

# BLOCK WAR

## SRM3-02 BLOCK WAR

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**SRM3-02: Block War**

# INTRODUCTION

*SRM03-02 Block War* is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at [www.shadowrun4.com/missions](http://www.shadowrun4.com/missions) and includes a guide to creating Missions characters and a regularly updated FAQ.

## PREPARING THE ADVENTURE

*SRM03-02 Block War* is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

### Adventure Structure

*SRM03-02 Block War* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

**Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

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

**Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

## RUNNING THE ADVENTURE

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

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

you may find useful in preparing to run *SRM03-02 Block War* (or any Shadowrun Missions adventure).

### Step 1: Read The Adventure

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

### Step 2: Take Notes

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

### Step 3: Know The Characters

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

### Step 4: Don't Panic!

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

## GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition, 20th Anniversary (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

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

### Non-Player Characters

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

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

group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

### Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see Corporate Interests), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

### Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

### Affiliation Betrayal

Affiliate Action	Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

### Cleaner Table

#### Table Rating/Cleaner NPC\*

- |   |   |
|---|---|
| 1 | Use stats for Triad Lieutenant (p. 284, <i>SR4A</i> )   |
| 2 | Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i> )   |
| 3 | Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i> )   |
| 4 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> )                                    |
| 5 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +2 bonus to all dice pools. |
| 6 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +4 bonus to all dice pools. |

\*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given.



## A Note on Commlinks

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

## Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, SR4A).

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

Finally, please use the web reporting form available at <http://www.shadowrun4.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

## ADVENTURE BACKGROUND

Ignensys and Chelsey Financials, Inc. are two medium-sized firms located in downtown Manhattan. From an outsider's perspective, both companies have no obvious connections. The former is a software engineering company providing custom solutions to small businesses while the latter is a financial consulting firm. Hidden in the shadows of the New York megas, competition is alive and kicking between the two companies. In this case, however, it doesn't deal with market share.

For nearly 30 years, both companies have fought an ongoing feud of pranks that has continuously escalated. It began with practical jokes—unwanted pizza deliveries, phony calls and harmless hacks. Over the years, employees from both companies have refined the art of business pranks to an unparalleled level.

All of this started with two employees of their respective firms. Around the same time, Gary Deltona was hired as a junior team leader in Ignensys while Robert Breham began working in accounting at Chelsey Financials. Both were from the class of 2038 at the NYU Stern School of Business and were hired shortly after graduation into companies sharing the same block in Manhattan. These two businessmen, aspiring for the top strata of New York, started a friendly competition. It became more severe when Robert pulled the classic salt prank on Gary during a lunch with some valuable clients. At that point, Gary decided that Robert was trying to tarnish his reputation.

In the following weeks, employees from both companies started performing practical jokes on one another. When Gary and Robert eventually left the firms for other opportunities, the

## CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **External Consultants**. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

**Ares:** [This objective will not be given until after **Contractual Options**.] Another team has gotten involved; wipe them out.

**Aztechnology:** Use a watcher or a spirit to play one of the pranks on Ignensys.

**Horizon:** [This objective will not be given until after **Overtime**.] Take personal charge of Cheli until Ieto Hong has a chance to step in.

**NeoNET:** [This objective will not be given until after **Overtime**.] Arrange a public embarrassment for Gary Deltona.

**NYPD Inc.:** Get the police involved at some point.

**Renraku:** Do a personal physical reconnaissance of Ignensys before the pranks.

**Saeder-Krupp:** Do not commit any act of violence on a living person, at least this week [this adventure].

**Shiawase:** [This objective will not be given until after **Overtime**.] Convince the team to take Cheli to the Eleemosynary Children's Clinic orphanage.

**Spinrad:** Defeat at least one opponent using unarmed combat. Note that this is not an objective, but merely something that will attract the attention of the corporation. Spinrad affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

**Neo-Anarchists:** Create an account in the node or nodes at Ignensys for a fictional employee named Hosanna Trisce.

feud didn't stop. Over the years, the origins of this rivalry have been lost through constant employee turnover, but one thing is certain: All new Ignensys recruits learn that their mortal enemy is Chelsey Financials, and vice-versa. So years after the initiators left, the feud continues, with no one knowing why.

All of this could have continued unnoticed indefinitely. But then, an employee from Ignensys did the impossible. He pulled off an elaborate plot to steal the most prized possession of Chelsey's employees: the trophy of the 2070 Greenback league—the small softball league made of teams from various financial firms. With their pride hurt, it didn't take long before one of their employees would decide to strike back by doing the unthinkable—hiring shadowrunners to sabotage Ignensys.

## PLOT SUMMARY

The ‘runners first get involved in the corporate war when a fixer, Klubbs, requests them to “trash” the offices of the Ignensys corporation. In this case, multiple wageslaves from Chelsey Financials have pooled their resources to hire a shadowrunning team.

After completing the destruction, when the runners meet the fixer, they find the originators (Mr. Deltona formerly of Chelsey Financials and Mr. Breham formerly of Ignensys) of the block war at the payoff meeting. The rivals admonish the fixer for escalating the war to include outsiders. In the same meeting, Mr. Deltona and Mr. Breham agree to use their resources to end the 30-year war.

After the runners leave, they get a frantic call from the daughter of the fixer. Someone killed her daddy. The next day, they get separate calls from Mr. Deltona and Mr. Breham. Neither, it seems, can keep the peace—but which one would condone murder?

Mr. Deltona wants the runners to bring the trophy back, but leave a platinum saltshaker in its place, ending the feud.

Mr. Breham would also like the runners to return the trophy, but with a twist. In reality, Mr. Breham had interrogated the fixer to determine who at Chelsey hired the runners. After discovering that it was many wageslaves over there, he decides to take them all out, to end the war his way. He hires another team with explosives to take out the runners as well as Chelsey Financials.

## CALL BACK

### SCAN THIS

Runners are contacted by text message at 3PM to a discussion about a work opportunity.

### TELL IT TO THEM STRAIGHT

Another alarm chirp from you commlink, another message. What happened to people just calling to say ‘Hi’ before getting down to business? The message is from a man named Klubbs, it says to meet him at 6:30 PM, in Conference Room 6 on the 2<sup>nd</sup> floor of the Corson Place Hotel as he has business proposal.

### BEHIND THE SCENES

The message includes the address of the Corson Place Hotel, 95 W Broadway. The message is unusual with advertisement tag for “Klubbs and Cheli, No job is too big or too legal, call Klubbs and Cheli and leave a message. If the runners already have a fixer, they can ask him/her what’s up with Klubbs and Cheli. The Fixer’s response is, “Klubbs and Cheli are small time fixer team. I owe them a favor and they needed some muscle for work as they don’t have their own runners.”

The runners can do a search for the Klubbs and Cheli adverts. With a successful Logic + Data Search (2) Test, they can find a few of them around New York offering Fixer services whenever there’s a question of legalities of the work. Klubbs and Cheli are far more public than a typical fixer.

The runners can get more information of the Corson Place Hotel or Klubbs and Cheli through legwork.

### DEBUGGING

If the runners already have a fixer, that fixer will relay the message and append to the note, that it’s a favor to a fellow fixer. If the

runners don’t have a fixer, then the message will be auto-relayed by an agent on a shadow node.

## EXTERNAL CONSULTANTS

### SCAN THIS

The fixer Klubbs (and his daughter) meets the runners in a hotel rented conference room to discuss business. His proposal is unusual: hiring a team to discreetly break into his customer’s competitor’s office and inflict as much non-violent damage as possible, without harming anything crucial to the business.

### TELL IT TO THEM STRAIGHT

The Corson Place Hotel has a business floor where executives can rent conference rooms for impromptu meetings. When you get to the room, you find the place isn’t immaculate, but still clean enough for a downtown Manhattan hotel of the likes of the Corson Place Hotel. There’s a large oval-shaped table in the center of the room, along with a holoprojector, dry erase board, and white-noise generator. What surprised you more is the 13-year-old female dwarf at the head of the table. Sitting in the most serious pose she can manage in her pink dress, she still looks more professional than some people you have seen in the business.

“My daddy will be here soon. Please wait.”

A fixer sent his kid to do business. Now you’ve seen everything.

### BEHIND THE SCENES

The fixer, Klubbs, has rented the room. As a single parent of his only daughter Cheli, he has learned to work with her as a teammate. While he’s caught some grief for this, he doesn’t see anything wrong with it. Klubbs plays it casual, but there’s an obvious enthusiasm and gratefulness that the runners are here. Cheli tries to be very corporate in her mannerisms. Klubbs lets Cheli speak as much as she wants to about the job like a partner, not like a child at daddy’s work.

When the last of the runners arrive, Klubbs will also arrive with a pair of bags of Chinese fast food. He carefully and pointedly gives a ceremonial nod to each of the runners as he moves to the head of the table. He then sits next to his daughter, gives her one of the bags, and pulls his commlink out of his vest inner pocket.

Klubbs speaks softly with a Spanish accent, “Thank you all for coming, Mongolian beef anyone? I have some extra.” He offers another container of Krill based Mongolian beef, then takes a bite of his own.

“I have a job to offer you, one of corporate espionage. Injuries should be avoided, as should major damage. The goal is to lightly paralyze the company, not to write them off the map.”

Cheli is watching the runners as she eats her orange krill-based chicken with rice.

The job pays 1500¥ (+ 1000¥ x TR) per runner with 1000¥ up front, subject to negotiation. Cheli will use teamwork to help her dad with the negotiations. On an opposed Charisma+Negotiation Test, each net hit will increase the pay by (TR x 200¥), to a maximum of 5 net hits.

Klubbs will not provide further information until all the team members agree to the job. Once they all have acknowledged their agreement, he continues, “Ignensys is the target. It’s a company in downtown Manhattan that has been a thorn in my client’s side.” He picks up his commlink and reads, “They have grievously insulted us—my client with their latest activity.”

READY, SET, GO!!



### Details of the Job

- Time frame is one week.
- He gives them blueprints of the 22nd level, where Ignensys occupies half of the space. (See Handout #1)
- Ignensys offices are in a 30-story building and it is essential that damage is limited only to Ignensys premises.
- The client specifically requested creative resources. Since this is a massive childish prank, Cheli grabs her commlink, and sketches up an ARO with a list of things the runners could do in pretty writing:
  - Clog all the bathroom toilets.
  - Put laxatives in the snacks and water cooler.
  - Put ink in the soap dispensers.
  - TP the VP office.
  - Wire the sprinklers to activate at 10AM with some water-activated foam.
  - Feel free to add other pranks, just not brainless destruction, so keep your explosives at home.
- Cheli recommends a night visit, since security is at a low point.
- People must go back in the office the day after and not suspect anything at first glance.
- Call at this commcode upon 'run completion. (Commcode is sent to their commlinks.)

Klubbs won't reveal the identity of his client, saying it's Mr. Johnson. Personally he sees this job as a petty corporate rivalry that could lead to further jobs if Ignensys wants to retaliate.

Cheli chimes in with, "Do a good job, and we could hire you again on this gravy train of pranks..."

Once the runners are set, Klubbs will thank the runners and tell them that he eagerly awaits their call. Cheli also waves them goodbye.

### DEBUGGING

If the runners keep asking for more, Klubbs plays the sympathy card and tell them that every nuyen they take off from him, is one less he has to provide the basic needs for his daughter.

### HELPFUL HINTS FOR PRANK MATERIALS

Ink refills for printers are available at office supply stores for 15¥ for two units of black, or 20¥ for 3 smaller units of Cyan, Red, and Yellow.

Laxatives are available at pharmacies at 30¥ for 1 kg of powder or 2 dozen chocolates.

The pranksters are thinking of a mixture of powders that turn to foam with water 50¥ per kg (which expands to a volume of 5 cubic meters). This will take a chemist to mix up a batch (Logic + Chemistry (10, 1 hour)). A cheaper mixture could be made at 15¥ for 1 Kg though the foaming action is only 1 cubic meter per kg (Logic + Chemistry (12, 1 hour)).

Urgent Message...

# PUNCHING IN

## SCAN THIS

Runners visit the building where Ignensys's offices are located. While security is not optimal, it is still a challenge to any unprepared team.

## TELL IT TO THEM STRAIGHT

5 Hanover Square is a 30-floor building that was renovated in the first half of the century. Overshadowed by the skyrakers of downtown Manhattan, this particular building compensates with its stunning exterior of lush emerald-colored windows.

While not an incredibly busy street, its location between Pine and Wall streets, close to the Wall Street subway station, makes the area the epicenter of business.

The building you're looking for is one of those small sararimen hives, populated by small to medium companies keeping the economy running between the cracks of the big megacorporations.

## BEHIND THE SCENES

The small skyscraper where Ignensys's offices are located is among the busiest blocks of Manhattan. The building hosts nearly fifty small companies and is generally open.

### Building Features

- There are six entrances to the lobby of Hanover Square: three to the front and three to the back, all of which lead to the central area with ten elevators.
- The ten elevators have different sets of destinations:
- Three elevators (A-C) go from the lobby to the subfloors of the garage.
- Three elevators (D-F) go from the lobby to the first 15 floors.
- Three elevators (G-I) go from the lobby and services floors 16-29, skipping 1-15.
- The last elevator (H) is an express elevator to floor 30.
- An emergency staircase exists, but, because of the building's height, it is rarely used.
- A security desk with two lightly armed guards, as well as two other patrolling guards, is present. Since each corporation has its own security personnel, lobby security is more for monitoring, assistance, and the first deterrent against criminals (see sidebar).
- The three-level underground parking lot is accessible from Hanover St with a parking charge of 20Y (free if parking ARO is validated). Garage security is automated with an automatic gate and ticket node.
- Each of the front doors has a silent weapon detector in its frame (DR 2+TR). If the system detects an individual carrying a weapon, the security system will immediately proceed with an ID scan of the person's commlink and provide the details to the security desk.
- Depending on the gravity, guards are asked to apprehend the weapon carrier or call NYPD, Inc. if the risk is deemed too high. If the person's commlink is running in passive or hidden mode, an ARO is broadcast, requesting them to switch to active. If the commlink isn't changed to active mode, security is notified.

## SECURITY GUARDS

Body 3	Agility 3	Reaction 4
Strength 3	Charisma 3	Intuition 3
Logic 2	Willpower 3	Magic —

Initiative 7

Initiative Passes 1

Armor B/I 6/4

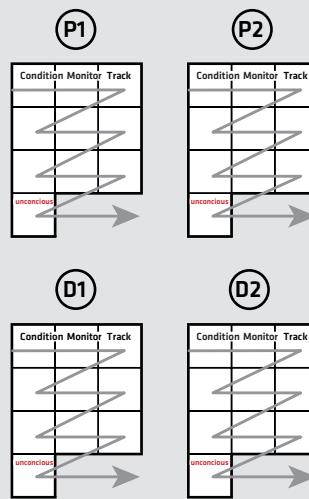
Group Edge 1 +TR

Automatics 3, Close Combat Group 3, Dodge 3, Pistols 3

Fichetti Security 600 [DV 4P, RC (1), Ammo 30(c), laser sight]

HK-227-X [DV 5P, RC (1), Ammo 28(c), smartgun]

Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]



Security guards see hundreds of people coming in and out during the day shift, and roughly one hundred for the night shift. All kinds of enterprises are located in this building, including gyms, health clinics and lawyers' offices. This has led to the guards usually ignoring dress codes. Of course, if someone looks totally out of this place, they ask the individual about their business.

70 security cameras (DR: 4) cover the building: two on the lobby of each level, eight in the entrance lobby and two to cover the parking lot access to the elevators. They are all linked to the security desks, where each guard has a monitor showing nine camera feeds for 15 seconds each. The result is that a security guard is technically looking at any given camera every 30 seconds. However, most of the time, they are distracted from the feeds as they observe passersby or talk to each other.

All the office suites in the 5 Hanover Street building have a PANICBUTTON terminal linked directly to the security office. If an emergency is raised, security guards immediately transfer the call to NYPD, Inc. officers, who usually are on site within 5 minutes. TR patrol cars each with four trained officers (see **Cast of Shadows**—one lieutenant, three officers) will comprise the initial response.

Each office's doors are locked with maglocks. These vary in DR from 3 to 5 depending upon how critically each enterprise views security. Ignensys's suite door is protected by a Rating (TR+1) maglock. Each employee has the opening codes on their commlink.

## DEBUGGING

If the runners wish to scout out the place in the daytime, it will take about a day to fill out the proper forms on Node 1 and go through the correct channels to get a face-to-face meeting with someone in marketing at Ignensys. Once there they find a bustling group of Wageslaves at over a dozen cubicles. In the Marketing office (Next to the VP's office), the runner(s) will be asked about the type and size of company they have, their MCP, their IT staff to support the AR/VR system, the timeframe and scale of the project. Once that information has been compiled, they will be told that someone will contact them with a bid for the project and escorted out.

## OFFICE SPACE

### SCAN THIS

Runners break into Ignensys offices, and find a prankster's paradise, with a company that has a cult-like hatred for another company named Chelsey Financials. All of this would be a cakewalk if it weren't for the interruption by a near-psychotic programmer.

### TELL IT TO THEM STRAIGHT

As the door to Ignensys opens, you see a typical cubicle farm. Over two-dozen cubicles cover the whole floor. It's amazing that people willingly spend their days here. While all lights are off, a quick visual and auditory scan shows that there's a light source flickering midway in the room. Someone at a terminal didn't notice your arrival. In fact, he seems to be focused on his music. All you hear is him tunelessly humming while frantically typing on his keyboard.

### BEHIND THE SCENES

The 22<sup>nd</sup> floor is divided between Ignensys and Kton. From the Elevators, one door leads to Ignensys, the other leads to Kton.

Steve, the wageslave (**Cast of Shadows**) is working late and is oblivious to the runners. He's got an AR environment loaded with music, pets, and a fantasy game to ease the pain of working late. On the other end of the floor, working for Kton Storage, is Pete, another late-working wageslave (**Cast of Shadows**) also immersed in AR and playing in the same fantasy realm with Steve. They will be like this until 3 AM, then they break for home.

If one is disconnected before the other without some sort of communication, then Steve or Pete will first see what happened to the other, then, if they see any strangers, they'll call security. If anything effects their immediate environment (lights, motion by the door of his cube) they will investigate and again, call security.

Steve and Pete don't have access to each other's corporate offices, so the best investigation they can do is knock on the door of the other corporation and contact building security.

### NODE: Ignensys

**Sculpting:** A grand sculpture of an aerial view of Manhattan

**Authentication:**

- **Node 1:** web of trust, AccessID
- **Node 2:** AccessID
- **Node3:** AccessID

**Privileges:** Standard.

**Attributes:**

- **Node 1:** Firewall 3 Response 2 Signal 2 System 2
- **Node 2:** Firewall 4 Response 3 Signal 2 System 3
- **Node 3:** Firewall 4 Response 3 Signal 2 System 3

**Spiders:** Node 1: Off-site Spider, Node 2 & 3: On-Site Spider during the hours of 7am – 6pm.

**IC:** TR+1 Rating 3 MCT Bloodhounds and a rating 4 Rumplestiltskin (The iconography has changed to fit the sculpting, and they appear as fighter planes)

**Resident Programs:** Analyze 3

**ARC:** Notify Spider, activate IC.

**Topology:** Node 1 is the outside corporate presentation of Ignensys. It's there for customers to see how Ignensys can help them in their business. It houses several advertisements and agents to help clients. Node 1 has no connection to Node 2 or Node 3.

Node 2 is the financial aspect of Ignensys, managing corporate contracts, billing, employees, etc.

Node 3 is the workhorse where wageslaves work to build AR/VR constructs, configure software modules, data entry.

Both Nodes 2 and 3 are physically located within the building on the 22<sup>nd</sup> floor. Both nodes have paydata. Node 2 has 250¥ worth of customer information (Rating 3 encryption w/ MCT Bloodhound as secondary defense) and 500¥ worth of credit information (Rating TR+2 encryption w/ Rumplestiltskin as secondary defense). Node 3 has 400¥ worth of SOTA Sculpture tools and 100¥ worth of coding modules for AR. There is no additional security.

### If the Runners are Successful:

The next morning an escalation of complaints starts as the laxative kicks in, followed by toilets overflowing and ink in the soap dispensers. The VP complains about his office, and then with all this going on, 10AM hits and the sprinklers go off. From the Elevators, wet and foam covered wages slaves start pouring out of the lobby. Fire Department shows up because of the alarm. It's a good day to telecommute.

## DEBUGGING

Actually trying to do the job in the daytime will prove impossible without taking hostages and alerting security as there are over 30 employees working at Ignensys, not to mention that there's a whole other company working on the other side of the elevators.



READY, SET, GO!!

## OVERTIME

### SCAN THIS

The next day the runners meet again with Klubbs for the payout. Klubbs is in yet another hotel meeting room. What they finally discover is not what they expected: Klubbs is a puppet in this entire machination where two old rivals pull the strings.

### TELL IT TO THEM STRAIGHT

You knew that being a fixer might be a safer way to get a share of the underworld payout, but when you enter the meeting room, you see a lot more suits than necessary for a payout. On either side of Klubbs are two well dressed men. One older, one younger. Behind them are six gorillas in suits and Cheli is sitting at a nearby desk focused on some music from her commlink. Gravy train my ass.

### BEHIND THE SCENES

Mr. Breham and Mr. Deltona (see *Cast of Shadows*), ask the runners to sit and present the runners with the situation. After introducing themselves as Mr. Johnson and Mr. Johnson, they tell the runners that this whole thing began because of them. They critique Klubbs for taking such a job both because it really is childish and beneath a fixer, and that doing this could escalate the pranks into something that might devastate both corporations.

Now they both accept that the feud has stretched for too long and that this has gone too far. At this point, their discussion

breaks down, and they enter a long exchange of old memories and anecdotes, including mentions of time spent at NYU, and a number of stupid pranks they've played against one another over the years. The exchange should make it clear to the runners that this corporate feud began decades ago with these two men. At prompting from the PCs to get to the point (or Klubbs if the players seem reluctant to get involved), the two men agree to a truce before things escalate further. The Johnsons agree that they will pay off the runners what Klubbs promised, and Klubbs will keep the money from the job.

This is to insure that the war ends here and everyone gets paid and is happy. Klubbs agrees not to pursue work through either of these corporations. Both Mr. Johnsons thank the runners in understanding and leave the hotel.

After they leave, Klubbs offers to order dinner, if the runners want to stay.

If they do, Klubbs and Cheli talk to them about New York and some of the places in Manhattan to hang out. Towards the end of dinner, Klubbs mentions that he's considering other business—the last three years just haven't been getting them the break he needs. Since he doesn't have to pay the runners, it might be enough to start his own business.

### DEBUGGING

If the runners ask how it all started, both Mr. Johnson's agree that it began the first year out of school in 2038, but Mr. Deltona believes it started with the saltshaker prank, while Mr. Breham



thinks it's the set-up with the transvestite secretary. Mr. Deltona doesn't remember that, though when Mr. Breham mentions Kristy Bells was really Chris Bells, Mr. Deltona looks honestly surprised. This leads to uncomfortable silence and then they leave.

If the runners argue with the Johnsons, they will both agree that this is not any of the runner's business and they should be grateful that they got paid off. This is business and it's been concluded.

Should the runners be itching to fight, the six personal security guards protect Mr. Breham and Mr. Deltona, exiting the meeting room. TR+1 in hotel security (use Corporate Security Unit, p. 281, SR4A) will come up to the floor and support both Mr. Johnsons. Three minutes later, a squad car with two NYPD, Inc. officers (see **Cast of Shadows**) arrive waiting for back up of TR more cars in two minutes. They secure the building. Should a fight break out, skip to the debug section of **Contractual Options**, as no one will contact them in light of this.

## LAYOFFS

### SCAN THIS

During the early morning of the following day, there's a frantic call from Cheli—her dad's been shot.

### TELL IT TO THEM STRAIGHT

It's 4AM on the day following the prank-fest. Your 'link is chiming. A nagging sensation at the back of your mind tells you to answer. Picking it up, you get the brunt of a girl in hysterics. It's Cheli. All you can make out through the hysterics is, "Daddy's dead."

### BEHIND THE SCENES

During the night, Klubbs was kidnapped by Mr. Breham, interrogated, shot, then rolled out of a car and left for dead. If the runners come to help her, they find Cheli waving them down on a street corner a few blocks from the Corson Place Hotel. There's a pool of blood welling in the gutter carried in a stream from the alley. A pile of debris there can soon be identified as Klubbs' body. Klubbs has been shot twice in the chest and once in the head. His body is twisted from the impact on the street and has rolled from the momentum to this position.

Cheli tracked him down using his still active commlink. She called the runners as soon as she found him, as she really doesn't know what to do. After all, the police are just another corporation and Klubbs didn't have a DocWagon contract.

Checking the Commlink will find very little relating to his death, with the exception of a single frame shot of a close-up view of a very nice suit. The runners have seen that suit before on those personal security guards of Mr. Deltona and Mr. Breham.

The runners can only offer her their condolences and help her with getting her father's body off the street. Any of the runner's fixers will gladly help out Cheli as they all knew Klubbs and Cheli one way or another. Cheli will wait until whomever the runners contact arrives to take Klubbs away. Cheli will go with her father's body.

If the team attempts to access the Manhattan drone network, security footage of the area where the body was found can eventually identify a license that belongs to Shiawase.

### DEBUGGING

Cheli's become a young woman in serious trouble. Her call to the team is an act of desperation. She doesn't have anything to offer them. This is an appeal to their humanity. If they don't have any, then she's out of luck.

Let the scene be as long or as brief as the team's actions dictate.

## CONTRACTUAL OPTIONS

### SCAN THIS

Later in the day, the runners get a message from Mr. Deltona on a quick 1,000¥ mission. Following that, the runners also get a job offer from Mr. Breham. Both seem to want the same thing, the return of a trophy to Chelsey Financials.

### TELL IT TO THEM STRAIGHT

Hours after the call from Cheli, you get a very blunt message from the "younger" Mr. Johnson, asking you to return some trophy to Chelsey Financials and replace it with a salt shaker at Ignensys.

Just when you close that window, another message pops up. This one from the "older" Mr. Johnson. He wants the same trophy returned, though he'll present something to Ignensys later.

Sounds like these guys just can't stay out of it.

### BEHIND THE SCENES

Mr. Deltona offers 1,000¥ each for breaking into Ignensys again and exchange the Chelsey Trophy for a salt shaker, and drop it off at Chelsey Financials across the street. The Runners can accept the mission by picking up the salt shaker on the corner of Broadway and Wall St from one of his security team today. Payment is due upon completion.

Mr. Breham (Older Mr. Johnson) offers a similar deal (break into Ignensys, take the Chelsey Trophy and drop it off at Chelsey Financials across the street), but he doesn't have an exchange for the trophy. He does however offer a maglock passkey for Ignensys, to help get the job done. The 'runners can accept the mission by picking up the passkey on the corner of Wall and Haverham St from one of his security team today. Payment is due upon completion.

No other information is provided in the messages. Both men assume that the runners don't need any more information to do the job.

On the Corner of Broadway and Wall St., a man in a Berwick suit and dark shades waits with a soy mocha cappuccino and a box. He will recognize the runners when they approach, as he was with Mr. Deltona at the previous night's meeting. He will offer them the box before walking off to a car and driving off.

In the Box is a 25cm tall "Salt Shaker" made of crystal and platinum. The "Salt" appears to be quartz or diamond dust. An Antiques+Logic(2) Test can place the street price at 2000¥.

On the Corner of Haverham and Wall St. is one of Mr. Breham's bodyguards. He's dressed in a dark Zoe suit and shades, sitting at a fast-food Chinese shop with two boxes of rice & sweet/sour crickets. He also recognizes the 'runners from the last meeting. He gets up from the table and offers one box of the Chinese food before walking away eating the second box.

Inside the box are cold Chinese food and the maglock passkey.

## DEBUGGING

Both missions compliment one another, so the team can accept both, and they are set up so that questions won't be answered. Taking both jobs means that it's easier to break into Ignensys to substitute the trophy.

If the runners don't want either mission, then it ends here. The day after the offers expire, there's an explosion at the Gelford Building. The floor where Chelsey Financials resides is devastated. At least 30 people at the office are killed in the fire and blast as well as a few pedestrians as debris falls to the street. Mr. Breham ends the war his way.

## SECOND INTERVIEW

### SCAN THIS

Regardless of which mission the runners accepted (or both), they have to break into Ignensys, take the trophy, and leave it in Chelsey Financials.

### TELL IT TO THEM STRAIGHT

Once more you head to 5 Hanover Square Building, the *déjà vu* is overwhelming. At least you can't make the same mistakes twice, right?

### BEHIND THE SCENES

Security at the Hanover building is about the same (see **Punching In**). The only noticeable change in the lobby is a damp smell coming from the elevators.

There is a change in the security for Ignensys as the spider is now On-Site 24/7 and his physical body is in the corner cubical.

Assuming the runners completed everything on Cheli's list, there are floor dryers in the space between Ignensys and Kton and a noticeable wet path to the elevators from Ignensys. Entering Ignensys, you find an overwhelming odor that seems to mix raw sewage, ammonia, and cleaning fluids. A few of the cubicles have been torn down from damages caused by the various pranks. An Intuition + Perception (2) Test will reveal the trophy setting in the room next to the VP's office.

## PAYOUT

### SCAN THIS

Runners break into Chelsey Financials at the Gelford Building. Regardless of which (or both) missions the runners accepted, a team of runners will be in Chelsey Financials, setting up explosives. When the runners enter, the other team will attempt to ambush them.

### TELL IT TO THEM STRAIGHT

You hoof it over to the Gelford building, avoiding even the traffic cams to keep your recorded presence to a minimum. Through the lobby windows, the security looks pretty much the same.

### BEHIND THE SCENES

Security is the same as described for the Hanover building. Chelsey is also on the 22<sup>nd</sup> floor. The big change is that, regardless of if the runners accepted Mr. Breham's job offer, he will have a

## KIM'S THUGS

Body 4  
Strength 4  
Logic 3

Agility 4  
Charisma 3  
Willpower 4

Reaction 4 (5)  
Intuition 4  
Magic —

Initiative 8(9)  
Initiative Passes 1  
Armor B/I 9/6

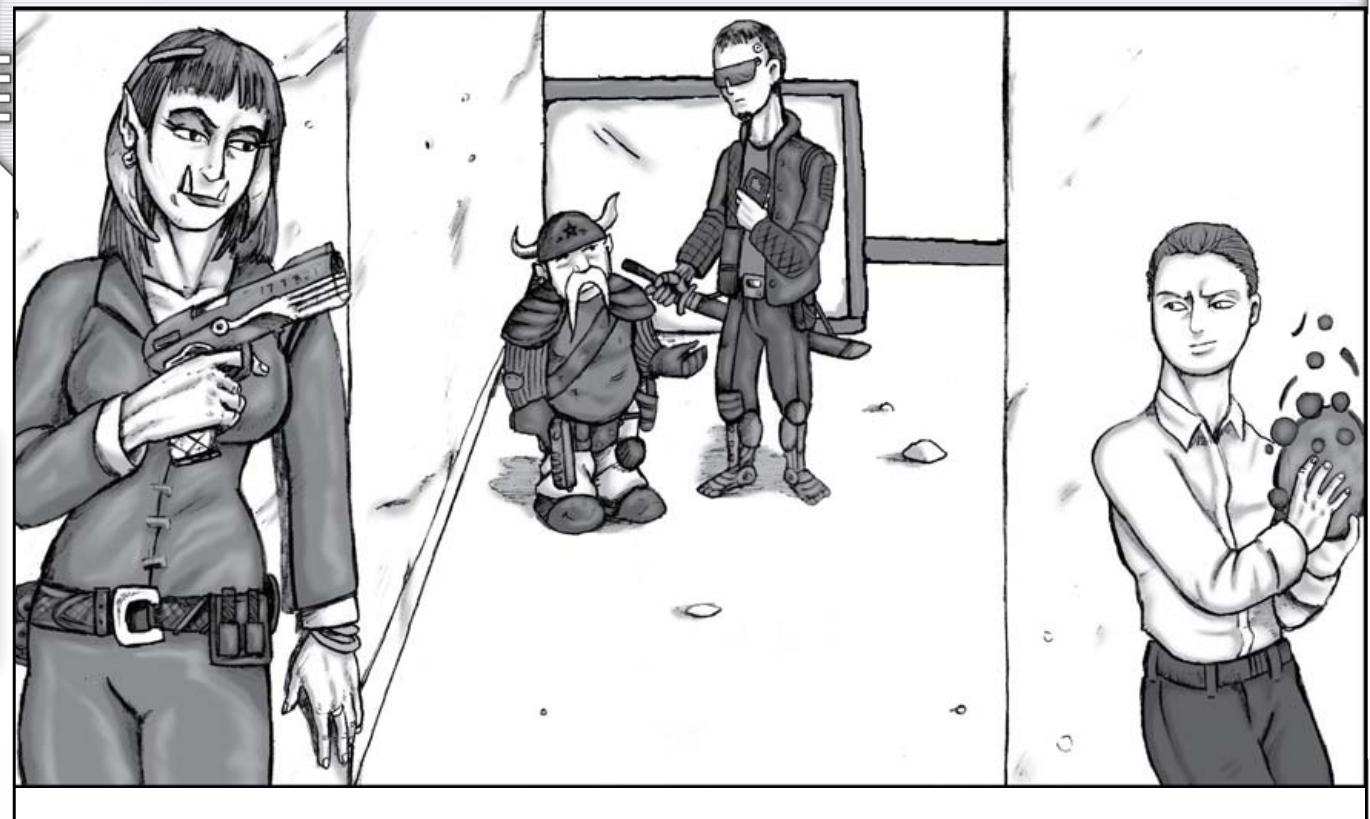
Unarmed Combat 3, Perception 3, Pistols 4, Shadowing 4  
Reaction Enhancer, Kevlar Bone Lacing  
Ares Predator D 5P, AP -1, M SA, RC -



team setting up explosives to blow up Chelsey Financials. When the runners break into Ignensys, Mr. Breham is alerted either by the use of the magcard he gave them, or by observation from his office at the top floor of the 5 Hanover Square building as he anticipates the destruction of Chelsey Financials. The other runners are TR+3 thugs led by Kim "KrankShaft" Dae-Jung and Tobee (see **Cast of Shadows**).

Kim's primary objective is to lay explosives to decimate Chelsey Financials. Her secondary task is to take out the 'runners. Kim is using rating TR+3 commercial explosives. There are five devices each containing a timing detonator (set for 10AM tomorrow) and anti-removal device. Four of them are also equipped with a radio detonator, but due to the dampening of signals by the building, the fifth is equipped with an optical detonator. This one is facing the window and can be detonated by Mr. Breham with a laser device from his office. That explosive will radio the others to detonate.





INCOMING FEED.....

When the 'runners arrive on the scene, Mr. Breham has already either seen the runners head to the Gelford building, or has been alerted by their use of the maglock passkey. Kim and her men wait to ambush the runners (*Ambushing*, p. 165, SR4A). Kim, Tobee, and one of her men wait by the executive office nearest to Pine Street (They get 8, 6, and 3 hits on the Surprise Initiative Test respectively). The rest of her men wait near the cubes at the other entrance to the floor (all at 4 hits on the Surprise Initiative Test). Depending upon how the runners enter, they will be ambushed by one group, while the other goes through the entrance to flank the runners. Require a Surprise Test for the runners when the second group arrives and use the same hits for that Test.

Kim isn't going to stay for a drawn-out fight. She has already completed her primary objective. If things aren't going her way, she'll have Tobee make a hole and exit the floor via the fire exit.

The Runners may or may not know about the explosives. A Perception + Intuition (2) Test allows them to stumble across the devices. Lower the threshold of this test to 1 if they are specifically looking for explosives.

Mr. Breham has one last card to play—the optical detonator. If he sees one of the 'runners in the office with the explosives, he'll detonate it with his laser device. The runner may make a

Perception Test to see the red glare on the window one Combat Turn before the explosives detonate.

The other explosives will only go off at 10AM or if the optical one is triggered. Mr. Breham can't see what the other runners are doing, so will only trigger the explosives if there's one of them in the office. He's going under the assumption that the runners didn't find them.

## DEBUGGING

Mr. Deltona goes through Klubbs and Cheli to pay the runners. This is how he finds out that Klubbs is dead. He offers his condolences and offers to help her to secure her independence (Suggested by Mr. Hong and agreed by Mr. Deltona, because of the karmic belief he has)

Mr. Breham doesn't plan on paying the runners and doesn't leave anything through Klubbs, as he knows he's dead, though if they have the brass to track him down to Breham Unlimited and demand an audience, the secretary will come back to them with a certified credstick with the total amount. No questions or answers will be offered. If the runners are more insistent or belligerent, a squad of (TR x 5) personal security will escort the runners out.

## CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

- Ares:** Ares Heimdahl with high-explosive warhead.  
**Aztechnology:** Free access to an enchanting shop for as long as the affiliate works for Aztechnology.  
**Horizon:** Eurocar Westwind 3K with nitrous injection.  
**NeoNET:** Rating 8 area jammer.  
**NYPD Inc.:** Victorinox memory blade.  
**Renraku:** Body cavity escape kit.  
**Saeder-Krupp:** Harley-Davidson Scorpion with Level 2 amphibious operation upgrade.  
**Shiawase:** Modern Oyoroi armor.  
**Spinrad:** Full custom cyberarm with STR and AGI at maximum for the affiliate's metatype.  
**Neo-Anarchists:** Second-hand titanium bone lacing (Essence cost 1.8).

Urgent Message...

## PICKING UP THE PIECES

### MONEY

**From the original job:** 1500¥ (+ 1000¥ \* TR) per runner with 1000¥ up front, subject to negotiation. On an opposed Charisma+Negotiation Test, each net hit will increase the pay by (TR\*200¥), to a maximum of 5 net hits.

**From Accepting Mr. Deltona's job:** 1000¥ per runner

**From Demanding money from Mr. Breham:** 1000¥ per runner

### KARMA

- 2 Completing the prank job against Ignensys
- 1 Returning the trophy to Chelsey Financials

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is 6 Karma.

### AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and make an offer of affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

Each corporation will only extend an offer to one or two shadowrunners, usually the ones who best undertook the objective for that corporation.

### CONTACTS

For helping her and showing compassion after Klubb's death, the runners can earn Cheli as a contact at Loyalty 2 or +1 loyalty (to a maximum of 4) if they already have her as a contact.

For completing the job offered by Mr. Deltona, the runners will earn him as a contact with Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

### REPUTATION

- Helping Cheli after Klubbs' death is +1 Street Cred.  
Leaving the bombs active in Chelsey is +1 Notoriety

READY, SET, GOH...



## LEGWORK

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

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

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (p.58, SR4). Hits on this extended test may be substituted per the standard Data Search chart (p.220, SR4).

## CORSON PLACE HOTEL

- 0 – Try Seattle
- 1 – An ok priced hotel in Manhattan
- 2 – Not a bad place to stay if on a business trip. The place has whole sections dedicated to the corporate executive, including a complimentary drink in the Corporate Lounge.

## CHELI & KLUBBS

- 0 – That singing group on that pirated cable network
- 1 – They are a father/daughter fixer team. They advertise their services a bit more publicly than other fixers.
- 2 – Kinda on the fringe of job offers. They take on either the N00b Johnsons who don't know who to contact, or jobs that other fixers don't take.
- 3 – Not a bad team, still professional, just don't have a lot of 'runner contacts. I throw them a bone every once in a while.

## CHELSEY FINANCIALS

- 0 – Ask a taxi
- 1 – A legal firm providing legal and financial services to small businesses
- 2 – They have quasi independence working with other legal firms under the consortium to uphold corporate law without bias.
- 3 – Rumor has it that they have a rivalry with a corporation across the street also on the 22<sup>nd</sup> floor.

## IGNENSY

- 0 – Sorry, don't speak Sperethiel.
- 1 – A software engineering company providing custom solutions to small businesses
- 2 – The corporation specializes in AR and VR interfaces with modular software components
- 3 – Rumor has it that they have a rivalry with a corporation across the street also on the 22<sup>nd</sup> floor.

## GARY DELTONA

- 0 – Grand Prix Rigger?
- 1 – Some Corp Executive for ActOne
- 2 – He's the Regional HR Executive of ActOne for all of New York.
- 3 – The man looks good for someone in his 50's. Been with the company since the beginning.
- 4 – Rumor has it that he's been hooked on the transgenic idea since he went through Leonization.

## ROBERT BREHAM

- 0 – Do I look like information?
- 1 – Some Corp Executive for Breham Unlimited
- 2 – He's the Founder of this little corporation which does research into nanotech
- 3 – He's a little upset that his corporation got bought out by the Shiawase Corporation

## BREHAM UNLIMITED

- 0 – Get lost
- 1 – Breham Unlimited is a research facility
- 2 – Breham Unlimited was bought out by the Shiawase Corporation six years ago
- 3 – Breham Unlimited is on the 30<sup>th</sup> floor of the 5 Hanover Street building

# CAST OF SHADOWS

## CHELI

Cheli is a thirteen-year-old dwarf of Hispanic descent. She's less than a meter tall with pretty green eyes and medium length, dark brown hair. She mostly has her hair up in braids. She's the daughter of Klubbs, a small time fixer. She's been helping him since she was ten. She's become street smart in her line of business, but lacks a sense of security or home consistency as her father works from hotel room to hotel room. Therefore she keeps both a knife on her, and a hold out pistol, though she doesn't know how to shoot it.

She has few possessions, save for a plush doll she got when she was younger. She loves her dad, but she wishes he would find something more stable, or at least a residence that she can call home, not just for a week. Her dad used to teach her how to cook, but his interest faded and he just became a fixer. Since then she learned how to be a fixer. She articulates like she's much older, and there's a stress and tiredness in her eyes that shouldn't be there in a child.

B	A	R	S	C	I	L	W
EDG	ESS		Init	IP			
2	3	2	2	3	3	2	3
3	6	6	1				

**Active Skills:** Unarmed Combat 1, Blades 2, Etiquette 1 (Street +2), Running 1, Electronics 2, Perception 1, Artist 1 (Cooking +2), Negotiations 2

**Knowledge Skills:** Shadowrunner Hangouts 2, NYC Area Knowledge 2, Underworld Politics 2

**Gear:** Sony Emperor Commlink w/Redcap Nix, Cavalier Scout, knife, "Ace of Diamonds" Leather Jacket (3/3)

## KLUBBS

Klubbs is a 42 year old Hispanic dwarf working as a Fixer. He's just over a meter tall with brown hair and a short beard and soul patch. His wife left him and his daughter around 11 years ago when she became a changeling. When she left, he lost out financially as she took half of their saving with her and he spent the other half looking for her. His interest in cooking faded over the years and to keep him and his daughter afloat financially he became a fixer, using the contacts he found when looking for his wife.

Klubbs is very quiet as he talks and nods or gestures more often. He's somewhat uncharacteristic for a Fixer. Sure he's can negotiate and find jobs, but he doesn't carry himself with authority or confidence. This is one of the reasons he's not a well known fixer. He's dabbled in Hacking to put out adverts without paying for them.

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
5	3	3	3	5	4	3
3	2	4.4	7	1		

**Active Skills:** Etiquette 4 (Street+2), Negotiations 4, Pistols 3, Perception 3, Electronics Skill Group 2, Dodge 3, Artist 2 (Cooking +2), Hacking 2, Cyber-Combat 1

**Knowledge Skills:** Brooklyn Fast-food joints 3, Business Friendly Hotels 4, Manhattan Corporations 3, Matrix Rumors 3

**Gear:** Actioneer Business Suit (5/3), Hermes Ikon w/Novatech Navi, Colt Government 2066 w/ 2 clips standard ammo, the Edge (Upgraded Nissan Jackrabbit) w/anti theft system and Enhanced image screens, Contacts w/ Image link, Smart link

**Augmentations:** Control Rig, Data jack, Orientation system

**Programs:** Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4

## STEVE, THE WAGESLAVE

**Male Human Wageslave; Connection Rating 1**

B	A	R	S	C	I	L	W
EDG	ESS		Init	IP			
2	3	2	2	3	2	3	3
3	6	6	1				

**Active Skills:** Etiquette 1 (Corp +2), Electronics Skill Group 4, Perception 1, Hacking 1

**Knowledge Skills:** Matrix Games 2, Accounting 2, Corporate Politics 2

**Gear:** Novatech Airware Commlink w/Iris Orb

## PETE, THE WAGESLAVE

**Male Human Wageslave; Connection Rating 1**

B	A	R	S	C	I	L	W
EDG	ESS		Init	IP			
2	3	2	2	3	2	4	3
3	6	6	1				

**Active Skills:** Etiquette 1 (Corp +2), Electronics Skill Group 4, Perception 1, Hacking 1

**Knowledge Skills:** Matrix Games 2, Accounting 2, Corporate Politics 2

**Gear:** Novatech Airware Commlink w/Iris Orb

## GARY DELTONA

Gary Deltona is 6 ft 3, human with short blond hair and green eyes. He's the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's. Since the Therapy, he's put some zest back into his work. This therapy has also made him a bit of a playboy and an eccentric with the obsession of genetics and transgenic art.

He is sort of a mixed personality. He uses older phrases and slang ("Chummer", "Drek", etc) like a 50-something, and combines it with late night parties and heavy drinking like he is just turned twenty one. It's a juxtaposition of what a professional executive should be.

He keeps up a polite face and modest conversation, there's a hidden temper he tries to keep in check. When his temper does go, and you can then see the ruthless executive that kept ActOne on top. While he can get angry, and could throw punches or fire someone, he couldn't kill anyone. It's out of his understanding of mortality. He went through gene therapy to extend his life, an investment he would like to see payoff, and short of self-defense, he fears the karmic repercussions of violence.

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
4	4	3	3	5	5	4
4	2	5.34	8	1		

**Active Skills:** Etiquette 4 (Corp +2), Negotiations 5, Leadership 4, Pistols 2, Perception 4, Data Search 2, Computers 2

**Knowledge Skills:** Psychology 3, Horizon HR Policy 3, Corporate Rumors 2, Transgenic Art 4, Corporate Schools 3, Corporate Policy 4

**Gear:** Zoe Executive Suit (6/2), Doc Wagon Super-Platinum, Colt America L36

**Augmentations:** Shiawase Executive Suite Line (Gold Line) [Sigma II (Fairlight Caliban commlink), image link, datajack, Attention Coprocessor (3), Math SPU]

## ROBERT BREHAM

Robert is 5'9 man with peppered colored hair and brown eyes. He's in his mid fifties, but is still pretty fit. While Mr. Deltona looked into Gene therapy, Mr. Breham did research on nanite technology. He even started his own company looking into medical usage of nanites, before it was bought out by the Shiawase Corporation. Now instead of being the CEO of his own corporation, he's just a Director.

Since the feud with Deltona, Robert has become more vindictive, bitter and cunning. His creation of Breham Unlimited had been ruthless in headhunting and corporate takeovers. He has his own "Company Men" to clear many obstacles. Unfortunately Shiawase was a bigger shark than he could handle. This didn't stop him though, from working his way up on the inside.

Unlike Deltona, he's got a great poker face and it's hard to sense his motivation. He's very polite in conversation and mannerism, even when talking about executing someone, it sounds like he's suggesting a flower arrangement.

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
4	4	4	3	2	4	4
5	3	5	8	1		

**Active Skills:** Etiquette 4 (Corp +2), Negotiations 4, Leadership 3, Intimidation 2, Perception 3, Data Search 2, Computers 2, Pistols 3

**Knowledge Skills:** Manhattan Corporations 3, Nanite Technology 4, Biology 2

**Gear:** Synergyst Business suit (Charcoal grey) (5/3), Morrissey Elite w/ 1 clip of AP ammo

**Augmentations:** Nanite Hive (2) w/ Neocortical and Nanosymbiotes

## PERSONAL SECURITY

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
5	4	5	4	3	4	3
4	2	5	9	2		

**Active Skills:** Pistols 4, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 3

**Gear:** Ares Predator IV with 2 clips of ammo, Concealed Holster, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb), Contacts (w/smartlink and image link), Subvocal mic

**Augmentations:** Wired Reflexes (Rating 1)

## KIM "KRANKSHAFT" DAE-JUNG

Kim "KrankShaft" Dae-jung is a Korean troll woman, who through force of will and intimidation is forcing the corporate men to treat her with respect. She deals with a perceived prejudice against her as both a woman and a troll. This works as a double-edged sword in winning her friends and jobs.

She has an appearance of a sarariman complete with an executive sedan and suit. She's 2.3 meters tall, 260 kilograms, with Asian features and has had some cosmetic surgery to reduce her dermal deposits, making her more appealing. She has a small pair of polished curved horns under long black hair, which she accessories with jewelry. Her second is a man named Tobee.

B	A	R	S	C	I	L
W	ESS	INIT	IP	CM		
8	4	5(7)	8	4	4	5
6	2.1	12	1(3)	9		

**Active Skills:** Pilot Anthroform 3, Dodge 3, Etiquette 3 (Corp +2), Pistols 4, Intimidate 3 (Physical +2), Perception 3, Stealth 3, Unarmed Combat 4, Electronics Skill Group 4, Pilot Ground Craft 4, Demolitions 3

**Knowledge Skills:** New York Streets 3, Security Systems 3

**Cyberware:** Wired Reflexes (2), Cybereyes Rating 3, w/ (Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision), Control Rig, Moderate Cosmetic Surgery

**Gear:** Troll Modified Shin-Hyung, 2 Stonebrooke Smokcloud, 2 Ferret RPD-1x, 2 GM-Nissan Doberman Drones w/Ingram While Knights 2 belts of Explosive ammo, Synergist Business Line suit w Long Coat (6/3), Pimped Browning Ultra-Power with APDS, Demolition kit.

## TOBEE

Tobee is the mage support for Kim "KrankShaft" Dae-jung. As a human just over one and a half meters tall, brown hair and brown eyes, he's just not that noticeable. With Kim, he's even more invisible, and that's the way he likes it. He works behind the scenes for Kim, both in combat and business.

B	A	R	S	C	I	L
W	M	E	ESS	INIT	IP	CM
3	3	3	3	5	4	4
5	5	2	6	8	1	10

**Active Skills:** Conjuring Skill Group 4, Sorcery Skill Group 4, Etiquette 4 (Street +2), Armorer 2, Negotiation 4, Pistols 3, Demolitions 2

**Knowledge Skills:** Magical Theory 3

**Spells:** Stunbolt, Invisibility, Armor, Acid Bomb, Detect Cameras, Death Touch, Physical Barrier

**Gear:** Power Focus (1) – ring; Actioneer Business Clothes, Force 4 Task Spirit (Tobor) with 4 services, Armor Jacket, Browning Ultra-Power, Demolition Kit

## KIM'S THUGS

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
4	4	4(5)	4	3	4	3
4	2	4.7	9	1		

**Active Skills:** Pistols 4, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 3, Demolitions 1

**Gear:** Ares Predator IV with 2 clips of ammo, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link)

**Augmentations:** Reaction Enhancer, Kevlar Bone Lacing (+1 Body, and +1Ballistic Armor)

## NYPD, INC. OFFICER

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
3	4	4(6)	3	4	5	3
4	2	5.4	9(11)	1		

**Active Skills:** Pistols 4, Perception 3, Infiltration 2, Clubs 3, Unarmed Combat 3, Dodge 3, Leadership 2, Intimidation 3

**Knowledge Skills:** Law Enforcement 4

**Gear:** Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, plastic restraints (10)

**Augmentations:** Reaction Enhancers (2)

## NYPD, INC. LIEUTENANT

B	A	R	S	C	I	L
W	EDG	ESS	Init	IP		
4	4	4(5)	4	4	5	3
4	2	4	9(10)	2		

**Active Skills:** Pistols 4, Perception 3, Infiltration 2, Clubs 3, Unarmed Combat 2, Dodge 3, Leadership 2, Intimidation 4, Pilot Ground 2

**Knowledge Skills:** Law Enforcement: 4

**Gear:** Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, plastic restraints (10)

**Augmentations:** Wired Reflexes (Rating 1)

## NYPD, INC. MAGE SUPPORT

B	A	R	S	C	I	L
W	M	EDG	ESS	Init	IP	
3	3	4	3	5	4	3
5	5	2	6	9	1	

**Active Skills:** Pistols 4, Perception 3, Clubs 3, Unarmed Combat 3, Dodge 3, Sorcery Skill Group 4, Intimidation 3, Conjuring Skill Group3

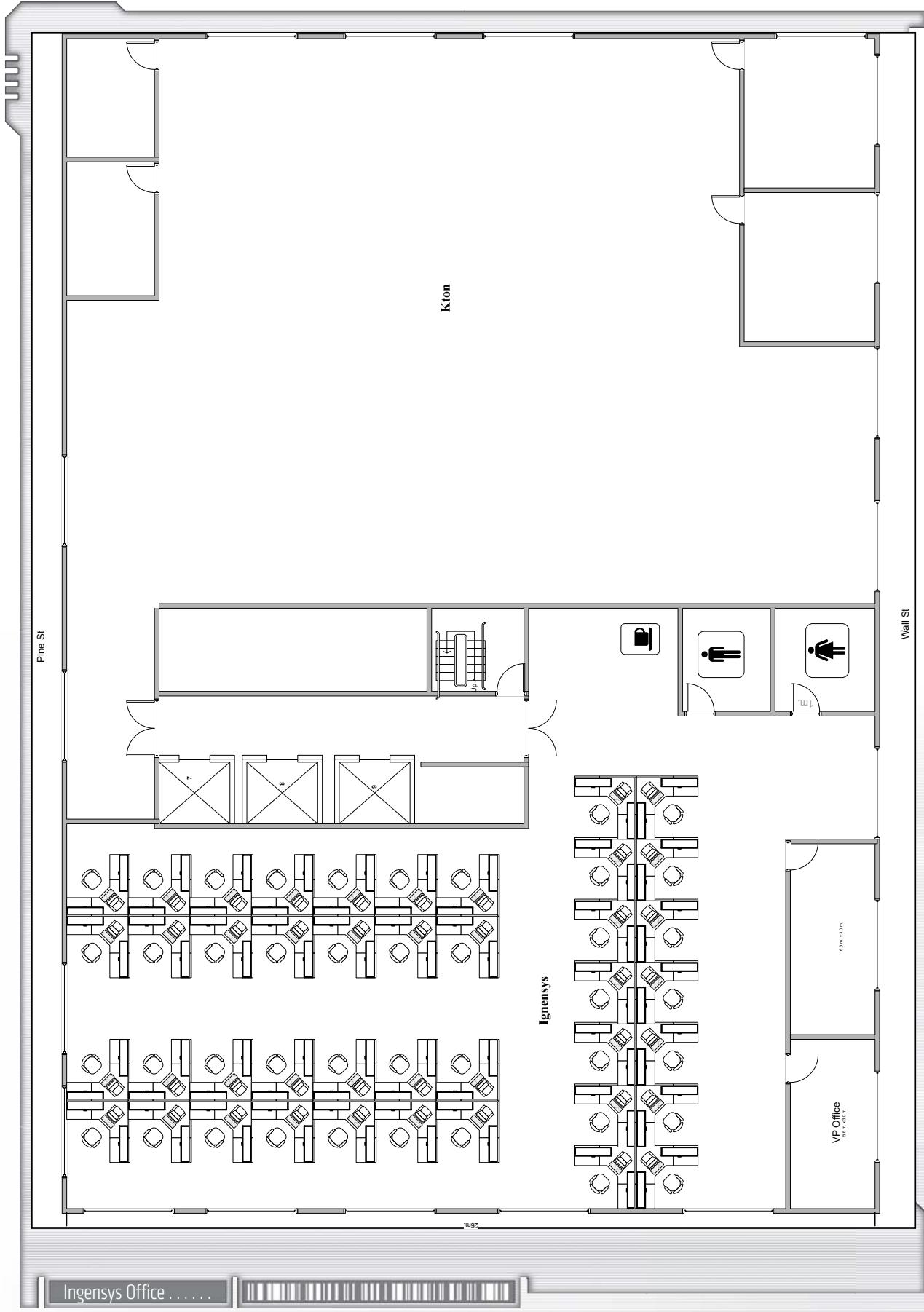
**Knowledge Skills:** Law Enforcement 4

**Spells:** Stun Bolt, Stun Ball, Physical Barrier, Heal, Armor, Power bolt, Detect Guns

**Gear:** Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, Mage Cuffs

**Spirit:** Force 4 Spirit with 3 Services

# HANDOUT #1



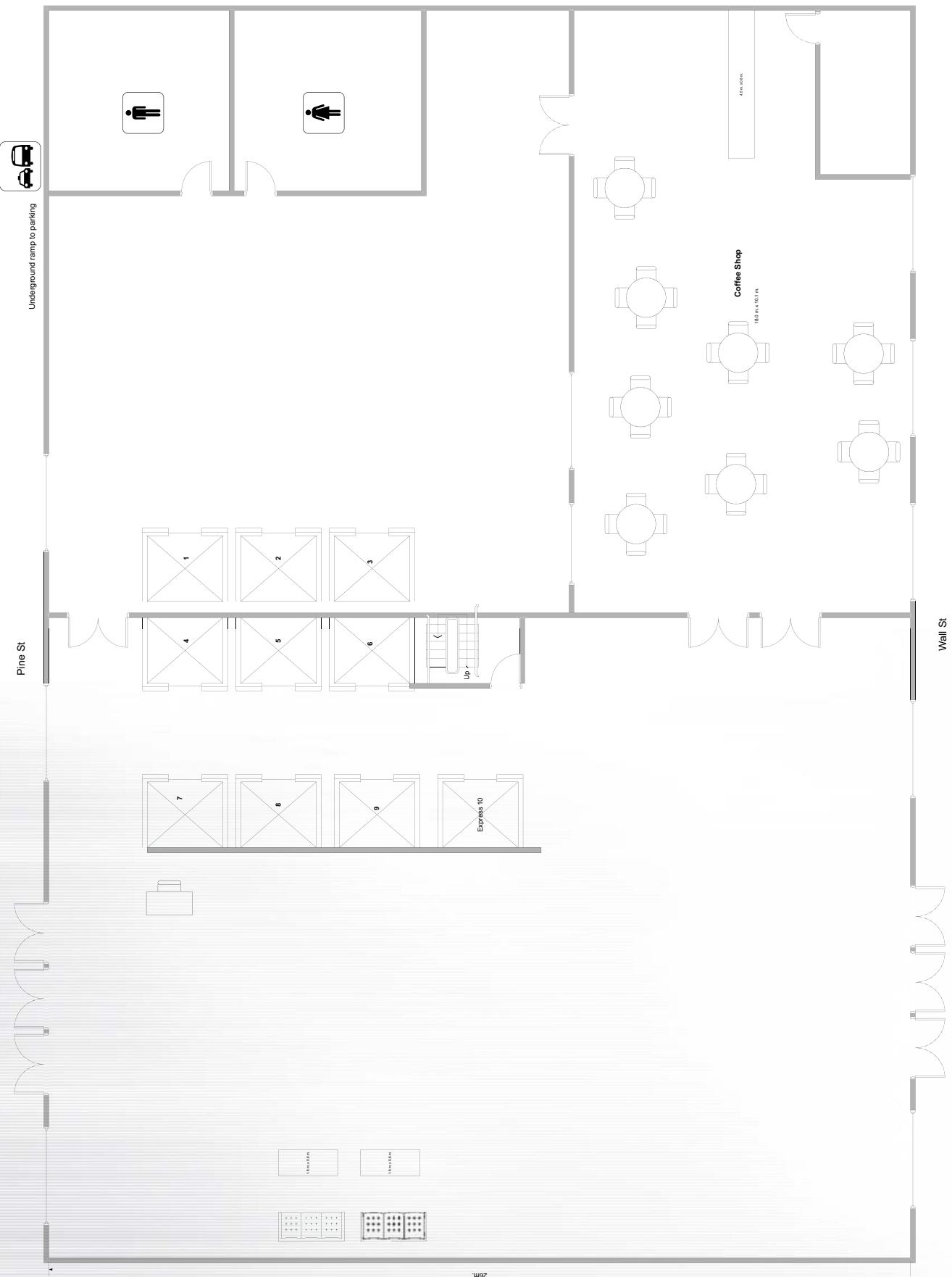
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*Shadowrun Missions*

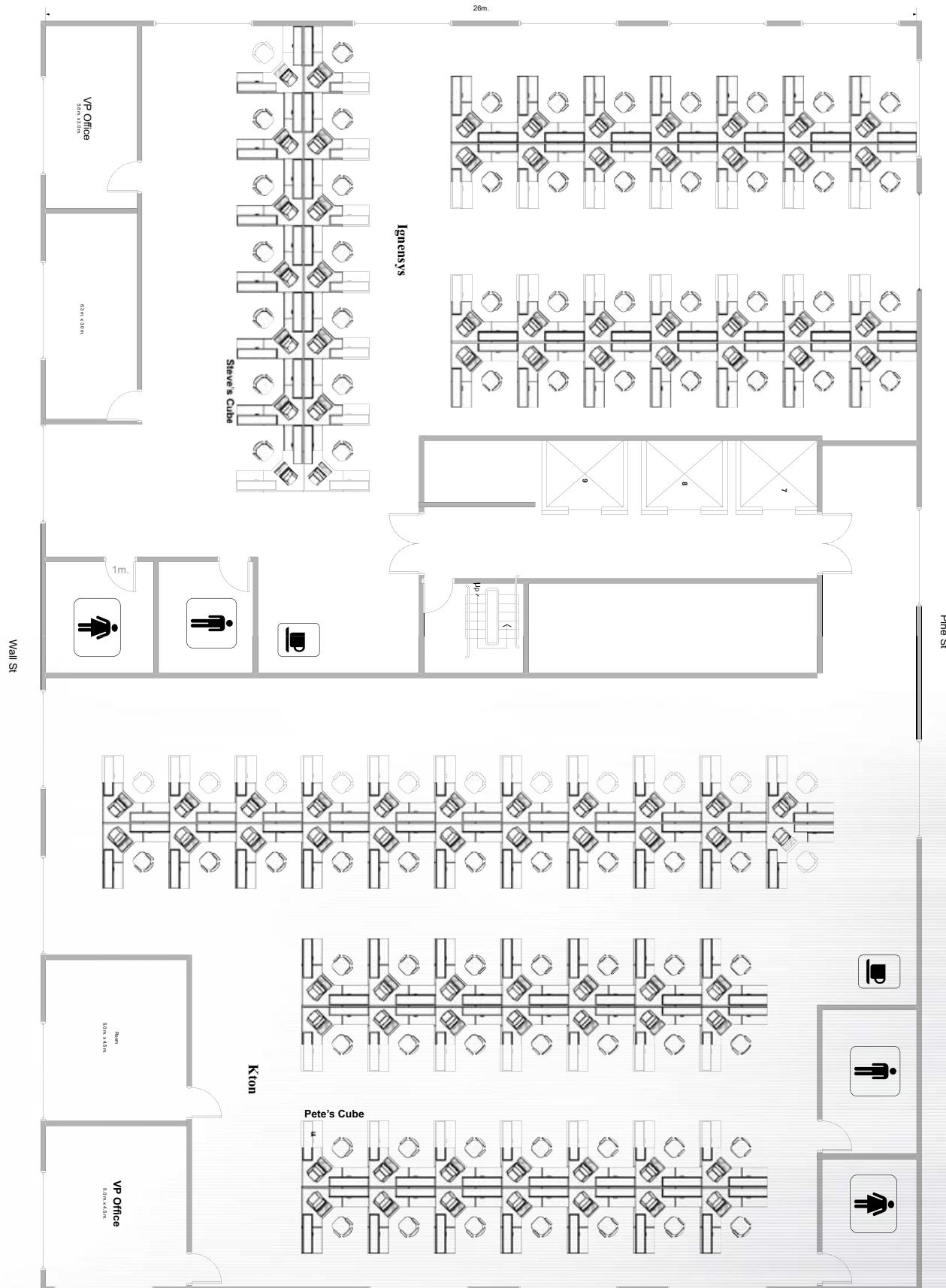


# MAP #1

19



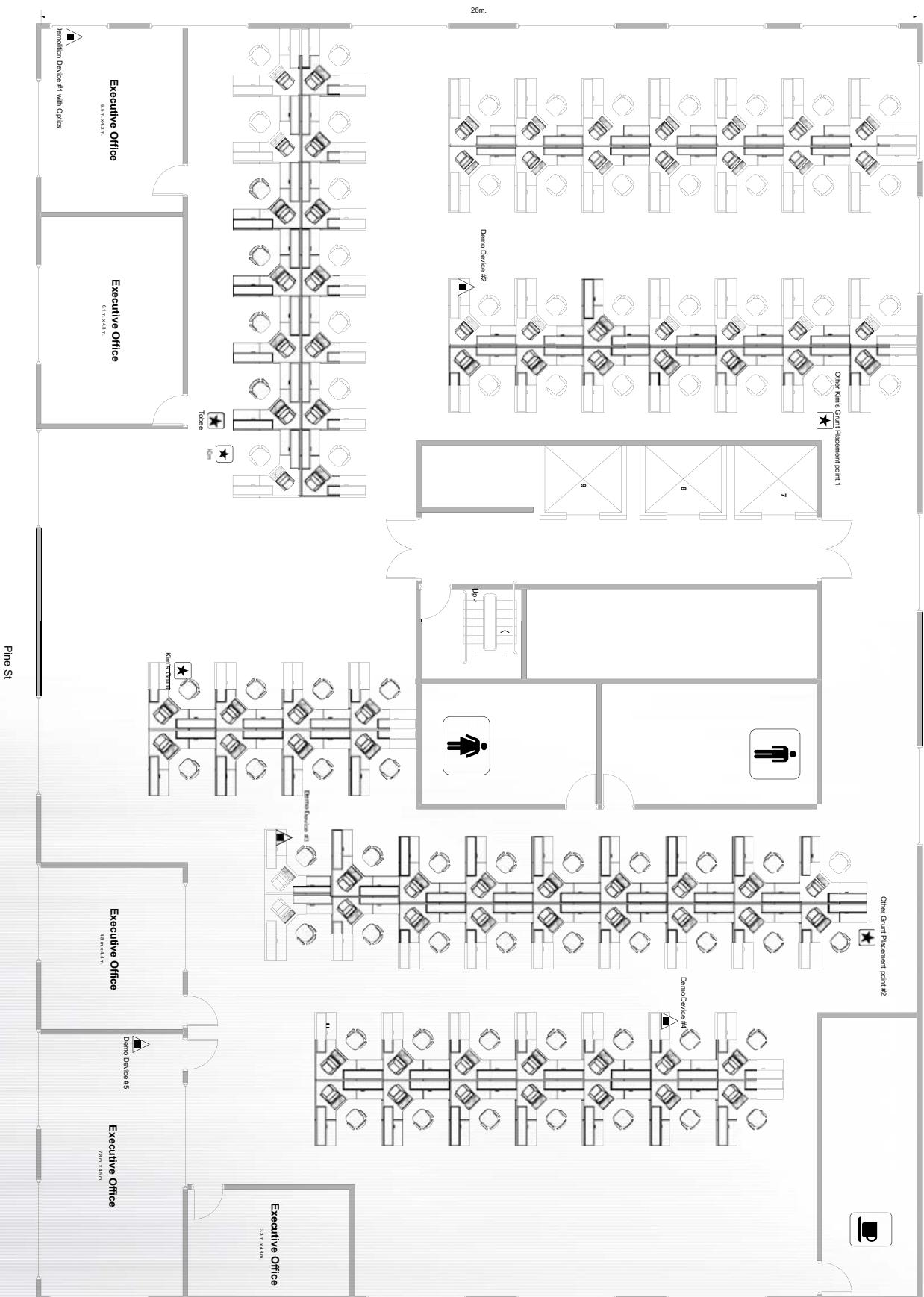
# MAP #2



*Shadowrun Missions*

# MAP #3

21



**Block War**

<p>Gary Deltona is the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's.</p> <p>Since the Therapy, he's been a playboy and an eccentric with an obsession for genetics and transgenic art.</p>	<p>Gary Deltona is the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's.</p> <p>Since the Therapy, he's been a playboy and an eccentric with an obsession for genetics and transgenic art.</p>	<p>Gary Deltona is the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's.</p> <p>Since the Therapy, he's been a playboy and an eccentric with an obsession for genetics and transgenic art.</p>																																																						
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B	A	R	S	C	I	L	W	IP																																																
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Cheli is a thirteen-year-old dwarf of Hispanic descent. She helped her dad, Klubbs, work as fixer, since she was ten. Now that she's on her own, she's had to become street smart in her line of business. She keeps both a knife on her, and a hold out pistol, though she doesn't know how to shoot it. She knows she's on her own now, but she's too compassionate to always remember to look out for herself first. She articulates like she's much older, and there's a stress and tiredness in her eyes that shouldn't be there in a child.

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### Cheli

Fixer

Female Dwarf

**Connection Rating 1**

B	A	R	S	C	I	L	W	IP
?   ?   ?   ?   3   3   2   3   1								

**Key Active Skills:** Electronics 2, Etiquette 1  
(Street +2), Perception 1, Negotiation 2

**Knowledge Skills:** Shadowrunner  
Hangouts 2, NYC Area Knowledge 2,  
Under world Politics 2

**Uses:** Street rumors, fencing, small-time  
jobs

**Places to Meet:** Public parks, kaf-houses,  
shopping malls

**Contact:** Commlink

### Cheli

Fixer

Female Dwarf

**Connection Rating 1**

B	A	R	S	C	I	L	W	IP
?   ?   ?   ?   3   3   2   3   1								

**Key Active Skills:** Electronics 2, Etiquette 1  
(Street +2), Perception 1, Negotiation 2

**Knowledge Skills:** Shadowrunner  
Hangouts 2, NYC Area Knowledge 2,  
Under world Politics 2

**Uses:** Street rumors, fencing, small-time  
jobs

**Places to Meet:** Public parks, kaf-houses,  
shopping malls

**Contact:** Commlink

### Cheli

Fixer

Female Dwarf

**Connection Rating 1**

B	A	R	S	C	I	L	W	IP
?   ?   ?   ?   3   3   2   3   1								

**Key Active Skills:** Electronics 2, Etiquette 1  
(Street +2), Perception 1, Negotiation 2

**Knowledge Skills:** Shadowrunner  
Hangouts 2, NYC Area Knowledge 2,  
Under world Politics 2

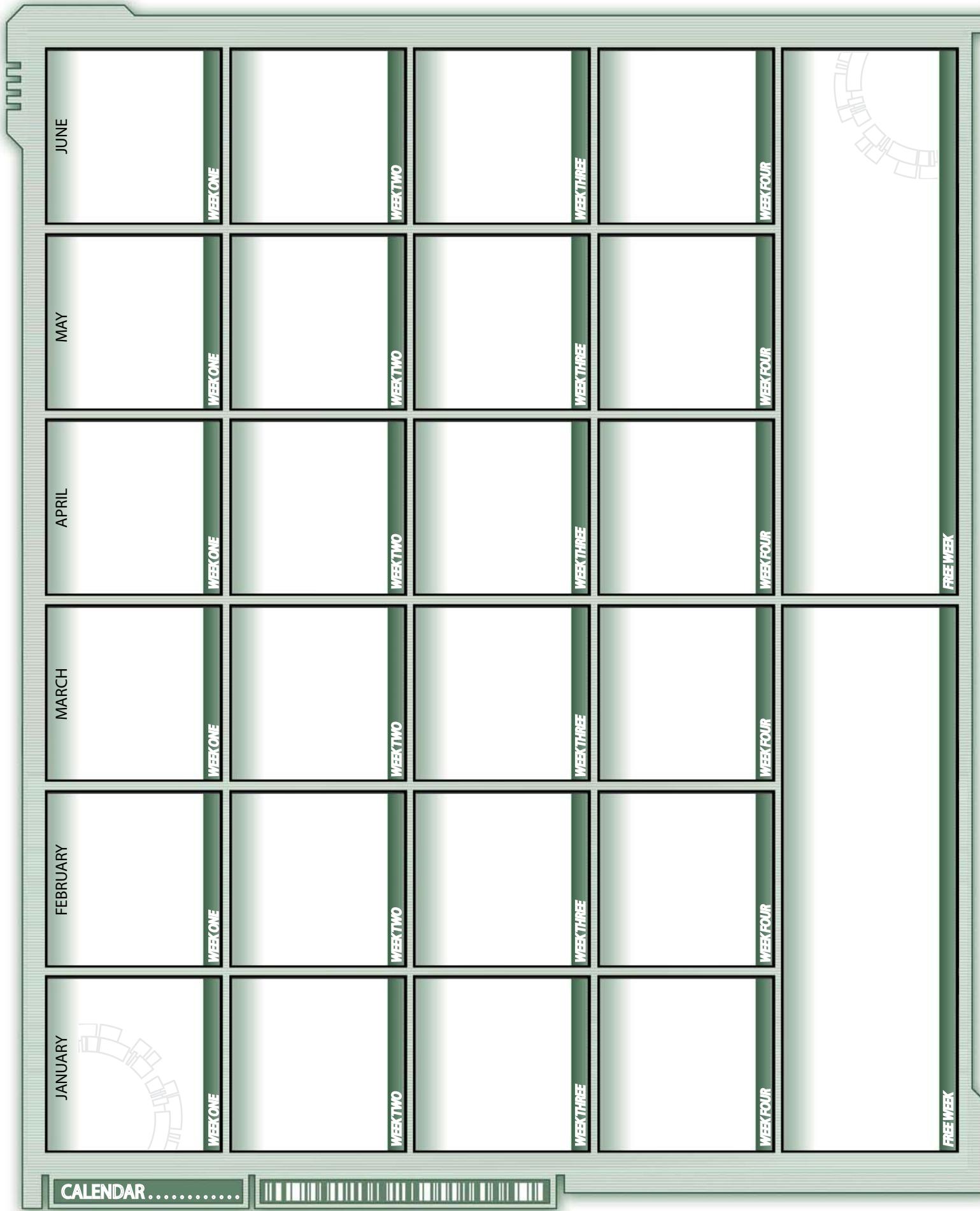
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**Contact:** Commlink



PLAYER \_\_\_\_\_ CHARACTER \_\_\_\_\_



## **CALENDAR.....**



## PLAYER

#### CHARACTER

## CALENDAR.....



