

SHADOWRUN

Missions

**SRM02-19 BY ANY MEANS
NECESSARY**
BY: STEPHEN MCQUILLAN



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INTRODUCTION

By Any Means Necessary is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *By Any Means Necessary* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-19B, *By Any Means Necessary, Playing Aids*.

Preparing the Adventure

By Any Means Necessary 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

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

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

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

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

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

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

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

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

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

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

Table Rating

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

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

A Note on Commlinks

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

Crossing Borders

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

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (**SR4** p.59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

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

Tracking Faction

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

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

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

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (**SR4** pp.257-8).

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

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

Adventure Background

The Kirillov Vory have made inroads into the Warrens, rolling street gangs where possible and destroying others. With their growing influence, the Golden Triangle has lost a number of brothels and enforcers. Mikael Petrov has formulated a plan to drive a wedge between the Triad syndicates by specifically targeting the Golden Triangle and not harming the White Lotus.

In addition to the wedge Petrov wants to drive between the Triads, he is cleaning up a few loose ends of his own. He is trying to deal with the now defunct Fomin Vory, Tamanous (ghoul organleggers), and the Fronts – a local gang who has become a recurring thorn in his side (see *SRM02-10 Twist and Insult*).

Plot Synopsis

The runners, working for Mikael Petrov, need to secure control of a brothel in the Warrens of Denver's UCAS sector currently run by the Golden Triangle Triad. At the very least, Petrov expects that the brothel be removed from the Golden Triangle's control and turned over to the Vory. This run is designed to be fairly open-ended with three general destinations for the runners, but the path they take can be different.

During the Mission, the runners will interact with influential members of the Fronts and Tamanous.



Shadowrun Missions

The Meet

What's up Chummer?

Mikael Petrov, of the Kirillov Vory, holds a meeting with the runners on the 3rd floor of DIY storage. His people are spread throughout DIY, including a few walking corpses animated by a Mambo working for the Vory.

Tell it to them straight

It's approaching sunset as you arrive in the southern end of the Sioux Sector, at the rundown building of DIY Storage. A few hours ago you received a call to meet Mikael Petrov in unit 224 to talk about some possible work. As you move across the parking lot, you see a black European sedan near the front of the facility. Teetering precariously on the trunk, a ragged doll looks in your direction and waves before settling itself down to sit.

Behind the Scenes

The doll is a Living Doll (**SM**, p.95) possessed by one of Tajjha's watchers. It is there to watch for the runners coming and informs Tajjha of newcomers to the building. Use this chance to allow the players a chance to describe themselves.

Information about DIY Storage:

DIY Storage and Lodging is one part coffin motel, one part self-storage and five parts rundown. The three-story building has an obvious lean to the southern side where prefab walls have given way and begun to crumble. All rooms come standard with air from the streets outside, if the runners want water, power, or access to the archaic network it comes extra. Signs are clearly posted stating that management is not responsible for any goods left in storage. DIY is off I-76 in the Northern portion of the Sioux Sector, near the Denver-Sioux Nation border, in a static zone. This makes reception difficult and imposes a +3 threshold for all matrix activities including communications. Have players roll Electronics + Device Rating (4, 1 minute) to maintain a solid connection with the network. (For additional information, see *SRM 02-02 Best Served Cold*)

As the team makes their way through the building, they will see several Vory thugs and Bojeviks (see **Cast of Shadows**) spread throughout the building along the stairwell and hallways. Directly outside the door to Unit 224, stand two large trolls who appear obviously dead though animated. The bodies both smell of rosemary, pine and death from the ointment used to prepare the vessels for possession.

Within the unit, Mikael, two bodyguards and Tajjha are waiting for the runners. Petrov wants a brothel removed from Golden Triangle control. Suggested means of completing this task are either to kill all the management and either of the key guests within other criminal organizations, destroy the building itself, or simply remove the profitability by eliminating the computer systems and the joytoy staff. Eliminating the management and guests, while leaving the business intact for Vory control is the preferred option, but Petrov does not want to hinder the runners' creative and destructive tendencies.

The team is offered 3,000 ¥ (+500¥ per net hit on negotiations to a maximum of 5,000¥) per person to cause distinct mayhem for the Golden Triangle, by any means necessary. There is a bonus of (1,500¥xTR) each, if the brothel is left in a condition for the Kirillov Vory to take control. Payment of 1,500¥ per runner can be obtained in advance for runners with an overall positive faction rating with the Kirillov Vory. Teams that have a negative faction will be paid only upon completion.

Presuming the runners take the job, Petrov will transmit a data packet to any runners with commlinks. The packet includes pictures and names of the Management, Amy Steur, and Argyle to be targeted, as well as, exterior pictures of and directions to the Jade Crane brothel.

From here, a lot depends on what choices the runners make in how they are going to proceed as to which scene they go to next.

If the runners want to scope out the Jade Crane physically, or begin planning the actual demolition of the building—Go to **The Siege**.

After scoping out the building, if they want to just kill people, go to **Hunting Prey** for killing the joytoys or **Problems with Management** for dealing with the Triad locals.

If they decided that targeting the key guests is the best plan—Go to **Affronting the Fronts** for Amy Steur or **Carry on with Carrion** for Argyle. This can either be for killing them and following the Vory agenda or trying to find allies to take out Petrov and his people.

Debugging

Unless the runners decide to attack Petrov, Tajjha or the Vory enforcers, this should go smoothly. In that case, the Vory will hold nothing back in defense of Mikael and Tajjha. They will do their best to kill the runners. Even if the runners escape the brutality, the run is still over.



The Siege

What's up Chummer?

The runners actually visit the building, whether to do a little bit of recon or to go straight for the kill, this scene covers it.

Tell it to them straight

The Jade Crane is clearly visible from about 100 meters away. AROs begin subtly popping up due to the distance, but as you get closer, the emotive tracks become more powerful. Full wall ads project dancers and joytoys of nearly every fetish and metatype. Offers of companionship and sex, either physical or virtual, flood the street by the time you reach the front doors.

Behind the Scenes

Physical

The Jade Crane is a four-story brothel. From the outside, there is little attempt made to hide what goes on inside. Trid projections of scantily clad men and women stalk the street as AR spam and emotive tracks pound through cyberspace. The noise within AR will reduce any bonuses that the team is currently receiving from AR by 1 (SR4, p. 208). It is obvious that Lone Star's Vice squad doesn't come into the Warrens to stop the sex trafficking, which is illegal outside the walls of the Warrens.

The ground floor is an open tea-house style salon with servants offering drinks to patrons who want a few minutes to unwind before getting started. Along the left side of the room is a traditional bar for patrons who are more comfortable in that setting. Off to the right side from the salon, is the private consultation room. Here is where patrons can decide whether they want virtual or physical companionship and choose their companion. The terminal in this room is non-wireless and hardwired to the several of the local systems. (Device rating 4+TR, with Black Hammer IC at rating 4+TR patrolling in case of unauthorized access) An ARO of a cube with each face being a different system is visible. There is an elevator from this room to the second and third floors, which is slaved to the terminal it will only open here after a transaction has been processed through the computer and go to

the appropriate floor. A second elevator is hidden behind a screen where the joytoys come from when summoned. This elevator will go to any floor but is controlled from the security office.

Reminiscent of a coffin motel, the second floor has 24 tubes for virtual engagements. Each tube smells sterile. There are heat resistant trodes and a data cable for direct connection in each room. When a tube is activated, the door seals (maglock rating 3+TR) and the program chosen below, runs for the prepaid time limit. After each person is done, the tube is cleaned through a combination of high levels of ultraviolet radiation and heat. This system cannot be engaged while someone is in the tube and is only designed to remove trace elements and minor spills. It will not be able to destroy more than a kilogram of biomass.

Larger rooms spread across the third floor. These rooms are designed for physical intimacy with security. Each comes equipped with a bed, shower, and joytoy. Each joytoy will have their own set of tools and props based on the desires of the client. In addition to the sex trade, the Golden Triangle has occasionally been known to blackmail clients. There are tiny security cameras spread throughout the room. (Perception + Intuition (4) at a -8 dice pool modifier due to notice them.) The surveillance gear allows the Golden Triangle to not only record material for later blackmail or sale, but also allows monitoring of activities to ensure that nothing gets out of hand. Agents running an analyze program over the data feed are instructed to pick out safe words to alert security that a client has gone too far.

The fourth floor is devoted to administration and security. MAD and Cyberware scanners are embedded into the building near the elevator and transmit information to the Security office. Entry into the security office is controlled through an airlock design which requires either both managers to authorize access for the doors to cycle through (Retinal and Voice scans Rating 6) or have access be cleared from within the security office. The doors and walls leading into the security office are armored/reinforced material (SR4, p. 157) making cutting into the section time-consuming and difficult. The airlock is also equipped with a gas deployment system

which will flood the airlock with Neurostun which becomes inert after 1 minute. On the administrative side, the area is divided into a waiting room and two large offices for the site managers to conduct their day to day business. A secretary is present in the waiting room at all times that a site manager is on-site.

The roof is a standard industrial roof with an HVAC system and access via the stairwell. The HVAC system ducting is 35 cm by 25 cm and will allow access for microdrones and similarly sized items. Access is restricted from the roof to the stairwell by a Rating (TR+4) maglock. Microcameras are distributed across the roof as they are on the third floor.

Magical

The lower sections of the building have no magical security. The fourth floor has four separate wards, one for each office and the security area. The wards surrounding each manager's office are basic wards with a force of (TR+4). The airlock is surrounded by a Force (TR+3) Trap Ward (SM, p.125-6) and the main security office is surrounded by a Force (TR+4) Charged Ward (SM, p.125). All wards are attuned to allow the head of security access and alert him if a ward is breached.

Matrix

The matrix system has several stacked nodes controlling various subsystems. Each subnet is described below and, without authorized access, must be hacked individually. Save for financial transactions, there are no connections between the systems.

- **Joy**—(Sys:4/Res:4/Fir:4/Sig:5)
The prostitute network, this system dispenses the personafix options to each of the joytoys and is responsible for scheduling. It maintains contact information for all of the joytoys. This system will place automatic calls to individuals who are off-site if they are required for service beyond standard schedules.
- **Mirth**—(Sys:3/Res:3/Fir:6/Sig:-)
A largely automated system, it controls the simsense signals for each of the tubes on the second floor. Four subrouters receive their instructions

from this control system and actually transmit the individual signals to each headset. One of the subrouters is modified for HotSim and will transmit the data to tubes 1-6 at normal or BTL levels depending on what the client has paid for. This system is hardwired and can only be accessed by splicing directly into the cable with a dataline tap or the terminal in the consultation room. (Trace IC patrols the system and will send an alert across the terminal in the consultation room if unauthorized access is detected.)

- **Prime**—(TR+4 Device)
This system manages the financial transactions of the Jade Crane. It has wireless access but its subscription list is currently full. This means it can only be accessed from the terminal in the consultation room or by spoofing the signal from one of the chipreaders that the servers use to transfer funds for drinks. The chipreaders are subscribed as user-level access only, so the terminal must be used in order to edit the subscription list. (Patrolling IC will launch a system alert if unauthorized access is detected. Order of response: Attack IC, Sever Connection, Black IC. The Attack IC will target stealth and armor programs attempting to crash them.)
- **Security**—(Sys:5/Res:5/Fir:6/Sig:4)
Responsible for oversight, this system connects to multiple subnets that directly control the locks, video feeds, communications, and fire suppression systems. In order to access these subsystems, a hacker must go through the Security grid first, forcing them to divide their attention between multiple windows. Access on a user-level will trigger a system alert and begin the process of severing the connection. The system will log the Access ID of the device and immediately launch Black IC across all systems, if the same Access ID is utilized after the connection is severed. (To bypass this, any hackers will need to respoof their Access ID if they are booted from the system.)

Personnel

The building is patrolled by eight (8) Triad soldiers and a Triad Lieutenant who is

the local head of security. (SR4, p.276) If necessary, they can contact an additional Triad posse of eight soldiers and a lieutenant who will arrive within five minutes. Should these eighteen Golden Triangle members be unable to deal with the situation, they can call up to forty more soldiers, though the second wave of reinforcements will take twenty minutes to arrive as they come from various other Triad controlled safehouses and syndicate interests within the Warrens.

Each guard normally on duty at the Jade Crane has a biomonitor embedded into their armor. If the guards are injured or their vitals leave pre-programmed ranges the security system will automatically alert the security room. This serves as a dual-function alert system in case the guards get into a fight and are unable to radio in, as well as, ensure that none of them use the services of the hired help while working.

Unless an alert has been triggered, there are two guards at the entrance on the first floor with a handheld cyberware scanner to detect the presence of weapons and cyberware. Weapons will need to be checked at the coat-check along with large coats. Body armor heavier than armored clothing is not permitted inside.

Four guards patrol the building in pairs. Both pairs are working in reverse loops, so one group starts at the top, working their way down and vice versa. The patrolling guards serve as first response if one of the patrols has trouble or the doormen need support. A standard patrol route of all four floors will take each pair seven minutes to complete. If they are called to a specific location, they will arrive in less than a minute as needed.

The last three work in the Security room on the fourth floor, overseeing the security system and serving as a tactical command for the other guards.

Debugging

Contacts within the Golden Triangle, or the Triad in general, can help get a security bypass to allow for weapons to be allowed inside. Make a Loyalty + Loyalty (3) check to get their help, and the runner who has the contact will be allowed to keep up to the Connection rating of the contact in different weapons. If the Triad contact is not specifically part of the Golden Triangle, the number of weapons allowed will be (Connection - 1). Should the character become violent and utilize the weapons that came on the contact's good graces, the Loyalty of the contact will reduce by 1.

If the runners decide to do a full demolish of the building, they will need blueprints of the facility (See **Legwork: Jade Crane**). An Engineering (Civil) + Logic (4) test will allow the character to successfully identify six structurally weak points within the building which will need to be destroyed in order to destroy building. Each point is equivalent to Heavy Structural material (**SR4**, p.157). Lone Star will arrive in force shortly after the detonation with an astrally projecting Lone Star Mage as first response. She will observe the situation and determine if an armed response is necessary. If the mage is disrupted, or any of the runners are wearing full body armor or carrying automatic weapons, a full SWAT team and three patrol cars will be dispatched and arrive in 10 minutes. The mage will follow the most heavily armed and armored individuals and direct the reinforcements accordingly. Lone Star will report the incident to the ZDF if it looks like the runners are trying to cross a border and evade pursuit.

If PCs wish to "sample the wares" at the Jade Crane, refer to Common Costs (**SR4**, p.304).

Hunting Prey

What's up Chummer?

This scene covers the possibilities of the runners deciding to slaughter joytoys

Behind the Scenes

There are a total of 17 joytoys. (11 joygirls, 6 joyboys) Several of the individuals have undergone cosmetic modification surgery to appear as Sukie Redflower, Nadja Daviar and other popular figures. All have chipjacks for personafix chips. The four leading Joytoys (noted by an asterisk (*) after their name) have skillwires implanted to override all responses and are available for kinkier activities. Both the chipjacks and the skillwires are controlled by **Joy**, rather than the joytoys themselves. This gives the Golden Triangle better control over their staff. For the Triad, all the joytoys fill a role between slave and indentured servant.

Names (gender, species)

Melissa Allman (*F, Human*)
Kimberly Balesteri (*F, Ork*)
Khrizna Belardo (*F, Human*)
Christian Boynton (*M, Elf*)
Amy Byrne (*F, Human*)
Scott Drosche (*M, Human*)
Kristina Falls (*F, Human*)
Erik Fridell* (*M, Ork*)
Jason Hicks (*M, Dwarf*)
Ashlee Jackson (*F, Human*)
Kimyoung Lai (*M, Human*)
Dina MacDonnell (*F, Ork*)
Heather Pomorski* (*F, Elf*)
Brian Schmidt* (*M, Troll*)
Angeline Spain (*F, Elf*)
Sascha Stevenson (*F, Ork*)
Vanessa Vallon* (*F, Troll*)

The joytoys work in two shifts, and have 12 hours on and 12 hours off. From 0400 to 1600, a staff of seven (5 women, 2 men) work. During the evenings, the other ten work. As each of the joytoys is effectively owned by the Yakuza, they can be called in to accommodate the needs of the business.

If the runners begin simply killing people, the joytoys will lock themselves in their rooms until security is able to deal with the threat. Should security become overwhelmed, the security system will automatically download weapons and combat training into the skillwires processors. Simultaneously, the system will activate personafix chips that are completely loyal to the Golden Triangle and predisposed to violence. The four joytoys who have skillwires, will begin by engaging in melee combat and utilize any weapons that are discarded by fallen runners or security forces.

Debugging

This scene will transition from shooting fish in a barrel to lockdown and perhaps reprisal. If the runners begin killing them without first dealing with the various feeds from stealth tags and security systems, Security will quickly become involved. Reference **The Siege** for information about the brothel's resources.

Should the runners wish to follow the joytoys after they leave, they will discover that the joytoy staff is kept in a Triad compound 3 miles south of the brothel. This compound is where all staff members who have not paid off their indenture are kept. It is highly secured to keep insiders in and outsiders out. Visitors are not allowed within the compound, and it is guarded by ten Triad guards and a lieutenant (**SR4**, p.276).

Problems with Management

What's up Chummer?

If the runners target Jade Crane management for extreme sanction or contact them about business opportunities.

Behind the Scenes

Network against the management of the Jade Crane will be difficult at the brothel itself, due to building security. Reference **The Siege**, if the runners attempt to sneak weapons into the club. Taking the managers out in transit may be easier if the team has a rigger or vehicle. Sun-yat Sen works standard business hours of 9 AM to 5 PM, and will only be at the club for extended hours if an issue requires his personal attention. Chiang works 11 AM to 8 PM each day to ensure that he sees both shifts. He regularly remains at the Jade Crane late, enjoying a drink and talking with regulars.

Both managers live in Chinatown in the CAS district and cross the border south of the Warrens. They are each driven by a Triad Rigger (see **Cast of Shadows**) to and from work along a standard path. Runners who jam communications of the drivers would be able to eliminate both managers without arousing suspicion until the next morning. The transit time takes roughly of twenty minutes from the brothel to the border, fifteen minutes at the border waiting in line for Sun-yat or five for Chiang, and another twenty minutes home. Both riggers arrive at the residences of Jade Crane for pick-up five minutes before departure and have done this many times. When not driving, the riggers are at a Triad safehouse and complete other tasks.

If the runners decide to betray the Vory, they can arrange a meeting with both managers. The team will need a good reason for the meet and succeed a Negotiations + Charisma (3) test to secure an appointment. Once in the meeting, Sun-yat will seek out the details of Petrov's meeting with the runners, wanting numbers of guards, times and locations. He will be unwilling to commit any of the security forces to an assault on Petrov, though he will pay each of the runners 5,000¥ for Petrov's assassination.

Affronting the Fronts

What's up Chummer?

This scene covers the runners' choice to either confront Amy outside of the Jade Crane or try to find out exactly what her part is in the negotiations with Tamanous.

Tell it to them straight

You travel through the Warrens towards the Front's main HQ. Over the last several blocks, life has gotten leaner and embittered. Gone are the vagrants, bums and squatters, replaced now by gang members wearing the colors of the Fronts. The AR is filled with graffiti as nano-spray paint tags buildings in both layers of reality. There is no question about who owns this turf, only whether or not they are in the mood to talk about it.

As you come up on the house, it's a veritable fortress with gangers stalking the roof with automatic weapons keeping a clear view of the street in all directions. Down on the street, several more gangers lurk on the stairs and lean against several vehicles watching with a predatory sense. There have been enough rumors in the Warrens about hired hitters trying to turn gangs for them to be wary.

Behind the Scenes

Start off by checking the PCs' debriefing logs from *SRM02-10 Twist and Insult*. Any runners who helped the Three Kings side with the Vory will be at a -2 dice pool penalty for social skills. Alternatively, characters who earned Amy as a contact will receive their loyalty dice as a bonus. (This modification will also happen if they are present and another PC is utilizing social skills due to the unwillingness of the Fronts and Amy to be sociable.) You can play this up with comments like "What the hell is he doing here?"; "Ahh, the Vory lapdog"; etc.

If the runners called ahead and setup a meeting with Amy, she will be downstairs; waiting near a window to watch for the runners. As they approach she will come out and begin to talk with them. Presented with sufficient evidence, Amy will admit to having a meeting with Argyle. She and the other leaders within the Fronts are working to solidify territorial boundaries in the face of the Vory incursion into the Warrens. They are exchanging squatters and the like to the Ghouls in the Meat Market in order to lubricate the wheels of negotiations. The two of them have been meeting at the Jade Crane once a week for the last three weeks to talk in the salon under neutral territory. She has been accompanied by two of the Home Guard there each time just to make sure that nothing goes astray.

Should the runners amiably tell Amy of their job, and her name on the hit list, she will let them know that the timing sounds like a setup to her. She hasn't been using the services on the Jade Crane and is most likely on the list just to get her out of the way for Kirillov's goons.

For runners who did not set up a meeting, they will have to negotiate with the lieutenants outside and present a viable reason for them to let Amy know that the runners are out front. (Negotiation/Con + Charisma (4), 5 min) Use of Intimidation, whether successful or not, will start a gunfight. (Remember the social modifiers of Faction and the table on **SR4**, p.122)

If Amy senses that this will be an ambush, either from the call or the runners (Sense Motive check at both points), she will call down support fire from the Home Guard. The Fronts will try to kill everyone. Combat here will, for all but the most combat oriented teams, probably end poorly. The runners will most likely win in a fight of attrition but the sheer numbers of the Fronts should dissuade them from a frontal assault.

Beyond the Home Guard, Amy Steur is accompanied by (TRx3+5) lieutenants (See **Cast of Shadows**) and twice that many normal gangers (**SR4**, p. 275). In order to speed up combat, use the dice for success trade in on the gangers' tests.

Debugging

There are a variety of potential complications in this scene, most of which result in a gunfight. Unless there is extensive use of magic and heavy weapons, Lone Star is unlikely to respond. This is the Warrens, after all. Let the dice fall where they may and remind the runners that cover is always a good thing.

It's also possible that the runners decide to betray Petrov and use the Fronts as a militant group with vested interest. This will work best if one of the runners has Amy as a contact from *SRM02-10 Twist and Insult*, otherwise it will be an extended negotiation test (10, 10 min) to convince her that they don't plan on betraying her and the gang.



Carry on with Carrion

What's up Chummer?

Eventually the runners will encounter Argyle, either as they attempt to find and kill him, or in an effort to turn the tides against the Vory. The **Tell it to them Straight** section presumes that the runners have setup a meeting with Argyle.

Tell it to them straight

Schools within the Warrens are generally refuges for squatters and lurkers unable to go anywhere else. As you pass through the halls of this school, you notice that the squatters are absent. The occasional crayon drawing lingers upon the wall, splattered with blood. You know deep in your bones that something horrible happened here.

Argyle is waiting for you exactly where he said he would be. Remnants of medical equipment—stray IV bags, biohazard containers, and catheters, litter the ground behind him. Milky cataracts float in his eyes, resonating just above the threadbare scarf covering the lower parts of his face. Lurking along the outer edges of the room away from you and your companions, are several individuals in jumpsuits who watch patiently.

Behind the Scenes

Any runners who took part in *SRM02-15 Critical Care*, will recognize this school as the Farm where Tamanous was harvesting spare parts. Because of the emotional trauma caused by the months of anguish that the victims went through here, there is a temporary rating (TR-1, to a minimum of 1) background count. There are still astral echoes of medical procedures while the victim is conscious and feral ghouls falling upon frail, bloodied individuals. These images are vague and appear as a mirage in the astral.

If the runners want to talk with Argyle, they get a strong sense of dehumanization. Negotiations with Tamanous and their suppliers are akin to dealing with the devil and his retinue. Play up the fact that they have abandoned all sense of human value when dealing with the runners. Argyle plays up this affect even more so. His body language will project the fact that if the

runners cease to be of use to him at any point, they too will end up under the knife of his employers.

His companions are Tamanous members who handle pick-ups from local street docs. They are here to backup Argyle in case of an ambush by the runners, but also to watch him and ensure that he is walking the walk and not just talking big. Their presence has Argyle both unnerved and excited as he hopes that his conversion is coming soon.

Debugging

There are really only two outcomes from this scene, either the runners try to kill Argyle or they negotiate with him in an effort to betray the Vory. Attacking Argyle will cause the Ghoul Enforcers (see **Cast of Shadows**) to attack the runners. He has thus far escaped repercussion from the Vory, primarily because the Fomin Vory had bigger problems than one of their Bojeviks leaving. Argyle recognized that it was only a matter of time before someone came to get even. The concept of an assassination attempt validates his worth in a twisted way.

Approaching him about a chance to strike out against the Vory will go over well. There is no love lost on the betrayal and Argyle will work with the runners to betray Petrov, though the ghoul-poser will require that his people be allowed to take the fallen (dead and dying) on either side of the battle. With this one condition met, he will convince at least the five enforcers here with him to help the runners.

If the team confronts Argyle during a meeting with Amy, two ghoul enforcers will still accompany him.

Pushing the Envelope

A Force (TR+3) wraith (**SM**, p.147) has setup shop here and begun feeding off the emotional backlash. It will remain hidden in the Astral and materialize if it looks like violence is going to break out. The wraith will fan the flames by using its Compulsion powers on individuals who appear to already be susceptible to the suggestion of violence.

Conditional Paradox

What's up Chummer?

This scene lays out the possible betrayal of the Vory and utilizing some of the pieces on the board to wreak that havoc.

Tell it to them straight

When you contact Mikael about meeting back up for payment after completing the job, he suggests meeting at the Environmental Park between Colfax and 6th Avenue. You discuss timing and agree to meet in about four hours. That should give you plenty of time to gather your backup and get ready.

Behind the Scenes

Mikael has been working in the shadows of Mother Russia for years and is prepared for betrayal at every step of the game. He will have his informants look into the recent events at the Jade Crane and whether or not Amy and Argyle have been killed. If there has not been any violence at the Brothel and at least one of the two guests are still reported as alive, Mikael will lock and load. Though the application of violence is generally messy, betrayal cannot be allowed.

For tables at TR 3 or lower:

Twenty minutes before the meet, Petrov will send (TR+5) Bojeviks and double that number in enforcers. Their orders will be to kill anyone who is not recognizable on sight as a member of the Vory. He will arrive five minutes after the meeting was supposed to start to see how things progressed. If it looks like the Vory forces are losing, they will contact Petrov to not come to the meet. Runners who have made a deal with Sunyat Sen for Petrov's head will need to jam communications or run a trace on the call and track Petrov down as he leaves the area.

For TR 4 or higher:

One hour before the meet is supposed to happen, Petrov will have three snipers (Bojeviks in Camo suits with Walter MA-2100s) in place with orders to drop the runners first and any companions second. Twenty minutes before the meet, Petrov will send (TR+5) Bojeviks and double that

number in enforcers. Their orders will be to kill anyone who is not recognizable on sight as a member of the Vory. He will arrive five minutes after the meeting was supposed to start to see how things progressed. If it looks like the Vory forces are losing, they will contact Petrov to not come to the meet. Runners who have made a deal with Sunyat Sen for Petrov's head will need to jam communications or run a trace on the call and track Petrov down as he leaves the area.

Debugging

This scene will take some time due to the combat and desire for Petrov to kill the runners. If the team looks like they are going to go this route, be sure to set enough time aside for this fight to go the distance.

Runners who wisely consider a chance of betrayal will need to continue a charade of having completed the job. This means that there will need to be arrangements made with the Golden Triangle to allow for an incident at the brothel, as well as make it appear that either of the "important clients" has met an unfortunate end. If these events happen, Petrov will believe that the team has accomplished the assignment and meet with them. He will have the same entourage as the first meeting, less Taija.

The availability of backup is based entirely upon Negotiation tests from discussions with opposing factions earlier in the adventure. The amount and quality of support should be based upon the number of net hits. Instead of support, runners might choose to take a proportionate bribe from one or more of the opposing factions. Remember to keep faction modifiers in mind when making these tests.

Picking up the Pieces

Money

3,000¥ per character, subject to negotiation for completing the Mission.

(1,500¥xTR) each, if the brothel is left in a condition for the Kirillov Vory to take control.

Karma

1 – Removing the Jade Crane from Golden Triangle Influence

1 – Leaving the Jade Crane in a condition for the Vory to resume control

1 – Betraying the Vory to the Triad and Surviving

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 **5** karma.

Faction

+1 With the Kirillov Vory for completing the mission, **+2** if the Jade Crane is still operable under Vory control.

-2 With the Kirillov Vory, if they betray them.

-1 With the Fronts if they injure Amy Steur,

-2 if they kill her.

-1 With the Triads if the runners kill either the Joy toys or the Jade Crane Management, **-2** if both groups are killed of the building is destroyed.

Reputation

If the team betrays the Kirillov Vory, they earn +1 Notoriety.

If the team kills the joytoys at the Jade Crane, they will earn +1 Notoriety for every 5 joytoys the team kills.

Contacts

If the team delivered completed the mission for Mikael, they gain Mikael Petrov as a contact, or +1 loyalty (to a maximum of 4) if they already have him as a contact.

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 (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

The Fronts

Street Gangs or Aurora Warrens (+2 Threshold)

0. "Frag off"

1. "Huge gang in UCAS and CAS—they've got a dozen chapters"

2. "Most of them operate out of the Warrens"

3. "Amy Steur has been leading them for about a year now, working deals with the Mafia."

4. "Over 600 strong, they dabble in smuggling, drugs, chips and protection."

5. "The BBs have come to the forefront within the gang and are absorbing smaller chapters."

Amy Steur

0. "Who is she?"
1. "Spitfire of a woman, tough as nails."
2. "She killed her way to the top of the BBs."
3. "Amy doesn't talk a lot, but when she does her people listen." (LTG Number)
4. "Her gang has stood strong against all comers so far."
5. "She's been negotiating with the folks in the Meat Market."

Argyle

0. "It's a bit out of style, but the sweater is still comfy."
1. "I've heard he deals with some of the street docs in Denver."
2. "He collects the organics that are left over after cyber-surgery."
3. "His job is to collect parts for Tamanous." (LTG number)
4. "Some of the doctors he works with sell whole patients"
5. "He's not actually blind and just working for the ghouls until they make him one."

Tamanous

0. "Never heard of them."
1. "Ghost stories and body snatchers man."
2. "They kidnap people for organs to sell to the rich and powerful."
3. "Tamanous is better at disposing of bodies than a woodchipper."
4. "Rumor has it that they've got a farm to grow organs out in the Warrens."

The Vory

0. "You looking for a beat down?"
1. "Thugs plain and simple. They came into Denver with a vengeance about a year ago"
2. "The Vory and Avtoritet are the same group with different MOs. They will both kill you though."
3. "There was some trouble between them and a few gangs awhile back."
4. "They had been working as two alliances, but somebody geeked the wrong fellow and now there's only one."
5. "I'm not sure the specifics, but I think Petrov and Lin Yao may be in cahoots..."

Mikael Petrov

0. "Was that the guy from Star Trek?"
1. "He moves around with the Russians, he's never alone."
2. "Cold and calculating, this guy knows what he wants and takes it."
3. "Intimidation is his main-line, this fucker hates violence but is good at it."
4. "Family is important to this guy—that's why he's close to Kirillov."
5. "Petrov has been known to work both sides to make sure he wins."

Jade Crane

0. "I've seen that flick. Little Lee was great!"
1. "Triad run brothel in the Warrens."
2. "The Golden Triangle offers meat puppets and fully customizable cyber jobs"
3. "They don't fuck around in there. If you aren't there for the toys, don't go."
4. "For the right price, I can put some blueprints of the building in your hands." (500 ¥)

Warrens Gangs

0. "Oink Oink."
1. "The gangs mostly work for the syndicates."
2. "The Fronts are the most organized. Beyond them you have tons of minor gangs."
3. "The Aurora Angels are holding on still. There's also a chapter of Ancients"
4. "If you need some muscle, I know a few dives to pick up gangers." (75¥ for the addresses)

Golden Triangle

0. "I ate there last night."
1. "They are one of the local Triad syndicates."
2. "Word is that they run prostitution and drug cartels throughout Denver."
3. "The Triads don't like cyberware, their leaders are mostly Awakened."
4. "They have been hurting recently. I smell blood in the water."
5. "Rumor is that their own people have called in a few hits on them."

Cast of Shadows

Vory V Zakone

In the late twentieth century, there were two organized groups of criminals the Vory V Zakone (Thieves of the Code) and the Avtoritey (The Authorities or Bosses). As a generic distinction between the Vory (vah-ree) and Avtoritey (Ahv-tohr-ee-tyey), the Vory are violent street level thugs rather than international criminals like the Avtoritey.

With the fall of Communism in the USSR, the Avtoritey began to take advantage of the corrupt establishment and consolidated a power base as black market kingpins and high-level racketeers. The two groups began intermingling in the early twenty-first century as the Avtoritey used Vory enforcers on the streets. By 2026, General-Secretary Kropunin had set himself on a collision course with the Avtoritey and Vory as his hardliner nationalism clashed with the illicit control that the syndicates had over local and regional governments. Many ruthless Avtoritets and Vors (the Dons of each group) left the motherland for North America and Western Europe.

By 2070, the term Avtoritey and Vory have become synonymous—referring more to a difference in MO than organization. There are still Vor who deal with the hands on, bloody aspects of the business and Avtoritet who sit in positions of power and wield political and economic control over large areas. The traditional Vor (vohr) worked his way up to his position and has bartered his soul away for ruthless efficiency and fortitude. An Avtoritet (ahv-tohr-ee-tyet) on the other hand is quite often an ambassador or well-appointed minister living in foreign countries and in touch with the organization through a group of well-trusted lieutenants who give orders and get involved when examples must be set.

Within the shadows and on the street, most runners will only interact with shestiorka (shehss-tyor-kah) or errand runners, and bojevik (boh-yeh-vick) which are soldiers.

See *Shadows of Europe* (p. 30, 34-5) for more detailed information about the Vory V Zakone structures.

Mikael Petrov

Human Male; Connection Rating 4

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

3 4 4(6) 3 4 5 3 4 4.3 9(11) 1 11

Active Skills: Clubs: 3; Infiltration: 2; Intimidation: 3; Leadership: 2; Perception: 3; Pistols: 4; Unarmed Combat: 4

Knowledge Skills: Law Enforcement: 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

Gear: Armor Jacket, Browning Max-Power with Smartlink, Defiance Super Shock, Stun Baton

Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg.

He disdains killing not because of moral restraint but rather the manpower concerns that can later build up if care isn't taken. Because his companions often forget these concerns, the Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence. Having lost his left arm to a childhood accident, he does his best to conceal the cybernetic replacement.



Taijha

Ork Female; Connection Rating 2

B A R S C I L W E S S M I N I T I P P M S M
5 2 3 4 4 5 4 5 6 6 7 1 11 11

Active Skills: Assensing: 2; Perception: 3; *Conjuring*: 5; Unarmed Combat: 2; *Sorcery*: 4

Knowledge Skills: Magical Theory: 4

Gear: Armor Jacket, Sustaining Focus (Rating 4, Force 4 Chaotic World)

Spells: Chaotic World, Flamethrower, One less (Human), Heal, Manabolt

Qualities: Magician, Mentor Spirit (Dark King)

An ork woman of Carribean descent, she wears a black suit with skirt and sunglasses. Taijha married into the Vory extended family through Mikael's cousin. Her talents have made her an excellent addition to the syndicate. As a follower of Ghede, she provides a steady flow of souls to pass through the crossroads.

Bojevik (Soldier)

B A R S C I L W E S S I N I T I P C M
3(5) 5 4 4 3 4 3 4 5 8 1 11

Active Skills: Dodge: 2; Clubs: 3; Pistols: 3; Automatics: 3; Unarmed Combat: 2;

Cyberware: Aluminum Bone Lacing

Gear: Armor Jacket, Fichetti Security 600, H&K 227, Stun Baton

Thug/Enforcer

B A R S C I L W E S S I N I T I P C M
3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Dodge: 2; Pistols: 1; Longarms: 3; Unarmed Combat: 2;

Gear: Armor Vest, Ares Predator IV, Remington 990

Tamanous

Argyle (Ghoul Poser)

Human Male; Connection Rating 2

B A R S C I L W E D G E S S I N I T I P P M S M
3 5 3 4 2 3 2 4 2 6 6 1 10 10

Active Skills: Dodge: 4; Pistols: 2; Intimidate: 2; Con: 3; Locksmith: 4

Knowledge Skills: HMHVV virulence: 4; PCC Sector syndicates: 3; Police Procedures: 3

Gear: Autopicker, lockpick set, Streetline Special

In his "former life," Argyle was a mid-level Vory enforcer. He got the job done, but couldn't shake the feeling the others were laughing behind his back.

He's Doc Tico's go-between for pick-up of bio-waste and drop-off of money. He keeps trying to get Doc to give more, knows Doc could use the money. Plus Tamanous could always use more parts.

Occasionally they've brought in donors that are completely sedated, and need transplants or removals so Doc is doing dirtier work than he realizes.

Argyle is in his late 20s, 1.9m, and very skinny. His face is long and thin to the point of gaunt, and the sinews of his neck are constantly taut and prominent. His nose is thin and beak-like. He always wears a nearly shapeless fedora low over his forehead, and a wide striped scarf of thin woven material even in the hottest weather. When he's indoors he lets the scarf fall away slightly from his face, but when outside it somehow stays up covering his nose and mouth. He keeps his hands in his pockets whenever possible. His hair is long and thin, and usually in a braid that looks to have been slept in. It's gray and white mixed, artificially bleached and dyed to look like "old-man" hair. His eyebrows are also dyed as well as plucked thin. He wears full-eye contacts that make his eyes look a solid grayish white. He likes clothes that accentuate his thinness, for example "peg pants" and long jackets.

He likes to think he's indispensable to Tamanous. He tries to cop an attitude with "outsiders" when he thinks he's in a position of strength, but that's contradicted by his attempts to skulk and blend into the walls in public. After all, ghouls don't walk around in daylight.

Ghoul Enforcers

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

7 4 5 6 1 4 2 5 5 1 8 1 12

Active Skills: Assensing: 2; Unarmed Combat: 3; Infiltration: 4; Perception: 3; Pistols: 2

Powers: Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon(Claws: DV: 4P, AP: 0), Sapience

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement(Metahuman Flesh), Reduced Senses (Blind)

Gear: Camouflage Suit (Urban), Ares Predator IV

Ghouls are metahumans infected with the Krieger strain of the Human- Metahuman Vampiric Virus (HMHVV). The virus causes the victim to lose all body hair. The skin becomes a rough, scabrous hide, and the fingers elongate, with the nails hardening into claws. Teeth become sharper and more pronounced, while the eyes develop a white film of cataracts. These enforcers work for Tamanous, a chop-shop organization that specializes in organ-legging.

Triad

Sun-Yat Sen (Operations Manager)

Human Male; Connection Rating 3

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

2 5 4 3 4 5 5 4 6 9 1 9 10

Active Skills: Etiquette (Triad): 4(+2); Perception: 3; Negotiation: 4; Pistols: 2

Knowledge Skills: Prostitution Rackets: 4; Triad Procedures: 4

Gear: Armored Clothing, Ares Viper Slivergun

As the manager of the Jade Crane, Sun-Yat Sen oversees all operations. The majority of the front of house operations are left to his right hand, **Chiang Kai Shek**, though Sen does check on things independently of Chiang's reports.

A lightly built man, Sun-Yat has a fast wit and a willingness to adapt to meet the needs of the business. This adaptability is tempered by a reliance on tradition and support of personal values.

Chiang Kai Shek (House Manager)

Human Male; Connection Rating 2

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

3 3 3 2 4 4 5 4 6 7 1 10

Active Skills: Computer: 4; Etiquette (Triad): 3(+2); Perception: 2; Pistols: 2; Negotiation: 2;

Gear: Actioneer Business Clothes, Fichetti Security 600

Chiang does what needs to be done to ensure that business runs smoothly when he is there. Because of this, he is often viewed as ruthless, though Chiang cares for his people. The ends will always justify the means, though if there are multiple paths to the same endpoint, Chiang will choose the one that his best for his people.

He was the one who opted for selected joytoys to serve as an emergency security force, justifying the cost as an operational expense for the skillwires in a bunraku parlor. Personally he hopes that if the security force ever becomes overwhelmed his people will be able to turn the tide and keep the rest of the staff from being killed.

Triad Riggers

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

3 3 4 3 3 4 4 3 5.4 7 1 10

Active Skills: Computer 2; Gunnery 2; Hardware 4; Industrial Mechanic 2; Pilot Groundcraft 5

Knowledge Skills: Chop Shops 4; Combat Biking 5; Vehicles 4

Cyberware: Control Rig; Datajack

Fronts

Amy Steur (Gang Leader)

Human Female; Connection Rating 3

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

4 5 4(5) 3 3 4 3 4 3.8 8(9) 2 10

Active Skills: Perception: 2; Negotiation: 2; Unarmed Combat: 3; Clubs: 3; Pistols: 3

Cyberware: Cybereyes with Flare Compensation, Smartlink, Wired Reflexes 1

Gear: Lined Coat, Ares Predator, Stun Baton

Amy Steur is slender and long-limbed, with muscles like steel cables under her tanned skin and spiked red hair, and ruthless as she is beautiful. Amy led the BBs sect of the Fronts before pushing into a broader leadership role. She doesn't say much, but when she does, people listen. She eliminates obstacles with a cold efficiency that would make a corporate hitman shiver.

Home Guard

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

5 5 4(5) 3 2 3 3 5 3.9 8(9) 1(2) 10

Skills: Dodge: 3; Automatics: 4; Thrown Weapons: 2; Longarms: 2; Unarmed Combat: 3

Cyberware: Smartlink, Wired Reflexes 1

Gear: Urban Camouflage Suit, AK-97 (with Ex-Ex Ammo and a Smartlink), Thermal Smoke grenades (2)

Front Lieutenant

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

3 5 4 3 3 4 3 4 5.7 8 1 10

Skills: Dodge: 2; Etiquette(Street) 2 (+2); Long Arms(Remington 990): 2(+2); Thrown Weapons: 2; Unarmed Combat: 3

Cyberware: Retractable Spur

Gear: Armor Jacket, Remington 990

Lonestar

Squad member

2 per patrol car

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

3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Clubs: 3; Pistols: 3; Unarmed Combat: 3; Perception: 2

Knowledge Skills: Law Enforcement: 3

Gear: Armor Jacket, Colt American L36, Defiance Super Shock, Stun Baton

Lonestar Mage

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

3 5 4 3 3 4 3 4 6 5 8 1 10

Skills: Counterspelling: 3; Astral Combat: 3; *Conjuring*: 3; Spellcasting: 5; Dodge: 3; Etiquette(Street) 2(+2); Perception: 2; Pistols: 3; Blades: 2

Spells: Stunbolt, Analyze Truth, Detect Enemies, Detect Life, Stabilize, Physical Barrier, Heal

Spirits Bound: (TR+1) Force 3 Spirits of Earth, each with the Confusion Power

For TR3+ tables, include an unbound Spirit of Man, force 6 with Innate Spell Stunbolt and Movement

Gear: Armor Jacket

Note: The Lone Star Mage has 3 initiative passes in Astral Space.

Lonestar SWAT

8 members per team

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

3 5 5(6) 3 3 4 3 4 3.8 8(9) 2 10

Skills: *Athletics*: 2; Clubs: 3; *Firearms*: 5; Infiltration: 3; Dodge: 4; Etiquette(Corporate) 3(+2); Unarmed Combat: 4; Perception: 3;

Cyberware: Cybereyes with Flare Compensation, Smartlink, Wired Reflexes 1

Gear: Ares Alpha, Full Body Armor and Helmet, Stun Baton