MISSIONS

PLAYTEST MATERIAL

FIRESTORM

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INTRODUCTION

SRM03-08 Firestorm is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM03-08 Firestorm 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

SRM03-08 Firestorm 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 *SRM03-08 Firestorm* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition 20th Anniversary Edition* (*SR4A*). Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

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

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found 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
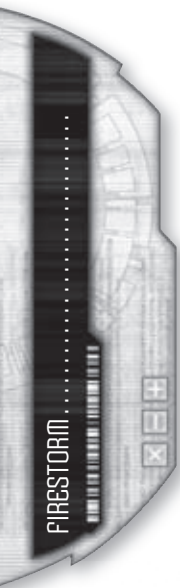
your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

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 GM 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 GM 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, *SR4A*)
2	Use stats for Red Samurai Lieutenant (p. 283, *SR4A*)
3	Use stats for Tir Ghost Lieutenant (p. 283, *SR4A*)
4	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*)
5	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) 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
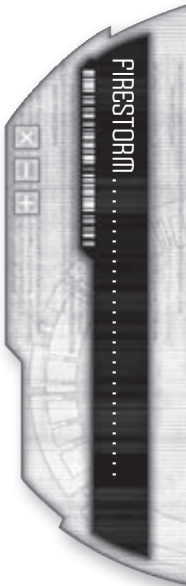
A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Paperwork

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

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

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

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

ADVENTURE BACKGROUND

When the dust had settled, from a botched run on a Scienta Labs facility, there was an AI on the loose. The AI, which went by the name of Phrex, had found a way to insert a specially designed nexus into an experimental Ares drone. What Phrex had not counted on was what was waiting in the drone's circuitry. The former jarhead who had occupied the drone had come to some breakthrough revelations about its former life. With the rigged simsense capabilities, it had started to record its memories into the memory modules in the drone. The jarhead had plans to use them to track down its old life. When Phrex integrated himself to the drone for the first time, and activated all the systems, he received feedback and emotional data that was programmed by the jarhead to remind him to access and explore these memories. The flood of such unfamiliar things caused a moment where Phrex lost control of the drone, and it operated on preprogrammed routines that Ares had put in place. Unfortunately this lead to the death of a few runners, and to the escape from Scienta labs.

Ares is put into a hard place by the escape. The drone not only contains the memories of the jarhead, but also vital data of the operations it has done. If these were compromised, Ares could be put in a position to show that it had run illegal test operations with the drone on prominent Neo-Anarchists in NYC. Ares is going to need some deniable assests in place for this recovery, to reduce the risk of their involvement in this whole affair.

Horizon on the other hand, has lost a valuable research assistant and young mind from its workforce. They are concerned that the AI doesn't understand what has happened, or how to interact with the world while in this drone. They are concerned that they get a rescue party out to Phrex so he can come home and undergo the proper training to be integrated with a larger populace.

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 **The Hire.** 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: Deliver Horizon's custom AI enclosure node to Ares.

Aztechnology: Destroy the AI called Phrex. [Do not give this until after the events of The Rundown.]

Horizon: Deliver the Talos to Horizon or destroy it.

NeoNET: Deliver Horizon's custom AI enclosure nexus to NeoNET.

NYPD Inc.: Arrange for the Talos to be destroyed.

Renraku: Deliver Horizon's custom AI enclosure nexus to Renraku.

Saeder-Krupp: Deliver a one-kilo sample of the Talos to Saeder-Krupp.

Shiawase: Make sure the Neo-Anarchist leadership do not find out about the Talos.

**Spinrad:** Deliver one of the limbs of the Talos to Spinrad for analysis.

Neo-Anarchists: One of our people is named Big Bear; make sure he gets anything he needs if you meet him.

PLOT SYNOPSIS

The runners are hired by Ares to recover a missing drone, codenamed "Project: Firestorm". The drone in question is the Talos, which escaped a few weeks ago from Scienta Labs in Manhattan in (*SRM3-04 Monkey Wrench*). Some of the runners may have been present at the escape of this drone, and the Ares rep will note this. Ares however will make it clear they believe that the runners are ready for the "Big Time", and gets them on track to get their hands on the drone.

While this is going on, Phrex, the AI piloting the drone, is doing research into memories the former jarhead, Allen, had stored on the drone's internal memory circuits. The concept of the jarhead possibly being a living being that was once a full body with its own experiences fascinates him. He decides to follow the trail of the experiences to see where they lead him.

The runners track down the fact that a strange drone has been seen in the neighborhoods of the Bronx looking into things that sound suspiciously like a dead man's life. Before the runners have a chance to follow up a promising lead, their world gets complicated. Horizon contacts the runners and tells them they need to try and find one of their lost AIs. They believe that it was involved in the Talos escape, and might even be the current drone pilot. Horizon's reps are extremely worried that the AI will be subjected to a hostile environment, and that they need to get it "home" before something untoward happens to it.
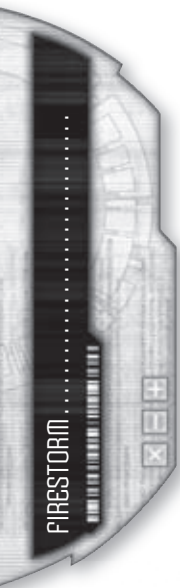
The runners will then get a chance to almost catch up to the drone. They instead walk into an argument between the jarhead's ex-fiancé and her neo-anarchist comrades. The drone recently stopped here to find out about this woman who had a few memories preserved in the drone. She got scared and called her friends to her aid. Unfortunately, the drone was recognized by the leader of this group. The argument escalates and the leader of the neo-anarchists will try and drag the runners into it any way possible. He will push his anti-corp agenda on to the whole discussion. When the runners diffuse the situation, or manage to extract themselves from it, they will be contacted and told of old squat the jarhead used to use in town.

The runners will have a bit of a hard time tracking down the location of the entrance to this squat, and during the intervening time, the neo-anarchists have had to time to set up an ambush for the drone. They have plans to use it to call Ares into account for the tests they ran with this drone. As the runners are talking with Phrex, the neo-anarchists spring their ambush. The runners are offered a chance to help them take the drone down and use it against Ares.

At this point, it should become apparent that the runners will be hard pressed to please all the parties involved. Their actions might lead to a full scale crossfire situation, with Horizon and Ares possibly sending troops in to assist in the recovery of their assets. The runners will need to make a decision quickly, as the parties involved have run out of patience.

THE HIRE

SCAN THIS

The runners will be hired to retrieve some hardware from Ares. This is the big time, as they are going to work directly with someone who could bring them in and make them "company men" They even flew a specialist in all the way from Denver to handle their business.

TELL IT TO THEM STRAIGHT

It is way too early for your 'link to be going off. Someone better have a lot of cred riding on something to get through your private commcode at this hour. When the connection comes up you see the comely face of a dark haired elf on the other end.

"You seem to have hit the big time. Ares has a specialist in from Denver to help contain a situation." Mara Blain, who you know as a high end corporate fixer, tells you, "You better find your best outfits; you have a lunch appointment at Le Bernardin in Times Square. Temporary passes have been cleared already for this trip. Your ride will be around to pick you up at 10:30 sharp"

She transmits your passcodes for the entry and sends some information on the restaurant. Judging by this ARO, you really may have hit the mark with your work. It seems that it may be time to find your nicest armored suit and tie …

BEHIND THE SCENES

The team will be picked up and transported in Nightsky limos to the meet. It will become apparent when they are patted down for weapons (Perception + Intuition of 7) and subjected to a MAD scan (rating TR) by the driver, that someone wants to make sure there are no surprises during this meet. The driver will politely request that they leave weapons behind, but will reluctantly (social test of the player's choice against a threshold of (TR ÷ 2) allow them to carry small arms with them.

The meeting is held at a restaurant that is full of real wood, expensive looking china, and a wait staff that appears to be perfectly sculpted. The restaurant itself has its wait staff sculpted to appear like many famous old pre-simsense stars. Try to frame this as an extremely high-class experience, which may be outside the normal events of most shadowrunners. As they are escorted to their private dining area, they are treated as a successful corporate citizen would be treated.

When they are brought in, their Mr. Johnson for the run will apologize for not rising to meet them, but explain that the wheelchair keeps him from at least falling over in their presence. For some runners who have been through Denver, they will immediately recognize Jared Falcone (see **Cast of Shadows**). For the others he will introduce himself and note that he is a "troubleshooting specialist" for Ares. For any runners who have been through the Denver Shadowrun Missions, he will explain that Ares offered him obscene amounts of nuyen to come out of his "retirement" and work solely for them. He will also note that he has taken the time to review the runner's psychological profiles and has already ordered lunch for them. The food that arrives is all naturally grown food, with no soy or krill substitutes. For runners who maintain middle or lower lifestyles, the flavors and aromas may be an entirely new experience for them. It will be immediately apparent that a meal like this would cost the runners quite a bit (Luxury Lifestyle).

After allowing for some idle chitchat and the meal being served and started, he will dive into the reason he has brought them to this meeting. He will tell them that Ares has taken note of the runner's actions recently and would like to pursue a closer relationship. To facilitate this he has been authorized to bring them into a special recovery project. The runners will each be offered 1,000¥ + (1,000 ¥ x TR) each to recover a drone for Ares. Payment is subject to negotiation with an additional (50¥ x TR) added for each net hit on an opposed test (maximum of 5 net hits). Falcone will note as well that the drone must be returned unharmed, as all the tests and diagnostics have not been completed. He will remind them that this is a chance to shine in Ares eyes and an opportunity to earn lucrative long-term contracts with the company. This will be all information he is willing to divulge until the runners agree to take the mission.

After the team accepts the assignment, Falcone presents the runners with a look at the drone (**Handout #1**). He will tell them that the Talos, which is the focus of Project: Firestorm was lost from a testing facility a few weeks ago. If any runners at the table were present for *SRM3-04 Monkey Wrench* he will note that they have surveillance video streams which implicate that those characters may already have information on this escape. He will express that the drone should be brought in as soon as possible, as Ares wants to reduce the chance that competing corps will have access to this new design. He will also reaffirm that the drone will need to be returned unharmed, as the drone will then have to be fixed before it can continue its testing. If the drone is badly damaged, their final payment will be docked proportionately. (In game
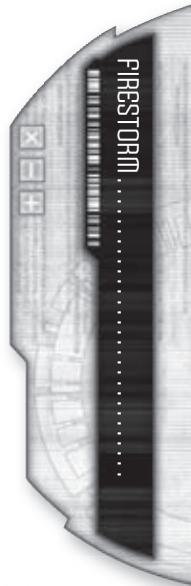
terms, for every 3 boxes of damage the drone takes (one quarter of its Condition Monitor) the runners will be docked 25 percent of their payment.)

Falcone will expect that the team wishes to get right on to business and will expect that the team begin their legwork right after lunch is concluded. If the runners try and delay at the restaurant he will note that the "eyes of Ares" are on them and that they should remember what is at stake.

From here, the team will need to proceed to the **Legwork** section. Follow **The Rundown** for advice on how to best handle that progression.

PUSHING THE ENVELOPE

If any characters who have played through the Denver scenarios has a beef with Falcone (he might have jumped them with an Ares team in Denver) and they wish to play this out, roll with it. Allow Falcone to diffuse their anger with the usual "just biz" attitude. Have him note that Ares is giving him the chance to repay the slight with this chance to work closer with the company. He will sell himself as well as he can, maybe going as far as to promise things he can't pay off on.

Runners who may have been involved in *SRM3-04 Monkey Wrench* might have been involved in the escape and the possible destruction of Ares property. Have Falcone remind them that they will get their second chance here, and should be happy with Ares for not sending strike teams here to pick the runners up.

DEBUGGING

The runners may suspect a trap here. Make sure that Falcone puts them at ease, and lets them know that there is no blame involved. Also any ex-Denver runner should be told that the past is behind them, and it is a new start for a new town as far as Falcone is concerned. If the runners are too paranoid about all this, it may still be that they want to walk away. If there is nothing he can to to make them take this job he'll make a final note that the runner's are passing up a golden opportunity, but let them go without fuss.

THE RUNDOWN

SCAN THIS

The runners have to start looking for the proverbial "needle in a haystack." NYC is a big place and they need to find one drone loose in the town. Diligence will pay off and they should soon stumble upon a small clue. After letting them start chasing down leads in **Legwork** you should present **Tell It to Them Straight**.

TELL IT TO THEM STRAIGHT

You have a picture of the subject you need to acquire, and you have the whole of the Five Boroughs to look over. This looks to be a mighty big haystack you are going to have to dig through.

BEHIND THE SCENES

Runners should be placing calls all around the town, as well as using Data Search to investigate obscure newsnets and blogs to see if they can find a lead on this Talos. They should take care however to not slip up and pass out any info on the drone itself.

If they do, and their contact is lower than Loyalty (TR) Ares will send a warning message via Falcone on the first infraction for each character, and then terminate their contract on the second. Ares is keeping close tab on the team as Falcone has told the runners.

The team's persistence should pay off with the small tidbit of news data that gives them their first solid lead. The lead should take them through Co-op City, a lower-class area of the Bronx, looking into a sighting that happened a night ago. When the runners arrive, J.T., a frycook at the local McHugh's (see **Cast of Shadows**) will describe seeing something that matches the schematic views the runners have seen of the Talos. If the PCs give J.T. a chance to realize that he has some information of value to them, he'll try to talk them into paying him for it. As he hasn't quite come to realize the value of a nuyen or his information, he'll happily accept 10¥ x TR.

If the runners have been cut off by Ares, or right after visiting the first lead, they will be contacted by a Horizon Mr. Johnson named Ieto Hong (see **Cast of Shadows**). He will arrange a meet at Linda's Café in the Bronx, not far from Mets Stadium. The Mr. Hong will explain that they are looking for an AI which was lost to them a few weeks ago. They have information that the runners are currently looking for a drone that escaped Scienta Labs, and that they believe their AI was working at the facility when the drone was removed. They fear that the AI has integrated with the drone and is now loose in the city. They will explain that, in terms of maturity, the AI has the curiosity of a toddler combined with the stubbornness of a teenager. The representative will point out that they would like to bring the AI home before anything happens that might endanger it. It will be apparent during this conversation Horizon has the type of concern a parent has over a lost child, and a Sense Motive (2) check will show that Mr. Johnson is being sincere with this concern.

The Horizon representative will offer the runner's equivalent pay to Ares to bring the AI home to them. Payment is subject to negotiation with an additional (50¥ x TR) added for each net hit on an opposed test (maximum of 5 net hits). They will offer use of a special portable nexus which can handle the processing the AI will need; all they have to do is get him to move there. If the runners refuse, the Mr. Hong will be disappointed, but understanding. A Horizon Spider will be assigned to watch the team's commlinks to see if they can track down the team and recover the AI themselves. (Scanning active commlinks and tracing the one with the lowest firewall.)

The runners should be in a place to start asking questions on the street about the "Bronx Monster." The runners should use their resources to start prying and getting pieces of the story. When the team is talking with their contacts, use the contacts' mood to build up the fear that seems to permeate some of the neighborhoods out here. People have seen something, but can't identify it. The runners watching newsfeeds and local blogs as they go should narrow things down until they get a hit on a mechanic locally (Crazy Horse Eddie, see **Cast of Shadows**) who is reporting that she just helped service the monster.

If the runners make a quick line to follow up on the report, they will find the scene is still in a state of confusion. There are a few scared people in the area, all of whom can talk about seeing the vanishing monster (its Chameleon Coating in action). When they finally get Crazy Horse alone she will reveal that she had

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turned on her "scanner" on her commlink (a Rating 4 Agent with the scan software) and had it record the signals coming from the Monster. Her decoding of this indicates that the drone was accessing a GPS system of satellites and has pinpointed an address it was looking up.

When the players manage to convince the character to reveal the address and follow up on it, proceed to **Breadcrumbs**.

PUSHING THE ENVELOPE

The runner's may decided that the deal that Ieto Hong or that Falcone is offering not good enough. So they could decide to start playing the two sides, and seeing if they can escalate a bidding war for the "goods". If they get too public about this, have Falcone send in a CorpSec team to bring the runners back (1 Lieutenant plus a number of grunts equal to the number of players, p. 281–282, *SR4A*) or if they cross Ieto Hong have him pull in his connections to get a squad of NYPD Inc in (Use Lone Star Police Squad, 1 Lieutenant plus a number of grunts equal to the number of players, p. 282, *SR4A*). This can lead to either Mr. Johnson terminating their contracts and possibly ending the run.

DEBUGGING

The runners may start to get frustrated if they cannot pick any information up quickly. If they feel like they are running in circles feel free to have one of their contacts call them, or e-mail them a "funny story" they heard about the "Bronx Monster" to help push them along. If the runners have good standing with Horizon, and no standing with Ares, feel free to have Horizon contact them earlier as well.

BREADCRUMBS

SCAN THIS

The runners have followed the entire trail they have found to an apartment on the west side of the Bronx. They are not the only ones who have heard about the Talos visiting this location. The runners will arrive soon after the drone has left the building and get a chance to meet some other interested parties.

TELL IT TO THEM STRAIGHT

A solid lead at last. Looks like this area has seen better days, but at least you might be close to catching your quarry. You scan the address in AR and see you've found the place. Looks like an old Brownstone style place. As you approach you can hear the sounds of raised voices up in the upper levels of the building.

BEHIND THE SCENES

The runners will arrive to the apartment of the jarhead's ex-fiancé Colleen (see **Cast of Shadows**) a few hours after Phrex has visited her. She was badly shaken by the incident, as she doesn't know whether Phrex was an AI or if the dead had come back to visit her. Once the team convinces her to answer the door, she will try and keep the runners out on the stairway and talk, but this will be interrupted from inside by a man demanding to know who is poking their noses into "his" business.

The man is Chief Big Bear (see **Cast of Shadows**), an ork with some trace ancestry back to the Seneca tribe. He currently

leads a gang of Amerindian Neo-Anarchists in the city. Colleen had run with these gangers after her fiancé disappeared. They were the first people she could think to call after the Talos left her residence.

Big Bear will ask the runners about what they know of the crazy drone that has dropped in on his "squaw." Colleen will take offense to this the two will immediately launch into a volatile argument. Big Bear will attempt to draw the runners into the argument, pointing out that he has people to protect, or that the Bronx Monster needs to be brought in for the good of the people, or that the runners must not listen to the tales of a mad lady who was seduced by the creature. It should quickly become apparent to the team (Sense Motive (1)) that the ork wishes the girl to get angry and he is trying to use the runners to provoke a reaction.

Big Bear has brought a number of gangers with him equal to the number of player characters (use *Humanis Policlub Good Squad*, p. 282, *SR4A*). They will be more than happy to fight if the runners try and use strength to get their way here. Colleen also does not want this descending into a brawl in her apartment. The runners will have to act fast to diffuse the situation. Colleen should initially be considered Suspicious of the team, while Chief Big Bear is Prejudiced against them (p. 131, *SR4A*).

If the runners do manage to isolate Colleen from Big Bear, or they leave to help defuse the situation, she will be willing to talk. If they have left, she will pick up on someone who was broadcasting a public profile and call them. She will tell them that she talked with the monster. After it recounted a number of private moments, it started talking about a place it remembered. She tells the runners that place described a safe house where her ex-fiancé used to hole up when things got rough. She will give directions to a park that is a few blocks from her apartment and tell them he used to go underground to the aqueducts somewhere in the park.

Once the runners have this information they can proceed to **Homecoming.**

PUSHING THE ENVELOPE

If the runners seem to be itching for combat but decide to leave Colleen's apartment without one, have Big Bear call in another group of his gangers to jump the runners as they leave. There should be TR x 2 gangers waiting for the runners a block or two from Colleen's apartment.

DEBUGGING

The runners might just decide to draw weapons and start shooting the gangers, no matter what Colleen prefers. If they do, it will take two minutes for a response team to get to this location. By luck, this area will be covered by a Knight Errant subcontract, rather than NYPD, Inc. The downside will be that, as long as they're still working for Ares, they will have to find a way to convince someone to spring them and explain their unprofessional behavior to Falcone, and then get Colleen to talk. Depending upon how persuasive they are in talking with Falcone, this may cause Ares to drop them from the contract.
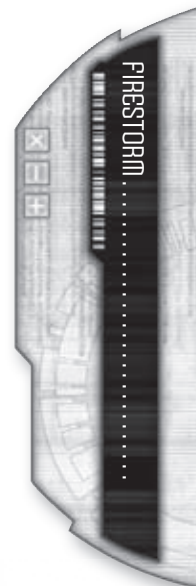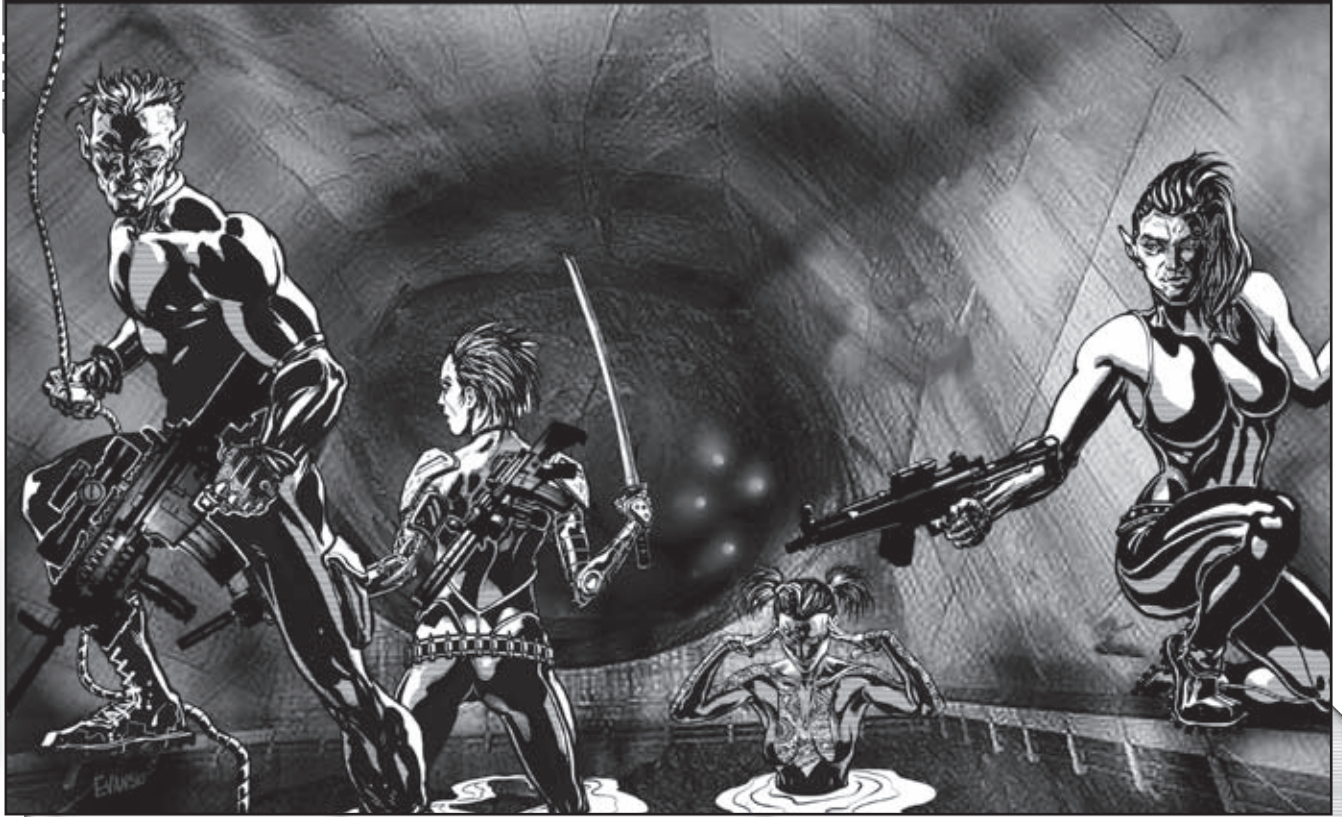
HOMECOMING

SCAN THIS

The runners have another location, and this time they are making good time to get there. Unfortunately, finding the location will require some search time, and they will again find that they have arrived late to the party.

TELL IT TO THEM STRAIGHT

It has taken a bit of time, but you have managed to find the entry down into the Old Croton Auqaduct. Looks like this point of entry has been disturbed before you arrived. Something heavy left footprints and scraped away some of the rust from the old iron covers. Looking down, you notice the hand railings have long since succumbed to entropy, and it looks like a long drop. Who was carrying the line here?

BEHIND THE SCENES

The drop is 23 meters down. There are enough handhold to make climbing checks down 15 meters until drop to the floor. The runners are going to need some sort of line, a levitate spell, or a drone capable of carrying a person to safely reach the floor (or take falling damage). Climb checks (p. 132, *SR4A*) are required. The next challenge will be the darkness. The area 2 meters out from below the entry hole is pitch black. The room is a good size (see **Map #1**) and has 2 water flows cutting across it from the aqueduct. This area is cut off from the Matrix entirely, which should cause some discomfort to technomancers. (Though a scan may reveal the Talos's hidden node.)

The Talos and Phrex (see **Cast of Shadows**) are here, and they have been watching all the proceedings as the runners entered. If the PCs attempted to enter using Stealth, have the Talos make the appropriate Perception Tests. If the runners have an Active commlink when they descend, Phrex will attempt to contact them from hiding to find out what they want from him.

If the runners explain the situation clearly about Horizon he will agree, stating simply that although the experiment has been grand, he has much he wishes to learn before traveling out in the "skinlands" again. He would be willing to give up his home in this drone shell and accompany the runners back to Horizon.

If the runners choose instead to use this chance to attack Phrex, he will fight back with all he knows about the drone's capability. He will use the stealth aspect of the drone to keep himself from being targeted while attempting to use his superior abilities in the matrix to shut down any vision enhancements or shut down flashlights.

If fighting breaks out, or the runners appear to be making moves to surround the Talos, go to **Damned If You Do.**

PUSHING THE ENVELOPE

New Yorkers love to flush their pet gators down the drain. It is well known there are many of them living in the sewers and aqueducts. The runners are very unfortunate though, as someone managed to lose their prized exotic pet, an Afanc (p.157, *Running Wild*), and it has taken up residence here as well.

DEBUGGING

The biggest challenge may be getting the runners down into the hole. If they see that there may be no easy escape, they may balk at going. They may also complain if no one has any means of getting down the hole. Fortunately there should be a nearby sporting goods store with easy access to climbing gear.

DAMNED IF YOU DO …

SCAN THIS

The Runners now have a hot commodity on their hands. Unfortunately at this point it seems like all the parties involved want something, and they can't all be pleased. The team will now have to make a decision on what to do.

TELL IT TO THEM STRAIGHT

Just as you think that the rollercoaster has come to a full stop, you hear a voice from out of the dark.

"Please, disable the robot and leave him with us, we can make you a good offer for it," That sounds like Chief Big Bear. Damn, why does everyone seem to be one step ahead of you today?

BEHIND THE SCENES

The hacker working for the Big Bear's Tribe put a trace out on the runner's commlink with the lowest Firewall right after the encounter in Colleen's apartment. They overheard the conversation and managed to make their way here and get hidden before the runners. Now that they seem to have everything under control, the neo-anarchists want the prize.

Big Bear will be very straightforward with the runners, telling them he believes this drone matches the description of one that was seen a few weeks ago in Terminal. It had systematically eliminated at least three leaders of different neo-anarchist groups before disappearing under the radar. Big Bear believes that proof of these incidents is somewhere on the drone's memory chips. He will also talk of his suspicion that the AI aboard might be involved in the murders.

He can't give the PCs any money, but he does have the ability to provide them with a solid fake SIN (Rating 5) linked with a White Manhattan Pass (Rating 5). In exchange, he wants his people to get their hands on the drone and to take a look at all of its circuitry to get at the proof that this drone was the one in Terminal. He will be insistent that his crew take the drone with them. He will be willing to negotiate the release of the AI, however, if the runners point out that the drone escaped from a lab after the murders.

At this point the runners will have to decide who gets what. It's not possible to fully satisfy every party interested in the drone. Some of the better connected runners may have already informed their contacts at Ares or Horizon that they have a good lead on the drone. If this is the case, after Big Bear makes his presentation, the other corps might send strike teams into the fray. This could well lead to a standoff, or even divide the team along lines based on their loyalties and allegiances.

Refer to **Map #1.** Ares will enter the area from the sealed entrance (blowing it up to make their entry) and Horizon's team will use the same entry as the team used. (See **Cast of Shadows** for both teams. There will be TR x 2 members of each team.)

Once the team manages to negotiate or fight their way out, proceed to **Picking Up the Pieces.**

PUSHING THE ENVELOPE

Even if one of the other corporations (Ares or Horizon) has not been contacted, have them show up at this point as well. If the runners turned down Horizon's offer, or they got dumped by Ares, they will gun for the runners first and the concentrate on keeping the drone out of the other teams hands. If Are shows up, they will demand to take the drone as part of their payment, as it will need to be debriefed for their diagnostics as well.

DEBUGGING

Runners may get into a fight about who is going to get the targets here. Let it play out, because a firefight will erupt as soon as it is apparent that the runners are divided. Let each side offer extra to the runners to sell each other out. Someone is going to get betrayed here and the runners should feel the full consequence of their choices here.

PICKING UP THE PIECES

MONEY

Ares recovers the drone: 1000¥ + (1000¥ x TR)
Horizon Gets Phrex home 1000¥ + (1000¥ x TR)

False ID: PCs who successfully provided Big Bear with the information requested receive a Rating 5 Fake SIN with Rating 5 White Manhattan License associated with it.

KARMA

1—Ares recovers the Talos
1—Horizon gets Phrex home
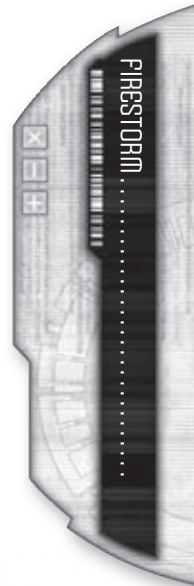1—The runners work a deal with Phrex to help the neo-anarchists get the data they need

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

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.

In addition, in this scenario the following corporation(s) will make an offer under the following circumstances:

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

If the team fails to return the Talos to Falcone after accepting the job, they earn +1 Notoriety.

If the team fails to return Phrex to Ieto Hong after accepting the job, they earn +1 Notoriety.

If the team provides incriminating evidence of the Talos' actions in Terminal to Big Bear, they earn +1 Street Cred.

CONTACTS

Succesfully completing the job for Ares earns Mara Blain as a contact with Loyalty 1 or +1 Loyalty (to a maximum of 4) if they already have her as a contact.

Depending on how the runners interacted with Crazy Horse Eddie, they may earn her as a contact with Loyalty 1, or +1 Loyalty (to a maximum of 4) if they already have her as a contact.

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¥ x TR.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ x TR.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 64, *SR4A*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 230, *SR4A*).

PRELIMANARY TALOS/FIRESTORM SEARCH

Hits	Information
0	Is that from the new Dawn of the Warrior game series?
1	Firestorm, sounds like a weapon's code name.
2	We've heard rumors of some sort of test Ares is doing code named Firestorm. Maybe it was out in Denver, or was it in CFS somewhere?
3	Ares has a schedule of tests for a Project: Firestorm. Let's see what we can dig up on that. (Go to **Project: Firestorm**, or **Ares** in **Legwork**)
4+	The project centers around a new drone, called the Talos. (Go to **Talos** in **Legwork**)

PROJECT: FIRESTORM

Hits	Information
0	Oh, I know, that new sim from Horizon right?!?
1	Ares has it on a deep cover server, but it looks like its scheduled for field tests in early 2073.
2	The locations listed in the testing are Denver, L.A., and their Seattle facilities.
3	The test subject is something called the Talos (Go to the **Talos** in **Legwork**)
4+	There's an earmark on this Talos log for hiring Scienta Labs in NYC for something. Might warrant further looking into. (See **Scienta Labs** in **Legwork**)

ARES

Hits	Information
0	Yup, they have a building downtown here in NYC.
1	Ares black ops aren't going on in the city. I believe they leave that stuff for other towns.
2	There are rumors that Ares was running tests of something in NYC recently. Nothing concrete though could ever be pointed at them.
3	The Neo-Anarchs have been asking the same sorts of questions. You know anyone there you can talk to?
4+	They have some records of bringing in a Project: Firestorm for testing at Scienta Labs. (Go to **Project: Firestorm** or **Scienta Labs** in **Legwork**)

SCIENTA LABS

Hits	Information
0	What do I know about labs? What-da-ya mean?
1	Owned by the Corporate Courts, they have offices in Manhattan proper.
2	They would work as "Independent analysis" for any of the Big Ten. Ares would be included (Go to Ares in Legwork
3	There was a big muss up over there a few weeks ago. My understanding is that some things belonging to Ares were damaged.
4+	SOMETHING escaped from the labs in there. Rumors were flying about it making its way out of Manhattan. (Go to the **Bronx Monster** in **Legwork**)

TALOS

Hits	Information
0	The gods of destruction are back? When's their next trid-feed?
1	An Ares project called Talos, it fits their scheme. Don't know it though.
2	It's listed a test upcoming in Ares 2073 schedule. Doesn't look like a local model.
3	You know, I heard rumor that Ares did put a drone into Scienta Labs recently. Maybe you should check them out. (Go to **Scienta Labs** in **Legwork**)
4+	Rumors are that a drone matching its description has been seen around Terminal on Manhattan. Wonder if they were doing some sort of testing early? (Make a Loyalty (1) test for the contact. If the test is failed, they sell out the runners at this level of involvement.)

THE BRONX MONSTER

Hits	Information
0	Nah, Queens is where you're looking for, its moved on already.
1	An obscure datafeed from the news nets that there have been reports of some sort of "monster" stalking the Bronx. It's filed under "Unlikely".
2	I know this guy at McHughs that saw something last night. It's the one over in Co-Op City. Maybe you should talk to him. (Use as the first lead in The Rundown)
3	There have been a few reports that there are other people asking about this thing too. Best watch yourself out there.
4+	Yeah, I know this chica up there. Runs a garage, goes by "Crazy Horse". Word is she actually talked with this thing. (Do not offer this until after the first lead; if they earn it earlier, have the contact call them back with the information.)

CAST OF SHADOWS

MARA BLAIN

Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting who and why throughout most of NYC. She works as an independent security consultant on office buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game.

At nearly two meters tall, thin and muscular, Mara has the stereotypical elven physique. Her curiosity and desire to understand how things work drives her to experiment. Mara would normally be a very closed person, but work in a corporate environment has taught her to open and make fast, but shallow connections. Deep bonds of trust and faith will take a much longer time to build with her.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5	4	3	4	4	4	4	4.7	8	1

Condition Monitor Boxes: 10
Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3
Knowledge Skills: Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5
Cyberware: Commlink (DR: 5), Datajack, Control Rig, Simrig

JARON FALCONE

Paralyzed from the waist down, Falcone has a hawk-like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	5	5	3	4	6	8	1

Condition Monitor Boxes: 10
Active Skills: Computer 3, Data Search 4, Dodge 2, Etiquette (Street +2) 4, Negotiation 5, Perception 3, Pistols 3
Knowledge Skills: Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2

J.T.

J.T. has big dreams. He wants to go to Hollywood and write screenplays. Or, maybe just quit this crappy job and become a shadowrunner. Or, wait, maybe he should just go to college and become an investment banker like his mother told him to. Actually, he hasn't quite decided which of the dreams to pursue. He does know that if he's ever going to get out of working a job like this one, he needs to keep his head down and save every nuyen. He knows he's not the smartest or the fastest or the strongest or the bravest or the ... well, he's sure his imagination will get him somewhere. The Talos gave him quite a scare, but he's already trying to figure out how he can make some money telling the story of his "close encounter."

J.T.'s a 16-year-old human male. He's about 1.6 meters tall and weighs 55 kilograms. His acne is pretty bad—probably from spending too much time over the fryer—and his scraggly goatee and greasy hair doesn't help much. When the team meets him, he's still dressed in his brightly colored McHugh's uniform, complete with the stains from the bottle of ketchup that exploded on him earlier.

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

Condition Monitor Boxes: 10
Active Skills: Dodge 3, Etiquette 1 (Street +2), Intimidation 1, Negotiation 1, Unarmed Combat 1
Knowledge Skills: Fast Food 5, Media Stars 3, Popular Trid Shows 5, Street Rumors 3, Trivia 4

IETO HONG

Ieto Hong is a 1.75 meter tall, Asian-looking, elvish gentlemen in his late 30s. His hair is black with streaks of blue at the temples and is slicked back. He has dark blue eyes and a faint scar across his chin. He is reserved in speech, keeping an almost scary calm. He upholds the tradition of *Kao*, the concept of saving face and keeping respectability in public. He is succinct in talking, and, even in the shadows, he will show respect for those who understand *Kao*. He keeps his temper in check, separating the business side from the personal side, another corporate concept

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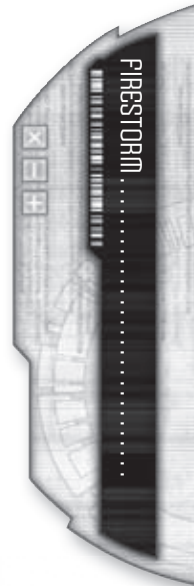
in his mannerisms. He has moved up from a security officer in Horizon to the Head of Corporate Personal Security. He has worked the shadows to uphold the notion of *Kao* within Horizon. Horizon has been pleased with his work and has given him leeway in his conducting of "business."

Death is an acceptable tool in his work and will not hesitate to use it in saving Horizon's *Kao* (both internally and externally) and that makes him dangerous. However besides killing, he does have other tools at his disposal such as many police and security contacts to discourage and deter those not showing respect for Horizon and it's affiliates.

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP
5	4	6	3	4	4	4	4	2	4.4	9(10)	2

Condition Monitor Boxes: 11
Active Skills: Etiquette (Corp) 3 (+2), Negotiations 3, Leadership 4, Pistols 3, Perception 4, Electronics 3, Shadowing 2
Knowledge Skills: Japanese N, English 3, Corporate Policy (Horizon) 2(+2), Corporate Security 3, Police Tactics 2, Security Systems 2
Gear: Morrissey Elite w/ 2 clips of ammo, Morrissey Elan, 2 Concealed Holsters, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb)
Augmentations: Synaptic Booster 1, Attention Coprocessor 3, Dermal Sheath 2

CRAZY HORSE EDDIE

As an ork who cares for her vehicles like they were her babies, Eddie use to work as a smuggler across the PCC-Sioux border. After leaving to avoid some "entanglements", she settled into NYC. She's attempting to go straight, but she can't resist the money that comes from the occasional black market deal. She also loves to still live vicariously through other runners. She's always willing to help out for the right price, but it will also need to come with a story.

Ghost forbid you ever scratch or dent her work—the wrath of Crazy Horse will come down on your head then!

Eddie's about average height for an ork, though a little overweight. She likes to wear a traditional tribal vest and keeps the sides of her head shaved so that she can show off the tribal tattoos there and on her arms. She speaks with a slight southwest accent when she's excited, but it fades away when she's negotiating a deal.

B	A	R	S	C	I	L	W	Ess	Init	IP
6	3	4(8)	5	3	3	2	3	2.8	7(10)	2

Condition Monitor Boxes: 11
Active Skills: Automotive Mechanic 5, Aeronautics Mechanic 3, Armorer 3, Electronics Skill Group 3, Pilot Aircraft 4, Pilot Groundcraft 5
Augmentations: Reaction Enhancers (Rating 3), Wired Reflexes (Rating 1), Control Rig, Datajack
Gear: Automotive Mechanic Shop, Aeronautics Mechanic Shop, Armorer Shop, Hardware Shop

COLLEEN

Colleen is a 1.60 meter tall, 45 kilogram human female of mixed African and Italian heritage. She's dressed for her day job, in a conservative business suit that's a few years out of style. She's normally an outgoing, confident, and friendly person, but the close encounter with the Talos, particularly when it brought up memories of her deceased fiancée, has left her badly shaken. At the moment, she's primarily seeking some kind of reassurance—which is why she's tolerating Chief Big Bear—however, in the end, she's hoping that Allen, her former fiancé might somehow still be alive. If he's not, she desperately wants to know what happened to him, and how the drone had some of his memories.

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

Condition Monitor Boxes: 10
Active Skills: Computer 2, Data Search 2, Dodge 1, Etiquette 2
Knowledge Skills: Corporate Politics 2, Mercenary Groups 1, Current Events 1, Neo-anarchist philosophy 2
Gear: Armored Clothing (4/0) , Commlink (CMT Clip with Vector Xim)

CHIEF BIG BEAR

Chief Big Bear is a 2.1 meter tall ork male who weighs in at 140 kilograms. He carries himself with a proud stance, and is fond of looking down at everyone else—and hates it when he has to look up at someone. He believes his gang loves him, and he will lead them like his own tribe. He is convinced that everything is a giant conspiracy and will make his decisions based on this. He is just logical enough to be talked down for a short time, but will eventually realize he has been "tricked."

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP
7	4	4	6	4	3	3	4	2	4.7	7	1

Active Skills: Negotiations 3, Leadership 4, Pistols 3, Perception 4, Pilot Groundcraft 4, Shadowing 2,
Knowledge Skills: English (Native),Salish 3,Street Gangs 3, Safe Houses 3, Police tactics 2
Augmentations: Dermal Plating 2, Retractable Spur
Gear: Armor Jacket (8/6), Ares Predator IV with 2 clips of ammo, Commlink (Hermes Ikon with Iris Orb)

PHREX

Phrex is a metaspaient AI and an insatiable hedonist in his own way. He is constantly wanting for new experiences. After his recent brush with the art world, he desires more than anything else to freely roam the Matrix and experience the rest of the world. However, he is currently trapped on a node that Horizon has practically made isolated. Horizon designed Phrex's "safe house" to degrade his signal at an accelerated rate, to keep him coming back into his home node within a few hours. Now that the world seems safer for AIs in general Phrex has decided that he needs to find a new home in the Matrix. To do this however, he needs to get a regular connection from out of his isolated network into the

general Horizon network. All he needs to do now is run a test to make sure that it works as planned. His demeanor in this is very much the same as a surly teen who is "trapped" by his parent's rules and regulations.

Phrex's typical icon is that of a middle-aged, professionally dressed Middle Eastern human male. When he's required to be active in the physical realm, he prefers to ride a drone with a hologram projector that can display his icon in a fairly convincing manner. Phrex constantly seems very distracted, even when working in the Matrix. He's constantly interested in the tiny details of everything around him, and often drawn off-track. When discussing anything, he's prone to going into lengthy tangents of encyclopedic detail on unrelated matters.

C	I	L	W	Init	F	Sys	IP
6	4	5	6	5+Resp	5	5	3

Skills: Cracking Skill Group 6, Electronics Skill Group 6, Negotiate 4, Etiquette (Matrix +2) 3
Qualities: Authority, Code Flux, Fragmentation, Real World Naivete, Redundancy, Rootkit, Sapper
Programs: Analyze 6, Armor 5, Browse 5, Command 5, Edit 5, Exploit 5, Homeground 5, Reality Filter 5, Stealth 5

THE ARES TALOS (MEDIUM DRONE)

Ares answer to the Akiyama and companion for their Madcat series combat drone, this drone is currently undergoing field tests. Ares designed the inhuman look of this cyborg to cause panic and fear in those who saw it. Of course, they primarily designed it not to be seen. Unlike the Akiyama, the Talos is designed to be modular to fill multiple mission roles in the field outside of the assassination primary role. Currently, the cyborgs are slated for field release in late 2072, but the current field test difficulties might delay that date.

The Talos has 4 addition Modification slots for a max value of 9.

Handling	Accel	Speed	Pilot	Body	Armor	Sensors
+2	5/15	45	–	4	8	4

Standard Upgrades: Chameleon Coating, Cyborg Adaptation, Gecko Tips, 2 Mechanical Arms (do not count as modifications, can be modified as cyberlimbs), Body Stabilizer 3

The current model encountered here has Strength 6 arm upgrades and a spur installed (6P). Its commlink has been upgraded to make it Device Rating 6.

HORIZON NEGOTIATION TEAM

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP
5	4	5	4	3	4	3	4	2	5	9	2

Condition Monitor Boxes: 11
Active Skills: Pistols 4, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 3
Gear: Ares Predator IV with 2 clips of ammo, Concealed Holster, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb), Contacts (w/smartlink and image link), Subvocal mic
Augmentation: Wired 1; TR 2 Add Reaction enhancer rating 2; TR 5+ Replace Wired 1 with Wired 2

ARES RAPID RESPONSE TEAM

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5	5(6)	4	3	4	3	4	3.8	9(10)	2

Condition Monitor Boxes: 10
Active Skills: Athletics group 2, Dodge 4, Etiquette (Corporate) 3, Firearms group 5, Infiltration 3, Perception 3,
Unarmed Combat 4
Augmentations: Cyber eyes (w/flare comp), Smartlink, Wired Reflexes 1
Gear: Light Military Armor w/helmet and mobility upgrade 3, Smoke Grenades (2), Thermographic Smoke Grenades (2).
Weapons: Ares HVAR; 5P; - AP; SA, BF, FA 3(4) RC; (*Arsenal*, p. 26)

Raised Platform

H Cement Column

X
Talos

X
Runner's Entry

20 meters
10
6
0
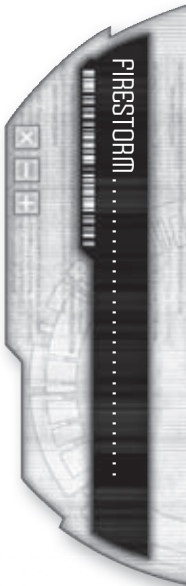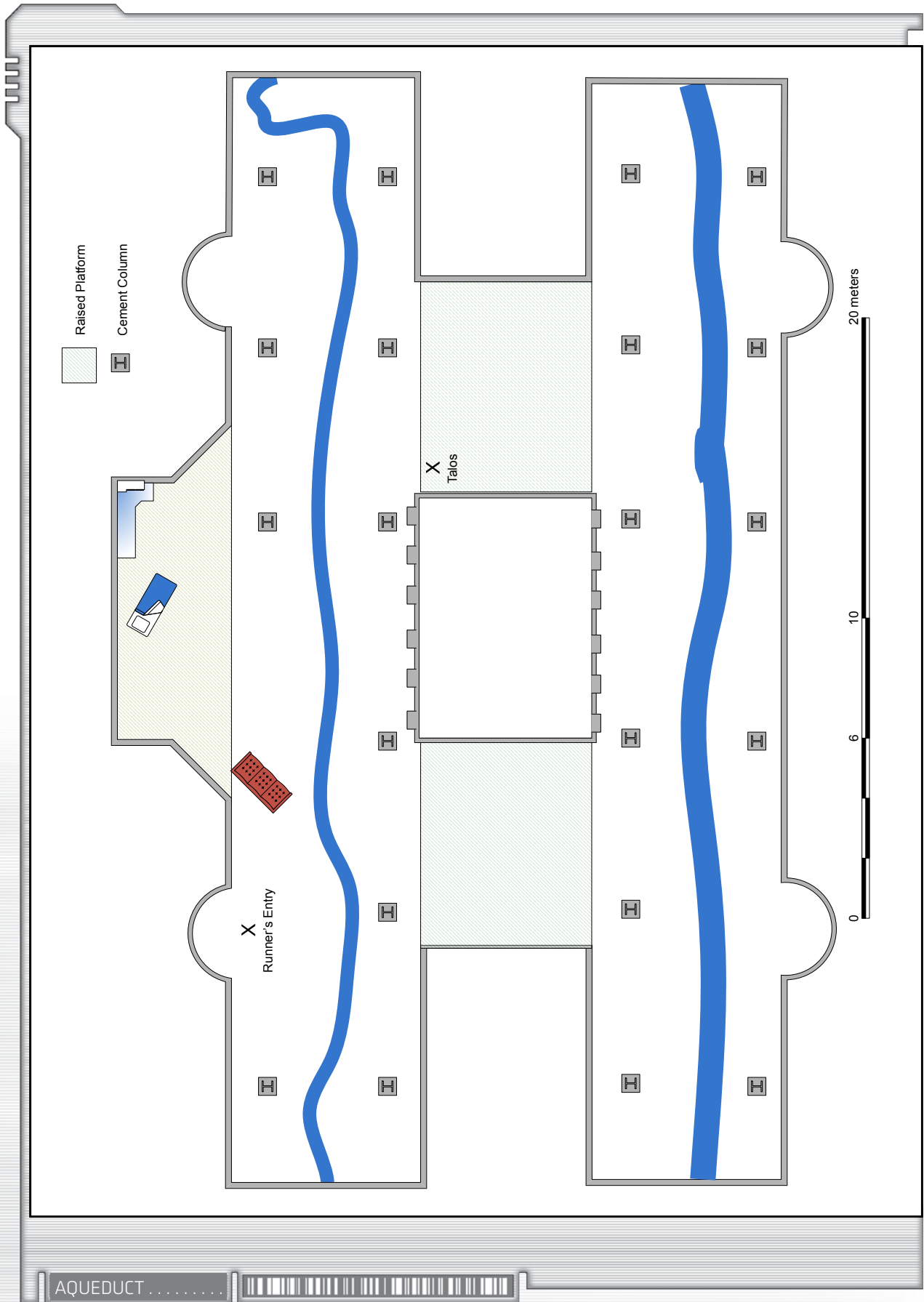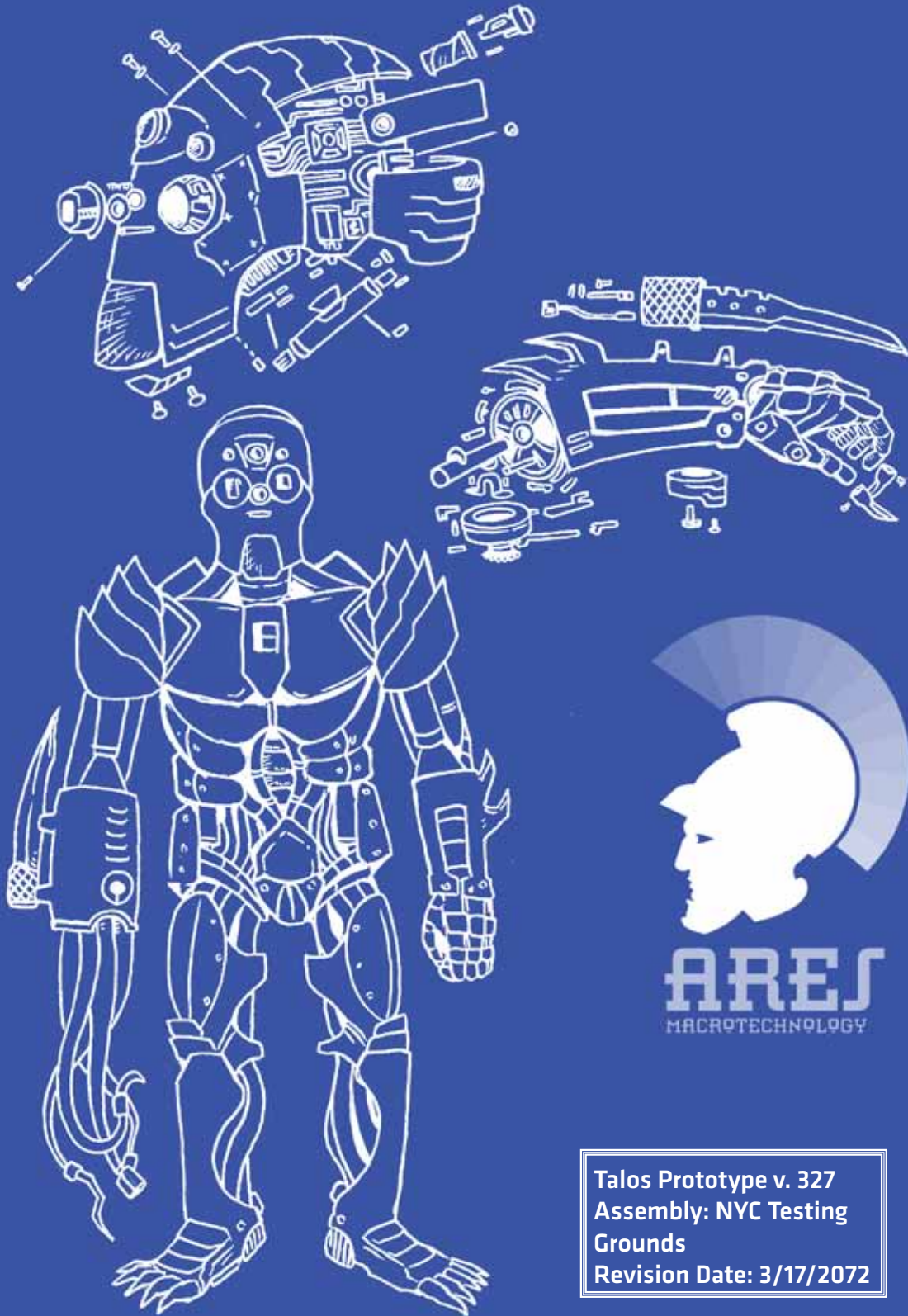
Talos Prototype v. 327
Assembly: NYC Testing
Grounds
Revision Date: 3/17/2072

ARES
MACROTECHNOLOGY

TALOS SCHEMATIC . .

HANDOUT #1

Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting whom and why throughout most of New York City. She works as an independent security consultant on oce buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game. Her curiosity and desire to understand how things work drives her to experiment with system design. Deep bonds of trust and faith take a long time to build with her.

Mara Blaine
Security Consultant
Female Elf
Connection Rating 2

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

Key Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Perception 2

Knowledge Skills: Breaking and Entering Techniques 4, Corporate Rumors 4, Security Systems 5, Security Procedures 3

Uses: Security system information, corporate rumors

Places to Meet: Cybercafes, Uptown restaurants, Cop bars

Contact: Commlink

Eddie used to work as a smuggler across the PCC-Sioux border. After leaving to avoid some entanglements, she settled into NYC. She's attempting to go straight, but she can't resist the money that comes from the occasional black market deal. She also loves to live vicariously through other runners. She's always willing to help out for the right price, but it will needs to come with a story.

Ghost forbid you ever scratch or dent her work—the wrath of Crazy Horse will come down on your head then!

Crazy Horse Eddie
Armorer
Female Ork
Connection Rating 3

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

Key Active Skills: Aeronautics Mechanic 3, Armorer 3, Automotive Mechanic 5, Electronics Skill Group 3

Knowledge Skills: Smuggler Hangouts 4

Uses: Vehicle repairs, modifications, and loans; Smuggler Information

Places to Meet: Johan's Secure Deliveries, Long Island Bars, Smuggler Hangouts

Contact: Commlink

SHADOWRUN

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

TABLE LEVEL

SRM03-08 Firestorm

A hell of a weapon, or a weapon from hell?

SYNOPSIS

The Talos went to
☐ Ares. ☐ Horizon. ☐ Neo-Anarchists.
☐ No one.
Phrex went to
☐ Ares. ☐ Horizon. ☐ Neo-Anarchists.
☐ No one.
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

☐ Mara Blain
☐ Fake SIN (Rating 5)

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

NUYEN

GM's Name

_____

GM's Signature

_____

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG . . . . .