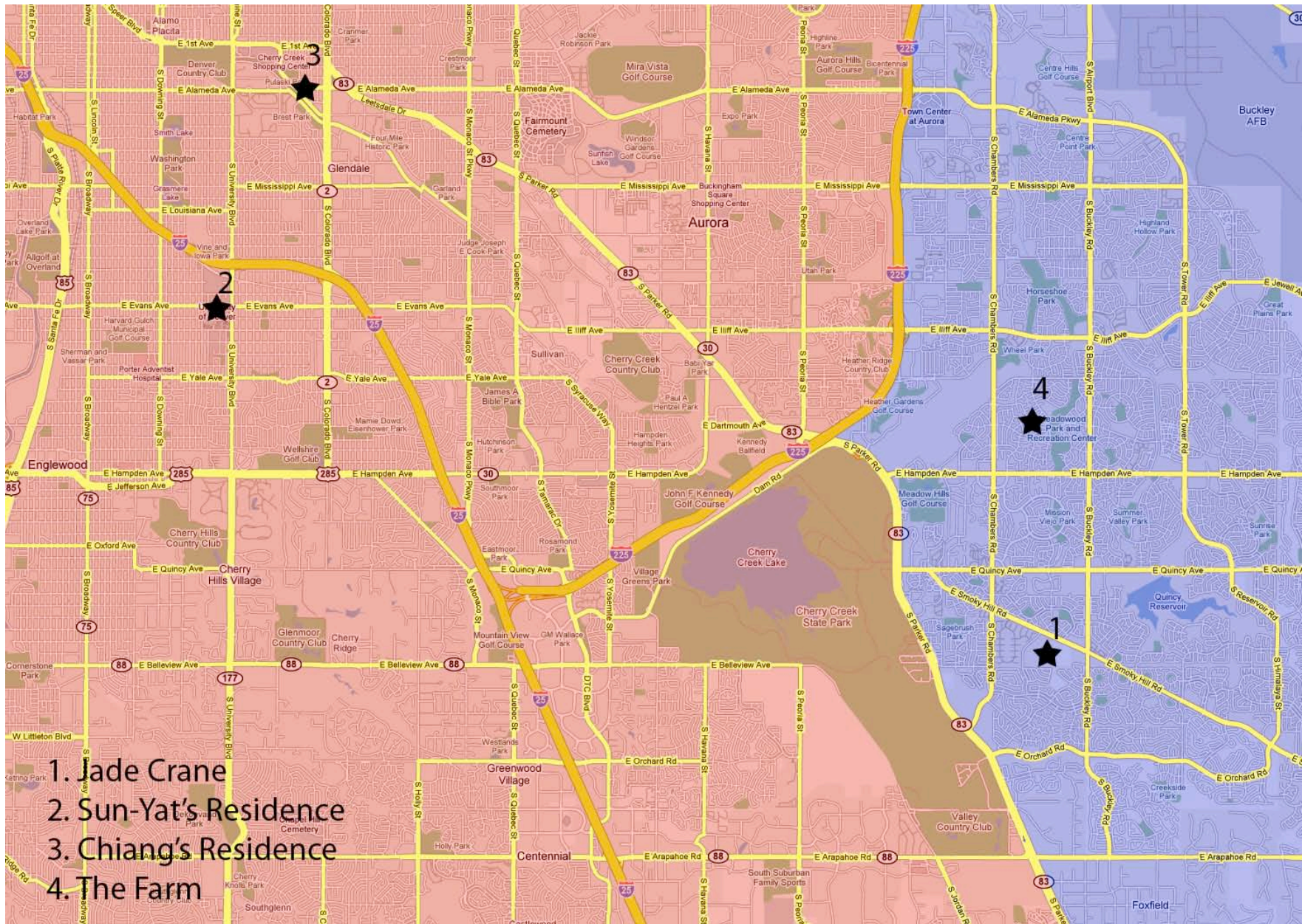


SHADOWRUN Missions

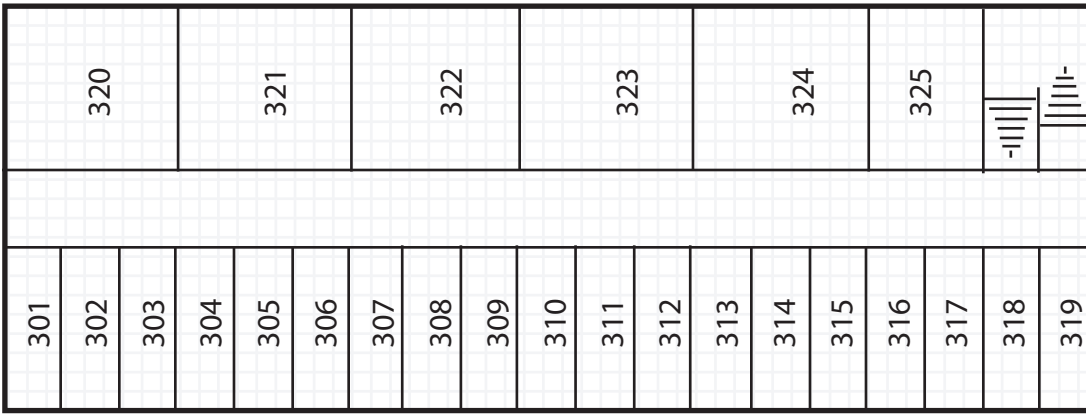
By Any Means Necessary **Player Handouts**

By Any Means Necessary is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™

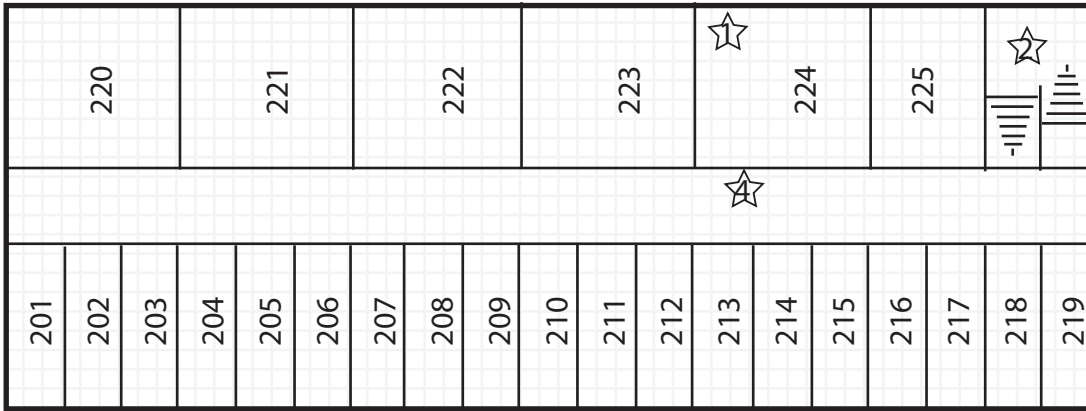




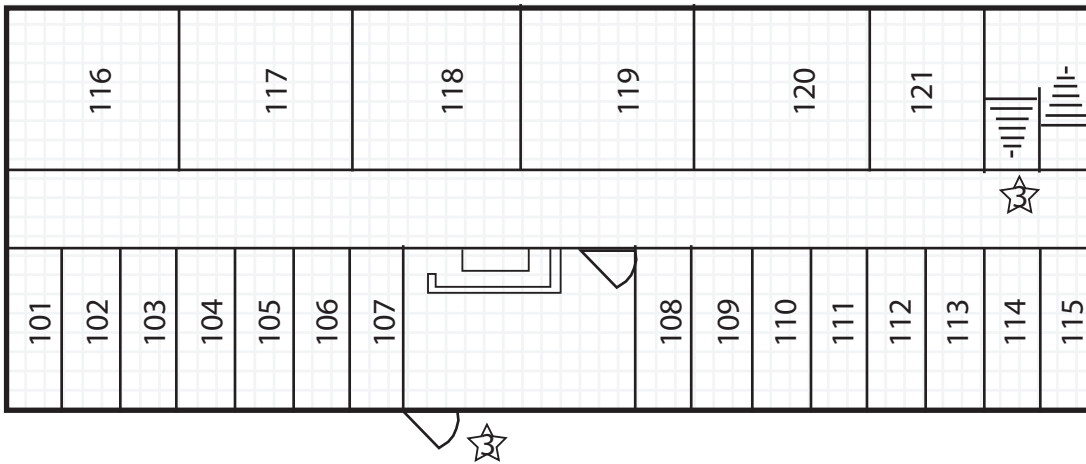
DIY Storage and Lodging



Third Floor



Second Floor



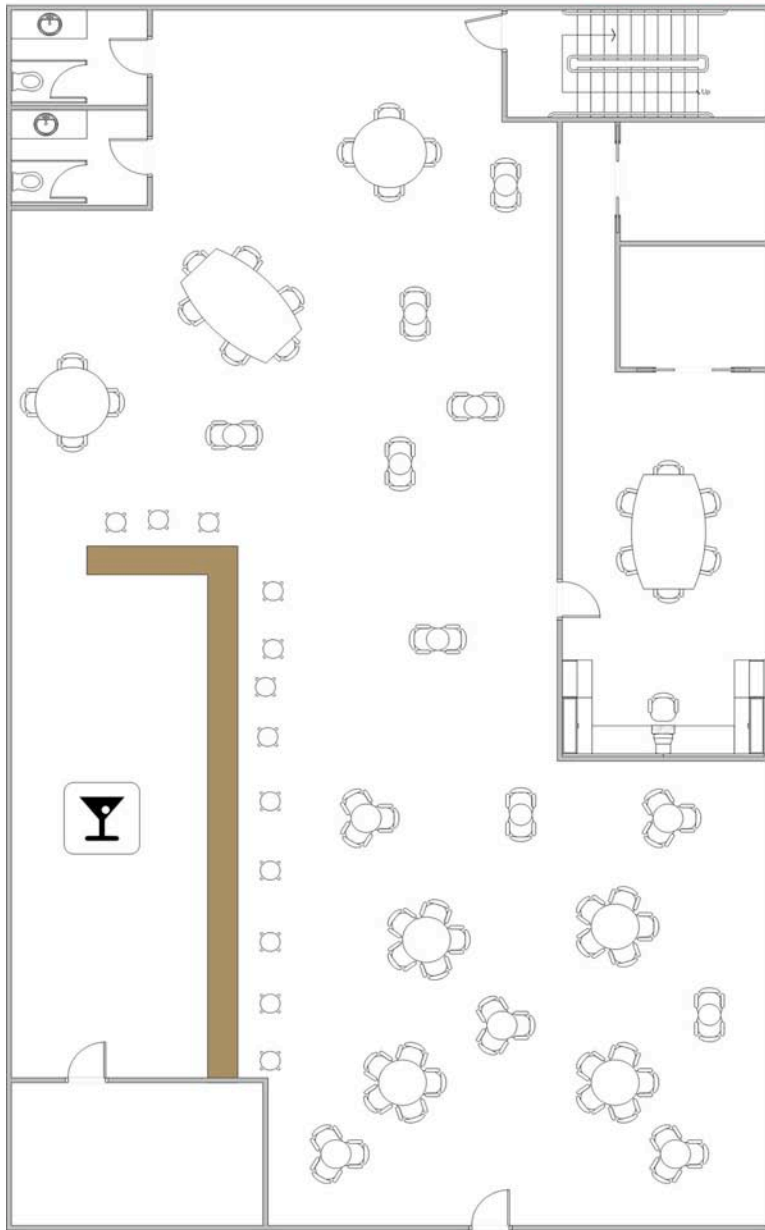
First Floor

Location Guide:

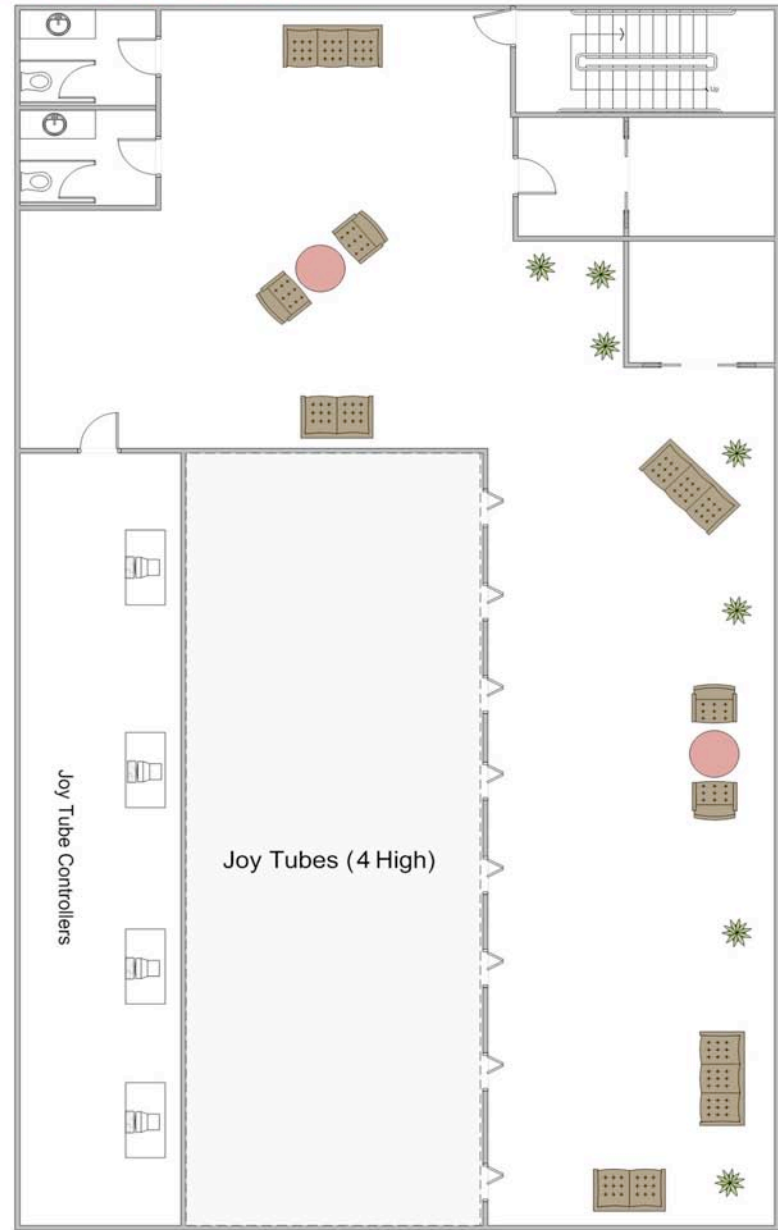
- 1--Meet with Petrov and Taijha
- 2--2 Bojeviki
- 3--2 Soldiers on watch
- 4--Taijha's Trolls

Note: grid is in .5m squares

THE JADE CRANE BROTHEL

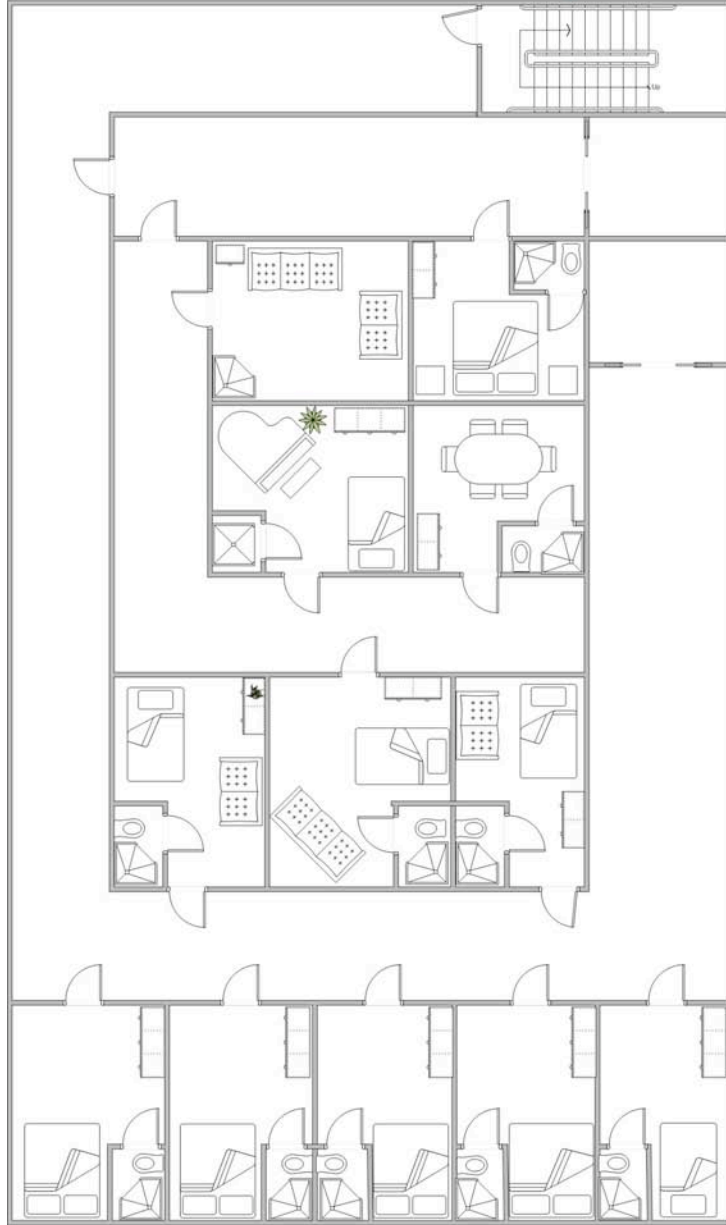


1st Floor

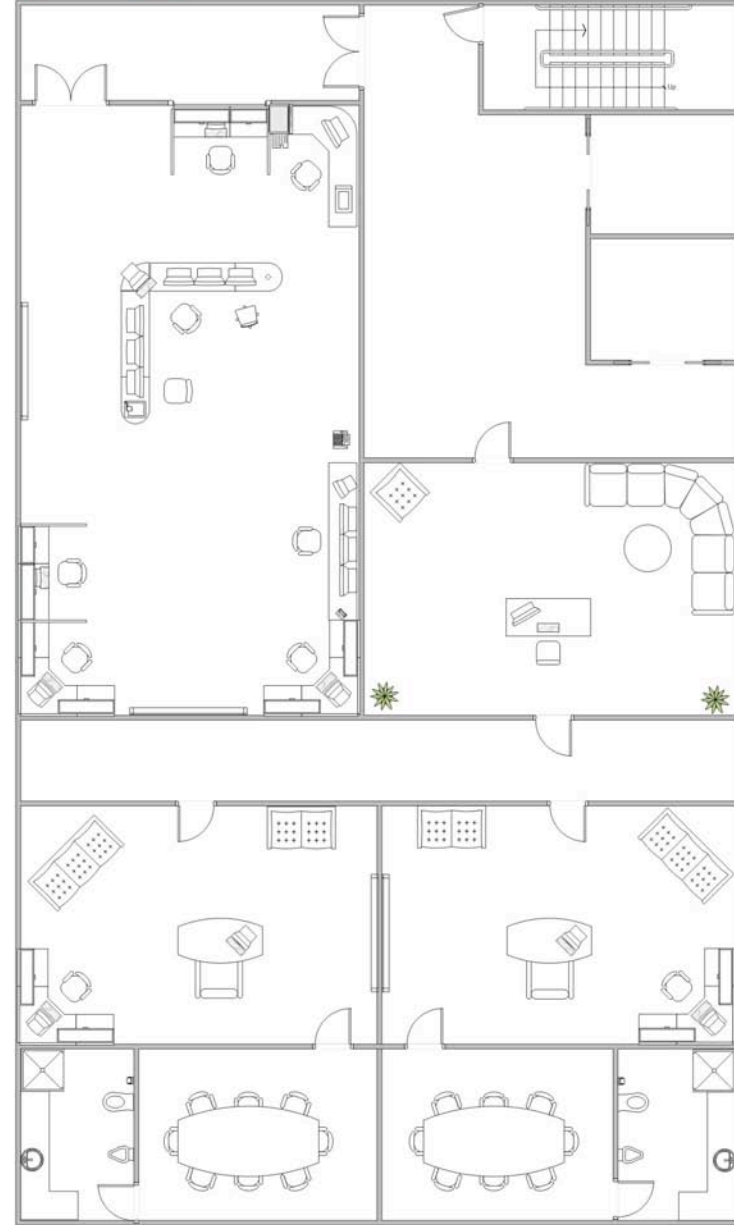


2nd Floor

THE JADE CRANE BROTHEL



3rd Floor



4th Floor

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. 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.

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Mikael Petrov

Avtoritey Lieutenant
Human Male

Connection Rating: 4

B A R S C I L W I P
? ? ? ? 4 5 3 4 1

Key Active Skills: *Intimidation:* 3; *Pistols:* 4; *Leadership:* 2; *Perception:* 3;

Key Knowledge Skills: *Law Enforcement:* 4
Cyberware/Bioware: *Reaction Enhancers* 2, *Cyberarm*, *Smartlink*

Gear: *Armor Jacket*, *Browning Max-Power* with *Smartlink*

Uses: *Vory V Zakone* information; *Street Rumors*; *Smuggled Goods*

Places to Meet: *Expensive restaurants*; *Dark alleys* *Fences*

Contact: *Commlink*

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Avtoritey Lieutenant
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Contact: *Commlink*



Player _____
Character _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

SAMPLE	WK	JAN	FEB	MAR	APR	MAY	JUN
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Player _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

Character _____

SAMPLE	WK	JUL	AUG	SEP	OCT	NOV	DEC
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week			Free Week		

SHADOWRUN Missions

By Any Means Necessary
SRM02-19

Player: _____ **Date:** _____
Character: _____ **Location:** _____

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis: Deniable assets work on jobs that require out of the box solutions. When the Johnson says "by any means necessary," that just opens the door to choices and trouble.

Mission Results

The Jade Crane: went to the Vory. stayed with the Triads.
 was badly damaged. was destroyed.

The team allied with: Vory Triad Other

Other Notes on Reverse:

Faction	
Mafia Chavez	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Mafia Casquilho	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Yakuza	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Triad	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Koshari	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Kirillov Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fomin Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Godz	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fronts	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally

Team Members					
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character

Karma

Previous Available	
Earned	
Spent	
Remaining Available	
New Career Total	

Advancement

Ability Gained	Karma Cost

Nuyen

Previous Available	¥
Earned	¥
Spent	¥
Remaining	¥

Reputation

Street Cred Notoriety Public Awareness

Contacts/Special Items Gained or Lost

Mikael Petrov

GM's Name: [PRINT] **GM's Signature:** _____

