour and 15 minutes of gaming time left, the runners will finally get a solid lead. It is assumed that by this time several of the runners have contacts looking for the Hunters, possibly including the street samurai Asterix. If they haven't actually bothered to contact anybody, and they haven't contacted Asterix, they're pretty much out of luck. That's ok. If the runners aren't competent enough to have gotten the word out, they will fail. The lead will come from a contact of the least involved player (if that PC has any contacts looking). The contact will inform the runner that he heard a rumor that the Hunters were flopping in a run down old house, near the edge of the barons just east of Ft. Lewis. The address is 996 Redwood. When and if the runners head there, refer to the section "Hunting the Hunters."

## "Who You Know:"

Runners have lots of contacts, and it's really impossible to predict what all of them might be or might know. This section provides general guidelines for role-playing contacts that might be used by the runners. The type of contact is listed first, then the information they have on topics of potential interest to the runners. It is up to the judge to determine whether a given contact actually has the information (especially if more than one runner attempts to use similar contacts) and to

determine the success of role-playing or Etiquette checks to gain the information from the contact. Additionally, if the runners have contact types not anticipated by the author (as is likely) the judge should feel free to adapt information to the contact types possessed by the runners.

In this scenario, Lone Star contacts are especially troublesome, so are treated at more length than other contact types.

### **Lone Star Officers:**

Roll 1d6 for each officer contacted. On a roll of 1, the officer is aware that something is going on in the Star, and is willing to work to put a stop to it (will willingly provide all information he can, and related information without the need for the standard bribes). On a roll of 6, the officer is actually part of the cover-up (either corrupt, or acting on orders to keep things quiet). If the officer is part of the cover-up, have the runner make an immediate etiquette test against a target number of 6. If it generates no successes, the officer will put out an arrest warrant for the runner, if the runner gives the officer any reason to think he is investigating the murders, the Red Dogs, or the sale of Green Fire. If the test generates 1-3 successes, the contact will lie, and if it generates 4 or more successes, the contact will tell the runner to mind his own business.

**Murders:** Any Lone Star officer (whether involved in the cover-up or not) will repeat the same story “We’re investigating it – keep your nose out of it.”

**Red Dogs:** Those not involved in the cover up will be able to tell the runner that the Red Dogs are a typical Hell’s Kitchen gang. About 30-50 members at any one time, mostly mundane humans. Involved in all the standard stuff like protection, drug and chip trafficking. If the contact is specifically in an anti-gang squad, he’ll know that the leader, Big Dog, is in bed with some corporate types.

**Green Fire:** Those not involved in the cover up will be able to tell the runner that Green Fire is a new designer drug. It’s supposed to be pretty nasty drek. Been out a couple of months. They’ve got no internal reports or forensic data on it, and if specifically asked, will find that slightly strange.

**Radiant Corporation:** Those not involved in the cover-up can tell the runner that this group is just a bunch of average corporate citizens with somewhat overzealous security forces. They’ve never been in trouble with the law.

**The Hunters:** Anybody can tell the runners that this is a group of hired guns and assassins. They’re supposed to be pretty tough. Lone Star doesn’t have real names or records on any of them, but does have the street names in the file: Truck (a troll), Lynx (a human

with 2 cyberarms), Stinger (a human), Gutter (a dwarf rigger), and Falcon (a male elf mage). Those involved in the cover-up will not provide this information if other questions have them on the defensive, but they otherwise have no reason to connect the Hunters with the cover-up.

### **Street Docs:**

Or other medical professionals (or chemists).

**Green Fire:** Given a sample they can identify it in a few hours. From that or the name, they can tell the runner several details about the drug. It hit the streets about 2 months ago, and is a powerful designer stimulant and hallucinogen. Overdoses are common and usually fatal, and it’s addictive in one dose. The high lasts about 2 hours.

### **Security Contacts:**

Other than Lone Star. (Example: Knight Errant contacts.)

These contacts have the same information on the Hunters, Radiant Corp, Green Fire, and the Red Dogs as Lone Star contacts, and are no more or less willing to share than normal. They do not, in general, have any unusual information regarding the murders.

### **Organized Crime:**

**Green Fire:** As street docs. They can also fill in that the Red Dogs gang, from Hell’s Kitchen, is responsible for distributing it. None of the various criminal organizations will admit to a connection to the Red Dogs (in fact, there is no connection).

**Murders:** Organized crime contacts will vehemently deny (quite honestly) any involvement in the murders of the Lone Star officers. They don’t know who did it, and it’s really none of their business, but they do know the blood isn’t on their hands.

**Hunters:** These sorts of contacts know that the Hunters are a band of assassins and hired guns. They can identify individual members from composite drawings, and fill in the general information on the group.

**Red Dogs:** These sorts of contacts can tell the runners where to find the Red Dogs, and that their leader is called Big Dog. They know the Red Dogs are into chip and drug dealing, and protection rackets in Hell’s Kitchen. Again, none of the various criminal organizations will admit any tie to the Red Dogs.

### **Corporate Contacts:**

**Pacific Coast Shipping:** Corporate contacts can tell the runners that PCS is owned by Radiant Corporation. It doesn’t do much shipping for anybody else.

**Radiant Corporation:** These contacts can tell the runners that Radiant is owned by Telestrian, and that it is involved in cutting edge neurological research, including psychoactive drugs, surgical procedures, and simsense. Their ethics are questionable, and they have very efficient security forces.

**Telestrian:** A Tir Tairngire multinational, with fingers in nearly every cutting edge field.

**Lone Star:** Corporate contacts report no troubles with Lone Star. The Star has been behaving perfectly normally, as far as the corps can tell, though if told of the murders and lack of investigation, they'll admit they find that a bit odd.

**Hunters:** Most corporate contacts have never heard of them. If the contact is in the shadowy side of the corporate business, they can give the same information as Lone Star contacts.

### **Street Level Contacts:**

Bums, bouncers, bartenders, and so forth.

**Green Fire:** They know it's a nasty new drug being sold by some gang in Hell's Kitchen.

**Hunters:** Some will know of the Hunters as a rather scary bunch of hit-men. Most will know the Hunters only by reputation, if at all, and be unable to fill in any hard data.

**Red Dogs:** This sort of contact may well be able to fill in information on the Red Dogs. Most will know them as a Hell's Kitchen gang. Gang contacts can fill in more details, such as turf, the identity of the leader (Big Dog), their rackets (protection, drugs, chips), and perhaps that they seem to have corporate backing. They are not known to have any serious rivalries with other gangs (just the usual turf and posturing sort of thing).

**Lone Star:** Street level contacts are a bit concerned that the Star isn't investigating the dead officers more aggressively. They may or may not have any love for the Star personally, but when cops start dying, heads usually start to roll, and they're worried that something serious might come down. If asked directly, a few contacts of this type might know that officers Manuel and Taylor used to work in smuggling interdiction.

### **Decker Contacts:**

**Lone Star:** Their systems are too tough to crack, but everybody hears rumors that something big is going on with all these dead cops. Nobody can tell for sure though.

**Hunters:** Decker contacts can dig up information on the Hunters, including putting names to composite drawings. They can fill in any of the above information on the Hunters.

**Green Fire:** This is a mystery. It's a new drug, pretty nasty, supposedly. Nobody knows much about it.

If the runners are aware of Radiant's connection to Green fire and ask a decker contact to follow up that lead specifically, the decker be able to find out that Radiant is field-testing Green Fire in the Hell's Kitchen area of Seattle. Reports are mixed, addiction and euphoria factors are very high, but Radiant appears distressed that repeat business will be hurt by frequent deaths among users.

**Radiant Corp:** Some sort of brain-research corporation. Their Matrix security is pretty light, surprisingly. The contacts guess that they focus more on physical or magical threats. They can provide all of the same info on this and other corporations as a corporate contact, but it will take a while for a decker to dig up the data.

### **"What you Know:"**

It is virtually impossible to predict accurately what sort of knowledge skills the runners will bring to the table. Instead of attempting to do so, I present a number of facts on topics that may interest the runners, and leave it to the Judge to determine if a particular skill is applicable to the task at hand. I also present a range of target numbers, and success numbers, designed to indicate the difficulty of recalling a particular piece of information.

In general, the following guidelines should apply to the adjudication of knowledge skills. First, use the higher end of the target number range for broad skills or those that are only tangentially related to the subject, and the lower end for particularly applicable or narrow skills. Second, dole out information to multiple characters, if they have applicable skills. Don't let one very intelligent character with a lot of knowledge skills steal the show. Third, remember that it is entirely possible for the runners to complete the mission in its entirety without resorting to any knowledge skills at all, so don't feel obligated to give out the tidbits in this section if the characters lack the skills, or if they don't bother to attempt to apply themselves. At the same time, skill use is a perfectly acceptable avenue to completion of the mission. If the runners want to apply their skills, let them try. The less applicable the skill, however, the higher the target number.

Topics covered, in alphabetical order: Green Fire, The Hunters, Lone Star, Pacific Coast Shipping, Radiant Corporation, The Red Dogs, and Telestrian Corporation.

### **Green Fire: (TN from 5-11)**

- Identifying the sample as Green Fire takes *one success*.
- Remembering that it is new on the streets within the last 3 months requires *two successes*.

- Knowledge of the effects and addictiveness requires *three successes*. Green Fire is a powerful designer stimulant and hallucinogen. Overdoses are common and usually fatal, and it's addictive in one dose. The high lasts about 2 hours.
- Knowing where to get it (from the Red Dogs gang in Hell's Kitchen) requires *five successes*.
- Knowing who makes it (Radiant Corporation) requires *seven successes*.

### **The Hunters: (TN from 5-11)**

- The Hunters are a Seattle based group of assassins and shadowrunners. They are neither high profile nor particularly sought after, but they are moving up in the ranks. (*One Success*)
- If the runners know the name of one of the Hunters, they can recall his or her group affiliation with *one success*.
- If the runners have a picture of someone they know to be a Hunter, they can identify that person by name with *one success*.
- If the runners have a picture of someone but do not know about the Hunters, they can identify that person by name with *three successes*.
- If the runners have a description of someone they know to be a Hunter, they can identify that person by name with *three successes*.
- If the runners have a description of someone but they don't know about the Hunters, they can identify that person by name with *five successes*.
- If the runners know about the Hunters, they can recall the complete roster of the group with *five successes* at a rate of one name per success. (Five successes net all 5 names.)
- If the runners know the name of one of the Hunters, they can recall the role that person plays on the team with *four successes* or with *five successes* if only a picture of the person is in their possession.

### **Lone Star:**

(TN from 4-6 for general information, from 5-11 regarding specific individuals)

- The investigation into these murders is not typical of how Lone Star handles cop-killings. This is obvious with *one success*.
- The number of slain officers is unusually high. (*Three successes*.)
- In 2056 a similar string of killings was not publicly investigated, until it leaked that a cop had been the murderer. (*Five successes*.)
- Lone Star's precinct evidence rooms are not invulnerable, but safer than the volume of missing evidence would suggest. (*Three successes*.)

- Lone Star's computers are almost impossible to crack from the outside. (*One success*.)
- Sgt. Washington has been on the job 16 years. His reputation is spotless. His career has otherwise been undistinguished. Any of these tidbits require *three successes*.
- The bereavement fund pays for benefits and services to families of slain officers, and is funded by contributions. (*One success*.)
- Once the runners have made the connection that most of the slain officers worked in smuggling interdiction, they can make a check to recall that officers Taylor and Manuel once worked in smuggling interdiction. One check per officer, and each requires *five successes*.
- If the runners try to remember personal details about the slain officers, the judge should feel free to make something up. These details can be used, if need be, to steer the runners back toward the plot, if they are getting stuck. The TN and number of successes needed for this sort of check depend almost entirely on the whim of the judge.

### **Pacific Coast Shipping:** (TN 4-8)

- To identify them as the owners of the Starfire requires *three successes*.
- They are a subsidiary of Radiant Corp. (*Four successes*.)
- They operate out of a headquarters in California Free State. (*Four successes*.)

### **Radiant Corporation:** (TN 5-11)

- Owned by Telestrian. (*Five successes*.)
- Based in California Free State. (*Three successes*.)
- To know the location of the Seattle facilities requires *one success*.
- Radiant is said to have solid physical and magical security, but weak Matrix protection. (*One success*.)
- Own Pacific Coast Shipping. (*Four successes*.)
- The corporation has been known to test new technology on the streets, illegally. (*Five successes*.)
- Identifying Radiant based on seeing the suits they send to meet Big Dog requires *one to three successes*. One success nets the name of one of the targets (choose randomly) and their corporate affiliation. Two gets both names. Three gets a rough assessment of their capabilities (both are average specimens, armed with light pistols). The bodyguard's name is Eric Pullman, and the suit's name is Francisco Rodriguez. They both work for Radiant Corp.

- Identifying Radiant based on examining the interception team they send after the runners requires *three successes*.

### **The Red Dogs: (TN 4-10)**

- Identifying the Red Dogs by their signature clothing (as described by witnesses) requires *two successes*.
- The Red Dogs are involved in drug and chip trafficking, and protection rackets. (*Three successes*.)
- There are about 50 members of the Red Dogs. (*One success*.)
- The leader of the Red Dogs is called Big Dog. (*Four successes*.)
- Identifying the turf of the Red Dogs in Hell's Kitchen requires *three successes*.
- Recalling the location of the gang's hangout requires *four successes*.
- Rumor has it the gang is backed by a corporate sponsor. (*Four successes*.)
- The gang is mostly mundane, normal humans. (*Two successes*.)
- The Red Dogs are a street gang, as opposed to a go gang, wizzgang, or organized crime. (*One success*.)

### **Telestrian: (TN 5-11)**

- Telestrian is a Tir corporation, with subsidiaries and branches throughout the world. (*Three successes*.)
- No other factual information is available on Telestrian, and none of it would really be applicable to the scenario regardless. The judge is free to indulge the runners if they seem to want to go off on this tangent, however.

### **"Legging it Out:"**

The runners are welcome to investigate any of the sites, in any order. It is hoped that the leads provided in the police report summary and the list of slayings will steer the runners to the more fruitful locations first, but if they want to be thorough and diligent they are welcome to do so.

### **Officer Wright:**

The first murder scene is of very little help (in part because it was a random street killing, unrelated to the cover-up). If the runners canvas the 1200 block of Kansas Drive in Ft. Lewis, they will find a handful of locals who work in shops or offices. About half will remember Officer Wright as a tough and fair officer. They all remember the day of the shooting. They heard gunfire, and when it died down (reports vary between 3

and 20 or 30 shots) they went out to find Officer Wright slumped behind the wheel of her cruiser, still stopped at the stoplight. There was no sign of the shooter. Officer Wright left no kin in the Seattle area.

### **Officer Thomas:**

It's easy to find the right apartment building, but more difficult to gain access to the apartment. The building manager (Willie Green, a middle-aged ork) has already cleaned and rented the apartment to a new tenant. For a bribe of at least 500 nuyen, he'll allow the runners to enter the apartment, if they swear not to break or steal anything. Just breaking in is also an option. The maglock on the door has a rating of 4, and there is no other security system.

If the runners quiz the neighbors, they'll remember hearing the piercing scream of Officer Thomas the night he died, and say they called the police and kept their heads down. They also report hearing strange noises at odd times of the night, when the new tenant isn't even home. The manager won't do anything about it, of course, despite their complaints.

The apartment itself has been cleaned out and a new tenant has indeed moved in. None of Officer Thomas' possessions are present, nor is any physical evidence. A ghost, however, has claimed this apartment as its haunt. Generated by the death of Officer Thomas, this apparition appears on the astral to any magician who assenses the room. It looks like a young human male dressed in a bathrobe. It will converse with the assensing magician, demanding to know the magician's reason for being here. If it determines that the magician is investigating the death of Officer Thomas, it will draw itself up to its full height and intone, "Know, then, that the killer you seek is a magician like yourself. The one known as Falcon is responsible. I compel thee, find this murderer and bring him to justice!" With that, the ghost goes dormant. It is a Force 1 free spirit and will not resist attempts at banishing once it has delivered its message. It has no powers, and will fight in astral combat only if attacked before it delivers its message. The "compulsion" is in no way binding, but don't tell the players that unless they ask if they feel a magical compulsion. See page 120-122 of *Magic in the Shadows* for more information on ghosts.

The runners can start looking for a mage named Falcon. Details are given in the introduction to the "Putting it all Together" section. Officer Thomas lived alone, and kept to himself. He has no family in the Seattle area.

### **Officer Taylor:**

If the runners canvas the 700 block of 7<sup>th</sup> Street, they'll find a few witnesses who all saw the same thing. Taylor

pulled over a red Americar for running a red light. As he got out of his cruiser to approach the red car, a second Americar – older, beat up, and tan – drove by. Witnesses heard two shots and a few of those on the north side of the street saw two muzzle flashes from the back window. Taylor fell almost immediately. The windows were tinted and opened only a crack, so nobody actually got a good look at the shooter, nor did they get the plates on the car. The police and an ambulance were called, but Taylor was already dead. The driver of the red Americar was questioned and released. Nobody ever did a canvas of the area for witnesses. The runners are the first ones to investigate the shooting, as far as the locals can tell.

The witnesses aren't all that helpful, but Taylor's widow (Gina) has the potential to be. She can be found by checking the obituaries to get her name, and then checking the phone directory. Anyone with a computer – even a pocket secretary – can manage this in 10 minutes or less, no check needed. Gina Taylor is under the impression that this was a random street shooting, as she was informed by Lone Star. If the runners ask questions that lead to Gregory's past work experiences, she will tell them that he used to work in smuggling interdiction in the Port, before he was demoted to street patrol after a series of disagreements with his old boss, Captain Harvey Browne. If asked about his enemies, she'll tell the runners that Browne was an enemy, of course, but that she didn't think he was so hostile as to actually kill Gregory, and that she's sure he made lots of enemies amongst the smugglers, but she doesn't know any names. (If the runners check with smuggler contacts regarding any enemies that Officer Taylor may have had, they'll find that he was regarded as a decent enough sort of cop, just trying to do his job, not on any kind of holy crusade against smuggling. Nobody knows of anybody who really hated the guy.) This gives no real leads on the killers, but if the runners turn up the name Harvey Browne later by investigating Radiant Corp. files, they'll have some evidence that they've got the right guy.

#### **Officer Jackson:**

The runners can investigate the Stuffer Shack where she was killed. The clerk on duty during the shooting is Stevie Warren (20 year old male human), who works the 4pm to midnight shift. If the runners want to interview him, they can visit then, or contact him at his apartment by getting his name from any clerk or by breaking into the office to look up his employment records. He's listed in the phone directory. In addition to Stevie Warren, the Stuffer Shack has a security video from the night of the shooting, which the manager (Jack) will be happy to show to the runners if they say they're looking into the robbery/shooting, and seem

reasonably respectable. This is an Etiquette test, target 4, and requires one success. The judge is encouraged to modify the target number by as much as 6 in either direction depending on PC actions. The manager is on duty from 10am to 8pm, and will let them view and/or copy the video. Any clerk can tell the runners that the video exists, and will if the runners mention the shooting (they all think it's the coolest thing since sliced bread), but none of them have access to it.

The video shows Officer Jackson getting a large self-serve soykaf and stopping to pay the clerk and chat. Then the door opens and a man dressed in worn UCAS army fatigues (with all identification removed) steps in, aims a Predator at Officer Jackson, and fires two rounds. She dies instantly. The man then holds up the store, getting away with 34 nuyen in scrip, and flees on foot.

Stevie can't add much to the tape. He can tell the runners that Officer Jackson stopped by every night at that time for a cup of soy before going on duty, and that they usually spent a few minutes chatting. He says he gets robbed about every 2 weeks or so, but nobody's ever been murdered before. If the runners ask what he and Officer Jackson were talking about, he'll tell them. Officer Jackson was telling Stevie about this bust she'd made the day before, where she picked up a couple of gangers way out of their territory, carrying a load of funny green pills. If pressed for more detail, he'll remember that she said they were members of the Red Dogs, but can't remember anything else. He can give a description of the shooter, but there's not much point since the camera caught the shooter's face.

The shooter was Stinger, a well-built human male in his 30's. He's got a round face and weak chin with heavy brows. He wears his hair very short, and is going slightly gray among the brown. He's clean-shaven and neat looking. He looks tired, with circles under his green eyes. The runners have no real way of getting the shooter's name from this encounter, but they might be able to do so by applying skills or asking contacts. See above for details.

#### **Officer Manuel:**

Officer Manuel's widow and 11 year-old boy still live in the house where he was killed, though the runners will notice a 'For Sale' sign as they approach. Jennifer Manuel wants nothing to do with anybody investigating her husband's death. She wants to put it behind her, move to a new house and start over. She will not cooperate with the runners nor allow them to investigate the house. There is no physical evidence to be had in the house anyway. There are ways to get information out of Mrs. Manuel but none of them are polite. She'll talk if the runners threaten her or her son with deadly force, or if compelled by drugs or magic. She'll also

talk, reluctantly, if they offer her a very substantial bribe (10,000 nuyen or more will get her to open the door, she can't pass up that kind of money as she starts her life over). She'll also talk if they buy the house (located in Renton, middle lifestyle). This will cost 150,000 nuyen, plus 3,000 for Claudia to dig up a fake SIN to make the purchase under. This 150,000 nuyen investment is part of the 500,000 nuyen cost for a permanent middle lifestyle. Runners who purchase this house may deduct 1,500 nuyen a month from the cost of a middle lifestyle for future Virtual Seattle events (for a net cost of 3,500 nuyen/event), and need to invest only a further 350,000 nuyen to buy a permanent middle lifestyle, if they so choose. It has no effect on the cost of any other level of lifestyle. If no-one thinks of buying the house, tear up any paperwork/certificates connected with it – they do not receive another chance to buy the house at the end of the scenario, it's been sold!

Unfortunately for the runners, she has almost no information that's of use, even if they can get it from her. She and her son came home from grocery shopping to find her husband shot once through the head, sitting in his favorite chair in front of the trid. A bullet hole in the ballistic glass window showed the shot came from outside. The trajectory indicates the shot was fired from across the street, at ground level. The round fired was an armor piercing round. The only really interesting bit is that, if specifically asked, Jennifer will mention that her husband used to work in smuggling interdiction, until a disagreement with his boss, Lt. Calvin Bradshere, led to a request for a transfer.

### **Officer Hawthorne:**

The staff of the Tasty Burger where Hawthorne was killed can give a pretty accurate account of what transpired. Officer Hawthorne was sitting at a table by himself, having his usual lunch of crispy soychix cubes and fries when a gray van pulled up outside. A man in an overcoat and shades got out and walked inside. He walked up to Hawthorne and said, "Excuse me, officer," and when Hawthorne looked up the guy pulled a submachine gun (more gun-literate witnesses can say it was an Ingram Smartgun) out from under his coat and fired two bursts into the officer's face. Then he emptied the clip into the body, and calmly walked out and got in the van. Everybody was too shocked to move, or even hit the PanicButton until the van had already cleared the parking lot.

Everybody on the Tasty Burger lunch crew knew Hawthorne, who came in at the same time every day for his lunch of crispy soychix cubes and fries. They all liked him, and pitched in to send real (forced growth) flowers to the memorial. A few even went to the service. They can describe the shooter as a tall, broad shouldered human male. He had dark skin and hair, a

three day growth of beard, and a dragon tattoo on the right side of his neck. The most striking feature, however, was that he had two metallic hands (obvious cyberhands). Nobody saw who was driving the van, but if asked they'll recall that it was probably not the shooter, since he got in and out on the passenger side. Nobody got the van's plates.

The shooter was Lynx, and the description can be used through skills or contacts to get the shooter's name and affiliation. See above for details.

### **Officer Newton:**

(Note, more information is available on these last two shootings, since they're more recent, and Washington managed to get partial witness lists from the police reports before they disappeared.) The slaying of Officer Newton was carried out in the street in front of his Auburn apartment building at 8am. Several possible witnesses might be able to provide information. These include the staff and regular patrons of Schaefer's, a restaurant across the street, Mary Jane Kelly who was driving near by at the time, and Amy Lee. Ms. Lee lives in Newton's building, and can be found by knocking door-to-door asking for information.

About half of a morning's customers at Schaefer's are regulars. They and the staff saw the events. They will describe a slightly worn out gray van with a large light gray patch on the door – looked like new paint – that came screaming around the corner, causing an accident. They remember the sound of screaming tires, gunshots, and screams, and then they saw Newton fall to the pavement. One member of the staff, Jill Dunwick (35 year old human female), was out changing the menu board on the sidewalk and got a good look at the van as it came around the corner. She can describe the driver of the van or give a decent composite drawing. She says the driver wasn't the shooter, so somebody else must have been involved. She didn't see anybody in the passenger seat of the van.

The driver was Gutter, the Hunter's rigger. She saw him sitting down in the driver's seat, so doesn't realize he was a dwarf. She describes him as short with a broad face with heavy brows and cheek bones. He had close cropped brown hair and was "plugged into a cord." The jack is behind his right ear. The description can get the runners a name and affiliation by skill-use or contacts. See above for details.

Miss Mary Jane Kelly has gone into hiding after a pair of Star detectives threatened her. Messages left for her go unanswered, and her apartment is quiet. If the Runners investigate, her neighbor will tell the runners that she's gone, and not to bother looking for her. Miss Kelly isn't as clever as she thinks she is. She's staying under the name Kelly Johnson at the Travel Inn in south Auburn. She's using her own credit to pay the bills,

however, so any decker can track her down. If they've broken into her apartment and found her account numbers (easy to do if they search it carefully) the decker will need one success on a Computer (Hacking) test with a TN of 5. If they're starting from scratch, the TN is 11 and each check takes 1 hour (assume a decker contact gets the information in 4 hours). The judge is free to modify the TN or time required based on the equipment available (hacking from a tortoise will increase both the TN and time, while a decker using a Fairlight Excalibur will have lower target numbers and times, for example. Assume the standard is a Novatech Hyperdeck-6 with programs of rating 4). Claudia can provide this information, even if the only lead the runners give her is the name and address of Mary Kelly. It will take her about 6 hours of hard work to track it down based on that little information, during which time she will not be available for the runners. It will take proportionally less time with more complete information.

If the runners track her down, Miss Kelly will be a bit worried at first, but will open up once it becomes clear that the runners are not Lone Star detectives. She'll agree to talk, but only if the runners will put her someplace safe until this all blows over. This will require the purchase of one month of middle lifestyle for Ms. Kelly. Don't let the runners get away with just marking off some nuyen, however, make them use contacts and get Ms. Kelly a safe place to stay. She can be coerced into talking with threats, drugs, or magic, of course.

She was driving to work when a van cut her off, causing her to crash into a light pole. Her APPS prevented injury, so when she saw the van skid to a stop she got out to. That's when she saw the side door open and a troll fire a gun, killing a man on the sidewalk. She can give a poor quality composite for the shooter, but most importantly she remembers the van plate number. The van plate can be traced to a Mr. Todd Branton who lives in Ft. Lewis. A government, security, or decker contact can turn this up, along with the information that the van was reported stolen on the 16<sup>th</sup> of July. A Hacking test with a TN of 4 can also get this information. If the runners use a Lone Star contact, make the 1d6 roll described in the section "Who You Know." On a 6 the contact refuses to help, on a 1-5 they give the relevant info. With that information in hand, it's easy to find Mr. Branton in the phone directory, and contact him.

Todd Branton has just gotten back from the hospital where he was laid up for almost two weeks, nearly dead. The Hunters car-jacked him and stole his van. Luckily, as an independent courier, Mr. Branton had top-notch DocWagon service, and survived the encounter. He can describe three of the Hunters and will

know that there were two more (a troll and "some skinny dude"). He will offer a reward of 5000 nuyen for the return of his van.

Finally, a canvas of Newton's apartment building will turn up Amy Lee, who lives on the first floor. She was looking out the window when the van pulled up, the door opened, and Officer Newton was shot. She saw the shooter, another figure behind the shooter, and the van from her window. Most importantly, she saw that the figure behind the shooter seemed to confirm the target. Ms. Lee is cooperative with those who are investigating the shooting.

The description of the driver, Gutter, is given above. Branton can give this description as well. He can also describe Lynx and Stinger (see the sections on Officers Jackson and Hawthorne). He did not get a good look at Truck or Falcon, but can definitely tell the runners that one of his attackers was a troll.

Amy Lee can give a description of Truck, the shooter. He's a large Hispanic troll with two short, straight horns. He wore a suit of black body armor (light security armor) and a helmet with an open face and holes for the horns. She can give a reasonable composite drawing. She can also provide a reasonable composite of Buddy, the spotter. He's a greasy kid with long black hair. He wore a red leather jacket and a red dog collar. Buddy is a member of the Red Dogs, and can be identified as such by appropriate skill or contact use.

### **Officer Mitchell:**

This murder took place outside Club Sandwich, a nightclub in Tacoma. Officer Mitchell was killed as he exited the club with his girlfriend, Emily Sanders.

It is relatively easy for the runners to track down Ms. Sanders, since they have her home address. She's not very cooperative at first, since some of her boyfriend's coworkers advised her to keep quiet about it so as not to disrupt a 'high-level investigation' he was working on. She is a little suspicious and can be convinced to help if the Runners give her reason to think about a cover-up.

She was coming out of the club with Keith (Officer Mitchell) at about 1am. When they got out onto the sidewalk, she saw two muzzle flashes from across the street in an alley, and heard the shots. Then Keith sagged on her arm, pulling her down, and people started running and screaming and shooting.

Her eyewitness account isn't very useful, but can tell the runners that the day before he was killed, Keith came home late, but very excited over a bust. He got tipped off by a port security guard, and busted a bunch of gangers. He said they were members of the Red Dog gang. If the runners inquire, she can give the runners her boyfriend's cellphone number, and any decker PC or

contact can pull the records (TN 5 on a simple test for a PC decker). They'll find only one odd call on the 24<sup>th</sup>, from a Gary Brown, along with several calls from Lone Star officers or Ms. Sanders (and one from a Keith Mitchell Sr.).

Gary Brown is in the phone directory and on the records from the cellphone. For a bribe of not less than 20 nuyen (but as much as the runners care to pay) he'll confirm his call and tell his story. He was working on the docks, patrolling, when he saw a bunch of guys – looked like gangers with matching red synthleather jackets and dog collars – load a crate into a beat up old van and drive off. He didn't think he had time to amass enough manpower to stop them, so he called his buddy Keith Mitchell instead. Mitchell made a big bust, and was gonna buy Brown a drink and share the story. They never had a chance to get together. If asked, he'll recall that the crate came off a smallish ship, the *Starfire*, owned by Pacific Coast Shipping. He remembers because he had to inform the company of the theft and fill out the form for insurance.

The description of the gangers, of course, is of Red Dogs. Contact or skill use can sort that out. A corporate or finance contact (or skill) can reveal that Pacific Coast Shipping (RUNNERS) is a California Free State company wholly owned by Radient Corp. More thorough digging (a couple hours of research by a contact or PC with skill in corporate structures or finances) will reveal that they rarely contract out, but ship mostly Radient products. See the contact and skills section for more data on Radient, if runners pursue that angle.

The patrons at Club Sandwich didn't see anything, of course, and most of the staff was inside, but the doorman, Paul Candle, will answer questions. He was on the sidewalk, and saw muzzle flashes from an alley across the street. Then he saw this guy fall, and drag a woman down with him. Then this other guy who was coming out at the same time started throwing shots back. For a bribe of at least 100 nuyen he'll reveal that the second shooter is a reputed street samurai who goes by Asterix. Asterix is a semi-regular at the club, who comes in about once a week. He hasn't been in since the shooting. Paul doesn't know Asterix's real name or how to find him.

Asterix can be located by a fixer contact (including Claudia) or by skill use. The more specific the skill the lower the target number. (A very specific skill like "Seattle Street Samurai" might get a TN of 4. Something broad like "Famous Shadowrunners" would get an 11 or 12.) One success nets that Asterix is a reputable and competent runner. He's not a big-shot, but respectable. He mostly does work in and around Seattle. Three successes gets contact information – a cellphone number to call and leave a message. Five gets

his real name, Alan Griggs, and a home number. Contacting Asterix through a non-Claudia fixer costs at least 500 nuyen. Claudia can handle it as part of her standard cut from the job. She will set up a meet at the Cliffs of Dover, a respectable bar in Ft. Lewis.

Asterix is willing to help out. He was coming out of the club behind a couple when he saw a guy across the street in an alley pointing a Pred at him (his low light mods pierced the gloom and let him see the shooter). When he started shooting, Asterix threw some shots back, and gave chase down the alley, but the guy had a bike stashed and got away. Asterix recognized the guy – Lynx, a bloodthirsty shadow runner who calls himself a street samurai. Runs with a crew called the Hunters. They do wetwork, organlegging, anything for a nuyen. They're a despicable bunch with no honor. Asterix can further elaborate on the Hunters, naming the other members and their specialties (mage, rigger, troll, and shootist). He's never actually encountered the others, but did a bit of research when he thought he'd have to go after Lynx. He can ID pictures or composites, but doesn't remember well enough to give descriptions. He doesn't know where they hang, but he'll put an ear to the ground, free of charge.

## Into the Lair of the Dog:

At some point, it's likely that the runners will go looking for the Red Dogs. They can be found in Hell's Kitchen. Any of the local residents, for a trivial bribe (5 nuyen or so) can tell the runners where to find the headquarters, the Dog Pound. They won't say anything more about the Red Dogs, however, not wanting to step on any toes.

The base of operations, which they call the Dog Pound, is an abandoned mechanic's shop. It's got room for a half dozen vehicles, but none the tools and machines needed to repair them. In addition there's an office off to one side, with a door both into the main hall and the street. Three garage doors also open onto the street. The place was stripped of anything of value long ago, and is now filled with broken down furniture and beer bottles. The office includes a safe bolted to the floor, where Big Dog (the gang leader) keeps his stash of drugs and money. The complex is guarded by at least 6 Red Dogs at all times, and Big Dog is often present. For purposes of this module, assume that there are 6 Red Dogs during the day, and 10 at night. Big Dog will be present whenever the runners come to the Dog Pound.

If the runners want, they can hang around Hell's Kitchen and observe the Red Dogs in action. They mostly harass travelers, and push drugs, running in packs of 2 to 6. They'll harass the runners if the runners

are out in the open, but will back down from armed confrontation with as much bluster as they can manage. They aren't really interested in picking a fight with somebody who might just be a *real* street samurai. If the runners grab a couple and rough them up some, they'll find that the Red Dogs are pushing Green Fire. They're real enthused about it, and will go on and on to the runners about what a great high it is, and how people just can't get enough of it, and it's the next big thing.

The runners can observe the Dog Pound for a while, by drones, astral scouting, or simply watching from a distance. They'll see comings and goings of various gangers, and if they watch carefully for an hour or more, they'll be able to pick out the leader. If they're listening in on the conversation, they'll hear that the Red Dogs are running low on Green Fire, but that Big Dog is going to meet his supplier.

The runners really have three options for dealing with the Red Dogs. They can decide they don't have anything of interest and leave them alone, they can attack them, or they can trail the leader to his meet (they can also try talking to them, but the Red Dogs refuse cooperation until bested in combat). If they attack, it should be relatively easy for a group of shadowrunners to overwhelm the Red Dogs, even with the gangers fighting defensively. Statistics for the gangers and Big Dog are given below.

### **Gangers:**

**All attributes** 4.

**Cyber/bio:** none.

**Skills:** Pistol, edged weapons, unarmed attack, stealth, and intimidation all at 4.

**Gear:** Red synthleather jackets (armored coats, 4/2).

Ruger Super Warhawk pistols with 20 rounds each (heavy pistol range, SS mode with 6 round cylinder, 10M damage, equipped with laser sights for -1 to TN to hit).

Knives (2 or 3 each, reach 0, 4L damage).

Cellphones (handset models).

Various disreputable looking clothing, including dog collar.

**Ballistic:** 4      **Impact:** 2

**Reaction (Initiative):** 4 (1d6+4)

**Combat Pool:** 6    **Karma Pool:** 1.

### **Big Dog: (Gang Leader)**

**Attributes:**

Body: 6      Quickness: 4      Strength: 5

Charisma: 6      Intelligence: 5      Willpower: 4

**Cyber/bio:** retractable improved hand razors – both hands

**Skills:** Hand Razors 7\*, Pistols 3, Clubs 4, Unarmed 3, Leadership 5, Negotiation 6, Bike 3, Stealth 3.

**Gear:** Armored vest with plates (4/3).

Remington Roomsweeper with 50 rounds of flechette ammo (heavy pistol ranges, SA mode with 8 round magazine, 9S damage – use better of double impact or normal ballistic armor for target, with laser sight).

Club (reach 1, 6M stun).

Handrazors (reach 0, 10M damage).

Cellphone

Disreputable clothing, including dog collar.

**Ballistic:** 4      **Impact:** 3

**Reaction (Initiative):** 4 (1d6+4)

**Combat Pool:** 6    **Karma Pool:** 3.

\*Big Dog is apt with his handrazors, and benefits from a -1 to target numbers when using them in hand-to-hand combat.

If the runners attack and defeat the Red Dogs, they can question the survivors. Big Dog is the only one who really knows what's going on, and he can be convinced to talk if the runners tore up his gang. He'll tell them that he's got a contact, some suit, who gives him new drugs to push. He gets to keep the profits and everything. The flavor of the month is a speed/hallucinogen mix called Green Fire. He doesn't know the suit's motives, but appreciates the free dope. He also knows that he's under instructions to tell the suit about any cops who are giving him or his boys trouble, and he knows that the cops end up dead after those meetings. Big Dog has a meeting with the suit today, and will be more than happy to sell out his partner for a chance to get out of this alive (or even better, with a big bribe). He'll let the runners tail him to the meet, or just tell them where and when it is.

If the runners decide merely to observe, they'll eventually see Big Dog drive off by himself on his bike. They can trail him, or continue to sit on the Dog Pound. If they choose to follow, they can do so without difficulty. Big Dog doesn't even stop to consider that somebody might be interested in his comings and goings. If they choose to sit, they'll see him come back about 4 hours later, with a big bag. He'll take it inside with him. If the runners continue to do nothing, it'll be about 4 days before he goes to get another shipment of Green Fire. (Note, Big Dog dies in a street fight if the runners witness a meeting between him and the suit, and fail to act. He only lives long enough to go to a second meeting if the runners are watching the Dog Pound for a while.)

The meet is in an old Pacific Coast Shipping warehouse near the waterfront. Big Dog parks his Honda Viking in an alley and slips inside the side door. The runners can observe through windows, if they can reach them. The windows are 20 feet off the ground. They can also sneak in through other entrances (holes in

the plascrete or open windows/doors). Resolve this as an open ended Stealth test, and a perception (Intelligence) test by those inside the warehouse (Big Dog, Mr. Johnson, and the driver/bodyguard). Both the suits have intelligence scores of 4. What the runners see inside is a half-full warehouse, with a cleared area in the center. A Toyota Elite is parked in the center, and two men (one of them an ork) in gray suits stand by the passenger side. The ork is clearly a bodyguard for the other. When Big Dog approaches, the suit nods in greeting and says, "Any problems with sales or the law this time, Mr. Big Dog?" The reply comes, "Nah, no troubles. Almost sold out – they keep coming back for more." The suit hands over a bag, and Big Dog checks it. He adds, "Might need a bigger stash next time, we're real close to selling out completely between shipments." The suit replies, "I'll consider it. Good day, Mr. Big Dog."

Big Dog exits through the side door, gets on his bike, and goes home. The two suits wait 15 minutes, then get in their car and leave. The front door of the warehouse opens up as they drive toward it, and swings shut as they pass. The runners are free to investigate the warehouse, but they'll find it full of nothing more interesting than clothing that went out of fashion 4 years ago. They can check the plates on the car, but will find that it belongs to a very exclusive rental agency that requires a deposit equal to the value of the car, and rents out cars to executives for this very reason. If they try to ID the suits through pictures or descriptions, their contacts all come up empty. They have only two options for identifying the suits. They can follow them back to their offices, or runners with an appropriate skill may make a check. This is not an easy check, but it is possible. A skill such as "Seattle Corporate Shadow Agents" would get a TN of 9. A skill like "Seattle Corporations" or "Seattle Smugglers" would get a TN of 12. Anything less specific than that has no chance. One success nets the name of one of the targets (choose randomly) and their corporate affiliation. Two gets both names. Three gets a rough assessment of their capabilities (both are average specimens, armed with light pistols). The bodyguard's name is Eric Pullman, and the suit's name is Francisco Rodriguez. They both work for Radient Corp.

If the runners neither identify nor follow the suits, this part of the module is essentially over. They've lost their lead, and the only chance they have is to come back at a later date. Unfortunately, Big Dog is killed in a street fight before that can happen, and the meetings stop. He who hesitates is lost. They can still track down the Hunters and they have a good idea what's going on, but getting to Radient Corp is not possible by this route.

## Tracking Down the Corp:

If the runners were able to identify the agents of Radient Corp through skill use, they've got it a lot easier. They already know who the target is. They may still opt to follow the suits and see where they go, in which case refer to the section below. But if they are content with their identification, they can turn to other means. They'll probably want proof of who the conspirators are. They have the option of either a physical penetration of the Radient facility, or a Matrix penetration. If they're considering a physical penetration, the judge should warn them off with references to the many and well armed security guards, the heavy magical wards that mages will encounter, and other hints of high security. Frankly, a full-blown penetration into a sizeable corporate facility is well beyond the scope of this module or most VS modules.

If they go the Matrix route, it's much easier. Any decker contact can perform the operation, but will charge a premium for their services. Claudia is also capable. If a PC decker wishes to make the run, require a Hacking test with a TN of 8 (modified by equipment available). This is a very easy task, since Radient isn't protecting this data very well. In the opinion of Radient, if somebody knows enough to come looking for that file, the gig is up anyway, and they want the names of their co-conspirators out there to motivate Lone Star into maybe looking the other way or covering-up.

The date file the runners obtain from Radient includes the names of over 4 dozen Lone Star officers (many of them higher ranking) who are getting kick-backs from Radient to help in the drug smuggling operation. Included on the list of names are Harvey Browne and Calvin Bradshere, the two names that came up as possible enemies of the slain officers. In one case each, the payment is listed as "services rendered" instead of nuyen. Also included are the names of the officers who visited Mary Kelly and Emily Sanders and warned them to keep quiet about the shootings.

If the runners cannot identify Radient Corp by any other method, they can do so by following the suits. The Elite will head back to Radient's Seattle facility after the meet with Big Dog. When the runners are following the Elite, have them make a Stealth test. The target number is 10 minus the signature of the vehicle minus the sensor rating of the vehicle. Modify the target number by an additional -1 for each extra pursuing vehicle, but use the worst signature and sensor ratings. Control pool may be used for this test, if all vehicles are rigged. The driver with the worst Stealth skill makes the test. If the test generates at least 3 successes, the runners successfully follow the Elite back to Radient Corp, and now have the name they need. They can proceed as above in obtaining the data file. If the test generates one

or two successes, they've been spotted by the driver of the Elite, who calls in an interception team. See below for details on the interception team. Note that if more than one vehicle is involved in the pursuit, the Elite only spots one of them, so the interception team only attacks one of them. The other runners are left to decide whether to assist their comrades, or continue the pursuit. If they continue, no additional checks are needed. The driver of the Elite has every confidence in his interception team. If the test generates no successes, the runners have lost the Elite, but are not spotted. This will effectively end this portion of the module.

### The Interception Team:

The interception team shows up in a modified GMC Bulldog.

#### The Van:

Handling: 4/6      Speed: 85      Accel: 4  
 Body: 4            Armor: 7            Sig: 2  
 Autonav: 2        Sensor: 0          Cargo: 5  
 Load: 390

This van is modified to have 6 benches in the back for the interception team. It has a remote mini pop-up turret, and an internal rocket launcher that fires forward. It is rigger adapted. It mounts 2 Zapper Static Discharge rockets, and an AK-98 (smartlinked, with 5 points of vehicle recoil compensation, and regular rounds and mini-concussion grenades). The total value of this van, with modifications, is 86000 nuyen, plus the value of the rockets (2500 each). The Zapper Static Discharge rockets can be found on page 94 of [Rigger 2](#). If this reference is not available, replace them with standard anti-vehicle rockets.

### The Rigger:

#### Attributes:

Body: 2      Quickness: 6      Strength: 3  
 Charisma: 2      Intelligence: 6      Willpower: 4

**Cyber/bio:** Vehicle Control Rig II, Datajack, Smartgun Link

**Skills:** Car 6, Gunnery 6, Pistol 4, Stealth 4, Unarmed 3.

**Gear:** Form Fitting Body Armor IV (4/1).  
 Security Helmet (+1/+2).

Predator II with standard rounds (heavy pistol ranges, SA mode, 9M damage, 15 round clip).

**Ballistic:** 5      **Impact:** 3

**Reaction (Initiative):** 6/10 (1d6+6/3d6+10)

**Combat Pool:** 6      **Control Pool:** 4

**Karma Pool:** 3.

The rigger will attempt to cut off the runners' vehicle with his van. Make an opposed vehicle skill test with a target number equal to handling modified by level of

VCR (this gives the Radiant rigger a TN of 2). Give the runner a +2 target number, since only the Radiant rigger knows what's going on. If the runner wins, they avoid the collision and keep driving. At this point the Radiant rigger will pursue, and attempt to use his rockets to disable the runners' vehicle. Use the rigger's gunnery score and a target number standard for the range, modified as per page 153 in SR3. If the rigger successfully cuts off the runners' vehicle, a low speed collision will result. For purposes of this module, the judge is welcome to assume that the crash is low enough speed to result in no damage to passengers, or may invoke the crashing and ramming rules either from the vehicles section of SR3, or from Rigger 2. The speed on the streets of Seattle is about 30 mile per hour, which translates to about 40 meters per combat turn. The damage code for the impact is 4M for the vehicles, and 4L for the passengers, further modified by seatbelts or passenger protective systems to almost nothing. Impact armor protects against passenger damage. Vehicle armor does not protect against the damage to the vehicles but control pool dice may be used in the resistance test. In any event, the vehicles will come to a halt, though they are likely still drivable. After the runners' vehicle is stopped, he will stay in his van and use the turret weapon to participate in the combat.

### The Mage:

#### Attributes:

Body: 3      Quickness: 6      Strength: 3  
 Charisma: 5      Intelligence: 4      Willpower: 6

**Cyber/bio:** none

**Skills:** Sorcery 6, Conjuring 5, Pistols 5, Unarmed 4, Stealth 4.

**Gear:** Armored jacket (5/3) and Security Helmet (+1/+2).

Sustaining Focus I (Improved Reflexes III).

Sustaining Focus I (Improved Invisibility).

Colt Manhunter (heavy pistol ranges, laser sight, 9M damage, 16 round clip).

**Spells:** Improved Reflexes III – 1; Improved Invisibility – 1; Levitate – 4; Ice Sheet – 1; Heal – 4; Chaotic World – 4; Power Bolt – 6; Manabolt – 6; Fireball – 6.

**Ballistic:** 6      **Impact:** 5

**Reaction (Initiative):** 5 (4d6+5)

**Combat Pool:** 8      **Karma Pool:** 4

**Magic Pool:** 5.

The mage will take his first action to levitate out of harm's way, and then stay there. He'll be sustaining that spell, and suffer the +2 modifier to his target numbers accordingly. After that, he'll use his attack spells to best effect, and use his Ice Sheet or Chaotic World if it looks like the runners are getting away.

## **The Sarge:**

### **Attributes:**

Body: 5      Quickness: 5      Strength: 4  
Charisma: 4      Intelligence: 5      Willpower: 4

**Cyber/bio:** Smartgun Link. Datajack, Transducer (translates thoughts to words, which he can feed down the datajack to the comm system in his helmet – he doesn't need to speak to issue orders).

**Skills:** Assault Rifle 6, Blunt 6, Leadership 4, Pistol 5, Tactics 4.

**Gear:** Jump suit over Form Fitting Body Armor IV (4/1) with Security Helmet (+1/+2) including thermographic vision and transceiver and arm guards (+0/+1).

Predator II (heavy pistol ranges, SA mode, 9M damage, 15 round clip).

Stun Baton (reach 1, 6S stun damage).

Smartlinked AK-97 assault rifle (assault rifle ranges, SA/BF/FA modes, 8M damage, 38 round clip).

Medikit.

**Ballistic:** 5      **Impact:** 4/3

**Reaction (Initiative):** 5 (1d6+5)

**Combat Pool:** 7      **Karma Pool:** 2.

The Sarge is the guy giving the orders, though he doesn't actually speak. His medikit and assault rifle still make him stand out a bit, if the runners are observant.

## **The Goons:**

**(One per runner, minimum of 3, max of 7)**

**Attributes:** all attributes 4.

**Cyber/bio:** Smartgun Link.

**Skills:** Pistol, SMG, and Blunt all at 4.

**Gear:** Jumpsuit over Secure Ultra Vest (3/2) with Sec. Helmet (+1/+2).

Predator II (heavy pistol ranges, SA mode, 9M damage, 15 round clip).

Ingram Smartgun (SMG ranges, SA/BF/FA modes, 7M damage, 32 round clip).

Stun Baton (reach 1, 6S stun damage).

**Ballistic:** 4      **Impact:** 4

**Reaction (Initiative):** 4 (1d6+4)

**Combat Pool:** 6      **Karma Pool:** 1.

The goons just do what they're told. Today that includes killing the runners. They're moderately competent at it, and will give it their best shot, fighting intelligently.

Keep track of the time it takes for the runners to finish off or escape from the interception team. If it takes longer than 5 combat turns, the Elite has escaped. If it takes less than that for the runners to get underway

again they'll be able to pick up the trail. Make another stealth test, this time giving the runners a -2 bonus to their TN. The Elite driver is overconfident. If they fail again, send another interception team. It's worth noting that if the runners capture any members of the interception team, they can be coerced to admit that they work for Radiant Corp, saving the runners the trouble of actually tailing the suits to get the name.

## **Hunting the Hunters:**

At some point it's hoped that the runners have their act together enough to have figured out that a group called the Hunters is doing the killing. It's further hoped that they thought to have some contacts ask around and find out where the Hunters are hiding. Once they have that information, they can think about brining the killers to justice. The Hunters are staying in a two-story house near the edge of Ft. Lewis. They have heard that people are looking for them, and are expecting trouble, but are not in a state of full alert. They do have somebody on watch at all times, however, supplemented by drones at least 12 hours a day. When the runners approach, assume that Truck is on duty. The rest of the Hunters will be resting or working, with weapons nearby.

The building itself is constructed of standard materials, but the windows have been replaced with armored glass and supplemented with bars. In addition, the exterior doors are reinforced, and equipped with maglocks (rating 6). Truck patrols from room 2 to room 5 (see the key, and map). Gutter is in the basement, in room 13. Lynx begins in room 7, along with Falcon. Stinger is in the kitchen, room 4, rounding up some grub. A brief building key is provided. Unless noted otherwise, assume that the Hunters have 100 regular rounds for each of their weapons.

1. Vestibule – nothing much in this room except a few coat pegs, and a pair of armored coats. A stair leads up to the second floor.
2. Living Room – this room contains a ratty old couch, a coffee table, an old trid on an illegal tap, and lots of take-out food cartons. The curtains on the window are drawn.
3. Dining Room – currently used as workshop by Stinger and Truck. About a dozen weapons (all standard issue light arms from SRIII) are scattered about the room in various stages of disrepair. In addition, the contents of two firearms build/repair kits are on the table. A door leads to a stair to the basement. This stair is directly under the stair leading upstairs from room 1.
4. Kitchen – filled with dirty dishes, and a fridge full of beer and soy foods. The pot of soykaf is always

full. A door leads to the garage, and a stair leads up to room 8.

5. Study – built in shelves still line the walls of this room, but they’re now mostly empty. The room itself has a card table and four chairs arranged around it. Another chair sits right beside the window. The curtains are drawn.
6. Bathroom – actually, half a bath. No tub or shower in this room.
7. Master Bedroom – Stinger, Lynx, and Falcon share this room. Their bedrolls are arranged on the floor, along with their personal items. A trid is hooked up in the corner. This room is warded, with a Force 8 ward (see SRIII, p174 for details).
8. Master Bath – a full bathroom, with all the facilities that implies.
9. Office – once the office, when this house was occupied by normal residents, it is now full of bits of trash and broken furniture.
10. Guest Bedroom – this room is used by Truck. His bedroll and personal items are here. The window is curtained.
11. Bedroom – currently unoccupied, the window has been modified to open slightly, to provide a firing port. There is nothing else of interest in this filthy room
12. Basement – the air handling system for the building, and the hot water tank are here. It also houses Gutter’s drones when not in use, and includes both a general tool kit and a miniaturized (drone) vehicle repair kit. This room is well lit. Whenever Gutter is rigging his drones, a combat drone is left in this room, ready to defend him.
13. Basement II – this is where Gutter stays. His bedroll and personal items are here. In addition, his remote control deck and signal amp are here. The door to this room is reinforced and protected with a Maglock (rating 6).
14. Garage – this is where Todd Branton’s van is parked. There is nothing else of interest in this room.

### **Truck:**

#### **Attributes:**

Body: 13      Quickness: 7      Strength: 11  
Charisma: 2      Intelligence: 4      Willpower: 4

**Cyber/bio:** Smartgun Link, Titanium Bone Lacing, Muscle Augmentation II, Muscle Toner II, Flare Compensation, Vision Magnification III, Boosted Reflexes II.

**Skills:** Assault Rifle 5, Heavy Weapons 6, Launch Weapons 4, Pistols 6, Stealth 4, Unarmed Combat 7.

**Gear:** Light Security Armor with Helmet (7/6 total)

Predator II (heavy pistol ranges, SA mode, 9M damage, 15 round clip)

Ares Antioch Grenade Launcher (smartlinked, loaded with 6 offensive mini grenades 10S damage, -1/m)

FN-HAR (smartlinked, assault rifle ranges, SA/BF/FA modes, 8M damage, 35 round clip)

Ingram Valiant LMG (smartlinked, machine gun ranges, BF/FA modes, 7S damage, with Gas Vent IV, 50 round clip)

Deluxe Gyro Mount for LMG (with gas vent system, compensates for all recoil)

Unarmed combat (reach 1 as a troll, 15M stun damage)

**Ballistic:** 8      **Impact:** 7

**Reaction (Initiative):** 6 (2d6+6)

**Combat Pool:** 7      **Karma Pool:** 1.

Truck is a large Hispanic troll in matte black security armor. He typically is not carrying the LMG, but will retrieve it if the runners are detected in their approach, or if they retreat. He’s a hired killer, and loyal to his Johnson and his teammates, but will cut a deal if things get really bad. He’s not interested in dying. He’ll need assurance that he walks out of here, and isn’t turned over to the Star. He can tell the runners most of the plot. He knows that the Hunters have been hitting cops who got too close to a gang called the Red Dogs, or to the smuggling or sales of a drug called Green Fire. He doesn’t know who makes it, but figures the corp that makes Green Fire is the one paying his fees. The interesting tidbit he can reveal is that a couple of the cops didn’t work anywhere near the Red Dogs or Green Fire, but that they used to. According to the dossiers the Hunters got, Taylor and Manuel used to work in smuggling interdiction, but got transferred out after some sort of bad encounter within the unit. If presented with the names Lt. Bradshere or Capt. Browne, he’ll recognize the names, and confirm their connection to Manuel and Taylor, but he can’t recall them unprompted (nor were the dossiers retained).

### **Lynx:**

#### **Attributes:**

Body: 4(6)      Quickness: 10      Strength: 5(7)  
Charisma: 4      Intelligence: 6      Willpower: 3

**Cyber/bio:** Muscle Toner IV, Cyber Eyes (with Low Light, Thermographic, Flare Comp, Display Link, and Protective Covers), Sound Damper, Datajack, Dermal Plating I, Hearing Amplification, (2) Obvious Cyberarms (with Strength Enhancement III, Retractable Spurs, and Smartlinks), Reaction Enhancer I, Wired Reflexes II.

**Skills:** Cyber Implant Weaponry (Spurs) 6(8), Pistols 6, Stealth 4, Submachine Guns 6, Edged Weapons 5.

**Gear:** Armored Coat over Form Fitting Body Armor IV (total 7/3)

Security Helmet (adds +1/+2 when worn)

Ingram Smartgun (submachine gun ranges, SA/BF/FA modes, 7M damage, loads 32 APDS rounds)

One extra clip APDS rounds for the Ingram (total 64 rounds)

Predator II (with silencer, heavy pistol rounds, SA mode, 9M damage, 15 round clip)

Sword (reach 1, 9M damage)

Ultrasound Goggles and Sight (affixed to the Ingram)

Two Rating 5 Stim Patches, two trauma patches.

Four IR-smoke grenades.

**Ballistic:** 8      **Impact:** 5

**Reaction (Initiative):** 13 (3d6+13)

**Combat Pool:** 9      **Karma Pool:** 3.

Lynx is about as close to dead as you can get without cybermancy. If a fight breaks out, he'll fight to the death, and be absolutely unwilling to cooperate with anybody who captures him. He will not flee, and doesn't ask or give quarter. If magically interrogated, he has the same information as Truck.

### **Stinger:**

#### **Attributes:**

Body: 4      Quickness: 6      Strength: 5

Charisma: 3      Intelligence: 6      Willpower: 4

**Cyber/bio:** Boosted Reflexes III, Cybereyes (with Display Link, Flare Compensation, Low Light, and Magnification III), Smartlink II.

**Skills:** Pistols 8, Heavy Weapons 5, Edged Weapons 5, Biotech 3, Submachine Guns 6, Stealth 4, Projectile Weapons 5.

**Gear:** Camo Jacket (5/3)

Colt Cobra (smartlinked, level II, SMG ranges, SA/BF/FA modes, 6M damage, 3 recoil comp, 32 round clip)

Ares Alpha Combat Gun (smartlink II, assault rifle ranges, SA/BF/FA modes, 8M damage, 6 points of recoil compensation – integral grenade launcher with offensive grenades, 10S damage, -1/m, clip holds 42 rounds, and magazine holds 8 grenades)

Ares Predator (smartlink II, heavy pistol ranges, SA mode, 9M damage, 15 round clip)

Heavy Crossbow (heavy crossbow ranges, SS mode, 8S damage)

Knife (reach 0, 5L damage)

Ingram Valiant LMG (smartlinked, LMG ranges, BF/FA modes, 7S damage, with tripod, 100 round belt)

**Ballistic:** 5      **Impact:** 3

**Reaction (Initiative):** 8 (3d6+8)

**Combat Pool:** 8      **Karma Pool:** 4.

Stinger looks worn-out. Graying hair, bags under his eyes, slumped shoulders. He fights effectively, and intelligently, but with an air of resignation. If he dies, he dies. If he's captured, he's captured. It doesn't seem to matter to him any more. If he's caught, he'll provide the same information that Truck or Lynx can provide, but will do so willingly. Unlike the others, he can remember the names of Bradshere and Browne if he's asked about the superiors of officers Manuel and Taylor. The runners need not know the names up front. He won't think to volunteer that information, however. He's also done a little bit of poking around, and speculates that this Green Fire stuff is being shipped in by Aztechnology. (It's not, but he really believes that, since he tends to see the Azzies behind every tree and in every shadow.)

### **Gutter:**

#### **Attributes:**

Body: 3      Quickness: 6      Strength: 4

Charisma: 2      Intelligence: 6      Willpower: 3

**Cyber/bio:** VCR II, Smartlink, Datajack.

**Skills:** Stealth 3, Car 5, Rotorcraft 5, Vectored Thrust 4, Fixed Wing 3, Pistols 2, Unarmed 2, Gunnery 5.

**Gear:** Remote control deck (Rating 3)

Predator II (heavy pistol ranges, SA mode, 9M damage, 15 round clip)

Armor Jacket (5/3)

**Ballistic:** 5      **Impact:** 3

**Reaction (Initiative):** 6 (1d6+6)

**When Rigging:** 10 (3d6+10)

**Combat Pool:** 7      **Karma Pool:** 2.

**Control Pool:** 10

Gutter is a weasly little dwarf. He's convinced he's going to die if a fight breaks out, or if he's captured, so he does his best to sell his life dearly. He uses his spotter drones to watch the runners approaching, if he gets any warning. He only uses the Microskimmer in combat, keeping the Steel Lynx in the basement to protect himself. He doesn't know much of anything about these runs. He just does his job and takes the nuyen. He lets the rest of the team make the decisions. Drones are listed below. Game stats are provided only for those likely to enter combat with the runners. He'll talk, whining all the while, if he's captured. He can provide the same information as Truck.

MCT-Nissan Rotodrone – this rotor wing drone is used for high altitude scouting. It is unarmed, and unmodified.

GM-Nissan Spotter – this is a medium sized fixed wing drone scout aircraft. It is unarmed and unmodified.

Renraku Arachnoid – this crawler is unarmed and unmodified. It is kept inside the house, to keep track of events on the upper floors.

Sikorsky-Bell Microskimmer II – this small skimmer begins in room 9 on the second floor, and can move about to engage in combat. It is armed with a Narcojet rifle on a firmpoint. It has 10 shots.

**Handling:** 3      **Speed:** 90      **Accel:** 6  
**Body:** 1      **Armor:** 6      **Pilot:** 1  
**Sensor:** 1

Steel Lynx Ground Combat Drone – this drone is kept in the basement, to protect Gutter. It begins in room 12, and has great difficulty navigating the stairs, so there it stays. It is armed with a smartlinked RPK-HMG (heavy machine gun ranges, BF/FA, 10S damage, 1000 rounds regular ammo).

**Handling:** 4/6      **Speed:** 80      **Accel:** 6  
**Body:** 2      **Armor:** 12      **Pilot:** 2  
**Sensor:** 1

### **Falcon:**

#### **Attributes:**

Body: 2      Quickness: 4      Strength: 1  
Charisma: 6      Intelligence: 5      Willpower: 6

**Cyber/bio:** none

**Skills:** Sorcery 8, Conjuring 5, Pistols 3, Aura Reading 4, Stealth 4.

**Gear:** Armored Vest with Plates (4/3)

Ares Predator with laser sight (heavy pistol ranges, SA mode, 9M damage, 15 round clip)

Shielding Focus (Force 2)

Sustaining Focus (Force 1 – Improved Reflexes III)

**Spells:** Improved Reflexes III – 1; Improved Invisibility – 1; Stunbolt – 6; Manaball – 8; Detect Enemies – 4; Heal – 6; Control Thoughts – 8; Armor – 4; Mind Probe – 4.

**Ballistic:** 4      **Impact:** 3

**Reaction (Initiative):** 4 (4d6+4)

**Combat Pool:** 7      **Karma Pool:** 4

**Spell Pool:** 6.

Falcon is a level 2 initiate with a Magic Attribute of 8. Metamagic skills known are Masking and Shielding. Falcon is a talented magician, but not much of a runner. He's small and scrawny, and doesn't hold up well in a firefight. He'll try to go invisible, and then use his spells to disrupt the party. In particular, he's fond of using Control Thoughts to cause his opponents to kill each

Other. Remember to enforce the target number penalty he'll suffer for sustaining the invisibility spell at the same time. He does not like to engage in astral combat, and will do so only if he must. He knows the same things Truck and Lynx do, and can also inform the runner that his Johnson works for Radiant Corp. He knows that Radiant is behind the smuggling, and pays for the murders. He's willing to admit all this only if he's allowed to walk away and disappear into the shadows.

## **Wrapping it up:**

There are several levels of possible success in this mission. If the runners were able to identify the Hunters, (both as a group, and by name and description individually) they each receive the promised 10,000 nuyen. If they were able to bring the Hunters to justice (Washington will accept a mix of dead and alive, as long as at least one is brought in for trial) they receive the 10,000 nuyen bonus. If they uncover proof of the conspiracy between Radiant, Lone Star, the Hunters, and the Red Dogs, they will receive another 10,000 nuyen bonus. The only conspirator they have any hope of capturing is Francisco Rodriguez, the Radiant suit who meets with Big Dog. Bradshere and Browne are long out of town by the time anybody comes looking, and the others involved at Radiant or Lone Star are well hidden behind legions of corporate security goons. If the runners actually did manage to pick up Rodriguez, they get the final 10,000 nuyen bonus. Otherwise, they'll have to settle for the 30,000 and loot.

Once the runners have completed their task, they'll hear, over the next few weeks, of dozens of arrests made in this case, and a huge lawsuit filed against Radiant Corp and Lone Star. The outcome of all the court cases is a long way off, but it looks bad for the defendants. Sgt. Washington is made to look the hero, as he single-handedly uncovered the plot and dragged it into the light.

**The End**

## **Awards Summary**

The standard 100,000 nuyen per person max for a scenario applies. All told, the loot from this scenario might come up to more than 100,000 per person, if they got everything, and don't fence any of it. Enforce the 100,000 nuyen limit, hinting that some big ticket items might be too hot to keep, or that there are costs associated with keeping an item (for example, if the team is 25,000 nuyen over the limit, and wants to keep

the Elite, it could suddenly need 25,000 nuyen in transmission work). For the big-ticket items (the Elite or the Shielding Focus) they must either be fenced, kept by a registered Tyger Team, or purchased from the group by an individual (such that the total received value is 100,000 nuyen or less). The house is a purchase, not actually something acquired through the scenario, and so it is not counted as part of the loot.

### **Payment from Todd Branton**

5000 nuyen for the return of his van (total, not per person).

### **Payment from Sgt. Washington**

Up to 40,000 nuyen per runner.

### **Opportunity to buy a house**

From Jennifer Manuel, for 153,000 nuyen.

### **Contact with Sgt. Washington**

A newly promoted Lieutenant. He has been moved to the internal affairs division of Lone Star. He is gained as a contact if the runners were able successfully complete at least the first three parts of the mission (identifying the Hunters, bringing them to justice, and proving a conspiracy). If they weren't that successful, he'll gratefully pay them for what work they did accomplish, but will not become a contact.

### **Potential Loot**

Only the best stuff is listed, standard items are not on this list, though it is possible for the runners to have claimed some of it. Only magical items, vehicles, and items that the runners could not buy on their own are included on this list. Everything can be fenced through Claudia at the standard rate, per the VS rules.

- Toyota Elite Luxury Sedan (125,000 nuyen value).
- Modified GMC-Bulldog Step Van (86,000 nuyen, plus 2500 nuyen per rocket value).
- (3) Sustaining Foci, Force 1 – (10,000 nuyen each value).
- Shielding Focus, Force 2 – (190,000 nuyen value).
- 64 rounds of SMG APDS ammo – (450 nuyen value, but hard to come by).
- Ares Alpha Combat Gun – (2000 nuyen value, but hard to come by).
- MCT-Nissan Rotodrone – (6600 nuyen value).
- GM-Nissan Spotter – (15,400 nuyen value).
- Renraku Arachnoid – (5000 nuyen value).
- Sikorsky-Bell Microskimmer II – (13,000 nuyen value, with Armor 6).
- Steel Lynx Ground Combat Drone – (39,700 nuyen value).

- Honda Viking Motorcycle – (17,800 nuyen value).

### **Karma Award**

Award the following karma based on what the runners accomplished:

- 1 pt for identifying the Hunters.
- 1 pt for killing the Hunters.  
OR
- 2 pts for killing some of the Hunters, and capturing the rest.  
OR
- 3 pts for capturing all of the Hunters.
- 1 pt for proving a conspiracy to murder the Lone Star officers.
- 1-3 pts at the discretion of the judge.
- Negative 1-3 points for unnecessary killing, as determined by the judge.

This gives a maximum of 8 points for exceptional play, with an expected reward of 6 points of Karma. This award is somewhat low, compared to other *Virtual Seattle* Scenarios, but the potential of great material gain should offset the lower Karma award.

### **Property Cert:**

This deed applies to the property located at 272 Whitworth Ave South. Description: Three (3) bedroom / Two (2) bath house, brownstone style construction, two story, 1642 sq ft. Assessed value of property: 150,000 nuyen.

This may be held by one character OR one Tyger Team. The house has no special features or abilities and may not be modified. It resides in a Class B security zone of Renton WA. The bearer of this deed must pay 3,500 nuyen per scenario towards the continuance of a Middle Lifestyle. If the character cannot afford to maintain this lifestyle, this deed will be surrendered to "the bank" as default on loans and taken out of play permanently (GM must tear up). Only one deed of this address is allowed at a table. If another deed with the same address exists, one must be temporarily "out of commission."

## **Player Handout**

Data-file on a proposed job.

Hi Gang,

This is what I've been able to dig up so far. Our Mr. Johnson is Sergeant James Washington, Lone Star. He works in drug/chip interdiction and has a solid reputation. He also is active in the Patrolmens' Association and administers the Bereavement Fund. Black human male, age 40, 1.8m tall, 76kg weight, black hair and brown eyes. A portrait is attached to this file. Johnson/Washington indicated that he wanted independent investigators to look into some "unfortunate incidents." From what I gather, he's probably talking about the cop killings that have been going on. Eight in two months, and all unsolved, no suspects.

He's paying 10k nuyen each base, with incentives that will bring the total as high as 40k each for successful completion of the job. He says 3k up front, the rest is cash on delivery. He promised more details at the face-to-face meet, including the nature of the incentives.

As far as I can tell, this is a legit job offer. It doesn't have the feel of a set-up, and Washington doesn't seem the type to pull a stunt like that anyway. Still, I'd advise you to all go dressed in your Sunday best. Can't be too careful when dealing with the Star.

The meet is set for Peabody's Motel in Auburn, room 231 at 8PM. You'll find map files attached, and text directions/graphical maps for those of you without navigation systems.

C. T.

## **Player Handout**

List of Slain Officers: (The current date is July 29<sup>th</sup>, 2060)

June 2 – Officer Sylvia Wright. Gunned down by 3-4 armed men while on patrol in Ft. Lewis. She was slain on the 1200 block of Kansas Drive. Officer Wright was assigned to patrol duty in the Ft. Lewis area.

June 14 – Officer James Thomas. Slain by hostile magic in his apartment in Tacoma, 16F in Greenville Tower, on Hathaway Road. Officer Thomas was assigned to smuggling interdiction in the Port area.

June 14 – Officer Gregory Taylor. Slain by person or persons unknown during a routine traffic stop in Auburn. He was slain on the 700 block of 7<sup>th</sup> street. Officer Taylor was assigned to patrol duty in Auburn.

June 26 – Officer Samantha Jackson. Shot to death at a Stuffer Shack, 424 Gross Street in Ft. Lewis, during an apparent robbery. Officer Jackson was assigned to smuggling interdiction in the Port area.

July 11 – Officer Jimmy Manuel. Officer Manuel was shot to death through the window of his home in Ft. Lewis (22 Gable Court). Officer Manuel was assigned to robbery investigation in the Ft. Lewis area.

July 18 – Officer Vic Hawthorne. Killed by gunmen in a Tasty Burger (corner of Gross and Maple, Ft. Lewis) while eating his lunch. Officer Hawthorne was assigned to smuggling interdiction in the Port area.

July 20 – Officer Terrance Newton. Gunned down on the street outside his Auburn apartment complex, 1500 Riverside. Officer Newton was assigned to gang control in the areas bordering the “Hell’s Kitchen” district.

July 25 – Officer Keith Mitchell. Slain outside Club Sandwich, a nightclub located at 112 West Church Street in Tacoma, apparently by a lone gunman. Officer Mitchell was assigned to smuggling interdiction in the Port area.

### Potential Leads:

The following information was culled from initial investigations that have since gone dormant. Witnesses to the slaying of officer Newton include patrons and staff of Schaefer’s, a diner across from the crime scene. Also listed as a witness was one Mary Jane Kelly of 1621B Brighton Terrace. The report mentioned no attempt to find witnesses among the other residents of Officer Newton’s apartment complex. The slaying of Officer Mitchell was witnessed by patrons of the nightclub, all of whom refused to identify themselves. Members of the staff were also listed as potential witnesses, especially the doorman, Paul Candle, but are not noted as being interviewed. The report further indicates that Emily Sanders of 865 Temple Dr. was accompanying Officer Mitchell at the time of the shooting.

Ballistics test results indicate that the slayings of Officer Newton and Officer Taylor were carried out with the same weapon. Ballistics tests on the slayings of Officers Jackson and Manuel do not match. No tests were carried out in the other three slayings that involved firearms. In fact, very little investigation of any sort has been carried out. This is clearly unacceptable and must be fixed.

# VIRTUAL SEATTLE

## Ownership of Property in Seattle

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This deed applies to the property located at 272 Whitworth Ave South. Description: Three (3) bedroom / Two (2) bath house, brownstone style construction, two story, 1642 sq ft. Assessed value of property: 150,000 nuyen.

This may be held by one character OR one Tyger Team. The house has no special features or abilities and may not be modified. It resides in a Class B security zone of Renton WA. The bearer of this deed must pay 3,500 nuyen per scenario towards the continuance of a Middle Lifestyle. If the character cannot afford to maintain this lifestyle, this deed will be surrendered to "the bank" as default on loans and taken out of play permanently (GM must tear up). Only one deed of this address is allowed at a table. If another deed with the same address exists, one must be temporarily "out of commission."

Convention: \_\_\_\_\_ Date: \_\_\_\_\_ GM Name: \_\_\_\_\_ GM RPGA#: \_\_\_\_\_