



SHADOWRUN

MISSIONS



DIRTY LAUNDRY

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0804



A LITTLE TOO FAR

"I needed all the files, you dumb trog!" Samuel shouted as he slammed the glass of scotch onto his desk.

He turned away from the image on the trid screen that was the cause of his frustration. A troll's face stared back from the screen with a small smirk in the corner of his mouth. Behind the troll was a middle-aged human male strapped to a chair wearing only boxers and an undershirt. Foam dripped from the corner of the restrained man's slack jawed mouth. His eyes showed the red veins of ruptured blood vessels. The t-shirt was stained with sweat, vomit, and blood.

"Sometimes the unexpected happens, Mr. Collingsworth," the troll offered in response. "You can never know if a subject is going to have an unknown medical condition. This one suffered an aneurism under stress. Doc says probably a defect in a blood vessel in the brain."

Samuel Collingsworth turned back to face the trid screen.

"Did you at least get the information I requested before the piece of drek gave out?"

The troll tapped a datapad he held.

"All of the info you wanted is right here on this device."

Samuel bent down so his face was as close to the trid screen as possible.

"And you're positive he was telling all the truth?"

"Guaranteed, sir, my interrogation techniques are one hundred percent reliable. But just to be on the safe side, Mr. Gault was under the influence of Analyze Truth

and Mind Probe spells. I am sure we got everything." The troll smiled confidently.

Samuel stood up straight and picked up his scotch. He took a long sip, closing his eyes as he savored the taste and felt the stress drain from his body. Finally, this nightmare was over, and he no longer had cause for concern. He called up one of his many accounts on his datapad and tapped a few keys.

"I have transferred half of your fee into the account you provided. I will transfer the remaining balance when you deliver the datapad to me. The usual drop point, two hours."

The troll studied his datapad in front of him.

"Funds received. As always, a pleasure doing business with you, Mr. Collingsworth. I will see you in two hours."

Samuel took a deep breath and let it out slowly. He turned to look back into the bedroom attached to his office. The bare legs of two female orks were entwined together with soft sounds of pleasure emanating from the room. *Two hours is plenty of time*, he chuckled to himself. He started walking toward the bedroom as he made the move to disconnect the current call.

"Oh, Mr. Collingsworth ... one other thing you should probably know. Mr. Gault mentioned that there was a copy of the file on a non-Matrix-connected, isolated computer terminal at his office at Truman Tech."

The troll watched as Samuel Collingsworth's image went to static as a glass of partially drunk scotch was flung into the screen on the other side.

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INTRODUCTION

SRM 08-04 *Dirty Laundry* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at <https://www.facebook.com/SRMissions/> 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

SRM 08-04 *Dirty Laundry* is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 08-04 *Dirty Laundry* 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 *SRM 08-04 Dirty Laundry* (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. 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 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 some-

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thing, or you just make a mistake. It happens, don't worry about it. Nobody is perfect all 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.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily be comprised of 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.

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 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 **Helps and Hindrances**

(p. 378, *SR5*). 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 difficult and something of a challenge but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than 1/3 of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted,

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guttled, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of 15 km to Harlem Avenue to the west. A mass of torn down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Over the last three years, the Astral Space Preservation Society in partnership with The Ash Union and various megacorp thaumaturgical divisions have made headway in cleaning up the background count within the CZ and the surrounding area. Thanks to their work, unless otherwise noted in the scene, assume a background count of zero anytime characters are within the Containment Zone. The count will fluctuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See p. 30, *Street Grimoire*, for full rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

With the megacorps construction efforts moving forward in the CZ and surrounding areas, matrix connectivity has improved dramatically. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of zero anytime the characters are within the Containment Zone.

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. 372, SR5).

The second is to make sure that all players have updated their character's **Mission 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.

MISSION SYNOPSIS

Mr. Johnson, a.k.a. Samuel Collingsworth, hires the runners. He is a mid-level executive with Aztechnology and a full-fledged member of the Humanis Policlub. Samuel Collingsworth also has a metahuman fetish that repels and enraptures him. A few months ago, he learned that a long-time social rival, Robert Gault of Truman Tech, had embarrassing photos of Samuel in compromising situations with some metahuman escorts. Robert was blackmailing Samuel for sensitive corporate information at Aztechnology.

Just before the world lost contact with Truman Tech in Chicago, Samuel finally became fed up with the blackmail and hired runners to extract Robert and get the files from him. The runners succeeded and were able to successfully get most of the embarrassing data, but they were a little too enthusiastic in the information extracting process and Robert died. Just before he died and while under the effects of Analyze Truth and Mind Probe spells, he revealed there was a final copy of the data on an isolated computer at his office at Truman Tech. He made sure the computer did not have Matrix access and the only way to retrieve the information was to be physically at the terminal. Before Samuel could send another team to retrieve the computer, Truman Tech went dark. Not knowing the fate of the computer and the data it contained, Samuel decided to hire a group of runners to go into the CZ and retrieve the files.

After the runners are hired, they must enter the CZ and proceed to find the Truman Tech office housing Robert's computer. En route to the location, the runners come across a downed UCAS Hughes Stallion helicopter. The Fraternitas Insectorum, a street gang that worships insect spirits, brought it down. They demand the runners pay a fee for passing through their territory. Once the runners make it past this encounter, however they manage it, they proceed deeper into the CZ and hear gunfire and explosions.

The runners encounter what is left of the UCAS team that was aboard the downed helicopter engaged with a large ghoulish pack. A toxic shaman in league with the insect spirits in the CZ leads the ghouls. The runners have some options at this point: watch the fight and take no part, skirt around the fight, or help the UCAS military team defeat the ghouls.

However this encounter plays out, the runners' next step is to locate the structure that contains their objective. The building in which the computer in question is housed is one of the entrances to the underground hive complex. Due to extensive tunneling by the bugs, several floors have collapsed into the ground making several sub-level areas. The computer the runners seek is now three levels underground and insect spirits patrol

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the area. The runners must find their way through the denizens, get to the terminal, get the data, and get out in order to receive their payout.

Scene 1:

DESIRE VERSUS DISGUST

SCAN THIS

A fixer contacts the runners about a potential job and Mr. Johnson wants to meet in a private VR room within the Matrix. Mr. Johnson is a human named Samuel Collingsworth. He is a mid-level wage slave for Aztechnology and is trying to end being blackmailed by a rival at Truman Tech, Robert Gault. Samuel is a high-level member of the Humanis Policlub but has a fetish for female metahuman company. Robert Gault has files and pictures of Samuel in delicate situations with said metahuman company and has been blackmailing Samuel for corporate information about Aztechnology.

The last bit of incriminating evidence is on an isolated terminal at Truman Tech in the CZ. The job is to enter the CZ, make it to the computer's location, and retrieve the files.

TELL IT TO THEM STRAIGHT

Chicago's made the news again. That city can catch no breaks. If drek is flung anywhere in the universe, it lands on Chicago. Whispers and weird vibes seem to indicate something is getting ready to happen, like a dam near bursting. Of course, musings like this don't pay for ammo or fill your belly.

As if on cue, your belly starts making caged animal sounds. While you're contemplating how to satiate the beast, your comm starts chirping that you have an incoming message. You bring it up and scan the contents, a simple note and Matrix address. "Opportunity for a full payday, if interested meet at the address at 2300 tonight."

BEHIND THE SCENES

Mr. Johnson, Samuel Collingsworth (see **Cast of Shadows**), set up a virtual meeting to offer his job to the runners. The address supplied in the message is a one-use Matrix address to the meeting site. As the runners arrive, they see a general, nondescript boardroom-type space. There is a long table with a number of chairs equal to the number of runners. At the head of the table sits Samuel Collingsworth, whose avatar appears as a hooded robed figure shrouded in a flickering darkness.

As the runners arrive, he gestures to the chairs indicating for them to have a seat. Each runner may make a Perception + Intuition [Mental] (4) Test with a dice pool penalty of -2 (interfering sight) to notice a symbol on Collingsworth's wrist. Samuel Collingsworth is a high-ranking member of the Humanis Policlub and has the words written as a cross, Superiores Hominibus. The runners may make an appropriate Street Knowledge + Intuition [Mental] (2) Test to recognize this as a phrase used by the Humanis Policlub.

During the meet, Samuel always directs his attention and conversations toward any humans in the group or, if there are no humans, the most human-looking metahuman. If everyone is using non-standard icons, then he addresses the person who talks first. Regardless, his mannerisms should come off as if he feels superior and they are inferior.

He explains that he needs certain files retrieved from a site located in the CZ. The files are on an isolated computer, so physically accessing the terminal is required as it has no Matrix or wireless connectivity. Under no circumstances are the runners to look at the contents of the files. If he finds out they looked or if they try to blackmail him using the file's contents, he will unleash a strike force of epic proportions on the runners. He offers 10,000 nuyen as a reward for successfully retrieving and returning the files. Runners may attempt to negotiate a higher payout. A Negotiation + Charisma [Social] (2) Test increases the payout by 500 nuyen for every hit up to a total of 12,000 nuyen.

If the runners accept, he agrees to pay one-quarter of the amount up front and the remaining on successful completion of the objective. He also provides them with the address of the building that houses the terminal. He also informs the runners to look for files associated with the name Robert Gault. Any other data on the terminal is free game for the runners. Horizon leases the building, and it is located at the intersection of W 18th St and S Wood St.

HOST: VR MEET

Rating	Attack	Sleaze	Data Proc.	Firewall
7	8	10	9	11

Installed IC: Track, Black Ice

Slaved Devices: None

Spiders: None

Sculpting: Generic Corporate Board Meeting Room

Security Procedures: At the first sign of intrusion, Track activates. If Track fails to locate the intruder, Black Ice activates.

Pay Data: There are data files on the host which have 100 nuyen value per player on NooseNet.

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PUSHING THE ENVELOPE

Runners that try to trace Collingsworth could be in for a rude surprise. Add 2 to all host ratings.

DEBUGGING

The runners might try to run a trace on Collingsworth (or some other drek-headed action). In order to do so, they need two marks on him. For the purposes of this attempt, he has a Willpower of 6 and uses the hosts Sleaze of 10. Good luck with that, decker. Remember, failing a hack on the fly usually means detection. Gonna be a short run, as Collingsworth is alerted, and pulls the plug on the round, preferring to hire runners less interested in him and more interested in his nuyen.

Scene 2:

WE'RE IN THE PIKE, 5X5

SCAN THIS

In this scene, the runners cross into the CZ. How the runners make it into the CZ is up to them. They have the coordinates they need to get to from Mr. Johnson. Once they cross the barrier into the CZ, two events take place: they see a Hughes Stallion helicopter fly over going in roughly the direction as the runners and members of the Fraternitas Insectorum looking to charge a fee to pass through their territory harass them.

FRATERNITAS INSECTORUM

The Fraternitas Insectorum is one of the dominant gangs in the CZ. They began as a small gang called the Chi-Town Fixers. With the re-emergence of the insects in the CZ, the leader of the Chi-Town Fixers made a deal with the insect shamans. The gang would funnel whatever the insect shamans needed from outside the CZ in exchange for keeping profits and having protection from the insects. Over the years, the gang developed into a cult who worships the insect overlords resulting in the name change of the gang.

The Fraternitas Insectorum runs drugs, weapons, and metahuman trafficking rackets. Everything they do is related to supporting the insect shamans and spirits.

TELL IT TO THEM STRAIGHT

It's night and day difference between parts of Chicago, all depending on what side of the wall you are on. Your team is now in the CZ. First step, figure out a route to the destination that hopefully is the quickest. As you contemplate this question, you hear a steady whump-whump sound getting louder. A few seconds later the source of the sound reveals itself as a helicopter flying low over the wall and heading deeper into the CZ. The sound of its rotors gradually attenuates until you no longer hear it.

With that excitement over, you return to planning and establishing your route. Your team heads deeper into the CZ on the way to your destination.

If runners are walking, after about twenty minutes of travel they hear a voice call out from some ruins. If the runners are in vehicles, after about ten minutes they encounter a dilapidated Roadmaster blocking the street. Once the runners stop, a voice calls out from behind the Roadmaster. Either way they hear:

"Hoi Chummers, welcome to the Containment Zone. We would love to expedite your travels ... for a small fee."

BEHIND THE SCENES

The beginning of this scene has the runners entering the CZ. Regardless of how they enter the CZ, as soon as they are in, have the helicopter fly over them. If the runners choose, they can make a Perception + Intuition [Mental] (1) Test to notice the UCAS insignia on the helicopter. A runner who would like to make a relevant Knowledge Test (e.g. military experience, political knowledge, mechanics) can determine the make of the helicopter (Hughes Stallion) and the fact that this is a military version. This helicopter and crew feature prominently in the next two scenes.

The next part of this scene occurs after the runners travel further into the CZ. A street gang that worships the insect spirits tracks and follows them. If the runners travel by foot, they can make an opposed Perception + Intuition [Mental] Test versus the gangers' Sneaking + Agility [Physical] Test to notice the tail. If travelling by vehicle, the runners do not notice they have picked up a tail because the gang uses fixed relay points to track the runners' movements.

Regardless of how the runners travel, at some point they encounter a four-way intersection with barriers blocking their movement down any street besides the way they came. The barriers to the left and right are composed of piles of building debris approximately three meters tall. The forward barrier is like the previ-

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ous two but has a gate section in the middle that can be moved to allow passage. Behind the runners, anti-vehicle poles spring up from hidden slots in the road to block the rear. The left and right barriers have structure 8 and armor 12 ratings, but the forward section with the gate and the rear with the poles have structure 6 and armor 8.

Hidden on top of the barriers are gang members. They have good cover (+4 dice pool modifier to their defense pool). The barriers are erected fifteen meters from the center of the intersection. There are two gang members for each runner and a lieutenant. All the gang members are armed with AK-97s and the lieutenant also has an Aztechnology Striker with one anti-vehicle missile and one fragmentation missile. Each ganger wears a bug mask that hides their features.

At this point, there are several options available to the runners. The gang is ready go into combat, but only as a final option. They would prefer to be paid off; if the runners choose to negotiate, the starting price is 5,000 nuyen worth of goods or credsticks. The runners can make an opposed Intimidation + Charisma [Social] versus Intimidation + Willpower [Social] Test or Con + Charisma [Social] versus Con + Charisma [Social] Test, with each net hit decreasing the fee by 500 nuyen. This test can reduce the fee to 0 nuyen.

Another option is that the lieutenant's commlink controls the gate in the front barrier. This commlink can be hacked to open the gate to allow the runners to escape that way. The lieutenant's commlink is not running silent, so a hacker automatically spots it. To gain a mark on the commlink, the hacker must succeed at a Cybercombat + Logic [Attack] Test versus Willpower + Firewall or Hacking + Logic [Sleaze] Test versus Intuition + Firewall. Once the hacker has two marks on the commlink, he must make an Electronic Warfare + Intuition [Sleaze] Test versus Intuition + Firewall to open the gate. Physically opening the gate is a Complex Action. If the runners open the gate, combat initiates. The gate opens enough for a vehicle to pass at the end of the first combat pass of the second round.

If the situation devolves to combat, the gangers open fire from their covered positions. The lieutenant either fires the AV missile (if the runners have a vehicle) or the fragmentation missile (if they do not have a vehicle). The gangers fight until they are reduced to fifty percent strength, then they flee the scene.

Regardless of how the runners manage to resolve this scene, they notice the gangers wear masks that make them look like various bugs.



SCENE 2: WE'RE IN THE PIKE, 5X5

FRATERNITAS INSECTORUM

(2 PER RUNNER, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	3	4	3	2	3	3	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 3, Social 4

Armor: 9

Skills: Automatics 3, Blades 4, Clubs 3, Etiquette 3 (Street +2), Intimidation 4, Pistols 4, Unarmed Combat 3, Sneak 3

Qualities: Toughness

Gear: Armor vest, Meta Link commlink [Device Rating 1]

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC —, 38(c), w/ 2 spare clips, 114 rounds of regular ammo]

Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10(c), w/ laser sight, 2 spare clips, 30 rounds of regular ammo]

Combat Knife [Blades, Acc 6, Reach —, DV 6P, AP -3]

FRATERNITAS INSECTORUM LIEUTENANT

(1, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	4	4	4	3	4	4	5.7

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 6, Mental 4, Social 5

Armor: 12

Skills: Automatics 3, Blades 3, Pistols 3 (Semi-Automatics +2), Etiquette 3 (Street +2), Heavy Weapons 2, Leadership 1, Unarmed Combat 3 (Cyberimplants +2)

Qualities: Toughness

Augmentations: Retractable spur [Acc 6, DV 7P, AP -2]

Gear: Armor jacket, Sony Emperor commlink [Device Rating 2]

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC —, 38(c), w/ 2 spare clips, 114 rounds of regular ammo]

Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10(c), w/ laser sight, 2 spare clips, 30 rounds of regular ammo]

Aztechnology Striker [Missile Launcher, Acc 5, DV missile type, AP missile type, SS, RC —, 1 (ml), loaded with either: 1 AV missile (Missile, DV 24P, AP -4/-10, Blast -4/m) or 1 fragmentation missile (Missile, DV 23P(f), AP +5, Blast -1/m)]

Combat Knife [Blades, Acc 6, Reach —, DV 6P, AP -3]

If the runners manage to capture a gang member, they do not get much information. These gangers are zealots to the insect spirits. What the runners can learn from a captured gang member is based on an Intimidation + Charisma [Social] versus Intimidation + Willpower [Social] Opposed Test. If successful, the runners find out the name of the gang, that they worship the insects, and that the world needs to get ready for the insects' revenge.

PUSHING THE ENVELOPE

If the situation needs to be a little tougher, increase the number of gangers to three per runner and increase the lieutenant's commlink to DR3.

If you want to have a little role-playing action, have the Lone Star officers at the wall harass the runners, but don't let it devolve into a combat situation. A Lone Star cop is having a bad day, is all.

LONE STAR PATROLMEN

(4, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4	3	3	2	3	3	6

Initiative: 7 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 5

Armor: 12

Skills: Clubs 3, Law Enforcement Knowledge 4, Local Crime Knowledge 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor jacket, jazz (2 doses) 2, Renraku Sensei commlink [Device Rating 3], sunglasses [Rating 2, w/ image link, smartlink]

Weapons:

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, 15(c) w/ smartgun system, internal, 15 rounds of regular ammo]

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, 4(m)]

Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5 w/ internal battery]

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DEBUGGING

The gangers are not looking to wipe the runners out. If the runners are defeated, the gangers take their equipment and leave them with their lives. If the runners surrender, the gang takes their equipment and leaves the runners their lives. If the runners choose to retreat from the situation, nothing bad happens, but they miss the opportunity to gain some equipment.

Scene 3:

UCAS DOWN

SCAN THIS

In this scene, the runners encounter wreckage of the UCAS marine helicopter seen in the previous scene. When the runners stumble across the wreckage, they interrupt the looting of the gang members responsible for shooting it down. Once the runners deal with the looters, they discover the pilot is alive but injured, and there is useful equipment aboard the downed aircraft.

TELL IT TO THEM STRAIGHT

As your journey into one of the circles of Dante's Hell continues, you notice a plume of black smoke rising into the air above the shells of buildings, a few hundred meters ahead. As you approach, you come across the tail section of a helicopter, with the rear prop still slowly spinning.

As you clear the next section of city in front of you, the burning wreck of a helicopter greets your eyes. Columns of black smoke rise from the engine section. The acrid stench of fuel, burnt metal, and melting plastic permeates the air. Debris is scattered all around, but the main body of the aircraft seems intact, which hints at the pilot's skills. You begin to hear whispered voices as you approach.

"The boss wants to make sure we strip everything we can off this wreck. We need to make it quick so we can join the hunt to capture the ones that got away."

A second voice answers the first, "What about the pilot over there? It seems he still has some life in him."

"Ventilate his brain pan so we can get a move on. Well ... cave his skull in. No sense is wasting the bullets."

BEHIND THE SCENES

In this scene, the runners come across the downed UCAS helicopter they saw in **Scene 2: We're in the Pike, 5x5**. The same gang the runners just encountered took down the helicopter. A Perception + Intuition [Mental] (3) Test or a relevant Knowledge Test (2) (e.g. military experience, aircraft, etc) when the runners find the tail section reveals a direct missile strike caused the damage.

When the runners move up to the bulk of the wreck, it lays twisted and broken at the base of the building it crashed into. There is one gang member per runner looting the wreckage and debris scattered around. A gang member stands over the pilot. A successful Perception + Intuition [Mental] (3) Test allows a runner to detect movement from the pilot, who is still alive.

The runners can surprise the gang because the gang is so focused on the victory of shooting down a helicopter and salvaging the wreckage. A Surprise Test is a Reaction + Intuition (3) Test. Success means the character gets to act as normal; failure means the character loses 10 from their Initiative Score, and they are considered surprised until their next action phase (see p. 192, SR5). Being distracted, the gangers are at -2 penalty for the Surprise Test.

How it proceeds from this point is up to the runners. The gang will not get into a drawn-out combat and runs away at any opportunity to do so if confronted with an obviously superior force. The pilot has two boxes of overflow damage. If the runners can get to him, stabilize, and treat him, he can be a source of some information. A First Aid + Logic [Mental] (3) or Medicine + Logic [Mental] (3) Test with a -3 modifier (bad conditions) stabilizes the pilot. Magical means of healing work as well.

The pilot offers the following information:

- His team was sent to locate entrances to the hive network under Chicago.
- There were six team members including him.
- His team thought him dead and were involved in a running firefight with the gang.
- The location of the first site (also the location to which the runners are heading).

If the runners do not make it to the pilot in time, most of this information is available on the pilot's commlink. The commlink has a Device Rating of 5.

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FRATERNITAS INSECTORUM

(1 PER RUNNER) (PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	3	4	3	2	3	3	6

Initiative: 6 + 1d6

Condition Monitor: 10

Limits: Physical 5, Mental 3, Social 4

Armor: 9

Skills: Automatics 3, Blades 4, Clubs 3, Etiquette 3 (Street +2), Intimidation 4, Pistols 4, Unarmed Combat 3

Qualities: Toughness

Gear: Armor vest, Meta Link commlink [Device Rating 1]

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC —, 38(c), regular ammo, 2 extra clips]

Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10(c), laser sight, regular ammo, 2 extra clips]

Combat Knife [Blades, Acc 6, Reach —, DV 6P, AP -3]

WARRANT OFFICER

CHRIS JENKINS

DWARF U.C.A.S. MARINE PILOT

An accomplished rigger, Chris Jenkins has received many awards and commendations for service in hot spots across the globe. He grew up in the suburbs of Seattle, and after the UCAS military academy, he went to flight school. His feet have barely touched the ground since. He is most at home in his rigger cocoon or harness, and when he is not flying for a mission likes to spend his time in flight sims and playing the latest trid games (usually space combat sims). He is quiet and a bit gruff, but extremely loyal to his country and especially the UCAS Marines.

B	A	R	S	W	L	I	C	ESS	ESS
4	3	5(7)	3	4	5	2	2	2	3.2

Initiative: 7 + 1D6

Matrix Initiative: 8 + 3D6 (hot sim 8 + 4D6)

Condition Monitor: 10/10

Limits: Physical 6, Mental 5, Social 4

Armor: 18

Skills: Armorer 5, Electronics Skill Group 2, Engineering skill group 3, Etiquette 3, Gunnery 5, Perception 3, Pilot Aircraft 6, Pistols 3

Augmentations: Implanted Transys Avalon commlink [Device Rating 6, w/ hot-sim module], control rig 2, reaction enhancers 2

Gear: Full body armor, helmet

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ 15 rounds of regular ammo]

The runners can also recover material from the helicopter. If they spend about five minutes searching, they find:

- 2 functional Ares Alphas
- A broken Ingram Valiant
- 2 100 round belts of regular light machine gun ammo
- 200 rounds of APDS assault rifle ammo
- 100 rounds of APDS heavy pistol ammo
- A Rating 3 medkit
- 5 KE-V gas grenades

This scene should not be a tough one for the runners. The main point is to get some information and gear into their hands for later scenes.

Lastly, if the runners save the pilot, they will need to determine what to do with him. If they bring him along, this will be a big bonus into getting the rest of the UCAS team to help the runners. If they leave him, there is little chance of him making it out of the CZ alive. If they divert from their current mission, they risk angering their employer.

KE-V

Cost: 20¥ per dose

Availability: 10

Vector: Contact

Speed: Immediate

Penetration: 0

Power: 8

Effect: Acid Damage, Berserk (see below)

With the advent of insect spirits and various deadly Awakened insects such as the wyrd mantis, chemists have been working on a more potent insecticide than commercially available produces. KE-V (or KEV) is a combination of concentrated insecticides; their combined effects on insect physiology produce internal acids (treat as Acid damage) that dissolve the critter from within. KEV is also toxic to metahumans if ingested (but not on contact). Insect spirits hit with KEV may go berserk in the same manner as those who follow Bear (see p. 321, SR5).

Insect spirits receive a -3 dice pool penalty to their damage resistance tests due to their severe allergies to insecticides.

BERSERK

(P. 321, SR5)

You might go berserk when you take Physical damage in combat or if someone under your care is badly injured. Make a Simple Charisma + Willpower Test (wound modifiers apply). You go berserk for 3 turns minus 1 turn per hit, so 3 or more hits averts the berserk rage entirely. If you're already going berserk, increase the duration. When you're berserk, you go after your attacker(s) without regard for your own safety. If you incapacitate the target(s) before the time is up, the berserk fury dissipates.

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Increase the number of gang members to two per runner. The helicopter could be in the process of getting ready to explode. From the time after the gang members are dealt with, the helicopter explodes in five minutes. The explosion has a DV 16P, -2 per meter, AP -6.

DEBUGGING

The fight with the gangers should be relatively low risk for the runners. If the runners decide to go around this scene instead of taking part in it, that is okay. They lose out on some information and equipment that could aid them, but it does not mean failure of the mission.

Scene 4:

THERE WAS A FIREFIGHT!

SCAN THIS

This scene is quite pivotal to the runners' success. If they play it right, they can earn some effective assistance in the final scene of this mission. As the runners get closer to their destination, they encounter what is left of the UCAS marine force from the downed helicopter. The runners meet them as they are engaged in a massive firefight with ghouls on kamikaze led by a toxic shaman in league with the bugs. The outcome of this scene hinges on what the runners decide to do: help or walk away.

TELL IT TO THEM STRAIGHT

You are finally nearing your destination. Get in. Get out. Should be quick and easy. A sudden report of an explosion echoes through the broken city. Shortly after, you hear gunfire. Lots of gunfire. If a bunch of armed individuals were shooting thousands of rounds into a jungle, that would pale in comparison to the sounds you hear now. Unfortunately, the sounds of this firefight are right in your path.

As you ease your way to a better vantage point, the first thing that draws your attention is five figures dressed in military armor in a ring in the center of an intersection. They appear to be shooting in all directions. As you scan the area for their targets, you notice pale, hairless humanoids making runs at the ring of soldiers. Many of these pale creatures are piled up on the ground in front of the soldiers.

If they know about the strike team from the pilot, add:

You've located the UCAS strike team.

BEHIND THE SCENES

This scene has the runners encounter the rest of the UCAS military strike team. They made it to within a few blocks of their mission objective when ghouls being led by a toxic shaman ambushed them. The ghouls are tough opponents because they were given doses of Kamikaze. The toxic shaman made a deal with the insects to serve as guard and lookout for the hive in exchange to be allowed to live there to conduct her research.

As the runners arrive on the scene, they see a marine go down while two MCT-Nissan Roto-drones go inactive. The rigger on the team was just killed. The four remaining marines are: one human combat mage, two humans firing Ares Alphas, and a troll unloading with a Stoner-Ares M202.

A Perception + Intuition [Mental] (2) Test detects a figure in the shadows of a second floor looking down upon the combat. Magic-using characters can also make an Assensing + Intuition [Mental] (1) Test to see the domed Physical Barrier surrounding the figure in the second story. If any runners have experience with ghouls or knowledge of critters, they can identify the pale hairless assailants as ghouls.

The magically active figure is the toxic shaman, Melek. She provides cover for the ghouls and is content to let the ghouls deal with the marines. The shaman has a domed Physical Barrier spell around herself with Armor 4 and Structure 4. She actively takes part in combat if the runners decided to enter the fray. One of the marines, Private Roe, is on the verge of melting down.

The runners have a decision to make at this point. They can either help the UCAS team or because of the noise and confusion of the combat, they can slip past this exchange without drawing attention to themselves. If they decide to leave, the next scene is more difficult. If the runners decide to help the marines, begin an initiative and roll for the marines to add them to the order. If Warrant Officer Jenkins is with them, he will refuse to leave the UCAS team behind, even going so far as to abandon the runners to try and help his team mates out.

The formation the marines have set up gives them partial cover by utilizing debris around the fight area. (+2 modifier to defense tests). With the death of the rigger, the two roto-drones are available for the runners to access and take control of for the fight.

The remaining ghouls available for this fight total 12 + 3 for each runner on the team. Being doped up on Kamikaze, the ghouls fight to the death. The toxic shaman casts spells and summon spirits from the second floor of the building she occupies. If the ghouls are destroyed, the shaman flees.

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GHOULS

(12 + 3 PER RUNNER)

B	A	R	S	W	L	I	C	EDG	ESS	M
7 (8)	3 (4)	5	6 (8)	5 (6)	2	4	1	3	5	1

Initiative: 9 + 3D6

Condition Monitor: 12/11

Limits: Physical 8 (10), Mental 5, Social 5

Armor: 1

Skills: Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6

Qualities: High Pain Tolerance 3

Powers: Armor 1, Dual Natured, Enhanced Senses (hearing, smell), Natural Weapon (Claws: DV 9P, AP -1), Sapience

Weaknesses: Allergy (sunlight, moderate), Dietary Requirement (metahuman flesh), Reduced Senses (blind)

MELEK, ELVEN TOXIC SHAMAN

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
3	4	4	3	4	4	4	3	6	3

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 6, Social 6

Armor: 12

Skills: Assensing 4, Astral Combat 3, Conjuring skill group 3, Counterspelling 4, Leadership 3, Pistols 2, Spellcasting 4

Qualities: Magician

(Gear: Armor jacket, mage sight goggles (10m), Renraki Sensei commlink [Device Rating 3], spellcasting focus [Force 2, combat], reagents (15 drams)

Spells: Physical Barrier, Corrode, Radiation Beam, Radiation Burst, Turn to Goo

Weapons:

Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP —, SA, RC 1, 30(c), w/ 30 rounds of regular ammo]

UCAS MCT-NISSAN ROTO-DRONE (2)

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
4	4	2	4	4	3	3	0

Upgrades: Rigger interface, heavy weapon mounts, autosofts (Clearsight, Targeting)

Weapons:

Ingram Valiant [Light Machine Gun, Acc 5(6), DV 9P, AP -6, BF/FA, RC 2(3), 500(belt), w/ 500 rounds of APDS ammo]

PRIVATES ERIN MENKAS AND PHILIP ROE

HUMAN UCAS MARINES

(2, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
6	5(7)	5(7)	4(6)	4	4	5	3	1.9

Initiative: 10(12) + 3D6

Condition Monitor: 11

Limits: Physical 7(9), Mental 6, Social 4

Armor: 21

Skills: Athletics skill group 6, Close Combat skill group 7, Demolitions 7, Firearms skill group 9, Perception 7, Small Unit Tactics 3, Stealth skill group 6

Augmentations: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], muscle augmentation 2, muscle toner 2, wired reflexes 2

Gear: Medium hardened mil-spec battle armor with helmet, grapple gun, Hermes Ikon commlink [Device Rating 3]

Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -6, SA/BF/FA, RC 2, 42(c), w/ 8 spare clips and 378 rounds of APDS ammo]

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -5, SA, RC —, 15(c), w/ 4 spare clips, 75 rounds of APDS ammo]

Long Cougar Fineblade [Blades, Acc 6, Reach —, DV 9P, AP -1]

SPECIALIST THOMAS WYNN

ORK UCAS COMBAT MAGE

(PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS	M
4	5	5	3	6	5	5	4	6	7

Initiative: 10 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 7, Social 7

Armor: 18

Skills: Assensing 6, Astral Combat 7, Sorcery skill group 7, Leadership 7, Pistols 7, Banishing 5, Small Unit Tactics 3, Stealth skill group 5

Qualities: Magician

Gear: Full body armor with helmet, grapple gun, Hermes Ikon commlink [Device Rating 3], reagents (8 drams), spellcasting focus [Force 1, combat]

Spells: Powerbolt, Stunball, Physical Barrier, Heal, Increase Reflexes

Initiate Grade: 1

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -5, SA, RC —, 15(c), w/ 4 spare clips, 75 rounds of APDS ammo]

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LT. FRANCOIS "STEREOTYPE" ABELLARD

TROLL UCAS WEAPON SPECIALIST (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	EDG	ESS
9	4 (7)	3 (5)	10 (13)	4	3	3	4	2	1.9

Initiative: 8 + 3D6

Condition Monitor: 13/10

Limits: Physical 14, Mental 5, Social 5

Armor: 23

Active Skills: Athletics skill group 6, Close Combat skill group 7, Leadership 7, Firearms skill group 9, Perception 7, Small Unit Tactics 4, Stealth skill group 6

Knowledge Skills: Voodoo 2, Military Tactics 4, History 3

Languages: Cityspeak 2, Creole 3, Milkspeak 3

Qualities: Toughness

Augmentations: Cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, smartlink, and vision magnification], muscle augmentation 3, muscle toner 3, wired reflexes 2

Gear: Heavy hardened mil-spec armor with helmet [w/ chemseal, grapple gun] Hermes Ikon commlink [Device Rating 3]

Weapons:

GE Vindicator Mini-gun [Light Machine Gun, Acc 4(6), DV 9P, AP -8, FA, RC 14, 200 (belt), w/ gyro mount, 2 spare belts, 600 rounds of APDS ammo]

Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -6, SS, RC 6, 6 (cy), w/ 6 speed loaders, 42 rounds of APDS ammo]

Combat Axe [Blades, Acc 4, Reach 2(3), DV 18P, AP -3]

PUSHING THE ENVELOPE

Toss in a few troll ghouls (half the number of runners). Alternately, you can increase the number of regular ghouls, or drop any number of the survivors to increase the difficulty.

DEBUGGING

This fight should be tough. If the runners choose not to aid the UCAS team then, off-screen, the UCAS team is eliminated.

TROLL GHOUL

B	A	R	S	W	L	I	C	EDG	ESS	M
11 (12)	3 (4)	5	10 (12)	5 (6)	2	4	1	3	5	1

Initiative: 9 + 3D6

Condition Monitor: 14/11

Limits: Physical 12 (14), Mental 5, Social 5

Armor: 1

Skills: Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6

Qualities: High Pain Tolerance 3

Powers: Armor 1, Dual Natured, Enhanced Senses (hearing, smell), Natural Weapon (Claws: DV 13P, AP -1), Sapience

Weaknesses: Allergy (sunlight, moderate), Dietary Requirement (metahuman flesh), Reduced Senses (blind)

Scene 5:

THEY MOSTLY COME OUT AT NIGHT, MOSTLY...

SCAN THIS

The scene takes place as the runners arrive at their destination. As they explore the shattered building, they discover the object of their mission collapsed into tunnels the bugs excavated. While searching for the terminal, they encounter bugs.

TELL IT TO THEM STRAIGHT

You finally arrive at your destination. As you scan the surroundings, two things pop out immediately. First is an algae-covered small lake is across the street from your destination. The water you can see has a yellow-greenish tinge and bubbles break the surface. The water's odor makes those without any kind of olfactory filter grimace. The second, and probably more important, item you notice, is that approximately two-thirds of the building that is your goal has collapsed into a large sinkhole. The data terminal you are looking for now resides somewhere underground.

BEHIND THE SCENES

The Horizon building is now one of the entrances to the hives under Chicago. The building's collapse was

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intentional. If any runners have Knowledge Geology, Engineering, or any knowledge skill along those lines, they may make an appropriate Knowledge + Logic [Mental] Test (4) to recognize the collapse happened within the last few weeks.

Fortunately for the runners, their target is in a secure vault in the building's basement, so the vault room is intact and accessible with some work. Unfortunately, the bugs tunneled and moved things around, so finding the vault requires some subterranean exploration. The entrance to the underground is what is left of a stairwell that once linked the basement to the first floor. The entrance is not hidden, and the runners find it easily. The runners may also make a Perception + Intuition [Mental] (2) Test to find pieces of shed chiton and other insect evidence all around the structure. Right before the runners start descending, there is a flash of lightning and a crack of thunder, and a downpour begins. Depending on the number of marines left at this point, one volunteers to guard the entrance to keep it clear for exfiltration. The remaining marines travel with the runners, concentrating on finding evidence for the hive entrance and aiding the runners once the bugs awake.

Once the runners descend into the underground, the following environmental conditions come into play. There is no light source (-6), and there is a persistent

light fog (-1) in the tunnel system. The Background Count is 2 inside the tunnel system. Play up these factors to enhance the environment's creepiness. The tunnels average about five meters wide with a ceiling height of about three meters. The vault the runners seek is two hundred meters from the entrance into the tunnels, but the tunnels are a maze of passageways.

The runners do not encounter any bugs until they open the vault. Plenty of disturbing evidence should be found in the tunnels as they explore—articles of clothing from victims, pieces of desiccated husks and bodies, and whatever else the gamemaster feels to add to the creepiness. When the runners finally find the vault, they need to open it. The bugs have no interest in the vault, so it is relatively intact.

Once the runners reach the vault, they must open it. The magical protections that once existed on the vault are gone, but there is still physical security in the form of a maglock. Due to the vault's internal power source, the maglock is still active. It can be overridden with a Locksmith + Agility [Physical] (12, 1 Combat Turn) Extended Test or hacked (it is Device Rating 3).

Once the maglock is dealt with, the door to the vault can be opened. It is an extremely heavy door (though no test is required), and as it opens, vibrations shudder through the rubble tunnel. The vault is a five meter by

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ten meter room. Inside are banks of storage servers with two terminals that allow access. The room has its own still functioning power source and when the door opens, the lights flicker on automatically. Obtaining the information is relatively easy since this system was not connected to the Matrix; there is no digital security. The runners must make a Computer + Logic [Mental] (2) Test to locate the target files. This test takes thirty seconds. Any hits over the two required allow the runners to acquire extra files that can be sold for 500 nuyen per hit (up to a maximum of 3,000 nuyen) or those hits can speed up the time of the test by a Combat Turn (see below, to a minimum of 1 Combat Turn).

When the runners open the vault, the vibrations alert the tunnel denizens to the runners' presence. The runners have 20 Combat Turns in the vault before the guardians arrive. It will take 4 Combat Turns to finish getting the door open, locate the server, activate the systems, and start the search and up to 10 Combat Turns for the search. All the while, they hear insectoid buzzing getting louder and louder in the tunnels. If they don't leave before the insects arrive, the firefight starts there. For every Combat Turn of the 20 remaining, the runners are ahead of the ants by 24 meters (the rate the ants run).

From there it is a foot race. If Lt. Abellard, Pvt. Roe, or Pvt. Menkas are with the group they will likely be the slowest at 14m per round. There are other things the runners can do to slow the ants down, such as trying to collapse the tunnel with an explosion, cast some form of barrier, etc. This will buy them two more combat turns, as the ants have to divert to a side passage and back again.

This should be a tense scene where the runners try to outrun the ants, but with the slower marines with them, it will likely turn into a running firefight to make it out of the tunnels. The insect spirits use their Concealment power whenever possible. The insects pursue the runners on the surface until the runners have made it twenty-five meters from the entrance.

There are more waves of ants behind the first. They are each 2 Combat Turns (or 48m) behind the previous wave, though there should never be more than two ant soldiers per runner at any point in the escape.

PUSHING THE ENVELOPE

This fight is challenging because the number of ant spirits remains constant until the runners make it out of the tunnel system. The runners should realize this is not a stand-up fight and if they choose this route, they will be overwhelmed. The fighting will be easier if the runners gained the aid of the surviving UCAS marines, but the marines will slow the runners down.

If you wish to make the encounter more difficult, increase the soldier ants to three or even four per runner.

ANT SOLDIER

(FORCE 5, 2 PER RUNNER AT ANY ONE TIME)

B	A	R	S	W	L	I	C	EDG	ESS	M
8	6	6	8	5	5	5	5	3	5	5

Physical Initiative: 11 + 2D6

Astral Initiative: 10 + 3D6

Condition Monitor (P/S): 12/11

Limits: Mental 7, Physical 10, Social 7

Skills: Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapons, Gymnastics, Perception, Unarmed Combat

Powers: Animal Control (ants), Astral Form, Fear, Hive Mind, Inhabitation, Natural Weapon (DV 7P, AP -1, Acid Damage), Sapience, Concealment

Weaknesses: Allergy (insecticides, light), Evanescence

DEBUGGING

The runners may die. The runners may need to burn through serious amounts of Edge to survive this encounter. If the runners seem to be floundering or the dice are just not going their way, judiciously use the marines to help. If the marines were not rescued and the runners get in over their head here, have a few of the marines (see p. XX) show up, having followed the runners hoping to hitch a ride out with them.

Scene 6:

DENOUEMENT

SCAN THIS

The runners exit the CZ and contact the Johnson to deliver the files and receive the rest of their pay.

TELL IT TO THEM STRAIGHT

You finally make it to the barrier between the CZ and the rest of Chicago. As you cross into relative safety, you make the call to Mr. Johnson to arrange delivery and receive the rest of your pay. After that, it's time to get drek-faced.

BEHIND THE SCENES

The runners contact Mr. Johnson at the number given in the beginning, and they receive an invite into the same VR room they met in originally. The runners can

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deliver the file and the Johnson transmits the rest of the agreed upon pay.

The runners may try to squeeze more money from the Johnson if they happen to scan the files they recovered and see what they contain. The Johnson will obviously be extremely angered, and likely blow up at them, but will then quickly back down. This allows the runners another shot at the original negotiation roll from Scene 1, now capping out at a total of 14,000 nuyen. If the runners do not accept this, the Johnson leaves the VR room and very quickly decides for the runners to meet untimely demises.

PUSHING THE ENVELOPE

The runners may be heavily depleted at this point, so no need to push the envelope at this point. If you want, you can have the Lone Star harassment occur as the runners leave the CZ instead of when they enter. Once again, this shouldn't turn into a conflict, but if it does, proceed with a fight.

DEBUGGING

If the runners decide to extort Mr. Johnson or demand more compensation and then don't take his final offer, Mr. Johnson sends a team in to eliminate the runners. He reports up the AZT chain of command that a group of runners has extracted a top-level bug spirit out of the CZ, and the only thing to be done about it is complete eradication. He is convincing, and an AZT Spec Ops team is soon dispatched. This can go down immediately, or in a longer campaign, at a point when the players aren't expecting it.

The runners might also give Mr. Johnson the data while keeping a copy for themselves. It could be sold on the black market for up to 6,000 nuyen (see the Fencing Gear rules for selling on the Black Market, SR5, p. 418), but this too will eventually lead back to the runners, triggering the above spec ops attack above.

For the purposes of mission play, the spec ops encounter is part of the danger of this mission and will occur within hours of crossing Mr. Johnson (if they don't give him the data) or within the next two days (if they choose to sell it on the black market).

AZTECHNOLOGY SPEC OPS TEAM MEMBER

B	A	R	S	W	L	I	C	EDG	ESS
6	6 (9)	5 (8)	5 (8)	5	4	6	4	6	2.3

Initiative: 14 + 4D6

Condition Monitor: 11

Limits: Physical 7 (10), Mental 7, Social 6

Armor: 18

Skills: Athletics skill group 7 (10), Stealth skill group 6, Close Combat skill group 8, Demolitions 7, Firearms skill group 9, Perception 7

Gear: Full body armor with helmet [w/chemical seal], grapple gun, Hermes Ikon commlink [Device Rating 5], smoke grenades (x2), thermal smoke grenades (x2)

Weapons:

HK 227 [Submachine Gun, Acc 5 (7), DV 7P, AP -4, SA/BF/FA, RC(1), 28 (c), w/ 28 rounds of APDS ammo]

Smoke grenade [Grenade, DV —, AP —, Blast 10m Radius]

Thermal smoke grenades [Grenade, DV —, AP —, Blast 10m Radius]

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MONEY

- Initial Negotiations: 10,000 nuyen. Negotiation + Charisma [Social] (2) Test increases the payout by 500 nuyen for every hit up to a maximum of 12,000 nuyen. 25 percent up front/75 percent on completion.
- Added data from the terminal: 500 nuyen per net success applied to finding pay data up to 3,000 nuyen.
- Strong-arming Collingsworth for more at the end: Negotiation + Charisma [Social] (2) Test increases the original payout by 500 nuyen for every hit up to a maximum of 14,000 nuyen
- Selling the information: Replaces the 75 percent upon completion. Up to 6,000 nuyen.
- Max reward: 17,000 nuyen (14,000 nuyen from Mr. Johnson, 3,000 nuyen from pay data)

KARMA

- 1-2 Karma: 1 Karma if the files are recovered. 2 Karma if recovered files are returned to the Johnson.
- 2 Karma: Surviving the adventure
- 1 Karma - Aiding the UCAS team and gaining Lt. Abellard as a contact.
- 2 Karma - Overall Adventure Challenge

GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as “played” for their personal *Shadowrun Missions* character. You must choose to do this the first time your run this Mission only and take the optional results to match those the team you gamemastered for earned. You may not choose to wait for a “better” attempt to choose your rewards. You’re on the honor system here, so please don’t skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions’ results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc.), take the average results of the group you’re gamemastering for. So, if four out of six players earned a point of notoriety, you will earn one as well. If only two players out of five earn a

+1 Loyalty with a contact, you would not get that +1 Loyalty.

Karma Earned: 7

Nuyen Earned: 13,000

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario specific gains listed below, gamemasters should consider the characters’ actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don’t be afraid to give them extra points.

- +1 Street Cred if the players defeat the encountered members of Fraternitas Insectorum
- +1 Notoriety if the team fails to deliver the files to the Johnson
- +1 Notoriety if the team attempts to blackmail the Johnson
- +1 Public Awareness for saving the entire UCAS Team
- +1 Public Awareness if the team has an altercation with Lone Star either entering or leaving the CZ

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

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.

- Lt. Francois Abellard, Troll UCAS Weapon Specialist
- Warrant Officer Chris Jenkins, Dwarven UCAS Marine Pilot

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LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all 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 (1 hour)) test. Additional information will be available at a cost of 1000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

ROBERT GAULT

Contacts to Ask: Corporate Contacts, Humanis Policlub, Metahuman Rights Activists

Contacts	Matrix Search	Information
0	0	Robert Gault was a mid-level executive of Truman Tech.
1	1	He disappeared in the recent resurgence of insect activity.
2	3	He was a high-level member of the local Humanis Policlub.
3	—	He lived well above his means.
4	6	He was known to have a rivalry with Samuel Collingsworth.
5	—	He had dirt on other Policlub members and wasn't afraid to use it.

TRUMAN TECH

Contacts to Ask: Corporate Contacts

Contacts	Matrix Search	Information
0	0	An A-rating megacorp based out of Chicago before the disasters.
1	1	Had rivalries with most of the other megacorps, but most recently with Aztechnology.

2	3	Was led by Daniel Truman at the time of its destruction.	COVER
3	—	Had several unmarked buildings within the area now made up by the Containment Zone.	A LITTLE TOO FAR
4	6	Rumored to have an offsite data store facility in the heart of what is now the CZ	INTRODUCTION
5	—	Rumored to have a secret weapon facility in the heart of the CZ that may have contributed to the disaster	MISSION SYNOPSIS

FRATERNITAS INSECTORUM

Contacts to Ask: Gangers, Law Enforcement, other street level contacts

Contacts	Matrix Search	Information	
0	0	The Fraternitas Insectorum is one of the dominant gangs in the CZ. They wear bug masks at all times and are fascinated by the insects of the CZ.	SCENE 1
1	1	The Fraternitas Insectorum runs drugs, weapons, and metahuman trafficking rackets.	SCENE 2
2	3	They began as a small gang called the Chi-Town Fixers.	SCENE 3
3	—	Over the years, the gang developed into a cult who worships the insect overlords resulting in the name change of the gang.	SCENE 4
4	6	Everything they do is related to supporting the insect shamans and spirits.	SCENE 5
5	—	With the reemergence of the insects in the CZ, the leader of the Chi-Town Fixers made a deal with the insect shamans. The gang would funnel whatever the insect shamans needed from outside the CZ in exchange for keeping profits and having protection from the insects.	SCENE 6

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WARRANT OFFICER CHRIS JENKINS

DWARVEN U.C.A.S. MARINE PILOT

An accomplished rigger, Chris Jenkins has received many awards and commendations for service in hot spots across the globe. He grew up in the suburbs of Seattle, and after the UCAS military academy, went to flight school. His feet have barely touched the ground since. He is most at home in his rigger cocoon or harness, and when he is not flying for a mission likes to spend his time in flight sims and playing the latest trid games (usually space combat sims). He is quiet and a bit gruff, but extremely loyal to his country and especially the UCAS Marines.

B	A	R	S	W	L	I	C	EDG	ESS
4	3	5(7)	3	4	5	2	2	2	3.2

Initiative: 7 + 1D6

Matrix Initiative: 8 + 3D6 (hot sim 8 + 4D6)

Condition Monitor: 10/10

Limits: Physical 6, Mental 5, Social 4

Armor: 18

Skills: Armorer 5, Electronics skill group 2, Engineering skill group 3, Etiquette 3, Gunnery 5, Perception 3, Pilot Aircraft 6, Pistols 3

Augmentations: Commlink [Transys Avalon (Device rating 6) w/ hot-sim module], control rig 2, reaction enhancers 2

Gear: Full body armor and helmet

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/mods and ammo]

LT. FRANCOIS "STEREOTYPE" ABELLARD

TROLL UCAS WEAPON SPECIALIST (PROFESSIONAL RATING 5)

Francois Abellard was born in the Louisiana bayou. His aunt, a powerful voodoo shaman, raised him. When he was eight, his aunt refused to perform her craft for a local gang. His aunt and he fled the CAS to the UCAS. When Francois was eighteen, he went to college and majored in history. While in college, he opted to join the ROTC. Upon graduating, he was commissioned as an officer in the UCAS marines.

He went through jump school, airborne school, and finally special operations warfare (SpecOps). He was given the nickname Stereotype because he likes heavy weapons and the combat axe.

B	A	R	S	W	L	I	C	EDG	ESS
9	4(7)	3(5)	10(13)	4	3	3	4	2	1.9

Initiative: 8 + 3D6

Condition Monitor: 13/10

Limits: Physical 14, Mental 5, Social 5

Armor: 23

Active Skills: Athletics skill group 6, Close Combat skill group 7, Leadership 7, Firearms skill group 9, Perception 7, Small Unit Tactics 4, Stealth skill group 6

Knowledge Skills: Voodoo 2, Military Tactics 4, Louisiana History 3

Languages: Cityspeak 2, Creole 3, Milspeak 3

Qualities: Toughness

Augmentations: Cybereyes [Rating 3 w/ flare compensation, image link, low-light vision, smartlink, vision magnification], muscle augmentation 3, muscle toner 3, wired reflexes 2

Gear: Heavy hardened mil-spec armor with helmet w/ chemseal, grapple gun, Hermes Ikon commlink [Device Rating 3]

Weapons:

GE Vindicator Mini-gun [Machine Gun, Acc 4(6), DV 9P, AP -8, FA, RC 14, 200 (belt), w/ gyro mount, APDS, 2 spare belts]

Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -6, SS, RC 6, 6 (cy), w/ speed loader, APDS, 6 spare clips]

Combat Axe [Blades, Acc 4, Reach 2(3), DV 18P, AP -3]

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LT. FRANCOIS ABELLARD

UCAS Marine Weapon Specialist
Male Troll

Connection Rating: 3

Loyalty:

Key Active Skills: Close Combat, Leadership, Firearms, Perception

Knowledge Skills: Voodoo, Military Tactics, Louisiana History

Abellard is a massive troll in a full suit of military spec armor. He has a standard military crew cut, accent by swept back horns that are unadorned. He wears sunglasses when his helmet isn't on. He totes around both a mini-gun and a war axe. He looks like something out of an '80s Schwarzenegger film, all muscle and military precision.

He recently went through a crash, so his armor should be banged up, but his hair and sunglasses should still be perfectly aligned.

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He is quiet and a bit gruff, but extremely loyal to his country and especially the UCAS Marines.

WARRANT OFFICER CHRIS JENKINS

UCAS Marine Pilot
Male Dwarf

Connection Rating: 2

Loyalty:

Key Active Skills: Armorer, Gunnery, Pilot Aircraft

Knowledge Skills: UCAS History, UCAS Marines, Seattle History, Flight Operations, Air Tactics

Jenkins is a dwarf with only the barest hint of military precision. He spends all of his time in a cockpit and doesn't care how he looks. His hair, while cut with a military cut is not washed or combed regularly. He never looks anyone in the eye and should be looking 'off camera' in any pictures of him.

He wears a suit of full body armor, but it is not the hardened military grade stuff, but more security grade, since he spends his time in a cockpit, and not on a battlefield. He's recently been through a crash, so should look beat up, and tattered with damage to his face and his armor.

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DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 08-04: DIRTY LAUNDRY

Pulling data out of the middle of a hive in Chicago's Containment Zone, downed helicopters, and bug gangers. Whatever happened to milk runs?

- Retrieved the files
- Turned the files over to Mr. Johnson
- Saved some or all of the UCAS Team
- Attempted to blackmail Mr. Johnson/Sell his data

SYNOPSIS

MISSION RESULTS

Names

Character Improvement

Karma Cost

TEAM MEMBERS

ADVANCEMENT

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

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Lt. Francois Abellard
- Chris Jenkins

KARMA

REPUTATION

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

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

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