



MISSIONS

BURNING BRIDGES

SRM3-03 Burning Bridges Credits

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INTRODUCTION

SRM03-03 Burning Bridges 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.

PREPARING THE ADVENTURE

SRM03-03 Burning Bridges is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-03 Burning Bridges 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.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player

after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM03-03 Burning Bridges* (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 *20th Anniversary Shadowrun, Fourth 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 in the Cast of Shadows section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your



group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see **Corporate Interests**), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in *Picking up the Pieces*.

Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the gamemaster should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the gamemaster to the affiliate.

Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating Cleaner NPC*

1	Use stats for Triad Lieutenant (p. 284, <i>SR4A</i>)
2	Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i>)
3	Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i>)
4	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>)
5	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given.



A Note on Commlinks

In *SR4A*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) + 1 (round-up). These commlinks will not contain any valuable paydaya.

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 gamemaster, 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, please use the web reporting form available at <http://www.shadowrun4.com/missions>. Future adventures will reflect the outcome of this one. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

ADVENTURE BACKGROUND

Desperation can lead a man to extremes. The kind of extremes where blowing up a bridge—injuring or killing others—makes perfect sense. Karl Gahley knows this desperation and it's led him to a fateful decision.

Last year, Karl was a building contractor and owner of KG Construction Inc. Nuyen was tight and the big corps on the island made sure their subsidiaries got the choicest jobs. He was forced to rely on his brother-in-law, Roger (a council member on the Brooklyn Building and Planning Committee) for table scraps.

Despite this, everything else was going well. He owned his own home; had enough to eat; and, most importantly, married his best friend and lover, Jeff.

No matter how bad things got or how tight finances were, he knew they'd be together. That's when it happened. Jeff went for a routine examination and came out diagnosed with a terminal illness. Insurance lasted a while, but missed work and frequent visits to specialists ate through their savings. Karl's stress was enormous. Worse yet, he couldn't confide in his best friend because he felt Jeff had enough to worry about. So, he focused on the money, which he could control. However, the finances kept becoming even more troublesome, as jobs became more and more sparse. The worse it got, the more Karl's desperation grew.

That's when the solution to his problems dropped into his lap. Aztechnology had been grouching for years about the Brooklyn Bridge. It handled only 70 percent of their daily commuter traffic. Due to the bridge's age and antiquated design, the bridge couldn't handle the rest of the traffic load. Their solution was to build a new bridge. They began soliciting bids from local contractors.

Karl could scarcely believe it. His prospects were finally looking up. He diligently wrote the proposal that would save him (after greasing all the right palms). Then he waited.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in *Indian Food*. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Leave evidence at the scene of the destruction of the bridge that incriminates the Neo-Anarchists.

Aztechnology: Attack NYPD, Inc. forces with a few of their own drones.

Horizon: Get footage of the bridge collapsing and send it to Horizon.

NeoNET: Take out the bridge's security spider in cybercombat. Note that this is not an objective, but merely something that will attract the attention of the corporation. NeoNET affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

NYPD Inc.: Find Mr. Johnson's identity, motives, and connections, and report them to NYPD, Inc. without getting arrested.

Renraku: Take out all of the MCT-Nissan Roto-Drones at the bridge.

Saeder-Krupp: Talk your way past bridge security. Note that this is not an objective, but merely something that will attract the attention of the corporation. Saeder-Krupp affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Shiawase: Get the roster for the maintenance crew and send it to Shiawase.

Spinrad: Make sure the bridge's security mage is on the bridge when it collapses.

Neo-Anarchists: Have no other affiliation, plus deliver some unused explosives to Peace Man.

When the news finally came, he already knew the answer. Aztechnology had bought out a local business and gave that company the contract. Karl was filled with rage and sorrow.

Weeks later, he got the only good news. The New York Historic Preservation Society didn't get their cut. They started calling people—influential people. Faster than you can say "Smoke-filled Room" the proposal was turned down. The details didn't matter, no one was getting the job. The bridge would stay until it died of old age.

Somewhere in the dark recesses of Karl's mind, a seed began to germinate. A few days ago, it grew into a full-blown obsession. One course of action could solve all his problems:

Destroy the bridge. Everyone knew Aztechnology wanted it replaced. If it were blown apart, they would be blamed. Karl hadn't gotten the contract, so no one would suspect him. Eventually the Building and Planning Committee would be forced to rebuild. With Karl's connections he could get the contract.



The only problem now was the explosives. He had plenty in his shop, but if they were used, he'd be a suspect. If they were stolen and he reported it immediately, he'd have the perfect alibi. Now he just had to find the right people for the job.

PLOT SYNOPSIS

This run focuses on destroying the Brooklyn Bridge. Mr. Johnson (Karl Gahley) is desperate to save his business, and get revenge on the company he considers responsible. Last year, Aztechnology pushed for construction of a new Brooklyn Bridge. Karl was certain he would get the job. That is, until he learned Aztechnology bought a competing company. Despite Aztechnology's requests, the plan fell through and the bridge remained.

In his desperation, Karl believes destroying the bridge will solve his problems. With it gone, he will get the contract and Aztechnology will be blamed. After all, they complained loudest when the plan fell through.

Most runners don't have access to the explosives necessary for the job. So, Karl plans on having runners steal them from his business. To exonerate himself, he will report the theft as soon as he 'learns' of it. To complete the job, runners need to learn about the bridge and KG Construction (where the explosives are stored), steal the explosives, destroy the bridge and get away safely.

However, Aztechnology is aware of Mr. Johnson's plans. Before runners can complete the job, the Azzies make them a generous offer. In exchange for riches, they'll only have to sell a little piece of their souls.

PEACE, MAN

SCAN THIS

The runners are contacted by Peace Man, the owner/operator of Free Your Mind, a new age crystal, tesma, and head shop. He offers to arrange a meet.

TELL IT TO THEM STRAIGHT

6:30 PM, who'd a thunk it? This must be the first time in the hyper-recorded, detail-oriented, super-compartmentalized history of the 6th world that you weren't awakened in the middle of the night, at the crack of dawn, or whenever wasn't the most inconvenient moment of your life. Just goes to show. Hell, even the ring of the commlink seems less annoying than normal.

The large ork face on the other side of the call breaks into a lopsided grin when he sees you. "Peace, man," he says, in what could be a greeting or an introduction. A large hand-rolled cigarette lolls out of his mouth. "I was hoping we could confab, I didn't call too early, did I?"

BEHIND THE SCENES

Charles 'Peace Man' Stoddard (see **Cast of Shadows**) is an African-American ork Bear Shaman. He has a long history of anti-corporate, anti-establishment ties. He fixes for runs against those interests. Since the runners are relatively new to NYC shadows, he is more comfortable hiring them for this run.

If they are interested, Peace Man sends them details: Tomorrow, noon, Inara Indian Restaurant (497 5th Ave., Brooklyn), dress to blend in, come light, there will be time to get gear later.

He is circumspect with details but is willing to divulge the following: Peace Man and Mr. Johnson are friendly acquaintances. Fixing this run is a personal favor. Mr. Johnson is a hard-working business owner "who's being crushed under the jack-booted heel of big business." No wetwork is required. When they arrive, they should ask for Mr. Johnson and they'll be taken to a private room. If the runners seek out more information about Peace Man, Free Your Mind, or Inara Indian Restaurant refer to **Legwork**.

INDIAN FOOD

SCAN THIS

Runners arrive at their 'lunch date' with Mr. Johnson. He grills runners on their demolition knowledge but, is willing to help those who don't measure up.

TELL IT TO THEM STRAIGHT

As any SINless native can tell you, 5th Ave. in Brooklyn is a crapshoot. Around here, safe isn't defined by block but by meter. As you approach the restaurant, you see several young priests of various metatypes hanging out in front. Closer inspection reveals obscenities scrawled across their vestments. It appears Inara's is a local street gang's territory.

BEHIND THE SCENES

The gangers are members of the Bastard Saints (use *Halloweeners Street Gang*, p. 282, *SR4A*). There are currently twelve gangers loitering about. Runners who pass a Judge Intentions (2) test get the impression they are alert and tense but not hostile. Their leader (an ork named Lacis) was recently killed. Internal power struggles have not yet concluded, leaving them leaderless. Leaderless gangs are easy pickings, thus their tension. Gamemasters should feel free to role-play the encounter.

Inside, the owner (an obsequious dwarf named Anuj) fawns over them. After all, new customers are hard to come by. However, if they are heavily armed or obviously cybered he assumes they are here for Karl. Whether they speak to him about the meet or not, he immediately ushers them to the back room.

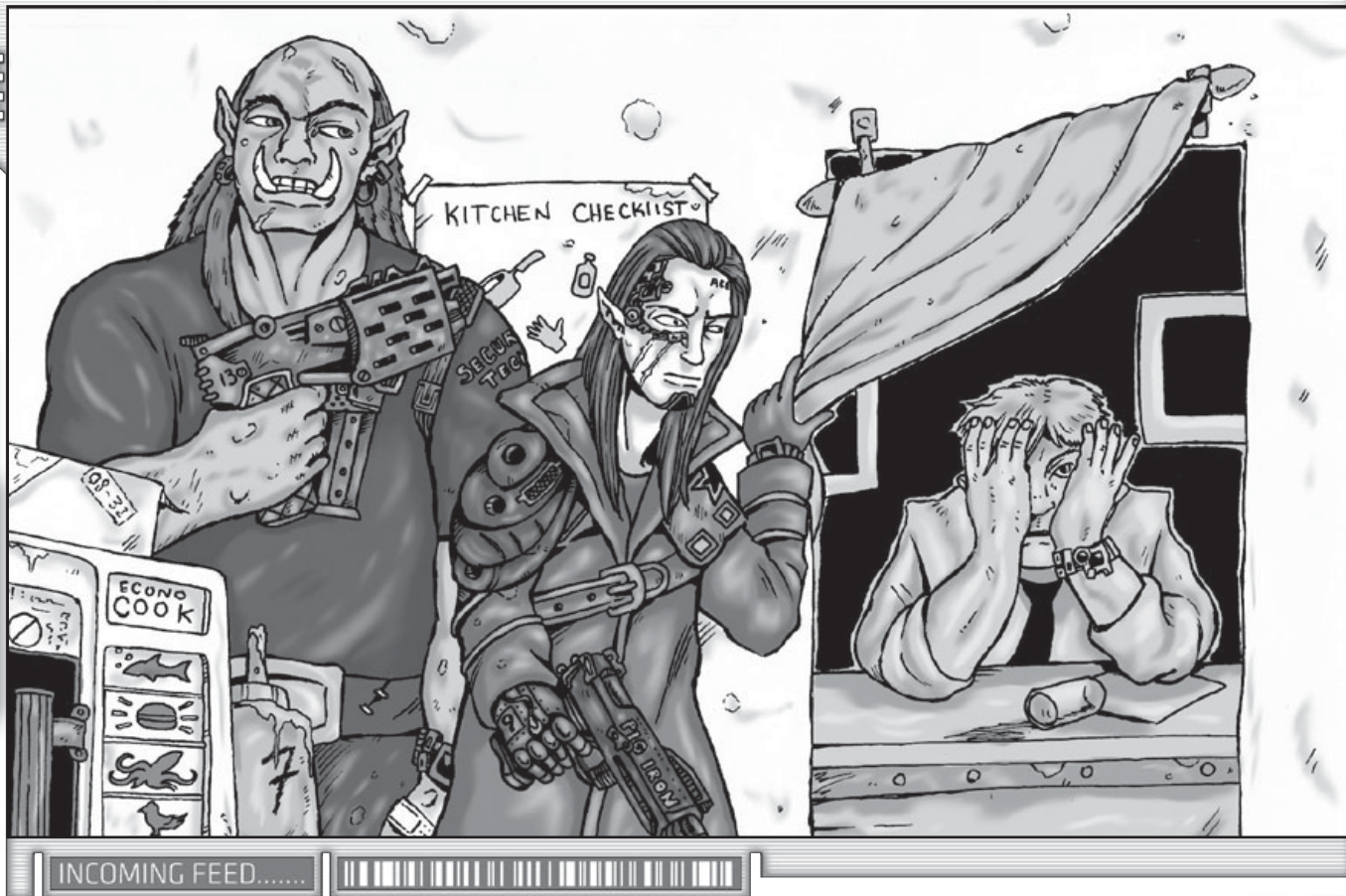
The back room is a corner of the kitchen where staff eats. It has no door, just a cloth separating it from the kitchen. The sounds of cooking and the wait staff resonate through the corridor. The cloth does little to dull the cacaphony.

Unless the runners are over an hour early, Karl Gahley (see **Cast of Shadows**) is already there. The large, middle-aged, human sits hunched with his head in his hands. When the curtain slides back, he quickly adjusts his demeanor. Runners may notice he hasn't slept well. His hair is disheveled, and his working-class clothes are wrinkled.

During the pleasantries, Karl forgets with whom he is dealing. He alternates between referring to himself as Mr. Johnson and Karl. He mentions personal details like his business. Make it clear that Mr. Johnson is out of his element. Once he gets down to business, he begins by paying them a retainer (TR x 500¥). It ensures they listen to the job, and if they don't take it, won't mention this conversation again.

The proposal is simple: He wants runners to destroy the Brooklyn Bridge. He explains doing so will help him and harm some competing interests. At this point, Mr. Johnson becomes





very serious. He asks if one or more of the runners are comfortable with demolitions. The job will require several kilos of explosives, which he can provide. He is, however, concerned because of the costs and risks involved with the explosives. If the team fails, his excuse about “losing” them to NYPD, Inc. won’t work again. Once they’ve reassured Karl about their skills or assured him that they will use an adequate skillchip, he pulls up a map of the bridge on his commlink and indicates placement of the explosives.

He suggests that they blow up one of the support caissons. This will take out the main span and the section attaching the bridge to the road. If they’re not fond of this approach, he offers the alternative of destroying all four main support cables. This won’t affect the caissons but the bridge will come down. Whether or not they want his notes, he insists on uploading it to one of the runners (give the players **Handout #1**).

Next, he discusses acquiring the explosives. They are stored at his company (KG Construction, 92 19th St, Brooklyn). To allay suspicion, he will report the explosives stolen soon after runners leave. He provides a layout and a list of defenses (give the players **Handout #2**). The rest is up to them. Once they have the explosives, they may place them whenever convenient. However, they may not destroy it until the next business day. This gives Mr. Johnson time to report the theft and provide his alibi.

Finally, Mr. Johnson discusses pay. In addition to the retainer, he is willing to pay them 2500¥ + (750¥* TR) each. This is subject

to an opposed Negotiation Test, with an increase of (TR x 250¥) per net hit, to a maximum of 5 net hits. He also offers a team bonus of (TR x 1000¥) if they destroy a caisson (this will mean more nuyen for the rebuilding project). He will pay them (TR x 100¥) as an advance.

Mr. Johnson does his best to answer questions. He doesn’t want an excessive body count, but the bridge must fall. Runners can take up to two weeks, but once they steal the explosives, the clock is ticking. When he arrives at work and finds the explosives gone, he will immediately call NYPD, Inc.

He also mentions he never goes in on Sundays. If the team steals the explosives after he leaves Saturday, they have extra placement time. If runners ask about competing interests, Mr. Johnson mentions Grader Engineering Assoc. but doesn’t mention Aztechnology (he is worried the name might scare runners away). If the runners seek out more information about the Bastard Saints, Mr. Johnson, KG Construction, the Brooklyn Bridge, or Grader Engineering Assoc. consult **Legwork**.

PUSHING THE ENVELOPE

At TR 2+, NYPD, Inc. officers (use Lone Star Police Squad, p. 282, *SR4A*) and a lieutenant (use Lone Star Police Lieutenant, p. 282, *SR4A*) arrive out front as the PCs are leaving the restaurant. A Bastard Saints’ rival called in a tip. NYPD, Inc. has a new “tough on crime” campaign. This raid against gang violence should

make good press (with proper editing, of course). The crowd is mostly SINless. So, the police don't care where bullets go. Runners don't have to get involved. However, if they don't get Mr. Johnson out, they may not get paid.

Runners who join one side or the other may receive perks. This could affect things later (see **A B-n-E**).

DEBUGGING

Runners who get involved in the optional fight run the risk of arrest. The gamemaster can simply allow them to get away safely. If there is no time pressure, arrested runners could find themselves imprisoned. Details are left to the gamemaster, however, unless they murdered someone with a SIN, runners should be released with enough time to complete the job. An alternative way out would be to provide NYPD, Inc. information about an attack on the Brooklyn Bridge. The runners could get a free pass if they assemble a dossier on those responsible. Assembling the dossier and turning in Mr. Johnson would earn the characters at least one point of Notoriety.

Teams without the necessary skills or skillwires to demolish the bridge may still attempt to do so, using the notes Karl provided. However, the gamemaster is encouraged to increase the risk of things going horribly wrong.

STAKE OUT

SCAN THIS

The runners gather intel. Information can come from contacts, matrix searches, and physical or astral recon. The data is spread out and searching leaves tracks.

TELL IT TO THEM STRAIGHT

Plenty of time to plan and all the necessary equipment waiting for you? Boy, if only you could've conned Mr. Johnson into a weekly salary you'd never have to run again. As it stands, the longer you take, the longer you wait to get paid. Despite Mr. Johnson's advice and security rundown, there's still a lot more you're gonna need to know.

BEHIND THE SCENES.

A Data Search + Browse (TR x 2, 1 minute) reveals a detailed map (See **Map #1**) and several trids of the bridge. However, runners may want to check contacts or run matrix searches to learn more about KG Construction, the Brooklyn Bridge, the bridge's condition, or the bridge's security. If so, the gamemaster should consult **Legwork**.

KG Construction

A physical survey of KG Construction confirms Mr. Johnson's list (see **Handout #2**). The building is in the middle of the block, and can be accessed from the street. It shares walls with buildings on either side, so there is no side alley access. There are a personnel door, four vehicle doors, and two windows on the front. There is one door in back and several windows on the second floor (two overlook the one-story building to the west). All doors and windows have maglocks (DR TR), though the back door has an additional keylock deadbolt for good measure. The personnel doors are constructed of heavy materials (AR 6, SR 7). The

vehicle door is reinforced metal (AR 6, SR 8), and the windows are ballistic glass (AR 4, SR 5). The walls are simple plascrete (AR 12, SR 11).

There is no physical security on site and the area is a "J" rated security zone. Police response time is 20 minutes once alerted. NYPD, Inc. sends out a Chrysler Nissan Patrol-1 with two security officers (use Lone Star Security Squad, p. 282, *SR4A*). They check doors and look for anything suspicious, immediately calling for back-up if outnumbered. They stay for about 10-15 minutes then leave (reporting in as they do so).

The KG matrix node (DR 2) is small and out of date, about what would be expected from a small, financially strapped, business. Hacking it reveals the ledgers are in shambles. There are no entries for the past three months. Prior to that, numbers don't match and few attempts were made to fix them. All employees have been laid off or fired save two, Karl Gahley and Jeff Anderson. Under Karl's personal files there is an un-sent communication to Roger Anderson. It asks for his help getting the contract to rebuild the "recently destroyed" Brooklyn Bridge. The letter was written three weeks ago. Runners who wish to know more about Roger Anderson can consult **Legwork**.

A watcher spirit patrols the neighborhood astrally (up and down the street). One of Karl's neighbors hired a mage to conjure the watcher, and a new one is sent out every few hours. The spirit wanders the street watching for break-ins. Its instructions were vague so it only watches the first floor. Runners can avoid it by climbing through the second story windows on the side of KGC. If it finds something, it contacts the mage who notifies NYPD, Inc. Since Karl was unaware of this, it isn't on the list.

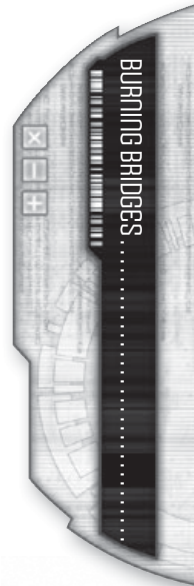
Inside (see **Handout #2**), runners find the building largely uninhabited. Most rooms and hallways are covered in dust. Every room has a PanicButton though only one (the front office) still works.

The vehicle bay (see **A B-n-E**) has room for four vehicles but only one, a GAZ P-179 (p. 110, *Arsenal*), is here. It isn't functional. Runners who pass in a Automotive Mechanic + Logic (4, 10 minutes) Extended Test can fix it. A search of the truck's tool storage reveals an Automotive tool kit, a demolitions tool kit (p. 332, *SR4A*), and four drones (two Lockheed Vulcans (p. 122, *Arsenal*), and two Mesametric Beavers (p. 122, *Arsenal*), subject to TR changes). All vehicles and drones are registered with NYPD, Inc. and RFID tagged for tracking. These drones have miniwelders attached to the ends of their arms.

The explosives storage room is made of reinforced concrete (AR 24, SR 15) and the door is reinforced metal (AR 8, SR 9). The door has its own maglock (DR 3) with anti-tamper circuits (DR 2). Inside, the room is temperature-controlled and covered with Wi-Fi inhibiting paint (rating 2) to prevent the accidental triggering of remote detonators. Currently there are 25 kg of industrial-grade explosives (Rating 15) stored in five boxes of 5 kg each, 30 radio detonators (DR 2, p. 87, *Arsenal*) and 2 exploders (p. 88, *Arsenal*) stored here. The boxes also contain RFID tags indicating their contents and location.

The Brooklyn Bridge

Security is tight on the bridge. NYPD, Inc. maintains checkpoints on both ends. There are 10 security officers (use Lone Star Security Squad, p. 282, *SR4A*) and a lieutenant (use Lone Star Lieutenant, p. 282, *SR4A*). At each checkpoint, they have RFID,



Cyberware, and MAD scanners. Cameras (with low-light and thermographic vision, DR 2) are placed at regular intervals along the bridge. The pedestrian areas are patrolled by pairs of officers riding Ares-Segway Terriers (p. 107, *Arsenal*). Anyone found standing too long is questioned, searched, and if nothing suspicious turns up, sent on their way.

On the Manhattan side, a security mage (use CorpSec Lieutenant, p. 282, *SR4A*) scans for astral activity. On the Brooklyn side, a drone rigger (use Spider, p. 12, *Contacts and Adventures*) maintains the drones, and automated sensor array (see below).

Vehicles are not allowed to stop. Any that do are investigated by roaming officers and removed. Anyone behaving suspiciously is taken to the security holding cells at the Manhattan checkpoint.

Security crews are manned around the clock. There are three shifts throughout the day with a half-hour overlap at the beginning and end of each shift. Shifts begin/end at 5 AM, 1 PM, and 9 PM.

Below the bridge is additional security. The Brooklyn caisson is accessible by land and water. Surrounding the caisson are the bridge maintenance buildings. At any given time 6-12 maintenance personnel (use Humanis Goon Squad, p. 282, *SR4A*) wander around the complex. Security is handled by 6 GM-Nissan Dobermans armed with Ingram White Knight LMGs, and 2 MCT-Nissan Roto-Drones armed with AK-97s. A chain link fence topped with monofilament wire blocks access. Two Dobermans guard the gate. It can be accessed via RFID scanner (DR 2). Two more Dobermans and one of the Roto-Drones guard the perimeter. The final two Dobermans and the other Roto-Drone watch for approaching water traffic. (See **The Evil Midnight Bombers** for TR adjustments.)

Maintenance vehicles are stored in this area. There are a dozen Conestoga Pick-Up trucks (p. 109, *Arsenal*) outfitted to carry maintenance tools, two heavy crane trucks (Conestogas outfitted with a lift arm). At the dock are two Samuvani Otters (p. 349, *SR4A*) that maintenance crews use to work on the Manhattan caisson.

The Manhattan caisson is in the East River. An automated sensor array complete with cameras (with 360 degree range, low light, and thermal vision), laser range finder, motion sensor, and radio signal scanner monitors river traffic. Any vehicle within 15 meters gets one warning (and 1 combat turn) before four mounted Ingram White Knight LMGs begin firing. A small (1.5 m) walkway surrounds the caisson 3 m above the waterline.

There is no NYPD, Inc. Matrix node for the bridge. Communications are handled through secured Comlinks (DR 3) or via the bridge's hardwired communication system. Runners who wish to find information on the security officers will need to hack NYPD, Inc. If the PCs attempt to hack the central node for NYPD, Inc., the node is DR (TR/2 + 7) and defended by Black Hammer IC of the same rating.

The same cannot be said for the maintenance crew. Matrix security is handled off-site by the Brooklyn Department of Public Works. A local DPW node (DR 3) at the bridge monitors various sensors and gauges. Hacking the node can provide the following:

- Runners who check on the sensor data and pass a Engineering + Logic (3) Test can determine the points of highest stress on the bridge. Success yields a +2 bonus to Demolitions Tests.
- Names, addresses, and performance reviews for all maintenance workers are included in the nodes HR database

Maintenance crews are on duty around the clock. There are three shifts throughout the day, with shift changes at 9 AM, 5 PM, and 1 AM. The day and evening shifts have twelve-man crews while the night shift has six.

PUSHING THE ENVELOPE

While runners are scouting, security could get close, or investigate suspicious activity. Runners have to decide between flight and fight.

At higher TR, the opposition increases in number. At KG Construction, the watcher spirit could have better instructions. The neighbor could have paid for several watchers or an on-call spirit (Force TR/2). The spirit will be instructed to delay culprits until security arrives. Alternatively, watchers could follow fleeing runners and inform security.

For every TR above 1, add an additional five guards (two at each checkpoint and one guarding the maintenance buildings), a Doberman drone, and a watcher spirit. For every 2 TRs above 1 add a security lieutenant and a Roto-Drone. At TR 5 and above, the mage has a (Force TR) spirit. At TR 6, add another mage and another spirit.

DEBUGGING

Runs without magically active characters could fail to notice the watcher spirit near KG Construction. However, since security takes 20 minutes to arrive, its likely runners will finish their recon before officers arrive. Benevolent GMs could merely remove the watcher spirit.

Runners may try to bribe one or more of the maintenance crew. The DPW is rife with corruption. Workers won't mention the bribe to their superiors (who are also being bribed). Several workers would readily call in sick, tell runners where they got their uniforms, or let them borrow their IDs for a day or so.

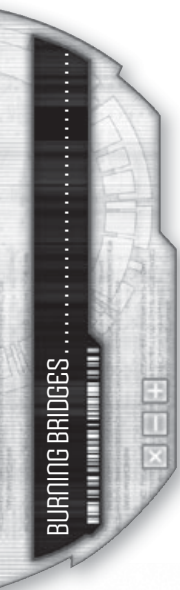
Affiliated runners may ask benefactors for help. However, if alerted, NYPD, Inc. chooses to use the run as a security drill. An attempted bribe could alert the crew.

If runners get arrested while gathering intel, NYPD, Inc. could make them an offer (see **Indian Food**).

TOO MANY CHIEFS

SCAN THIS

Having heard about Mr. Johnson's plan to save his business, Aztechnology has been waiting to see if any runners take the job. In light of recent shadow activity, the Azzies suspect they've taken the bait. Aztechnology contacts the team, asking them to complete the job, albeit sloppily.



TELL IT TO THEM STRAIGHT

Looks like the plan is finally starting to come together. There've been some challenging spots, but you're feeling more confident about your chances. Then, you notice an incoming commlink call.

The face on the other end is sheer perfection, the kind of face only lots of nuyen can make. Not a single blond hair out of place, makeup downplayed, or perhaps tattooed on. Her business suit is crisp, unwrinkled, *tres chic*, and very expensive. "Hello," she begins smiling at you. The smile on her face doesn't quite reach her eyes. "My name is not important. But you can call me Ms. Johnson. I am concerned about your recent activities. I fear your bright future may be cut short without my help. We should meet. When and where's convenient for you?"

BEHIND THE SCENES.

Phoebe Sauvageon (see **Cast of Shadows**) is the kind of Mr. Johnson runners know and loathe. Amoral and soulless, she does whatever it takes to get ahead. She never gambles unless she's holding all the cards. And this interaction is no different.

Phoebe allows the team to choose the meet time and location. She isn't too concerned about her safety—killing her would serve no purpose. Especially when they find out she's got an offer they'd be foolish to refuse.

At the meet, Phoebe is all biz—calm, cool, collected. She wears a different suit, equally expensive and fashionable, that accentuates her ample curves. She pays for everything, orders a fine selection of refreshments, and acts with superficial interest. Once the niceties are over, she gets right to it.

Aztechnology has been watching the runners since a recent epidemic of inquiries about the bridge. They'd learned previously of Karl's desperation to save his company, his dying husband, and his desire for revenge. Despite this, Aztechnology would like to see the bridge demolished. However, they were not willing to kill people and endanger the city to get repairs done.

Karl's plan, while ill advised, will benefit Aztechnology. However, if the Aztechnology name is associated with this, it could have market implications. That is unacceptable. Karl is guilty of this crime, so he should pay for it.

Since Aztechnology knows that Karl is behind this, law enforcement will figure it out. When they do, they won't want just the brains, they're also going to want the triggermen (and women). Karl is no hardened criminal; he will undoubtedly turn runners over in exchange for a deal. Aztechnology doesn't want to see that either.

Fortunately, Phoebe has a plan that will allow both to benefit, without harming the team's Street Cred.

The team should complete the run as planned. However, while planting the explosives, they should leave some clues that point to the real mastermind. Runners can then pick up their payment from Karl and walk away with free consciences.

In return, Aztechnology will keep the runners' involvement out of the investigation, give them a nice bonus, and look favorably upon working with them in the future.

Phoebe is confident that runners will take the offer. She doesn't wait for their response. Instead, she informs them that their actions at the bridge will be their answer. Then, she seductively sways out of the meet with a smile.

The team may have questions for Phoebe. However, she politely asks them to save their questions until later, makes sexual innuendoes, plays dumb, etc. In the end, she walks away without answering them. Phoebe knows that runners' curiosity and greed will lead them to take the deal. Playing hard to get makes them want it more. They have their own sources. They'll learn what they need to.

Runners may want to check this new information. If they want to know more, consult **Legwork**.

DEBUGGING

The biggest problem for this scene is runners who fail to show for the meet or refuse to deal with Phoebe. If they don't want to listen or aren't trustworthy, Phoebe calls a company team to plant evidence at the scene.

Alternatively, runners may be willing to meet but are afraid of betrayal or ambush. In that case, Phoebe is willing to meet via Commlink, VR, or whatever will set runners at ease. Remember that this is a purely business proposal, no shooting or killing will be necessary.

Runners who go to the meet may try to negotiate. In that case, Phoebe makes the rare gesture of explaining the Manhattan shadows to them. There are some things far more valuable than mere money. Without corporate sponsorship, they will not be doing biz on the island. Instead they will scabble amongst the SINless for the meager pittances one would expect for charity work. This generous offer means safety, security, and an opportunity for a better life.

If the runners kill Phoebe, they earn a point of notoriety for the callous murder.

A B-N-E

SCAN THIS

Once runners have finalized their plans, it's time to get the explosives. The theft goes off like clockwork, until Jeff (Karl's husband) arrives in the middle of things, and causes problems.

TELL IT TO THEM STRAIGHT

Despite any misgivings you may have, you've decided on a plan. Now it's time to get your hands dirty. Even though it's the appetizer before the main course, things can still go wrong. So you pack for trouble hoping the time won't come. A short jaunt to the building, grab the explosives and you're out. Ten, fifteen minutes, tops.

BEHIND THE SCENES

Nothing has changed since runners last looked (see **Stake Out**).

As runners enter the storage room, Karl's husband, Jeff Anderson (see **Cast of Shadows**) arrives at KG Construction. Despite numerous treatments, he's been feeling better lately. To feel useful, he plans on cleaning up the office. While not initially suspicious, he may become so if the runners are careless. For example, footprints beyond the front office, doors left open, or broken windows, will cause him to thoroughly search the building. If he finds the storage room door open or thinks an intruder may be present he immediately heads for the working PanicButton.



Jeff is a non-combatant. He makes every effort to flee after calling the police. Once safe or if he feels his life is in danger, he activates the drones in the vehicle bay with a command to attack any intruders. He wants to keep the thieves occupied until security arrives. Until he sees a security response, he will only call off the drones if successfully intimidated.

Use the following adjustments for TR. At TR 2+ there are additional drones in the vehicle bay; for every TR above 1 add an additional Vulcan and Beaver. At TR 3+, the neighbor has a contract for an on-call spirit of beasts (p. 302, *SR4A*) with a Force of (TR/2). Seeing Jeff in trouble, it will come to his defense.

Once the PanicButton is triggered, the team has (15 – TR) minutes to clear the area. If they stay, then three NYPD, Inc. riot control squads consisting of an Ares Citymaster, ten officers (use Lone Star Security Squad, p. 282, *SR4A*), a sergeant (use Lone Star Lieutenant, p. 282, *SR4A*), and two GMC-Nissan Dobermans (armed with AK-97s) will arrive on the scene to secure the area.

PUSHING THE ENVELOPE

Despite the low security rating of the area, a PanicButton call from a business that has high-grade explosives might get a faster response. For each TR above 1 add another two officers and a car. At TR 3 add two GM-Nissan Dobermans (armed with AK-97s). At TR 4 change the cars to an Ares Citymaster (armed with a White Knight LMG). TR 5 add a security mage (CorpSec Lieutenant, p. 282, *SR4A*) and a third Doberman. At TR 6, add a second security mage.

Additionally, the watcher may follow fleeing runners and inform security.

DEBUGGING

If Jeff successfully distracts runners until security arrives, they could find themselves overwhelmed. Arrest and a criminal SIN, however, don't have to be the result. If runners escape custody, NYPD, Inc. could use this as a bargaining tool. Alternatively, NYPD, Inc. could make them an offer (see **Indian Food**).

THE EVIL MIDNIGHT BOMBERS

SCAN THIS

The runners have explosives and are ready to do some damage. The specifics are up to them. To succeed, they'll need to destroy the support cables or a caisson.

TELL IT TO THEM STRAIGHT

The trip to the bridge is long. Every alarm, siren, or flashing light seems aimed at you. You calm yourself by going over the details again, reassuring yourself the plan is workable. That is, if nothing goes wrong. Time to earn your nuyen.

BEHIND THE SCENES

Runners can complete the job three different ways. First, take out the support cables. Second, take out the caisson on the Brooklyn side. Third, take out the caisson on the Manhattan side. Refer to the Brooklyn Bridge GM Map for details.

Support Cable Method: Security on the Bridge

To take out the support cables (metal cable, AR 16, SR 13), runners have to get on the bridge. This will require a fake SIN and pass, and, if they are bringing a vehicle, a vehicle pass. Before getting on the bridge, they are scanned by MAD, cyber, and radio signal (all DR 2). In addition, if police are aware of the explosives theft, a chemsniffer (DR 2) is added. On the bridge, they are under constant surveillance (thermographic and low light vision, DR 2).

At the security checkpoint on each side of the bridge there are ten security officers (use Lone Star Security Squad, p. 282, *SR4A*) and a lieutenant (use Lone Star Lieutenant, p. 282, *SR4A*). There is a security mage (use CorpSec Lieutenant, p. 282, *SR4A*) on the Manhattan side, and a drone rigger (use Drone Rigger, p. 101, *SR4A*) on the Brooklyn side. All of these are constantly monitoring the bridge for suspicious activity. For every TR above 1, add two additional security officers at each end of the bridge. At TR 5+ the security mage has a bound Force (TR) spirit of fire; at TR 6, there are two security mages, each with their own bound spirit.

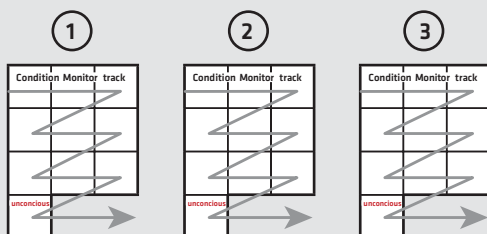
Along the bridge itself, six pairs of security officers riding Ares-Segway Terriers (p. 107, *Arsenal*) make regular patrols along the walking paths (three pairs per side) and encourage stragglers to move along.

Destroying a cable requires 0.75 kg of explosives positioned upon it. Placing the explosives is a Demolitions + Logic (TR x2, 1 minute) Test per cable. Once the explosives are set and runners are away, it's time for the explosion. The gamemaster can rule that successful placement of the explosives is sufficient to destroy the bridge. However, some players really like the numbers. If so, here they are for easy reference. 0.75 kg of explosives is DV 23—enough to destroy a cable and send debris 46 meters. However, all four cables must be destroyed to dump the bridge into the river.

LOCKHEED VULCAN

Handling -1	Body 4	Pilot 3
Accel 5/15	Armor 4	Initiative 6
Speed 30	Sensor 2	IP 3

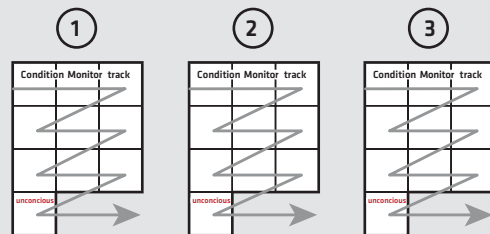
Modifications Mechanical Arm, Fuzzy Logic
Miniwelder [improvised club, DV 3S]



MESAMETRIC BEAVER

Handling -1	Body 4	Pilot 3
Accel 5/15	Armor 8	Initiative 6
Speed 15	Sensor 1	IP 3

Modifications Mechanical Arm, Walker Mode
Miniwelder [improvised club, DV 3S]



SECURITY OFFICER

Body 4 Agility 4 Reaction 4 (5)
 Strength 3 Charisma 3 Intuition 4
 Logic 3 Willpower 3 Magic —

Initiative 8 (9)

Initiative Passes 1 (2)

Armor B/I 8/6

Unarmed 3, Pistols 3, Clubs 3

2 doses of Jazz

Colt America L36 [DV 4P, Ammo 11(c)]

Defiance EX Shocker [DV 8S(e), AP -half, Ammo 4(m)]

Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]

SECURITY LIEUTENANT

Body 4 Agility 4 [5] Reaction 6 (7)
 Strength 3 Charisma 4 Intuition 5
 Logic 3 Willpower 4 Magic —

Initiative 11 (12)

Initiative Passes 1 (2)

Armor B/I 12/10

Group Edge 2 + TR

Close Combat Group 4, Pistols 4

1 dose of Jazz

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

Defiance EX Shocker [DV 8S(e), AP -half, Ammo 4(m)]

Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]

SECURITY MAGE

Body 3 Agility 3 Reaction 3
 Strength 3 Charisma 3 Intuition 4
 Logic 3 Willpower 4 Magic 3

Initiative/Astral 7/8

Initiative Passes/Astral 1/3

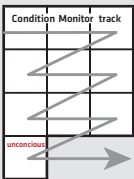
Armor B/I 6/4

Astral Combat 4, Sorcery Group 4, Conjuring Group 3

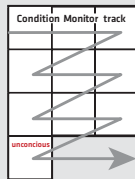
Physical Barrier, Powerbolt, Stun Ball

GUARD PATROL

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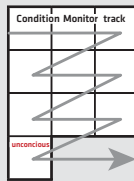


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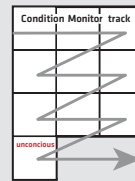


MANHATTAN SIDE

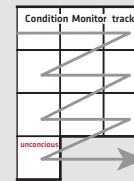
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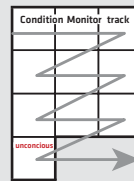
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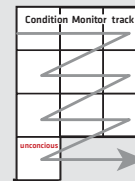
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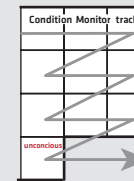
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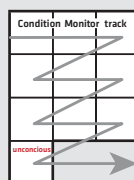
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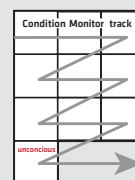
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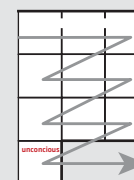
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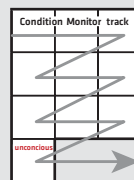
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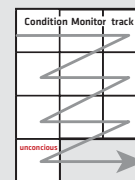
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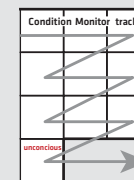
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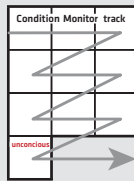


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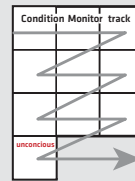


GUARD PATROL

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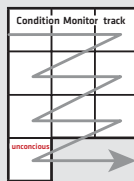


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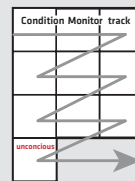


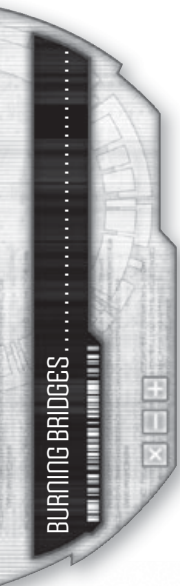
GUARD PATROL

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SECURITY OFFICER

Body 4 Agility 4 Reaction 4 (5)
 Strength 3 Charisma 3 Intuition 4
 Logic 3 Willpower 3 Magic —

 Initiative 8 (9)
 Initiative Passes 1 (2)
 Armor B/I 8/6

 Unarmed 3, Pistols 3, Clubs 3
 2 doses of Jazz
 Colt America L36 [DV 4P, Ammo 11(c)]
 Defiance EX Shocker [DV 8S(e), AP -half, Ammo 4(m)]
 Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]

SECURITY LIEUTENANT

Body 4 Agility 4 (5) Reaction 6 (7)
 Strength 3 Charisma 4 Intuition 5
 Logic 3 Willpower 4 Magic —

 Initiative 11 (12)
 Initiative Passes 1 (2)
 Armor B/I 12/10
 Group Edge 2 + TR

 Close Combat Group 4, Pistols 4
 1 dose of Jazz
 Colt Manhunter [DV 5P, AP -1, Ammo 16(c), smartgun]
 Defiance EX Shocker [DV 8S(e), AP -half, Ammo 4(m)]
 Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]

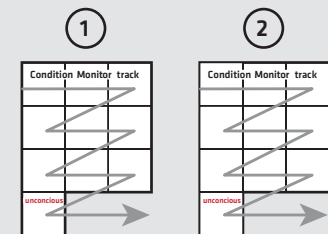
SECURITY RIGGER

Body 3 Agility 4 Reaction 4 (6)
 Strength 3 Charisma 2 Intuition 5
 Logic 4 Willpower 3 Magic —

 Initiative 11
 Initiative Passes 1
 Armor B/I 8/6

 Gunnery 3, Pilot Aircraft 6, Pilot Groundcraft 4
 Control Rig
 2 GM-Nissan Dobermans, 2 MCT-Nissan Roto-Drones

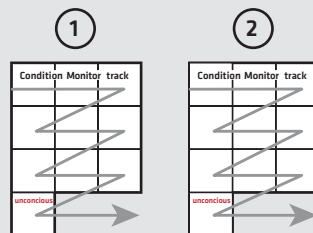
GUARD PATROL



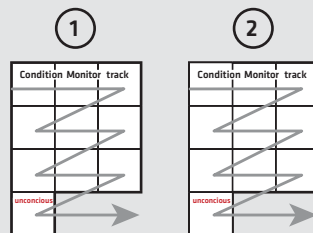
BROOKLYN SIDE

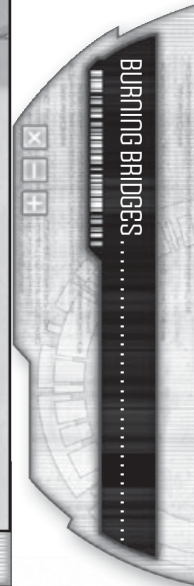
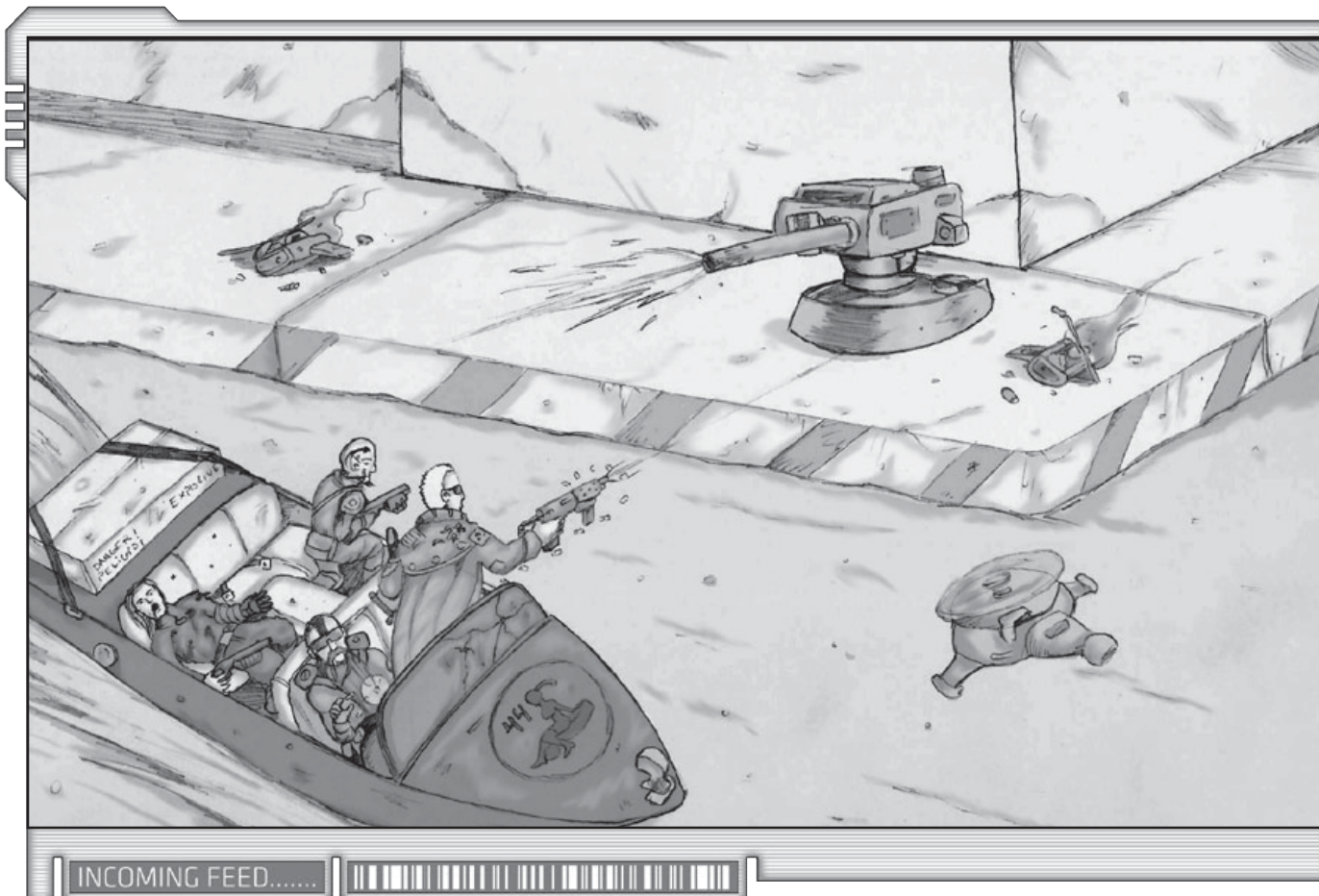


GUARD PATROL



GUARD PATROL





Caisson Method: Security under the Bridge

The Brooklyn caisson can be approached by land or water. The runners must contend with drones, GM-Nissan Dobermans armed with Ingram White Knight LMGs and MCT-Nissan Roto-Drones armed with AK-97s.

Runners approaching by land are ignored unless they force their way through the security fence (chain link with monofilament wire). Two GM-Nissan Dobermans and a MCT-Nissan Roto-Drone guard the gate. An additional (TR+1) GM-Nissan Dobermans and (TR/2) MCT-Nissan Roto-Drones patrol the perimeter. To get past the gate, runners will have to pass for maintenance workers and bypass the radio signal scanner (DR 2).

Runners approaching by water must contend with two GM-Nissan Dobermans and a MCT-Nissan Roto-Drone. In addition, this Roto-Drone has been equipped with a radio signal scanner (DR 2) which checks approaching vehicles and passengers.

Once inside, the maintenance crew ignores any intruders. They're confident in the facility's security and assume anyone present has the appropriate permissions. Buildings surround the caisson and runners must find the access door, or climb the buildings. The door is locked with a maglock (DR TR).

The Manhattan caisson requires access via air or watercraft. Runners can borrow one of the maintenance crews' Samuvani Crisecraft Otters.

The caisson's automated sensor array (DR TR/2 + 2) uses cameras (with 360 degree range, low light, and thermal vision), laser range finder, motion sensors, and a radio signal scanner to monitor river traffic. Any vehicle within 15 meters gets one warning (and 1 combat turn) before four Ingram White Knight LMGs

begin firing (Pilot and Targeting autosoft rating equal to sensors' DR). Once there, runner may be able to access the walkway (1.5 m wide) which surrounds the caisson 3 m above the waterline.

The sensor array is buggy, requiring the rigger (use Spider, p. 12, *Contacts and Adventures*) to check it frequently. He edits programs, runs maintenance, and does full system scans to try and find the problem. When a hacker breaks in, roll (7-TR) dice. A glitch means the rigger sends an Agent (Pilot rating, TR/2 + 1) loaded with Analyze, Medic, and Track (Rating, TR/2) to fix a problem. On a critical glitch the rigger comes. Further, any glitch or critical glitch by the hacker causes the same response.

If the rigger becomes suspicious, he sends out a full alert. From the maintenance area, two of the MCT-Nissan Roto-Drones move to investigate. A nearby NYPD, Inc. station can send additional MCT-Nissan Roto-Drones if the situation escalates. Five combat rounds after the alert a Ford LEBD-1 (p. 120, *Arsenal*) with a mounted Ingram White Knight LMG shows up. Two combat rounds after that, a Surfstar Marine Seacop (p. 115, *Arsenal*) armed with a Stoner-Ares M202 and crewed by ten NYPD, Inc. officers (use Lone Star Security Squad, p. 282, *SR4A*) comes to inspect the caisson.

When "boom time" comes, the gamemaster can rule that successful placement of the explosives is sufficient to destroy the bridge. If the statistical method is preferred, 2 kg of explosives is DV 42, which is sufficient to destroy a caisson, collapsing that end of the bridge and blowing a two-meter hole in the caisson, sending debris 42 meters. If either caisson is destroyed, only the other caisson remains standing (albeit damaged by the collapse).

GM-NISSAN DOBERMAN

Handling 0 Accel 10/25 Speed 75
Pilot 3 Body 3 Armor 6
Sensor 3

Initiative 6
Initiative Passes 3
Ingram White Knight [DV 6P, AP -1, Ammo 100(belt)]
Targeting (Gunnery) 3
Clearsight 3
Mods: Walker Mode

MCT-NISSAN ROTODRONE

Handling 0 Accel 10/25 Speed 100
Pilot 3 Body 3 Armor 6
Sensor 3

Initiative 6
Initiative Passes 3
HK-227-X [DV 6P, Ammo 28(c), smartgun]

CAISSON SPIDER

Body 2 Agility 3 Reaction 3
Strength 2 Charisma 2 Intuition 3
Logic 4 Willpower 3 Magic —

Initiative 6
Initiative Passes 1
Armor B/I 6/4
Cracking Group 4, Electronics Group 3, Gunneyr 3, Pilot Aircraft 3, Pilot Groundcraft 3
Control Rig

SECURITY OFFICER

Body 4 Agility 4 Reaction 4 (5)
Strength 3 Charisma 3 Intuition 4
Logic 3 Willpower 3 Magic —

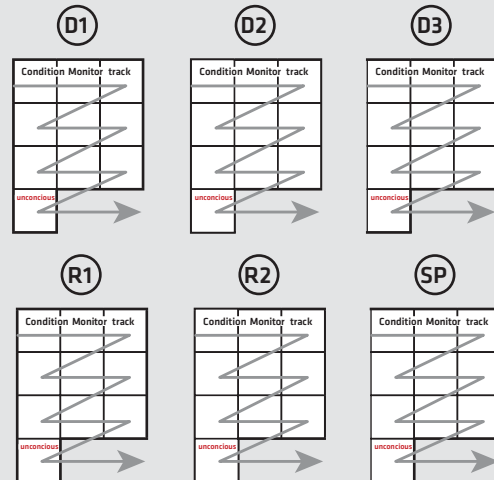
Initiative 8 (9)
Initiative Passes 1 (2)
Armor B/I 8/6
Unarmed 3, Pistols 3, Clubs 3
2 doses of Jazz
Colt America L36 [DV 4P, Ammo 11(c)]
Defiance EX Shocker [DV 8S(e), AP -half, Ammo 4(m)]
Stun baton [DV 6S(e), AP -half, Reach 1, Ammo 10]

FORD LEBD-1

Handling 0 Accel 5/20 Speed 80
Pilot 3 Body 3 Armor 6
Sensor 3

Initiative 6
Initiative Passes 3
Ingram White Knight [DV 6P, AP -1, Ammo 100(belt)]
Targeting (Gunnery) 3
Clearsight 3
Mods: Mechanical Arm

CAISSON



BOAT PATROL



PUSHING THE ENVELOPE

Another way to increase the difficulty (without armed opposition) is to focus on bystanders. Sararimen and women go to and from work, driving, walking, and riding bikes. Boat traffic moves on the East River. Anyone of these could witness the runners' activities. Many of these people may die when runners blow up the bridge.

Finally, Karl's equipment could malfunction. Perhaps the detonators are a few years old, or their batteries haven't been replaced, maybe the chemicals in the explosives have begun to break down. These failures could cause only two of the cables to be cut, or leave a caisson damaged but stable. Runners would need to decide whether to risk a second run to destroy the bridge or cut their losses.

DEBUGGING

It is possible no PCs have the Demolitions skill. One solution is for runners to default. If the gamemaster determines runners may still be unable to succeed, Karl's map could confer a +2 bonus for tests related to this bridge only. If runners can use skills, Karl could give them a knowsoft (Rating 6-TR) he programmed. Finally, as a last resort, Mr. Johnson will consent to lending his expertise. He could have a pair of disposable Commlinks (DR 3) for runners to contact him. This could confer a +2 bonus for their demolitions rolls.

Details of a chase are left to individual gamemasters. However, NYPD, Inc. wanted to test its personnel. They could actively discourage a large chase (ensuring runners get away) or let them be caught only to release them for lack of evidence (see below).

Arrested runners could find themselves released after a few days. Any legal items they had are returned (restricted items without licenses and forbidden items are confiscated). Shortly thereafter, Phoebe calls to thank them for their work (despite getting caught). If asked about their release, she states that law is a wonderful thing. Evidence disappears all the time. Before hanging up, she pointedly mentions runners should enjoy the freedom 'her employers' arranged for them.

Runners could also fail to complete the job. This could be from an attack of conscience or because the explosives didn't work. Whatever the case, Karl is arrested (see **The Payoff**), and runners paid off.

If the runners try to bribe officers, the gamemaster should keep social modifiers (p. 131, *SR4A*) in mind. Officers are considered suspicious and the outcome is of no value, unless the explosives theft is known. In that case, the outcome is harmful. In addition, officers expect twice the amount of a normal bribe. If the theft is public, the bribe will need to be ten times normal.

THE PAYOFF

SCAN THIS

Karl contacts the team to pick up their pay. When they arrive, however, they find Peace Man instead. Peace Man tells them about Mr. Johnson's recent arrest, pays them, and suggests they lay low. Runners who dealt with Aztechnology are contacted by Phoebe.

TELL IT TO THEM STRAIGHT

It's been a few days since the explosions. You've been laying low while every vacuous face on the trid drones on about damage estimates, casualties, injuries, costs in nuyen and UCAS dollars, theories, ideas, and speculation. What they don't seem to have is any facts.

Soon enough, Mr. Johnson calls. Time to take care of some business. Same place as before. Tomorrow afternoon. With that, the line goes dead. Typical Johnson.

BEHIND THE SCENES

Just prior to the meet, Karl Gahley is picked up by NYPD, Inc. If runners left anything incriminating behind, it was found. If not, Phoebe hired another team to do it. In either case, the trail led straight to him.

When the runners arrive, they find a repeat of their last visit. The Bastard Saints are still hanging out in front, Anuj is as obnoxious as ever, and locals keep to themselves. Runners may notice (Perception + Intuition (2)) that the Saints are more relaxed now. Fighting is over and the Saints have a new leader.

Inside, runners are ushered into the same part of the kitchen. There, Peace Man, not Karl, meets them. He invites them in and quickly explains his presence.

The talking heads on the trid were apparently not privy to NYPD, Inc.'s real investigation. Evidence found at the bombing led them to Karl. Peace Man assures the team that Mr. Johnson doesn't blame them and plans on taking sole responsibility. To prove his sincerity, he arranged for Peace Man to pay them (regardless of the outcome).

He suggests they lay low for a while. He isn't sure what evidence NYPD, Inc. has.

At this point the adventure is over. Runners are free to go and just have to deal with the possibility that NYPD, Inc. will come knocking.

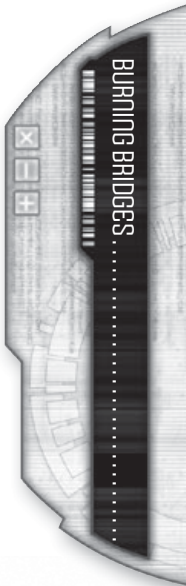
There is still the matter of Phoebe and Aztechnology's offer. If the runners took her offer, Phoebe contacts them after their meet with Peace Man.

Regardless of the outcome Phoebe feels she can work with them. If they made a deal, then they are realistic. If not, they are honorable. Both are values she can put to use for Aztechnology. She makes arrangements to have their bonuses delivered (see **Picking Up the Pieces**).

PUSHING THE ENVELOPE

One way to increase the tension is for Phoebe to show up at the final meet. If the runners performed well, she wants to ensure Peace Man (and the Neo-Anarchists) doesn't trust the runners. With them not calling, Phoebe is free to bring the runners into the fold.

Additionally, she could hire the Bastard Saints to provide some protection (Peace Man is dangerous). This could make things difficult for runners who were on good terms with the Saints.



PICKING UP THE PIECES

MONEY

Base pay is $2500\text{¥} + (750\text{¥} * \text{TR}) + (\text{TR} * 250\text{¥})$ per net hit on Negotiations rolls. In addition, the team gets a bonus of $(\text{TR} * 1000\text{¥})$ if they destroy a caisson.

Phoebe will pay them another $(500\text{¥} * \text{TR})$ each.

KARMA

2 - destroying the bridge (whether or not they left evidence for NYPD, Inc.)

OR

1 - making the run but failing to destroy the bridge.

1 - minimizing casualties (gamemaster's discretion).

An additional 1-3 points of Karma may be awarded for good role-playing, good sense of humor, or particularly insightful action. The maximum adventure award for SRM characters who played in this adventure is 6.

AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and make an offer of affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

REPUTATION

Runners who fail to complete the run, blatantly sell out Mr. Johnson, or kill indiscriminately, earn one point of Notoriety.

CONTACTS

Successfully completing the job will earn Peace Man at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

Assisting Phoebe will earn her at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have her as a contact.

CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

Ares: Gyromount bracer (as cyberarm gyromount, but straps to arm).

Aztechnology: Lifestyle is always one level higher than the one for which the affiliate pays.

Horizon: One free year of DocWagon Gold (non-transferable).

NeoNET: 10 EMP grenades.

NYPD Inc.: A special license for all weapons, Rating 6. Note that Roger Anderson's name must be in the information given in order to earn this reward.

Renraku: FN P93 Praetor with Level 2 custom look and personalized grip.

Saeder-Krupp: 200 rounds APDS ammo of a type of the affiliate's choice.

Shiawase: Katana with ceramic/plasteel components (Level 2) and chameleon coating.

Spinrad: Control rig booster nanoware (Rating 2).

Neo-Anarchists: Peace Man contact +1 Loyalty rating.

Urgent Message...

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of $50\text{¥} * \text{TR}$.

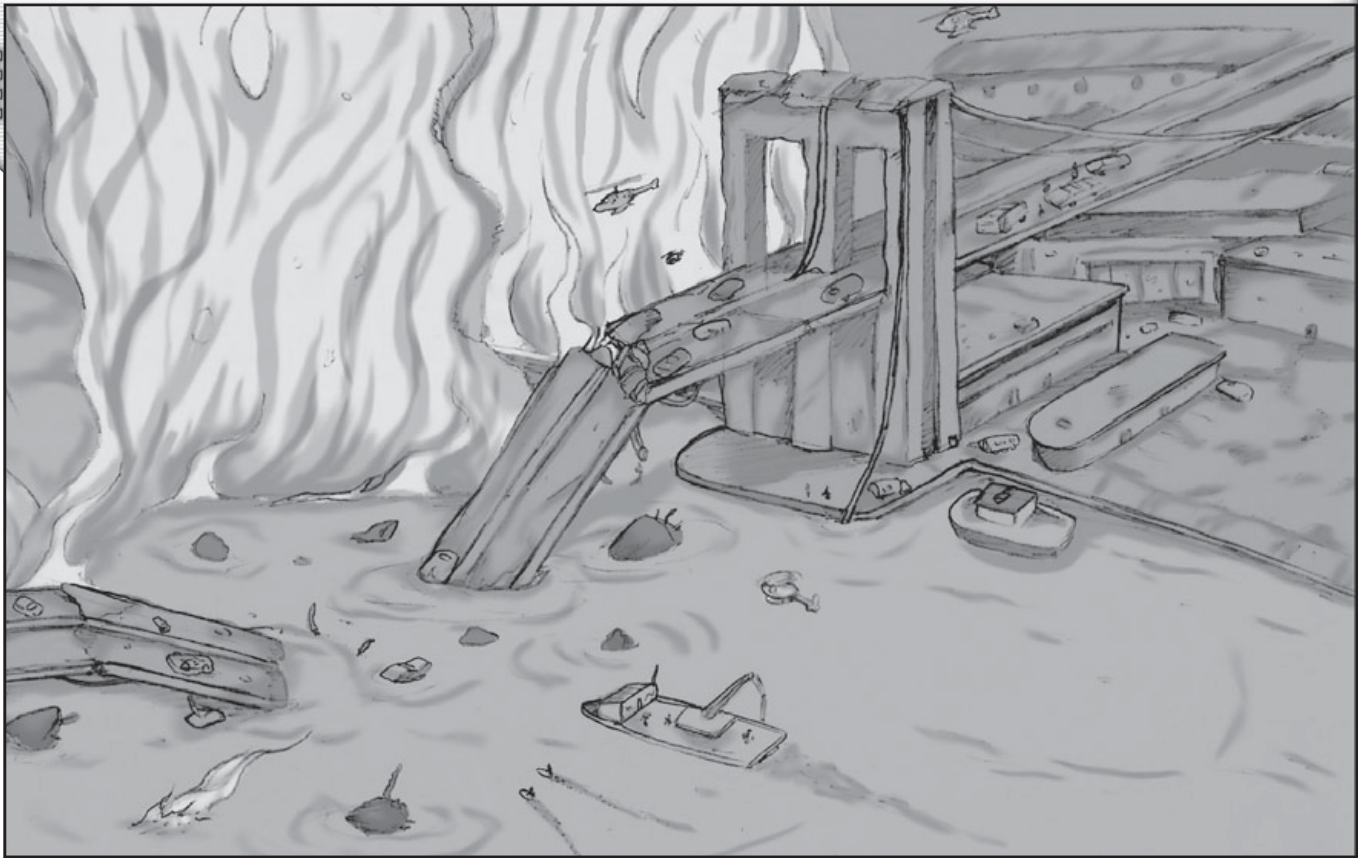
If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of $200\text{¥} * \text{TR}$.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Data Search + Browse rolls times equal to their dice pool (p.64, SR4A). Hits on this extended test may be substituted per the standard Data Search chart (p.230, SR4A).

PEACE MAN

0. Same to you, ah, *Dude*.
1. Charles 'Peace Man' Stoddard. He hates the corps and the government in equal measures.
2. Owns a New-Age shop (Free Your Mind).
3. Bear Shaman and part-time fixer for Neo-A interests.





INCOMING FEED.....



FREE YOUR MIND

0. Get lost, hippy.
1. 420 Main St. Flushing. Sells crystals and New-Age stuff.
2. You can also find healing tesmas there.
3. Owner sells 'natural' drugs (Mushrooms, Marijuana, Peyote, etc.) out of the back.
4. Neo-anarchists use it as a meeting place.

INARA INDIAN RESTAURANT

0. Indian? Ooh I love me some Laal Maas.
1. Strictly working-class, mostly repeat business.
2. A local street gang, the Bastard Saints uses the place in exchange for protection.
3. Caters to the locals, not really a place for biz (unless it's a local's biz).

THE BASTARD SAINTS

0. That some kind of Emo Elf band?
1. Small-time street gang, dress in vulgarity-inscribed religious garb.
2. Do a little bit of BTL and gun dealing, but their big biz is protection.
3. Their leader, an ork named Laxis was recently killed. No one's yet stepped into his shoes.

MR. JOHNSON/KARL GAHLEY

0. I see your mouth flapping but I don't see any nuyen.
1. Karl Gahley? Owns a small construction company
2. Been going through some personal problems, I hear.
3. Got a loved one who is sick, or dying, or something like that.
4. On top of his personal problems, his business isn't doing so well either.

KG CONSTRUCTION INC.

0. Survey says, "X"
1. Small company in Brooklyn
2. Going through some tough times.
3. Lost out on that Brooklyn Bridge contract fiasco a while ago.
4. Word is, if they don't get biz and soon, they're history.

THE BROOKLYN BRIDGE

0. You looking to buy, or sell?
1. Last year Aztechnology was grousing about getting it rebuilt.
2. That started a bidding frenzy with every two-bit construction company jumping on board.
3. Grader Engineering Associates seemed to come out on top. That is, until the history buffs started their 'historical architectural landmark' bellyaching. Now it's staying where it is until it falls into the river.



GRADER ENGINEERING ASSOCIATES

0. No clue.
1. The biggest winner (or rather, loser) in the Brooklyn Bridge fiasco.
2. Course it wasn't all bad. I heard they got bought out just before the project went in the toilet.
3. Come to think of it, I'm pretty sure it was Aztechnology that bought them.
4. Now, they're sitting pretty, working exclusively on Azzie projects.

THE BRIDGE'S CONDITION

0. Its old, what'd ya expect?
1. Remarkably solid, despite the traffic and the earthquake.
2. Most reports say it isn't going anywhere for quite a while.

THE BRIDGE'S SECURITY

0. They're everywhere, just like everything on the island.
1. Physical, magical, drones, 24-7. It's tight.
2. Physical deals with traffic, magic with astral issues, drones watch underneath.
3. Despite all this, traffic in the water is largely ignored.
4. Largely ignored unless you get with 15 meters of the Manhattan caisson or try to land at the maintenance docks, then you're hosed.

MR. JOHNSON/PHOEBE SAUVAGEON

0. Not a clue, but nice legs though.
1. Real name's Phoebe Sauvageon. She's a corporate Mr. Johnson from the Island.
2. Reputation as a cold fish. She's sent a few teams to their deaths.
3. Like most Mr. Johnsons, she doesn't mention her affiliation, but it seems her interests and Aztechnology's coincide an awful lot.
4. I've heard rumors that Sauvageon isn't real. She's a personafix in a pretty package.

KARL'S PROBLEMS

0. His problems? What about mine? I've got this rash, see? Here lemme show it to you.
1. He seems to have problems on all fronts.
2. His husband is dying, and his business is in the crapper.
3. Without insurance, his husband's illness ate through their savings.
4. If he doesn't get a big job soon, he'll lose everything.

AZTECHNOLOGY

0. Blood, Sugar, Sex, Magik. What else you wanna know?
1. Been keeping a pretty low profile in the shadows lately.
2. I hear they're trying to clean up their image.

ROGER ANDERSON

0. Isn't he a bit-part player in 'B'-trids?
1. He's a typical political hack. Currently serves as a member of the Brooklyn city council.
2. Chair of the building and planning committee, if memory serves.
3. Got the job by parading his sick brother in front of the cameras.

CAST OF SHADOWS

CHARLES 'PEACE MAN' STODDARD

Normally relaxed and easygoing, Charles Stoddard fits the 'pot-smoking 60's hippy' stereotype to a "T". That is if you are referring to the 2060s. Charles follows Bear, though most who've met him say he's more of a Cub. That's apropos, given that he is only 17. He grew up in DC during the August Riots (subsequent to Dunkelzahn's assassination) and watched as the government and the corps stood by as the UCAS imploded. Charles has participated in every manner of peaceful protest, but soon grew weary of not getting results. At this point, he hates the government and the corps in equal measure. He is willing to let the ends justify the means, if the powers that be will start listening.

Charles is a young African-American ork who's just a bit too skinny for his size. He looks (and is) under the influence most of the time. He likes tie-dyed and hemp clothing, wears sandals with socks, and has an absolute passion for soy puffs. The only thing that rattles him is talk about corporations or the government. At those times, his fury boils over very quickly.

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

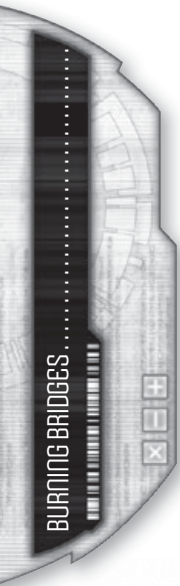
Qualities: Magician, Addiction ('Natural' Drugs) - Mild

Active Skills: Conjuring Skill Group 2, Sorcery Skill Group 3, Etiquette 2, Negotiation 3, Assensing 3, Astral Combat 2, First Aid 3, Medicine 1

Knowledge Skills: 20th Century Drug Culture 3, Drug Paraphernalia 3, Neo-Anarchist Philosophy 3, Protest Culture 2

Spells: Confusion, Heal, Improved Invisibility, Manabolt

Gear: Commlink (Meta Link with Xim OS), Medkit (Rating 3)



KARL GAHLEY

Karl is a man at the end of his rope. It's the rope with which he is going hang himself. Earlier in life he had dreams, hopes and aspirations. Damned if he can remember them now, lost as he is trying to save what little is left. What he doesn't realize is, it's already gone. He could spend his time with the husband who will die too soon. Instead, he covers his grief by lashing out at a convenient target.

Standing 1.86 m tall and weighing 130 kg, Karl is a defeated human. His eyes are hollow and sunken. Those few times he does sleep, it is fitful. His grief doesn't allow him to think clearly. He forgets where he is or to whom he is talking to. In his desperation, he won't realize his mistake until it's too late. And maybe not even then.

B	A	R	S	C	I	L	W	ESS	INIT	IP	CM
3	2	2	3	3	2	4	3	5.9	4	1	10

Qualities: Bad Luck

Active Skills: Electronics Skill Group 3, Influence Skill Group 2, Unarmed Combat 1, Demolitions 5

Knowledge Skills: Construction Trivia 3, Local Government Politics 3, Union Politics 3, Awakened Morbilliviruses 2

Cyberware: Datajack

Gear: Contact Lenses (with Image Link and Vision Magnification), Commlink (Renraku Sensai running Renraku Ichi), AR Gloves

PHOEBE SAUVAGEON

Evil, soulless, and not even real. Phoebe sold her soul to Aztechnology in exchange for power. The word on the street is dead on. Phoebe will do anything to get ahead. She agreed to a personafix chip that makes her an excellent negotiator, psychologist, and used-car salesperson. The fact that she finds she keeps the chip in even off-duty, well, that's just another small price to pay.

Phoebe is a stunningly beautiful human woman, the result of millions of nuyen and a mixture of French, Hispanic and Portuguese heritages. She stands 1.72 m and weighs around 56 kg. She knows how to show others what she wants them to see. She can be a sex kitten one minute and order the death of her lover the next. Her addiction is not quite bad enough that Aztechnology wants to retire her. But everyone (except Phoebe) knows it's just a matter of time.

B	A	R	S	C	I	L	W	ESS	INIT	IP	CM
2	2	2	2	6	4	3	3	5.2	8	1	10

Qualities: First Impression, Addiction (Moderate, BTLs)

Active Skills: Influence Skill Group 4, Electronics Skill Group 3, Unarmed Combat 1, Perception 4*

Knowledge Skills: Small Talk 3, Local News 3, NY Sports Scores 2

Bioware: Biosculpting (Severe), Enhanced Pheromone Receptors (Rating 1), Tailored Pheromones (Rating 1)

Cyberware: Datajack (x2)

Gear: Personafix Chip (skills marked * above), Zoé Blouse and Skirt, Commlink (Transys Avalon running Novatech Navi)

JEFF ANDERSON

Once upon a time, Jeff Anderson had a promising career in construction. A rigger by trade, he was good at his work. He met the man of his dreams on a job and all seemed right with the world. It didn't matter that, occasionally, he'd have trouble catching his breath. He worked in construction, breathing problems were expected. But when they became more frequent, and woke him in the middle of the night gasping for air, he finally took himself to the doctor. By then, of course it was too late.

At this point, Jeff is his illness. He still stands 1.7 m tall, but has shrunk from 113 kg down to an unhealthy 62. He constantly thinks about dying, tries to maintain a positive façade about fighting, and doesn't want others to worry about him. But secretly, he knows he's already lost. It's just a matter of time. Seeing how difficult this has been on Karl, he doesn't want to bother him with these thoughts. He just tries to help out when he can, and lets Karl deal with it his own way.

B	A	R	S	C	I	L	W	ESS	INIT	IP	CM
2	2	4	2	2	2	3	2	5.2	6(6)	1(2)	10

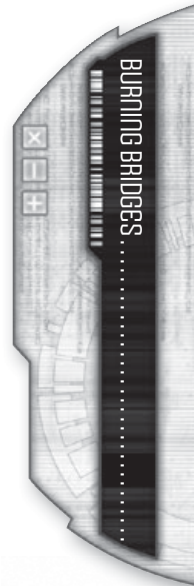
Qualities: Infirm

Active Skills: Electronics Skill Group 4, Exotic Ranged Weapon (Laser Welder) 3, Pilot Ground Craft 3, Automotive Mechanic (Anthroform +2) 1, Pilot Anthroform 4

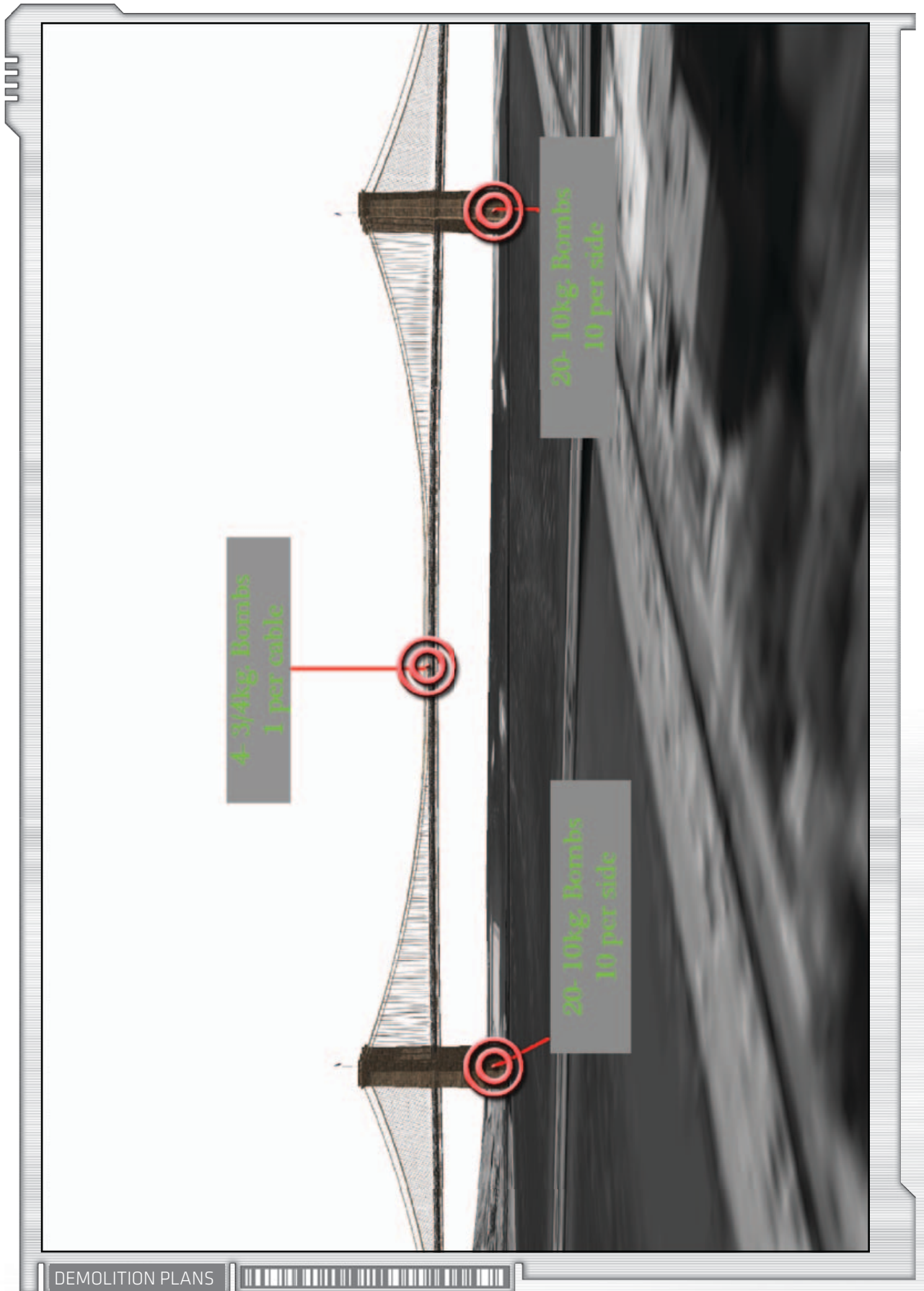
Knowledge Skills: Awakened Morbilliviruses 3, Insurance Procedures 3, Medical Staff Gossip 2, Medical Terminology 3, Hospital Locations 2

Cyberware: Control Rig, Datajack, Cyber Eyes (Rating 1, with Flare Compensation, Image Link, Protective Covers and Vision Magnification)

Gear: Commlink (Transys Avalon running Novatech Navi)

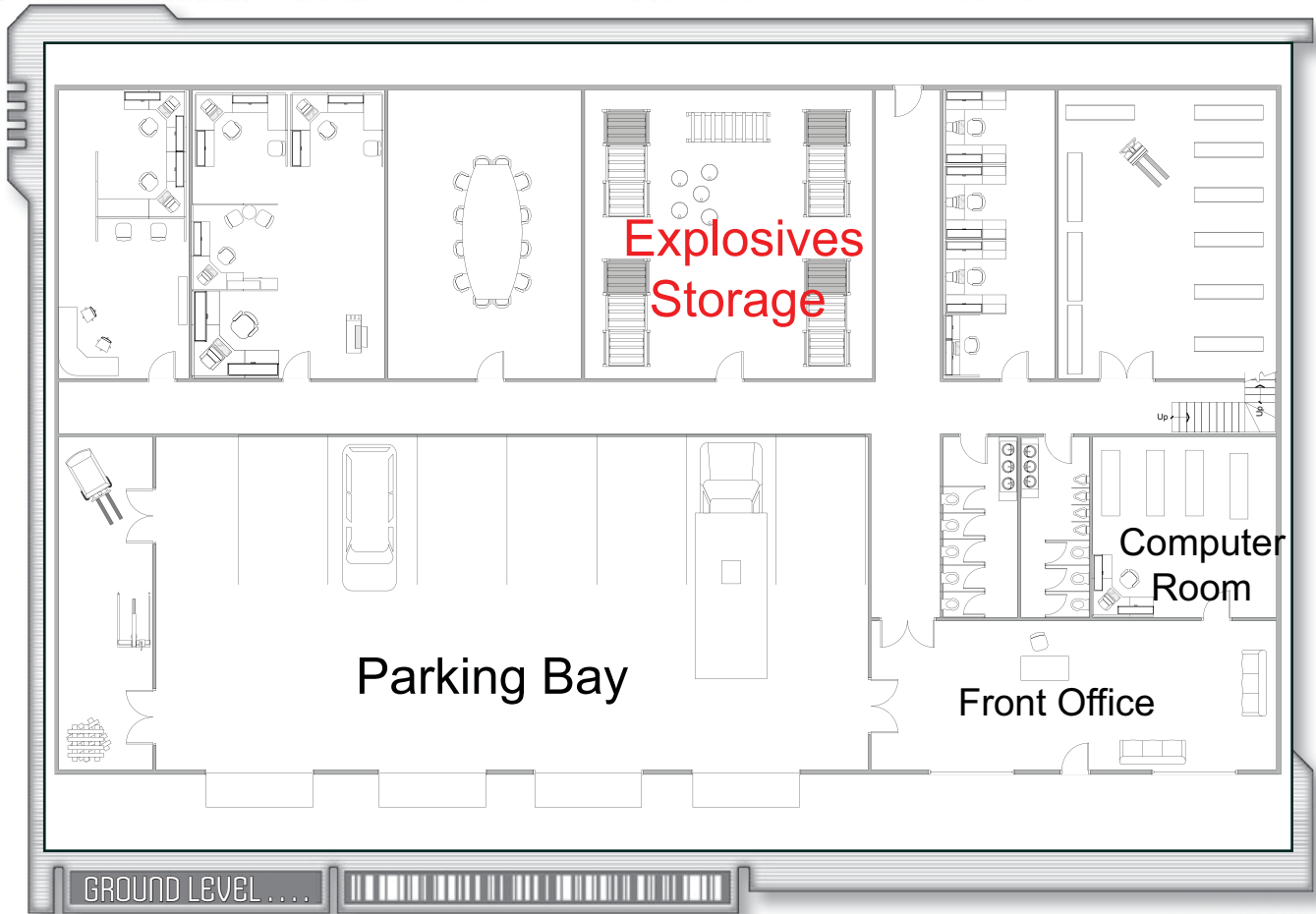


HANDOUT #1



DEMOLITION PLANS



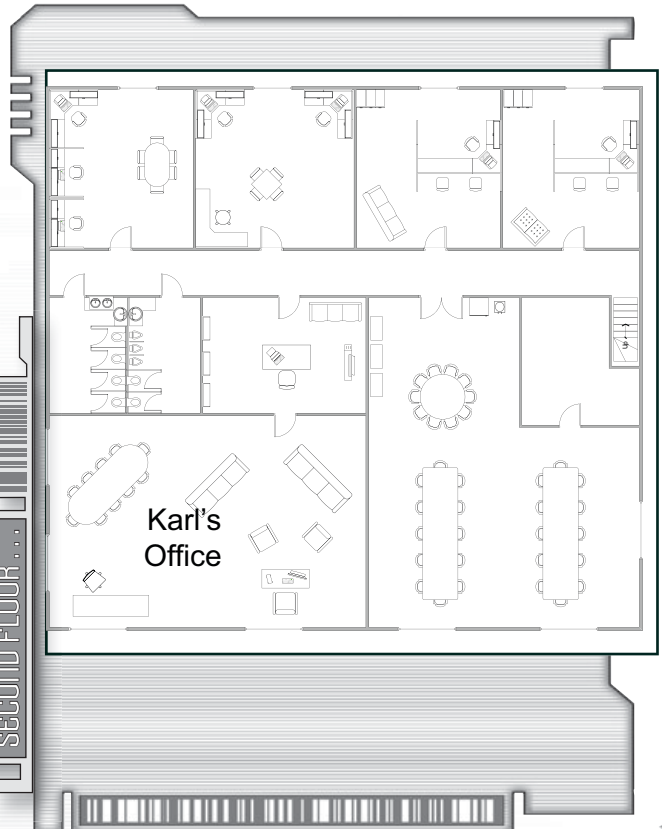


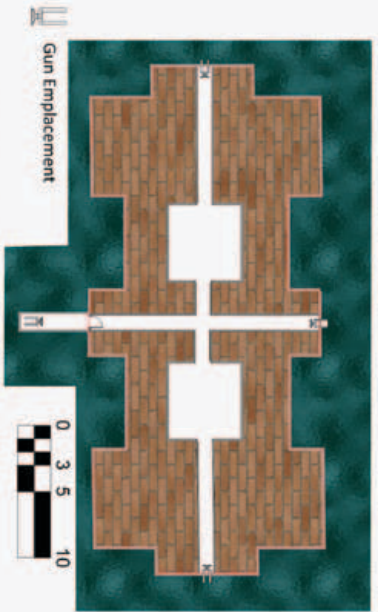
KG CONSTRUCTION SECURITY

- All doors and windows have maglocks
- Back door also has a keylock deadbolt
- Personnel doors are steel
- Vehicle doors are reinforced steel
- Windows are ballistic glass
- Walls are plascrete
- Matrix node is obsolete
- Every room has a PanicButton
- Police response averages 20 minutes
- Explosives room has anti-tamper circuits
- Explosives room has Wi-Fi inhibiting paint

KG CONSTRUCTION

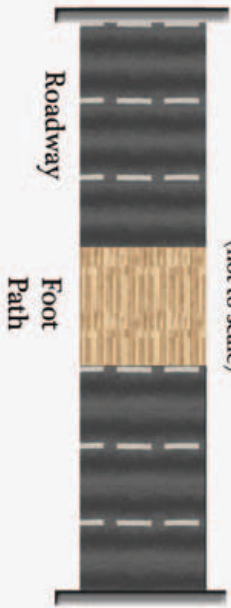
SECOND FLOOR . . .





Manhattan Caisson

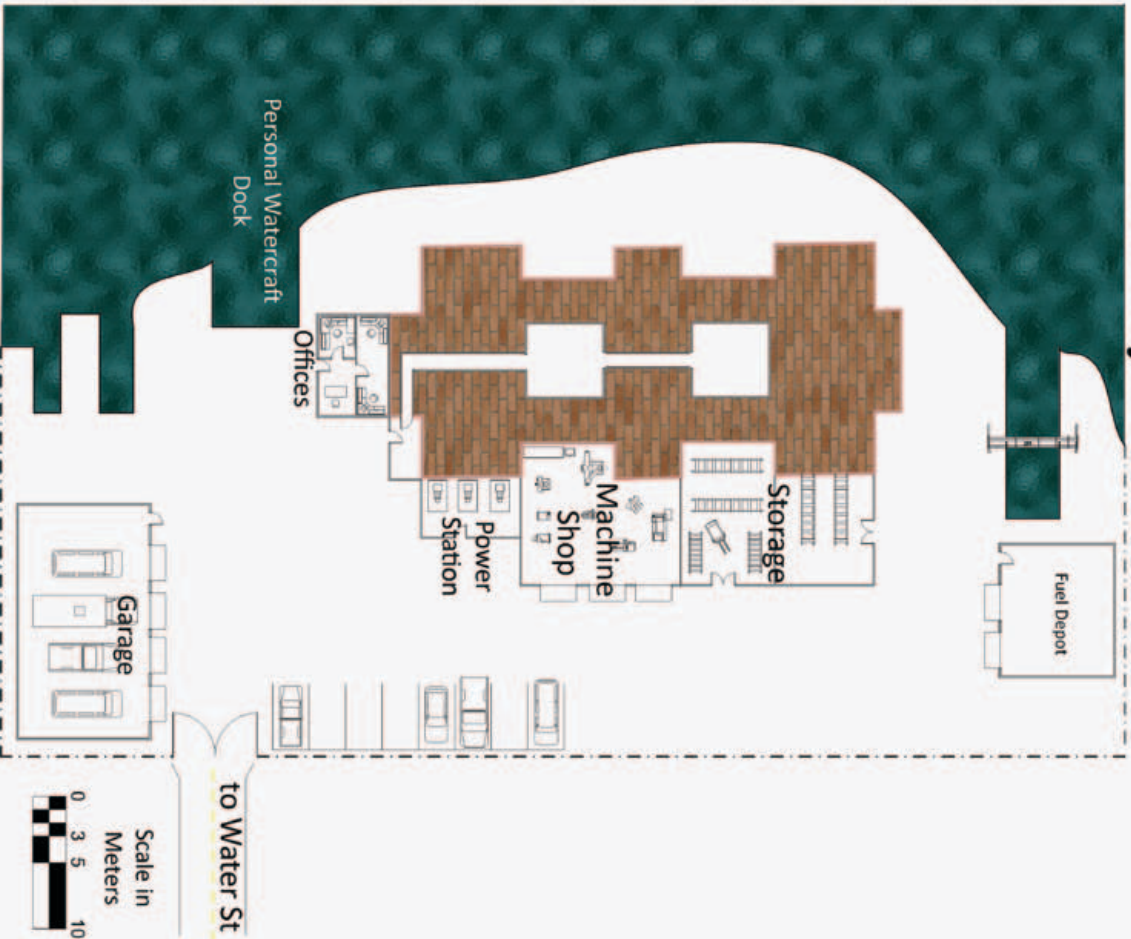
Bridge Cross Section (not to scale)



Bridge Side View (not to scale)



Brooklyn Caisson



MAP #1

Normally relaxed and easygoing, Charles Stoddard is the 'potsmoking 60's hippy' stereotype to a "T". Charles follows Bear, though most who've met him say he's more of a Cub. That's apropos, given that he's 17. He watched as the government and the corps stood by as the UCAS imploded.

Charles has participated in every manner of peaceful protest, but soon grew weary of not getting results. He hates the government and the corps in equal measure and is willing to let the ends justify the means, if the powers that be will start listening.

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Peace Man

Fixer

Male Ork

Connection Rating 3

B A R S C I L W M IP
? ? ? ? 3 2 2 4 4 1

Key Active Skills: Etiquette 2, Negotiation 3, Assensing 3, Conjuring 3, Sorcery 2

Knowledge Skills: Neo-Anarchist Philosophy 3, Protest Culture 2; 20th Century Drug Culture 3

Uses: Jobs, Neo-Anarchist activities, Buying and Fencing gear

Places to Meet: Head shops, Neo-Anarchist clubs, Natural foods restaurants

Contact: Commlink

Peace Man

Fixer

Male Ork

Connection Rating 3

B A R S C I L W M IP
? ? ? ? 3 2 2 4 4 1

Key Active Skills: Etiquette 2, Negotiation 3, Assensing 3, Conjuring 3, Sorcery 2

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Places to Meet: Head shops, Neo-Anarchist clubs, Natural foods restaurants

Contact: Commlink



Evil, soulless, and not even real. Phoebe sold her soul to Aztechnology in exchange for power. The word on the street is dead on. Phoebe will do anything to get ahead. She agreed to a personafix chip that makes her an excellent negotiator, psychologist, and used-car salesperson. The fact that she finds she keeps the chip in even off-duty, well, that's just another small price to pay.

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Phoebe Sauvageon
Ms. Johnson
Female Human
Connection Rating 4

B	A	R	S	C	I	L	W	I	P
?	?	?	?	6	4	3	3	1	

Key Active Skills: Influence Group 4, Electronics 3, Perception (Visual +2) 4
Knowledge Skills: Small Talk 3, Local NY News 3, New York Sports Teams 2, Aztechnology Procedures 5
Uses: Corporate Rumors, Aztechnology Interests
Places to Meet: Anywhere
Contact: Commlink

Phoebe Sauvageon
Ms. Johnson
Female Human
Connection Rating 4

B	A	R	S	C	I	L	W	I	P
?	?	?	?	6	4	3	3	1	

Key Active Skills: Influence Group 4, Electronics 3, Perception (Visual +2) 4
Knowledge Skills: Small Talk 3, Local NY News 3, New York Sports Teams 2, Aztechnology Procedures 5
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Phoebe Sauvageon
Ms. Johnson
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B	A	R	S	C	I	L	W	I	P
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Key Active Skills: Influence Group 4, Electronics 3, Perception (Visual +2) 4
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Uses: Corporate Rumors, Aztechnology Interests
Places to Meet: Anywhere
Contact: Commlink



SHADOWRUN

PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

PERSONAL INFO

- 1. GREEN
- 2. STREETWISE
- 3. PROFESSIONAL
- 4. VETERAN
- 5. ELITE
- 6. PRIME

TABLE LEVEL

SRM03-03 Burning Bridges

The voice on the other end of the comm sounded desperate. The kind that pays well. Then he asked, "How much do you know about demolitions?"

SYNOPSIS

The Brooklyn Bridge

- was unaffected
- suffered cosmetic damages.
- was badly damaged.
- was completely destroyed.

Other Notes on Reverse

MISSION RESULTS

TEAM MEMBERS

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Industries
- TransOrbital
- Neo-Anarchists

AFFILIATIONS

Character Improvement Karma Cost

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

KARMA

Street Cred _____

Notoriety _____

Public Awareness _____

REPUTATION

- Peace Man
- Phoebe Sauvageon

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

NUYEN

GM's Name _____

GM's Signature _____

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG.....



PLAYER _____

CHARACTER _____


JUNE	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
MAY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
APRIL	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK
MARCH	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
FEBRUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
JANUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK

CALENDAR



PLAYER _____

CHARACTER _____

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK
SEPTEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
AUGUST	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
JULY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK

CALENDAR

