

SHADOWRUN[®]

DAMAGE CONTROL

BOARDROOM BACKSTABS



CATALYST
game labs

ERIC WILLIAMS II

A SHADOWRUN ADVENTURE

THE SHARKS ARE CIRCLING

When the great dragon Hestaby leveled Saeder-Krupp's arcology in Dubai, a lot of people wondered if the success of her act meant that Lofwyr & co. were off their game. And of course, the corps of the Sixth World aren't ones to just sit around and speculate—instead, they act. All of the sudden, corporations of all sizes are on the move, snatching up any Saeder-Krupp clients they can pry away, telling them that S-K can't be trusted in the current turmoil.

Saeder-Krupp, though, is not about to let anyone believe they are weak. They're going to show that they should never be trifled with, and that clients would be well served to stay with them—or risk the wrath of Lofwyr. They're bringing runners to Dubai to demonstrate that the largest megacorporation in the world still has strength to spare.

Damage Control is the first in the new *Boardroom Backstabs* series of adventures for *Shadowrun*. The series explores one of the classic *Shadowrun* themes—corporate machinations where every handshake is made with crossed fingers, and the hand you can't see is always holding a knife. There's a lot of money to be made on this job, but runners better keep their wits about them if they want to keep all those corporate sharks from feeding on them.

Damage Control is for use with *Shadowrun, Twentieth Anniversary Edition*.



CATALYST
game labs™

Under License From

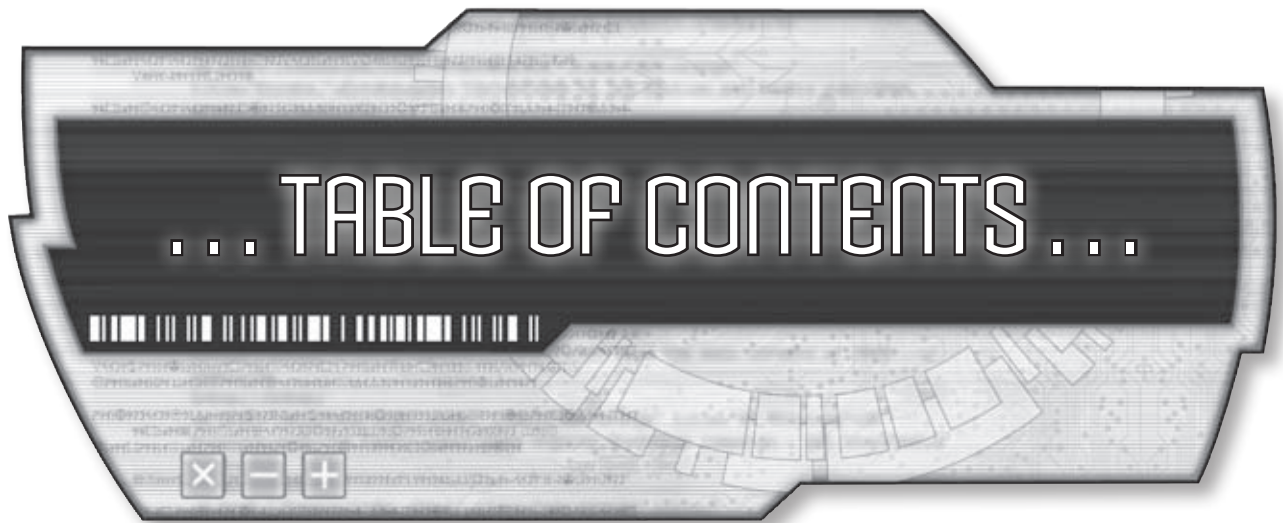
TOPPS

SHADOWRUN

©2011 The Topps Company, Inc. All rights reserved. Horizon 1: Fistful of Credsticks and Shadowrun are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Printed in the USA.

DAMAGE CONTROL





DAMAGE CONTROL	2
INTRODUCTION	5
BACKGROUND	6
PLOT SYNOPSIS	7
SCENE 1: MR. BRACKHAUS, IT IS A PLEASURE TO MEET YOU	7
SCENE 2: TO STOP THE FLOOD GATES FROM OPENING	13
SCENE 3: DEALING WITH THE SMALLER FISHES	23
SCENE 4: WETWORK	29
SCENE 5: PROTECTING A VALUABLE REVENUE STREAM	32
SCENE 6: ANOTHER KIND OF POLITICS	37
AFTERMATH	44
LEGWORk	45
CAST OF SHADOWS	49
PLAYER HANDOUTS	50

CREDITS: DAMAGE CONTROL

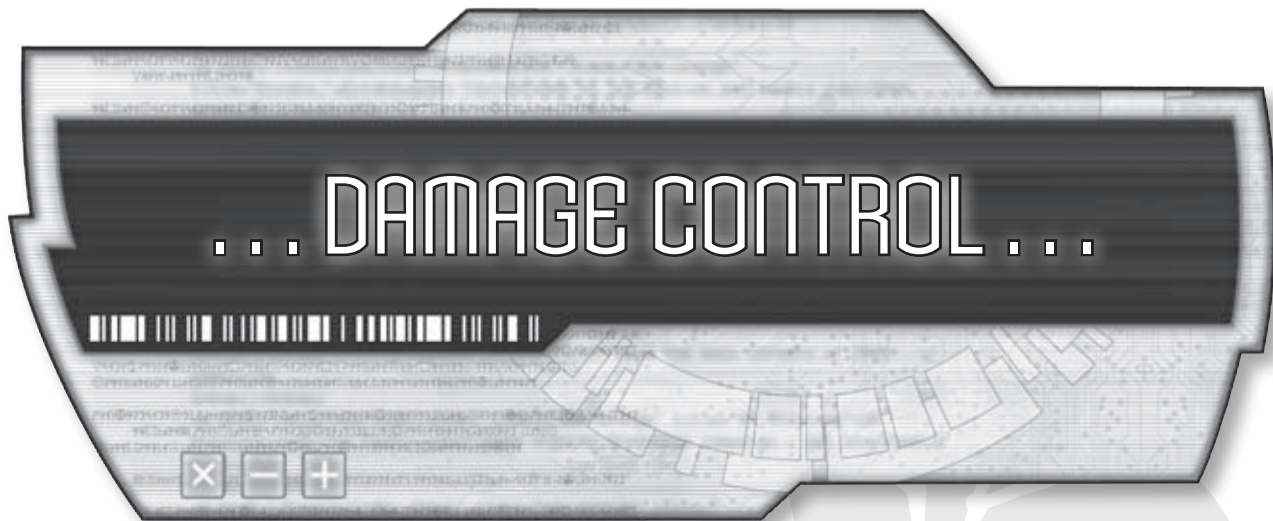
Writing: Michael Wich
Editing: Kevin Killiany, Jason M. Hardy
Development: Jason M. Hardy
Art Direction: Brent Evans
Illustrations: Chad Sergesketter
Maps: Sean Macdonald
Cover Art: Eric Williams
Cover: Matt Heerd
Layout: Matt Heerd

Copyright© 2012 The Topps Company, Inc. All Rights Reserved. Shadowrun, Damage Control and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs,
 an imprint of InMediaRes Productions, LLC
 PMB 202 • 303 - 91st Ave. NE, E-502
 Lake Stevens, WA 98258.

Find us online:
<http://www.shadowrun4.com>
 (official Shadowrun website)
<http://www.catalystgamelabs.com>
 (Catalyst Game Labs website)
<http://www.battlecorps.com/catalog>
 (online ordering)





The armored limousine slowed as it passed the mass of twisted metal and crumbled plascrete that until recently had been the Middle East Headquarters of Saeder-Krupp. Hans Brackhaus knew the locals were already calling the devastation wrought by the great dragon Hestaby's unprovoked attack "the crater," but said nothing; waiting as always for his master to speak. Nothing of Master Lofwyr's visage revealed his thoughts as he surveyed the ruin, but Brackhaus was sure he was already divining how to turn this catastrophe to his advantage. Master Lofwyr had a gift for finding victory where others saw ashes. Brackhaus knew his Master dissected Hestaby's every action, noting the strengths of her spirits, the potency of her spells, the wisdom of her choices; every nuance told him something of her strengths and weaknesses. Master Lofwyr saw things Brackhaus could not imagine, and would no doubt use what he saw here to craft a triumph from this ruin. Though what a triumph in dragon politics would mean to metahumans Brackhaus could not imagine.

"Blood in the water, my dear friend," Lofwyr said. "They think they've detected a vulnerability, so they strike at us from the shadows—then flee back to the shadows in case they underestimated our strength. This is the first step of a familiar dance. Feel how charged the atmosphere is? I know that feeling well. They will be coming from the shadows again."

Brackhaus felt nothing in the atmosphere, but he understood his Master's intent.

"And I will be there when they do," he promised. "To make them regret their decision."

"As you always are," Master Lofwyr smiled briefly as he signaled the driver to move on. "The locals cannot be trusted. The blow was here because people who would betray us are here. Seek assets elsewhere; assets with the stomach and nerve to do what is needed."

"Seattle," Brackhaus assured his Master. "I can find assets of the highest quality there. By the end of the week, those who would threaten your position here will regret their foolishness. I swear it."

"What of the nodes? Are they all accounted for?"

"A few are missing." Brackhaus knew not to hesitate when reporting a shortcoming. "Our agents are hunting for them as we speak. Project 348 will remain secure."

"Be sure of it. I do not want that information to fall into her hands." The mention of Hestaby brought an acid edge to his voice.

"I swear it," Brackhaus repeated.

Master Lofwyr's commlink chirped. Brackhaus saw the caller's name was Nicholas Whitebird before his Master turned the device to read it for himself.

"I'm sorry, my friend, but I must let you off here," Master Lofwyr's voice was again mellifluous. "If you would be so kind as to look into the affairs of our friend in this region?"

"I will do so personally," Brackhaus promised as the limousine stopped to let him out. "You will have the answers you seek."

Master Lofwyr acknowledged the promise with a nod.

As the limousine pulled away, Brackhaus did not question his Master depositing him on a strange street in an unfamiliar city, nor speculate on his reasons for doing so. His thoughts were focused on his mission.

He hailed a taxi, reflexively scanning for—and disabling—monitoring devices before climbing in.

"Airport," he ordered, taking the first step toward his objective.





INTRODUCTION

Damage Control is the first of the *Boardroom Backstabs* series of adventures created especially for *Shadowrun, Twentieth Anniversary Edition*. *Boardroom Backstabs* adventures give players the opportunity to experience the intrigue, espionage, and combat of the megacorporations' struggle for supremacy; a war fought in shadows. The megacorporations will use any weapon, any tactic, any person they think might give them an edge.

Damage Control is an adaptable adventure, one gamemasters can easily adjust to suit the skills of their team, from novice to seasoned pro. It centers on Saeder-Krupp, which under the leadership of dragon Lofwyr has become the largest of the megacorporations. The leader of the Shasta Shamans, a close personal friend of the great dragon Hestaby, has been assassinated. Public opinion links the killing to Lofwyr, ostensibly as a response to Hestaby breaking with dragon tradition and law in her address to the United Nations. On July 30, 2073, Hasterby struck against Lofwyr, possibly in retaliation for the murder or perhaps for her own private reasons, by destroying Saeder-Krupp's Middle East Division's headquarters. Saeder-Krupp is now in damage control, trying to restore its operations in the Middle East, fend off competitors, and restore the confidence of clients. Complicating their efforts are rumors of a possible dragon civil war and the fear anyone associated with Lofwyr may become collateral damage.

Players should stop reading now. The rest of *Damage Control* is for gamemasters only. It lays out the plots, characters, and secrets the gamemaster will use in creating the group's adventure. Reading beyond this point could spoil a player's experience and diminish enjoyment of the adventure.

PREPARING THE ADVENTURE

Damage Control can be run with only the anniversary edition of *Shadowrun, Fourth Edition* rulebook. However, many of the characters and gear presented are drawn from additional core supplements, including: *Arsenal*, *Augmentation*, *Unwired*, *Runners Companion*, *War!* and *Spy Games*. While all rules in this adventure follow the core rules found in *Shadowrun, Twentieth Anniversary Edition*; incorporating any or all of these supplements gives a gamemaster the option of using any of the optional rules they contain.

This adventure will take the shadowrunners from Seattle (though the gamemaster can choose another starting point) to Dubai in the Arabian Caliphate. The team will assist Saeder-Krupp in stabilizing regional operations and protecting the megacorporation against competitors willing to take violent advantage of its vulnerability as it rebuilds. Handouts on Dubai and its culture are included in this book. Gamemasters can opt to either provide these to their players in advance or make them available as the player characters research the city or interact with the various factions. Gamemasters can also find useful information on the Saeder-Krupp megacorporation in the *Corporate Guide*. Additional information on Dubai can be found in the *Sixth World Almanac* and *Corporate Enclaves*. Background information of the Mr. Johnson (Hans Brackhaus) can be found in *Street Legends*.

ADVENTURE STRUCTURE

In *Damage Control*, the Saeder-Krupp Johnson (Hans Brackhaus) has four distinct objectives for the runners to

accomplish in the city of Dubai. The gamemaster has the freedom to run all four objectives or choose only those objectives best suited to the group; they may also wish to add original objectives to expand this adventure into a full campaign set in an exotic locale.

MAIN SECTIONS

This book is organized into sections to assist you in bringing the adventure to your table:

- **Preparing to Play:** A plot synopsis, necessary background information, and other useful details and data.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs the player characters will interact with during the adventure.
- **Player Handouts:** Information designed for players.

ADVENTURE SCENES

The adventure itself plays out over a series of sequential scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions for the scene.
- **Subplots:** Secondary adventures—or red herrings—that offer avenues for gamemasters to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the *Cast of Shadows*.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are key to bringing any adventure to life. NPCs include the allies, enemies, and contacts with whom the player characters will interact during the mission. Important NPCs have relevant profiles, including stats, in the *Grunts and Moving Targets* section for each scene. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end of this book. Gamemasters can and should tweak the NPCs to make them more or less challenging opponents (see *Prime Runners*, p. 284, *SR4A*). NPCs in groups benefit from Group Edge (p. 281, *SR4A*), while individual NPCs in this adventure possess their own Edge stat to use.



GAMEMASTERING THE ADVENTURE

Damage Control is an adventure designed for *Shadowrun*, *Twentieth Anniversary Edition*, and is the first in the *Boardroom Backstabs* series of adventures. Listed below are suggestions that will help make the adventure run more smoothly.

Step One: Read the Adventure

Read through the adventure before you introduce it to your group. Being familiar with the entire story lets you see how each part leads to the next. Knowing what's coming down the line helps you adapt when your players (inevitably) come up with something not in the adventure.

Step Two: Assess the Adventure

Rarely does a gamemaster run an adventure exactly the way it's written. Some may want to make it more challenging for their players; others may for specialized teams (such as all mages); others may switch out some of the NPCs for characters the players are familiar with in their games to create a more unified universe for their runs. You know your players. Assessing the adventure lets you customize the adventure to make it more enjoyable to them and to fit your own gamemastering style.

Step Three: Know the Characters

You should have complete information on each of the player character prior to running the adventure, so you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to fly a plane through the Rockies, and none of them have a Pilot Aircraft skill, you may need to tweak the scene so they'll still have a chance at success. If a character is sidelined for parts of the story due to lack of abilities or skills, the gamemaster should consider adding scenes that play to the character's strengths.

Step Four: Take Notes

Written notes keep things organized. Notes to remind you when to distribute a handout or of details you should emphasize make it easier to present the adventure smoothly and effectively. Just as important is taking notes during the adventure—things the players do and say, the choices they make. This is useful in awarding Karma and handling contacts at the conclusion of the adventure. Perhaps more importantly, as you play through a series of adventures, the choices made in one game will affect the players' options—and the consequences they face—in the next. No doubt players will make choices they regret and running in the shadows means there's a good chance those bad decisions will come back to haunt them later.

Step Five: Don't Let the Dice Run the Game

Dice rolls are used to determine the outcomes of events in a roleplaying game. However, sometimes the dice fall in such a way that they interfere with the story. As gamemaster, you have the authority—and sometimes the responsibility—to tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the die rolls to hurt player characters, but occasionally might tweak the roll to help them out (softening the roll from "death" to "serious injury" for example) or to help the story recover from a catastrophic run of luck and continue the adventure.

Step Six: Don't Panic

You will make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, and fun is far more important than a flawless performance. When you or the players make a mistake, do your best to straighten things out and keep moving forward.

BACKGROUND

On July 23, 2073, the great dragon Hestaby gave a speech before the United Nations. In her speech, Hestaby took a step in her speech appalled many parties. Hestaby broke with dragon tradition and exposed the rage that was growing amongst the dragons following the execution of Dzitbalché'n by the nation of Aztlan. She expressed a desire to maintain and build strong relations with metahumans, instead of seeing a conflict arise between the two civilizations. She supported the United Nations in its efforts to indict fellow great dragon Sirurg on war crimes. She gave metahumanity intelligence on what Sirurg's next target would be (although that has not come to pass). Many of Hestaby's own kind felt betrayed by what she did; they accused her of placing her interest in metahumanity above the good of dragonkind. Tempers flared. Suspicions and accusations spread like an infection, weakening the tenuous bonds that held the peace together. Or at least kept the violence orderly.

Shaman Elliot Eyes-of-Wyrm, known friend of Hestaby, had been assassinated moments after her speech to the United Nations in Geneva. Assassinated in a manner that some believe bore the

fingerprints (or claw prints) of Loremaster Lofwyr. While many found the circumstantial evidence convincing, an equal number suspected the incriminating data had been manufactured to embroil Lofwyr in conflict and divert attention from the real killer. And a few suspected both perceptions were accurate, that Lofwyr had orchestrated both the killing and the dissemination of skewed data to convince other dragons he was being framed.

In the week following the assassination it became evident Hestaby was convinced of Lofwyr's duplicity in the death of the Shasta Shaman. Assets of Saeder-Krupp—production and distribution centers for subsidiaries Fatima Petrochemicals, Heavy Metal, Iraq Oil, Krupp Munitions, and Maser Industrial Electronics—were all sabotaged or attacked by what appeared to be Hestaby's forces. Any doubt she sanctioned these actions was silenced when she appeared in Dubai and demolished the Saeder-Krupp Middle East headquarters. (Typical of her care for metahumans, Hestaby used her spirits to evacuate the complex before leveling the buildings.) Rumors of a dragon civil war were rampant, and Saeder-Krupp's evident inability to anticipate or prevent the attacks made the megacorp appear vulnerable. Perceiving an opportunity, other corporations began testing Saeder-Krupp's defenses and resolve.



PLOT SYNOPSIS

Hans Brackhaus hires the runner team to travel to Dubai, in the Arabian Caliphate, where they will be part of Saeder-Krupp's efforts to recover from the great dragon Hestaby's attack. To reestablish normal operations throughout the Middle East Saeder-Krupp must not only repair damage but demonstrate to its clients that the megacorp is stable and prove any rivals that S-K is too formidable to challenge. Integral to these is detecting and thwarting corporate espionage, protecting potentially vulnerable assets, and derailing Ares and NeoNET's aggressive attempts to takeover clients and market share while Saeder-Krupp is focused on rebuilding. The runners need to do the legwork and establish their own connections in Dubai to ferret out the megacorporations' covert activities. They will discover each megacorp is using a supposedly minor subsidiary as a front for their assaults on Saeder-Krupp; Ares is using the Golden Fleece Shipping Company and NeoNET's cover is a well-respected jewelry company in the Gold Souk, Dubai's gold and jewelry trading district.

If, to use great dragon Lofwyr's analogy, Ares and NeoNET are sharks on the scent of blood, schools of piranha are also circling. AA and A corporations are reaching out through local fixers, contacting clients who may be nervous about dealing with a major target in a great dragon conflict. The destruction of Saeder-Krupp's regional headquarters is a convincing argument for the risk of becoming collateral damage. The runners will search out the names of the companies and/or individuals who are trying to poach S-K clients for Brackhaus. From that list Brackhaus singles out Native Lands Industries—a small but robust company that competes with more than one Saeder-Krupp subsidiary—and directs the runners to make an example of it. He wants the company and its president destroyed in such a way that anyone else contemplating taking advantage of Saeder-Krupp's apparent vulnerability will abandon their ambitions.

In studying the intelligence on Ares and NeoNET gathered by the runners, Saeder-Krupp analysts determine that Ares is negotiating with one of S-K's biggest clients in the Middle East: Israel. Saeder-Krupp does approximately 750 million nuyen of business with Israel annually; to lose such a large client at this critical time may cause other clients to rethink their contracts. There could be a panic, triggering an exodus Saeder-Krupp won't be able to stop. Brackhaus instructs the runners to disrupt the crucial meeting between Ares and the Israeli diplomat (Mechior Bassani). Their objective is to make Ares look weak and incompetent—permanently scuttling any chance of luring Israel away from Saeder-Krupp.

The final objective in this adventure appears to be focused on the political upheaval of the Middle East. Brackhaus wants the runners to capture two terrorists, leaders of a Lebanese dissident group that uses Dubai as a safe haven. Brackhaus tells the runners the two Lebanese have coordinated attacks targeting Saeder-Krupp's efforts to rebuild their headquarters. Ten people, six of them civilians, have died in these attacks. Brackhaus tells the runners S-K is not sure why the Lebanese are attacking them, so it's important the team brings them back alive and able to answer questions; he assures them the terrorists will be turned over to proper civil authorities for trial once S-K has learned their motives. What Brackhaus does not tell them is S-K intelligence is almost

certain their two targets work for the great dragon Aden, who considers the Middle East his domain; the extraction may put the runners at odds with Aden. The real purpose of this second objective is to leverage an in-person meeting with a representative of the Draconic Information Virtual Exchange known online as "The Impartial Observer." Saeder-Krupp wants to purchase any information the Impartial Observer may have on Aden's potential alliance with Hestaby.

In the end, Saeder-Krupp will have taken significant steps to protect its interests and rebuild its assets in the Middle East, securing its dominance of the region.

SCENE 1: MR. BRACKHAUS, IT IS A PLEASURE TO MEET YOU

SCAN THIS

The player characters are contacted by one of their fixers (one with Saeder-Krupp contacts, if they have one). In the last few hours, a potentially lucrative job offer has hit the data havens: Rumor has it the employer is Saeder-Krupp and the job will be overseas—probably the Middle East—and it's almost certain the Johnson is the infamous Hans Brackhaus. Brackhaus will be interviewing several teams before hiring the one he thinks is best for the job. The fixers are able to arrange for a meet, but the face of the group will have to convince Brackhaus they're the ones for the job.

TELL IT TO THEM STRAIGHT

At 0230 hours on the morning you are jolted awake by your commlink. It's your fixer. *Damn, doesn't he ever sleep?* You're tempted to hit "ignore" and go back to sleep, but you remember how well that went over with him the last time.

"What?" you ask, still half asleep.

"A job just posted on ShadowSea you and your crew might be interested in it."

"This early in the morning? Skip the song and dance, just give me the important parts plain and simple. And fast."

"Base pay is ten thousand nuyen up front for the first objective per runner and five thousand per runner for each additional objectives. That is before negotiations have even started, of course. Things could change."

"So what's the catch? Pacifying Bogotá or some other impossible bullshit?"

"Nah, it'll be much nicer surroundings. You'll be flying to Dubai. I've always wanted to travel to Dubai—"

"Who is it with?"

Your fixer hesitates, never a good sign. Worse, you think you hear him gulp before speaking.

"Saeder-Krupp," he says at last. "The Johnson for this job calls himself 'Hans Brackhaus.'"

No wonder he hesitated.

"Any other unfortunate news while you're at it? Like there's a new apocalypse scheduled for sunrise?"

Another pause.

"This is a recruitment posting. The Johnson will be talking to several runner teams. It'll be like a job interview. It's up to you and your crew to sell him on the idea you're the best team for the job."



Great. This keeps getting better and better.

“Make the arrangements.”

“Good.” Your fixer sounds relieved, like he’d expected you to go off. “Posting says to meet at Fenris Nacht at 1800 sharp. There’ll be a password; I’ll get it to you tomorrow.”

You mean later today.

“Remember it’s a recruitment. It’s a good bet you won’t meet with the Johnson right away, he’ll be interviewing his way through other teams, too. You know what they say, patience is a virtue. Just let the bartender know you are there, then wait until you’re called. And remember to play nice with others. The joint’s real strict on that rule.”

When the player characters head to Fenris Nacht, read the following:

On your way to meet a Saeder-Krupp Johnson who identifies himself as Hans Brackhaus, you would expect the sky to be filled with dark clouds and lightning. Lots of lightning. You know; to give it that foreshadowing they use in simsense movies. But no, it’s one of those rare days in Seattle with a clear sky and bright sunshine; driving down Highway 5 into Tacoma, the summer evening is picture perfect. There is some construction on the highway, but there are no wrecks or vehicles shot to pieces littering the shoulder. It’s a nice change of pace. Even the smog from the metroplex looks good in the sunset. For a minute you think maybe all this is a good omen. A sign your upcoming job is going to be hassle free and pay top nuyen? Nah, you tell yourself. You’re never that lucky.

GridGuide directs you to a run-down residential neighborhood; not the kind of place you’d expect to find an underground club with Fenris Nacht’s reputation. Which may be why it’s here. You table your doubts and park in a pay lot a few blocks from the club’s supposed coordinates. You notice there seems to be more vehicles in the lot than this rusted scrap of suburbia would warrant. As you approach the single-story shop that the streets say is the entrance to the club; a man dressed as a squatter steps from the shadows and casually plants himself between you and the door. From the way he moves and stands you know he’s no squatter; you’d be willing to bet his tattered costume covers form-fitting body armor. Close up the man’s disguise is even less effective; he’s massive and muscular and focused. The tattoos on his arm suggest he was once military—you’d be willing to bet special forces. But whatever he used to be, right now he’s now a professional doorman; a doorman who looks capable of dealing with the predators rumored to frequent Fenris Nacht. He says nothing, his face expressionless but alert; the next move is yours. You give the password your fixer sent you and pay the cover charge he’d warned you about. The doorman steps out of your way without a word and taps an ARO on his commlink. The door to the boarded-up shop unlocks with a solid *click*, but you wait for the doorman to open it for you; booby traps are a real probability. As you pass through the door you note it’s much thicker and heavier than it appears from the outside and is secured with maglock as complex as any you’ve seen in megacorp compounds. The doorman sends an ARO to your commlinks about proper etiquette in Fenris Nacht. It begins and ends with the warning: “If you start trouble, we will end it. You will not like the ending.” The interior of the abandoned shop looks like the interior of every

other abandoned shop. Except there is no dust on the artfully scattered debris and the door that should lead to the stockroom opens onto a broad set of stairs leading underground. At the bottom of the stairs is a short hall, hardly more than a vestibule. Facing you is the doorman on the street’s big brother and a door that doesn’t pretend it’s not massive; there’s a room for checking weapons to your right. You see a sophisticated MAD positioned to keep people honest and suspect there’s a lot of hardware you won’t see without a careful search ready and able to take care of anyone who isn’t.

Once the Runners pass through security, read the following:

Fenris Nacht is designed to resemble a wilderness hunting lodge built of stone. The heads of every dangerous game imaginable are mounted as trophies high on the walls. There is a circular bar in the center of the room and several tables—none too close together—while the walls are punctuated alcoves resembling grottos, each with a private booth. You realize there are many more guests than you’d expected, but the layout and architecture of the club keeps it from seeming crowded. The music is loud enough to make eavesdropping difficult and you’re certain there are other, less obvious measures in place to protect the privacy of Fenris Nacht’s patrons. Your magical teammates notify you that there are a significant number of Awakened here: shamans who all seem to follow predatory totems: lions, wolves, sharks, eagles, and the like. There are also shapeshifters, changelings with talons and fangs, ghouls, vampires, and even free spirits relaxing and doing business in the underground club.

When you check in with the bartender, he tells you: “There are three groups ahead of you. Mr. Brackhaus is pretty thorough; he takes his time with each meeting. Have a seat and drink up; you’re going to be waiting a while.”

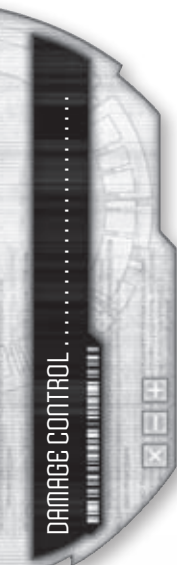
HOOKS

In choosing Fenris Nacht as a meet point, this Mr. Johnson is acknowledging the predatory nature of the great dragon he represents—and maybe signaling the job will be equally predatory. Turning down someone as connected and powerful as Hans Brackhaus (if the Johnson really is Hans Brackhaus) may be detrimental to the team’s future in the shadows. However, doing good work for Saeder-Krupp could do them even more good. Stress to the players that it might be wise to do this one job to secure their place in the good graces of Saeder-Krupp—not to mention Lofwyr.

If the player characters are still reluctant to work for Saeder-Krupp, have Hans Brackhaus suggest that in addition to the agreed-upon payment, any past transgressions against Saeder-Krupp will be forgiven provided their performance is acceptable and they achieve the required objectives. For some players, depending on their past, this may be too good of an offer to pass up. In game terms, upon the completion of the mission, any notoriety gained from Saeder-Krupp should be eliminated from the character’s sheets.

BEHIND THE SCENES

When the players arrive at Fenris Nacht, the cover charge should be determined by the gamemaster. The players should have





INCOMING FEED.....



DAMAGE CONTROL.....

no issue getting inside provided they check their weapons at the door and agree to follow the rules of the club. The Device Rating for the MAD scanner is 5; the club node it's subscribed to is also Rating 5.

When the team checks in with the bartender, it will be a three-hour wait before they are called to the back room for their audience with Mr. Brackhaus. If the runners wish to look around to identify the rival shadowrunners who are meeting with the Saeder-Krupp Johnson, have them make a Perception + Intuition (3) Test. Suitable Perception Test modifiers include: perceiver is distracted (-2) and interfering sights and sounds (-2). The rival shadowrunners the players recognize are competent professionals with street reps between ten and fifteen.

If the player characters are interested in their surroundings beyond simply identifying rivals, have them make a second Perception (5) Test. Suitable Perception test modifiers for this test include: perceiver is distracted (-2), object is not in immediate vicinity (the target is across the room, in a darkened booth) (-2) and interfering sights (-2). If successful in their Perception test, the character(s) notice a gentleman sitting alone in a booth across the bar. The unidentified gentleman is keeping an eye on each of the runner teams waiting to meet with Hans Brackhaus. He notices any player characters taking notice of him. He nods to the character, and make a note in an ARO only he can see.

Once they've noticed the gentleman in the booth, the runners should also observe that when one of the teams goes into the back room to meet Hans Brackhaus, he sends a text message to the server, who follows them. Particularly clever runners (at the gamemaster discretion, the player characters should make a Logic

+ Willpower (3) Test) may realize that the server is being used as a courier to carry a message to Mr. Johnson. If player characters attempt to hack the commlink, they discover it is a military-grade Saeder-Krupp device (Response 7, Signal 6, Firewall 7, System 7). The waiting runner teams are being observed by a Saeder-Krupp agent who is evidently sending information about what he sees to Brackhaus. No doubt he is evaluating how well the runners comport themselves in an unfamiliar environment, noting their level of situational awareness, patience, and ability to blend in. It's also likely he is making inquiries into each runner's background—searching out street reps warrants, bounties, or known associations with rival megacorporations.

The runners check out each of the three teams that go in for interviews ahead of them; this includes making a Perception + Intuition (3) Test. The first two teams appear to be doing everything by the book: They have business suits or dresses, a professional manner, and the very latest in high-rated cyberware and commlinks (no doubt transmitting fake SINs). The second team actually formed up like a military squad on parade for their march to meet Brackhaus. The third team does things differently. Only two members—their face and a magic user—follow the server across the room and down the dark hallway; neither has visible cyberware and their commlinks are turned off. A successful Charisma + Etiquette (3) Test tells the player characters that this group is showing respect for Mr. Johnson and his expectation of privacy. If the team follows suit they might make a better impression on Mr. Johnson. A few minutes after the first pair disappear down the hall, the server returns to collect the rest of the third team.



At 2100 hours, three hours after they'd been instructed to arrive, the team is summoned to meet Mr. Johnson. The hallway looks like a tunnel bored into solid rock. They pass a room on the right with its door ajar; the door is heavily reinforced and the room looks like a cave. Framing a doorway at the end of the hall is a cyberware scanner archway (Rating 6). As they enter the room they see Hans Brackhaus has an AR window open and is checking the scanner's readings. The scanner is not Fenris Nacht's equipment; it's subscribed to Hans Brackhaus' commlink. Brackhaus has two bodyguards. One is Awakened, the other highly cybered, and both wear impressive body armor with Saeder-Krupp's logo prominently displayed. If the player characters chose to emulate the previous team and send in only members with no cyberware and commlinks off, Brackhaus appears pleased. If the runners have cyberware and active commlinks, Brackhaus appears neutral. If only the face (and perhaps another character) came, Brackhaus sends the server to retrieve the others.

Hans Brackhaus asks the player characters the following questions prior to divulging any information about the job. Each question provides a modifier to the team's face's Negotiation Test based on the answer:

- Has the runner team worked international jobs before? If so, how successful were they? (+1 dice pool modifier for international experience; zero change for no international experience.)
- Has the runner team had to blend into any indigenous cultures, regardless of location, significantly different from their own without drawing attention to themselves? How? (+1 dice pool modifier if the team has successfully blended into an indigenous culture; zero change if the team has never been asked to blend in to their surroundings).
- Describe two examples of the team being subtle in successfully gathering intelligence. (+1 dice pool modifier if the team can describe two instances; -1 dice pool modifier if they cannot.)
- Can the runner team break into secure locations without being detected? (+1 dice pool modifier if the team is proficient at this task; -1 if the team is not.)
- How well does the team adapt to unforeseen complications, including being detected or caught breaking into secure facilities? (+1 dice pool modifier if the runners can cite examples of successfully overcoming unforeseen complications or obstacles; -1 if they cannot.)
- Have the runners ever betrayed a Johnson? (+1 dice pool modifier if the player characters have never betrayed a Johnson; -1 per instance of betraying a Johnson; -2 if the player characters lie and Brackhaus discovers the truth.)
- Does the runner team have any objections to wetwork? (+1 dice pool modifier if they don't; -1 if they do.)
- Do any of the runner team's members have connections to other megacorporations, i.e., a potential conflict of interest? (+1 dice pool modifier if no; -1 for connections to Ares or NeoNET; an additional -1 for each connection the team denies but is discovered by Brackhaus.)

These modifiers that will further affect the outcome of negotiations with Brackhaus:

- Did the player characters arrive on time as instructed, or were they fashionably late due to knowing beforehand they might

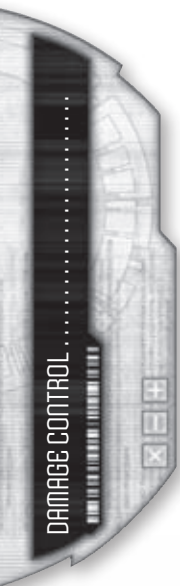
have to wait to see Mr. Johnson. (+1 for arriving on time, -1 for being late)

- Were the player characters aware of their surroundings, and did they identify the competing runner teams in the bar? (+1)
- Did the player characters take note of the gentleman in the booth who was watching them? (+1)
- Did the player characters try and hack his commlink? If so, were they successful in hacking it without getting caught? (+1 if they hacked into it without being caught; -3 if they were caught).
- Apply any social modifiers from any street cred, public awareness and/or notoriety the characters have.
- Is the report from the Saeder-Krupp operative who'd been observing/researching them while they waited in the bar favorable or unfavorable? (+1 dice pool modifier for favorable).
- Did the player characters walk into the room with active commlinks, and/or cyberware? (-3 per character who entered with these items)
- Did the face greet the Saeder-Krupp Johnson in German? (+1 dice pool modifier if he or she did; +2 if the German was done well)

Much will depend on how the runners conduct themselves during the meet with Brackhaus. If they are professional, exercise proper discretion, demonstrate situational awareness, and show strategic sense, Brackhaus is forthcoming with information. How much specific information he provides is directly proportional to how much the team impresses him.

If Brackhaus likes what he sees, he tells them they will be supporting Saeder-Krupp's damage control and rebuilding programs in Dubai following Hestaby's unwarranted attack. Saeder-Krupp needs to reestablish its reputation as much as it needs to rebuild infrastructure—both their clients and their enemies need see that it would take more than great dragon to shake Saeder-Krupp's position as the world's dominant megacorporation. Tasks include, but not be limited to, uncovering thwarting competitors' plots to poach S-K clients and contracts in the region, recovering stolen assets including hardware and data, penetrating rival corporation's security, extractions, and taking out hostile agencies. There are rumors Ares and NeoNET have already launched aggressive campaigns to undercut S-K's operations; the runners will need to acquire accurate and detailed information on their efforts, including who their operatives are and which clients are open to breaking their S-K contracts. Brackhaus also tells them that Ares and NeoNET are not the only targets—local AA and A corporations see Saeder-Krupp's apparent vulnerability as an opportunity to expand their operations and acquire assets. These corporations will be dealt with after Ares and NeoNET, but they *will* be dealt with. Brackhaus flashes a predatory smile when he says this, giving the runners the impression some of the smaller corporations won't survive.

If the runners were oblivious to the issue of discretion and privacy, Hans Brackhaus does not provide specifics of the mission, telling them additional information will be provided when they arrive in Dubai. He may describe the first objective as intelligence gathering, but he does not reveal the nature of the intelligence nor what megacorporations may be involved. The shadowrunners should be left with the distinct impression



Brackhaus' opinion of them has soured in the course of the meeting and that he intends to be very careful with what he reveals to them. He may say something like: "These are the conditions. Take it or leave it." In this instance, the player characters cannot negotiate for more details until the team reaches Dubai. However, from context the shadowrunners may strongly suspect the job has something to do with Hestaby's attack on Saeder-Krupp's Middle East division headquarters.

Once Brackhaus has given the runners all the information he feels he can about the mission, it comes down to negotiations. Add up all the dice pool modifiers. The dice pool modifier (whether positive or negative) is applied to the face character's Negotiation + Charisma Test for making the pitch to the Johnson to hire the runner team (do not reveal the results of the test to the players). Brackhaus tells the runners he has one more team to interview and will contact them in the next few hours if they got the job. Brackhaus confirms the fixer's information about payment (ten thousand nuyen per runner for successfully achieving the first objective; five thousand per runner for each subsequent objective) was approximate and that he will discuss exact terms when and if they are selected. Brackhaus tells them he realizes preparing for a mission in another country on short notice can be costly. If they are hired he provides a certified credstick for seventy-five thousand nuyen to cover expenses. If the runners win Brackhaus' favor and successfully execute all tasks, Brackhaus may allow them to keep the credstick and any money they didn't use for expenses.

When Hans Brackhaus contacts the runners again at 0100 hours, his proposal is dictated by the results of the Negotiations Test:

- If the team's face got net successes on the Negotiations Test: The player characters got the job, and for each net success, Hans Brackhaus raises the pay by 1,000 nuyen (for a maximum of an additional 10,000 nuyen for each objective, plus add 10,000 nuyen to their expense fund).
- If the Negotiations Test resulted in no net successes for either the player characters or Brackhaus: The runners got the job; Brackhaus sees no need to change the original terms of the offer.
- If Brackhaus got net successes on his Negotiations Test: The runners got the job, but at lower pay. For every net success above the player characters', subtract 250 nuyen from the offer (to maximum reduction of 2,500 nuyen).
- If the team's face glitched the Negotiation Test: Brackhaus is unconvinced they are the team for the job. However, he gives them one more chance to try to convince him. Make a second Negotiation + Charisma Opposed Test (with no dice pool modifiers). If the face gets at least 1 net success, he is able to win over Brackhaus, but payment is reduced to 7,500 nuyen for the first objective and 2,500 for subsequent objectives. He holds out the faint hope of bonuses for exceptional performance. They will have to provide a detailed accounting of how they used the 72,500 certified credstick for expenses and return the credstick with any unused balance. If Brackhaus discovers the runners overcharged or otherwise tampered with the expense account, they take a hit to their notoriety (see the *Aftermath* section for more details).

The runners have to make their own arrangements for getting to Dubai. Brackhaus will be the only contact they know in the

foreign city, and he will provide other contacts as needed for the duration of the mission. They need to move as quickly as possible; the earliest flight they can arrange through their contacts will be 0600 hours on August 1st—less than five hours after their conversation with Brackhaus. Adequate preparation may be problematic. If Brackhaus had been impressed with the team's security savvy at first meeting and explained the first objective in detail, the players should understand he expects them to be self-sufficient and begin their investigation as soon as possible. If Brackhaus was not impressed and did not divulge details of the first objective, the runners will not have the information they need to begin until they're contacted in Dubai.

PUSHING THE ENVELOPE

Sometimes the secret to a successful job interview is eliminating the competition.

While the player characters are in the bar, waiting to be called, the team scheduled after them identifies their face and bribes a bartender to spike his or her drink. This drug is a designer variant of the street drugs zen and bliss. The runners should make an Opposed Perception + Intuition Test versus the bartender's Palming + Agility Test to determine whether they see him spike the drink. If the runners do not see the drink being spiked, the face should roll his or her own Perception (5) Test (Taste) to detect the drug. Because there is a masking agent in the drug, apply the interfering taste modifier (-2) to the test. If the face detects the drug in the first swallow, he or she is only partially dosed; reduce Intuition by -2 and Charisma by -2 if the character fails to resist the effects of the drug. If the face does not detect the drug, he or she gets the full dose; reduce Intuition by -4 (or to minimum of 1) and Charisma by -4 (or to minimum of 1) if the face fails to resist the drug. The power of the drug is 10 and the character can only resist with Body, plus any appropriate augmentations such as toxin extractor (p. 346, *SR4A*). The Duration of the drug is 30 x 1D6 minutes.

One of the first two teams has identified the runners as their main competition and has set up an ambush in the blocks between Fenris Nacht and their vehicle. The ambushers have had a couple of hours to prepare their attack, which can involve anything from magic to snipers. The gamemaster should balance this encounter to give the runners a reasonable chance to survive.

DEBUGGING

If it's likely the runners in a particular group will have difficulty impressing Brackhaus, the gamemaster should tailor the questions to reflect their strengths. For example: If discreet intelligence gathering is something they do well, include an intelligence-gathering question. Also consider increasing positive dice pool modifiers based on their strengths or reducing negative modifiers for experience or attributes they lack. If doing wetwork may be a deal breaker for your players, the gamemaster can leave that question out of the interview. The gamemaster can also switch out the wetwork scene for one of the suggested campaigns in the *Ideas to Turn Damage Control into an Extended Campaign in the Middle East* text box (or create an original scene).

The Hans Brackhaus presented in this adventure is the real Hans Brackhaus. Should Brackhaus' stats be too much for the player characters, the gamemaster can replace him with another



NOT BASED IN SEATTLE?

If your campaign is not based in Seattle, there's no reason to contrive a way for your team to get there in order to run *Damage Control*. There are appropriate meeting spots in every Shadowrun city. You know your city best, but here are a few suggestions:

Bogotá

Spirits is a new runner hang out in Bogotá. Located in the Zona Sur neighborhood of Francisco Pizarro, it has been open about three months. Although Zona Sur is still a dangerous neighborhood, its infrastructure is being rebuilt by Saeder-Krupp—electricity, communications, and water are reliable. Significantly, Zona Sur is one of the few areas in Bogotá not under the control of Aztlan or Aztechnology, an important consideration to patriotic Colombians. It has also become a refuge for Amazonian soldiers weary of the fighting. All of which means the residents are vigilant in their defense of Zona Sur and protect it violently when necessary. Saeder-Krupp is rumored to be invested in Spirits. Local lore asserts the megacorporation uses shadowrunners to protect Spirits and eliminate any Aztlan spies who try to infiltrate the establishment or surveil its patrons. Spirits offers alcoholic beverages and real food to suit a variety of tastes in a modern, four-story building with conveniences such as air-conditioning that aren't common in most of Bogotá. The lower two floors caters to patrons of all descriptions, the third floor has enhanced privacy systems and is oriented towards business clientele; it is here Mr. Johnsons and runners do business. The fourth floor is reserved for VIPs. For all its posh accouterments, there's ample evidence Spirits is in a warzone. All direct approaches are barricaded, the windows are bulletproof and barred, and the roof is

strung with razor wire. Patrons are well protected, but they're equally well contained.

Denver

The Tower of Babel is an appropriate meet space for a Johnson representing a great dragon who was alive when the original tower of Babel was built. Denver's Tower of Babel is in the UCAS part of the Hub. It is frequented by many of Denver's movers and shakers: civic leaders, opinion shapers, and the social elite—as well as members of less public, but equally influential, factions such as the Casquilho crime family. The Tower is renowned for its ambience: tall, etched glass windows, vibrant AR displays, stellar live entertainment, and the element of mystery—there are never-confirmed rumors of secret floors housing CAS spies and hidden assets of any number of covert entities. Meeting Brackhaus in Denver presents a potential complication: Publicly Ghostwalker and Lofwyr are on better—or at least neutral—terms, but there can be little doubt Ghostwalker will have his watcher spirits closely observe any of Lofwyr's agents in his domain. Feel free to build an encounter between the player characters and Ghostwalker's watchers. Tower of Babel is described on p. 31, *Spy Games*.

Manhattan

Castle Clinton is located in Battery City. It was once known as West Battery, originally designed to defend New York from British forces. It is considered a historical monument that at one time had been an aquarium, emigrant housing depot, opera house and garden. It is currently a public building with no one specific use. Beneath Castle Clinton are abandoned tunnels frequently used by smugglers (p. 23, *The Rotten Apple: Manhattan* e-book).

Johnson with lower stats. It's been established that many Saeder-Krupp Johnsons claim to be Hans Brackhaus to intimidate runners or increase their own security. The gamemaster can reduce the stats for the ersatz Brackhaus Johnson to fit the players' experience and power level.

PLACES OF INTEREST

Fenris Nacht

Fenris Nacht is four-star restaurant concealed behind the façade of an abandoned storefront in a rundown suburb of Tacoma. Security is tight; customers must know the current password, agree to the rules, and surrender their weapons before they can enter the club itself. Each player should expect to spend about one hundred nuyen while in the club. The club's regular patrons are predators. Most are shamans, shapeshifters, and changelings, but there are ghouls and vampires among them. The club's interior resembles a rustic hunting lodge; the heads of dangerous animals, including paranormal critters are mounted on the wall. Given the clientele, one might expect a few metahuman heads as well, but there are none. There are secure meeting rooms in the back of the club. This area resembles a system of caverns or mine bored through solid stone; each private room is a cave with a

massive security door to protect the privacy of its occupants. More information on Fenris Nacht can be found on p. 75, *Seattle 2072*.

GRUNTS AND MOVING TARGETS

Hans Brackhaus

Hans Brackhaus is a human who appears to be in his early 70s. He has a discernable German accent. If rumors about him are to be believed, Hans Brackhaus aided Lofwyr in the purchasing of BMW stock and the assassination of Michael Beloit. Brackhaus is not someone to be trifled with. He can be as ruthless and as determined to win as his employer. Anyone considering causing Brackhaus harm should carefully consider what Lofwyr might do in retaliation. More details on Hans Brackhaus can be found on p. 94, *Street Legends*.

B **A** **R** **S** **C** **I** **L** **W** **Edg** **Ess** **Init** **IP**
 4(6) 3(5) 5(6) 4 5(6) 6 5(6) 5 5 2.13 11(12) 2

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 8/7

Skills: Con 4, Disguise 6, Dodge (Ranged) 3 (+2), Electronics skill group 3, Etiquette (Corporate) 6 (+2), Forgery 3, Intimidation (Mental) 5 (+2), Leadership 5, Negotiation



(Bargaining) 6 (+2), Palming 3, Perception 5, Pilot Ground Craft 2, Pistols (Hold Outs) 5 (+2), Unarmed Combat (Block) 2 (+2)

Qualities: Blandness, Murky Link, Photographic Memory

Augmentations: Bone density 2, cerebral booster 1 (alphaware), fingertip compartment (betaware), genewipe, masque, muscle toner 2 (alphaware), nanite hive 3 [w/ oxyrush 5, universal nanite hunters 6, universal nantidotes 8], olfactory booster 6 (betaware), orthoskin 2, platelet factories, skillwires 5 (betaware), shock hand (betaware), synaptic booster 1

Gear: Doc Wagon contract (Platinum, 5 yrs), earbuds [Rating 2, w/ audio enhancement 3, recording unit], fake SIN (Rating 6 w/ concealed carry license), two doses jazz, linguasofts (Afrikaans, Cantonese, French, Italian, Japanese, Orz'et, Mandarin, Russian, Spanish, Sperethial, Rating 5), Hermes Ikon commlink [Response 5, Signal 5, Firewall 5, System 5 w/ biometric reader, skinlink, subvocal microphone and trodes], monocle [Rating 4, w/ low light, flare compensation, image link, smartlink], Mortimer of London Greatcoat [chemical protection (Rating 2), insulation (Rating 2), nonconductivity (Rating 6)], nanopaste disguise, two doses psyche, white noise generator

SCENE 2: TO STOP THE FLOOD GATES FROM OPENING

SCAN THIS

With the employment arrangements settled, it is the shadowrunners' responsibility to arrange transportation for themselves and their gear to Dubai. Upon arrival in the city, the shadowrunners should arrange for accommodations for themselves and begin the job. (If Brackhaus trusted them enough to tell them in Seattle, they already know the mission. If they do not know, they must meet a local Johnson who will give them the details.) Their first objective is to gather intelligence on Ares and NeoNET activities Dubai following Hestaby's destruction of Saeder-Krupp's headquarters. Priority is given the actions and plans of their respective company men, and gathered information should answer two broad questions: Which Saeder-Krupp clients do Ares and NeoNET believe are open to defecting; who are they actively targeting? Which Saeder-Krupp clients are seriously considering breaking their contracts with Saeder-Krupp and signing with either Ares or NeoNET? Brackhaus stresses that subtlety is paramount. If either Ares or NeoNET suspect Saeder-Krupp is gathering information, they alter their plans, rendering the information useless. The runner team also knows this is only the first half of the job; they'll learn the second part after successfully completing the first.

TELL IT TO THEM STRAIGHT

Dubai. A seaport through which millions of cargo containers pass; an international financial center second only to Zurich Orbital; a center of trade in rare jewels, precious metals, spices, and textiles that attracts collectors from around the globe; an architectural marvel that weaves ancient and modern together to create a city unlike any other; a symphony of beautiful beaches and lush resorts at which millions of tourists gratefully spend hundreds of millions of nuyen every year. The shadows are here—pirates, smugglers, slavers, mercenaries, arms dealers,

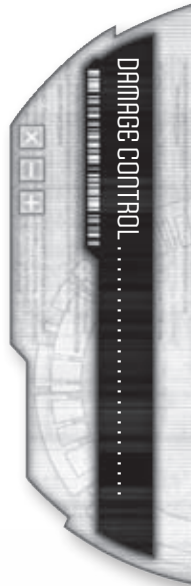
power brokers, deal makers, any of the hundred ways people have found to stay alive and turn a profit can be found in Dubai—but the shadows are deep and well hidden from the casual observer. The news feeds coming through your commlinks are in Arabic, as are most of the conversations around you. But if you listen long enough you will hear every language in the world spoken in Dubai. From what you can understand, forty-eight hours after Hestaby's attack the topic dominating the news and conversations is the great dragon's destruction of Saeder-Krupp's Middle East Operations headquarters building. The news is interesting and the thoroughness and precision of the destruction impressive, but it is all history. You have to deal with the present—keep your focus on the job in front of you.

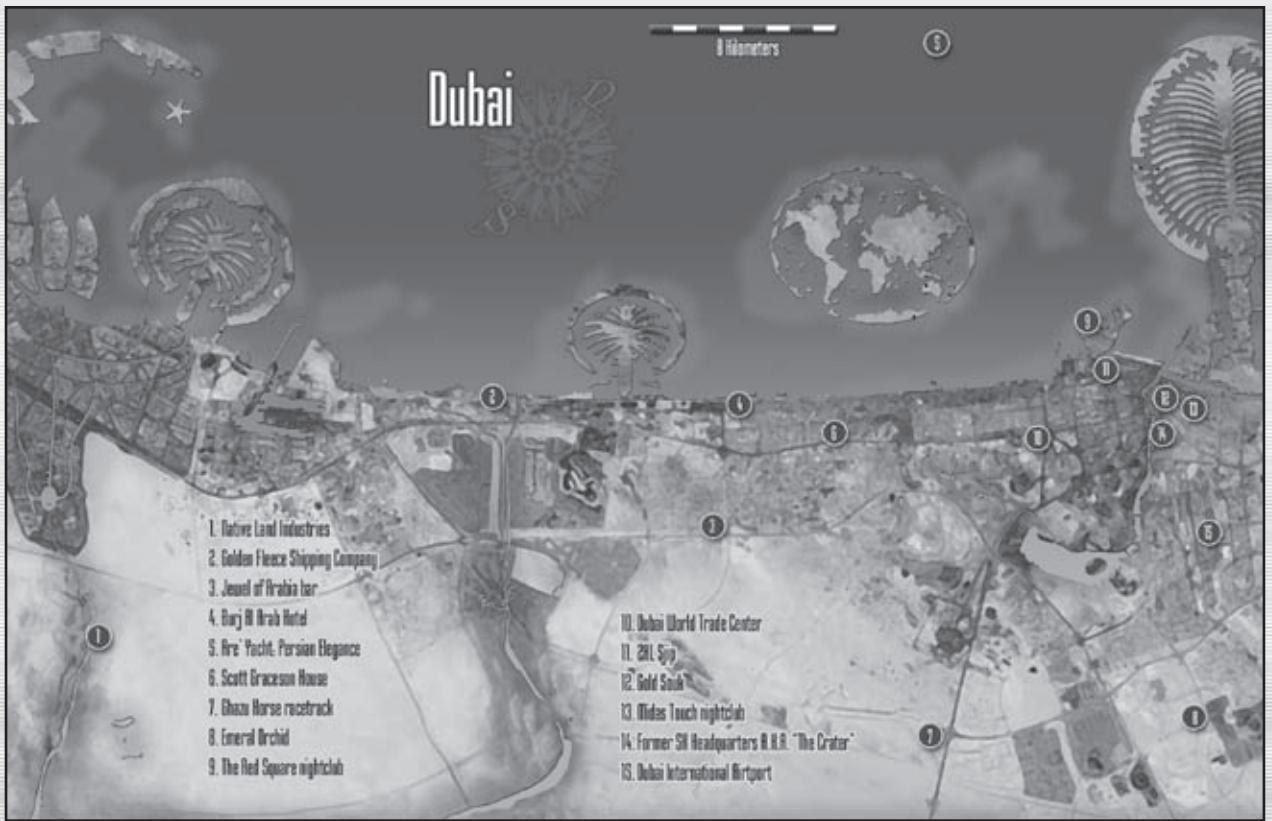
If the player characters were briefed on their first assignment, Hans Brackhaus contacts the runners shortly after their arrival to update their information. Read the following:

You made very good time reaching Dubai without attracting attention or legal entanglements. It's good to have my initial impression corroborated by your performance. Unfortunately, our adversaries have accelerated the timetable. Ares and NeoNET are aggressively pursuing our upper-tier clients—those whose contracts generate more than five million nuyen per annum. Our analysts have determined we have approximately forty-eight hours in which to restore our clients' confidence in Saeder-Krupp. Any longer and there's a strong chance of a run that could irreparably damage our relationship with our client base in Dubai. We have several hundred clients in the upper tier Ares and NeoNET are targeting. Forty-eight hours is not enough time for us to approach every one of them individually, discover what fears they may have or what lies and promises they've been told, and secure their trust and continued commitment. We need accurate and detailed information on the specific clients these megacorps have targeted, how they determined these clients were vulnerable, and counter whatever disinformation they've been given. And we need it fast. Forty-eight from now is the last possible second—the sooner we have that information, the better our chances. Get this first objective done and we'll discuss further opportunities.

If the player characters were NOT briefed on their first assignment, Hans Brackhaus contacts the runners shortly after their arrival and outlines their first mission. Read the following:

I am relieved that you have proven yourselves competent enough to arrange an international trip on short notice and execute it without undue legal entanglements. I begin to feel that, despite initial impressions, you might be up to this mission after all. You have no doubt heard that an enemy of Master Lofwyr destroyed the headquarters of our Middle East operations. What you may not know is that certain groups are moving against Saeder-Krupp as a result. Their goal is to take advantage of fears our infrastructure and capabilities were damaged by the loss of a building—nonsense to anyone who understands business—and steal as many of our clients and contracts as they can. Ares and NeoNET are our first priority. They already have covert operations assets in Dubai and are able to act quickly. In the last two days they have contacted over one hundred of our upper-tier





INCOMING FEED.....



clients—those with contracts generating more than fifty million nuyen per annum. Unfortunately, we only know this because those one hundred clients are staunchly loyal; they refused to deal with them and informed us of the overtures. I say this is unfortunate because the Middle East division serves hundreds of clients in that range and not all of them have the same sense of loyalty—we do not know what promises and lies Ares or NeoNET have been feeding them nor what they might do as a result. Our analysts have determined we have approximately forty-eight hours in which to restore our clients' confidence in Saeder-Krupp, any longer and there is a risk of irreparable damage to our client base in Dubai. Forty-eight hours is not enough time for us to approach every one of our clients individually, discover what concerns them or what lies or promises they've been told, and secure their trust and continued commitment. We need accurate and detailed information on which clients these megacorps have targeted, how they determined these clients were vulnerable, and counter whatever disinformation they've been given. And we need it fast. Forty-eight from now is the last possible second—the sooner we have that information, the better our chances. Get this first objective done and we'll discuss further opportunities.

HOOKS

The gamemaster is encouraged to play up the feel of the exotic location, the opportunity to interact with the spy networks for two of the world's largest megacorporations, and the opportunity to interact with a rich and distinct culture.

For this scene, Hans Brackhaus places expects the player characters to take no more than 48 hours to gather all necessary

intelligence. It should be emphasized that there could be consequences if the player characters do not get this information to him in time.

BEHIND THE SCENES

Ares

Since the player characters are new to Dubai, they know very little about the shadows of the city. Their usual contacts will not be able to help them directly. Dubai is a major smuggling hub and many pirates operate in the Persian Gulf/Straits of Hormuz/Indian Ocean region. If the runners have a smuggler or pirate contact, or if any of their contacts have connections to international fences, they will quickly be directed to the Jackpointer known as 2XL. 2XL is a troll based in Lisbon who has extensive contacts throughout the Middle East. When the runners do make contact, they discover 2XL is in Dubai. He's happy to meet and sell them all information about Ares' covert operations they can afford.

However, 2XL has profitable enterprises in regions dominated by Ares and Knight Errant. To cut down on the chance of attracting the megacorp's attention, the meet will be set up as an exchange for smuggled goods. He gives them directions to a ship used to smuggle exotic botanicals docked at a Dubai cargo terminal; the ship is secure, which most meeting spaces in Dubai can't promise. The meeting is set for midnight. The runners will have to get past harbor patrols, customs enforcement, and the Mudaween. To enter the cargo docks they will have to cross a cleared perimeter and a six-meter fence. Once inside the runners



**AVERAGE TRAVEL TIMES TO DUBAI**

Assuming the player characters arrange for standard flight with a smuggler for all their gear and for themselves, average travel times to Dubai are as follows:

Bogotá to Dubai: 17 hours
 Denver to Dubai: 14 hours
 London to Dubai: 6 hours
 Manhattan to Dubai: 13 hours
 Seattle to Dubai: 16 hours
 Washington DeeCee to Dubai: 13 hours

Average Hotel Rates in Dubai (per 24 hours)

Coffin motels: 80¥
 1 star motels/hostel: 100¥
 2 star hotels: 200¥
 3 star hotels: 250¥
 4 star hotels: 500-1000¥
 5 star hotels: 2000¥+

Average Restaurant Costs in Dubai (per person)

1 star restaurant/seedy bar/dive: 20¥
 2 star average restaurant: 50¥
 3 star average restaurant: 70¥
 4 star restaurant: 90¥
 5 star restaurant: 120¥+

need to make an opposed Infiltration + Agility Test against the Mudaween's Perception + Intuition Test. The players should be required to make two to four tests to slip by motion sensors and patrolling drones to reach the ship undetected. If the players attempt to get to the ship via water and avoid security on the wharfs, they will need to avoid three harbor defense patrol boats. Approaching the ship itself is risky. Dubai is a pirates' haven and security aboard a ship carrying high-profit contraband is likely to be on high alert. Even knowing about the 2XL's midnight meeting, the chances are good the ship's defenders' reaction to any surprise would be shooting first and asking questions later.

The transaction will be disguised as the sale of two cases of exotic fruit; data will never be mentioned. The asking price is 20,000 nuyen. The runners must make an Opposed Negotiation + Charisma Test to negotiate a better deal. Each net success will lower the price by 500 nuyen, to a minimum price of 15,000 nuyen. The crates come with forged RFID tags and AR paperwork certifying they have been inspected and approved by customs (Rating 4 forgeries). Concealed inside one of the crates is an optical chip with data detailing the Golden Fleece Shipping Company, based in Dubai. This shipping company has been a front for Ares' regional spy network in Dubai for close to thirty years. The shadows first noticed Golden Fleece remained constant throughout economic cycles, neither cutting back nor expanding when similar companies had adjust to changing times. This piqued curiosity, which led to digging and the eventual discovery of the company's hidden side. Once the shadows were watching,

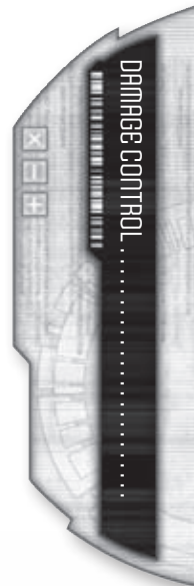
comings and goings of known Ares assets and a high volume of trade with companies reputed to be Ares fronts became apparent. Any Ares action against Saeder-Krupp would be coordinated through Golden Fleece. Unfortunately, because 2XL knew what Golden Fleece was, he avoided any contact with them. He has no information on security at the company's compound or the interior layouts of the buildings.

At the Golden Fleece Shipping Company, the runners will find: Three warehouses on the water, a wharf at which five small and medium freighters are being unloaded, a cargo container storage area behind the warehouses, a mosque, and a four-story office building situated near the front security gate. The flow of vehicles delivering or picking up cargo is steady and there are dozens of security cameras covering the grounds. In addition to security cameras, there are four roving patrols of six guards wearing the uniform of a Dubai security company. They are in fact shadowrunners, much better equipped than the local security forces. There is a shift change every eight hours and a total of twelve shadowrunner teams on rotating guard duty.

The business node for the company is located in the four-story business office and extensive use of Wi-Fi inhibiting materials to prevent wireless access. To hack the business node for the company (Device Rating 6), the runners will have to break into the office building or find a way to bypass the physical blockers and get a signal inside the building. If they are successful, they find only what appears to be legitimate manifests, shipping schedules, employee files, maintenance records, and other files consistent with operating a normal shipping company. There is no mention of Ares and nothing indicating covert activities.

The player characters can also discover only half of the security cameras are subscribed to the business office node. The other cameras are hardwired to another node somewhere else on the property. Further investigation can reveal that none of the security cameras subscribed to the node cover warehouse two. If the player characters kept the business office under surveillance prior to breaking in, they might have noticed that periodically, couriers from various delivery companies dropped off small packages at warehouse two. The runners may notice that nothing offloaded from the ships was taken to warehouse two and the routes followed by the security patrols are designed to keep one team near warehouse two at all times.

The runners need to get into the second warehouse. With a Perception + Intuition (5) Test, the player characters notice that the interior dimensions are significantly smaller than the outside. The covert operations office is hidden behind a false wall and securely Wi-Fi shielded. Access is through a concealed door that requires an RFID badge (worn by Ares agents posing as dock workers). Four to six Ares agents in the office are analyzing information dropped off by couriers, encrypting and decrypting information packets, and generally routing and managing all the information related to Ares' intense effort to lure away a huge block of Saeder-Krupp clients. The covert office's node has a Device Rating of 7; it possesses high-level encryption (Rating 6). Files on this node reveal Ares has approached two hundred Saeder-Krupp clients; one hundred remained with Saeder-Krupp, thirty-eight are willing to sign with Ares, and sixty-two are considering and could go either way. (One of those accounts will play a crucial role in scene 5.) Ares has nine headhunters on



the ground in Dubai, actively working Saeder-Krupp's client list. Though there's no record of their residences, there are information drop/pickup locations and schedules for each.

In addition to the information they were sent for, the runners can find manifests for weapons, military equipment, pharmaceuticals and other supplies being smuggled into the area by Ares. There will also be information on possible runs to sabotage Saeder-Krupp and its subsidiaries; these are still in the planning/consideration stage.

It should take the player characters anywhere from 18 to 30 hours to do their legwork, meet 2XL, study the Golden Fleece shipping company, and get into the restricted areas of the company for the paydata. Once the runners have gathered this information, they should contact Brackhaus and turn the paydata over to him or to his representative. If Brackhaus is not available, he has a female agent who goes by "Awrah" receive the information for him (p. 160, *Corporate Guide*).

NeoNET

Because NeoNET has no official presence in Dubai, their covert operations center is much smaller and more difficult to find than Ares'. The player characters' contacts can give them two leads: One is a JackPointer with street name of Am-mut—a fixer and Johnson based in Cairo. The information she provides is always accurate and very costly. Working from Cairo, it may take her some time to track down NeoNET's operations in Dubai. The second lead is a field operative with the independent espionage organization Aegis Cognito. She is a Dubai native known only by the street name "Asriyah."

If the runners contact Am-mut, they must conduct the business via commlink to Cairo. Though she is multilingual, Am-mut only talks or responds to Arabic—she does this to put negotiators who are not fluent in Arabic at a disadvantage and to lure the unwary into having revealing side conversations in languages they think she doesn't understand. She will not quote a price before she knows what she has to do and pay to find the needed information, but warns them it will be high; they will be paying for both the information and her services. She states that what she finds will be accurate and complete, but that if she finds nothing they will still owe her for her time and effort. It will take Am-mut six hours to get the information the runners need. The price is 25,000 nuyen (non-negotiable).

If the player characters contact Asriyah, she initially agrees to meet them at the Emerald Orchid, a small restaurant in a community called Warsan. She is testing the runners. Warsan is populated by radical fundamentalists and the Emerald Orchid a gathering spot for remnants of the New Islamic Jihad and other militant radical groups. If the players go there without questioning the logic or reason, Asriyah does not show up. Asriyah chooses to work only with shadowrunners who are intelligent and careful enough to have researched their surroundings; she respects those who question the choices made by others and put forth well-thought-out alternatives. If the runner team goes to the Emerald Orchid, there is a reasonable chance they will die; many if not all of Warsan's residents attack the foreigners on sight. (Use the stats for the New Islamic Jihad soldiers in *Dealing with the Smaller Fishes* for all residents.) If the runners insist on a different, more logical meet location, Asriyah will be impressed with their knowledge

Ideas to Turn Damage Control into an Extended Campaign in the Middle East

If the players and the gamemaster would like to expand the Dubai mission into an extended campaign covering weeks or months, here are a few campaign ideas and adventure hooks on which you might build:

- Aegis Cognito agents have secured four functional nodes from the wreckage of the Saeder-Krupp Division Headquarters. The player characters may be hired to find and switch those nodes for node shells packed with high explosives and wired to kill everyone in ten meters of any attempt to access its files.
- Hans Brackhaus wants the shadowrunners to hunt down the shadowrun teams Ares has hired to sabotage S-K's infrastructure and prevent the sabotage, take the other teams out, or both.
- Hans Brackhaus wants the shadowrunners to extract the NeoNET company men that are operating covertly in Dubai (assassinating them if extraction proves impossible).
- Five mid-level but key S-K employees have gone missing in the last 72 hours. S-K intelligence has discovered NeoNET is extracting S-K operations personnel who have access to sensitive data/programs. Brackhaus tasks the runners with getting the employees back safely and shutting down NeoNET's extraction team.
- Saeder-Krupp has posted large bounties for the live capture of metahumans suspected of being Hestaby's agents working to undermine S-K assets in the Middle East. The shadowrunners should feel free to pursue these bounties.
- Shortly after the S-K mission concludes there is an International Defense Exhibit in Dubai. The runners can be hired by other Johnsons to acquire weapons prototypes on display (or the people who developed them).
- Dubai is a trading center for metahuman trafficking. Slavers operating in the Indian Ocean region, who conceal their main primary business behind the more respectable façade of smuggling, meet buyers and resellers from all major markets in the darkest depths of Dubai's shadows. Families around the world have posted rewards for anyone who finds and returns their loved ones, no questions asked. A fixer representing a hard-hit community offering multiple rewards could approach the runners with a possible rescue mission.
- Pirates have captured a vessel in the Indian Ocean. The corporation that owns the vessel wants their ship—and its cargo—back before their loss becomes common knowledge. They will pay top nuyen to see that happen, and top nuyen for a runner team is about half the ransom the pirates are demanding. This could take the player characters to the pirate island of Madagascar for a pirate-themed adventure.
- Dubai has many features and resources that make it a favorite haven among individuals hiding from Interpol and other law enforcement agencies. Many opportunities for the runners to collect bounties. (For a list of fugitives currently wanted by Interpol refer to *Vice*, p. 160.)

of the city. She recommends the Midas Touch, a trendy club in Deira district (a downtown center for business and shopping) sanctioned to serve alcohol and popular with more progressive locals and tourists alike. The runner team may already be familiar with this location if they already visited the nightclub to hire the NPC hacker.

Asriyah also prefers to speak in Arabic, but if the runners are uncomfortable she switches to whatever language they choose. Asriyah knows the location of NeoNET's covert operations center and where the runners could find the information they seek. Her price is a complete and unaltered copy of all information on NeoNET's nodes. She asks for collateral until she receives this information (likely a blood or hair sample from each of the player characters, which will be returned to them intact when they give her the data from the node). If the shadowrunners agree, she provides them directions to a jewelry store in the Gold Souk called the Golden Palace of Dubai. Asriyah is an operative of Aegis Cognito, an organization that trades and sells secrets. If the runners do not offer money for her silence, she sells what she knows about them and their plans to whoever offers money for the information. A recommended price on Asriyah's silence is 10,000 nuyen. Asriyah is a Dubai native who, unlike Am-mut, has detailed information on the layout and security of both the Gold Souk and the Golden Palace of Dubai, both of which she has known for years. She will sell this information to the shadowrunners for five thousand nuyen, nonnegotiable. If they do not wish to buy this information she wishes them good fortune in figuring things out on their own.

Both Am-mut and Asriyah point the shadowrunners to the Golden Palace of Dubai; the owner is a local jeweler of some talent whom NeoNET recruited, trained, and set up with a store of his own eight years ago. The shop specializes in odd unique pieces and repairs, which makes it a perfect cover for NeoNET's modest espionage operation. Customers and small packages flow in and out in a steady stream. In fact business grew to the point the owner had to hire two local journeyman jewelers—neither of whom has any idea they're part of a spy ring's cover. The owner is the handler for four NeoNET field agents. The opportunity presented by Saeder-Krupp's problems is larger than the small operation was designed to handle, but they adapted quickly.

Because the Gold Souk is an internationally known market for jewels and precious metals the Mudaween and the Dubai police patrol the market district in force. There are no less than three police stations in the relatively small district—one Mudaween, two Dubai police—and there are constant foot and vehicle patrols with both ground and aerial drones for support. During the summer months, the Golden Palace of Dubai closes at 1930 hours, and stays closed until 0600 hours the next day.

As with the Golden Fleece, the obvious business node at Gold Palace of Dubai has no information pertaining to the spy activities of NeoNET. The node they want is concealed in a back room and powered off during non-business hours. The door to the back room is a security door (Armor Rating 8, Structure Rating 9). The walls are concrete (Armor Rating 16, Structure Rating 13). The shadowrunners can make a Hardware + Logic Test to pick the maglock (card reader, Rating 6, with Rating 4 anti-tamper circuits). The node inside the back room is encrypted and has a Device Rating of 7. There are three obvious security cameras and

three hidden security cameras inside the front of the store. There are no security cameras for the back room. These cameras are linked to the business node (Device Rating 4).

There is also a floor vault for the store's stock of jewels and jewelry. The runners may be tempted to crack the vault and take the jewelry to make the break in look like a robbery. Plus, it would be a nice bonus. The vault is secured with a completely mechanical tumbler mechanism, so it is possible for a shadowrunner with enhanced hearing to open the lock. The vault holds anywhere from 150,000 to 500,000 nuyen worth of loose gems, jewelry, and precious metal. There is an additional 60,000 to 100,000 nuyen worth of magical reagents-quality precious metals and gems. (The gamemaster determines the value and quantity of the jewelry inside the vault, and how much the runners are able to take. The players will be able to deal with a Dubai-based fence called Jackal; p. 154, *Vice*); they receive thirty percent of original value for what they sell, p. 312, *SR4A*.)

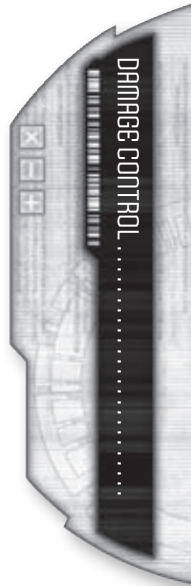
The runners may consider hitting the shop during the day. The owner would be present, and they could use his card to enter the back room and the throngs of shoppers in the narrow streets of the Gold Souk would hamper and delay police responding to an alarm. However, the presence of shoppers presents a high risk of collateral damage to innocent civilians, and dense crowds could hinder their escape as much as it would slow the police.

Files on the NeoNET node reveals the megacorp has four company men negotiating with sixty Saeder-Krupp clients; nearly half their targets are also on the Ares list. Since neither Ares nor NeoNET files mention the other it is evident the two do not realize they are bidding against each other for the same clients. NeoNET has won commitments from ten Saeder-Krupp clients. More importantly, NeoNET has determined that because Saeder-Krupp has not yet established new offices for the thousands of administrative, management, and operations employees displaced by the destruction of the Middle East headquarters these employees are vulnerable. NeoNET has identified twenty mid-level administrators and eight top researchers who almost certainly have detailed information on Saeder-Krupp's operations, capabilities, and objectives in the region. NeoNET intends to use local shadowrunners to extract these twenty-eight individuals and use Dubai's human trafficking industry to smuggle them to a NeoNET stronghold; there will be no direct evidence linking NeoNET to the disappearances. The mechanics of the plan are still in development—there are few specifics beyond the names of the targets and Dubai shadows whom NeoNET has contacted or intends to contact for the extractions.

It should take the player characters anywhere from twelve to twenty hours to do their legwork, study the security situation, devise and execute their plan, and gather the paydata.

The player characters should immediately turn the files they have acquired over to Brackhaus or one of his Awrah. If Asriyah was involved, they should give her duplicate files and get their collateral back.

If the runners took longer than forty-eight hours to gather the intelligence, Brackhaus may choose to fire the team and hire local shadowrunner teams for the other objectives. The runners will be required to return the credstick and will not be paid. They will also earn a point of Notoriety for failing to complete the assignment in the time allotted.



SUBPLOTS

Brokerage X, a shadowy finance organization that deals with investments and returns based on the outcomes of shadowruns, has a large number of clients invested in the projection that Saeder-Krupp will not only lose its competitive edge in the recent upheaval in the Middle East in the short term, but also project it will also lose its competitiveness due to a protracted conflict between Hestaby and Lofwyr and the shadow war that could erupt between the two of them. Several of the investors of Brokerage X are betting that NeoNET will overtake Saeder-Krupp as the number one corporation in the world. The potential windfall from such a shift in megacorporate politics is staggering. And Brokerage X will do whatever it takes to make those clients happy and make them extremely wealthy by making these projections come true.

Since the player characters are working for Saeder-Krupp and its interests, they have by default made themselves major targets for Brokerage X. Brokerage X will send out shadowrunners to interfere with the player characters, to sabotage their efforts, and to potentially kill them. They could potentially blow the players' cover while they infiltrate the Golden Fleece shipping company, or they might place a call to the Mudaween or the Dubai police when they are about to break into the jewelry store. If given the opportunity, they may try to place an explosive device under their vehicle.

Brokerage X has been keeping an eye on Hans Brackhaus ever since he traveled to Seattle. They sent an operative to Seattle to keep track of all known shadowrunners going into the Fenris Nacht to potentially meet with Brackhaus on July 31st. Because Brokerage X does not know for certain which shadowrunners Hans Brackhaus hired, they have placed a reward in the shadows of Dubai for any information pertaining to the activities and movements of any foreign shadowrunners matching the photos taken of the shadowrunners from Fenris Nacht. The reward for such information for Brokerage X is 10,000 nuyen. This will come into play in *Dealing with the Smaller Fishes*.

On the NeoNET node, it appears as though in addition to NeoNET spy activities against Saeder-Krupp, the spy network was busy monitoring the activities of the Knights of Rage. If the player characters do any research, they find that the Knights of Rage have an affiliation with Celedyr, who is a part of NeoNET. It would seem NeoNET is spying on itself. And a question that many people would like to know the answer to would be "why?"

PUSHING THE ENVELOPE

Many of the Golden Fleece dockworkers are undercover Ares security backing up the visible security patrols. They are armed with Ares Predators loaded with APDS and anti-vehicular rounds and dart pistols loaded with Gamma Scopolamine. Their weapons are carried in concealed and/or cyber holsters and are not readily apparent.

The covert node at the Golden Palace of Dubai is not only powered down, it is placed in the jewelry vault every night. The vault is also secured with a voiceprint maglock (Device Rating 6). The node itself is booby-trapped. The player characters should make a Perception + Intuition (5) Test to see if they notice a pressure plate under the node. Underneath the pressure plate is two kilograms of Rating 12 plastic explosives. This will generate a directional explosion that will do 17P to the person who triggers the trap, while also destroying the node. A Demolitions + Logic

(12, 1 Minute) Extended Test is required to disarm the triggering device. If the node is destroyed, the runner team needs to locate and extract the store owner to gain the needed information.

Because the Gold Souk is often targeted by thieves and other shadowrun groups, it is possible the runners will encounter another shadowrun group hitting a nearby store. This could develop into a gunfight the runners are not prepared and escalate to a confrontation with law enforcers and/or extensive collateral damage of the sort the runners are constrained to avoid.

If the shadowrunners do not give Asriyah the information or choose to redact or remove files, she sells their hair and blood samples to Brokerage X. Brokerage X has access to underground magicians who can perform ritual spellcasting. If the runners survive, Asriyah makes sure that they earn a point of notoriety in their home city for failing to pay their debt.

Also, though Dubai is more tolerant than most Muslim cities, open displays of magic, such as spellcasting, are still deeply offensive. Throwing fireballs or conjuring spirits may engender hostile reactions from citizens and arrest by the Mudaween. Shamanism is idolatry, seen by some as a direct assault on the precepts of Islam. Being seen using magic can get a magician imprisoned, deported, or even killed.

DEBUGGING

The player characters should have a reasonable chance of performing the intelligence-gathering operation without detection. The gamemaster should make any adjustments that are appropriate for her group. The players could successfully impersonate customers, job applicants, civil inspectors, etc., to gain egress, for example. Or there could be technical issues with security cameras that could create blind spots for the player characters to exploit.

This scene requires a lot of hacking. If the shadowrunner team does not include a hacker or technomancer, they can hire a local hacker from the Midas Touch, an upscale runner hangout listed in Scene 3. The downside of this is the time the runners must invest in finding and hiring the hacker. The delay might make it impossible to complete both halves of the mission on time.

PLACES OF INTEREST

Golden Fleece Shipping Company

The Golden Fleece Shipping Company is registered as an independent shipping company (AA status) and has done business in Dubai since 2040. Records of the Islamic-Corporate Coordination Board document the shipping company is owned and operated by a foreign businessman who converted to Islam in 2039. The company has always been in compliance with all of the Islamic-Corporate Coordination Board's requirements, including an on-site mosque, Arabic signage, broadcasting of all state-issued news, and business practices that honor Islamic law and traditions. Golden Fleece has six hundred employees—two hundred on each of three eight-hour shifts. The workforce is predominantly human, with a few trolls and orks for the "heavy lifting," and ninety percent of Golden Fleece employees are Muslims. Physical assets include five berths capable of servicing small to medium size freighters and three warehouses. In its thirty-plus years of operation, Golden Fleece has seen its share of financial hardships and setbacks but





INCOMING FEED.....



DAMAGE CONTROL.....

has always weathered the difficult times. Golden Fleece Shipping Company is an Ares intelligence front. It is Ares money, not sound business sense, that has kept the company solid and solvent—and paid its workers handsomely—despite economic fluctuations. Shadowrunners disguised as a local security company protect the business's offices and buildings while Ares' operatives come and go freely posing as salesmen, customers, or any of a dozen other types who would have legitimate business with an international ocean transport company.

Gold Souk

The Gold Souk is one of Dubai's international attractions. Located in the Deira district, near the Spice Souk and not far from Dubai Creek, the marketplace covers only a few blocks but has over four hundred retailers ready to trade in precious metals and gems—as raw materials or as exquisitely crafted jewelry. Shops range from pavilions to street kiosks. On any day roughly ten tons of gold can be found in the Gold Souk. Though the streets are thronged with tourists, investors, wholesalers, and collectors can often be found looking for unappreciated and undervalued rarities. As a westernized city, Dubai is more tolerant of the Awakened than most of the Arabian Caliphate. Under the watchful eye of the Mudaween, a few talismongers sell metals and gems as reagents and other minor artifacts. The enchanting process is forbidden by Islamic law and there have been no accounts of it occurring in the Souk. Trade in foci, orichalcum, and spell formulae is also forbidden.

The Golden Palace of Dubai

The Golden Palace of Dubai is a small but reputable jewelry store in the heart of the Gold Souk. Though it is well established and its owner respected by other merchants in the neighborhood, the Golden Palace has existed for only eight years. The owner, who is a native of Dubai, is actually in the employ of NeoNET and is the handler for four field agents. These agents pose as jewelry couriers or regular customers; this allows them to transfer intelligence and receive instructions without attracting notice. The handler employs two jewelers, both of whom he hired away from other shops in the Gold Souk, as cover. They do not know their employer's true nature and have no idea that everything, including their salaries, are bankrolled by NeoNET.

GRUNTS AND MOVING TARGETS

2XL

2XL runs several smuggling rings throughout the Middle East, but his home base is Lisbon, Portugal. His casual mastery of several languages and evident familiarity with the street cultures of cities around the world suggest his activities and interests stretch far beyond the Mediterranean and Middle East. 2XL is dressed in night camouflage when the runners meet him, but it's not hard to imagine him in executive dress. He is charming, talkative, and shows a pleasant sense of humor, but he has the air of a leader about him. Because he prides himself on his professionalism 2XL tries to conceal his mild prejudice against humans, but despite his best efforts

dismissive comments or racial slurs occasionally slip out. First and foremost, 2XL is a businessman; he's always on the lookout for new opportunities.

Troll

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
8	4	6	10	4	5	5(7)	4	6	3.0	11	1

Condition Monitor Boxes (P/S): 12/10

Armor (B/I): 9/7

Skills: Automatics 6, Blades 2, Computer 4, Con (Fast Talk) 4 (+2), Data Search 4, Electronic Warfare 3, Etiquette (Islam) 4 (+2), Forgery 4, Intimidation 3, Negotiation (Bargaining) 4 (+2), Perception (Visual) 4 (+2), Pilot Aircraft 5, Pilot Ground Craft 6, Pilot Watercraft 5, Pistols 4, Unarmed Combat 4

Qualities: Prejudiced (humans, Biased) 5 BP

Languages: Arabic 6, Cantonese 4, English N, French 4, Hindi 5, Japanese 3, Mandarin 4, Or'zet 3, Spanish 5, Sperethiel 3, Russian 6

Augmentations: Cerebral booster 2, commlink (implanted, Device Rating 5), control rig (betaware), cybereyes [Rating 3, w/ eye recording unit, image link, flare compensation, smartlink, thermographic vision, vision enhancement 3], 2 x datajacks, encephalon 2 (betaware), orientation system, sim module (modified for hot sim)

Gear: Camouflage suit (nighttime patterns)

Weapons:

HK Urban Combat [SMG, DV 6P, AP -1, SA/BF/FA, RC 2, 36 (c), w/ smartlink, sound suppressor, EX-explosive ammo]

Am-mut

Am-mut is a female fixer in a male-dominated world. A Nubian from Cairo she is used to—and frustrated by—traits that would be admired in a man being dismissed as flaws in her. Where a man would be called meticulous, she is called fussy; where a man would be decisive, she is headstrong; where a man ... well, the list is long. Am-mut knows allowing the smallest insult to pass will make her appear weak in the eyes of men; she is quick to respond to any slight and escalates the confrontation to the point the male must apologize to avoid a bloodbath. Am-mut is not surprised that she has a reputation for being a hothead. Street reputation is a major motivator for Am-mut, and something she values in her clients and contacts. She will not deal with anyone who doesn't have a solid reputation, and she's been known to dump clients who misrepresented their reputations and to walk away from lucrative deals that would have hurt her own rep. She always has information on a runner teams' street reputation on her AR and seeks out any former contacts for background information. These former contacts can include enemies. Am-mut wears traditional headscarves with conservative western-style business suits—always of the highest quality and always in colors that compliment her dark complexion. Am-mut respects Islamic customs and traditions; she appreciates dealing with others who show that same respect. Am-mut appears to be in her early 40s.

Human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	6	6	4	6	5	4	5	7	5.4	11	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Blades 5, Computer 4, Con 6, Cracking skill group 4, Data Search 5, Etiquette (Islam) 5 (+2), Intimidation 3, Negotiation (Bargaining) 5 (+2), Perception 4, Pistols 5, Unarmed Combat 4

Languages: Arabic N, Cantonese 4, English 3, French 4, Japanese 3, Mandarin 4, Or'zet 3, Russian 6, Spanish 5, Sperethiel 3

Augmentations: Tailored pheromones 3

Gear: Zoé Executive Suite Line (long jacket, plain blouse, trousers), Fairlight Caliban [Response 4, Signal 5] w/ Iris Orb Operating System [Firewall 3, System 3]

Asriyah

Asriyah is a field agent for the independent intelligence organization known as Aegis Cognito. She dresses like many conservative Arabic women in Dubai: in a black Abaya gown obscuring her body and a Shela headdress arranged to only expose her eyes. This not only conceals her appearance, it allows her to carry whatever tools a given job may require. Asriyah can only be identified via her SIN, of which she has several high-quality fakes. She will give one of those to whomever she is to meet so they can find her in a crowd; if she wishes to disappear instantly, she can do so in that same crowd by simply changing her SIN. Asriyah is very street savvy and has a very low tolerance for shadowrunners who do not show the same skill—or don't show the intelligence to realize they need to learn. Asriyah grew up on the streets of Dubai and knows every back street, alley, service tunnel, and safe house. Best guess, based on her voice and years she's been in the trade, is that Asriyah is in her late twenties. She is also assumed to be beautiful, but that may just be wishful thinking on the part of shadowrunners.

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
3	6(9)	6(9)	4	6	4	4(+2)	5	4.53	10(13)	1(4)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Blades 3, Computer 3, Con 5, Dodge 4, Escape Artist 5, Electronic Warfare 4, Etiquette (Islam) 5 (+2), Exotic Melee Weapon (Monofilament Garrote) 3, Exotic Ranged Weapon (Flamethrower) 3, Hardware 4, Negotiation 4, Perception 5, Pistols (Semi-Automatics) 6 (+2), Stealth skill group 6, Unarmed Combat 4

Qualities: Analytical Mind, Bilingual, Blandness, Double-Jointed

Languages: Arabic, N, Cantonese 4, English 6, French 4, Hindi 5, Japanese 4, Russian 6, Spanish 4

Augmentations (all betaware): Muscle toner 3, synaptic booster 3

Gear: concealable holster, Hidden gun arm slide, quick draw holster, Hermes Ikon commlink w/ Mangadyne Deva [Response 4 Signal 3, Firewall 2, System 3, w/ mini flamethrower, monofilament garrote, nanite slicers], electronics toolkit, 10 x fake SINS (Rating 6)



Weapons:

Morrissey Élan [Hold-Out, DV 4P, AP —, SA, RC —, 5 (c)]
 2 x HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10 (c), w/ 2 x extra sealed ammo clips, ceramic silencer]
 Ceramic Knife [Blades, Reach —, DV 3P, AP —]

Mudaween/ Dubai Police

There are two distinct law enforcement organizations operating in Dubai: the local Dubai police and the Mudaween, colloquially known as the religious police, who have authority throughout the Arabian Caliphate. Though both enforce secular laws, the Mudaween—as their nickname implies—are also responsible for enforcing the Sharia. The Sharia is an Islamic code of conduct and ethics that forms the foundation of the Arabian Caliphate's constitution and shapes all moral, civil, and penal laws. The laws of all Muslim nations are based on the Sharia, though there are variations in how literally or strictly its precepts are applied; the Arabian Caliphate is more conservative than most. The Mudaween inspect non-Muslim companies, making sure foreign AA and A corporations comply with codes set by the Islamic-Corporate Coordination Board (including all signage in Arabic, state news announcements broadcast as they are released, suspension of activity during prayer, and on-site mosques). They also have the authority to question foreigners as to their religious beliefs and may restrict a person's movements or access to local society as a result of the answers. All non-Muslims can expect a certain level of surveillance, but the Mudaween have been known to harass pagans, the Awakened, and particularly atheists. Conservative members of the Mudaween are typically prejudiced against orks and trolls, considering them to be “undesirable” and “unclean.” (These parochial attitudes are not supported by modern interpretations of the Sharia or any laws of the Arabian Caliphate.) Magicians must exercise exceptional caution; most Muslims regard them as anti-Islamic and some practices actually are in conflict with the Sharia; shamans in particular are regarded as idolaters. Public displays of magic can result in the practitioner being instantly expelled from the Caliphate. (Or in the more conservative communities, killed by the locals before the Mudaween can seize them.) While cyberware necessary to preserve life or replace a lost limb or organ is permissible, unnecessary augmentations or cosmetic changes are forbidden as blasphemous attempts to improve on Allah's design. The default mode for the Mudaween—and most citizens of the Caliphate—is to assume the worst until proven otherwise. Individuals with cyberware can expect a great deal of close and unfriendly observation whenever they venture outside the international tourist and business districts of Dubai. (It should be noted that the Mudaween minimize any friction with civilian populations by manning community stations with officers whose attitudes best match the local population; in other words Mudaween in the resorts are generally more tolerant than their counterparts in the working-class neighborhoods. It's important to know what's acceptable where.) The Mudaween typically patrol in groups of eight to twelve, usually led by a lieutenant. Because they do not use magical support the Mudaween philosophy is to always be ready to apply overwhelming force should the situation call for it. The Mudaween do make regular use of drones; they favor the Ford

LEBD-1 aerial drone and the Knight Errant P4 wheeled pursuit drone.

The Dubai police are more secular and flexible in their thinking than the ultra-orthodox Mudaween. It is believed they leak pertinent information to the Corporate Court, and it is rumored the Dubai police force is in fact owned by the Corporate Court (per FastJack in *Corporate Enclaves*, p 116). The Dubai police are experts in surveillance techniques.

Use these same stats for both the Mudaween and the Dubai police

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5 (+2)	5	4	4	3	3	3	4	6	7	1

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/2

Skills: Athletics skill group 2, Demolitions 3, Dodge 4, Electronics skill group 3, Firearms 4 (+1 or +2 depending on gun used), First Aid 3, Gunnery 3, Heavy Weapons 3, Perception 4, Pilot Ground Craft 3, Throwing Weapons 2, Unarmed Combat 3

Augmentations: none

Gear: Form-fitting body armor (full suit), 500 rounds of Regular ammo, goggles [Rating 2, w/ low-light vision, smartlink]

Weapons:

AK-98 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, 38 (c), with internal smartgun system]

[Underbarrel grenade launcher, DV as grenade, SS, 6 (m), loaded with fragmentation mini-grenades]

Berretta Model 70 [SMG, DV 5P, AP —, BF/FA, 35 (c), w/ top-mounted laser sight, barrel-mounted sound suppressor]

3 x high explosive grenades [Grenades, DV 10P, AP -2, -2/m]

Mudaween/ Dubai Police Lieutenant

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
6 (7)	4 (5)	3	4 (6)	3	4	3	4 (5)	6	7	1 (2)

Note: Stats reflect current use of kamikaze combat drug.

Condition Monitor Boxes (P/S): 11 (12)/10

Armor (Ballistic/Impact): 13/13

Skills: Athletics skill group 4, Demolitions (Defusing) 4 (+2), Dodge 4, Electronics skill group 5, Firearms 5, First Aid 3, Gunnery 3, Heavy Weapons 4, Negotiations 3, Perception 5, Pilot Ground Craft 4, Throwing Weapons 4, Unarmed Combat 4

Gear: Light military armor (w/ auto-injector, environmental adaptation), 500 rounds of regular ammo. 3 x doses of saline solution, 2 x doses of kamikaze, goggles [Rating 3, w/ flare compensation, low-light vision, vision enhancement 3]

Weapons:

HK XM30 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC (1), 30 (c)]



[Grenade Launcher, DV as grenade, SS, 8 (c), w/ fragmentation mini-grenades, air timed.]

[Shotgun, DV 7P, AP +1, SA, RC (1), 10 (c)]

[Carbine, DV 5P, SA/BF/FA, RC (1), 30 (c)]

[Sniper, DV 7P, AP -2, SA, RC (1), 10 (c)]

[LMG, DV 6P, AP -1, BF/FA, RC 2(3), 100 (belt)]

Ballista Missile Launcher [Missile Launcher, as grenade, SA, 4 (m), loaded with 2 x inferno missiles, 2 x Zapper-Static Discharge Missiles]

3 x High explosive grenades [Grenades, DV 10P, AP -2, Blast -2/m]

Notes: *The light military grade armor has the environmental adaptation modification, allowing it to work more effectively in the hot, desert climate. **The Auto-injector can be used to inject a dose of saline into the body of a police officer to keep his body hydrated, or it can be used to inject Kamikaze.

Ford LED-1

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
0	5/20	80	3	3	9	3

Upgrades: Ammo bin (Standard), armor (Normal) (9), Clearsight 2, Defense 2, improved takeoff and landing 2, Maneuver 2, Targeting (Heavy Weapons) 2, weapon mount (external fixed, remote controlled)

Weapon:

ArmTech MGL-12 [Grenade Launcher, 10S, AP 0, SA, 24 (c), w/ airburst link, Neuro-Stun gas grenades]

Knight Errant P4

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
+1	20/50	180	3	2	6	3

Standard Upgrades: Armor (Normal) (6), improved economy, Maneuver 4, road strips

Shadowrunner Street Sam (Ranged) (Professional Rating 3)

These archetypes (the Street Sam Ranged and the Street Sam Melee) can be used for the shadowrunners that are standing guard at the Golden Fleece shipping company. These archetypes can also be used for any shadowrunners Brokerage X sends against the player characters.

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4	4	2	3 (2)	3	3 (4)	5.2	7 (6)	1

Note: Stats assume pain editor is active.

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Automatics (Assault Rifles) 5 (+4), Athletics skill group 3 (+1), Blades 2, Clubs 3, Dodge 4, First Aid 3, Gunnery 2, Perception 4, Pistols 4, Pilot Ground Craft 3, Stealth skill group 4, Throwing Weapons 5, Unarmed Combat 3

Augmentations: Enhanced articulation, pain editor, platelet factories

Gear: Camouflage suit, goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

Ares Bravo [Assault Rifle, DV 7P, AP -2, SA/BF/FA, RC 2, 42 (c), w/ internal smartgun system, integral chambering system, melee hardening, EX-explosive ammo]

[Underbarrel vibrosword, DV 6P, AP-1, Reach 1]

Colt Cobra TZ-118 [SMG, DV 6P, AP-1, SA/BF/FA, RC (1), 32 (c), w/ internal smartgun system, EX-explosive ammo]

Savalette Guardian [Heavy Pistol, DV 6S(e), AP -half, SA/BF, RC 1, 12 (c), w/ stick 'n' shock ammo]

3 x flash-bang grenades [Grenades, DV 6S, AP -3, Blast 10m radius]

Shadowrunner Street Sam (Melee) (Professional Rating 3)

Ork

B	A	R	S	C	I	L	W	Ess	Init	IP
7	5	4 (6)	6	2	3	3	3	4.6	7(9)	1(3)

Condition Monitor Boxes: 12

Armor (B/I): 10/8 Skills: Athletics skill group 4, Blades 5, Clubs 4, Dodge (Melee) 5 (+2), Firearms skill group 3, First Aid 4, Perception 4, Pilot Ground Craft 5, Stealth skill group 4, Throwing Weapons 3, Unarmed Combat 5

Augmentations: Platelet factories, synaptic booster 2, trauma damper

Gear: Goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision] full body armor [w/ environmental adaptation]

Weapons:

Vibrosword [Blades, Reach 1, DV 7P, AP -1]

Extendable baton [Clubs, Reach 1, DV 4P, AP -]

Sap [Club, Reach -, DV 4S, AP -]

Stun baton [Club, Reach 1, DV 6S(e), -half]

Savalette Guardian [Heavy Pistol, DV 6S(e), AP -half, SA/BF, RC 1, 12 (c), w/ stick 'n' shock ammo]

3 x flash-bang grenades [Grenades, DV 6S, AP -3, Blast 10m radius]

Ares "Dockworker" (Undercover KE Agent) (Professional Rating 4)

Troll

B	A	R	S	C	I	L	W	Ess	Init	IP
9	5	3	10	3	3	3	4	5.0	6	1

Condition Monitor Boxes: 13

Armor (B/I): 7/3

Skills: Athletics skill group 2, Chemistry 3, Close Combat skill group 5, Dodge 3, Demolitions 4, Exotic Ranged Weapon (Dart Pistols), First Aid 3, Perception 4(6), Pilot Ground Craft 5, Pistols



(Semi-Automatics) 5 (+4), Stealth skill group 3

Augmentations: Cyberarm [right, standard, synthetic, full, w/ cyber holster]

Gear: Concealable holster, goggles [Rating 6, w/ flare compensation, image link, low-light vision, smartlink, vision enhancement 2]

Weapons:

Ares Predator [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15 (c) w/smartgun system, APDS rounds, 5 spare clips loaded with anti-vehicular rounds (AP -5 for anti-personnel, -7 for vehicles)]

Parashield Dart Pistol [Exotic Ranged Weapon, DV as Gamma-Scopolamine, AP -2, SA, 5(c), w/smartgun system]

Gamma-Scopolamine [Toxin, Vector: Injection, Speed: Immediate, Penetration: 0, Power: 8, Effect: Paralysis, Truth Serum]

**Adan Bitar-Hacker for Hire
(Professional Rating 3)**

Dwarf

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4	6	3	5	5	4	5.5	9	1

Virtual Initiative: 13

Matrix Passes: 4

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 8/6

Skills: Blades 3, Computer (Analyze) 4 (+2), Cybercombat 5, Data Search 5, Dodge 3, Electronic Warfare 4, Etiquette (Islam) 4 (+2), Hacking (Exploit) 5 (+2), Hardware 4, Negotiation 2, Perception 5, Pistols 5, Software 5, Stealth skill group 2, Unarmed Combat 3

Qualities: Analytical Mind, Natural Hardening

Augmentations: Datalock, sim module (hot-sim modified)

Gear: Armor jacket, Fairlight Caliban commlink w/ Novatech Navi [Response 4, Signal 5, Firewall 3, System 4, w/ Response Enhancer 3]

Program: Analyze 5, Browse 3, Command 4, Edit 3, Scan 2, Armor 6, Attack 4, Decrypt 4, ECCM 3, Exploit 3, Medic 3, Spoof 4, Stealth 5

Weapons:

Fichetti Security 600 [Light Pistol, DV 4P, AP —, SA, RC (1), 30 (c), w/ detachable folding stock, laser sight]

SCENE 3: DEALING WITH THE SMALLER FISHES

SCAN THIS

After the player characters deliver the paydata on Ares and NeoNET operations to Brackhaus, he tells them to take a four-hour rest. At the end of that time Brackhaus informs them that the intelligence they'd gathered exceeded expectations and that Master Lofwyr is pleased with their speed and thoroughness. Now it is time to go after the smaller adversaries: the AA and A corporations seeking to take advantage of Saeder-Krupp's difficulties. Because

these corporations don't have the resources to collect intelligence on their own, they're going to have to rely on street fixers to put them in contact with Saeder-Krupp clients who may be uneasy with the current climate and interested in doing business with smaller corporations—corporations less likely to become involved in a shooting war. With no centralized intelligence network to backtrack the runners will need to visit various runner hangouts in Dubai and seek out local fixers who have the information they need. They will find four who are willing to talk and seem up to date on the activities of AA and A corporations. Two of these turn out to be reliable; two have hostile agendas. One is fiercely patriotic and deeply prejudiced against outsiders. He sees Saeder-Krupp as an enemy of Arab culture and knows almost all the AA and A corporations Saeder-Krupp is hunting are locally owned. He is focused on protecting his own and will take steps to thwart or eliminate these shadowrunners working for the enemy. The other fixer has connections with Brokerage X and ambitions to move up in that organization. Brokerage X is positioned to turn a tremendous profit if Saeder-Krupp's Middle Eastern operations flounder; any shadowrunners working for Saeder-Krupp threaten that payoff. The fixer will provide the runners with false information and pass as much information as he can about their identities, plans, and movements along to Brokerage X. Brokerage X will almost certainly dispatch runner team(s) of its own to dispose of the threat.

TELL IT TO THEM STRAIGHT

Hans Brackhaus meets with the runners four hours after they have completed their mission against Ares and NeoNET. He tells them: "Your quick work—and, more importantly, the quality of the information you brought back—is impressive. You were efficient and effective in dealing with the sharks—the large threats facing us—but now we must address smaller but still potentially damaging threats. Piranha, if you will, that see an opportunity to bite off their own small pieces while we are distracted. Individually they cannot hurt us much, but the aggregate effect could be damaging. These smaller companies do not have the resources to field their own intelligence operatives—they'll likely work through local fixers and approaching only a few clients each. This will make them difficult to locate and to track, and countering their intelligence gatherers will have not impact them at all. We need the names of the AA and A corporations and the individuals who are going after our clients. All we need is the information. Whatever happens after that will depend on what you find, so find out all you can. We need a complete and comprehensive list within the next twelve hours."

HOOKS

Though the player characters have not interacted with Brokerage X or Global Sandstorm directly, the runners should feel their presence and perhaps their attention. Because they are heavily invested in Saeder-Krupp losing its hold on the Middle East, both Brokerage X and Global Sandstorm are committed to stopping the tam from helping Saeder-Krupp recover. This scene may be the second time the runner team encounter shadowrunners Brokerage X has sent against them. If they go to the Ghazu Horse Racetrack, the Global Sandstorm bodyguards are directed to pursue and stop the runners at all cost. The runners should feel



a building tension and pressure in this scene as Saeder-Krupp's adversaries start giving the team unwanted attention. They will begin to sense how dangerous the beautiful city of Dubai really is beneath its beauty and glitter.

BEHIND THE SCENES

Urgent Message

"THE CRATER"

If the player characters spend any time in Deira, the downtown business district for Dubai, they will inevitably be in a position to view the site that was once the forty-seven story Saeder-Krupp Middle East headquarters and the cleanup operations that are underway. Saeder-Krupp is using nanites to break down huge swatches of the debris and turn it into feedstock material, so that the materials can be used by nanites in the construction of a new arcology. The materials that cannot be processed in this manner are being extracted using traditional heavy equipment. Between 48 and 72 hours after Hestaby struck the building, Saeder-Krupp personnel have already either broken down or removed nearly forty percent of the rubble. In another two weeks (provided all goes according to schedule), it is projected that the site will be cleared for new construction to begin. Construction for the new arcology should take six months to complete (without any unanticipated delays). Observant player characters may notice that there are groups that are actively working to sabotage the cleanup operations. In some cases, the crews are coming under fire by street gangs, who are taking pot shots at them. Some of the attacks seem to be more organized by various radical groups in the area. Saeder-Krupp has a strong security presence on the scene, along with the Mudaween, to try to discourage such attacks. Around the crater there are large numbers of humans protesting Saeder-Krupp and its CEO, Lofwyr. The AR signs that they display from their commlinks are very much vulgar, and very much anti-dragon. A few protestors in front of the crater that are burning Saeder-Krupp flags.

This scene gives the player characters an additional opportunity to experience runner hangouts in Dubai and to interact with local runners and fixers. If the player characters met Asriyah at the Midas Touch, they can begin their legwork there. They may also contact 2XL or Am-mut for names of local runner bars or locations where the best fixers in Dubai can be found. The names of the bars that 2XL and Am-mut provide are: The Midas Touch (in the downtown district of Deira), the Red Square club (in the Dubai Maritime City), and the Dubai Ghazu Horse Racetrack on the outskirts of Dubai. Asriyah is unreachable for this scene (either something bad befell her, or she is on assignment for Aegis Cognito). Alternately, the hacker that the player characters hired could refer them to his fixer, Al Tayyib, who is currently operating out of Midas Touch. He might

be willing to point them to other fixers in the area, who could help them construct this list.

When the player characters start asking around at the Midas Touch, local runners, though suspicious and reluctant to help outsiders, will point them two different fixers: a Muslim dwarf that goes by the name of Al Tayyib, and a Muslim elf that goes by the name of Baligh. Al Tayyib is willing to sell his information for a price of 15,000 nuyen, and a favor that he can call upon from them in the future. This favor is non-negotiable. In exchange, he is willing to set them up for jobs in Dubai, if they are willing to return. He is also willing to sell them information in the future. Al Tayyib can become a permanent contact for the player characters if the gamemaster allows it. Player characters can make a Negotiation + Charisma Test to try to bargain Al Tayyib down. The lowest Al Tayyib is willing to go is 10,000 nuyen (that is the price Brokerage X has put out in the shadows to be tipped off to the activities of the player characters). Al Tayyib puts his relations with any shadowrunner above his relationship with Brokerage X, since he believes that organization often acts in a dishonorable fashion. If the player characters have hired the hacker that he knows, this helps ingratiate Al Tayyib to them. The list he provides names companies (eight in all) that went to his competition for their assistance. Al Tayyib will not sell out those who might be his current clients. Al Tayyib is fluent in several languages and is accommodating to the player characters when they meet with him.

If the player characters talk to Baligh, the elf begins the conversation by saying he is willing to assist the shadowrunners. His offer seems to be genuine. Player characters should make an Opposed Judge Intentions Test (Intuition + Charisma versus Baligh's Willpower + Charisma). Success tells the player characters that Baligh is operating with a hidden agenda. Baligh, unlike Al Tayyib, values his relationship with Brokerage X, and he also values the nuyen they throw his way. He knows that reporting these shadowrunners will curry favor with Brokerage X. Additionally, Baligh feels no connection or obligation to the outsiders. For ten thousand nuyen (which can be negotiated down to five thousand), Baligh tells the runners that he can make a few phone calls, and he gives them a list of companies. He doesn't make that phone call in their presence; he excuses himself and walks out of earshot. He then calls his Brokerage X contact instead and rats the characters out. The Brokerage X contact sends shadowrunners down to Midas Touch. They follow the player characters until they are outside of the downtown business district and attack them on the road. The enemy runner convoy should consist of four vehicles and at least ten to twelve shadowrunners. They use drones to try to disable the runners' vehicle. Baligh gives the shadowrunners a list of six companies, five of which are fictitious. If they compare the list Baligh gave them to the one Al Tayyib gave them, they find one company name is the same (as a way for Baligh to try to convince the player characters that his information is genuine). Both the Mudaween and the Dubai Police are suspiciously absent during this vehicle combat, though they may show up immediately afterward to hassle the players.

When the player characters go to the Red Square club, they find that it is a very modern Russian club run by the Vory (the fixer they are looking for is the Red Square club manager). The fixer goes by the name "Zahkar." Zahkar has heard whispers of discontent with Saeder-Krupp, and he can help the runners. He



offers them a very reasonable price (3,000 nuyen, non-negotiable). But first, he tries to sell the runners military gear he has recently acquired, ranging from items recovered from Desert War to items plucked out of various hot spots around the world, including “slightly used” gear from the Aztlan-Amazonian war, such as battle rifles, monofilament grenades, and gecko grenades. This includes refurbished drones and vehicles that had been salvaged (many of which still have original markings). Zahkar displays these items, which are stored at an undisclosed location, in AR screens. The gamemaster should make a Negotiation + Charisma Test as Zahkar attempts to convince the players that they want to acquire these unique items. Only after Zahkar has finished his sales pitch does he provide a list of seven company names. The most important name on the list is Global Sandstorm, an Arab-owned AA corporation that has even more influence in the Middle East than Saeder-Krupp. Global Sandstorm would love nothing more than to push Saeder-Krupp out of the Middle East and take control of those business opportunities that Saeder-Krupp stands to lose. Zahkar informs the runners that instead of using one person from the company to approach these clients, Global Sandstorm is using allies they have in the Mudaween to make the approach and to intimidate the clients into switching.

If the player characters go to the Ghazu Horse Racetrack, they arrive while the races are taking place. The Ghazu Horse track hosts wealthy and prominent Arabian businessmen from around the Arabian Caliphate and gives them the chance to display their wealth and social status in the form of the fine quality of their Ghazu horses and their riders (and to a lesser extent, their camels and Arabian horses). They enjoy the chance to watch the races while also socializing and striking business deals. This is also a place to buy, sell, trade and breed Ghazu horses (p. 13, *Parazology*). The atmosphere of the horse track is perfect for a fixer to operate in. If the players try to identify the individuals who are here, they find many government officials as well as executives from various corporations, including corporations trying to undermine Saeder-Krupp. Global Sandstorm has a significant presence at the racetrack, so the player characters may wish to act discreetly here, or choose not to approach this particular fixer. There are also members of the Mudaween and the Dubai police in attendance. The Mudaween and the Dubai police present at the racetrack are not among the most upstanding members. Many of the individuals here are very conservative Muslims. Observant shadowrunners should make a Perception + Intuition (5) Test to note that other, less savory deals are being brokered behind the scenes, including drug deals, arms deals, and prostitution. A few of the individuals involved in the under-the-table deals are on Interpol’s most wanted list.

If the player characters do not make these observations, they are directed to a fixer known as Fawzan when they ask around. When they meet him, he does not talk to them if they appear to be Westerners or non-Muslims. He is a native speaker of Arabic, Russian and a few other local languages. English and Japanese are not among them. In this instance, he is openly hostile to them and insists they leave. His hostile reaction to the shadowrunners’ presence draws the attention of the bodyguards for Global Sandstorm, as well as members of the remnants of the New Islamic Jihad. From the context of the conversation, Global Sandstorm personnel can figure out that the players are working

for Saeder-Krupp, and he attempts to chase the runners out of the track. The suddenly hostile environment should force the players into a quick withdrawal. As they do so, they are forced to fight a running gun battle with the Global Sandstorm security personnel to the New Islamic Jihadists. The Dubai police and the Mudaween also pursue, although they have no intentions of using non-lethal force. Even after the player characters have left the racetrack, Fawzan is so displeased by his interaction with the player characters that he either puts a bounty on their heads throughout Dubai at a price of 15,000 nuyen, or he hires the local runner teams he works with to find and eliminate them.

Between the information given to them by Al Tayyib and Zahkar, the player characters have sufficient information to give a list to Hans Brackhaus. If the player characters seek out additional contacts for information, they receive names and companies that are already on the lists provided by the two fixers. The runners should easily be able to accomplish this objective within the allotted 24 hours.

Urgent Message

ENEMY COMPANY LIST
The AA and A corporations intending to pull clients from Saeder-Krupp according to Zahkar and Al Tayyib:

Al Tayyib's List
Company Name / Executive responsible for approaching the clients

- Brokerage X (Jonathan Greene)
- Frankfort Bank Association (Burkhart Hirsch)
- Esprit Industries (Damien Marquez)
- Dowdell Water Technologies (Najib Cham)
- Native Lands Industries (Scott Graceson)
- Bright Eyes Medical (Umayr Maalouf)
- New Persian Ventures (Mash'al Kouri)
- DataStream Incorporated (Xavier Samaha)

Rakhar's List
Company Name / Executive responsible for approaching the clients

- Global Sandstorm (Aziz Ibn Yusuf al-Shammar, but going through contacts in the Mudaween)
- Xenel-Oman (Jaleel Kanaan)
- Ifrit Services (Karim Seif)
- Olive Holdings (Hatim Naser)
- Nightfall Technologies (Basil Rahal)
- Millenia Holdings Brokerage Firm (Lyle Winters)
- Winglift Aerspace (Amjad Mansour)

SUBPLOTS

One of the sons of the Kabul Maffiya is in Dubai, looking to expand his organization’s presence in the Arabian Caliphate. Undercover S-K agents have spotted this individual at one of the locations where the shadowrunners are currently hunting down leads. Due to the current bad blood that exists between the Kabul Maffiya and S-K (allegedly, Hewad Amin had a S-K executive and



his family killed because he believed the executive's underlings were trafficking drugs in Kabul Maffiya territory), Hans Brackhaus contacts the runners and offers them the possibility for more nuyen. If they capture the son of Babrak Amin alive, he will pay them an extra 30,000 nuyen. If the shadowrunners capture the Kabul Maffiya member themselves, Saeder-Krupp can say they had nothing to do with the kidnapping, and it also prevents Saeder-Krupp from potentially outing its undercover agents. For more information on the Kabul Maffiya, see p. 101, *Vice*.

PUSHING THE ENVELOPE

A majority of this scene involves interactions between the Dubai fixers and the team's face. There are also opportunities for conflict with bodyguards from Global Sandstorm, the Mudaween, Brokerage X, and the New Islamic Jihad. One or more of these groups may take it upon themselves to move against the players. A group may choose to trace where the player characters are staying, and they may try to attack them while the runners are resting at their hotel.

To make things more interesting, the fixer, Baligh, may also have connections to the great dragon Aden, and he may report the players' efforts to assist Saeder-Krupp to the dragon. Aden may direct his (or her) metahuman allies to antagonize the player characters. These groups could include terrorist cells amongst the Kurds, Lebanese dissidents, and the Kharijis. Stats for the Kharijis are on p. 29.

For flavor, another group the player characters may have a chance to interact with are pirates, many of whom are in port from Madagascar. Being close to the port, the Red Square club is the likely location for such interaction. Some of these pirates may try and recruit the shadowrunners into their crews. Some may see the shadowrunners as a valuable commodity, and arrange for their extraction so they can sell them into slavery. All of these possibilities should emphasize that Dubai, despite its polished veneer as a modern and westernized city in the Middle East, still has its share of dangers. Many of the pirates might brag about the vessels they have captured, plundered or ransomed. Some of this information can be sold to the right person or corporation. But should the pirates find out that the player characters sold this information and sold them out, they could make many enemies among the pirates that frequent Dubai.

If any harm comes to Fawzan by the runners' hands due to his hostile reaction toward them, the fixer community in Dubai is not be pleased and places a bounty on the players' heads. This bounty can be best described as "being high enough to get the job done." The bounty will follow them back to their city of origin.

DEBUGGING

The face of the player team is spotlighted in this scene, negotiating for the list of names of small-time corporations that are going after Saeder-Krupp's clients. If the face of the team fails or glitches a roll, have the fixer with whom they are negotiating become distracted by an incoming call or other work-related business. This may take the fixer out of the room for several minutes. When they return, have them return to negotiations and have the players make a second Negotiation + Charisma Test.

If the players hired the NPC hacker, he is a native Arabic speaker versed in the many languages that are used in Dubai. If the face has any difficulties understanding what is being said, the NPC hacker can be used as a translator to facilitate the negotiations.

If the player characters need to purchase linguasofts or mapsofts, Al Tayyib can arrange to sell them the appropriate linguasofts (p. 331, *SR4A*). Add a ten percent mark-up to the cost of the soft for Al Tayyib's services.

PLACES OF INTEREST

The Midas Touch

The Midas Touch is a four-star restaurant and nightclub located in Deira, a downtown district of Dubai, near the tourist-oriented Souks. Westerners, non-Muslims, and all types of metahumans are welcome. The theme of the Midas Touch plays off the tale of King Midas, with amber lighting, golden cloth tapestries, and golden furniture. Though its architecture is traditional, the Midas Touch features modern Arab music—often performed live by local artists—and a sizable dance floor for the club crowd. The Midas Touch has several secure VIP rooms that are ideal for private meetings.

The Red Square

The Red Square club is located in the Dubai Maritime City and run by a Vory fixer named Zahkar. Anyone with nuyen to spend is welcome. The club prides itself on its Russian cuisine, imported Russian liquors, and live Russian entertainers. It also features Russian artists and live performers. Not surprisingly, Russian ex-pats make up a large portion of the regular crowd at the Red Square. Also among the regulars are a good number of smugglers and pirates; many deals are made in the dark booths and alcoves of the club.

Ghazu Horse Racetrack

The Ghazu Horse Racetrack was a renowned center for racing both camels and Arabian horses before the Awakening. Today, with Ghazu horses serving as a potent status symbol for the rich and elite of the Arab world, anyone of importance can be found here. Breeders, brokers, and owners from across the Arabian Caliphate gather to display their best Ghazu horses and to sell, trade, or breed their prized stock. The Ghazu Horse Racetrack is conservative and intolerant of outsiders. Non-Muslims and improperly attired women are banned (or shunned if found on the grounds). Obvious metahumans, particularly orks and trolls, are ostracized—unless they are good, practicing Muslims, in which case they are made to feel inferior and unwelcome. Clandestine meetings between radical groups such as the New Islamic Jihad and their financial supporters among the elite are common.

GRUNTS AND MOVING TARGETS

Al Tayyib

Being a metahuman in the Muslim world makes Al Tayyib a bit of an outcast. He is able to operate effectively within the westernized parts of Dubai, but beyond those sectors are conservative Muslim neighborhoods and unmarked areas dominated by one fundamentalist group or another. In those areas he has no influence at all. A native of Dubai, Al Tayyib has been a fixer since shortly after *Crash 2.0*. He appears to be in his late 30s and wears a traditional white Kandura robe with Guthra headscarf.





Dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	5	5	6	6	5	4	6	4	6	10	1

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 6/2

Skills: Blades 5, Con 4, Dodge 4, Electronics skill group 4, Etiquette (Islam) 6 (+2), Negotiation 4, Perception 5, Pistols 4, Stealth skill group 6, Unarmed Combat 4

Qualities: Bilingual, Home Ground (Midas Touch), First Impression

Languages: Arabic N, English N, Hindi 4, Japanese 4, Russian 5

Augmentations: none

Gear: Hermes Ikon w/ Mangadyne Deva commlink [Response 4 Signal 3, Firewall 2, System 3, w/ harmonic resonator, stun gas, small explosive device]

Baligh

Although Baligh is an elf by birth, he looks almost completely human. Wearing a traditional Guthra headdress he can and does pass for human in circles that do not welcome other metatypes. This enables Baligh to access certain circles and make certain contacts that fixers like Al Tayyib cannot. Baligh has strong ties with Brokerage X and works hard to support his contacts within that organization. Baligh's goal is to earn more jobs and more referrals from members of the Brokerage and acquire much more wealth in the process. Baligh appears to be in his mid-20s.

Elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	7	4	4	8	4	4	5	3	6	8	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Blades 3, Con 5, Disguise 3, Dodge 3, Electronics skill group 3, Etiquette (Islam) 4 (+2), Negotiation 6, Palming (Pickpocket) 6 (+2), Perception 4, Pistols 4, Unarmed Combat 4

Qualities: Bilingual, Home Ground (Red Square club)

Languages: Arabic N, English 2, Russian 3, Sperethiel N

Gear: Fairlight Caliban commlink w/ Iris Orb [Response 4 Signal 5, Firewall 3, System 3]

Zahkar

It is easy for someone who does not know him to dismiss Zahkar as a humorous caricature, a jolly and slightly drunk bear of a man who is always laughing or eating. In fact the manager of the Red Square Club is a well-connected fixer and a respected member of the Vory, the Russian mafia. Though Zahkar can come across as a high-pressure used car salesman when pitching his wares, everything he sells works, and all the information he sells is solid. In addition to information, Zahkar enthusiastically pitches "slightly used" ordnance recovered from hotspots ranging from the Desert Wars to the Amazonia-Aztlan conflict. While identifying numbers no longer exist, little effort has been made to remove the markings and logos from his merchandise; almost every corporation or nation around the globe is represented.



Everything, he promises, from handguns to drones to vehicles, has been refurbished and is guaranteed to function. Zahkar is a shrewd businessman; he doesn't give anything away, but he gives value for his prices. He deals honestly with everyone except the law.

Human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	4	5	5	5	4	4	4	5.4	9	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/2

Skills: Blades 3, Con 5 (+3), Disguise 3, Dodge 3, Electronics skill group 3, Etiquette (Islam) 4 (+5), Negotiation 6 (+3), Palming (Pickpocket) 6 (+2), Perception 4, Pistols 4, Unarmed Combat 4

Qualities: Bilingual, Home Ground (Red Square club)

Languages: Arabic N, English 2, Russian 3, Sperethiel N

Augmentations: Tailored pheromones 3

Gear: Fairlight Caliban commlink w/ Iris Orb [Response 4 Signal 5, Firewall 3, System 3]

Fawzan

Fawzan is a top-tier fixer widely respected in the Arabian Caliphate. He is also an ultra-nationalist, loyal to his country and to Islam (more as a culture than as a faith). Though he is not a fundamentalist, Fawzan has connections and influence with many fundamentalist groups. As a nationalist, Fawzan regards all outsiders as a threat on general principles, but he has a deep and specific hatred for Saeder-Krupp. He considers the megacorporation to be an infestation, a blight, that is actively and covertly working against his country and his people; anyone working for Saeder-Krupp is automatically on his enemies list. And Fawzan has the resources and the inclination to put a bounty on the head of anyone he considers an enemy. When particularly annoyed he has been known to hire one of the local runner groups he works with to deal with the problem.

Human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	5	4	6	3	5	5	6	6	8	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Blades 3, Con (Fast Talk) 5 (+2), Disguise 4, Dodge 3, Electronics skill group 3, Etiquette (Islam) 4 (+5), Negotiation (Bargaining) 6 (+2), Perception 5, Pistols 4, Unarmed Combat 4

Qualities: Home Ground (Ghazu Horse Racetrack)

Languages: Arabic N, Italian 3, Russian 5

Gear: Fairlight Caliban commlink w/ Iris Orb [Response 4 Signal 5, Firewall 3, System 3]

Global Sandstorm bodyguards (Professional Rating 3)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	7	4(7)	6	3	3	3	3	5.1	7(10)	1

Condition Monitor Boxes: 11

Armor (B/I): 6/2 **Skills:** Automatics (SMGs) 4 (+4), Athletics skill group 3, Blades 3, Dodge 5, Gunnery 2, Perception 5, Pistols 4 (+2), Pilot Ground Craft 3, Stealth skill group 4, Throwing Weapons 5, Unarmed Combat 3

Augmentations: Reaction enhancers 3

Qualities: Exceptional Attribute (Agility)

Gear: Form-fitting body armor (full suit), goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

AK-147 Carbine [SMG, DV 6P, AP +2, SA/BF/FA, RC 1 (2), 30 (c), w/ internal smartgun system, detachable folding stock, hollow point ammo]

Savalette Guardian [Heavy Pistol, DV 5P, AP -5, SA/BF, RC 1, 12 (c), w/ internal smartgun system, APDS ammo]

Throwing Knives [Throwing Weapons, DV 4P, AP -]

1 x flash-bang grenades [Grenades, DV 6S, AP -3, Blast 10m radius]

New Islamic Jihad warriors (Professional Rating 3)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	6	5	3	3	3	6	6	9	1

Condition Monitor Boxes: 11

Armor (B/I): 10/8

Skills: Automatics 5 (+2), Athletics skill group 3, Blades 3, Dodge 5, Gunnery 4, Heavy Weapons 5, Intimidation 3, Long Arms (Sniper Rifles) 4 (+2), Perception 3, Pilot Ground Craft 3, Stealth skill group 4, Throwing Weapons 5, Unarmed Combat 3

Gear: Full body armor w/ environmental adaptation, goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

AVC-7.62 [Battle Rifle, DV 7P, AP -1, SA/BF, RC 2, 30 (c), w/ internal smartgun system]

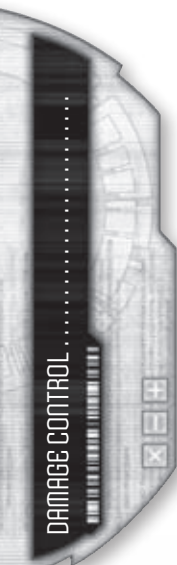
Walter MA-2100 [Sniper Rifle, DV 7P, AP -3, SA, RC (1), 10 (m)]

Ingram White Knight [LMG, DP 6P, AP -1, BF/FA, RC 5(6), 50 (c) or 100 (belt), w/ detachable folding stock, integral gas-vent system]

2 x high-explosive grenades [Grenades, DV 10P AP -2, Blast -2/m]

New Islamic Jihad "holy warriors" (Professional Rating 4)

Although a vast majority of the New Islamic Jihad are mundane, some within this shattered extremist group are Awakened. They see themselves as holy warriors (called mujahedin), using their abilities to defend their faith. Although they regard these abilities as being abhorrent to their understanding of Islamic law and teaching, they feel that they can rid themselves of this "curse" through dying for their faith and their cause. The more accepted of these Awakened warriors are adepts; their abilities are channeled within making them less obviously different than those



who deal in spells. All mujahedin do their best to conceal and/or ignore their abilities until such time as they can be best used to serve Allah.

Human

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	4	6(8)	6	3	3	3	6	8	6	9(11)	1(3)

Condition Monitor Boxes: 11

Armor (B/I): 14/12 **Skills:** Automatics 3, Assensing 4, Athletics skill group 5, Blades 6, Dodge 5, Intimidation 3, Perception 3, Pilot Ground Craft 3, Stealth skill group 6, Throwing Weapons 4, Unarmed Combat 5

Adapt powers: Astral Perception (1), Critical Strike 4 (1), Improved Reflexes 2 (2.5), Killing Hands (.5), Missile Mastery (1), Mystic Armor 4 (2)

Initiate level: 2

Metamagics: Flexible signature, masking

Gear: Full body armor [w/ environmental adaptation], goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

- AVC-7.62 [Battle Rifle, DV 7P, AP -1, SA/BF, RC 2, 30 (c)]
- Walter MA-2100 [Sniper Rifle, DV 7P, AP -3, SA, RC (1), 10 (m)]
- Throwing knives [Throwing Weapons, DV 5P, AP —]
- 2 x high explosive grenades [Grenades, DV 10P AP -2, Blast -2/m]
- Unarmed [Reach 1, DV 7P, AP —]

Kharijij fighters (Professional Rating 3)

The Kharijijis are Muslims (Ibadis of Omar) that were driven out after Ibn Elsa's Islamic Unity Movement united the Arabian Peninsula and the Wahhabist Saudis took control of the region. Sectarian violence forced them to flee their homes and seek sanctuary in exile. The Kharijijis see the government of the Arabian Caliphate as their enemy. A large percentage of Kharijijis became radicalized during their exile. They have declared everyone who supports the Caliphate, including Muslims, to be infidels. Aden made contact with this radicalized group and developed an alliance. Many of these Kharijijis engage in piracy in the Mediterranean. If Baligh contacts Aden, the great dragon asks members of this group to travel to Dubai to take out the player characters. (For more details on the Kharijijis, see *Dragons of the Sixth World* p. 43.)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5	6	5	4	3	3	6	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 10/8

Skills: Automatics 4 (+1), Athletics skill group 5, Blades 3, Dodge 5, Exotic Ranged Weapon (Net Guns) 4, Gunnery 4, Heavy Weapons 4, Long Arms (Sniper Rifles) 5 (+2), Perception 3, Pilot Ground Craft 3, Pilot Water Craft 5, Stealth skill group 4,

Throwing Weapons 2, Unarmed Combat 5

Gear: Full body armor [w/ environmental adaptation], goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

- PPSK-4 Collapsible Machine Pistol [Machine Pistol, DV 4P, AP +2, SA/BF, RC (1) 30 (c), w/ folding stock, laser sight, subsonic ammo (-1 dice pool modifier to notice the weapon's use or location from which the gun was used)]
- Sandler TMP [SMG, DV 6P, AP —, BF/FA, RC (1), 20 (c), w/ top-mounted laser sight, folding stock, explosive ammo]
- SA Retarius Net Gun [Exotic Weapon, Normal-sized nets, SS, 4(b)]
- Monofilament Sword [Blades, Reach 1, DV 6P, AP -1]

SCENE 4: WETWORK

SCAN THIS

Hans Brackhaus was pleased with the thoroughness of the runners' search and the accuracy and depth of the information they acquired; now Saeder-Krupp has actionable intelligence on its enemies in the region. This concludes Saeder-Krupp's first objective; the runners are now free to either return home or take on more work from Brackhaus. If the sahdowrunners choose to stay on with Saeder-Krupp, the face can at this time negotiate for more pay, a larger expense account, or both. Brackhaus will not suggest renegotiation; the runners must initiate the talks. Now, before any other objectives are discussed, will be the only time the opportunity to renegotiate is available; Brackhaus will not be open to any such efforts from this point forward. Once the runner team has decided to stay, whether or not they negotiated for better terms, Brackhaus informs them their next task is straightforward network.

TELL IT TO THEM STRAIGHT

Exactly four hours after Hans Brackhaus told the runners to get some rest, he calls. "So you have decided to stay? This is very good. We appreciate the work you have done for us so far. This next task should appeal to those in your party that appreciate violence and mayhem. Based on the list you provided us, we have a target we would like to make an example out of: Native Lands Industries. It's a local corporation that has only been in business for two years. They lack significant political ties here in the Arabian Caliphate, and their client list is rather unremarkable. From what I have been told, their security teams are inexperienced. The outside security firm he hired is among the cheaper variety. They use antiquated drones that have a shoddy track record while working in desert surroundings, and the age of the drones also factors into their lack of effectiveness. Their company is growing, but they have yet to upgrade their security for their headquarters. In short, they are a soft target for experienced runners like yourselves. The task is simple: hunt down Scott Graceson, extract him, take him back to his business, and burn it, along with him, to the ground. If your team can hack into their accounts and cause damage to those records as well, please do so. If you can wreck their equipment, do it. We want Native Lands Industries burnt to the ground, both physically and in the Matrix. Native Lands Industries must never be allowed to reopen. Do not



worry about collateral damage while inside Native Lands, but watch out for any extra-corporate losses, especially when you are leaving the scene. This needs to be done within 24 hours. Since you've done so well on your other projects for us, I'm sure this straightforward task won't be of any difficulty for you.

If the player characters inquire as to why Lofwyr doesn't make a personal appearance to make an example out of Native Lands Industries, read the following:

Master Lofwyr is busy with numerous tasks that are far more demanding than simple acts of violence. He is engaged in tasks that use the highest levels of his skills, and he regularly delegates lower-level tasks such as this one to capable associates. The runners have shown themselves to be such people.

HOOKS

This scene is meant to be a simple network job. The player characters are to collect Scott Graceson, take him back to his office, kill him, and destroy the business he has worked over the last few years to build. Other than complications from combat, there should be no major twists or turns in this scene.

BEHIND THE SCENES

The player characters first need to locate Native Lands Industries. A simple Data Search + Logic (2) Test reveals that Native Lands Industries is based in the Dubai Industrial City in the western part of Dubai. Should the shadowrunners approach the Native Lands Industries office, they discover that the president is not on the premises. Scott Graceson is attending a business expo at Dubai's World Trade Center. He is attending meetings and networking with potential clients from around the Arabian Caliphate and is not expected back on premises for another two days. If the players hack into the Native Lands Industries' node (Device Rating 4), they can discover Graceson's home address, schedule, vehicle make, description, license plate number, and RFID tag frequencies. From that information, the players should be able to determine the most likely route Graceson would take from the Trade Center to his residence, allowing them to grab Graceson while he is in transit. The Trade Center has a significant Dubai police presence that makes extraction difficult. There is also a regional police headquarters situated only a couple of blocks away from the Trade Center. There are dozens of security cameras watching the Trade Center by both the Dubai Police and the Mudaween. Extracting someone covertly from the Trade Center is next to impossible without hacking into and altering security footage from a half dozen nodes (if not more).

Graceson's neighborhood (Al Safa) should be considered as being a Middle level neighborhood (p. 157, *Runner's Companion*). Security for Graceson's neighborhood has a Middle Security rating (p. 158, *Runner's Companion*). This means locks and other security devices have a Device Rating of 3, and any security in the area has a Professional Rating of 3. Use the Professional Rating stats for Lone Star Police Squad Member and Lone Star Lieutenant, p. 282, *SR4A*. Graceson always travels in the company of two personal bodyguards who stay at his residence. Both of them are magicians (although they use spells that are not obvious in order to remain hidden from the Mudaween).

Once the player characters have Graceson, they should take

him back to his office. There is a team of eight security guards that are always on duty that are assigned to protect the building and the heavy equipment for Native Lands Industries. They have a lot of ground to cover in the construction yard, so they break into two groups of four; one group of four guards to watch the business office, and the other four to patrol the construction yard. The building utilizes an Ares Sentinel P Series drone. To aid the guards walking the grounds, they have two Ferret RPD-V1 Perimeter drones patrolling along with the guards. If there is a disturbance on the construction yard, the building can deploy three MCT Hachiman drones to the trouble area.

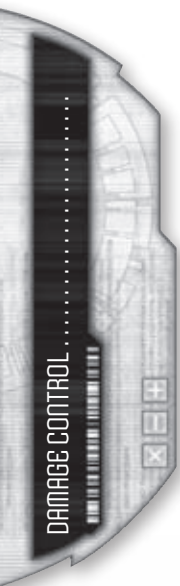
If the player characters make a Perception + Intuition (3) Test, they notice that the guards make some pretty rookie mistakes. There are blind spots and weaknesses in their patrols. They can use the heavy equipment in the yard to get the drop on the guards and obtain good cover. Vehicles in the yard range from forklifts, cranes, and cement trucks to tractor trailers. The guards do not possess a very keen sense of situational awareness. They prefer to talk and drink when they should be keeping an eye out for trouble. The guards are counting on their guns and the drones of the facility to discourage a break-in, which is a mistake that can be exploited by the player characters. Due to their professionalism, the guards might be encouraged to leave their posts if they are given the ultimatum of staying or dying. This fact could help the runners keep the body count down in this scene.

The office building for Native Lands is made of mostly brick and plascrete. It is a building that will not burn effectively. The player characters need explosive charges planted in strategic places to bring the building down. If the player characters do not currently have access to explosives, they can talk to the fixers they interacted with in the previous scene for assistance in acquiring this material. If the player characters do not have someone skilled in demolitions, they can hire someone to assist them with this task. The explosives can be attached to either a Radio or a Timer detonator (p. 87, *Arsenal*). The explosives should be set up in a way that allows the players to escape the premises before the explosion goes off. Once the explosion goes off, Dubai police rapidly converge on the scene.

For the Matrix work, the hacker can delete important records such as contracts, delivery schedules, delete or alter the business payroll, place orders that put the company into unbelievable debt, alter project specs, etc. He can also plant viruses to wipe out the entire database. For the construction vehicles in the yard, there are numerous ways the players can destroy the vehicles. They can cut and destroy the electronics of each vehicle, they can drive them and put them in one contained area where an explosive charge can destroy them all, or they can use magic to damage each vehicle. It should be left up to the discretion of the player characters how they wish to destroy the construction vehicles. Once Graceson is dead and Native Lands Industries offices and equipment is destroyed, the players can return to their motels for some much needed rest.

PUSHING THE ENVELOPE

A Dubai police patrol may notice something unusual about the Native Lands Industry building while the runners are inside (lack of drones, etc.) and call for backup. Because Native Land Industries is only an A corporation without sophisticated



security, Dubai police are authorized to respond to threats on its property. They may confront the runners inside the building while sabotaging the equipment. Since the Dubai police are exactly the sort of collateral damage the runners were instructed to avoid, they need to neutralize the threat without killing anyone. If they render police officers unconscious inside the building, they have to get them to safety before the building explodes.

Fawzan has the connections to put together a list of the corporations Saeder-Krupp will target and spread this information throughout the Dubai shadows. Fawzan may put his own bounty on the runner team, or other adversaries such as Brokerage X or Global Sandstorm may either post bounties or deploy their own shadowrunners to eliminate the threat. In any case, while the runners are focused on completing their mission an NPC shadowrunner team is closing in to collect Fawzan's bounty. The gamemaster can use any of the stats included in *Damage Control* to create the NPC team. The NPC team should have a Stealth skill group rating of 5 and wear chameleon suits (6/4 armor). If the runners have split into two groups to try and get the job done faster, the NPC shadowrunner team uses a directional jammer to disrupt communication between the groups. Alternatively, if the Khariji were not utilized in the previous scene, they can be used here.

DEBUGGING

Not all player groups will be comfortable completing network. In this situation, the gamemaster could replace this scene with one of his or her own, or adapt any of the plot points suggested in the *How to Turn Damage Control into an Extended Campaign in the Middle East* textbox. The gamemaster might also elect to assign the runners with the destruction of the facility but not require them to kill Graceson, or the players may opt to fake Graceson's death. The most important thing is that the players have fun.

If the player characters have no magical support, Graceson's two bodyguard magicians may be too much for the runners to overcome. Since Scott Graceson has no prejudice against metahumans, the gamemaster may replace the magicians with troll bodyguards. (Use the stats for the Ares "dockworkers" in Scene 2, *To Stop the Floodgates from Opening*.)

If the drones defending Native Lands Industries are likely to deter the player characters, the gamemaster may give the drones dice pool modifiers (due to the fact that they are older drones, or because heat and sand affect mechanics/electronics, or some other such explanation) or simply reduce the number of drones—whatever options best suit the players and the campaign.

PLACES OF INTEREST

Native Lands Industries

Scott Graceson—founder, president, and CEO of Native Lands Industries—is a native of the CAS who converted to Islam and moved to Dubai in 2068. Because of his foreign origins, winning approval to create and operate a new corporation in the Arabian Caliphate was a long and difficult process. Native Lands Industries provides services and raw materials for Dubai's continuous construction and renovation projects. The corporation can provide contractors and skilled labor specializing in removing demolition wastes and recycling them into new building materials.

Since demand exceeds its manufacturing abilities, Native Lands Industries also imports materials such as durasteel, plastecrete, and glass while dealing only with Muslim manufacturing and transport companies. In the two years it has been in operation, Native Lands Industries has seen a slow but steady growth as more and more local construction and development companies are won over to its way of doing business.

Though still very much a small fry, Native Lands Industries is growing and shows every sign of becoming a serious competitor for Saeder-Krupp subsidiaries Heavy Metal, Kinesey Heavy Industries, and Saurer-Reiter in the near future. With Hestaby's destruction of Saeder-Krupp's headquarters and rumors of more troubles and uncertainty in the megacorporation's future, Graceson sees the opportunity to expand more rapidly than he'd thought possible by courting S-K clients directly.

Native Lands Industries' main offices occupy a modest three-story building.

GRUNTS AND MOVING TARGETS

Scott Graceson bodyguards (Professional Rating 3)

Elf

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	6	5	6	4	4	4	5	6	6	9	1

Condition Monitor Boxes: 11

Armor (B/I): 5/3

Skills: Automatics (SMGs) 4 (+4), Athletics skill group 3, Assensing 5, Astral Combat 4, Blades (Pentjak-Silat) 5 (+2), Counterspelling (Combat spells) 6 (+2), Dodge 5, Perception 6, Pistols 4, Pilot Ground Craft 3, Spellcasting 5, Stealth skill group 4, Unarmed Combat (Subdue) 4 (+2)

Qualities: Magician, Martial Arts (Pentjak-Silat) (5 pts)

Advantages/Manuevers: +1 Die when using the Called Shot option to increase damage; Disarm, Finishing Move

Spells: Death Touch, Detect Enemies [Sustained], Heal, Influence, Knockout, Shatter, Silence

Gear: Rating 3 Contact Lenses [w/ flare compensation, low-light vision, smartlink], Auctioneer Business Clothes

Weapons:

AK-147 Carbine [SMG, DV 5P, AP —, SA/BF/FA, RC 1(2), 30 (c), w/ internal smartgun system, detachable folding stock]

Kris [Blades, Reach —, DV 4P, AP —]

Ares 'P' Sentinel drone

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
0	5/10	30	2	2	5	2

Standard Upgrades: Ammo Bin (Standard), Obsolescent, Track Propulsion, Weapon Mount (turret, visible)

Weapon:

FN HAR [Assault Rifle, 7P, AP -1, SA/BF/FA, 285 rounds of Explosive ammo]



MCT Hachiman drone

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
-1	5/15	30	2	4	12	2

Standard Upgrades: Ammo Bin (standard), Armor (Normal) (12), Obsolescent, Reinforced Weapon Mount (remote, turret, external), Spotlight, Targetsoft 1

Weapon:

Ingram White Knight [LMG, 6P, AP -1, BF/FA, 350 (belt)]

Ferret RPD-V1 Perimeter drone

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
0	5/10	30	3	1	1	3

Standard Upgrades: Obsolescent, Searchlight

SCENE 5: PROTECTING A VALUABLE REVENUE STREAM

SCAN THIS

After another four-hour break, Hans Brackhaus contacts the player characters with another job. A representative for one of Saeder-Krupp's larger contracts in the region (a diplomat from the Israeli government) is staying at the historic Burj Al Arab Hotel. Saeder-Krupp intelligence believes that he has met with one or more of Ares' company men in the last forty-eight hours. The next meeting could be critical in determining whether the Israeli government breaks the contract with Saeder-Krupp and goes with Ares. This contract is worth 750 million nuyen, and if other clients see Israel going to Ares, it could have a domino effect in the region. Hans Brackhaus needs the runners to disrupt this meeting, scheduled for 1800 hours this evening. But he needs the runners to make it look as though the meeting was disrupted by Ares' own incompetence and not look like a Saeder-Krupp runner team interfered. They are specifically instructed to not engage or otherwise harm the diplomat or his bodyguards, since the bodyguards are Mossad agents.

TELL IT TO THEM STRAIGHT

Four hours after you destroyed Native Lands Industries, your commlinks beep. It is Hans Brackhaus. "We have received word that Native Lands Industries is no more, and word is spreading amongst the fixers. They are no longer in a mood to cross us. And many of our smaller clients are no longer willing to take the risk of ending up like Mr. Graceson. So thank you. If you are willing, I have another job for you. There is an Israeli diplomat in Dubai by the name of Melchior Bassani. With the information you provided us, we were able to learn that Mr. Bassani has met with Ares twice in the last forty-eight hours. He has one more meeting scheduled with Ares, and that is tonight at 1800 hours. This meeting is considered crucial; if it takes place, Ares can seal the deal and steal the contract from us. Accomplishing this could create a domino effect with other clients who may be considering leaving us. If this meeting doesn't happen or if Ares ends up with egg on its face, there is a good chance we retain their contract, and prevent a potential disaster.

"To do this job, you must make sure this meeting doesn't happen, but more important than that, you must make it look like the meeting failed due to the fault of Ares. Mr. Bassani must not now that the meeting was disrupted by shadow assets that might be working for us. We do not know the location of this next meeting. Each time, the meeting site has changed. The two meetings were held in private at two of Dubai's most renowned five-star restaurants. For security reasons, it is not likely Ares will follow the same pattern. We do know, however, that Mr. Bassani is staying the historic Burj Al Arab hotel.

"Under no circumstances is any harm to befall Mr. Bassani. As fair warning to you, Mr. Bassani's security team is made up of highly trained, experienced Mossad officers. If there is to be violence involved in this, make sure that it is disguised as something else, and that Bassani does not become suspicious. If you need to resort to violence, make sure you sell the cover story well. Because if we lose Bassani and his contract, you will lose as well.

If the player characters did not do

Scene #4 (*Wetwork*), read the following:

As you are returning to your hotel room from a grueling job for Mr. Brackhaus, a news broadcast is flagged and translated by your commlink. The broadcast involves Native Lands Industries, a company that was on the list of AA and A corporations that you gave Mr. Brackhaus a little over a day ago. You learn that a group of unknown individuals broke into Native Land Industries and killed the guards on duty. They proceeded to break into the office building and used explosives to destroy the building. There were a couple of guards in the building, and it is believed that Scott Graceson, the CEO for Native Lands Industries, was in the building as well. In total, nine people were killed, and much of the company's heavy equipment was vandalized. There are currently no suspects in the case.

HOOKS

In *Protecting a Valuable Revenue Stream* the player characters must cause the Israeli diplomat to see Ares as incompetent. Israel must come away seriously doubting Ares' ability to provide the level of service Saeder-Krupp can and has for years. Ares and Knight Errant can be made to look as though they are not able to deal effectively with petty local criminals, or make adequate provision for an easily prevented complication, or any similar situation a competent corporation would normally take in stride. It is vital that neither the Israeli diplomat nor his highly competent bodyguards (Mossad agents) have even the slightest suspicion that events are being manipulated. If they realize Saeder-Krupp is involved, discovering the megacorporation uses such underhanded tactics may cause Israel to believe other negotiations were also carried out under false pretenses and immediately sever all ties to Saeder-Krupp.

BEHIND THE SCENES

The player characters need to do research to find out more about Melchior Bassani. The logical place to start is the Burj Al Arab hotel. If the player characters attempt to hack into the Burj Al Arab hotel, they find that it has a Rating 6 nexus. The hotel prides itself on the confidentiality of its records. When the player characters hack into the hotel's computers, they find no one by



the name of Melchior Bassani registered at the hotel. There are a dozen or so prominent Israeli citizens registered at the Burj Al Arab, but none of the SINs or the images match up with Bassani's official Israeli service record. Because Bassani is a public official, the players can do a Data Search + Logic (6, 1 minute) Test to obtain his official biography, including picture of him. Mossad registered Bassani under a Rating 6 fake SIN, complete with a fake profile carefully constructed by Mossad. The fake SIN bears no resemblance to Bassani; anyone hacking the database will not find anyone matching Bassani in the hotel files. To detect whether a fake SIN and a fake identity has been used (and more importantly, to tell the fake SINs from the real ones), the hacker should make a Data Search + Logic Opposed Test versus the Rating of the SIN. Unfortunately, more than one person registered at the hotel with a fake SIN; even if the runners don't beat the Rating of Bassani's fake SIN, it is likely the hacker will discover several other Rating 6 fake SINs being used, as well some lower-rating SINs). If the hacker succeeds, he or she finds that well over fifty people are using fake SINs. The hacker may need to locate Melchior Bassani through the use of the security cameras, but that method may prove to be too time consuming. The runners may need to enter the Burj Al Arab hotel and see if they can bribe a hotel worker to give them the information they seek. They may also choose to contact Hans Brackhaus to find out from him which name Melchior Bassani is staying under. No matter what method they use, the runners learn that Melchior Bassani is staying on the 35th floor, in luxury suite number 35011. The name under which Bassani is registered is Gregory Sextant, supposedly from London. Bassani has a security force of six Mossad agents around him at all times. Three of these agents are Awakened (mystic adepts).

There is another advantage to hacking into the hotel computers: the runners can get information about the building's access points. There are four main access points for the hotel. Two are at street level, a west and east entrance. The west entrance is the main entrance, while the east entrance is the rear entrance used by VIPs and other dignitaries. There is also an underground parking structure and a sea-level marina that has berths for up to thirty vessels (either speed boats or luxury yachts). Knowing which room Bassani is in, it should be fairly simple for the hacker to trace his movements and to figure out how he was picked up from the hotel by the Ares agents.

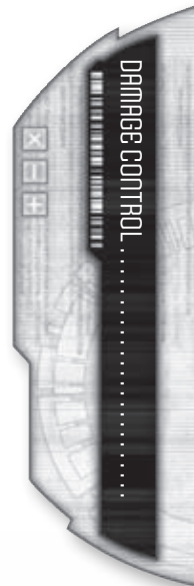
If the player characters asked for the times of the other two meetings, the hacker could narrow the times of when Bassani left the hotel to meet with the Ares company man. Because he is a diplomat, Bassani departs the hotel at various hours of the day for meetings all across Dubai. Bassani has other business in town besides dealing with Ares. By having those times, they could figure out which departures were linked to Ares. For the last two meetings, Bassani was picked up in the underground parking structure and from the east entrance. This leaves the player characters with two distinct possibilities for departure: the main entrance and the marina.

Getting the Israeli diplomat's schedule can be difficult for the runners to accomplish with the operation's timeframe. Melchior Bassani and his Mossad handlers are using MCT tactical commlinks (Device Rating 7). Instead of hacking the commlinks, the runners may need to observe the Mossad agents to see if they give away which exit Bassani will be using for this third and final

meeting with Ares. At 1600 hours, two hours prior to the meet time, the Mossad agents begin scrutinizing the routes to the Marina. They plant their own wireless cameras at locations that allow them to keep an eye on the marina; specifically berth number one, the closet berth to the hotel entrance. The Mossad agents approach the boat currently moored in there and pay off the crew to move the yacht to another berth for a few hours. They then keep that berth clear of boats until a specific speedboat (named the *Trident*) arrives at 1700 hours, an hour before the scheduled beginning of the meet with Bassani. This boat is piloted by an Ares operative. Two Mossad agents stand guard at the berth until the boat arrives, and Bassani boards the speedboat at 1730 hours. The Trident only has room for the pilot, Bassani, and three other Mossad agents. There is another speedboat in berth number ten that belongs to the Mossad agents. The other three Mossad agents board that boat and follow the Trident. If the player characters check the registries for the boats, they eventually discover that the boat belongs to the government of Israel.

The only surefire way for the player characters to gain access to the boat undetected is by approaching underwater. There is enough pollution in the water that a diver will not be seen. If the players come up with a plan to sabotage the boat, they can get gear from either Al Tayyib or Zahkar. There are enough pirates in Dubai that the tools needed to sabotage a boat from underwater are quickly made available. The players can sabotage the engines from below, punch holes in the bottom of the boat so that it starts taking on water, or sabotage the electronics of the boat, causing a fire that would stall the boat. However, even though this may delay Bassani's arrival and irritate him, this is not enough for him to call off the meeting. He calls another speedboat to pick up him and his entourage, and take him to his destination.

Both the Bassani boat and the Mossad boat take a course that meets a much larger Luxury yacht out in the Arabian Sea named the Persian Elegance (a Harland and Wolff Classique III yacht). When the meeting eventually takes place, it lasts for about three hours. Bassani speaks with a man who was one of the Ares company men listed in the Golden Fleece shipping company records. There are several possible ways to disrupt this meeting. The player characters can make an Infiltration + Agility Test, in addition to a Climbing + Agility Test, to sneak on board the yacht. The player characters can make a Hardware + Logic Test to disable the engines and to deprive the yacht of electricity. If the player characters do enough damage, the yacht requires assistance to be towed back into port, making Ares look that much more incompetent. This would be sufficient to convince Bassani to not sign a contract with Ares. Another option is that the runners could sneak into the main galley and poison the dinner food. This and another glaring inconvenience, such as the stalled speedboat, could stall the contract negotiations. Perhaps the best option would be for the runners to disguise themselves as local pirates, looking to rob the yacht. If the robbery is successful, it not only makes Ares appear incompetent, but it also makes them look impotent for not being strong enough to repel pirates from one of its luxury yachts. To further impress Hans Brackhaus, the runners may choose to kidnap the Ares company man for "ransom," leaving Bassani behind. Once they are back in Dubai, they can negotiate with Hans Brackhaus for more nuyen in return for the Ares man.



The Harland and Wolff Classique III yacht has up to ten plainclothes Knight Errant guards acting as security onboard the ship. One of the Knight Errant guards is Awakened (initiate mage). The yacht has been outfitted with two reinforced, concealed turrets on the bow of the ship that hold Ares Vigorous assault cannons. There are at least two of the Knight Errant guards on watch at any given time. The player characters should also not forget about the Mossad agents that serve as bodyguards for Melchior Bassani.

PUSHING THE ENVELOPE

With the destruction of the Native Lands Industries' offices, along with rumors in the Dubai shadows that Saeder-Krupp is actively going after those that challenge them, it would be prudent for the Mossad agents to change Melchior Bassani's route and timetable at the last minute. On their way down to the marina, the Mossad agents may inform Bassani that they need to switch to their alternate route. They then stop the elevator on the street level. In this instance, the group proceeds to the front entrance, where the Mossad agents could bring a rigged, armored vehicle around from the underground parking structure to pick them and Bassani up and drive them off, either to a nearby heliport where he could take a helicopter out to meet the Persian Elegance, or to another marina, where they can rent another speedboat to take Bassani to the Ares yacht. The two Mossad agents that were standing guard at the marina would simply take their boat and rendezvous with the others at the Persian Elegance. The Mossad agents will be highly vigilant to anyone attempting to follow Bassani. If the player characters are caught following Bassani, he becomes suspicious of Saeder-Krupp's activities, and he signs the contract with Ares. This would be bad for the runners.

DEBUGGING

The most difficult aspects of this scene are learning Bassani's destination, the route he will take to get there, and when he will be moving. If the runners need more time to plan, gather their gear, and set the scene at the marina, the gamemaster can move the time the Mossad agents walk through the route from 1600 hours to 1300 or even earlier. If the players need assistance learning that Bassani will be using a speedboat to reach his meeting, the gamemaster could have the hotel possess a record of a request from room 35011 for use of a specific berth at the marina at 1700 hours. Or the hotel may have to give guests a time-sensitive key code if they wish to access the marina facilities.

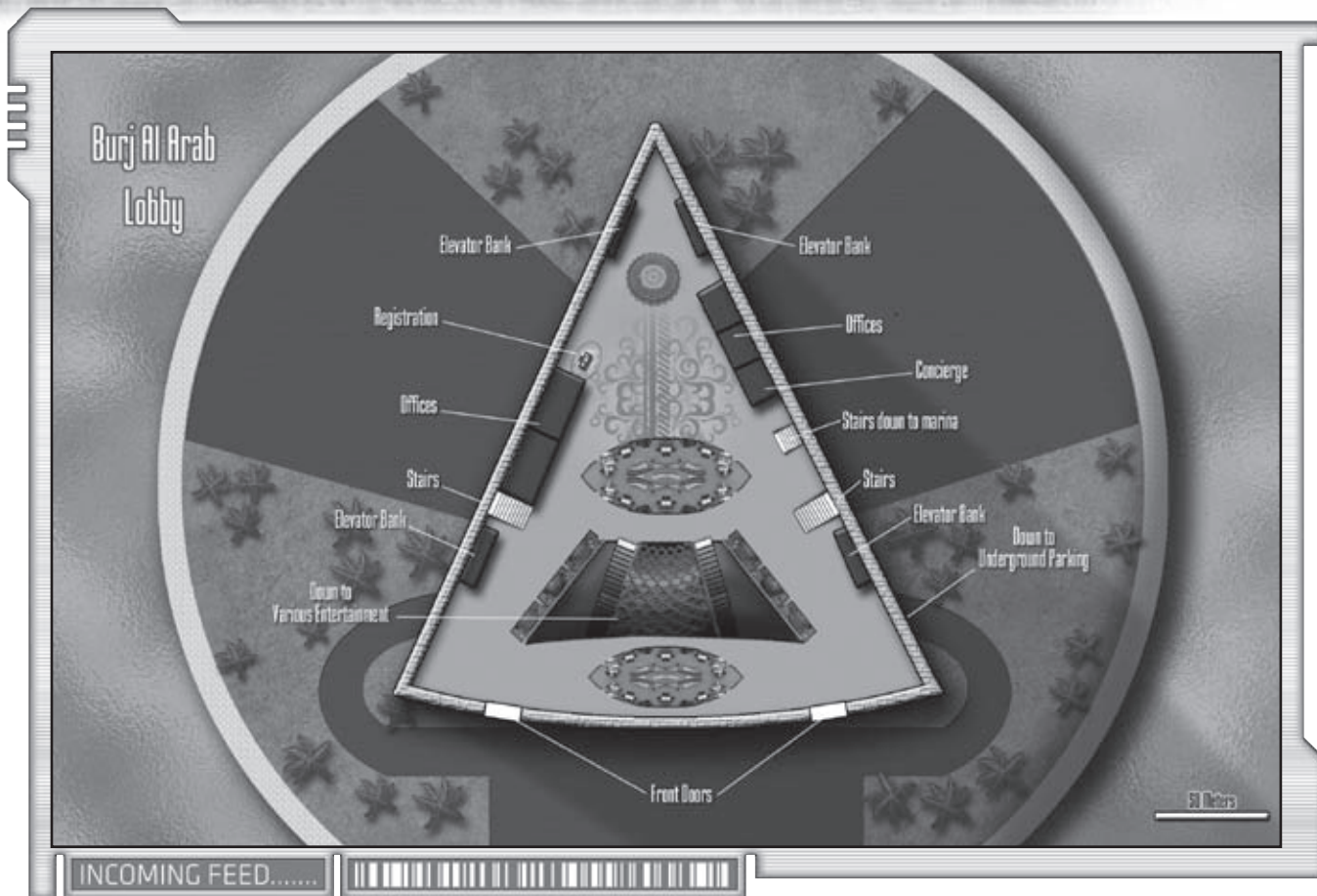
PLACES OF INTEREST

Burj Al Arab hotel

The Burj Al Arab hotel is one of Dubai's most notable landmarks. The seventy-story hotel is built in the shape of a dhow, an Arabian sailing vessel, on an artificial island just off the beaches of Dubai proper; it is connected to the mainland by a single causeway. Despite being nearly eighty years old, the Burj Al Arab is still magnificent and, thanks to three rebuilds and refits over the years, still offers state-of-the-art comfort and luxury. The modern Burj Al Arab boasts three hundred suites, a private marina, a dozen five-star restaurants, and various art galleries, shops, theatres, and facilities for conventions, banquets, and galas. The Burj Al Arab

INCOMING FEED.....





prides itself on providing its guests with exclusivity, confidentiality, and security in a beautiful setting.

The Persian Elegance

The Persian Elegance is a Harland and Wolff Classique III yacht Ares uses to court potential clients in the Middle East. The yacht is large, well appointed, and secure; it provides negotiators with comfort, safety, and discretion. The Persian Elegance has four luxurious quarters and a gourmet galley for guests; no expense was spared in the amenities of the common areas, including pools, spas, and snoop-proof rooms for delicate negotiations. The crew and security personnel occupy compact but adequate quarters below decks; passages permit them to move about the yacht quickly without disturbing the guests.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
-1	10/25	35	2	24	20	2

Upgrades: Armor (normal) (10), armor (concealed)(10), improved amenities (Luxury), 2 weapon mounts (reinforced, concealed turrets, remote control) mounted on the bow of the ship

Weapons:

2 x Ares Vigorous Assault Cannons [Assault Cannons, DV 10P, AP -9 (anti-personnel), -11 (anti-vehicle), SS, 24 (c), loaded with AV ammo]

GRUNTS AND MOVING TARGETS

Melchior Bassani

According to his official biography, Melchior Bassani is a distinguished veteran of the Israeli Defense Force. He spent fourteen years in the service and retired in 2066. Bassani was decorated for heroism in combat with Winternight forces during Crash 2.0. Bassani represented Israeli interests tin the Middle East as a diplomat since 2070, and he has authority to negotiate and sign contracts on behalf of his government. Bassani was in Dubai at the time Hestaby destroyed the Saeder-Krupp headquarters and is reputed to be receptive to their offers. Bassani is practical and will do what he believes to be in the best interests of Israel.

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	5 (7)	6	3	4	4	6	4.05	9 (11)	1 (3)

Condition Monitor Boxes (P/S): 11/5

Armor (B/I): 11/7 **Skills:** Automatics (SMGs) 5 (+4), Athletics skill group 4, Blades 4, Demolitions 3, Dodge 5 (+1), Electronics skill group 3, First Aid 4, Perception 5, Pistols (Semi-Automatics) 4 (+2), Pilot Ground Craft 5, Pilot Water Craft 3, Stealth skill group 6, Unarmed Combat 6

Augmentations: Bone density 2, move-by-wire 2 (deltaware)

Qualities: Martial Arts (Krav Maga) (20 pts), Magic Resistance 4

Advantages/Manuevers: +1 dice pool modifier on Called Shots



to disarm, Take Aim becomes a free action, Ready Weapon becomes a free action, reduce the ranged combat “attacker in melee combat” modifier by 1; Break Weapon, Disarm, Finishing Move, Herding, Multi-strike, Off-hand training (Blades), Sweep, Throw
Gear: Actioneer Business Clothes, contacts [Rating 3, w/ flare compensation, low-light vision, smartlink], Form-Fitting body armor (full suit), MCT tactical milspec commlink (Device Rating 7)

Mossad Agents (3) (Professional Rating 4)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	5(7)	6	3	4	4	5	4.05	9(11)	1(3)

Condition Monitor Boxes: 11

Armor (B/I): 11/5 Skills: Automatics (SMGs) 5 (+4), Athletics skill group 4, Blades (Parrying) 4 (+2), Con 5, Demolitions 3, Dodge 5 (+1), Electronics skill group 3, First Aid 4, Leadership 6, Negotiation (diplomacy) 6 (+2), Perception 5, Pistols (Semi-Automatics) 4 (+2), Pilot Ground Craft 5, Pilot Water Craft 3, Stealth skill group 6, Throwing Weapons 4, Unarmed Combat 4

Augmentations: Bone density 2, cyber spurs (right arm, delta-ware), move-by-wire 2 (deltaware)

Qualities: Martial Arts (Krav Maga) (15 pts)

Advantages/Maneuvers: +1 dice pool modifier on Called Shots to disarm, Take Aim becomes a free action, reduce the ranged combat “attacker in melee combat” modifier by 1; Break Weapon, Disarm, Finishing Move, Herding, Multi-strike, Off-hand training (Blades)

Gear: Contacts [Rating 3, w/ flare compensation, low-light vision, smartlink], form-fitting body armor (full suit), MCT tactical milspec commlink (Device Rating 7), Synergist Business line (suit jacket, slacks, shirt)

Mossad Mystic Adepts (3) (Professional Rating 4)

Human

B	A	R	S	C	I	L	W	M	Ess	Init	IP
6	6	5(6)	6	3	4	4	6	9(4/5)	6	9	1(2)

Condition Monitor Boxes: 11

Armor (B/I): 11/7

Skills: Automatics 4 (+2), Athletics skill group 4, Blades (Knives) 4 (+2), Counterspelling 5 (+3), Demolitions 3, Dodge 5, Electronics skill group 3, First Aid 4, Perception 5, Pistols 3, Pilot Ground Craft 5, Pilot Water Craft 3, Spellcasting 4, Stealth skill group 6, Throwing Weapons (Throwing Knives) 4 (+2), Unarmed Combat 5

Qualities: Martial Arts (Krav Maga) (15 pts), Mystic Adept

Advantages/Maneuvers: +1 dice pool modifier on Called Shots to disarm, Take Aim becomes a free action, reduce the ranged combat “attacker in melee combat” modifier by 1; Break Weapon, Disarm, Finishing Move, Herding, Riposte, Vicious Blow

Adapt Powers: Critical Strike 3 (.75), Facial Sculpt 4 (1), Improved Reflexes 1 (1.5), Nerve Strike (1), Penetrating Strike 3 (.75)

Spells: Blast, Chaos, Control Actions, Manabolt, Physical Barrier, Powerbolt, Powerball, Wreck (Gun)

Initiate Level: 3

Metamagics: Masking, Reflecting, Shielding

Gear: Actioneer Business Clothes, contacts [Rating 3, w/ flare compensation, low-light vision, smartlink], Form-Fitting body armor (full suit), MCT tactical commlink

Weapons:

HK-227-X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 35 (c), w/ extended clip, integral sound suppressor, retractable stock, smartgun system, caseless APDS rounds]

Cougar Fineblade (long blade) [Blades, Reach —, DV 5P, AP -1]

Throwing Knives [Throwing Weapons, Reach —, DV 4P, AP —]

Unarmed [DV 6S, AP -3, Reach 0]

Notes: The Mossad mystic adept has a Magic Rating of 9. He uses 4 points for spellcasting, and 5 points for adept powers.

Knight Errant Guard—Mundane (9) (Professional Rating 3)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	4	4	3	3	3	6	5.5	7	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6 Skills: Automatics 4 (+2), Athletics skill group 3, Close Combat skill group 4, Dodge 4, Demolitions (Defusing) 3 (+2), Gunnery 4, Pistols (Semi-Automatics) 3 (+4), Perception (Visual) 4 (+2), Pilot Ground Craft 3, Stealth skill group 4

Augmentations: Internal air tank, OXSYS cybergill

Gear: Armor jacket, glasses [Rating 4 w/ flare compensation, low-light vision, smartlink, thermographic vision]

Weapons:

Ares Sierra [Assault Rifle, DV 7P, AP -2, SA/BF/FA, RC 2, 42 (c). w/ melee hardening, underbarrel stun baton, internal smartgun system, specialized chambering system, EX-explosive ammo]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, 15 (c), SA, RC —, w/ smartgun system]

Knight Errant Guard—Awakened (1) (Professional Rating 4)

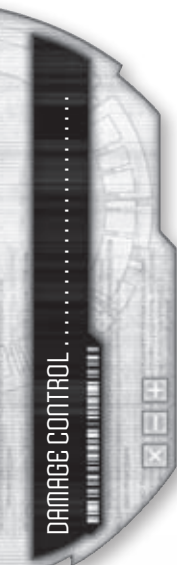
Dwarf

B	A	R	S	C	I	L	W	M	Ess	Init	IP
7	4	4	5	6	3	3	6	10	6	7	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 8/6 Skills: Automatics 3 (+2), Assensing 4, Astral Combat 3, Athletics skill group 3, Close Combat skill group 3, Conjuring skill group 6, Counterspelling 5 (+4), Disguise 3, Dodge 3, Infiltration 3, Pistols (Semi-Automatics) 5 (+4), Perception (Visual) 5 (+2), Pilot Ground Craft 3, Spellcasting 5

Qualities: Magician (Shamanic tradition)



Spells: Improved Invisibility, Mindnet (Extended), Night Vision, Increase Reflexes, Demolish (Gun), Wreck (Gun), Slay (Human), Slay (Troll)

Spirits: 1 great form spirit of water (Force 4, 4 services), 2 spirits of fire (Force 5, 2 services)

Initiate Level: 4

Metamagics: Extended Masking, Invoking, Masking, Shielding

Gear: Armor jacket, glasses [Rating 4 w/ low-light vision, smart-link, thermographic vision, visual magnification]

Weapons:

Ares Sierra [Assault Rifle, DV 7P, AP -2, SA/BF/FA, RC 2, 42 (c), w/ melee hardening, underbarrel stun baton, internal smartgun system, specialized chambering system, EX-explosive ammo]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, 15 (c), SA, RC —, w/ smartgun system]

Great Form Water Spirit (Force 4)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
6	4	6	4	4	4	4	4	4	4	4	10	2

Condition Monitor Boxes (P/S): 11/10

Astral Init/IP: 8, 3

Armor (B/I): 8/8

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged / Weapon, Perception, Unarmed Combat

Powers: Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Power: Elemental Attack

Weakness: Allergy (Fire, Severe)

Great Form Power: Storm

Fire Spirits (2) (Force 5)

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
6	7	8	3	5	5	5	5	5	5	5	13	2

Condition Monitor Boxes (P/S): 11/11

Astral Init/IP: 10/3

Armor (B/I): 10/10

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged / Weapon, Flight, Perception, Unarmed Combat

Powers: Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience

Optional Power: Noxious Breath

Weakness: Allergy (Water, Severe)

SCENE 6: ANOTHER KIND OF POLITICS

SCAN THIS

The successes of the previous missions have enabled Saeder-Krupp to defend itself and counterstrike against its many rivals while also securing its position in the Middle East. Now Saeder-Krupp's attention turns to another arena, one in which it contends on behalf of Lofwyr: dragon politics.

The great dragon Aden considers the Middle East his—one of the many reasons he contends so fiercely with Saeder-Krupp and Lofwyr's machinations in the region. Aden is known to protect his domain fiercely, and under normal circumstances a violent assault like Hestaby's destruction of the Saeder-Krupp headquarters would not go unanswered. But Aden has remained strangely silent since Hestaby's attack; a silence Lofwyr finds ominous. What's more, there are rumors—unsubstantiated but disturbing—that Hestaby and Aden may be working together to obtain the Shroud of Shadows. Any alliance between those two could present serious problems for Lofwyr. The great dragon wants Brackhaus to find out all he can about any working relationship between Aden and Hestaby: if it exists, how far it extends, and what is its purpose. If Aden sanctioned Hestaby's attack as the evidence suggests, Lofwyr wants any information that can be used to undermine or destroy their inconvenient partnership.

This objective will be reached in two stages following different routes.

The first stage will be extracting two extremists—leaders of a fundamentalist Lebanese dissident faction—rumored to have close ties to Aden. There is a slight possibility Aden takes a personal interest in their cause and meets with them in person from time to time. Even if this is not true, their relationship with the great dragon puts them in position to know things and they may have information on Aden's alleged relationship with Hestaby. Lofwyr wants Brackhaus to interrogate the men; if they seem to possess significant information Lofwyr might examine them personally. Brackhaus suspects the runners would not accept a job that will certainly anger a great dragon so that he devises a cover story when presenting the assignment. The runners may or may not realize they're being misled and are not likely to discover the dissident's connection to Aden until it's too late. Only after they deliver the terrorists to Brackhaus do they discover they're embroiled in a game between dragons. The most obvious tipoff is Aden posting a million nuyen bounty for their heads.

In the second stage Brackhaus tasks the runners with locating and dealing with a member of the Draconic Information Virtual Exchange whom Saeder-Krupp intelligence has determined lives in or near Dubai. Their only solid information they have on the person is his or her Matrix handle: "The Impartial Observer." Their job is to negotiate with the Impartial Observer and acquire all of the data he or she has on Hestaby and Aden. As a member of DIVE, The Impartial Observer can be expected to be devoted to discovering and codifying obscure information, so the price for the data will likely include intelligence-gathering on the part of the runners. This could be problematic. The runners have made several powerful enemies in the course of their runs—they are developing a local rep, are becoming recognizable, and have at least one and probably several bounties on them. They're rapidly losing the ability to operate effectively or anonymously in the Middle East. Brackhaus assures them this will be their final mission in Dubai. Once they have successfully found and negotiated with the Impartial Observer he will ensure they get safely out of the region. What the runners do not realize—and will probably never discover—is the real purpose of their job is to lead Saeder-Krupp intelligence to The Impartial Observer. They want more than the Aden/Hestaby file; they want all the data he has. And after they have that, Lofwyr has some thoughts on further utilizing The Impartial Observer.



TELL IT TO THEM STRAIGHT

Hans Brackhaus is pleased with your success against Ares and keeping Israel firmly in the Saeder-Krupp fold. He congratulates you and says “Get a good night’s rest. Take a full eight hours; you’ve earned it. I have one last job for you if you’re interested. Let’s talk it over in the morning after you’ve rested and you can tell me what you think.”

After the players have rested, read the following:

“Good morning. I hope you have all slept well. The final objective has two parts or stages. How the second one goes—or even if it goes—will depend on what happens with the first stage. Rather than deal with uncertainties and what-ifs, I’ll just lay out the first part now; we’ll plan the second part after we know how the first pans out.

“Saeder-Krupp has evidently done something to upset one of the fundamentalist extremist groups that uses Dubai as a haven. That’s pretty easy to do, as you might imagine, but it’s also easy to placate the offended parties—or avoid offending anyone in the first place—if you know what’s got them upset. Problem is too many locals assume every foreigner knows what the rules are and deliberately breaks them to show their contempt for their particular brand of Islam.

“In this case it’s a small but fanatical group of Lebanese fundamentalist freedom fighters. Their big Satan is Egypt and they’re usually trashing Egyptian targets in an effort to liberate Lebanon. We don’t know why they’ve suddenly targeted Saeder-Krupp, and that’s a problem. Their leader and his lieutenant—Yared and Saleeba respectively—have been leading skirmishes against our personnel trying to clear out the ruins of our former Middle East headquarters in preparation for building the new one. At first the attacks were merely annoying—they’d drive the workers away then trash any equipment they could—but they became more and more violent, attacking our personnel instead of just chasing them away. Trying to protect the workers only made it worse. In the last few days four of our security personnel and six officers of the Dubai police have been killed. Obviously if it were a merely tactical situation we have the resources to put a splinter group of terrorists down, but the situation is more complex than that. If we were to move on Yared’s group, every local fundamentalist or cadre of ex-pat freedom terrorists would see it as us making war on Islam. They wouldn’t organize—some of these groups would rather die than speak to each other—but they’ll all come at us. We’d swat one fly and be swarmed by fleas. A situation like that would not only cost lives, but it would also damage, perhaps irreparably, Saeder-Krupp’s cordial relationship with the Arabian Caliphate and undermine a lot of our efforts in the Middle East. What we need to do is have a face-to-face meet with Yared and Saleeba, find out what’s got them pissed, and make it right before the situation escalates into a PR nightmare that will do five times the damage Hestaby did. Inviting them to parlay hasn’t worked, so what we’d like you to do is extract these two and bring them in so we can work out a way to make them happy. Use whatever force you need to overcome bodyguards and the like, but limit collateral damage—we don’t want local authorities or civilians mad at us, too. Just deliver Yared and Saleeba healthy and unharmed—we want them willing to talk to us. What happens after that will help determine what we’ll ask of you before you go home.”

After the players have obtained Tarif Yared and Nabil Saleeba, read the following:

Mr. Johnson is pleased. “My compliments,” he says. “You show true professionalism in handling sensitive and potentially incendiary situations. My employer will hold you in high esteem. The last task we’ll ask of you is a fairly straightforward meet and negotiation.

“As you may be aware, there is a Matrix-based organization known as the Draconic Information Virtual Exchange—DIVE for short. As their name implies, DIVE is devoted to creating the most extensive database on dragons possible. They track down every fact and follow every rumor to its source, then they compile, collate, and cross-reference every datum. It’s really quite impressive. And of course all of this information is for sale to anyone willing to pay.

“We believe one of DIVE’s major factors lives in or near Dubai, but all we know about him—or her—is the Matrix handle “The Impartial Observer.” Normally contacting a member of DIVE to purchase information would be a straight business proposition. Conditions in Dubai, however are not normal and any direct contact between Saeder-Krupp and this Impartial Observer could have consequences. What we need you to do is arrange a face-to-face meeting with the Impartial Observer and purchase some recent information on Aden and Hestaby we believe DIVE has. Price is no object for this information, however we do appreciate a skillful negotiator who can arrange a reasonable price. Because DIVE tends to value information above nuyen it is very likely The Impartial Observer will want to barter for information or services along with any cash payout. You’ll need to determine what information or services he or she wants and whether or not you can offer them in trade.

“Once the deal has been made, tell The Impartial Observer to use the protocols employed by DIVE member “Merlin” to encrypt and encode the optical chip. Master Lofwyr wanted me to be quite clear that he does not want you to access the information on the chip. So far you’ve done an admirable job of following instructions; your professionalism is again appreciated. I must stress, however, that if you attempt to view the data on the chip, there will be consequences. Severe consequences. You are becoming known in Dubai—you are not the anonymous agents you once were—and this adds an element of danger. If The Impartial Observer is seen dealing with you and you are connected to Saeder-Krupp, the consequences could be as upsetting to the dragons in the region as an open meeting between The Impartial Observer and myself. Be aware of this in planning your security. You can be sure The Impartial Observer will be aware of this danger and will want to have as little direct contact with you as possible. All parties concerned want a quick, clean negotiation with minimal exposure. Good luck.”

HOOKS

Hans Brackhaus has lied to the shadowrunners. If the player characters sense deception, they may do their own legwork and discover the terrorists’ connection to Aden. This will put them in a double bind, faced with having to choose which great dragon they want mad at them. If they don’t suspect the deception, Aden posting two million nuyen for the safe return of Yared and Saleeba and the heads of whoever snatched them should tip them off. If they miss the connection, the gamemaster should play up



the fact Saeder-Krupp is looking to buy information on great dragons active in the Middle East, particularly any with a history of working with terrorists. This can be part of the explanation of the second mission, negotiating with the Impartial Observer for data on Aden and Hestaby from the DIVE. The runners should definitely have the sense of being very close to what could become a major, violent confrontation at any second.

BEHIND THE SCENES

Tarif Yared and Nabil Saleeba

At the start of this scene, it would appear like any other. Hans Brackhaus is hiring the shadowrunners to go after two terrorists—Tarif Yared and his lieutenant Nabil Saleeba—who have targeted Saeder-Krupp for some reason. They've caused damage, threatened personnel, and generally hampered efforts to rebuild S-K's headquarters. Saeder-Krupp does not want a problem with one set of fundamentalist extremists—any conflict quickly escalates out of control as every fanatic in the vicinity rushes to their brothers' aid. Brackhaus tells the runners he wants them to extract these leaders so Saeder-Krupp can find out why they're attacking; hopefully resolve the issue before S-K gets swarmed by fleas. The gamemaster should make a secret Judge Intentions Test for the player characters against Hans Brackhaus' Willpower + Charisma. If the runners have a net failure, they get no more information from Brackhaus. If they have a net success inform them that something is off with Brackhaus' story; he's not telling them the real reason Saeder-Krupp wants Yared and Saleeba. If the player characters press Brackhaus for the truth, he tells them he's changed his mind; it will be more convenient for S-K's own intelligence people to extract the terrorists. He thanks them for their work and tells them they're no longer needed in Dubai. Brackhaus fears that if the runners discover their targets were allies of Aden's they would turn the job down. Saeder-Krupp can't have anyone not committed to them know about their interest in Aden, and Brackhaus might be told to eliminate the team. In Brackhaus' mind, the less the runners know the better it is for all concerned.

If the player characters research Yared and Saleeba on their own and have enough successes on a Data Search extended test (24+), they discover the targets' alleged connection to Aden. The runners then have to decide whether to turn the job down or proceed with the extraction. If they abandon the job, Brackhaus will no doubt know why and may send another runner team to take them out. If they move ahead as planned, they'll be crossing the great dragon Aden—something that could open them up to a world of trouble.

Through legwork (which can be done through Al Tayyib or Zahkar), the player characters are able to find out that when Tarif Yared and Nabil Saleeba are in Dubai they can usually be found at the Jewel of Arabia. The Jewel of Arabia is an extremist gathering place, neutral territory where members of rival groups can parlay and trade information on common enemies. As such it is located outside every faction's sphere in the moderate Al Barsha neighborhood, not far from the business district. The runners might at first be surprised the Jewel is a coffee house, not the bar they expected. They should remember that Islamic fundamentalists do not drink alcohol. This can make the Jewel of Arabia a particularly risky venue; not only are fundamentalist

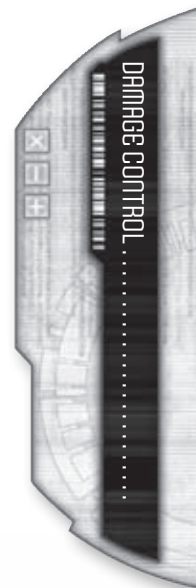
extremists actively hostile toward outsiders, anyone who does come at them will be very alert. Because of its location, the Dubai police respond quickly to any violence or calls for help.

Yared and Saleeba appear at the Jewel of Arabia one or two nights a week. They do not follow a set schedule, but they usually arrive late at night. There are five to ten of their fighters with the pair at all times to act as bodyguards and couriers (use the stats for the New Islamic Jihad warriors, p. 28). The player characters may need to keep the coffee house under surveillance for several days before sighting their targets. Once the two appear, the runners must decide whether to take them in the coffee house or wait for them to leave and follow them—a good extraction opportunity may present itself on the way back to the terrorists' stronghold, wherever that is. (When or even if Yared and Saleeba show up is at the gamemaster's discretion.) If the team gets tired of waiting, they may approach a coffee house patron and ask him to pass a message to the two asking for a meet; perhaps to do business. (A weapons deal might be an acceptable cover story; any suggestion of drugs or BTL will enrage a fundamentalist.) The player characters need to be careful about how they appear and whom they approach. Brokerage X, Global Sandstorm, and others are actively looking for them and there are almost certainly bounties on their heads. Anyone who recognizes them at the Jewel of Arabia can have mercenaries or shadowrunners down on them in minutes. Because of this danger, the runners may choose to abandon the Jewel of Arabia and search for their targets on the street. Whatever the runners' strategy, in the end they should eventually extract the pair and deliver them to Saeder-Krupp alive.

Shortly after the runners turn the terrorists over to Saeder-Krupp, two one-million-nuyen bounties are posted. One is for the safe return of Tarif and Nabil. The other is for the heads of whoever grabbed them. The runners should have the distinct impression they've crossed into dangerous territory and should be giving serious thought to getting out of Dubai as quickly and quietly as possible.

The Impartial Observer (DIVE)

The shadowrunners need to find a way to engage the Impartial Observer so that he (or she) will contact them and be willing to meet. There is a public message board in the Draconic Information Virtual Exchange site for nonmembers to post information or contact members of DIVE. The runners have to find a way to attract the Impartial Observer's interest without triggering unwanted attention from the community or anyone monitoring the site. They may try more than one way, posing as different posters. An invitation for The Impartial Observer to join a discussion group, a social message asking for contact, a request for information—messages of this sort are common, and more than one member of DIVE has responded in the past. If the runners dig through the message threads, they may discover The Impartial Observer has queried more than once about any information relating to the assassination of Elliot Eyes-of-Wyrm, particularly the findings of the Lone Star investigation of the killing, and as of twenty-four hours ago had not received any satisfactory responses. If the player characters have a contact in Lone Star who could access the file or a contact with another law enforcement agency that could request a copy for their own investigation, they might be able to acquire the complete Lone



Star report—something for which The Impartial Observer would be willing to barter. If they don't have a way to get the report itself, they could offer their services as investigators based in North America who could find out anything The Impartial Observer wants. Beyond the Lone Star report they could play up their resources and contacts in the Mount Shasta, Denver, and Aztlan, and offer to surveil Hestaby, Ghostwalker, or SIRRUP and provide him with exclusive reports. (In light of the brewing tensions among dragons, The Impartial Observer might find this to be a particularly tempting offer.) The runners will eventually hit on something that intrigues the Impartial Observer enough that he contacts them. His asking price for the complete datafile on Hestaby and Aden is half a million nuyen plus whatever information or service the runners offered. (The face should make a Negotiation + Charisma Opposed Test, with each net success dropping the cost of the information by fifty thousand nuyen, to a minimum of one hundred thousand nuyen. The services from the shadowrunners are not negotiable.) Due to the complex code Brackhaus specified, it will take the Impartial Observer the better part of a day to properly format the file. He is willing to meet at any public location in Dubai—market, beach, restaurant—the runners may choose, as long as The Impartial Observer will have a clear view of all approaches. He further specifies that he will only meet a single person. If he does not like the location or sees anyone observing the person he's meeting, he cancels. Only after he has satisfied himself that there are no traps or observers will he transmit his SIN to the runner's commlink.

This presents the shadowrunners with something of a dilemma. They know nothing about The Impartial Observer's capabilities or resources—they still don't know her or his gender; he (or she) has done a thorough job of scrubbing potentially identifying data from the Matrix. None of their contacts knows of anyone who has seen The Impartial Observer. The conditions set for the location indicate The Impartial Observer is a local, maybe a native, who is very familiar with Dubai and will be able to detect anyone or anything out of place. The runners do not know the city and are not familiar enough with local culture to know if anything is out of place. The Impartial Observer and a local runner team—or a local army—could hide in plain sight and act before they realized what was happening.

On the other hand, there's nothing to indicate the face—or whoever makes the meet—will be in any danger. While there is no solid data on The Impartial Observer, there is also no hint that he or she has ever cheated or hurt anyone—and it's ten times more difficult to scrub the rumor network than the matrix. But not impossible. All things considered, odds are dead even that the meeting is either perfectly safe or thoroughly deadly. Tipping the scales toward calling off the meet: Several powerful factions are determined to derail Saeder-Krupp's damage control efforts, and the runner team has made several enemies in Dubai—many of whom want them dead by any means available. Even if The Impartial Observer is completely honest, meeting in an open place will expose at least one of their members to thousands of witnesses, any one of which could be a bounty hunter or worse. The runners may need to review all they've done for Saeder-Krupp and turn the actual meeting over to Saeder-Krupp's intelligence people and head back to Seattle. By any measure the run to this point has been more successful than they'd expected.

The Impartial Observer is dealing with them honestly. He is Awakened, a magician, and will employ five watchers to reconnoiter before following through on the meet. If only one team member is present and the Impartial Observer believes the runner is alone, he will go through with the meet—a quick, clean and successful transaction.

What the runners will not know is that Saeder-Krupp intelligence had been monitoring their every move; they positively ID The Impartial Observer at the meet. They follow The Impartial Observer until they know where he lives and who he is, then extract him. The runners will remain completely in the dark about Brackhaus using them as bait. Unless The Impartial Observer transmitted anything about his kidnapping before being subdued (see **Pushing the Envelope**), at which time it will be too late for them to do anything about it.

The Chip

It is likely the player characters' professionalism (and fear of Lofwyr's anger) will preclude making any attempt to examine the data.

If they try to take a look at it, they discover it is encrypted (Rating 6). If they choose to Initiate Cryptanalysis (Electronic Warfare + Decrypt [12, 1 Combat Turn]), they find the information is written in an unknown code. Without the DIVE one-time pad for the documents, they cannot read what they've found. If the runner team is intent on knowing what they've acquired, the gamemaster has the opportunity to expand the adventure. The team may find they have to go through immortal elves to unlock the information, or they may consider pitting the runners against DIVE itself, or they may try to get the information through Saeder-Krupp (since Brackhaus would not have specified its use if he couldn't read it). This last would constitute betraying the Johnson. Or they may decide the effort and potential consequences outweigh any benefit and give up.

In the unlikely event the players penetrate the DIVE code, they find the chip contains all of The Impartial Observer's notes on Hestaby and Aden. Hestaby had negotiated permission to act against Lofwyr's interests in the Middle East months before the assassination of shaman Elliot Eyes-of-Wyrm. It's possible the destruction of the headquarters had been part of a longer plan, not an impassioned reaction to the death of her human friend. Part of the deal included Hestaby working to secure the Shroud of Shadows in an arrangement with Aden. Once the Shroud of Shadows was secured Aden would hold it for one hundred years, then give it to Hestaby; she would then keep it for a century before returning it, establishing a continuing cycle of shared ownership. In addition Hestaby had given Aden two artifacts from her horde (one apparently from the Salem witch trials, the other from a hitherto unknown civilization) in exchange for his promise to appear neutral and do no grievous harm to metahumanity in the event of a conflict between metahumans and dragons. Aden's interpretation of "grievous harm" evidently differed from Hestaby's: while virtuously pointing out he was not destroying cities, he aggressively pursued members of groups like Humanis, dragon egg hunters and Muslim sects that stirred up anti-dragon sentiments. Interestingly, if Aden determined an individual or group did not pose an immediate threat, instead of moving against them he would compile extensive intelligence files on each. The Impartial Observer speculated Aden



intended to use the files as bargaining chips in future negotiations; perhaps to appease Lofwyr should the great dragon confront him on his anti-Saeder-Krupp activities.

If the runners honor their contract and their promise to not attempt to compromise the chip, and deliver the optical chip intact to Backhaus, he pays them, thanks them for a job well done, and sends them on their way back to Seattle.

PUSHING THE ENVELOPE

At this point the player characters have a lot of very sensitive information about Saeder-Krupp's shadow organization and covert activities in the Middle East. Information that would be very damaging to S-K if it somehow came to light. Even if the runners carried out every mission to the letter and demonstrated discretion throughout (not trying to access the chip, concealing S-K's involvement whenever possible, etc.), Brackhaus may conclude he can't afford the risk they'll leak—or sell—what they know. Instead of paying them when they deliver he schedules their final payout for a sector of Dubai they don't know and has a group of Awrah in place to ambush and kill them.

If Brackhaus doesn't betray them, they still have plenty of enemies; Brokerage X and Global Sandstorm in particular have the resources and determination to make their lives miserable. Bounty hunters, mercenaries, and misinformed terrorists are all probabilities.

The Impartial Observer could have broadcast images of their meet and maybe part of his extraction before being neutralized. (If this happens, the ersatz Impartial Observer posts an account of his escape from his would-be abductors.) Members of the DIVE community, both pro-dragon and anti-dragon, may come after the runners in retribution for their betrayal.

In any of these cases, the player characters will have a hard time getting out of the Arabian Caliphate. Even if Saeder-Krupp isn't trying to kill them, the megacorporation won't see a downside to someone else eliminating a potential security leak. The runners don't have the resources to counter any bribes their enemies may offer, so every negotiation with a contact or smuggler who might get them out of the country will be a risk. They may have to get out of Dubai on their own then try to find transportation out of the Arabian Caliphate on their own.

DEBUGGING

Tarif Yared and Nabil Saleeba stage: If the player characters may have difficulty with handling the number of members of the Lebanese dissident group that surround the two terrorists, feel free to adjust the numbers appropriately for the group so that the fight might be challenging yet winnable for the characters. While fundamentalists will not be under the influence of alcohol or drugs, their judgment can be impaired by their emotional/irrational fervor. The gamemaster should feel free to apply whatever dice modifiers may be appropriate. The gamemaster may also choose to not have any patrons of the Jewel of Arabia contacting outside resources to challenge the runner team or have the members of the disparate factions be unable to coordinate and cancel each other out with internecine fighting.

The Impartial Observer stag: The player characters may have reservations about the meet with The Impartial Observer. Not only is it unequivocally a step into dragon-on-dragon conflict,

but the terms demanded by the Impartial Observer put at least one team member at unacceptable risk. In this case the player characters may hire local runners to act as security, to ensure The Impartial Observer is himself alone and level the playing field if he is not.

PLACES OF INTEREST

The Jewel of Arabia

The Jewel of Arabia is a single-floor coffee house more dangerous than most bars; an unimposing structure that sees over a hundred customers on any night. The Jewel caters to members of the more extreme groups in Dubai; it's neutral ground where factions that would otherwise be at each other's throats can meet to parlay or conduct mutually beneficial business. In addition to the usual booths and tables, the Jewel has secure back rooms—each with an outside entrance. There are more coffee houses of this type than the Dubai Financial Market would like to admit. The DFM does everything it can to whitewash or conceal such places—or, in cases where they can't be hidden, warn tourists to avoid them as gathering places for fundamentalist who might be offended by the intrusion. Foreigners who don't heed warnings to avoid the Jewel quickly discover they are unwelcome, and they may suspect they are in danger. The Dubai Police know better than to keep an obvious eye on the Jewel of Arabia, but because the coffee house is near middle-class residential communities and the financial district, it is on the watch list for the Dubai Financial Market. This means that they respond quickly and in force to any trouble.

GRUNTS AND MOVING TARGETS

Tarif Yared

Now fifty-seven years old, Tarif Yared has led an exceptionally militant splinter group of the Lebanese resistance movement fighting to liberate their homeland from Egypt's control for over a decade. Yared's violent campaigns—limited only by the small size of his group—have earned him the number seven slot on Egypt's Most Wanted list. Like many such groups, Yared's people rely on the Dubai's tradition of turning a blind eye to anything that does not threaten it directly. The city is their haven for recuperating from battle and recruiting new soldiers for their war against the Egyptian government. Yared looks like weathered leather and bears the scars earned through a lifetime of guerrilla warfare. His extensive cyberware (a cyberarm and two cyber legs) would normally be unthinkable to adherents of the Islamic faith, but it does not offend his followers. The cyberlimbs replace an arm and legs lost in righteous struggle; they are tools no different from a cane or hook he uses to continue the fight. Yared is a hero to his followers; every one of them would gladly give his life to protect him.

Human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	6	4	4	6	3	3	6	5	3	7	1

Condition Monitor Boxes (P/S): 14/11

Armor (B/I): 14/12

Skills: Automatics 5 (+2), Athletics skill group 4, Close Combat



skill group 4, Con 5, Cybertechnology 3, Dodge 4, Demolitions 4, First Aid 3, Gunnery 5, Intimidation 4, Longarms 4, Negotiations 4, Perception 4, Pilot Ground Craft 3, Stealth skill group 4

Augmentations: Cyberarm (right, obvious, full, standard), 2 cyberlegs (obvious, full, standard)

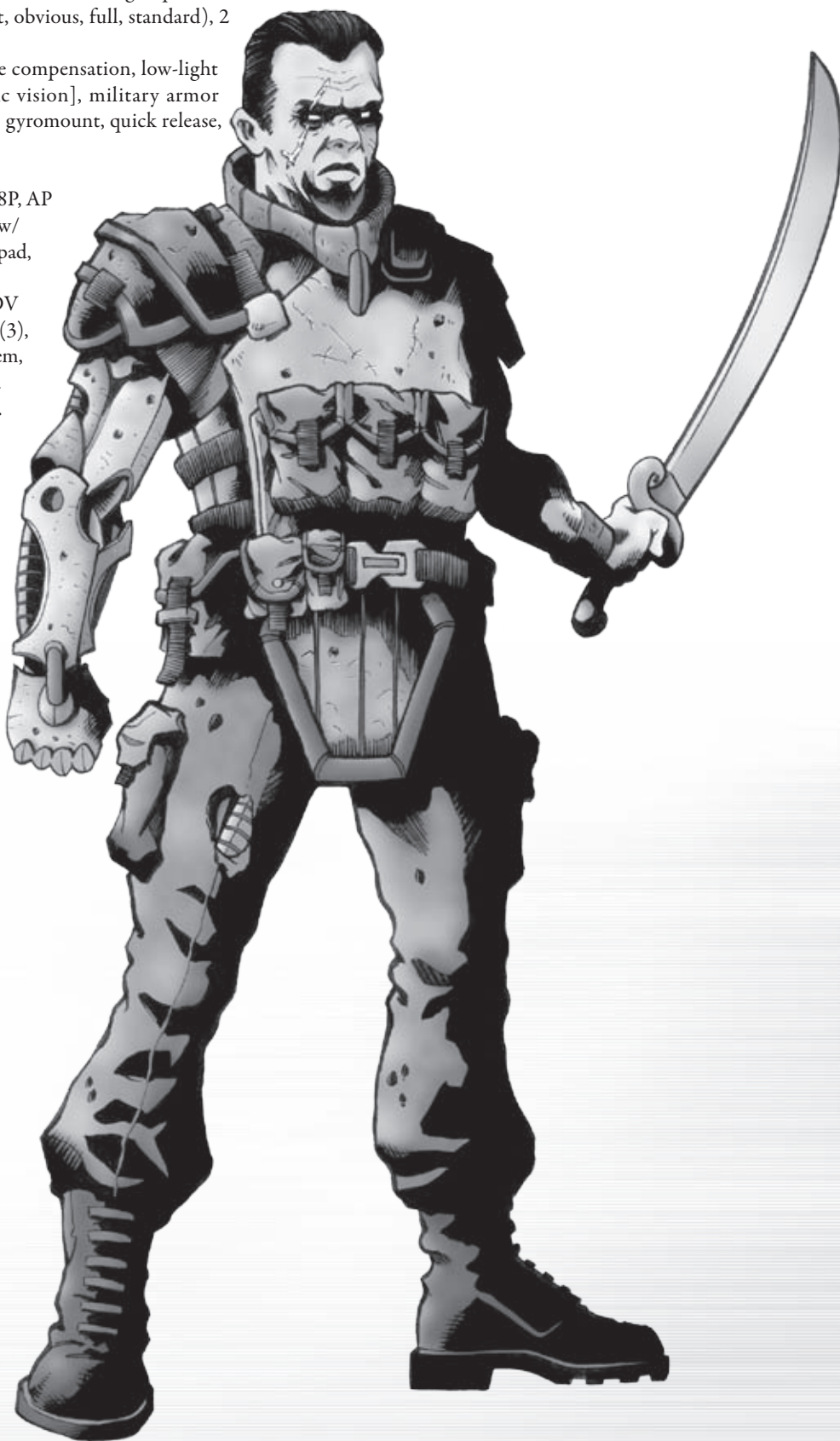
Gear: Goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision], military armor [medium, w/ mobility upgrade 3, gyromount, quick release, environmental adaptation]

Weapons:

Ares HVBR [Battle rifle, DV 8P, AP -2, SA/BF, RC 4, 48 (c), w/ smartgun system, shock pad, EX-explosive ammo]

Ingram Smartgun X [SMG, DV 5P, AP —, BF/FA, RC 2(3), 32 (c), w/ smartgun system, a sound suppressor and a detachable folding stock. Loaded with Regular ammo]

Cougar Fineblade Knife (Long Blade) [Blades, DV 4P, AP -1, Reach 0]



Nabil Saleeba

It is rare for Islamic fundamentalists to tolerate trolls; for them to accept a troll among their ranks is unheard of. Yet the troll Nabil Saleeba is not only accepted, his presence is unquestioned. Saleeba has been Yared's right hand for over a decade and is second-in-command of the dissident movement. He has a volatile and frequently violent temper that discourages dissent—or even questions—from members of the movement. Fortunately his quick thinking and tactical savvy on the battlefield outbalance his many social shortcomings between fights; he's seldom questioned. Saleeba is in his mid-thirties and as hard and battle scarred as Yared. When he lost an eye early in his career he replaced it with a cybereye. When he lost his other eye years later, he refused to replace it, preferring to keep the empty socket as a symbol of his struggle. Saleeba was shot in the head during a skirmish in 2070 and a synthetic cyberskull was implanted while he was unconscious—it's likely he would have refused if awake. After three years of harsh desert warfare, the synthetic material surrounding the cyberskull has been damaged and shredded. Saleeba has no intention of replacing it; to him it's another battle scar to display with pride.

Troll

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
9	5	3	9(13)	3	3	3	4	5	4.95	7	1

Condition Monitor Boxes (P/S): 14/10

Armor (B/I): 13/11

Skills: Automatics 4 (+2), Armorer 5, Athletics skill group 4, Chemistry 4, Close Combat skill group 5, Dodge 4, Demolitions 4, Exotic Melee Weapon (Monofilament whip) 4, First Aid 4, Gunnery 5, Intimidation 6, Long Arms 4, Perception 4, Pilot Ground Craft 4, Pilot Water Craft 3, Stealth skill group 4

Augmentations: Cybereye [rating 2, w/ smartlink], cyberskull (synthetic)

Gear: Goggles [Rating 3, w/ flare compensation, smartlink, thermographic vision], light military armor [w/ gyro-mount, quick release, strength upgrade 4, environmental adaptation]

Weapons:

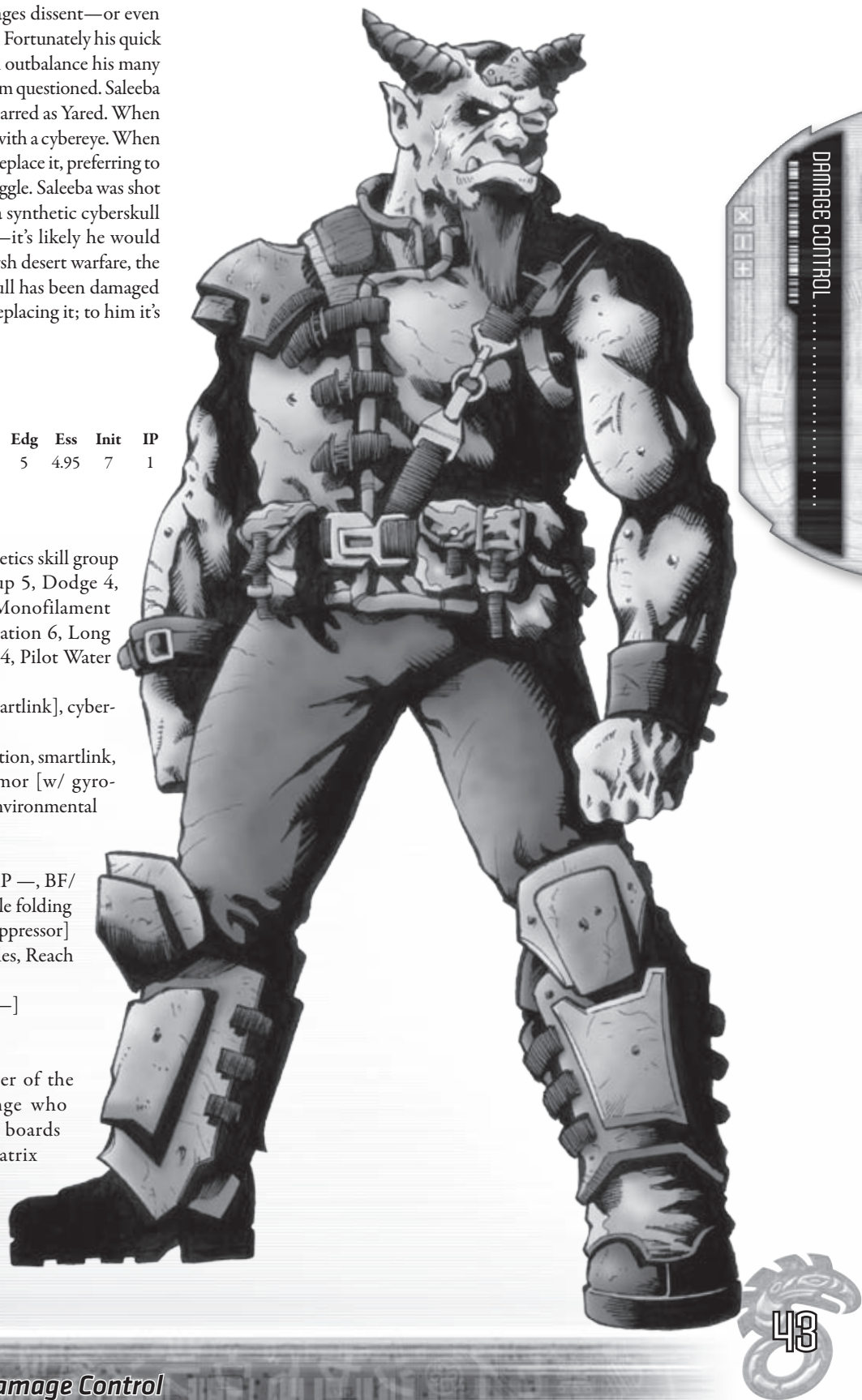
Ingram Smartgun X [SMG, DV 5P, AP —, BF/FA, RC 2(3), 32 (c), w/ detachable folding stock, smartgun system, sound suppressor]

Cougar Fineblade (Long Blade) [Blades, Reach 1, DV 9P, AP -1]

Sword [Blades, Reach 2, DV 10P, AP —]

The Impartial Observer

The Impartial Observer is a member of the Draconic Information Virtual Exchange who has been posting on the DIVE message boards for nearly a decade. No one on the Matrix knows his metatype or gender, and they also are unaware of the fact that he is Awakened—a magician. This last makes living in Dubai something of a challenge, and he is well practiced in concealing



himself and his talent. The Impartial Observer sees himself as a scientist and investigative historian searching out everything that can be learned of dragon culture. He also sees himself as an archivist and feels a responsibility to not only record everything he finds for future generations, but to make the information available—at a price—to anyone who asks. As his self-chosen name implies, he sees himself as a neutral and nonthreatening scholar of dragon culture and history. Others see him as an opportunity: By its nature, DIVE attracts—and may even have been started by—metahumans who are fanatically opposed to dragons. Such a comprehensive database is a goldmine for anyone looking for dragons' vulnerabilities or seeking their hiding places. Some posters on the DIVE message boards boast of hunting and killing dragons. The Impartial Observer is aware of this faction and is opposed to their views. As a result he exercises caution and will walk away from any situation or sever any connection if he suspects duplicity. As an academic, he underestimates the potential threats dragons pose. He depends on his anonymity to protect him and watcher spirits to warn him of threats; he comes to a potentially dangerous meet only lightly armed. The Impartial Observer appears to be middle aged, physically fit without being muscular, well educated, and a native of the Arabian Caliphate.

Human

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	3	4	3	5	5	6	4	6	6	9	1(4)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Blades 3, Con 5, Counterspelling 4, Disguise 3, Dodge 3, Electronics skill group 5, Etiquette (Islam) 4, Negotiation 3, Perception (Visual) 6 (+2), Spellcasting 5

Qualities: Magician (Hermetic tradition)

Spells: Clairaudience, Combat Sense, Detect Enemies, Improved Invisibility, Manabolt, Physical Mask

Languages: Arabic (N), Russian 3, Japanese 3, Spanish 3, English 2

Gear: Fairlight Caliban commlink w/ Novatech Navi [Response 4 Signal 5, Firewall 3, System 4, w/ Response Enhancer 2], 5 x disposable commlinks, 5 fake SINS (Rating 6)

Notes: The Impartial Observer has five watcher spirits summoned, looking for anyone surveilling the location where he will meet the runners. Anyone who appears to be paying particular attention to the area may spook The Impartial Observer.

AFTERMATH

Throughout the adventure, while the player characters are focusing on their tasks, Saeder-Krupp and its intelligence organization is working on its own agenda. After the runners deliver the intelligence on both Ares' and NeoNET operations, S-K takes steps to permanently shut them down.

The public media reports that the Golden Fleece shipping company has been attacked by an extreme fundamentalist group. Three of its ships were destroyed in their berths, and dozens of employees were injured or killed. At the same time the Gold Souk gold and diamond trading district will be rocked by news the

exclusive Golden Palace of Dubai jewelry store was hit by a gang of violent and daring robbers who made a full-on assault just as the Palace was opening for business. The robbers killed the owner and any employees present before gutting the showroom and offices. They escaped with an untold number of jewels moments before the Dubai Police arrived. The truth is that Saeder-Krupp's intelligence and security forces attempted to wipe out their rival's operations while destroying as many assets and stealing as many files as they could. They were not one hundred percent successful—a fact that will no doubt have consequences in the future.

While the runner team was making a public example of Native Lands Industries, Saeder-Krupp excised more covert retributions on every A and AA corporation that had dared move against them. All of them, including Global Sandstorm, suffer costly, but nonfatal, accidents that cause significant setbacks. There is no doubt on the streets that crossing Lofwyr and Saeder-Krupp engenders serious consequences.

Unknown to the player characters at the time, immediately after their meet Saeder-Krupp intelligence extracts The Impartial Observer. After stripping all the useful information from him they can, a team of S-K specialists assume his role in the Draconic Information Virtual Exchange—both to mine the data on other dragons and to seek out the dragon hunters.

At the end of this adventure Saeder-Krupp has stabilized their Dubai presence, repelled and countered assaults by Ares and NeoNET, crippled smaller competitors, strengthened their position in the Middle East, and fought off advances being made by both Ares and NeoNET.

The player characters will not have the same unqualified success. Brokerage X, Global Sandstorm, Aden, Fawzan, and others will post bounties for their capture. Some of these bounties will be left in the Arabian Desert, but others will follow them home to potentially complicate their lives in future adventures. (The gamemaster should decide to what extent these bounties and adversaries—if any—may become long-term adversaries in the group's home games.) Also, the runners may have made promises of future service to contacts or temporary allies in exchange for information or assistance. The gamemaster can build on these promises and connections to extend *Damage Control* into a full-fledged campaign.

AWARDING KARMA

Karma represents the universe's reward for hard work and a job well done. At the end of any *Shadowrun* adventure, Karma is awarded to each player character for their part they played. Just surviving deserves some Karma, and accomplishing specific goals earns more. It's rare for any player character to earn every point of Karma available. Karma can be lost as well as earned.

Notes the gamemaster makes during the adventure on player characters' performance are the best resource for assuring Karma points are awarded accurately and fairly. Award Karma points for exceptional roleplaying, humor, or heroics—anything that improves the game experience deserves to be rewarded. By the same token, don't be afraid to subtract Karma from player characters who detract from the game experience, are particularly foolhardy, or make out-of-character choices/actions.

In *Damage Control*, bonus Karma is also awarded for every genuine local contact the player characters develop during the



adventure. Gamemasters do not need to share this—or any other Karma requisites—with their players. Playing the adventure as presented, without informing them of what actions will result in a Karma award or deduction, keeps the players from second-guessing themselves (and the gamemaster) during the game. This makes for a more enjoyable adventure experience.

Generally, Karma is awarded at the end of the adventure. But gamemasters are free to award a point of Karma during the game to reward a particularly impressive feat, exceptional roleplaying, or even a particularly brilliant in-character joke.

Don't be afraid to award Notoriety points—which can follow the player characters back home from Dubai. Notoriety points are earned through things such as failing to honor a debt (1), betraying Mr. Johnson (1), getting caught reselling data pertaining to the run (1) or failing to do precisely what Mr. Johnson requested (1).

Urgent Message

TEAM KARMA

Situation	Award
Successfully uncovering the Ares spy ring	1
Successfully uncovering the NeONET spy ring	1
Using stealth, guile, or negotiation to avoid combat	1
Avoiding unnecessary combat at the Emerald Orchid	1
Making at least one permanent contact in the mission	1
Acting in a professional manner and impressing the Johnson	1
Thinking outside of the box or doing something outside their comfort zone	1
Successfully blending into a foreign culture	1
Avoiding unnecessary/excessive collateral damage	1
Successfully working to resolve problems without relying excessively on contacts	1

BONUS KARMA

Bonus Karma—1 per each contact gained

Al Tayyib	1
Zahkar	1
2XL	1
Am-mut	1
Asriyah	1

Urgent Message

INDIVIDUAL KARMA

Situation	Award
Surviving	3
Good roleplaying	1-3
Guts/Bravery	1
Humor	1
Pushing the storyline along	1

AWARDING CONTACTS

Many of the contacts that are presented in *Damage Control* are specific to the Middle East region. However, if the players and the gamemaster like the setting and wish to set their campaign in Dubai, the contacts they have made will prove helpful and can be used in that campaign. The outcome of *Damage Control* will determine how Hans Brackhaus and Saeder-Krupp deal with the runners in future encounters (wanting to kill the players, for example, would make future contracts unlikely).

LEGWORK

As the runners go through the adventure, they'll have numerous opportunities for research. This section gives some results for legwork the runners may attempt. Research can involve the Matrix, checking with contacts, or any other method the runner team devises.

Note that some information is best presented to the players as handouts (which can be found at the end of the book). You can provide the runner team with handouts prior to starting the game or give the player characters the information only after they've researched the topic. Some information may be most effective if presented in the course of relevant scenes.

CONTACTS

The shadowrunners, and by extension their regular contacts, may not be familiar with Dubai, the Middle East, the Islamic faith, or Arabian cultural norms. Apply a +2 Threshold modifier for any rolls that a regular contact makes in regards to information that is not within their field of expertise. A fixer in Seattle, for example, may have trouble finding information on the Golden Fleece shipping company; a local contact, particularly a smuggler or pirate, might be more appropriate.

If the players are seeking information from a contact with the relevant Knowledge skill, roll for the contact; the number of hits determines the amount of information the contact knows. Of course, a contact may choose not to share everything they know with the player character—depending on how much nuyen the runners are willing to invest.

Alternatively, a contact may ask around on the player characters' behalf. To do this, roll the contact's Connection Rating + Charisma. Treat this as an Extended Test with one-hour intervals. Add up the cumulative hits to determine how much relevant/useful information he or she is able to obtain from these secondary contacts.

Once you have determined the net hits achieved for any contact, refer to the Contacts Table below.

SEARCHING THE MATRIX

Player characters may elect to search for information themselves by scouring the various data havens and informational dumpsites throughout the Matrix. In this case, have the player character perform a Data Search + Browse Extended Test, with intervals of one minute. Extended tests are limited by the addition of a cumulative -1 dice modifier to each test after the first. For example, a character with Data Search 3 and Browse 3 would roll 6 dice for their first test, 5 in their second, 4 on their



third, and would only be able to roll 6 tests total (p. 64, *SR4A*). After this, any data not uncovered is simply too obscure or well hidden in the Matrix for that hacker to find.

Not everything is available on the Matrix. Gamemasters may decide what data is reasonably available on the Matrix, what data can only be found in secured nodes, and what data simply isn't available at all.

Hans Brackhaus

Hans Brackhaus is the Mr. Johnson for this adventure. He is a well-known representative for Saeder-Krupp. The real Hans Brackhaus is considered a "street legend."

Contact	Matrix Search	Results
0	0	"Isn't that a name of a sausage?"
2	4	"Hans Brackhaus is well known over in Europe for hiring Johnsons for Saeder-Krupp. He has a reputation for being professional."
4	5	"It is believed that Hans Brackhaus has been in the biz for several decades. He may go back as far as the '20s, when Saeder-Krupp was still Thyssen-Krupp. Brackhaus is believed to be fairly close to ol' Golden Snout himself. So watch it."
6	8	"Hans Brackhaus may simply be a pseudonym. A legendary scarecrow to keep runners humble and to enable Saeder-Krupp Johnsons to hide their identities. Even if he's real—and still alive—odds are you'll never work with the genuine Hans Brackhaus. But never forget that a nameless operative can be every bit as dangerous as the real Hans Brackhaus."
7+	12+	"I'm sorry to tell you this, chummer. There's no easy way to break this news to you. There is a scary rumor that Lofwyr himself assumes the mantle of Hans Brackhaus from time to time. Don't take any chances dealing with your Brackhaus—no need pissing off a great dragon. Given the situation in the Middle East, Lofwyr's likely to be a bit touchy."

Dubai

One of the largest sprawls in the Arabian Caliphate, the city is a modern feat of architecture and design, blending ancient tradition with modern ideas and culture. Millions enjoy the beauty and the modern amenities of this Middle Eastern city, particularly along its tourist-friendly coastal resorts, several shopping malls, and downtown business district. Beneath the luxury and glitter, Dubai is a haven for slavers, smugglers, and pirates. Outside the districts that cater to international trade, Dubai can be as fundamentally Islamic as any isolated community in the Arabian Caliphate—a fact that can pose dangers for unwary or uneducated visitors (refer to the player handout for more information).

Contact	Matrix Search	Results
0	0	"That's in Egypt, right?"
2	2	"Dubai is in the Arabian Caliphate. It's a very modern, westernized, Islamic city. Many of the rich and famous visit the city on vacation. Tourism is a booming industry, and the city is tolerant of outsiders. But only up to a certain point. The more you can blend in, the better off you will be."
3	4	"Those of your crew who don't know how to blend in or can't because of their metatype need to restrict themselves to the more modern, international sectors of the sprawl; downtown, shopping areas, the coast. The farther you get from these districts the more fundamentalists and traditionalists you'll encounter. They don't respond well to metahumans—orks and trolls will be a particular risk. Any casting of magic will not be looked on favorably by the natives. If you're lucky the religious police will deport you pronto. If you're not lucky local true believers will kill you on the spot."
5	6	"Showing respect for the local culture and faith will help you in Dubai—even in the tourist districts where they're used to ignorant outsiders. Speak the language. Wear the proper clothes—that's vital for women. Respect their times of prayer; and remember there are five prayers a day. Failure to show proper respect for Islamic customs could earn you some very close attention from the Mudaween, the religious police. It will definitely screw up your relations with the locals."
7	9	"There are a lot of people with money in Dubai. Many of those people stand to gain a lot if Saeder-Krupp loses assets, influence, or strength in the region. If you're working for Saeder-Krupp, you'll find a lot of enemies in Dubai. Real fast."
9	11+	"The tourism board's AR advertisements and the city's elaborate arcologies make Dubai look like a showplace of modern wonders. Don't let that fool you. Sure, Dubai has all the modern accouterments, but it's got a dark side. It's a haven for political and religious fringe groups from throughout the Arab world, so you never know when you're going to trip some fanatic's homicidal trigger."



Dubai's port is home base for some of the most sophisticated smugglers and pirates in the world; and of course the sex trade flourishes in a culture where women are property. But worst are the metahuman traffickers. Let your guard down and you might go to bed a free chummer and wake up someone's slave."

Brokerage X

Brokerage X is a highly illegal brokerage firm that works with shadowrunners. They take any confidential paydata runners acquire in the course of their work and use that to inform their investments in stocks around the world. This arrangement makes both the runners and the brokerage wealthy. Law enforcement agencies would love to shut them down, and the corporations from which they steal the insider data wants them taken out even worse—but it's next to impossible to get reliable leads on an outfit where confidentiality and secrecy is part of the business model. Brokerage X is very exclusive; they have a highly developed sense of self-preservation. They require a hefty retainer up front and will check you out closer than a proctologist before having a serious conversation.

Contact	Matrix Search	Results
0	0	"The who?"
2	3	"From what I have heard, Brokerage X works with shadowrunners. They invest and manage assets runners acquire on their runs and speculate in global markets on their behalf. Brokerage X is quite active in Europe but has been expanding into the Middle East and Asia over the years. They are not known to operate in Dubai. But, given the nature of the local markets, it would be absurd to assume they have no presence in the financial sectors there."
3	5	"Brokerage X is pretty exclusive about who they'll accept as investors. It takes a 30,000 nuyen retainer to get them to even consider your application. Then they do a deep background check before they'll talk to you. They find anything hinky or something they don't like in your street rep and you can forget about any chance of finding them again. Want to find out who they are, maybe get a peek at their client list? Good luck with that."
5	8	"Even if you pass the initial screening process, there's a second round of investigations that dig even deeper, including a thorough psych evaluation. Just to make sure you're not, say, Interpol or a megacorp operative. Sound paranoid?"

7 10+

Think about it: Trading insider information isn't just illegal it's a get-disappeared dangerous way to dip into the big boys' profit stream."

"Word is Brokerage X is highly invested in speculation that things will go south for Saeder-Krupp's Middle East operations real soon. There are rumors it goes farther. A few, not many, say Brokerage X is betting on Saeder-Krupp getting knocked out if its number one status globally. I don't need to tell you the potential windfalls—and losses—from such an event would be staggering. Potential impact of the resultant paradigm shift in corporate politics can't be calculated. If the rumors are true and Brokerage X is right—well it won't go well for anyone on the wrong side of Brokerage X."

Global Sandstorm

Contact	Matrix Search	Results
0	0	"Does that have anything to do with global warming or climate change? If that's the case, than I'm against it."
2	3	"Global Sandstorm is a AA corporation that has immense political clout, especially in the Middle East and the Arabian Caliphate."
3	5	"In the Middle East, because of culture and heritage, Global Sandstorm has more influence than even Saeder-Krupp. Global Sandstorm will take full advantage of this opportunity to expand its own power base and try to force S-K out of Dubai and the Middle East. Watch out."
4	8	"The individual who runs Global Sandstorm, Aziz Ibn Yusuf al-Shamar, has a reputation. He's known as the 'Muslim Borgia.'"

The Draconic Information Virtual Exchange

Contact	Matrix Search	Results
0	0	"I have never heard of it. Sounds like some sort of conspiracy theory."
2	3	"The Draconic Information Virtual Exchange is not a very well known. Its members scour the Matrix and the physical world for information on the dragons. When they find some, they report it to its members and archive it. Many act like reputable researchers or archivists. But even if information is gathered with good intent, it can be used for bad purposes."



4	6	“One member of this organization that you may have heard about is a guy named Wyrn Watcher. Frequent poster on ShadowSea, and is rumored to know FastJack, if only through the matrix.”
8	12	“Not all members of DIVE are as innocuous as Wyrn Watcher. There are some that use the knowledge the organization pieces together to hunt dragons. Seems to me that makes DIVE a huge target in today’s climate, if you know what I mean.”

Golden Fleece shipping company

Contact	Matrix Search	Results
0	0	“I don’t know who they are. Does it look like I’m into the shipping business to you?”
3	5	“Golden Fleece is a small time shipping company that’s been in business now for about thirty years. Records show that it is in good standing with the Islamic-Corporate Coordination Board. No problems whatsoever. They are in compliance with all regulations. Their last inspection from the Mudaween was about five months ago. They may be due for another inspection, if you know what I mean.”
4	6	“Golden Fleece shipping company has a lot of irregularities in its books. They almost went under at least three times that I know of, and each time, they found an ‘accounting error’ that turned up previously ‘lost’ revenue. I think someone was funding them to keep them afloat.”
7	10	“A majority of cargo manifests for the ships coming into the shipping company are bogus. Much of the real cargo is Ares products being sent to who knows where in the Arabian Caliphate.”
8	12	“On their way out to sea, their cargo ships broadcast encrypted messages via satellite. No one knows who. Very mysterious if you ask me.”
10	15+	“Several of the dockworkers have been identified by local runners as Knight Errant agents. Given that they are posing as dockworkers, something’s probably up with the Golden Fleece shipping company.”

The Golden Palace of Dubai store

Contact	Matrix Search	Results
0	0	“Does it look like I’m from Dubai? Why are you asking me for?”
2	3	“The Golden Palace of Dubai is a jewelry store that is located in the Gold Souk, an internationally renowned market in Dubai.”
3	4	“The Golden Palace of Dubai is owned by a local who’s been in business for about eight years. They seem to have remarkably loyal clientele. He seems to be in good standings with both the Islamic-Corporate Coordination Board and the Dubai Financial Market executive board.”
8	12	“The Dubai Police supposedly have classified reports on the Golden Palace of Dubai, but they don’t seem to do anything about the place except observe it. It’s kind of weird.”
10	15+	“There are four regular clients that rumors on the streets say are NeoNET agents. Those rumors are not confirmed, though.”

Tarif Yared and Nabil Saleeba

Contact	Matrix Search	Results
0	0	“I’ve never crossed paths with them before, so why should I care?”
2	3	“Tarif Yared and Nabil Saleeba are members of a Lebanese dissident group. They have problems with the current Egyptian regime. Judging from the warrants they’ve issued, the Egyptian government has problems with them too.”
3	4	“Tarif Yared and Nabil Saleeba have made Dubai a safe haven. They have followers and safe houses scattered throughout the rougher neighborhoods; neighborhoods where you probably aren’t welcome.”
4	5	“Although this bar is in a moderate neighborhood, the Jewel of Arabia is a bar for fundamentalists and extremists. Tarif Yared and Nabil Saleeba visit this bar from time to time. Word has it they are actually in Dubai now, causing trouble for Saeder-Krupp from what I hear.”
15+	24+	“Ahh ... chummers, there may be a problem going after Yared and Saleeba. Seems as though they might have connections to the great dragon Aden. Even I know crossing one great dragon for another is bad juju. This is why you should never deal with dragons.”



CAST OF SHADOWS

Hans Brackhaus

Hans Brackhaus is a human who appears to be in his early 70s but is still physically vital. He speaks English with a slight German accent. It is rumored Brackhaus has done everything from facilitate the purchase of BMW stock to assassinating Michael Beliot in service to Lofwyr. He is known to be every bit as ruthless, determined, and dangerous as his employer. No one takes Brackhaus lightly. Not only is he formidable in his own right, but any thought of harming Hans Brackhaus triggers speculation on just how far Lofwyr would go to avenge him. More information on Brackhaus and his back-story can be found on p. 94 of *Street Legends*.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3(5)	5(6)	4	5(6)	6	5(6)	5	5	2.13	11(12)	1(2)

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 8/7

Skills: Con 4, Disguise 6, Dodge (Ranged) 3 (+2), Electronics skill group 3, Etiquette (Corporate) 6 (+2), Forgery 3, Intimidation (Mental) 5 (+2), Leadership 5, Negotiation (Bargaining) 6 (+2), Palming 3, Perception 5, Pilot Ground Craft 2, Pistols (Hold Outs) 5(+2), Unarmed Combat (Block) 2 (+2)

Qualities: Blandness, Murky Link, Photographic Memory

Augmentations: Bone density 2, cerebral booster 1 (alphaware), fingertip compartment (betaware), genewipe, masque, muscle toner 2 (alphaware), nanite hive 3 [w/ oxyrush 5, universal nanite hunters 6, and universal nantidotes 8], olfactory booster 6 (betaware), orthoskin 2, platelet factories, skillwires (Rating 5, betaware), shock hand (betaware), synaptic booster 1

Gear: Doc Wagon contract (platinum, 5 yrs), earbuds [Rating 2, w/ audio enhancement 3, recording unit], fake SIN (Rating 6 w/ concealed carry license), two doses jazz, linguasofts (Afrikaans, Cantonese, French, Italian, Japanese, Orz'et, Mandarin, Russian, Spanish, Sperethial, all Rating 5), Hermes Ikon commlink [Response 5, Signal 5, Firewall 5, System 5 w/ biometric reader, skinlink, subvocal microphone, trodes], monocle [Rating 4 w/ low light, flare compensation, image link, smartlink], Mortimer of London Greatcoat [w/ chemical protection 2, insulation 2, and nonconductivity 6], nanopaste disguise, two doses psyche, white noise generator



PLAYER HANDOUTS

DUBAI

Located on the southern edge of the Persian Gulf, Dubai is one of the most prominent and prosperous cities of the Arabian Caliphate. Dubai's location near the Straits of Hormuz, gateway to the rich trade routes of the Indian Ocean and beyond, has made the city an economic and cultural crossroads for generations. Its seaport is among the busiest in the world. Dubai's architecture reflects the city's fundamental philosophy as modern buildings incorporate western and Asian elements to enhance and accent unequivocally traditional Arab designs. Non-Muslims are openly welcome in Dubai, and its modern arcologies, shopping centers, and luxury hotels dazzle millions of tourists every year.

Despite the ceaseless efforts of the Caliph and the executive board of the Dubai Financial Market to make it the safest city in the Middle East, Dubai can't escape its history. The geography that makes Dubai a hub for international traders made the region a perfect base for smugglers, pirates, and slavers throughout history, and those elements still flourish. During the last two hundred years it's become a haven for mercenaries, religious exiles, political refugees, and soldiers of fortune. Dubai had shadows before shadowrunners had a name. Beneath the beauty and the glitter Dubai's dark side is as pervasive, vibrant, and powerful as ever. Yachts, cruise ships, and freighters are regularly targeted by

Urgent Message

Nation: Arabian Caliphate

Population: 2,500,000+

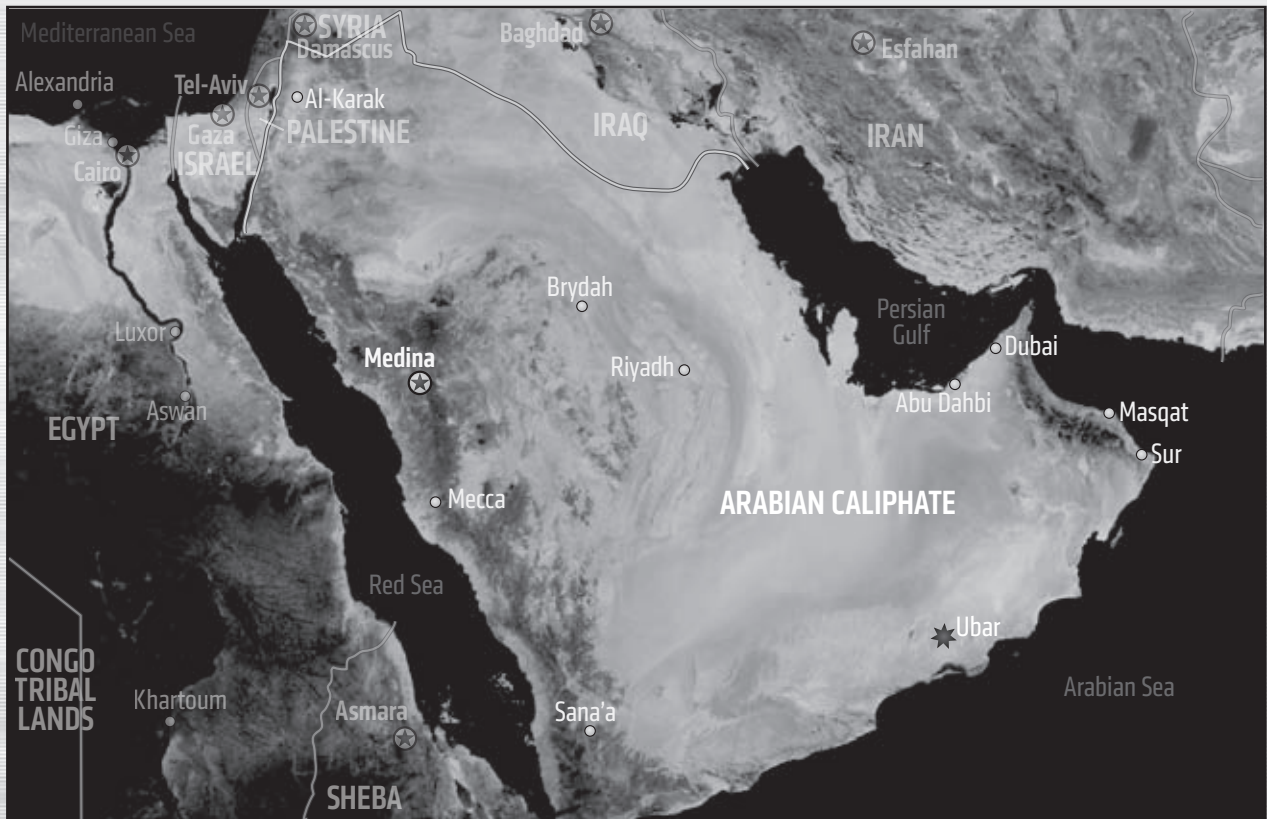
Average High Temperature in July/August: 41 degrees Celsius

Predominant Languages: Arabic (official business language in Dubai and the Arabia Caliphate), English, Russian, Hindi, Urdu, Persian, Tagalog, Malayalam

Government: Dubai Financial Market executive board, made up of representatives from forty corporations. Dubai Financial Market executive board pays lip service in its loyalties to the Caliph in Riyadh, but is usually allowed to set its own rules (so long as those laws abide by the Sharia). The corporations that make up the executive board are answerable to the Islamic Corporation Coordination Board in Riyadh.

Local Police: Dubai Police

Arabian Caliphate Police: Mudaween (also referred to as the religious police)



INCOMING FEED.....



pirates; kidnappings of the wealthy and extortion of the small businesses are routine. Anything and anyone can be had for a price—then smuggled anywhere the purchaser desires. Dozens, if not hundreds, of political and religious fringe groups can be found in Dubai, including the New Islamic Jihad and the Islamic Unity Movement.

Though Dubai is more moderate than other cities in the Middle East and generally more tolerant of foreigners than the Arabian Caliphate as a whole, travelers are advised to be respectful of Islamic customs. Men are encouraged to wear a kandura robe (traditionally white in summer), with a guthra headscarf, secured by a black rope egal. Women are strongly advised to wear a black abaya robe, and either a shela headscarf and veil or a hijab. Western wear is acceptable in international business centers and areas that cater to tourists such as malls and beach resorts, provided the wearer is covered from throat to wrists and ankles. However even modest western dress is offensive to many residents and in some parts of the city would be dangerous to wear.

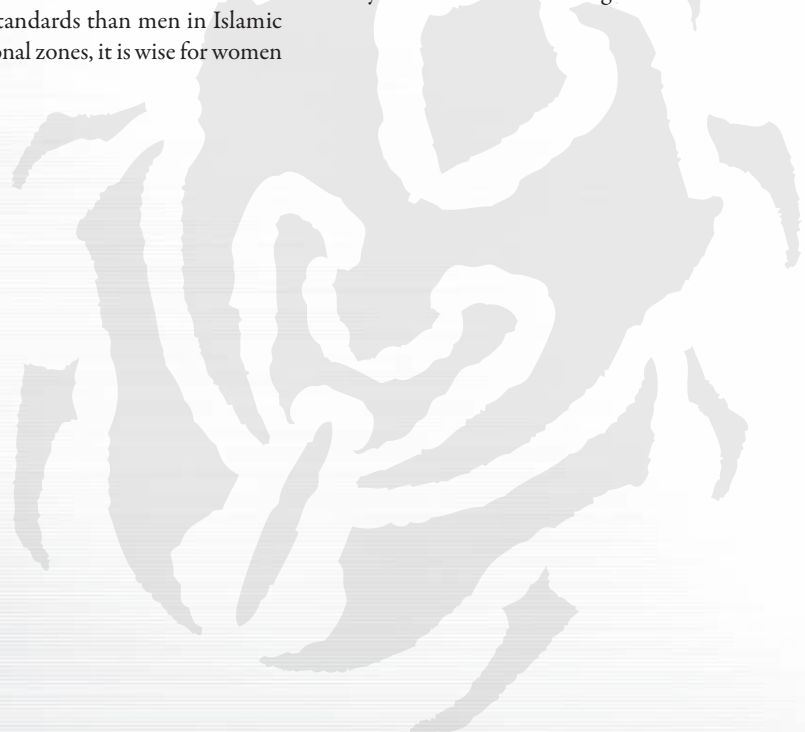
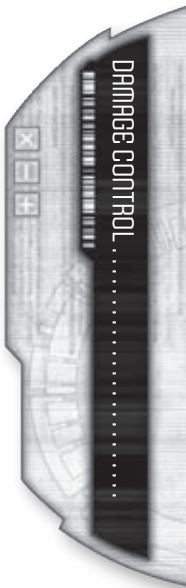
It should also be noted that the Sharia, Islam's fundamental code of ethics, does not permit the use of intoxicants, including all forms of alcohol, drugs, or BTL. Muslims cannot be involved in the sale or consumption of intoxicants. However, by special dispensation of the Caliphate bars and restaurants in the resort, shopping, seaport, and financial districts that cater to international trade are permitted to sell alcohol to non-Muslim foreigners. The dispensation also permits Muslims to transact business or negotiate politically with foreigners in such establishments; but this is controversial, and some locals may be uncomfortable meeting or even refuse to meet at a bar even for legitimate purposes. Medical, safety, and law enforcement personnel who have registered formal objections are not required to respond to emergencies in a bar or restaurant that serves alcohol. It should go without saying that any attempt to purchase intoxicants outside the proscribed area could trigger a violent confrontation.

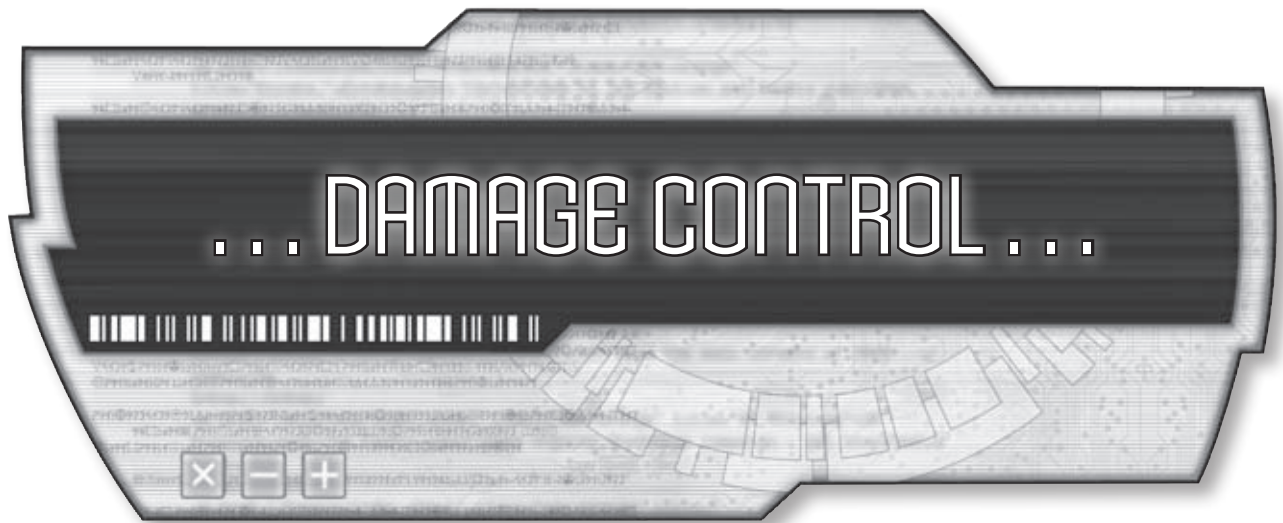
Women are held to stricter standards than men in Islamic culture. When not in the international zones, it is wise for women

to always wear traditional garb. Be aware of local practices; in traditional communities women are not permitted in public unless escorted by a male family member.

Humans are the most welcome in Dubai, and metahumans who can pass as human usually have few problems. Orks and trolls, however, will encounter varying degrees of prejudice, suspicion, and hostility—particularly in the more fundamentalist communities. There are businesses, hotels, and restaurants that will not serve orks or trolls; advance research is recommended to avoid potential embarrassment or confrontations. Magic should never be performed openly; the Arabian Caliphate's Mudaween, informally known as the religious police, routinely monitor visiting magicians. Those who are flamboyant or obvious with their talents may find their movements restricted. It should be noted that to the Islamic faith, shamans are considered idolatrous—an intolerable sin. Shamans can pass through or even stay briefly in the most metropolitan sections of Dubai, but they will be at risk in most of the city. Shamans who practice their craft in Dubai or who leave their proscribed areas will be restrained and deported by the Mudaween—ostensibly as a precaution to save their lives. Foreigners must be respectful of traditional Muslim prayers. All Muslims are required to pray five times each day; the calls to prayer are broadcast on all public media. Non-Muslims are not required to take part in the prayers, but they must remain silent during the actual prayers. Not showing proper courtesy toward prayer will severely damage a foreigner's relationship with the locals; in some neighborhoods it's physically dangerous.

Average August temperatures in Dubai is 41°C (106°F) during the day and 30°C (86°F) at night; it does not rain in the summer. Individuals wearing body armor must take the heat of the desert into consideration. While light armor may not present too many problems, the heavier the armor the greater the need for environmental adaptation. Dehydration while wearing heavy body armor can be a real danger.





Mount Ararat, Turkey, August 6, 2073

Thrums hit the air, beating rhythms straight through it and down to the sand, which rises after the impact. An armored helicopter bearing the Saeder-Krupp logo comes in low and then touches down a couple hundred meters away from a cave system. Before the rotors stop spinning, a man with steel grey hair and golden eyes steps out of the helicopter. He is a good distance from anything that would normally be considered civilization, but he is not alone. Awaiting his approach in the distance is an Arab woman, dressed as if she was meeting royalty. She appears to be in her fifties or so, handsome and calm, weathered by decades of desert winds. She stands in place, calmly waiting for the man from the helicopter to walk to her.

The man could, if he chooses, cast a draconic shadow, but he does not choose to. The woman knows what he is, who he is. She will be neither impressed nor intimidated by his actions. Other reminders should be unnecessary—his energy is better spent on other tasks.

As Lofwyr approaches the woman, she turns and instructs her spirits that guard the cave to be submissive. The translucent army that accompanies her fades as the spirits stand down.

"So this is the form you chose to take today," Lofwyr says without speaking. His lips do not move, but his words project into the woman's head. "Interesting."

She does not know what to do with that remark, so she chooses to do nothing. "It's been a long time since you've been to my lair," she says, bowing her head with respect. "I thank you for the courtesy of making me aware of your visit."

"Yes. It should be reassuring that some of us still adhere to our customs."

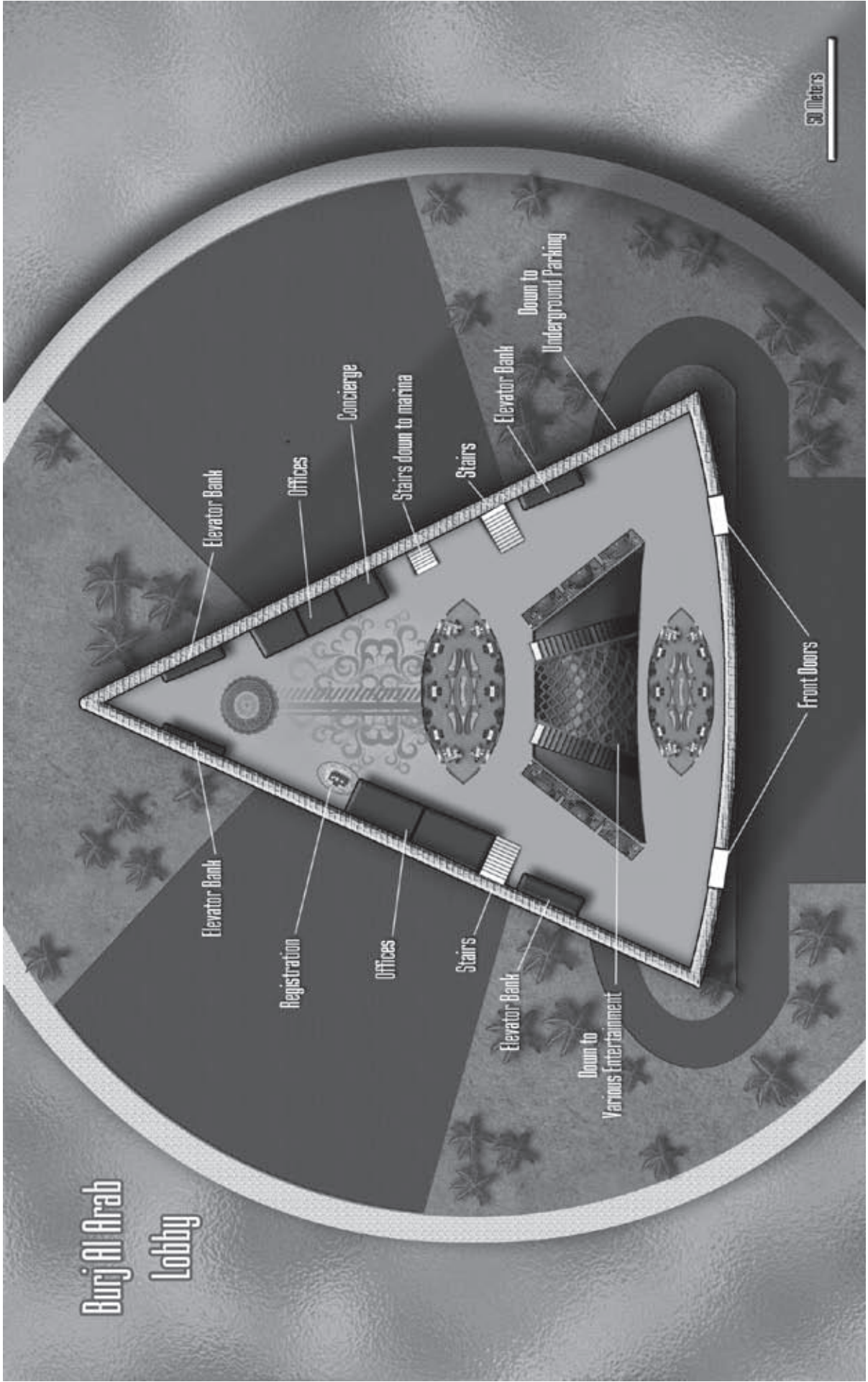
"It's been even longer that a visit be made under official terms. What can I do for you, Loremaster?"

"I am sure you know what this visit is about, and what I have come to talk to you about. I am most displeased in your interactions with another member of our kind. We need to talk."

The woman nods. There is so much destruction that could occur, so much damage that could be done, and talking may not forestall any of it. But at very least, while they are talking, they are not destroying anything else. Including each other. That is something, and for the time being it is what she will take.

Burj Al Arab

Lobby



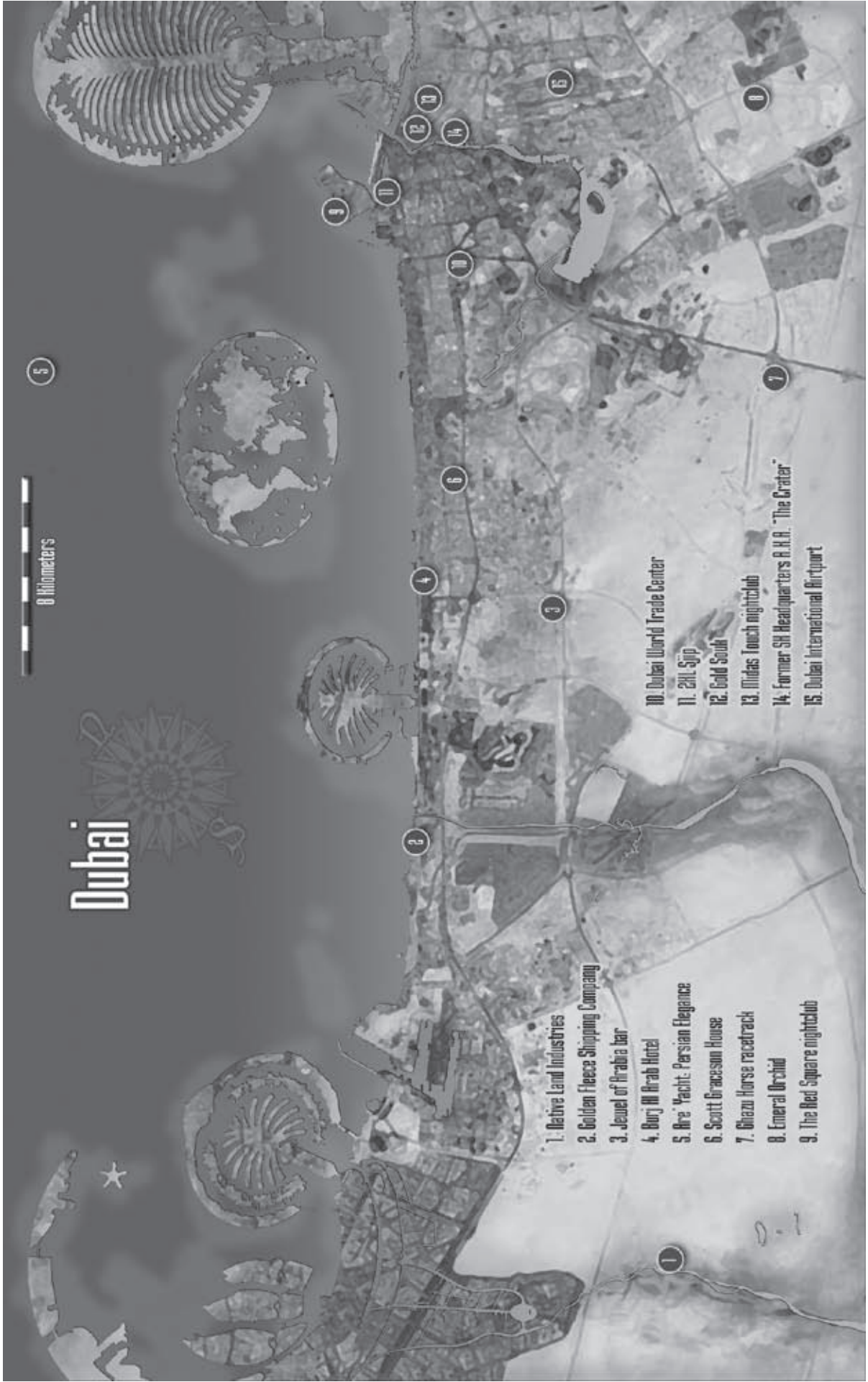
Dubai

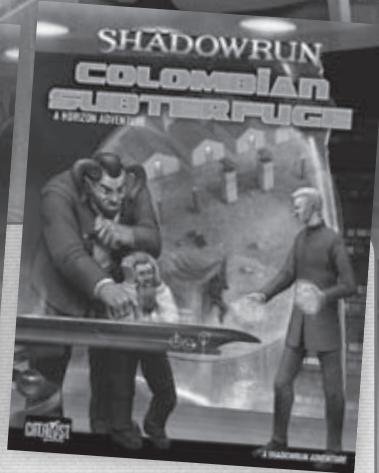
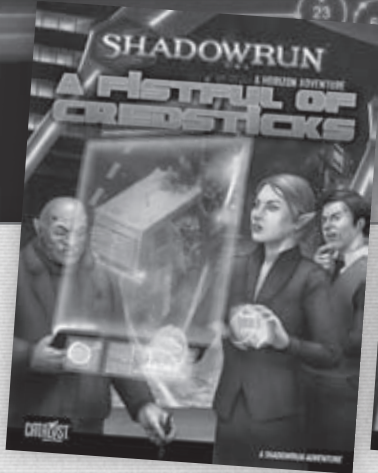
0 Kilometers

5

1. Native Land Industries
2. Golden Fleece Shipping Company
3. Jewel of Arabia bar
4. Bury III Arab Hotel
5. Alra Yacht, Persian Elegance
6. Scott Graceson House
7. Ghazu Horse race track
8. Emerald Orchard
9. The Red Square nightclub

10. Dubai World Trade Center
11. 211 Sijip
12. Gold Souk
13. Midas Touch nightclub
14. Former SH Headquarters A.H.A. "The Crater"
15. Dubai International Airport





THE BEST-LAID PLANS...

A Fistful of Credsticks, *Anarchy: Subsidized*, and *Colombian Subterfuge* are the newest adventure series for *Shadowrun*. These adventures are centered on the machinations of the Horizon Corporation. Runners will learn more about the dark side of Horizon, leading to future developments that could change the shape of the entire corporation...





ERIC WILLIAMS II