



SHADOWRUN

MISSIONS



Free Taiwan

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INTRODUCTION

SMH 2012-01: Free Taiwan is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at www.shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SMH 2012-01: Free Taiwan is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SMH 2012-01: Free Taiwan consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SMH 2012-01: Free Taiwan* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

GMs are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses

with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

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

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

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

Finally, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at forums.shadowrun4.com and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

Simon Andrews is going to have some fun, create anarchy, get the goods, serve his master, and put paid to a rival, Lin Yao Chang. Through his various contacts, and the full resources of a mega corporate intelligence services, Simon has determined a shipment of various collectibles gathered by Lin Yao Chang is being shipped home on the *Free Taiwan*, a Wuxing built rigger controlled container ship.

Simon Andrews hired a team to retrieve the goodies, and prepared for his follow up operation to muddy up the waters even further. Things have gone even better than he planned, and the team is ahead of schedule, the theft undetected, and the cover story is even more effective than usual. The team has left the *Free Taiwan* in the hands of some Tir surfer pirate gang, The Tasmanian Devils.

Phase 2 of Simon's plans involve the runners. Simon Andrews has previously arranged for a meet with the runners, representing himself as Lin Yao Chang, and will send a member of his successful team to act as Lin Yao Chang during the meet. During the meet the runners are given instructions to rescue the ship from the pirates and check on the cargo.

The runners will need to get to the *Free Taiwan*, get aboard, deal with the pirates, check the cargo, then return to Seattle for their payment.

SCENE 1: RESERVATIONS

SCAN THIS

The runners are sent on a job interview with a Mr. Johnson claiming to be Lin Yao Chang. In reality it is his rival, the changeling Simon Andrews playing an April's Fools prank.

TELL IT TO THEM STRAIGHT

Free time isn't free. It costs. Even if all you are doing is lying around dreaming of your next job, the total nuyen of your net assets is slowly going down. However you spend your free time, visiting your mother, practicing shooting people in the face, or whining about Johnsons on your favorite shadowboard, you're interrupted with a notification alert for a job.

Authenticated against your various shadow contacts you have a 9 PM dinner reservation at the Seattle Yacht Club, a pre paid limousine ride, and a terse note to "Pack an overnight bag".

BEHIND THE SCENES

The message actually comes from Simon Andrews, but it will pass any normal authentication a runner will have—unless they contact Lin Yao Chang directly and ask him about it. The limo ride will pick the runners all together or separately at whatever location they designate. They will need to let the limo know where to pick them up. The key phrase "Pack an overnight bag" is a common indicator the runners should come to the meet prepared to immediately start their work after the meet.

DEBUGGING

If the runners do contact Lin Yao Chang, he will simply ask what instructions he has given them, then tell them to follow them, explaining that he only wants to reveal more at the meet.

SCENE 2: SURF AND TURF

SCAN THIS

The runners get a fine limo ride to the Yacht Club. They feast on fine real and magical food, while enjoying the excellent view of Seattle Night Lights. Then they hear the pitch from none other than the Lin Yao Chang, supposedly.

TELL IT TO THEM STRAIGHT

A Nightsky limo from Blackstone Limo drives you on autopilot to the Seattle Yacht Club, located on the waterway between Lake Washington and Puget Sound. Overlooking the fleet of personal watercraft at the club is an old structure that contains the Marine Room, home of the finest Pacific Northwest seafood cuisine. Changing rooms, lockers, and short term storage facilities are on the ground floor, accessible prior to going to the second floor dining room and the full length armored glass windows overlooking the ship berths.

Lin Yao Chang is already waiting for the runners, seated at a table by the window. The table is flagged in AR as for a private party. Beyond the window are the lights of Seattle shining brightly at the last of the day fades away. Lin Yao Chang presents the menu, indicating they will discuss business after the meal. Fare consists of fresh and paranormal seafood. The meal is served by a mixture of server drones and working university students. Lin Yao Chang does not participate in any conversation during the meal, though he will politely, and tersely, answer a direct question. After the meal Lin Yao Chang brings out and places some extra privacy measures, a White Noise Generator and a Camera Neutralizer.

Time to make a deal.

BEHIND THE SCENES

The Lin Yao Chang the runners are meeting here is really Sweets McGordon, the face for the team that Simon Andrews hired. This team has already stolen a collection of magical artifacts and left the ship in the hands of The Tasmanian Devils. Sweets McGordon is familiar with Lin Yao Chang, and has been given excellent background information. He will greet any runner that has worked with Lin Yao Chang before with an acknowledgement of their previous contact.

When it comes the time to make a deal, Sweets asks the runners if they are willing to rescue a ship from pirates and check on some cargo. The timing is critical, it must be done tonight, before the ship is officially recovered and there is no control over how the cargo is handled. He offers the runners one of two deals:

Deal one: each runner 2,000¥ in advance, another 5,000¥ on completion, plus a possible objective bonus of 5,000¥. Runners may negotiate with Lin Yao/Sweets to increase the advance pay by 500¥ per net negotiating hit, with a maximum of 6 hits.

Deal two: alternatively, he offers the runners a deal worth much more in gear, offering 2,000¥ upfront and 10,000¥ worth of gear chosen from the Wuxing 2073 Arms Catalog, plus an additional 10,000¥ in gear if they complete the secondary objective. The Wuxing Arms Catalog contains Wuxing brand versions of all weapons and armor from *SR4A*, *Arsenal*, and any weapon or drone from *Mil Tech Spec*. Runners may negotiate with Sweets. The first three net hits increase the up front offer by 1,000¥ each, and an additional 5 hits may be applied to the objective bonus, adding an additional 1,000¥ for each hit.

If the runners do not accept, Sweets thanks them for hearing his offer, and wishes them a good night. They are welcome to stay at the

GAMEMASTER NOTE

The runners are being set up by Simon Andrews here, and they will not be getting any of the backend payment, though Simon will give them 5,000¥ as compensation for their trouble. Be aware of this, as some players will be unhappy about getting screwed out of some of their payment, especially in a convention setting when you may not know the players very well and/or they have paid to play the adventure.

Yacht Club Marine Room and avail themselves of its services for the rest of the night.

If the runners do accept, Sweets thanks them, gives them the advance in certified credsticks, and informs them of the details. The *Free Taiwan*, a Red Wheel Type 68 Freighter (*Deadly Waves* p. 27), in service with Good Fortune Shipping Incorporated, an independent shipping company was in transit from Seattle to Hong Kong when it hijacked by pirates. Normally this is no concern, as there are insurance and the normal recovery services for hostage situations already paid for. However, aboard this vessel is a special shipment which cannot fall into the hands of pirates or any official rescuers. The shipment is in cargo container GGK9902314.

The freighter can be operated without any crew, but for practical reasons there is a crew of two people aboard. There are still some things you need a person to deal with. While the vessel can still be tracked by its transponder, there has been no further communication with the vessel since the reports of a boarding, only received by the owners. Other attempts to contact the vessel have been refused.

The primary objective is to rescue the ship and its cargo, eliminating the pirates and returning the *Free Taiwan* safely to Seattle. The secondary objective is to ensure that it's special cargo is destroyed to keep it out of pirate or Knight Errant hands. KE is the standard security contractor for ships leaving Seattle. While the ship is currently under control of pirates, Sweets says that only he has been informed of that fact so far. This gives the runners a chance to intervene before KE realizes the ship is off course and sends an anti-terrorist team to investigate.

The *Free Taiwan* is currently 200 kilometers northwest of Seattle, just past the Jan de Fuca Straight heading northwest. It should be heading southwest. This course change will eventually draw the attention of a KE anti-terrorist team. The runners are given the coordinates and the transponder codes for tracking the *Free Taiwan*.

Sweets gives the runners a Matrix drop box number where they can leave a message when the job is complete. When the message is received the Matrix address will reveal the location of where to meet for the payoff. He asks not to be contacted directly as he has a busy public schedule.

When asked about how the runners can get to the *Free Taiwan*, Lin Yao Chang will merely tilt his head in a manner to indicate the team should look out the window. Outside they will see a yacht club full of personal water craft. "You're shadowrunners" he says. "If you don't have a ship, steal one."

PUSHING THE ENVELOPE

The real Lin Yao Chang has been tipped off to someone impersonating him, and has sent an observation to watch and report. This team can be discovered by alert runners. Sweets McGordon, the fake Lin Yao Chang may ask the team to run them off. If the runners push, he will offer them an additional 1,000¥ to handle it. The observation team consists of four Triad Thugs and one Triad Mage.

OBSERVER TRIAD THUG (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	3	3	2	3	6	7	1	6/4	10

Dice Pools: Athletics Group 8, Automatics 7, Close Combat Group 7, Dodge 8, Pistols 7, Stealth Group 8

Gear: Lined Coat, Fichetti Security 600, HK 227-X, stun baton

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c), Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

OBSERVER TRIAD MAGE (PROFESSIONAL RATING 3)

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

Dice Pools: Assensing 8, Astral Combat 9, Conjuring Goup 8, Leadership 5, Pistols 5, Sorcery Group 9, Stealth Group 5

Gear: Lined Coat, Fichetti Security 600, Magesight goggles, Spellcasting Focus (Rating 2, Combat Spells)

Spells: Detect Life, Light, Physical Barrier, Powerbolt, Silence, Stunball

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c), Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

DEBUGGING

If the runners attempt to contact the real Lin Yao Chang during the meet, he will not be available directly. The runners can leave a message. Simon Andrews and Sweets McGordon have chosen a time where they know the Lin Yao Chang will be otherwise occupied. They will not be able to get a response from the real Lin Yao Chang until after the run deadline has passed. Lin Yao is preparing for the dinner at Deng's.

The real Lin Yao Chang's personality lends itself to easy impersonation. Lin Yao Chang's distinctive Mao suit and his lack of personality and individualism will make it extremely difficult to tell from anything said at the meet that this is not the real Lin Yao Chang. Sweets McGordon also has been informed by Simon Andrews if any of the runners have worked with Lin Yao Chang before, and he will proactively acknowledge the prior involvement. If asked why he has no magical aura, he will reply that it's none of their business, but if they must know it's because he's masking his aura.

If the real Lin Yao Chang was made aware of the meet, he sends the observation team mentioned in **Pushing the Envelope** to watch the meet, and the aftermath. He will not intervene. The observers will not become involved; if they are spotted they will attempt to escape. If caught and interrogated they do not know much except they were hired to observe and report to Matrix drop box.

If the real Lin Yao Chang was previously made aware of the meet, and the runners mention that to Sweets McGordon, thinking he is the same Lin Yao Chang, Sweets will take that in stride. Nothing changes his objective of getting the runners out to the *Free Taiwan*. It doesn't really matter if the real Lin Yao Chang finds out what happens now or later.

If the runners attempt to reach the real Lin Yao Chang, they cannot reach him directly; both the real and fake Lin Yao Chang have their direct lines off. The runners can leave a message for Lin Yao Chang, which will notify Lin Yao Chang for the Payoff scene.

If the runners determine that Sweets is not the real Lin Yao Chang, and confront him; he will wink, and ask "Does it really matter?" while still offering the credsticks.

GMC WAVE CUTTER



SENDAKU MARLIN



COLORADO CRAFT "CIGARETTE" HYDROCONVERTABLE



ZEMLYA-POLTAVA SWORDSMAN



SCENE 3: OFF TO THE RACES

SCAN THIS

The runners need to find a way to get to the *Free Taiwan*. First they need to choose between stealing and hiring a boat, arranging some other transport, or swimming. They have a deadline. They need to beat KE to the *Free Taiwan*!

TELL IT TO THEM STRAIGHT

You are sitting around the remains of your excellent meal. About two hundred kilometers off shore is your target, the *Free Taiwan*, heading west northwest, slowly moving up on the threat list for Knight Errant. Outside, behind the bobbing superstructures of a variety of watercraft, shine the lights of Seattle in majestic splendor.

Now what?

BEHIND THE SCENES

The runners have lots of options. Steal a ship, rent one and pilot it themselves, or hire a boat captain and his ship to take them out. Do a HALO drop from a gun ship. Swim to it on their own. Regardless of what method they choose, it's bound to take some time, and the night is only so long. When the sun rises that's one less bit of cover, and much more likely KE will be checking into things. Don't allow the players to waste too much time planning here, keep the pressure on them as they are on a very time sensitive job.

The Yacht Club itself has minimal security, consisting of requiring everyone on the grounds to be in Active Mode. Anyone not in Active Mode is first sent a request to switch from Passive Mode to Active Mode. If this request is not complied with, a drone with a speaker will approach and ask for the guest to switch to Active Mode. If this request is not complied with the guests are asked to leave and Knight Errant is notified of a trespassing complaint. A Knight Errant patrol car with two patrolmen will arrive three minutes after being alerted of a trespasser.

The dinner is a private party, which explains why Active Mode was not required during the meet. However once the runners leave their table the clubs security systems will be checking occupants and its list of Active Mode members on the grounds.

There are many available vessels to choose from at the Seattle Yacht club. Personal watercraft, sailing boats, motor boats and cruisers in various sizes. The following are lightly secured: Six GMC Wave Cutters, two Zemlya-Poltava Swordsmans, two Colorado Craft "Cigarette" Hydroconvertibles, and a Sendaku Marlin. For full writeups for these ships, see *Deadly Waves* Breaking a padlock, chain, or a simple Maglock (Rating 2) will be all that is required to get to the ship, and runners will either need to Hotwire the vehicle with a Hardware + Logic [5, 1 minute] extended test or using a Hacking on the Fly test the controls with a Hacking + Exploit [8, 1 combat turn] extended test.

The primary protection against theft is the fact most people do not have or use boats. More valuable vessels will have secondary security measures against theft. There are plenty of more valuable craft at the Yacht Club, and they may not appear to have any more direct security, but it's simple to have your personal security software check if your boat is still there every five minutes.

Vessels typically have a transponder for identification and proof of registration. Larger vessels will come equipped with their own satellite uplink and GPS. There are no undocking or unmooring restrictions and no security to prevent a boat from leaving the club once it is underway. There are always people at the yacht club, though the numbers will certainly decline after 3 AM. The club layout is open and visible to all neighboring areas and across the waterway. Suspicious activity can be observed and reported. Traffic on the waterways through Portage Bay, past Lake Union and through Puget Sound is light. All vessels are required to display running lights.

GMC WAVE CUTTER

A watersport jet-ski capable of carrying two passengers.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
+3	20/30	50	3	5	3	1	7,800¥

ZEMLYA-POLTAVA SWORDSMAN

A standard 7-meter long motorboat capable of seating six.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
0	10/20	75	2	14	3	1	25,000¥

Upgrades: Satellite Communication

COLORADO CRAFT "CIGARETTE" HYDROCONVERTABLE

A six-meter long speedboat that seats four.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
+2	10/50	105	1	8	3	1	55,000¥

Upgrades: Hydrofoil Capability

SENDAKU MARLIN

A 15-meter long luxury sailboat capable of carrying a dozen passengers comfortably.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
-1	5/10	30	1	18	8	1	58,000

Upgrades: Sail Power, Living Amenities(High)

Once out of Puget Sound the North West Pacific Swell is significantly different. There is far less traffic once the runners start heading away from the coast. The *Free Taiwan* can be tracked by its transponder signal.

PUSHING THE ENVELOPE

Simon Andrews' first team of runners is returning to Seattle after a successful mission at the same time the player characters are leaving

MORGAN CUTLASS (PATROL BOAT, SR4A P. 349)

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+2	15/30	60	3	16	10	3

Upgrades: 2 X Ultimax HMG-2 [DV 7P, AP -7, Ammo 100(belt)]

DOREEN "MISS" BROWN

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	5	5 (7)	2	4	4	3	4	3.4	9 (11)	1	4/6	10

Dice Pools: Dodge 10, Electronic Warfare 7, Gunnery 8, Perception 8, Pilot Watercraft 11, Pilot Aircraft 10, Pilot Ground 10, Pistol 6, Infiltration 8

Augmentations: Plastic Bone Lacing; Control Rig; Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Smartlink, and Thermographic Vision); Datajack; Reaction Enhancers (Rating 2); 2 Smuggling Compartments; Touchlink

Gear: Helmet, Lined Coat, Fairlight Caliban [w/Firewall 5, System 5, Response 5, Sim Module modified for BTL/Hot Sim]; Programs [Command 5, ECCM 5, Encrypt 4, Scan 5, Stealth 5]; Autosofts [Clearsight 3, Defense 3, Electronic Warfare 3, Maneuver (Ground Craft) 3, Targeting (Heavy Weapons)]

Weapons: Ares Predator [Heavy Pistol, 5P DV, -1 AP, - RC, 15(c), Smartgun]

DOLLY

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	5 (7)	4	3	4	4	3	4	9 (11)	1	8/6	10

Dice Pools: Close Combat 10, Automatics 9, Infiltration 11, Perception 7

Augmentations: Cybereyes (Rating 3 w/Flare Compensation, low light, smart links, thermographic and vision magnification.), Reaction Enhancers 2

Gear: Monofilament Sword, shock gloves, Ingram Smartgun X, armor jacket

Weapons: Ingram Smartgun X [SMG, 5P DV, - AP, 2(3) RC, 23(c), gas vent 2 sound suppressor detachable folding stock Smartgun 10 clips regular ammo], Monofilament Sword [Blades, 4P DV, -1 AP, 1 Reach], Shock Gloves [Unarmed Combat, 5s(e) DV, -half AP, - Reach, 10 charges]

JIMMY "HOTS" SCHLOTZ (SHAMAN)

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

Dice Pools: Sorcery 8, Summoning 10, Pistols 6

Gear: Colt Manhunter, Camo Suit, Medkit 6

Spells: Chaotic World, Critter Form (Wolf), Flamethrower, Heal, Manabolt, Mob Mood

Bound Spirits: One Beast Spirit (Force 5, 3 services)

Weapons: Colt Manhunter [DV 5P, AP -1, Ammo 16(c), smartgun]

SPIRIT OF BEASTS (FORCE 5)

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
7	6	7	7	5	5	5	5	5	5	12	2	0/0	10

Dice Pools: Assensing 10, Astral Combat 12, Dodge 12, Perception 10, Unarmed Combat 12

Movement: 10/45

Powers: Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Sapience, Concealment.

NERUDA "DADA" UNRARARATA

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	4 (6)	3	2	5	4	3	4.5	9 (11)	1	6/4	10

Dice Pools: Automatics 7, Electronic Warfare 6, Electronics 7, Gunnery 8, Perception 6, Pilot Aircraft 10, Pilot Anthroform 9, Pilot Ground 10

Augmentations: Control Rig; Cybereyes [Rating 2, w/Flare compensation, Low-Light, and Thermographic Vision]; Datajack; Reaction Enhancers (Rating 2)

Gear: Armor jacket, Maglock passkey (4), Transys Avalon Commlink [w/Response 5, Signal 5, Firewall 5, System 5, and sim-module w/hot sim modification]; Programs [Scan 5; ECCM 5; Encrypt 5; Command 5; Stealth 5]; Autosofts [Clearsight 4; Defense 4; Electronic Warfare 4; Maneuver (Aircraft) 4; Maneuver (Ground Craft) 4; Targeting (Heavy Weapons) 4; Targeting (Automatics) 4]

Weapons: HK MP-5 TX [SMG, 6P DV, - AP, 2(3) RC, 20(C) , Gas Vent 2 Laser Sight Detachable Folding Stock and 10 clips exploding ammo]

Puget Sound. They're keyed up from the job and they know that Simon is setting up Lin Yao, and on the trip home the team leader Miss Brown has gotten it into her head that Lin Yao Chang is going to find out about what they're doing and send a team to retaliate. When they spot the player's team, they jump to the wrong conclusion and decide to attack. Enter Chase Combat (p. 169, SR4A) with both parties starting at Extreme Range. The players may engage or attempt to avoid them.

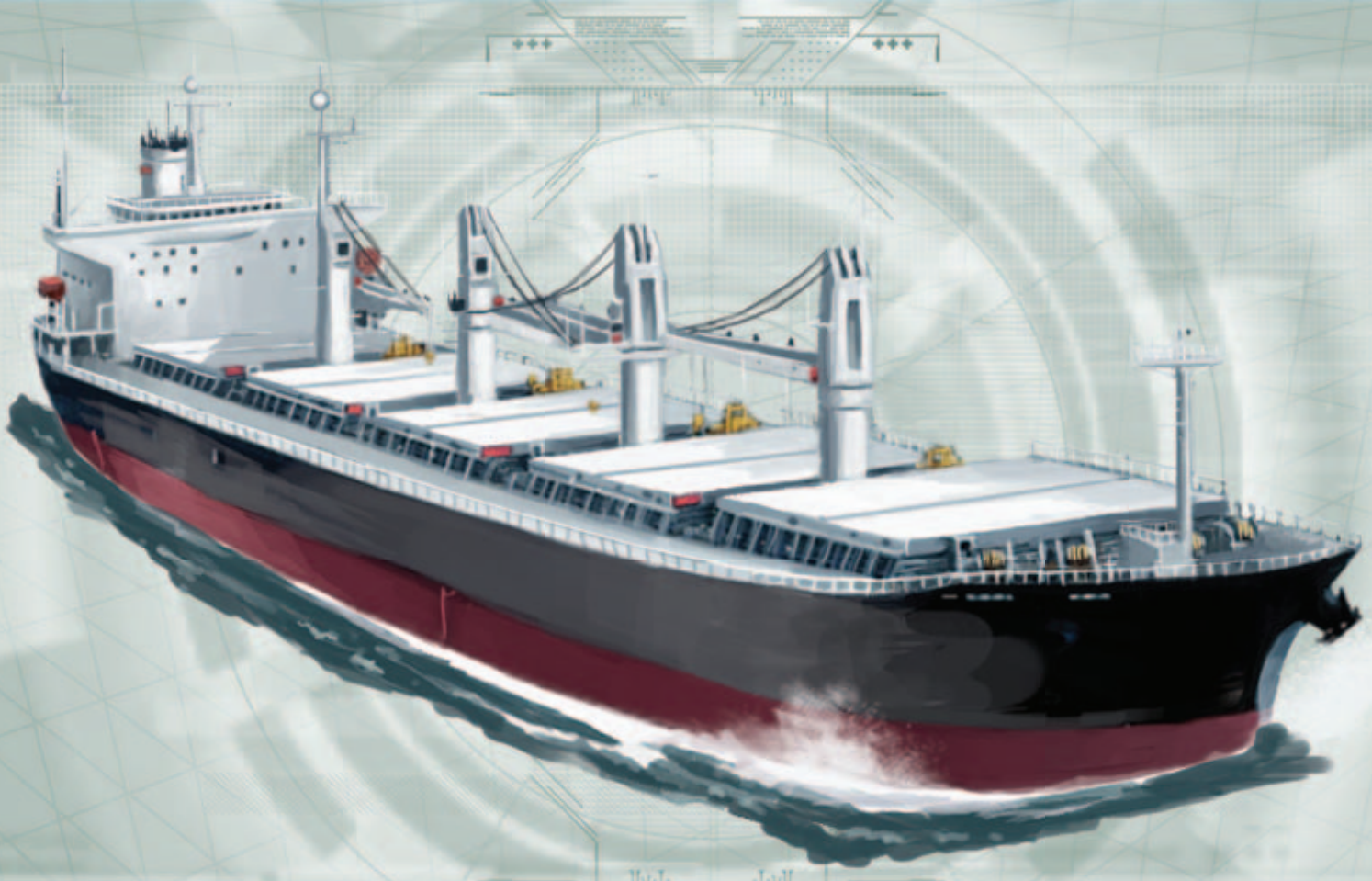
DEBUGGING

The runners may choose other means than the ones at hand to travel to the *Free Taiwan*. Let them. They may have contacts, favors or other resources that they wish to use instead.

If the runners create a scene leaving Seattle, this shouldn't hinder their mission, as long as they get away and head out to sea. The consequences can occur when they return to Seattle.

If the runners do not have Pilot Watercraft, most watercraft have an Pilot rating that should be more than sufficient to get them to the *Free Taiwan* and back to Seattle. Otherwise they runners can use their contacts and resources to obtain a Pilot program, a skillsoft, or an actual person with Pilot Watercraft skill. The same applies for a Navigation Skill.

If the runners insist on stealing an expensive yacht, let them. Just accelerate the timetable for the KE encounter, perhaps allowing the KE team to beat the runners to the *Free Taiwan*. The theft of an expensive Yacht will be reported quickly, and KE will be drawn to the runners and the *Free Taiwan* for certain.



SCENE 4: ALL ABOARD

SCAN THIS

The runners board the *Free Taiwan*. Avoiding or dealing with the pirates may be only one of the hazards of finding and securing the cargo. The cargo is one of hundreds of cargo containers aboard an enormous freighter.

TELL IT TO THEM STRAIGHT

The *Free Taiwan* is a huge freighter over 350 meters in length, it's sides are several stories high, and the stairs used for boarding are all up. It's time to get aboard.

BEHIND THE SCENES

If the runners approach the *Free Taiwan* by sea, the runners need to avoid triggering the freighters collision avoidance alarms if they are going to get close. Make an opposed Pilot test between the *Free Taiwan* and the runners' vessel to approach boarding distance. If the freighter detects another vessel in boarding range it will trigger the incredibly loud fog horn and lots of blinking lights.

On board the *Free Taiwan* use a Ship Sensor test versus the runners once per ten minutes aboard to avoid general detection by the shipboard Pilot. If any anomalies are detected by the ship's Pilot, a rail drone is sent to investigate, and an alert is sounded on the Bridge.

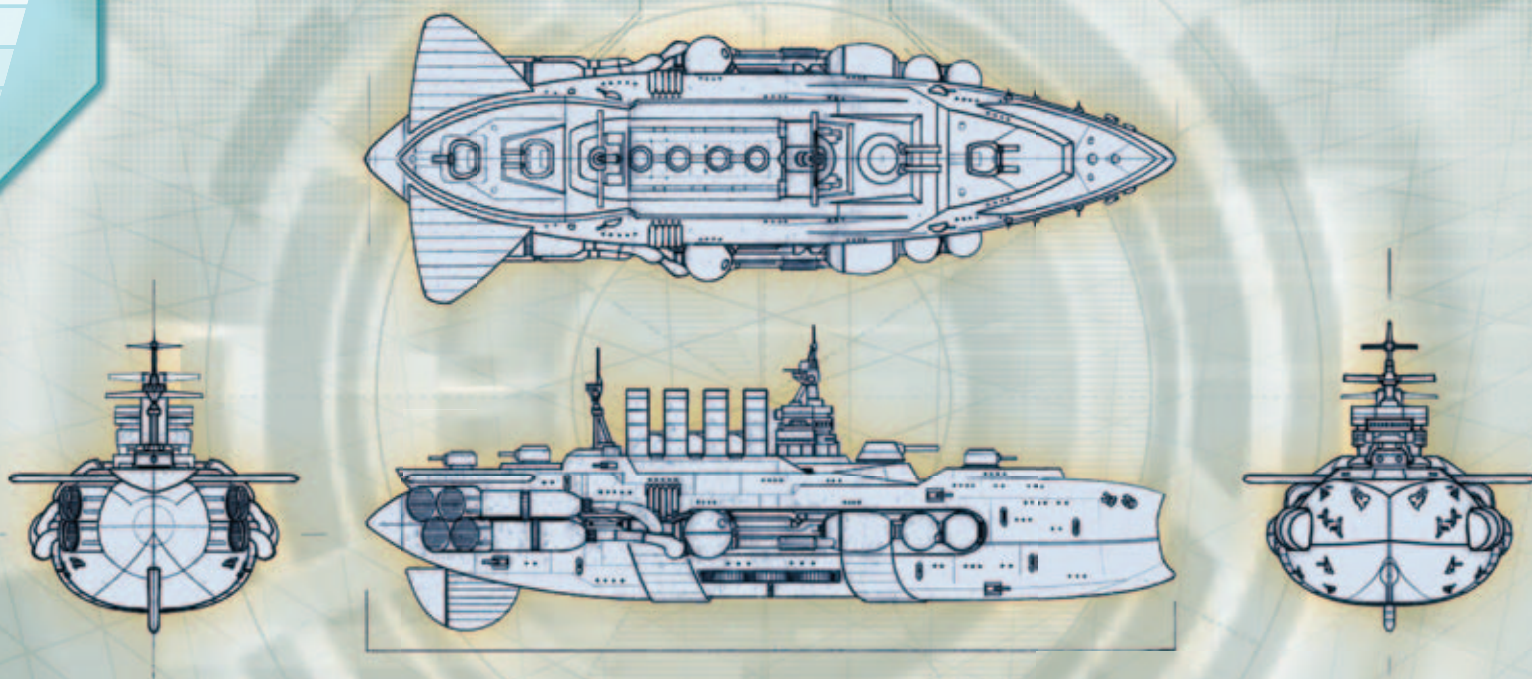
The ship appears otherwise deserted and unresponsive to signals from the runners. No one aboard will respond to the runner's arrival. To all appearances the ship appears to be running itself. Anyone still

on board will stay hidden if alerted. Play up the ghost ship angle to set the mood for any following action in this scene.

The ship's cargo manifest is directly available on the *Free Taiwan*'s main node. All the cargo is bulk materials. There is a variety of them, raw and refined metals, whereas others will contain scrap intended for reprocessing. The containers are being used by a wide variety of businesses. No single company has more than ten containers of goods on board.

Cargo Container GGK9902314 is in the main central cargo hold. It is the third one from bottom in a stack of 8 containers. Surrounding the container are other containers, so only the main door is directly accessible. It has a single built-in Maglock (Rating 4), just like all the other containers. It is a 5.9 x 2.6 x 2.75 meter container full of what appear to be small plastic battleships. Any kind of Military History (2) or Nautical History (2) test indicates that these are similar to be early 20th century battleships, but they have some strange pipes and pods attached to the sides and fins near the top of the ship, almost as if it was designed to fly instead of float on water.

These are miniatures for a strategic wargame that has been struggling to be released for years, but has met with a continuing series of mishaps and delays. Years ago the Great Dragon Lung bought out the company that designed the game, as he was fascinated by the concept of flying battleships. He is making another attempt to get the game released, and these miniatures are the final piece the company needs to finally put the game on store shelves. This is Simon Andrews' true target to embarrass Lin Yao Chang, and through him the dragon Lung.



Yes, the runners are going to have to dump tons of plastic playing pieces overboard, costing the company tons of money and yet again delaying this fine games' release.

The *Free Taiwan* can operate crewless, however there is typically a pair of people aboard. Sometimes you just need to have people around to do things. The freighter does have its own cranes which can be used to move containers. The rail drones, modified Lockheed Vulcans can also be used to move equipment. The rails do run in and out of the cargo holds. In addition to the rail drones there are half a dozen Mesametric Beaver drones.

The crew and pirates are currently sleeping off drug and alcohol binge, though they will be awakened by any alert. Bleached is a member of the Tasmanian Devil Surfers gang. The group originates around the Coastal Dunes in the Tir, but has chapters the length of the West Coast. Bleached had been engaged in riding a wave down from the Aleutians as far south as he could in an attempt to break the Tasmanian Devil's single-surfer single-wave rider distance record when the *Free Taiwan* crossed his path and ruined everything when it blew it's fog horn at him. The horn was irritating, but not as devastating as the wake of the ship destroying the wave he was riding. He was certain he was going to make it to Baja. What a party that would have been!

So Bleached took over the *Free Taiwan*, climbed on up, yelled at the living crew for about two seconds and then apologized to the two young Filipina elf women when they started crying. That's when they started the party. Bleached is a dissonant technomancer and has

four Registered Rating 5 Machine Sprites at his command, plus one summoned Rating 5 Machine Sprite with 4 Tasks. The summoned Sprite is navigating the *Free Taiwan*.

If alerted, Bleached will send the sprites out to harass the runners. Bleached himself will also do what he can to harass the runner remotely. If directly confronted, he will attempt to get away by diving over board and using his surf board and a convenient wave to leave. To all appearances it will appear the ships automated defenses are working against the runners. At least until odd pieces of machinery start acting weirdly.

PUSHING THE ENVELOPE

Knight Errant starts tracking the *Free Taiwan* not long after Bleached took over the ship. Normally the runners have plenty of time before they send out a patrol to investigate, but gamemasters can move the timetable up a bit, and have the Knight Errant patrol ship arrive while they're still onboard. A team of five KE security will be sent, 4 officers and a mage.

DEBUGGING

The main challenge here is how to move tons of plastic pieces or the container and dump it overboard. Everything else should not be a challenge for the runners. It's all simply harassment.

DISSONANT PARAGONS

Though the concept of virtual emanations in the Matrix is not even widely accepted among philosophers, psychologists, and Matrix experts, dissonant technomancers that have been captured and interrogated by KivaNet have spoken of distorted entities to which they have sworn allegiance.

BLEACHED

Bleached is a Dissonant Technomancer with the Malfunction Echo (pp. 178-179, *Unwired*). He avoids direct personal confrontation and sends compiled and registered sprites to act for him.

B	A	R	S	C	I	L	W	Ess	Res	Init	IP	Arm	CM
2	5	5	2	3	5	5	3	6	5	10	1	0/0	9

Dice Pools: Cracking 8, Electronics 8, Dodge 6, Negotiation 5, Perception 8, Pistols 6, Tasking 9

Living Persona: Firewall 3, Response 5 (6), Signal 3, System 5

Qualities: Technomancer, Natural hardening

Complex Forms: Analyze 2; Armor 3; Browse 3; Attack 4; Decrypt 3; Exploit 5; Edit 3; Scan 3; Stealth 5; Track 4

Registered Sprites: 4 Machine Sprites (Rating 5, 3 Tasks each)

MACHINE SPRITE

Pilot	Response	Firewall	Matrix Init	IP	Edge	Res
5	4	6	15	3	5	5

Skills: Computer, Electronic Warfare, hardware

Complex Forms: Analyze, Command

Powers: Diagnostics, Gremlins, Stabilize

ESME AND KAT

Esme and Kat are two Filipina elves who swam to the Free Taiwan and stowed away as it sailed past the Philippines recently. They happily indentured themselves to Good Fortune Shipping Incorporated for two years service when they were discovered. This is their first trip. "Bleached" is the first real person they've seen in three months.

LOCKHEED VULCAN

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
n/a	5/15	30	3	4	5	2

Upgrades: Mechanical Arm, Fuzzy Logic, Special Machinery (nautical mechanic Tools)

MESAMETRIC BEAVER

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
-1	5/15	15	3	4	8	1

Upgrades: Mechanical Arm, Construction Tools, Walker Mode

KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	3	3	4	8 (9)	2	9/7	10

Dice Pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 10, Unarmed Combat 8

Augmentations: Wired Reflexes 1

Gear: Armor Jacket, Helmet (with built in mic, headset, and smartlink), Commlink (DR 5)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

KNIGHT ERRANT MAGE (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	5	8	1	9/7	10

Skills: Counterspelling 9, Law Enforcement (Professional Knowledge) 6, Perception 7, Pistols 7, Spellcasting 9, Unarmed Combat 8

Gear: Armor Jacket (8/6), Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)]

KNIGHT ERRANT MORGAN CUTLASS (PATROL BOAT)

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+2	15/30	60	3	16	10	3

Upgrades: 2 X Ultimax HMG-2 [DV 7P, AP -7, Ammo 100(belt)]

SCENE 5: HOMEWARD BOUND (OPTIONAL)

SCAN THIS

The runners leave the *Free Taiwan* and return to Seattle. On the way they may encounter a Meistersinger. This scene is optional and only if there is time for it.

TELL IT TO THEM STRAIGHT

Job's, (almost) done, time to get back to Seattle and collect. The runners need to get off the *Free Taiwan*, avoiding the collision alarm, and head back to Seattle.

The runners are cruising home when the ocean starts moaning and groaning all around and through them. The waves shiver and shimmy. All of it in tune to the motor of your boat. Is it a Sea Quake? Is that barking they hear in the wind?

BEHIND THE SCENES

A pod of 4 meistersingers have taken an interest in the *Free Taiwan*, and have begun swimming in circles around the ship. The ships auto-collision sensors have been triggered by the mammoth beasts and so long as they keep circling the ship, it will not proceed. The meistersingers each begin emitting a deep, base tone. Each one different and complementary, and these notes intertwine to form a hauntingly beautiful song that the runners can feel reverberating through their bones.

The meistersingers are somewhat intelligent and are curious about the ship. They are attempting to communicate with it, but are obviously failing. If any of the runners lower themselves into the water, the meistersingers will use their mind link ability to commune with the runner. Their thoughts are alien and unnatural, but the runners will not feel threatened, and will simply feel a sense of curiosity and playfulness. As long as the runner is peaceful and doesn't attack or consider attacking the awakened whales, they will break off the Mind

Link after a minute and with a final chorus that rattles the runners teeth (especially any in the water), they will swim off.

If the runners attack them, they will defend themselves, using their compulsion to drive the runners into the water where they can be swallowed or drowned. They will also begin attacking the *Free Taiwan*, attempting to kill it.

MEISTERSINGERS

Meistersinger are awakened humpback whale that is about 26 meters long and weighs over 55 tons.

B	A	R	S	C	I	L	W	Edge	Ess	M	Init	IP	CM
20	5	4	20	4	4	3	5	3	6	6	8	1	18

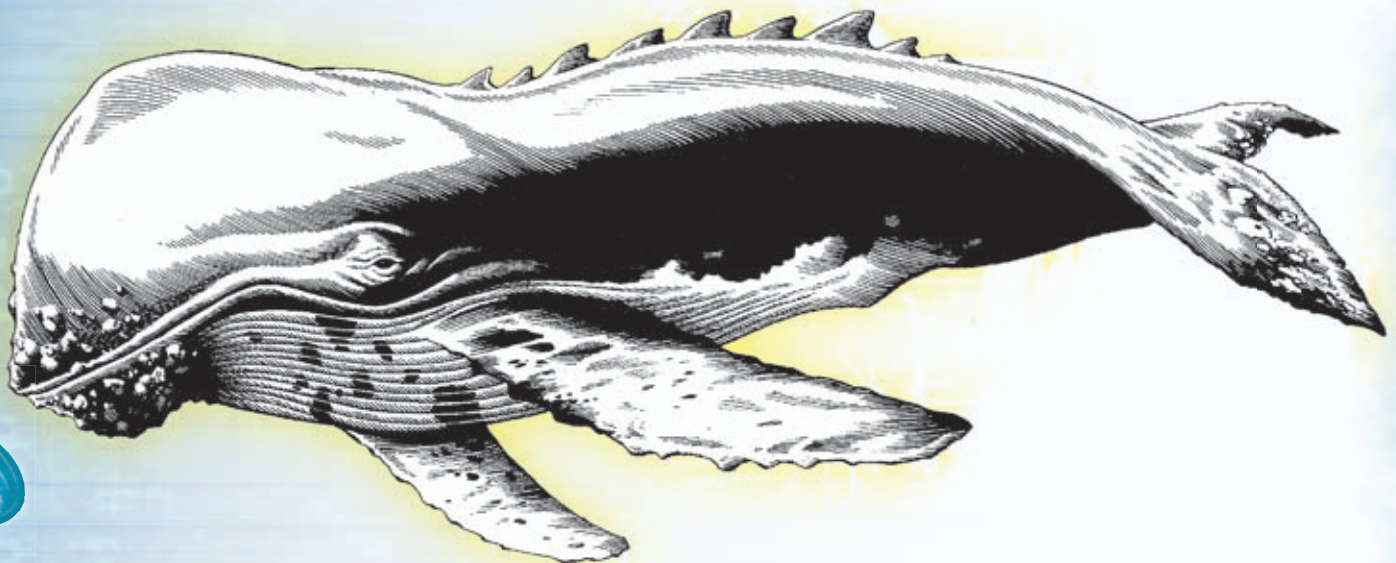
Dice Pools: Exotic Ranged Weapon 9, Perception 9, Swimming 24, Unarmed Combat 7
Movement: 20/40 (Swimming)

Powers: Animal Control (Fish, Aquatic Mammals), Compulsion, Engulf (Water), Enhanced Senses (Sonar), Fear, Immunity (Normal Weapons), Influence, Magic Sense, Mind Link, Natural Weapon (Breach: DV 9P, AP 0), Search, Sapience, Sonic Projection

Weaknesses: Dietary Requirement (Krill), Uneducated

DEBUGGING

It's important for the runners to get to the next scene for the payoff. So cut this scene down if there is not much time left.



SCENE 6: PAYOFF

SCAN THIS

The runners return to Seattle and find the real Lin Yao Chang and get the Payoff. The meet is at an Asian Art Museum benefit dinner where the runners have the choice between being discretely not paid and causing a notorious scene.

TELL IT TO THEM STRAIGHT

In response to your signal about your mission result you find a set of Invitations to Deng's Asian Art Museum Sponsors Celebration Dinner Party later tonight. The event is listed as a black tie gala.

When the runners arrive at Deng's:

Deng's Asian Art Museum is crowded with Asian art, looking more like a Asian Talismongers shop crossed with a tourist gee-gaw shop than a display of historic art from the Central Kingdoms. A line of limos are dropping off passengers in elegant Asian costumes and formal wear.

BEHIND THE SCENES

If the runners are simply returning to Seattle and planning to abandon their means of transportation, there are hundreds of public docks, piers, and quays they can use. If they are returning the *Free Taiwan*, the navigational computer has the berth listed on it.

When the runners leave the message for the false Lin Yao Chang about the mission success, they get a response almost immediately that contains a set of Invitations to Deng's Asian Art Museum Sponsors Celebration Dinner Party, one for each runner. Simon Andrews knows where the real Lin Yao Chang will be, and has sent the runners there by providing real invitations. Simon Andrews expects a scene, so he is watching remotely through the cybereyes of one of the other legitimate attendees.

If Lin Yao Chang is aware of the runners from the opening scene, they are refused entry and are informed by the doorman that their invitations are forgeries. If the runners persist, Knight Errant is called when they are still outside the Museum. Off duty Wuxing Security, who are all Red Triad members, will respond if they get inside. A disturbance at the door can be excused as trouble caused by local riff raff by Lin Yao Chang.

If Lin Yao Chang was not made aware of the runners, they are allowed in and shown to their table. Their table is next to the main table where Lin Yao Chang is seated. Lin Yao Chang does not acknowledge them, since he hasn't sent them on a run, and even if he knows some of the runners from previous work, he won't tip off that he knows them at a public event. There will be a cocktail and appetizers and viewing period, followed by a dinner, followed by a recognition ceremony.

Whenever the runners approach Lin Yao Chang, he address the runners as if he's meeting them for the first time, thanking them for supporting the museum. When the runners ask about their reward, Lin Yao Chang frowns and takes them to one side. then asks them for an explanation. After, he simply nods and says "There has been some confusion. I have not spoken with you in some time, and that was not me you met with. I'm sorry, but you will have to leave now."

If the runners leave without causing a scene, Lin Yao Chang will contact them later to thank them for not disrupting the event, and apologize for not being able to reward them as he did not ask them to do this run for them. If the runners cause a scene, persisting in asking for rewards, talking loudly or threatening, not leaving when asked, both Knight Errant, and the Wuxing security trained Red Triad bodyguards and Lin Yao Chang will act to remove them. There are 16 Red Triad's guarding the event and 2 Red Triad mages, as well as 6 Knight Errant guards and a Knight Errant mage.

So long as the runners aren't dead or in prison following their meeting with the real Lin Yao Chang, as they're leaving they will receive a text-only message with the address of a nearby street corner and a time 15 minutes from now.

OBSERVER TRIAD THUG (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	3	3	2	3	6	7	1	6/4	10

Dice Pools: Athletics Group 8, Automatics 7, Close Combat Group 7, Dodge 8, Pistols 7, Stealth Group 8

Gear: Lined Coat, Fichetti Security 600, HK 227-X, stun baton

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c)], Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

OBSERVER TRIAD MAGE (PROFESSIONAL RATING 3)

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

Dice Pools: Assensing 8, Astral Combat 9, Conjuring Goup 8, Leadership 5, Pistols 5, Sorcery Group 9, Stealth Group 5

Gear: Lined Coat, Fichetti Security 600, Magesight goggles, Spellcasting Focus (Rating 2, Combat Spells)

Spells: Detect Life, Light, Physical Barrier, Powerbolt, Silence, Stunball

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c)], Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	3	3	4	8 (9)	2	9/7	10

Dice Pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 10, Unarmed Combat 8

Augmentations: Wired Reflexes 1

Gear: Armor Jacket, Helmet (with built in mic, headset, and smartlink), Commink (DR 5)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

KNIGHT ERRANT MAGE (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	5	8	1	9/7	10

Skills: Counterspelling 9, Law Enforcement (Professional Knowledge) 6, Perception 7, Pistols 7, Spellcasting 9, Unarmed Combat 8

Gear: Armor Jacket (8/6), Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)]

DEBUGGING

If the runners are aware the original mission was given by a fake Lin Yao Chang, and they are balking at going to the payoff, have them reassured by the fake Lin Yao Chang that it will be the fake Lin Yao Chang at the Dinner Party. The key phrase “Does it really matter?” will be attached to the invitations. The runners still need to attend if they want their payoff. The credsticks or goods they wanted are there. Of

course it will still be the real Lin Yao Chang at Deng’s.

The event is downtown, security is high, and response is quick. The runners should be smart enough to leave. If not, the response is intended to be non-lethal and overwhelming but this doesn’t mean they won’t get hurt as part of getting kicked out of the dinner. They can wake up in some downtown alley worse for ear and a little lighter in gear or in a Knight Errant lockup.

SCENE 7: PAYOFF, THE OTHER ONE

SCAN THIS

Depending on how things played out, the runners have a chance for a final payment. It won’t be quite what they expected, but something is better than nothing.

TELL IT TO THEM STRAIGHT

Not only do Johnsons blowoff runners, but apparently they interfere with other Johnsons! You’re not entirely certain what is going on, but you arrive at a dark, deserted street corner as the text message you received indicated. You’ve been double-crossed once already, so you prepare for the worst. The air is chill, the night is clear for a change, and it’s quiet. Or at least as quiet as the sprawl ever gets.

Finally a dark green Mercury Comet with mirrored windows pulls up to the curb where you are waiting, and your commlinks all chirp. Answering it, you find yourself staring at the face (or is it snout) of an unusual individual. Covered in green scales with a lizardish snout, sharp teeth, and a frill of reptilian spikes lining his head like a Mohawk, he grins at you.

“Ya did good, mates. Really pulled one over on that stick-in-the-mud Chang. I love April 1st!”

BEHIND THE SCENES

Simon Andrews finally reveals himself as the mastermind behind everything. He is apologetic that they had to be left in the dark, but the prank on Lin Yao Chang only really worked if the runners really didn’t know what was up. On the back seat of the car is a stack of credsticks, one for each runners containing 5,000¥. Simon apologizes that it’s not as much as the fake Lin Yao promised them, but he wasn’t authorized to go as high as he did. If the runners get upset, Simon says there’s not really much he can do about it, but will offer to let them keep the Mercury Comet that drove up to them on autopilot via Grid Guide.

Besides potentially embarrassing Lin Yao at Deng’s, Lin Yao Chang is now publicly attached to the hijacking and theft of the *Free Taiwan*, which is likely to cause some complications with his master, Lung. Both amuse Simon to no end, and it can’t stop gloating and laughing about it.

DEBUGGING

Not much to do here. Even if the runners are unhappy, they still get the money and possibly the car. Every run you take runs the risk of being screwed over by your Johnson, after all.

PICKING UP THE PIECES

MONEY

- 2,000¥ from Sweets McGordon, with either 500¥ extra per net negotiation hit and a max of 6 hits, or 1,000¥ extra per net hit, with 3 hits maximum, depending on what reward they took.
- 5,000¥ from Simon Andrews, and possibly a Mercury Comet

KARMA

- 1 – Stealing a boat
- 1 – Boarding the *Free Taiwan*
- 2 – Disposing of the cargo
- 2 – Surviving the Payoff without being hurt

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

REPUTATION

During the adventure, runners may perform actions that will add

to their Street Cred, Notoriety, or Public Awareness (*SR4A*, p. 265). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players defeat Lin Yao Chang in combat
- +1 Notoriety for any player who sinks the *Free Taiwan*
- +1 Notoriety for any player that harms the Meistersinger
- +1 Public Awareness if the team make a scene at Yacht Club
- +1 Public Awareness if the team make a scene at Deng's
- +1 Public Awareness if the team Damage or sink the *Free Taiwan*

CONTACTS

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

LEGWORX

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 750¥.

A Data Search may also be utilized to gather information from the following charts. They may make an limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, *SR4A*).

SEATTLE YACHT CLUB

Contacts to Ask: Contact Archetype 1, Contact Archetype 2, Contact Archetype 3

CONTACTS	DATA SEARCH	INFORMATION
0	0	1807 East Hamlin Street, Seattle.
1	3	It's between Lake Washington and Puget Sound
2	6	Exclusive clientele
3	10	The restaurant serves real and paranormal food.

LIN YAO CHANG

Contacts to Ask: Organized Crime Boss, Street Cop, Johnson

CONTACTS	DATA SEARCH	INFORMATION
0	0	You made a noise?
1	3	Sounds chinese
2	6	Maybe you should check chinatown. Ask for a red dragon.
3	10	Elf who who works with the Red Dragon Triads
4	18	Lung' Mouth, Teeth and Claws. That's the Great Red Dragon lung.

FREE TAIWAN, RED WHEEL TYPE 68 FREIGHTER

Contacts to Ask: Smuggler, Rigger, Mechanic

CONTACTS	DATA SEARCH	INFORMATION
0	0	I gave last week
1	3	It's probably big
2	6	Big container freighter ship, runs trans pacific route
3	10	Rigger run, fully automated ship
4	18	Run remotely

DENG'S ASIAN ART MUSEUM

Contacts to Ask: Socialite, Gangster, City Official

CONTACTS	DATA SEARCH	INFORMATION
0	0	I don't go to those kind of places.
1	3	I've seen that place in Chinatown
2	6	It's the center for Asian Community in Seattle.
3	10	It's protected. No one ever makes trouble there.
4	18	It's where corporate, civil and the chinese underworld interests intersect.

CAST OF SHADOWS



SWEETS "LIN YAO CHANG" MCGORDON

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	3	3	5	5	4	5	5	5.7	8	1	0/0	10

Skills: Computer 5, Con 5, Disguise 5, Dodge 4, Hacking 4, Intimidate 5, Negotiation 5, Pistols 4, Unarmed Combat 4

Qualities: First Impression

Augmentations: Tailored Pheromones 2

Gear: Disguise Kit, Nanopaste Disguise, Fairlight Caliban [w/ Firewall 5, System 5, Response 5, Sim Module modified for BTL/Hot Sim]; Programs [Command 5, ECCM 5, Encrypt 4, Scan 5, Stealth 5]; Sensor Software Suite see Arsenal p. 60-61 [Empathy Software 5, Facial Recognition Software 5, Gait Analysis Software 5, Lie Detection Software 5, Voice Recognition Software 5];

Weapons: Defiance EX Shocker [Pistol, 8S(e) DV,-1half AP, RC, 4(m) Ammo capacity]



LIN YAO CHANG

Lin Yao is a known operative for the Eastern Great Dragon Lung. Very little is known about the background of this Chinese elf. He's very reserved and quiet, never smiles, and speaks in short, brief, efficient sentences. He has an unearthly fluidic grace to his movements, and rumor has it that he may serve as an assassin for the dragon. He wears his black hair short and close to his scalp. He is neatly groomed and dressed ambiguously. At a glance, his suit would appear to fit in with everyone else's attire whether you saw him at a club, a megacorp headquarters, or leaping across a rooftop.

B **A** **R** **S** **C** **I** **L** **W** **Edg** **Ess** **M** **Init** **IP** **Arm** **CM**
 5 7(9) 6 6 4 5 5 5 5 6 9 11(13) 1(3) 10/5 11

Active Skills: Arcana 4, Assensing 5, Athletics Skill Group 5, Automatics 4, Blades 5, Clubs 5, Disguise 5, Dodge 6, Infiltration 6, Intimidation 5, Longarms 6 (Sniper Rifles +2), Negotiation 4, Palming 4, Pistols 5, Shadowing 5, Unarmed Combat 6 (Offensive Moves +2)

Knowledge Skills: Buddhist Teachings 5, Magical Theory 4, Martial Arts 5, Seattle Area 4

Qualities: Adept

Initiate Grade: 5

Metamagics: Adept Centering, Masking, Extended Masking, Infusion, Sensing

Adept Powers: Astral Perception, Critical Strike 4, Enhanced Perception 2, Improved Attribute (Agility) 2, Improved Ability (Unarmed Combat) 4, Improved Reflexes 2, Killing Hands, Penetrating Strike 2

Gear: Heritage Line Armored Chinese Mao Suit (6/4), Form Fitting Armor, Half-Body Suit (4/1), AR Contacts (w/ Thermographic, Smartlink, Vision Mag, Vision Enhancement 3), Commlink (DR 6)

Weapons: Barrett Model 121 [Sniper Rifle, 9P, -8 AP, 2 RC, 14(c), APDS Ammo, Smartlink, Biometric Lock, Skinlink], Ares Predator IV [Heavy Pistol, 5P, -5 AP, 0 RC, 15(c), APDS Ammo, Biometric Lock, Skinlink], Unarmed Attack [Unarmed, 7P, -2 AP, 0 Reach]

SIMON ANDREWS

Simon is a full-body changeling, a bipedal lizard-man with green, scaly skin, a tail, and no hair. He wears a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons and revels in being a freak. Endearingly, he has a British punk accent, an affinity for people, and high empathy. On the flip side, Simon will hit on anything that moves, likes to snack on live white mice, and his reptilian yellow eyes blink disturbingly. He's direct and in your face when riled and is utterly loyal to "Master Lofwyr." He serves as the dragon's eyes and ears in Seattle, working as an independent agent and fixer for Saeder-Krupp.

B **A** **R** **S** **C** **I** **L** **W** **Edg** **Ess** **M** **Init** **IP** **Arm** **CM**
 4 4 5 3 6 5 5 6 4 6 8 10 1 6/4 10

Active Skills: Arcana 5, Athletics Skill Group 4, Assensing 6, Banishing 4, Binding 5, Con 5, Counterspelling 5, Dodge 5, Negotiation 5, Pistols 4, Ritual Spellcasting 5, Spellcasting (Combat Spells) 6 (8), Summoning 5

Knowledge Skills: Kaiju Monster Movies 4, London Area 5, Magical Theory 5, Neo-Anarchist Movement 5, Saeder-Krupp Politics 3, Seattle Area 4

Qualities: Class III SURGE, Scales (Green lizard skin), Critter Spook, Unusual Hair (Lizard Frill, no body hair), Deformity (Elongated skull



resembling a snout), Functional Tail (Balance), Claws (non-retractable), Fangs, Thermographic Vision, Magician

Initiate Grade: 5

Metamagics: Anchoring, Masking, Extended Masking, Reflecting, Shielding

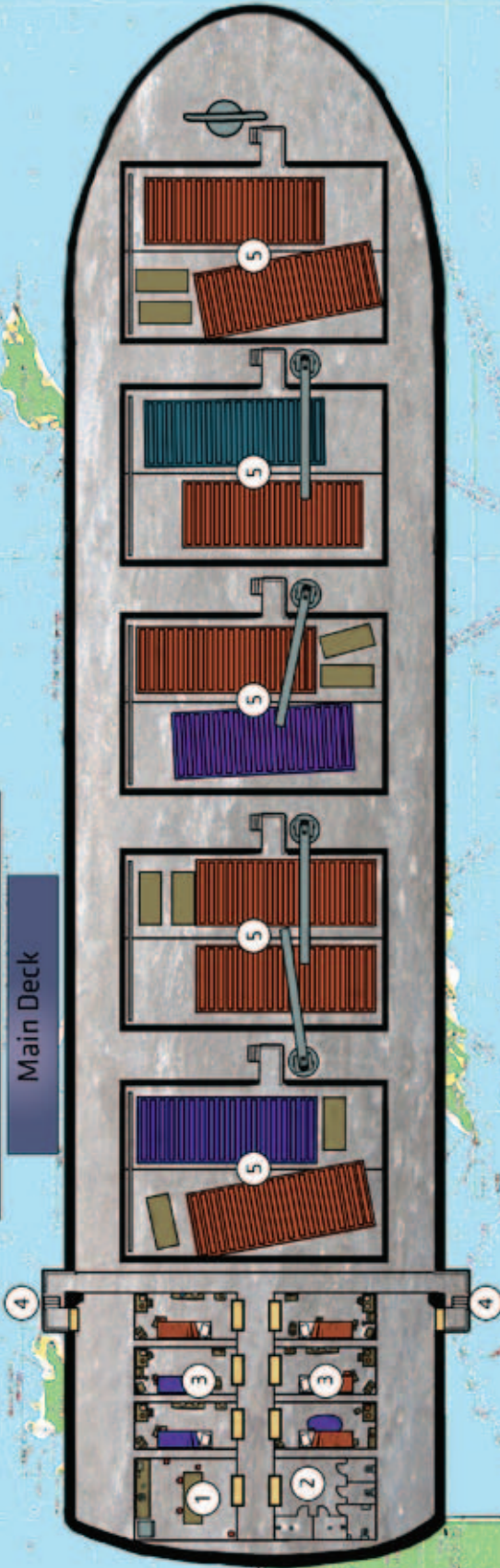
Gear: Armored Vest, AR Contact Lenses, Commlink (DR 6), Suzuki Mirage, Sustaining Foci (Ramonos Button, Force 4), Spellcasting Focus (Golden Eyebrow Ring, Combat Spells, Force 4), Power Focus (Silver Skull Ring, Force 2)

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

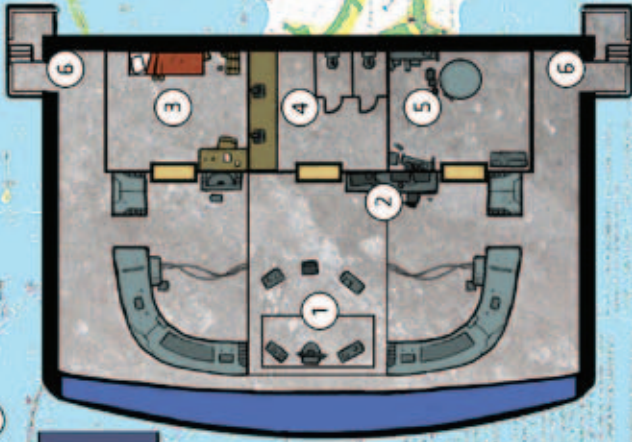
Bound Spirits: Air spirit (Force 5, 4 Services), Fire spirit (Force 6, 6 Services)

The Free Taiwan

Main Deck

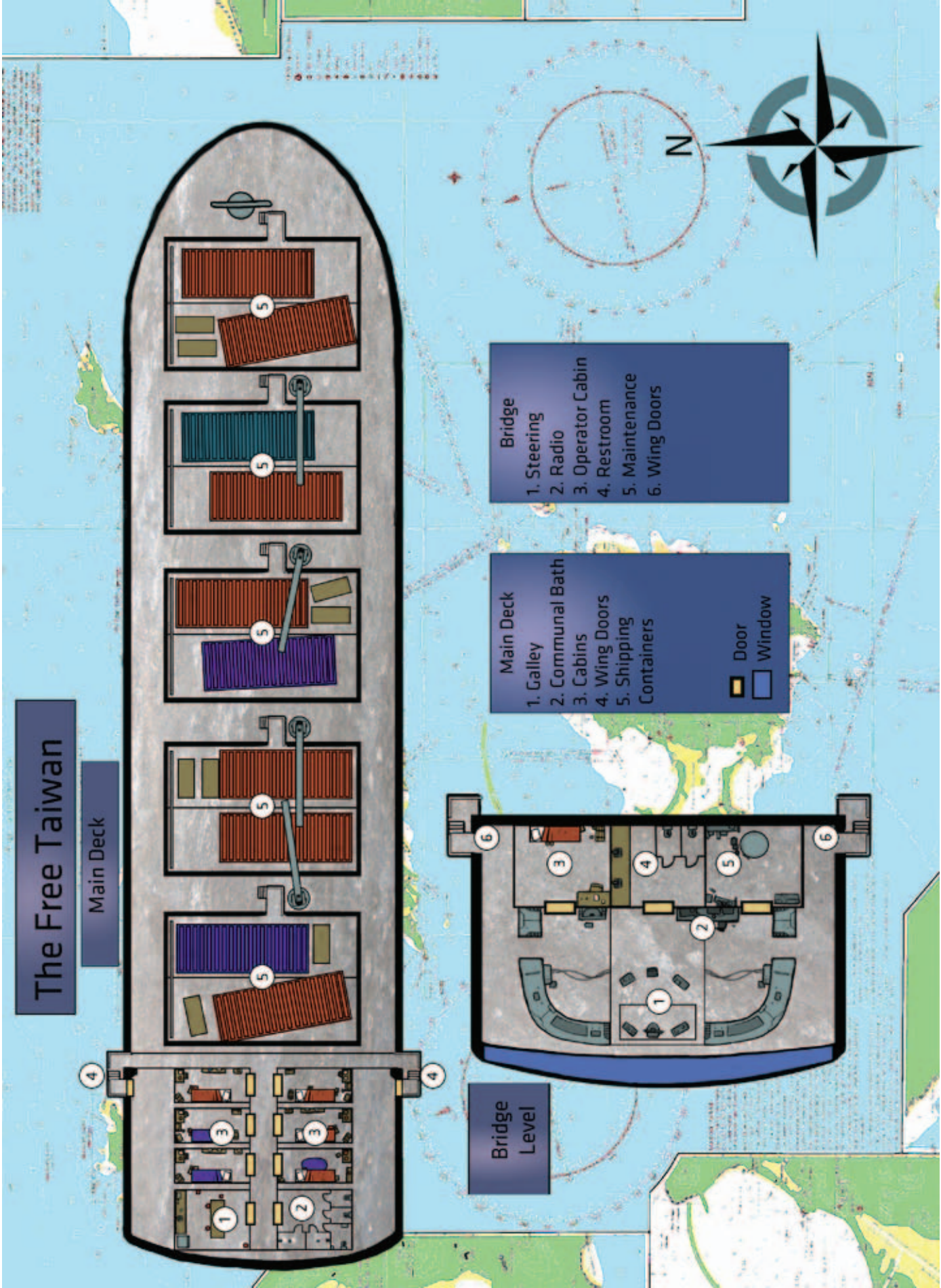


Bridge Level



- ### Main Deck
- 1. Galley
 - 2. Communal Bath
 - 3. Cabins
 - 4. Wing Doors
 - 5. Shipping Containers
- Door
■ Window

- ### Bridge
- 1. Steering
 - 2. Radio
 - 3. Operator Cabin
 - 4. Restroom
 - 5. Maintenance
 - 6. Wing Doors



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SMH 2012-01 Free Taiwan

When you absolutely positively need to have it unshipped overnight, hire a group of runners! Can the runners deal with the high seas and pirates between them and the Free Taiwan?

- Uncovered the fake Lin Yao Chang
- Rescued the Free Taiwan
- Disposed of the target Cargo
- Caused a fuss at Deng's
- Left Deng's Politely

SYNOPSIS

Names

MISSION RESULTS

Character Improvement Karma Cost

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

Street Cred _____
 Notoriety _____
 Public Awareness _____

KARMA

REPUTATION

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

