



MISSIONS

MATERIAL

SPIN CONTROL

SRM03-10 Spin Control Credits

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INTRODUCTION

SRM03-10 Spin Control 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

SRM03-10 Spin Control 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

SRM03-10 Spin Control 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 other suggestions for dealing with them.

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM03-10 Spin Control* (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

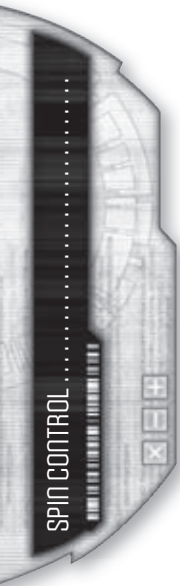
Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character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

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 3. These commlinks will not contain any valuable paydata.

Paperwork

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

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

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

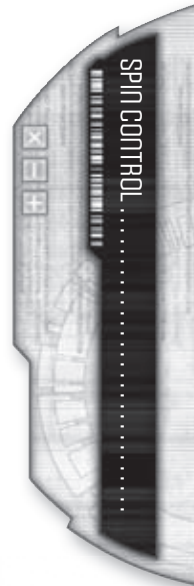
Finally, certain modules will request that you use the web reporting form available at <http://www.shadowrun4.com/missions/> to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs’ exploits will be unable to affect the campaign.

ADVENTURE BACKGROUND

State of the art innovations such as the toxin KE-IV and nanotech such as the Wyrd Mantis Essence have contributed to a significant decline in the insect spirit population in the UCAS by 2072. Once formidable hunters and the larger-than-life nightmares of Chicago, these predatory spirits have slowly become prey to corporations, governments and the private mercenaries who possess this advanced technology. These entities are eager to enslave them, destroy them or profit off of the significant bounties on their heads. For insect spirits, they have come to realize that they have reached a critical moment in their existence: they either have to adapt to the rapidly changing Sixth World or become extinct. For the insect spirits, they will do anything to win that war, including finding new methods to adapt to their environment and new ways to manipulate their enemy for their survival.

This new campaign began nine months ago when a man named Roger Willis, an assignment editor at NBCNN headquarters in New York City, took a two-week vacation to the Bahamas. He was specifically targeted for extraction due to his key position in the media. During the time he went missing, he was quietly merged with a wasp spirit and became a flesh form. With all the experiences of the original host, the spirit assumed Roger Willis’ identity and returned to Manhattan. Using his influential position, the wasp spirit sabotaged the assignments of several reporters, whose investigations were leading them to the locations of insect hives, including his own. His position also allowed him the opportunity to gather invaluable tips and information from the law enforcement community. He learned of upcoming operations targeting insect spirits and was able to warn his kind in advance of those attacks. Willis also used his company’s media access to do in-depth feature stories on law enforcement agencies such as the NYPD Inc. which featured their latest tactical procedures for dealing with various magical threats. In doing so, Willis was able to quietly study his enemy from the background and assist his hive with developing countermeasures. Finally, Willis directed his reporters to expose and undermine the operations of those he considered to be competition for his kind in regards to resources and metahuman hosts, namely shedim, vampires, ghouls and toxic shamans. Through his subtle manipulation of the media over the course of those nine months, he allowed his hive to grow stronger and bolder as their rivals grew weaker and were driven from New York by those that Willis so easily manipulated.

Two months ago, rumors pointed Roger Willis toward a mysterious shadow project being conducted in Manhattan. Originally, the whispers were vague, coming from unreliable sources. Eventually, after gathering additional information from more credible sources that collaborated this story, Willis came to believe that not only did this phantom project exist, but that it also involved insect spirits. At that point, it became urgent for him to thoroughly investigate this shadow project, determine what its objectives were and to identify what kind of threat it posed. Roger Willis spent a month hunting down this project’s location by squeezing information from his best contacts and developing new leads. After another few weeks of phone calls, emails, clandestine meetings and a significant amount of nuyen, he narrowed his search to the Terminal Z-Zone and to a street gang called the Switchblades.



PLOT SYNOPSIS

Mr. Johnson hires the runners to locate a shadow project being conducted in Manhattan. Through his diligent research he has discovered that this project has been well-funded and protected from public scrutiny by someone with vast resources and connections. He has been unable to find any solid information on the project as far as what its objectives are or who is involved. Several rumors have suggested that the project involves insect spirits and he feels it is urgent to find out more. All of his other resources are exhausted and he now needs to turn to shadowrunners to get the job done. He's able to point the runners to the Terminal Z-Zone District where it is believed the project may be located. He does not have anything more specific than the general area but he does mention that there could be a connection with a street gang called the Switchblades.

Once the runners hit the streets and conduct their legwork, they discover that the area in question has three other street gangs claiming it as their territory: the Slaughterhouse, the Kings and the Tridents. The Switchblades claim a small area that is set strategically in the middle of the other gangs' territory. When the runners make contact with the local gangs, they will be able to locate the Switchblades' base of operations. The Kings will offer to assist them in getting through their territory safely. Unbeknownst to the runners, the Switchblades are serving as a cover identity for UCAS Army Rangers. Their mission is to provide clandestine security for the project being housed within the Jordan Aerodynamics building; one conducted by the CIA.

As the runners explore the interior of the building for their investigation, they discover the two-fold purpose of this black-ops project. The CIA is attempting to strategically weaken the stranglehold the Manhattan Development Consortium has over Manhattan, with the end result of allowing the UCAS government to regain control over the island. The runners will also learn that Ares is secretly assisting the CIA with its operations, in exchange for an expanded role in controlling Manhattan. The second part of the project is much more scandalous. The UCAS government is conducting experiments on insect spirits; testing the next generation of weapons against the bugs. The experiments themselves are cruel and inflict unimaginable torture on the spirits. The predators have indeed become the prey. In addition, two mantid spirits are involved in the program; one that is present in the building while the other one is operating out of the Pentagon. The CIA has done what most thought would be impossible: formed an unholy alliance with two mantids, the natural predator for other insect spirits.

If the runners give this information to Mr. Johnson, he slants the information in such a way that it becomes inflammatory, and damning to the CIA and to the UCAS government. The Agency will have no choice but to end the program, and eliminate the mantid spirits. Roger Willis will also release information pertaining to the Ares' collaboration with the UCAS CIA, potentially damaging its relations with the other members of the MDC, and setting up a major distraction to keep people away from discovering his hive.

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 **Dangerous Alliance**. 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: You are given two duffle bags full of untraceable weapons and ammo (SMGs). Rendezvous (discretely) with a Slaughterhouse ganger named Chromedome, where he will give you a credstick with an amount of nuyen worth five times as much as the weapons and the ammo (60,000¥) that are included in the duffle bag. If Chromedome tries to make the exchange without the proper amount, convince him to produce the agreed upon amount. Give the credsticks to a contact that will meet you.

Aztechnology: If you find any medical experiments, get a copy of the data to Aztechnology.

Horizon: Tell the Tridents gang member named Vengeance that Neptune sent you. Deliver what he gives you to Mr. Johnson.

NeoNet: Get an encrypted commlink from a Kings member named Crypt and hide it in the Switchblades' headquarters.

NYPD, Inc.: If you find a wanted troll named Rodrigo in the Terminal, tip off the NYPD, Inc to his location, for an immediate pick-up.

Renraku: Give this file (a shipping manifest for a Shiawase cargo dated the following week) to a Tridents member named Wrath. [Wrath is dead, but the affiliate can accomplish this mission by giving the file to Vengeance.]

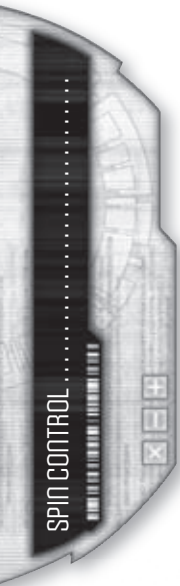
Saeder-Krupp: Deliver GPS coordinates for a drop off to a Kings' member named Augustine.

Shiawase: Find a Slaughterhouse member named Haven and get her commlink by any means necessary.

Spinrad: Get an optical chip from a Slaughterhouse member named Bladestrike and deliver it to Spinrad.

Neo-Anarchists: Leave at least a dozen stealth tags in different locations within the Switchblades' headquarters and send the Neo-Anarchists the tags' access IDs.

Urgent Message...



DANGEROUS ALLIANCE

SCAN THIS

The team arrives at the Horizon Hyatt Hotel in downtown Manhattan for their rendezvous with their Mr. Johnson. Upon entering the lobby, the runners are screened by hotel security for concealed weapons. Once they have been searched by security (which could become a time-consuming process for a few of the more cybered-runners who have illegal cyberware), they are escorted up to the conference room, where dinner is promptly served at seven, and after which, the meet starts shortly thereafter via trid-conferencing.

TELL IT TO THEM STRAIGHT

You head toward the Horizon Hyatt Hotel in the Time Square District for a meet arranged by your fixer and a new Mr. Johnson. From what you have been told by your fixer, this Mr. Johnson is a media type; some sort of editor from NBCNN. As such, the run itself was expected to be an information-gathering run, for what will most likely become a national news story. As your fixer put it, you will be able to be there as the 'news breaks.' Which was fine, as you normally are involved in news-worthy jobs any way. As long as the breaking headlines don't show your face and aren't on the scale of the Renraku Arcology or Bug City, you should be okay with the job.

As you walk Manhattan's streets on this cool, rainy evening, you find the streets packed with a myriad of pedestrians, reflecting the vast array of world cultures in one of the UCAS' most diverse cities. Human, elf, dwarf, shapeshifter, changeling. Aromas from the nearby bakeries, delis, and pizzerias tantalize your senses. The streets are clogged by the world famous yellow-cab taxis, armored limousines and luxury cars. When you reach the Hyatt, the hotel node instantly recognizes your commlink and grants you entry. Security is at the entrance, waiting for you. Their demeanor reveals a lot about how they view you: you are not a paying guest, and therefore, you are to be treated as a potential threat.

BEHIND THE SCENES

The Horizon Hyatt Hotel has a Rating (TR/2) millimeter wave detection system (p. 262, *SR4A*) built into every entrance (including the service entrances), ensuring the security of their guests. Hackers in the group can try and crack the system to disarm or spoof this security feature. The rating of the node is (TR/2+2, round up). If the runners bring in weapons, hotel security requires them to check their weapons with the concierge. Any runner with installed cyberguns will be asked to unload them. Any runner that has any type of cyber blade is constantly escorted and monitored by hotel security. The runners who are not dressed in fashionable attire or who do not act as though they have a lot of nuyen to spend will sense disdain from the hotel staff. After being cleared by hotel security, the runners are escorted to the conference room on the 40th floor.

During the meal in the conference room, the trideo conference camera activates and projects a three dimensional image of Roger Willis into the room. Willis apologizes to the runners for not being able to attend the meet in person and then goes into details of the run. He informs the runners that he needs their

help in tracking down a shadow project that is being conducted in the general vicinity of the Terminal District in Manhattan. He informs them that his sources in gathering information about the project have all but dried up and, due to the dangerous nature of the Terminal, he is reluctant to have his reporters go in to investigate. He requests the runners to poke around in the area and find out specifically where the project is located. He believes that the project could be connected to a reclusive street gang calling itself the Switchblades. Once they have discovered a potential location for the project, he wants them to infiltrate and gather whatever intelligence they can on the shadow project and report back to his representative with whatever files or trid footage they are able to recover on this project. He also informs them that there is speculation that the project involves insect spirits. He provides a randomized commcode number to contact the rep once the job is done. This commcode number will only be active for a brief window and he requests the job be completed within the 72 hours. After that time the commcode is useless.

Roger Willis is willing to pay (TR*1,500¥) to each shadowrunner for a successful run. In addition, Willis is willing to pay another 1,000¥ to each runner if they are successful in infiltrating the facility without detection and bringing back detailed information from inside the project's facility. Finally, Willis offers to pay each runner a 1,000¥ bonus for the exclusive rights to all information gathered. If the shadowrunners negotiate for an increase in their pay, Roger Willis will increase the base amount by 200¥ per net success on a Negotiation + Charisma Opposed Test, up to an additional 2,000¥ per runner.

DEBUGGING

If the runners initially refuse to take the job, an email is sent out to each runner's commlink, politely asking that they take this job. The email should also hint that Roger Willis has done his research on each person on the team, and has learned things that they probably would not want exposed that could damage their careers in the shadows, such as which corporations that they are secretly working for as company men. Roger Willis is willing to negotiate and raise the pay for the runner to take on this assignment. However, if the runner continues to resist, offer that runner or runners 1,000¥ for keeping their mouths shut about the run, and have the hotel security manhandle them off the premises. For those that refused to accept the run, the session is over.

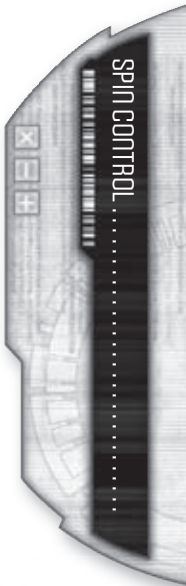
DEAL MAKING

SCAN THIS

The next part of the run is legwork. The runners have three locations and three gangs to investigate. The locations of these hangouts are on the outskirts of each the gangs' territory in the Terminal.

TELL IT TO THEM STRAIGHT

The Terminal stands in stark contrast to the lights and the glitter of the rest of Manhattan. Much of the infrastructure in the Terminal District remains in a state of disrepair from the quake of 2005. Shattered glass and husks of destroyed vehicles still line many of the cracked and potholed streets. Power lines and electric





INCOMING FEED.....

transformers have long since disappeared; stripped and sold for the value of their metals. Water and gas lines have disintegrated. The further you travel into the Terminal Z-Zone, the more obvious it becomes that the sewer systems have fallen into disarray, releasing a pungent stench. Dozens of damaged buildings were cordoned off years ago and were scheduled to be demolished, only to be forgotten by the Manhattan Development Consortium and by the city at large. Squatters in the area risk the hazards of these broken buildings to escape the often harsh weather of New York City. In the shadows of a great city lies great desperation and it's here in the Terminal.

BEHIND THE SCENES

The following is information pertaining to the three locations and the three gangs. The runners' contacts will know little about the Switchblades and will direct them to speak with the local gangs of the area (the Slaughterhouse, the Tridents and the Kings) for more info. Each gang has a public hang out where the runners can interact with the gang.

In the event that combat should break out between the runners and a group of gangers, use "Random Ganger" stats from the **Cast of Shadows** section.

The Slaughterhouse and Nirvana

Nirvana is a typical, seedy bar. There are old-fashioned dart boards on the walls, a couple of pool tables, poor, interior lighting, and cigarette smoke clouding the air. It is obvious that many of its patrons aren't just addicted to the "quaint" atmosphere or the alcohol. A couple of patrons approach the runners, and try to sell them street drugs such as bliss, novacoke, betameth or tempo. The runners see a wide variety of metahumans hanging out in the bar. Patrons are prominently wearing the red and black gang colors and gang symbols of the Slaughterhouse. Members of the gang inside the bar include Chromedome, Slam, Haven, Eboni, Bladestrike and Roid. The gangers all defer the runners to speak the veteran ganger, Bloodbath (see **Cast of Shadows**).

The Slaughterhouse is a local gang that has ties with the Eugene Spagnelli Mafia family. The Slaughterhouse's business interests include auto chop shops, as well as organlegging and used cyberware. They get a significant piece of revenue from their working relationship with Tamanous. They are the only local gang willing to work with organ-leggers, which further establishes their reputation as cold-blooded butchers. It's common knowledge that enemies of Spagnelli are funneled to the Slaughterhouse in order for them to "disappear." In addition they also peddle street drugs for the Family, and run at least two prostitution rings in



the area. The Slaughterhouse is the largest gang in the area, with approximately 125 members.

The ganger the runners will need to talk to about the Switchblades is a troll called Bloodbath. For Bloodbath to be willing to share his information, the runners will have to use their nuyen to put him in a talkative mood. Bloodbath will initially ask for a bribe of TRx100¥ or will ask them to purchase an equivalent amount of street drugs (p. 188, *Arsenal*). Having a native New Yorker on their team can help the runners in the negotiations (a +1 dice pool modifier to Social Tests). Being knowledgeable and able to talk about the Manhattan Yankees, its players and their stats (both past and present) will also put Bloodbath in the mood to talk. Offering to assist the Slaughterhouse with the other rival gangs could also make Bloodbath willing to share the information he has on the Switchblades (although this option will hamper their efforts to obtain information from the Kings and the Tridents).

What Bloodbath Knows

- The Switchblades is a very small gang, with less than fifty members. However, that doesn't make them any less formidable. They know how to fight really well and are extremely well equipped. The few brawls the Slaughterhouse has had with them resulted in heavy casualties for their side. The Slaughterhouse has chosen to accept a deal where the Switchblades pay the Slaughterhouse in large amounts of nuyen for the right to be left alone, and to be able to cut through their territory without being accosted.
- The Slaughterhouse is unwilling to threaten a steady income to cross the Switchblades.
- The Switchblades have set up their headquarters in the middle of three different street gang's territories (the Slaughterhouse's, the Trident's and the King's). To safely negotiate the area, the runners will have to persuade a gang to give the runners safe passage through their territory. However, it won't be the Slaughterhouse. If the runners are spotted cutting through their territory to reach the Switchblades, they will be attacked.

The Kings and Gabriel's Pool Hall and AR Arcade

Gabriel's has a mixture of high tech, AR and traditional pool tables, as well as augmented reality arcade games. Although many of the AR games still work, it is obvious that the arcade has not received any new game titles in years. Soft retro-music from the 2040's plays in the background. Except for the presence of the Kings and other shady figures and the dilapidated neighborhood, Gabriel's could almost be considered a family-friendly establishment.

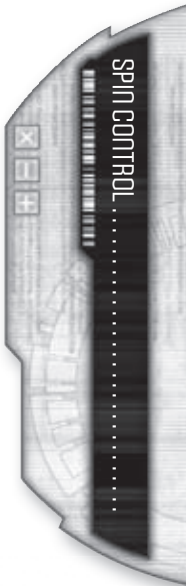
The Kings have ties to the Joseph Fitzpatrick mafia family. The Kings in general have younger members in age than the Slaughterhouse and are much smaller in number, having only about seventy members. Their gang colors are purple and gold. The Kings' primary source of revenue is from high grade forgery. The Kings' forgers have gained a significant street rep for being able to replicate anything, from SINS, RFID tags, security passes, currency to fake government and corporate-issued IDs. The gang also deals in significant quantities of street drugs, bringing them into conflict with the Slaughterhouse. In addition, the Kings are known to have more than a few smuggling dens hidden throughout their territory, especially near the old, dilapidated docks. Crypt

(see **Cast of Shadows**) is the gang leader that the runners will need to talk to in order to get information or assistance with the Switchblades; he is playing pool with fellow Kings Lucy, Rodrigo, Jeb-Bob, and Augustine.

Crypt is not interested in money. Although their operations are less diverse than the Slaughterhouse, they are not hurting for nuyen. What interests Crypt is information that he can only obtain from shadowrunners. Is the Manhattan Development Consortium about to introduce a redesign for its passes for Manhattan? A redesign with new security measures in place to prevent tampering or forgery? If so, what are those new security measures? Are any of the megacorps considering changing their corp scrip via scrip encryption algorithms to make it harder to counterfeit? What can the runners find out about the current interests of the Yakuza and the other rival Mafia Families? The GM is encouraged to come up with other ideas for information that Crypt and his gang might be interested in and it should be information that Crypt can only get through shadowrunners and their contacts. Gathering this information takes time, and could significantly reduce the time the runners have to complete this run (remember, they have a 72 hour window). Crypt should not request any information that would force a player to reveal his corporate affiliation. In exchange for this information from the shadows, Crypt will share his street information about the Switchblades and their activities with the runners.

What Crypt Knows

- The Switchblades have made a deal with the Kings to do favors for us in exchange for being left alone. However, the Slaughterhouse is receiving payment and the Tridents are receiving ammunition from the Switchblades. Those deals are affecting the balance of power between the gangs, which the favors aren't compensating for. Therefore, the Kings will grant the runners safe passage through its territory to allow the runners to get at the Switchblades.
- The Switchblades cut through the Slaughterhouse territory on a regular basis to bring in shipments of supplies. Those supplies are delivered to an underground parking structure, across the street from a building that was once owned by a company called Jordan Aerodynamics. The next shipment is expected to be brought in sometime tomorrow, between 02:00 and 05:00. The runners could use that shipment to gain access to the building.
- The supplies are taken to the third sub-level for the parking structure. The gang has not been able to infiltrate that sub-level, as the Switchblades have that level completely guarded, and keep it off limits for everyone except their own members.
- On the first two sub-levels, the gang allows squatters to take up residence in the parking structure. It is rumored that the Switchblades have gone so far as to incorporate plants amongst the squatters to help beef up security for the parking structure.
- As far as the Switchblade members are concerned, the Kings have members that are both current and former military, or who have had limited corporate security training. Seeing the Switchblades in action, it's either a huge coincidence that all the members of the Switchblades are former military or there's something unusual with that gang.



- The Kings attempted to intercept and hijack one of the Switchblades' shipments a while back. From what was glimpsed, most of the shipment was high-end medical equipment. There was also a cage in the back of the truck that King members at the time noticed. It looked like a person was in the cage, but one of the Kings' members swore that the person in the cage had insect wings.

The Tridents and the Other Side of Hades bar

The Other Side of Hades is a bar where one comes to drink, gamble, and you do business while keeping to yourself. It is not a bar, as the old adage goes, "where everyone knows your name," nor is it a place where one would actually want them to know your name. It's rough and dangerous. Tamanous regularly visits in the early mornings before dawn to pick up the bodies that are left strewn out in the alley after a particularly brutal bar fight from the previous night or to gather those unfortunate souls who happened to have passed out in the alley way. Out in front, the runners are greeted by the sickening smells of urine and vomit from the alley. Inside, they see very few non-humans, if any. It's clear that, although allowed, non-humans aren't particularly welcome in this establishment.

The Tridents have ties to the Mita-Gumi, a syndicate of the Japanese Yakuza. The Tridents are mostly Japanese immigrants who still hold onto the traditional prejudice against non-humans. This could make gathering information or assistance from the gang more difficult if the character(s) doing the talking are metahumans (Social Modifiers Table, p. 131, *SR4A*). The Tridents have around ninety members, and their gang colors are black and blue, the same colors, they claim, as the bruises they leave on their rivals. The Tridents' sources of income come from protection rackets, illegal gambling, extortion schemes, BTLs, and from a couple of Bunraku parlors that they operate in the Terminal Z-Zone.

Vengeance is who the runners will need to talk to in acquiring information on the Switchblades. He's sitting in the back room with his friends Cutthroat, Hog-Chaser, and Desire, toasting the memory of their fellow ganger, Wrath, while watching over the illegal games of chance. The back room has very sophisticated security measures in place, including strong magical warding (Force 7) and an encrypted node (Rating TR/2+2). In the back, there are poker tables (both AR and traditional), slot machines (AR and traditional), bookies accepting bets on a wide variety of on-going sporting events and their enforcers.

Vengeance is an intimidating figure, inspiring fear even amongst his own gang members. He has a reputation for being cruel and sadistic. Add a +4 dice pool modifier to any Intimidation tests made by Vengeance against the runners. Vengeance is not interested in outright selling information about the Switchblades to the runner. The Tridents instead desperately need medical supplies. The trade he proposes for the information is medical supplies in the value of (TRx300¥). This could be stim patches, med kits or pharmaceuticals. Only human characters can attempt to negotiate the amount down.

What Vengeance Knows

- The Switchblades appeared in the area approximately two years ago.
- The Tridents receive regular deliveries of ammunition in exchange for being left alone. The deliveries are significant enough that the Tridents will not cross the Switchblades to help the runners. If the runners are spotted entering the Trident's territory again to reach the Switchblades, they will be attacked.
- The Switchblades have made a home for themselves in the Jordan Aerodynamics building. When they first came into the area, they made a lot of significant physical changes to the interior of the building. It took them six months to get it set up to their satisfaction.
- It is rumored that extensive efforts were made to conceal the access points on the basement and ground levels (ie, the stairs and the elevators) to prevent unauthorized access the upper floors of the building. There are hidden passageways.
- In addition to the remodeling, the Jordan Aerodynamics building is the only commercial building in the area that is connected to and has full access to utilities (climate control, electricity, water). Someone spent a lot of money replacing cables, transformers and pipes just to allow this one building to have utilities.
- The Tridents have no idea who is backing the Switchblades and providing them with their impressive resources. But it is definitely not a crime syndicate.

Going In Without Permission

If the team tries to cross a gang's territory without permission, they will have to make an Infiltration + Agility Test with a threshold equal to the TR to cross that territory without being challenged by the street gang. If the runners choose to disguise themselves as members of the gang that controls that particular territory, the gang will receive a dice pool bonus equal to the TR, to become aware of the deception, either through a Perception Test or through an Opposed Con + Charisma Test. If the runners are discovered in hostile gang territory, they will be challenged by (TR/2) ganger parties, consisting of one gang lieutenant (use the stats for either Vengeance or Bloodbath) and TR+3 number of Random Gangers.

If the team fights through the area to Switchblade territory, the Switchblades will be alerted to their presence.

PUSHING THE ENVELOPE

For the runners to find the right gangers to talk to, they will need to interact with several gang members as well as the other patrons of these establishments. Some of these patrons will be intoxicated and will be looking to pick a fight with the outsiders. There is also the possibility that a rival gang could walk into the hang out while the runners are negotiating. There could be repercussions for the runners depending on how they handle the situation. Should they stay neutral or should they help out the gang that they are trying to get information from relating to the Switchblades? And if they help out that one gang, how will that affect their interactions with the other gangs?

The runners need to be careful about being spotted going into the various gang hangouts. Rival gangs have them under



observation. Being seen approaching a rival gang will most certainly be counterproductive in gathering intelligence on the Switchblades from the other gangs or enlisting their assistance.

DEBUGGING

For this scene to be successful, the team needs to get the necessary information about the Switchblades and the Jordan Aerodynamics building from three gangs, as well as secure assistance from one of the gangs to cross their territory to reach the building safely. If the team has difficulty successfully negotiating with the gang leader, suggest the possibility of doing the gang a favor in exchange for the information or their assistance. The favor should be something minor, and should not take away too much time from the main storyline.

Also, if the runners have difficulty in obtaining information from one gang or create an enemy out of a gang, feel free to have them acquire that same information from one of the other rival gangs instead.

GETTING IN

SCAN THIS

Once the runners have arrived at the Jordan Aerodynamics building, they will need to find a way into the secured building. There are three access points available to the runners to gain admittance into this building.

TELL IT TO THEM STRAIGHT

From the outside as you scout the Jordan Aerodynamics building, you see a red brick building, standing five stories tall. All of its windows have been shuttered. No light can be seen coming from the inside; it appears as though the building is abandoned. There are no functioning street lights. The Switchblades have set up portable lights on the outside and around the underground parking structure that is across the street from the JA building. Rain has begun to fall again, and this time, it is coming down hard and steady. You express a sigh of relief as the rain temporarily tamps down most of the sickening smells from the neighborhood.

The immediate area has been inundated with gang graffiti. Armed Switchblades' gangers keep watch outside of the building, as well as across the street and around the underground parking structure. Above the parking structure lies a plaza, once filled with lush trees, flowers and grass, that at one time, gave the developed area a touch of natural beauty. Its urban decay at its worst. But right now, your focus is with the former Jordan Aerodynamics building, and finding a way in, so you can finish up this run for Mr. Johnson.

BEHIND THE SCENES

While reading the **Tell It To Them Straight** section, the gamemaster should distribute handout #2 for the exterior of the Jordan Aerodynamics building.

On the astral, there is nothing on the outside of the JA building to indicate that this structure is different from any of handful of other, abandoned commercial buildings in the area that have been taken over by gangers or squatters. There are no watcher spirits patrolling on the outside of the building, nor are

ASTRAL SECURITY

Biofiber

Biofiber is bio-engineered plant life designed to serve as a dual natured barrier, and comes in flat sheets that easily installs along walls, floors and ceilings. The Rating of the Biofiber in the Jordan Aerodynamics building is 6. These sheets can be layered with Fluorescing Astral Bacteria II and warding to provide maximum security for spirit prisoners.

Fluorescing Astral Bacteria II

Fluorescing Astral Bacteria is a genetically engineered strain of bacteria, possessing characteristics that affect astral forms. Fluorescing Astral Bacteria, (FAB) II, impairs astral movement and serves as a barrier for astral forms, providing for a perfect material for establishing a prison for astral forms. The Fluorescing Astral Bacteria in the Jordan Aerodynamics building possesses a Force rating of 6. When in contact with Fluorescing Astral Bacteria II, astral movement is diminished to 100 meters per Combat Turn. In addition, a -2 astral visibility modifier is placed on any being caught inside a FAB cloud. FAB II is maintained through nutrient suspension inside a physical container such as the walls of a cell inside the Jordan Aerodynamics building.

Leech Constructs

Leech Constructs are genetically engineered creatures designed to become an elaborate alarm system against astral intruders. During their first few days, of the Leech Constructs are applied to objects, which form an adhesive bond with the surface of the object. Once in place, the Leech Constructs are able to detect when an astral form passes through them, and emits a high-pitched wail when astral contact is made. Leeches have a dice pool of 10 against a threshold of 4 for detecting an astral form passing through them.

there any visible wards. The background count for the area is 2 (p. 119, *Street Magic*) with a toxic aspect from the negatively charged emotions in the area, as well as from the environmental damage inflicted upon this part of Manhattan.

There are FAB II containers, containing Force 6 FAB, built into the walls, floors and ceilings of the insect spirit holding cells and the sensitive offices in the building. Most of the cells that contain insect spirits are clustered near the center of the building, where an additional layer of warding (Force 6) has been added in addition to the FAB II. The maximum security cells on the second and third floors contain queen/mother spirits, and they possess Fluorescing Astral Bacteria warding as well as Biofiber (Force 6), creating a formidable barrier to prevent the powerful spirits from escaping. Outside of these maximum security cells,

Urgent Message...

SPIN CONTROL



Leech Constructs have been deployed along the cell walls, to alert the guards of any security breaches. In addition, there are TR/2 combat and utility mages maintaining a constant watch on the astral plane. (see **Cast of Shadows** for more information). Utility mages in the facility are not used for combat, but rather, are used to help restrain and prevent any of the spirits from escaping through the astral plane. Utility mages are also used to regularly cleanse the ambient mana in the facility.

The Jordan Aerodynamics building has three physical access points: the roof, the front entrance and the service entrance on the third sub-level of the underground parking structure. The service entrance in the parking structure is where supply deliveries are brought into the building. The parking structure is directly across the street from the front of the Jordan Aerodynamics building. Each access point has its own, unique security measures which will be described below.

In addition to the magical security, the building has a sophisticated security network in place to operate the building's security measures, as well as store classified information for the operation that is taking place inside. All exterior walls have been treated with wireless negating paint (Rating 9).

CIA Matrix System

Sculpting: The sculpting for the CIA network is one of a massive labyrinth of gray stone. All corridors and doors look the same. There is nothing to identify the organization responsible for the project. Without the actual layout, it is conceivable that a hacker could get lost in it. There are nodes that have nothing but decoy or honeypot files. Open the wrong door, and the hacker will be attacked.

Hardware: CIA customized Nexi. Response 5, Signal 1, System 6, Firewall 6, Persona Limit 10, Processor Power 40.

Authentication: 4 Nanotech Passkey systems, 1 for each hub. Each security hub has 4 nodes connected to it.

Privileges: standard.

Attributes:

Hub A (Nodes 1-4) handles the security measures on the Sub-level and the Ground level

Hub B (Nodes 5-8) handles the security measures on the 2nd and 3rd floors, and maintains the secured data storage for the project that is housed on those two floors.

Hub C (Nodes 9-12) handles the security measures on the 4th and 5th floors, and the roof access door, as well as maintains the secured data storage for the project that is housed on those two floors.

All Nodes have the following attributes: Response (TR/2+3), Signal 1, System (TR/2+3), Firewall (TR/2+3)

Spider: There is always 1 spider (see **Cast of Shadows**) on duty at all times.

IC: MCT Bloodhound, Renraku Oniwaban (attached to honeypot files, will trigger if files are edited or downloaded), Three Musketeers Suite, all Rating 4.

Resident Programs: Analyze (TR/2+3), Encrypt (TR/2+3) programs on all nodes

ARC: Launch IC (Three Musketeer Suite)

Topology: Each node is connected to its hub; the 4 hubs are connected to each other in one network via a wireless mesh.

It is important to note that all the “gangers” are trained UCAS Army Rangers, who will not willingly give information should they be captured and interrogated. If the runners attempt to intimidate any soldier, have them resist the characters by giving them only their “name, rank and serial number.” This will be true for all the soldiers throughout this adventure.

Finally, the physical walls in the building have been reinforced. The walls above the ground floor have an Armor rating 8 and Structural rating 9 (p. 166, *SR4A*). All windows have been sealed off with Kevlar wallboard, requiring a demolitions charge to make a hole large enough for the runners to gain access to the building.

The Roof

To access the roof, the runners can choose to use of the neighboring buildings to gain access. Other than the occasional squatter, there is no effort made by the Switchblades to secure these buildings. The roof area itself is enveloped in total darkness. The rain adds an additional vision modifier for Perception Tests while on the roof.

The roof access door is a security door (Armor rating 8, Security rating 9). The maglock on the door is tied into a biometric print reader that has been disguised and integrated into the metal handle. Anyone with an authorized print can open the door. Anyone without an authorized print without first bypassing the scanner will trip a silent alarm. It will require a successful Hardware + Logic (3) Test or a Perception + Intuition (4) Test to recognize the integrated scanner. The lock and the biometric scanner are Rating (TR/2+2, round up). In addition to the lock, there are two mounted security cameras facing the door. The security cameras look as though they are at least a decade old, and appear as though they no longer function. Inside the casings for the cameras, the internal components have been stripped away, and modern cameras have been installed. These models are capable of thermographic imaging. The final security measure on the roof is a series of pressure pads (p. 261, *SR4A*) placed strategically around the roof access door and concealed underneath the roofing material. Detecting the pressure pads requires a Perception + Intuition (4) Test (apply relevant visibility modifiers from the darkness and the rain for this test).

After the runners have successfully opened the roof access door, they will effectively have access to the rest of the building, via the east-side stairs and the service elevator. The stairs and the elevator go from the roof all the way down to the sub-level. Proceed to the next scene, **Cloak and Dagger, Part 1**.

Front Entrance

If the runners choose to use the front entrance as the means to enter the building, the GM should refer to the **Jordan Aerodynamics Ground Floor Map**.

The front entrance consists of four glass doors. Sheets of weathered pressboard have been placed over the doors to make the building appear as though it has been boarded up for some time. Spray-painted murals and gang graffiti cover the boards. One of the boards have been cut, to allow a door handle to stick out and is used by the Switchblades to gain access to the building. This door handle contains another carefully disguised biometric print reader (TR/2+2 Rating). As with the roof door, this handle will



also require either a successful Hardware + Logic (3) Test or a Perception + Intuition (4) Test to notice the integrated scanner. Standing guard outside are (TR/2+2, round up) Switchblade gangers. Directly in front of the doorway are four plascrete columns (Armor rating 12, Structural rating 11) which prevent a vehicle from ramming through the front doors.

Once the runners have made it through the front entrance, they will need to either avoid or confront the (TR+3) guards and the (TR/2) biodrones that are actively patrolling the ground level. Sneaking past the guards will require an Infiltration + Agility versus Perception + Intuition Opposed Test. On this level, there are no combat or utility mages. The runners will also need to avoid the security cameras in the hallways. Once they runners have dealt with the patrol and the security cameras, they will need to search the various rooms for a passageway that will grant them access to the concealed stairs and the service elevators leading to the upper levels of the building. The runners should also be careful in searching the floor due to the fact that many of the offices on this floor have been converted into living quarters. Off-duty personnel could be in those rooms. The original stairs and the elevators have been completely walled off by plascrete, and are inaccessible. Other uses for the office space include storage areas for surgical and medical supplies, weapons and food, as well as recreation rooms and small gyms for the facility personnel.

The hidden passageways are located in rooms #6 (west side stairs and elevator) and #27 (east side stairs and elevator) on the **Jordan Aerodynamics Ground Floor Map**. Both the rooms have been set up to be kitchens, with two refrigerators. The passageways are hidden behind hollowed-out refrigerators bolted to the far wall of the rooms. Each handle of the modified refrigerator has also been altered to include a biometric print reader (TR/2+2 Rating), with the door itself modified to encase a (TR/2+2) rating maglock.

Each passageway is very narrow. Human-sized and smaller characters will have no trouble getting through it by walking single file, but troll-sized runners will have to make an Escape Artist + Agility (TR/2) Test to squeeze through the confined area. The threshold should be increased by 1 if the larger characters are wearing full body armor or are encumbered by carrying large weapons (at the GM's discretion). If any character glitches he or she is wedged into the passageway and is stuck; the character will then have to successfully make another Agility + Escape Artist Test with a +1 to the threshold in order to get free from the passageway.

Once the runners have made it through one of the passageways, they will have access to the rest of the building. Proceed to the next scene, **Cloak and Dagger, Part 1**.

Underground Parking Structure Tunnel

If the runners decide to use the underground parking structure to gain access to the building, the GM should refer to player handouts #3, #4 and #1 for the underground parking structure, the sub-level for the building and the hidden passageway.

Across the street from the Jordan Aerodynamics building is the underground parking structure. It has three sub-levels. Both the entry and the exit ramps are closely watched by the Switchblades. Squatters are allowed to stay in the parking structure, but only on the first and second sub-levels. The third

sub-level is off-limits to everyone except the Switchblades. The runners also have the option of ambushing the supply shipment to the Jordan Aerodynamics building and using that to access the third-sub level. The shipment will arrive at 04:00 on one of the days during Mr. Johnson's 72-hour window. (TR+2) Switchblades escort the shipment en route to its destination. (TR/2) number of Switchblade gangers keep watch over the entrance and exit ramps of the parking structure, with an additional (TR/2+1) Switchblade gangers standing near the access points from the second to the third sub-level. At the GM's discretion, there could be additional Switchblades hidden amongst the squatters living on both levels, waiting to serve as back-up.

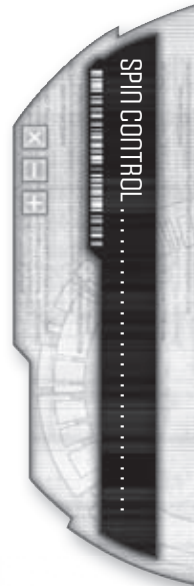
On the third sub-level, all the parking spaces are empty except for ten GMC Bulldog Step-Vans parked near the entrance of the underground tunnel for the Jordan Aerodynamics building. (TR/2) guards standing in front of the tunnel entrance. Awire-mesh gate is drawn down in front of the tunnel doors. This gate is a low-tech security measure with a tumbler lock installed in it. Without acquiring the key to open it, it will require a Locksmith + Agility (3, 1 Combat Turn) Extended Test. Behind the gate are four security doors. They each have a Rating (TR/2+2) maglock and biometric reader (retinal scanner), with Rating (TR/2) anti-tamper systems. All of the gangers and the delivery personnel have keys and biometric prints that permit access through this gate and door.

Once the runners pass the security doors, they will need to locate the stairs and the service elevators that lead up to the rest of the building. The runners again should be careful of running into off duty personnel. On the sub-level, it is less heavily guarded than the front entrance. There are no patrols on this level. However, there are still security cameras in the hallways. On this level, the passageways are located in rooms #7 (west side stairs and elevator) and #34 (east side stairs and elevator). Like the ground level, the passageways are disguised by nonfunctional refrigerators. Use the same stats and the description of the refrigerator and the passageway as listed above in the Front Entrance section.

Once the runners have found the passageway, they will have access to the rest of the building. Proceed to the next scene, **Cloak and Dagger, Part 1**.

PUSHING THE ENVELOPE

If the runners are not cautious when entering the Terminal, they could enter an area that is under dispute by two or even all the local gangs. At TR 3+, allow the runners to get caught in the cross fire. Even if they runners manage to get through gang territory successfully and reach their destination by vehicle, without an adequate number of people actively watching and protecting their vehicle, as soon as the runners go into the building, gang members steals the vehicle(s) or strip it/them down to the frame. The Gamemaster may allow the players to use an abandoned subway tunnel to try to sneak into the gang territory. Although the gangs actively try and avoid the subway tunnels in this area and encountering gangs within the subway tunnels would be minimal, there is a trade off. There is a possibility of the runners encountering Awakened creatures in the abandoned subway tunnel (ghouls, vampires, demon rats, free toxic spirits, rabid hell hounds, etc). The GM is encouraged to refer to *Running Wild* for paranormal animals that would fit the theme and tone of the adventure.



The hidden passageways on the ground and sub floors can be used as effective choke points. There could be (TR/2) guards placed near the stairs and elevator, and will be in a position to open fire on the intruders as they are in the passageway.

DEBUGGING

If the players have a difficult time with the other entrances, encourage them to attack the shipment, but take away the armed escort of the shipment to make it easier for the runners to gain access to the building.

With more rooms to search, there are more opportunities for extra loot to give to the runners. Feel free to provide extra ammo, knives, perhaps a variety of combat drugs to the runners. In addition, there could be RFID badges, commlinks, keys or other items that could prove useful in granting the runners access to the rest of the building.

The items found by the runners, in the end, could be fenced, or could be given as tribute to any gangs that the runners have wronged during this adventure.

CLOAK AND DAGGER, PART 1

SCAN THIS

Depending on which floor the runners go to first, this scene encompasses either the 2nd and 3rd floors, or the 4th and 5th floors. **Cloak and Dagger, Part 2** will take place on the other two floors.

TELL IT TO THEM STRAIGHT

GM NOTE: *If the runners do not get into the Jordan Aerodynamics building quietly, change the following scene to compensate for alarms, gunfire, etc.*

As you arrive at the next floor, you notice a couple dozen cubicles each containing workers, who you initially assess as wageslaves, dressed in very nice business suits and who are busy working on various tasks. As you take stock of your surroundings, you listen in on the various conversations that are taking place. You overhear certain key words from the wageslaves that trouble you: 'Langley,' 'Quantico,' 'the Pentagon,' and names of operations that you are certain are black-ops, and are targeting members of the Manhattan Development Consortium. From the conversations you overhear, you are all but certain that you are dealing with the UCAS Central Intelligence Agency.

You watch covertly as these operatives frequently exchange optical data chips between cubicles and offices; as well as highly encrypted messages between commlinks. You notice that the cubicles themselves are divided into specific units, but you cannot determine their purpose. In the outer offices, you spot various graphs, time tables, and charts posted on the walls documenting the progress the CIA has been making in their mysterious project. From what you can tell, this operation has been underway for quite a while, and that it has already accomplished much.

BEHIND THE SCENES

These floors house analysts and other CIA wageslaves. The main floor is wide open, and houses two dozen cubicles, with offices for mid-level analysts ringing the room.

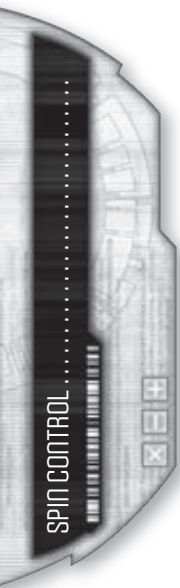
On these two levels, analysts are working on one of two large CIA projects housed in the JA building. These analysts are busy generating scenarios, cracking encryptions and preparing future black-ops missions against the members of the Manhattan Development Consortium (with the exception of Ares. The GM should subtly imply, with the intelligence listed below, that Ares is working behind the scenes to support the operations of the CIA. It should be left up to the players to discover the alliance between the CIA and Ares).

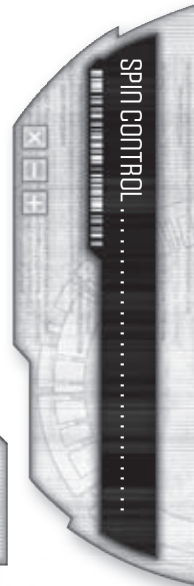
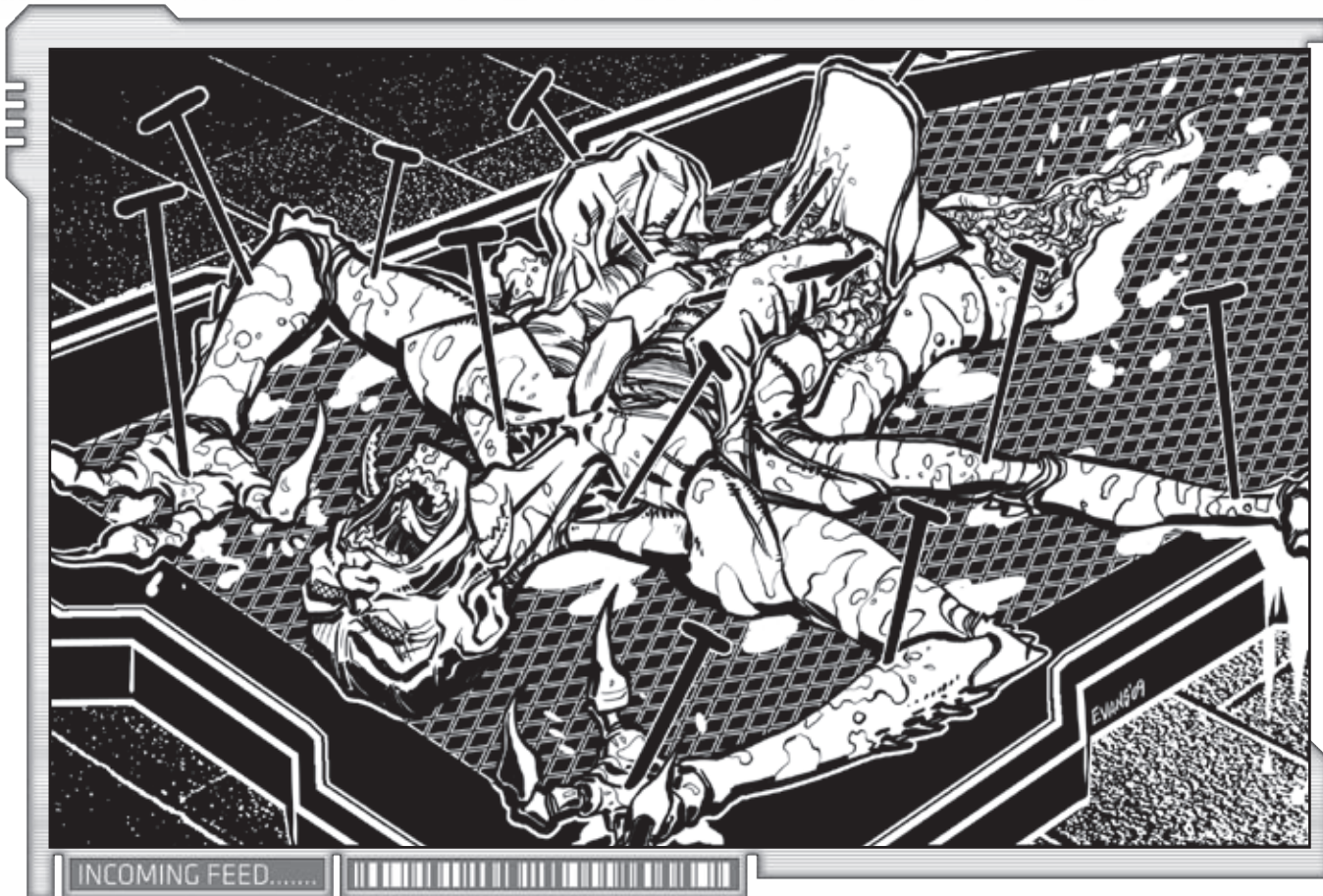
The runners will need to crack into the local nodes (see the CIA Matrix System for the appropriate nodes) for the floors they are on to obtain the relevant intelligence reports relating to the MDC project. If hacking the CIA matrix system is not a viable option for the runners, they can also hack into individual commlinks, which contain encrypted files (Rating TR/2+2) for the specific tasks that the agent or operative is assigned. Commlinks in the facility have a Device Rating of (TR/2+2). Or they can break into individual desks in the cubicles and offices and steal datachips relating to the project. Datachips are the physical back-ups for the intelligence, and are encrypted (Rating TR/2+3). Many of the files contain Data Bombs, Rating (TR/2+2). The datachips are also locked inside the desks. Without the physical key for the desk locks, breaking into an office desk drawer will require a Locksmith + Agility (3) Test. The desk drawers of any Senior Analysts may be protected by an alarm (GM discretion). Typically, to disarm a desk alarm requires a Hardware + Logic (7, 1 minute) Extended Test.

The intelligence the runners should recover from the nodes, commlinks or in the office desks on these floors include:

- The names of CIA handlers, call signs of operatives and their positions inside the various MDC members (excluding Ares). Although identities are not clearly spelled out here, with a little legwork, the identities of the operatives inside the MDC members can easily be found out with this intel.
- Tradecraft on how the operatives are acquiring this intelligence and how they are bypassing each corporation's security measures (Matrix, Magic and Physical security).
- Orders pertaining to the UCAS Army Rangers guarding this facility.
- Supply requisitions for this facility. These requisition reports show nearly ninety-five percent of all supplies (weapons, ammunition, gear, food, medical supplies, etc) are purchased from Ares or its subsidiaries.
- In one of the offices, an analyst is having a trideo conference call with someone on the other end. The face on the trid screen is blacked out, and the voice is altered. If the runners listen closely to the conversation, the CIA analyst is feeding the person on the other end of the call high-level intelligence on Saeder-Krupp and Lofwyr.

On these two floors, a successful Perception + Intuition (3) Test reveals (TR+4) guards actively patrolling each floor, with (TR/2, round up) of those guards being combat mages. There are also (TR/3) utility mages, keeping an eye out for any stray spirits or astral intruders. On these levels, the utility mages cleanse the ambient mana so that the background count is at 0. There are also (TR/2) biodrones on these levels. There are no security cameras on these floors, to protect the sensitive nature of the CIA's work.





If the runners have not set off an alarm, the runners will need to make a successful Infiltration + Agility (TR/2) to sneak past the personnel. The runners may optionally try to bluff their way past the guards with a Con + Charisma (TR/2). If the runners are not dressed appropriately, they get a dice pool penalty equal to TR/2. If they are carrying obvious weaponry, they receive a penalty equal to TR. In addition to bypassing the security, the runners will need to make an Infiltration + Agility (15, 1 Minute) Teamwork Extended Test to determine how long it takes for the team to search the floor and gather the intelligence requested for Mr. Johnson, before proceeding to the next floor.

If the runners set off an alarm, the security personnel will immediately become aware of their presence and will take the necessary steps to contain the breach. (TR/2+3) Security Guards, (TR/2) biodrones and (TR/2) combat mages will be dispatched to assist the security team on the floor for containment operations. It should take them no longer than 3 Combat Turns for the back up team to arrive on the floor. Keep in mind that the analysts and other CIA operatives are trained to destroy all documentation and evidence of the program should the security of the building be compromised. It will take the operatives (14-TR) minutes for them to completely wipe out all evidence of this project. To determine how long it takes for the runners to search a level after an alarm has been sounded, have them make a Running + Strength (15, 1 minute) Teamwork Extended Test.

Before the runners finish searching these levels and as the personnel are evacuating, the runners should overhear a piece of conversation suggesting a secondary site for this operation. The

runners should not be able to gain access to the location of that secondary site. Any guards or personnel who are captured and interrogated to reveal this information have single-dose cyanide auto-injectors implanted inside of their necks and will trigger this cyberware with a mental command before divulging the secondary location. If magic is used to try and coerce the location out of the soldiers, an anchored spell will go off, at a Force sufficient to kill the soldier.

PUSHING THE ENVELOPE

To make the patrolling guards more threatening, include a Switchblades Lieutenant with the regular soldiers. Please see **Cast of Shadows** for the stats on the Switchblades Lieutenant.

Once the runners have been discovered, have the CIA operatives activate several charges throughout the building. The charges should be on a countdown and installed into the building's structure so that they cannot be disarmed. There are (18-TR) minutes on the detonator before the charges go off and level the building. Either a public announcement over the building's intercom system or an announcement in the Matrix should alert the runners that the countdown has begun. For TR 6, let the runners know that the charges have been activated, but do not give them how much time is on the detonators. Keep a secret tally of how long it takes the runners to move through the building.

DEBUGGING

If there is information the team still needs from these floors to successfully complete the run, but they are encountering

trouble with the security, feel free to extend the amount of time it will take for the personnel to destroy the information. The Matrix system will be taken offline almost immediately after an alarm is triggered but the runners could still have time to grab datachips from various desks or grab individual commlinks. In addition, if the team has too much difficulty on the first encounter, feel free to modify the security patrols on the next floors to best suit the capabilities of the group.

CLOAK AND DAGGER, PART 2

SCAN THIS

This scene will describe the final two floors of the Jordan Aerodynamics building, and the second project that the CIA is conducting. Again, depending on the direction the runners are moving, this will either be the 4th and the 5th floors, or the 3rd and 2nd floors.

TELL IT TO THEM STRAIGHT

You move into the next part of the building where you hear blood-curling screams. You hear what sounds like desperate prisoners banging against cell bars echoing in the stairway; their cries filled with absolute terror and pain.

BEHIND THE SCENES

If the characters have negative qualities that can add flavor to the scene such as Flashbacks, make sure they come into play after hearing the screams from these floors.

Stepping onto the next two floors, Awakened characters will find that just like in the previous scene, the background count has been reduced to 0. The (TR/2, round up) utility mages on these floors have consistently used the Cleansing metamagic to keep the background count controlled, so as not to interfere with the experiments.

These floors consist of two dozen holding cells in the center of the floor. In the north and south of each floor are 3 large operating rooms. The east and west sides of the floor contain 4 offices.

A successful Perception + Intuition (3) Test reveals there are (TR+3) guards and (TR/2, round up) German Shepherd biodrones (see **Cast of Shadows** for specific stats) patrolling the corridors. (TR/2, round up) of those guards are combat mages. To sneak past these guards or other personnel, the runners will need to make a successful Infiltration + Agility Opposed Test. Make a secret Perception Test using the biodrones' enhanced senses (smell) to see if they catch the scent of the runners. There are locked gates positioned throughout the second and third floors that the runners will need to bypass. To bypass the tumbler locks of the gates, they will be required to make a Locksmith + Agility (4, 1 Combat Turn) Extended Test. There are no security cameras on these levels. The CIA does not want any of this work recorded. There will also be a number of non-combatant staff working on these two floors.

If a silent alarm has been triggered, the guards will be aware of the runners' location and will take action to contain the security breach. (TR/2+3) Security Guards, (TR/2) biodrones and (TR/2) combat mages will be dispatched to assist the security

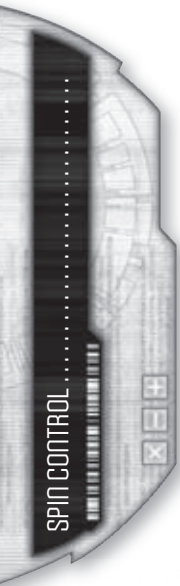
team on the floor to contain the breach. It should take them no longer than 3 Combat Turns for the back up team to arrive on the floor.

Once an alarm is triggered, the analysts, medical personnel and other staff are instructed to initiate protocols to destroy equipment, tissue samples, documents and research subjects that could be used to compromise the program, prior to evacuating through the parking structure. The evacuating personnel will use the stairs and the elevator opposite of where the runners came through. While the personnel are evacuating, the runners will have to hustle in order to grab all the information that their Johnson has requested before it is completely destroyed. Once an alarm has been raised, it will take the facility personnel (14-TR) minutes to completely destroy all sensitive information in the building.

If the runners manage to make it to these levels without tripping a silent alarm, it is business as usual. On these floors, it means surgical procedures are conducted on conscious insect spirits that are screaming in agony from several of the medical rooms. Insect spirits in the holding cells are also making noise, banging on the cells, shouting obscenities and asking for anyone to free them or kill them. If the spirits see the runners, they will plead desperately for the runners for mercy. The GM is encouraged to play up this angle of this adventure; those spirits that are typically the most dangerous are the ones that are in the most need. On both floors, the GM should decide which spirits are being held, but the queen/mother spirits of a particular species are held on a separate level from the spirits of its own kind for security reasons. There also be interrogation rooms, where the combat mages and CIA analysts are forcefully interrogating the captured spirits.

The spirits themselves are maimed and butchered. Stingers, mandibles, wings, pinchers and antennae have been surgically removed. Cybernetic devices are attached to the heads of many of the spirits, each one measuring something different about the spirits. Some of the spirits have been driven insane by the experiments. The surgical rooms that are in use are equipped with very specialized surgical kits, where everything in those kits (scalpels, bone saws, etc) are Rating 1 weapon foci. Each surgical kit is assigned to (and bonded to) a specific surgical team. The only way players will have easy access to any of that equipment is if they enter a surgical room during one of the facility's horrific procedures. If they do so, they will immediately need to make a Charisma + Willpower Composure (5) Test, to endure the traumatic scene. Should a player or players fail the role, awarding an appropriate Negative quality (such as flashbacks or nightmares) may be appropriate (Gamemaster discretion). When not in use, these kits are locked up in highly-secure storage rooms, located throughout the facility. To find these storage facilities, the player characters would have to actively search the floors, and make a Perception + Intuition Test [threshold is 5 + TR/2] to locate the storage rooms, which are essentially large vaults. Once found, the runners would have to make an Extended Locksmith + Agility Test [threshold 5 + TR, 1 Minute], in order to get into the storage area. The vault doors use old fashioned tumbler systems and are not computerized. At Gamemaster discretion, the players may not have the tools necessary to break into the storage rooms. They would also have to continue avoiding the guards in the process.

Other spirits that are not surgically mutilated are given IV's, with experimental pharmaceutical and genetic treatments, each



designed to test potential, next gen bio-weapons against the insect spirits. All of these spirits are in excruciating pain. The information the runners are able to recover, either from the nodes within the CIA Matrix System for these floors, individual commlinks or datachips from the labs and offices include the following:

- The locations of four large hives/nests and two smaller hives/nests spread throughout the UCAS.
- The military preparations and build up being made to strike those locations. All the military operations also involve Ares' Firewatch teams.
- Reports that a few of those hives are conducting their own research; research on how to improve the merge process, so that it could become more refined to take less time and are able to control what type of spirit is created (hybrid, flesh or true form).
- Reports that those same hives are also actively extracting insect spirits from Chicago to learn how the spirits survived not only the mana warps created from the tactical nuke, but also from the clouds of FAB III.
- Documents showing the CIA has received help in tracking down insect spirits from two mantid spirits, both nymphs. One of the nymphs is on-site and is located on one of these two floors. The other is working out of the Pentagon.
- The documents will show the CIA has entered into an uneasy alliance with the mantid spirits for their natural ability to hunt insect spirits. There are very strict guidelines as to what the mantid spirits are required to do in order to maintain the alliance. These requirements include no unsanctioned reproduction, providing viable intelligence on their prey and above all, no computer or matrix access. However, as the runners search the third floor, they will discover the mantid spirit hiding in the administrative office. She is alone, working in augmented reality via a stolen commlink. She seems to be probing the computer network, looking for a way into the system. This should raise concerns for the runners that if the nymph is conducting these illicit experiments here, than what is the other nymph doing inside the Pentagon. Please refer to **Cast of Shadows** for the stats for the mantid spirit.
- A report indicating that insect spirits have infiltrated various media outlets in New York in similar positions to Roger Willis. However, Roger Willis is not among those listed.
- There will also be other types of valuable information available that the runners can obtain. Tissue samples, interrogation reports, lab results, and even the designs of the experimental cyber devices and the experimental weapons can be recovered on these two levels.

If the runners have not set off an alarm, the runners will need to make a successful Infiltration + Agility Opposed Test to sneak passed the unaware personnel. In addition to bypassing the security personnel, the runners will need to make an Infiltration + Agility (15, 1 Minute) Teamwork Extended Test to determine how long it takes for the team to cautiously search the floor, and gather the intelligence that they need for Mr. Johnson, before proceeding to the next floor. If an alarm has already been sounded, the runners will need to make a Running + Strength (15, 1 Minute) Teamwork Extended Test to determine how long it takes to search the floor.

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: Auto-Assault 16 with 32 AV rounds.

Aztechnology: Force 4 centering focus.

Horizon Corporation: 5 doses of laés.

NeoNET: FMC-Stonebrooke Warrior combat drone.

NYPD, Inc.: One blank death certificate (can be used once to remove one Criminal SIN).

Renraku Computer Systems: Free upgrade to beta on next alpha-grade cyberware purchase.

Saeder-Krupp: 5 doses of naga venom.

Shiawase Corporation: One treatment of the Sideways genetic infusion.

Spinrad Industries: Rating 4 Radar sensor headware.

Neo-Anarchists: Second-hand Rating 5 skillwires.

Urgent Message...

PUSHING THE ENVELOPE

Use the **Pushing the Envelope** section from **Cloak and Dagger Part 1** for suggestions on how to make this scene more challenging for the players.

DEBUGGING

Use the **Debugging** section from **Cloak and Dagger Part 1** for suggestions on how to make this scene more challenging for the players.

THE HOME STRETCH

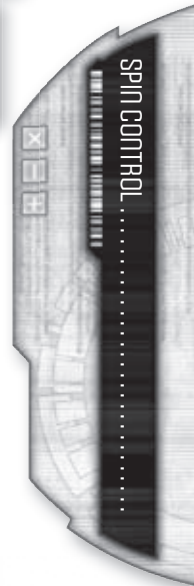
SCAN THIS

This is the scene that will detail the possible outcomes for the CIA facility, for the runners, and for Mr. Johnson (Roger Willis). It opens as the team makes its departure from the facility.

TELL IT TO THEM STRAIGHT

You survived that nightmarish facility and got what Mr. Johnson wanted. This is a run that would make for an excellent story to tell your *omae*s over a cold one at your local watering hole. Unfortunately, you know better than to retell this story. The CIA knows the shadows far more than you could ever hope to. The fewer people that know about your involvement in this run would probably be for the best. As you glance back at the Jordan Aerodynamics building a sudden queasy feeling strikes you. Did you get out clean? Or will you always have to watch your back, afraid that a powerful and feared intelligence agency will be coming after you?

But those are questions best left answered after the mission is complete. Now, it is time to deal with Mr. Johnson.



BEHIND THE SCENES

There are many variables that could occur after the runners have left the Jordan Aerodynamics building. They can choose to betray Mr. Johnson should they realize he's a bug spirit, and sell the information to a corporation or to other third parties instead. In which case, he will use his extensive contacts and his powerful reach to damage the runners' reputation. (See **Picking Up the Pieces**). The MDC would be very interested in both projects that the CIA were conducting in Manhattan and would pay handsomely for that information (GM's discretion). They could also attempt to report Roger Willis to NYPD Inc as being a suspected insect spirit (some of the information the runners may have recovered pointed to some in the media having been infiltrated by bug spirits, however nothing specific on Willis. The characters, however, may successfully deduce that is who they are working for). However, all NYPD Inc. could do is investigate the claims as the runners have no actual proof he is what they claim. In addition, Willis holds a valid SIN and is a stand-up citizen, limiting how invasive NYPD Inc's investigation can be. Willis is also very cautious, and knows how to protect his true identity. Or the runners could choose to take matters into their own hands to try to track down and kill Roger Willis. The GM should be prepared to deal with any of these possible scenarios. Should the runners decide to double-cross the Mr. Johnson, or not turn the information over to him, he will be able to learn where this facility was from hiring other runner teams to talk to the same street gangs, and recover some, if not all the information, from utilizing other teams.

Should the runners manage to successfully sneak through the Jordan Aerodynamics building, and get out without detection, the facility will continue to function normally until the information is turned over to Willis. Once that happens, and his people prepare the slanted news story, the CIA will catch wind about the story and shut down the facility. Reporters showing up in Terminal will only find a collapsed building. The program will continue, but at a secondary site, unknown to the runners and the media. If the runners tripped an alarm inside the building, the building is abandoned by the time the runners leave. The insect spirits that were held inside the facility will be dosed with KE-IV and killed. The CIA will have removed all the bodies. If the building is destroyed by explosives, the resulting fire will be enough to destroy any evidence of the experiments.

In any case, the information about the project should get released, and will be intentionally slanted by Roger Willis toward inciting outrage in the UCAS population. Information pertaining to the Ares involvement with the CIA will also be leaked. Although the bug spirits will not benefit directly from exposing Ares as a collaborator with the CIA, this could be Roger Willis' way of distracting the MDC and the population at large from a much more deadly problem that continues to thrive in the shadows.

PUSHING THE ENVELOPE

When leaving the Terminal Z-Zone District, the runners may encounter difficulties at the chokepoints that NYPD Inc. set up around Terminal (p. 19, *The Rotten Apple: Manhattan*).

The NYPD Inc. officers who maintain the chokepoints may interrogate the runners as to what their purpose was in the Terminal and may insist on thoroughly inspecting them and their vehicles for illegal contraband. At TR 4 – 6, if the runners were detected inside the facility, the guards on duty have received an 'All Points Bulletin' from Saeder-Krupp (perfectly forged documents from the CIA) to be on the look out for individuals matching the runners' descriptions. According to the documents, the runners are considered heavily armed and dangerous and wanted for an attack on one of its classified, extraterritorial properties within the Terminal District. Should the runners be captured by NYPD Inc., they would be turned over to individuals dressed as Saeder-Krupp security personnel (CIA field operatives, attempting to clean up the mess while preventing their ally, Ares, from being exposed as an ally of the CIA and working against the interests of the MDC). The GM may also decide that the CIA does not want to capture the runners alive, so he can decide that those orders would be "to shoot to kill on sight."

DEBUGGING

Barring any unforeseen actions taken by the runners, this should be a fairly straight forward delivery to the representative of Mr. Johnson, who is a completely mundane reporter. The reporter will make sure the runners get paid the proper amount for the information that they sell to Mr. Willis. If the runners check the reporter's background, they will find out that he is an employee for the NBCNN news net.

PICKING UP THE PIECES

MONEY

The Johnson will pay (TRx1,500¥) per runner for locating the shadow project and recovering information on the project.

There is a 1,000¥ bonus for the exclusive rights to the paydata.

There will also be another 1,000¥ bonus for breaking into the facility without detection.

If the runners negotiate for an increase in their base pay, Roger Willis will increase the offer by 200¥ per net success, up to an addition 2,000¥ per runner.

In addition to the normal pay, there is a possibility that the runners will recover items from the Jordan Aerodynamics building that they could fence. The gamemaster will have to determine the value of the goods and/or information being sold. For fenced items, refer to the rules for fencing gear (p.312, SR4A).

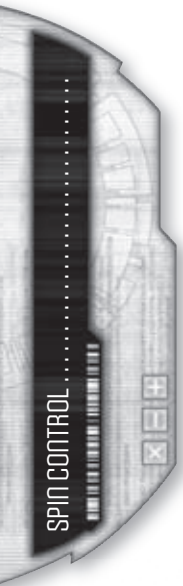
KARMA

1 karma for successfully completing the run.

1 karma for figuring out that Ares is assisting the UCAS CIA against the Manhattan Development Consortium

1 karma if the runners managed to sneak through the facility without detection.

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.

Each corporation will only extend an offer to one or two shadowrunners, usually the ones who best undertook the objective for that corporation.

REPUTATION

Award 1 point of Notoriety for betraying Mr. Johnson by selling the information to someone other than Roger Willis after giving him exclusive rights to the information, or by taking any adverse action against Willis should they realize is true nature.

Award 1 point of Notoriety if the team fights its way across the turf of the Tridents, Kings, or Slaughterhouse.

CONTACTS

If runners make a good impression on Bloodbath, Crypt, or Vengeance, they may gain that ganger as a contact.

If the team completes the run successfully, they gain Roger Willis 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¥ * 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¥ * TR.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Data Search + Logic 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*).

ROGER WILLIS

Hits Information

- 0 Roger Willis is a native New Yorker.
- 1 He is a journalist working at one of the major networks.
- 2 He works at the NBCNN headquarters in Manhattan.
- 3 He works as an assignment editor for the news desk.
- 4 He has been with the company for over 15 years, and has become well known for his reporters' investigative pieces on the shedim, ghouls, toxic shamans, and vampire activities throughout UCAS. Two of his reporters had earned Peabody Awards for their reports.

GENERAL STREET GANG KNOWLEDGE (FOR ANY GANG EXCEPT THE SWITCHBLADES)

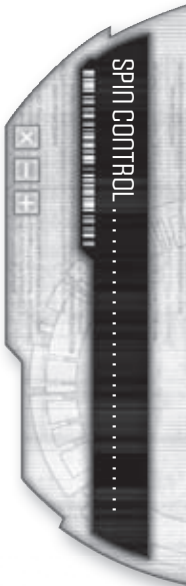
Hits Information

- 0 Wearing a rival gang's colors into a specific gang hangout is a surefire way of getting the attention of those you're looking to obtain information from or negotiate for help.
- 1 You are told the name of the gangs in the area, how big the street gangs are, and know roughly where the boundaries of its territories fall. You are also told about disputed territories that you should avoid.
- 2 You know how to best approach a member from that gang, and get him to listen to you, and perhaps be in a mood to talk. You also know which criminal organization the gang is affiliated with.
- 3 You are familiar with any policlubs or other organizations that its members may be affiliated
- 4 You have your connections, and you know for a fact which criminal syndicate is backing that street gang (Mafia family, Yakuza, etc).

GENERAL SWITCHBLADE KNOWLEDGE (FROM PERSONAL CONTACTS)

Hits Information

- 0 Never heard of them.
- 1 The Switchblades? I've heard they are a street gang that operate somewhere out of the Terminal Z-Zone District.
- 2 For a gang, the Switchblades are very reclusive. They keep to themselves, and don't have a single public hangout where someone can reach them. The other local gangs in the area will be able to tell you more about them. The three most prominent are the Slaughterhouse, the Kings and the Tridents.
- 3 Any NYPD Inc reports on the area list the other street gangs, but there is not a single mention of the Switchblades in any of those reports or databases.
- 4 The reports have been heavily edited and modified. Someone with a lot of resources when through the trouble of changing the reports to protect the Switchblades.



JORDAN AERODYNAMICS

Hits Information

- 0 Jordan Aerodynamics? Never heard of it.
- 1 Jordan Aerodynamics was an independent company that specialized in producing replacement parts for the hydraulic systems for various airlines. The Jordan Aerodynamics building is located somewhere in the Terminal District.
- 2 Jordan Aerodynamics was bought out by Ares but instead of incorporating it into the mega corporation as a subsidiary, Ares chose to close the business down, and absorbed its personnel into its other divisions.
- 3 Ares still holds the hard copy title for the property. However, there are no blueprints of any kind for this facility on record any where, either with Ares, the city or with the Corporate Court.
- 4 Strangely, although the company still holds the hard copy title for the property, it looks like someone went through a lot of trouble to erase all mention of the property in Ares' computer records. With as many properties as Ares has, and as many alterations have occurred in their records, it would be really easy for Ares to forget that it actually owned this insignificant property.

UTILITY RECORDS

Hits Information

- 0 There are no utility records to be found.
- 1 Water, gas and electric accounts linked to a woman named Laura Grisham.
- 2 The bank account is linked to a woman named Laura Grisham and is always replenished by cash deposits (Non-sequential bills). In addition, the funds are automatically taken out of that account. The electric bill is particularly high each month.
- 3 Deposits for this account are made at the first of each month, but are made by different people each month throughout New York.
- 4 The individual known as Laura Grisham who was linked to the SIN on the bank account has been deceased for the past twelve years.

CAST OF SHADOWS

ROGER WILLIS

From his physical appearance, Roger Willis is a harmless, middle-aged man approximately 45 years old, clean shaven, with graying hair. He has bright green eyes. The runners will not be able to get close enough to Roger Willis to know the full story about him; that he is a flesh form insect spirit (wasp spirit, caretaker, Force 5).

Roger Willis hides his disdain for metahumanity well. He appears to be cordial and friendly, and very outgoing. Privately, he has many secret agendas occurring simultaneously. Those agendas focus on protecting his hive and insect spirits against the threat metahumanity poses for his kind.

His current investigation revolves around a shadow project being conducted in the Terminal Z-Zone. Although the information is very sketchy, Willis believes that the shadow project involves insect spirits and is connected to a street gang named the Switchblades. Willis is committed to learning what this shadow project is about and how he might be able to use the information about it to his advantage, and will send the runners to locate the Switchblades, and hopefully the shadow project itself. Willis often talks about leads, and sources and uses various other journalistic jargon when he is talking to the runners.

Roger Willis is highly cautious about protecting his true identity. He uses trid conferencing whenever possible, and is constantly using his Realistic Form and Aura Masking when he



has to work with the journalists at NBCNN or when he has to conduct business in-person.

B A R S C I L W Ess M Init IP Arm CM
7 6 6 5 5 5 5 4.52 5 11 2 5(10) 12

Skills: Assensing 5, Computer 3, Data Search 5, Dodge 3, Influence skill group 5, Leadership 4, Perception 4, Unarmed Combat 2

Qualities: SINNer

Augmentations: Cybereyes (Alphaware), Rating 4, Datajack (Alphaware)

Gear: Hermes Ikon commlink (4/3)

Powers: Animal Control (Wasps), Aura Masking, Dual-natured, Guard, Hive Mind, Immunity to Normal Weapons, Inhabitation, Realistic Form, Sapience.

Optional Power: Confusion

Weaknesses: Allergy (Insecticides, Severe), Evanescence

Contacts: Roger Willis is in the news business, which means he has extensive contacts in government, corporations, and even in the shadows. The GM should determine contacts for Roger Willis.

BLOODBATH

Bloodbath is a male troll that stands nearly seven feet tall. He is obviously battle scarred from being a life-long member of the Slaughterhouse. At 35 years old, Bloodbath's left horn was shattered when it was struck by gunfire from an incursion into their territory by the Tridents. It had been replaced by a horn implant that has since become discolored and scratched from

the harsh life of the streets. His arms reveal old gun shot and stab scarring, in between dozens of gang-affiliated tattoos.

At least one of his tattoos brags about how many rival gangers he has personally killed. It is an impressive number.

Bloodbath is both a proud member of the Slaughterhouse and a proud New Yorker. He speaks with a heavy New York accent, and often speaks about the Yankees and their glory days.

B A R S C I L W Ess Init IP Arm CM
7 3 3 7 3 2 3 4 5.85 5 1 6/4 12

Skills: Perception 3, Etiquette(Street) 4, Close Combat 3, Dodge 4, Intimidate 3, Con 3, Negotiate 3, Leadership 2

Qualities: Home Ground

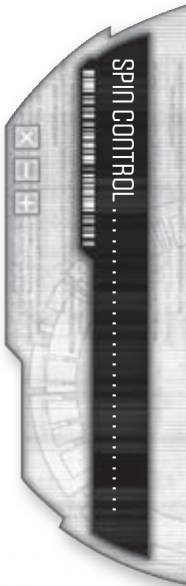
Augmentations: one Horn implant (left horn)

Gear: Lined Coat, Cougar Fine Blade (short blade), Shock Gloves, Weapons: Cougar Fine Blade (short blade), blades, (Str/2+1)P, -1AP Shock Gloves, unarmed weapon, 5S(e), -half, 10 charges

CRYPT

Crypt knows that sometimes, on the streets, nuyen isn't the best currency, and that sometimes, its information. And receiving the latest information about the shadows by shadowrunners is much more valuable to him than any amount of nuyen.

Crypt is a young, male human who is confident and very comfortable talking with people. This may explain that age 19, he holds a pretty high position in the gang. He knows that a sign of weakness even amongst his own gang will be taken as an opportunity. So he always tries to negotiate from a position of strength.



Crypt has a cyberarm which is an inch or two longer than his natural arm, suggesting that it is used cyberware. He lost his right arm in a fight with the Slaughterhouse a year ago. In addition, his face and neck have suffered severe burns, and have been scarred. Crypt is a pro when it comes to using his commlink (DR 5). He is often seen using it on constant basis, in AR mode.

B A R S C I L W Ess Init IP Arm CM
4 4 3 3 5 3 3 3 4,8 6 1 6/4 11

Skills: Dodge 4, Unarmed Combat 3, Perception 3, Clubs 3, Etiquette (Street) 3, Pistols 4, Computer 4, Data search 4

Qualities: Home Ground

Augmentations: Obvious cyberarm (right arm, used)

Gear: Armored Vest

Weapons: AZ-150 Stun Baton, Clubs, 7S(c), -half, 8 charges Berretta 101T, Light Pistol, 4P, 0AP, 0RC, 12(c), regular ammo

VENGEANCE

Even to his own gang, Vengeance is intimidating. He has a street rep for being cruel and sadistic to his enemies, even going so far as torturing an enemy for days. He often goes beyond what is necessary to intimidate his enemies. He has tattoos of winged-demons, gargoyles, vampires and other nightmarish creatures on his body. In the center of his chest is written 'Hell's Rage' in Japanese. Vengeance is 25 years old, of Japanese descent, and he despises metahumans. Vengeance will not back down, even when his back is up against the wall.



B A R S C I L W Ess Init IP Arm CM
3(4) 4 3 5 2 3 3 6 5.5 6 1 4/1 10

Skills: Intimidation 5, Dodge 3, Perception 4, Etiquette (Street) 3, Pistols 4, Blades 3

Qualities: Home Ground

Augmentations: Plastic bone lacing

Gear: Half body suit (form fitting body armor)

Weapons: Ares Predator IV, Heavy Pistol, 5P, -1AP, 0RC, 15(c), regular ammo, Forearm Snap-blade, Blades, (Str/2+2)P

Notes: Street cred 4 for the purposes of intimidation

RANDOM GANGERS

These stats can be used in any combat scenes that the runners may get themselves into with the regular street gangs of the Terminal Z-Zone. These stats are based on human NPCs.

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

Skills: Blades 4, Clubs 3, Dodge, 3, Semi-Automatics 3, Intimidation 3, Perception 2, Unarmed Combat 4

Gear: Armored Vest (6/4), Commlink (DR 2)

Weapons: [Could be one or more of the following]:

Ares Predator [4P, AP -1, SA, 15(c)]

Baseball Bat [Reach 1, 4P]

Vibro Blade Knife [5P, AP -2]

SWITCHBLADES GANGERS (UCAS ARMY RANGERS)

(UCAS Army Rangers utilizes the services of all metahumans. Base stats are for a veteran-level human. Feel free to modify stats to reflect any metahuman soldiers).

B A R S C I L W Ess Init IP Arm CM
4(+3) 4 5(8) 5 3 4 5 4 2.07 9(12) 2 7/3 10

Skills: Dodge 5, Blades 4, Firearms 5, Unarmed Combat 4, Perception 3, Stealth 5, Athletics 3

Augmentations: Cyberware (Alphaaware): Reaction enhancers-2, Wired Reflexes-1, Cybereyes Rating 4 [Flare Compensation, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement 3, Vision Magnification], 2 handblades (one in each hand), Bone Lacing (Titanium).

Gear: Full, form-fitting body armor (6/2), GloWands, concealable holster. (On the floors that are analyzing sensitive corporate intel, guards are installed with one dose, auto-injectors. The substance: cyanide. With the auto-injector, Essence becomes 3.08).

Weapons:

Handblades, cyber melee weapon, STR/2+2P

Cougar Fineblade knife, Blade (long blade), STR/2+2P, -1AP

Ares Crusader, Machine Pistol, 4P, 0AP, 2RC, 40(c), w/ extended clip, integral, barrel-mounted, gas-vent system, internal smartgun system, and Hollow point ammo, +1DV, +2AP

INCOMING FEED.....



COMBAT MAGES

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

Skills: Unarmed Combat 3, Firearms 3, Blades 4, Astral Combat 4, Sorcery 5, Conjuring 4, Dodge 4, Perception 3

Qualities: Magician

Initiate Grade: 2

Metamagics: shielding, cleansing

Gear: rating 3 weapon foci (sword), Lined coat (6/4) (Mages on the floors that are analyzing sensitive corporate intel have been implanted with auto-injectors, with a dose of cyanide. Essence becomes 5.96, and magic rating drops to 6).

Spells: Heal, Mana Bind, Astral Armor, Offensive Mana Barrier, Stun Bolt, Mana Bolt, Mind Probe, Compel Truth, Power Bolt

Bound Spirits: Force 4 Spirit of Man

Weapons:

Rating 3 Weapon Foci Sword, Blades, STR/2+3, 1 Reach
Ares Predator IV, heavy pistol, 5P, -1AP, 15(c), regular ammo

SPIRIT OF MAN (FORCE 4)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
5	4	6	2	4	4	4	4	4	4	10	2	4/4	11

Astral Init/IP: 10, 3

Skills: Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat

Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search

Optional Power: Innate Spell (Power Bolt)

UTILITY MAGES

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

Skills: Perception 4, Dodge 3, Astral Combat 4, Sorcery 6

Qualities: Magician

Initiate Grade: 2

Metamagics: shielding, cleansing

Gear: Lined coat (6/4) (Utility Mages on the floors that are analyzing sensitive corporate intel have been implanted with auto-injectors, with a dose of cyanide. Essence becomes 5.96, and magic rating drops to 6).

Spells: Detect Magic, Extended, Heal, Mana Bind, Mana Net, Offensive Mana Barrier, Mana Barrier, Mana Static, Compel Truth, Mind Probe

Weapons: None

SWITCHBLADES LIEUTENANT

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4(6)	4(9)	4(6)	4	4	4	4	1.4	8(13)	3	12/10	0

Skills: Dodge 5(7), Firearms 5, Unarmed Combat 4, Perception 3, Stealth 5, Athletics 3, Heavy Weapons 3

Qualities: Martial Arts (Aikido), +1 die for subduing

Augmentations: Cyberware (Betaware): Reaction Enhancers 1, Move-by-wire 2, Cybereyes Rating 4, muscle replacement 2

Gear: Light Military Armor with gyromount modification. (Lieutenants on 4th and 5th floors have been implanted with auto-injectors, with a dose of cyanide. Essence becomes 1.36). Light Military Armor has a rating of (12/10). Gyromount modification provides 3 points of recoil compensation.

Maneuvers: Riposte, Vicious Blow

Weapons:

Ares Crusader, Machine Pistol, 4P, 0AP, 2RC, 40 clip, w/ extended clip, integral, barrel-mounted, gas-vent system, internal smartgun system, and Hollow point ammo, +1DV, +2AP

Ares Alpha, 6P, -1AP, 2 RC, 42(c), w/underbarrel grenade launcher, smartgun system and special chamber design (6 clip, gas grenades (Pepper Punch) and APDS rounds]

SPIN CONTROL

BIODRONES (GERMAN SHEPHERDS)

B A R S C I L W Ess M Res Init IP ArmCM
3 3(5) 3(5) 2(4) 2 3 2 3 2.025 0 0 8 1 3/3 0

Skills: Intimidation 2, Perception 2, Tracking 2, Unarmed Combat 4

Powers: Enhanced Senses (Smell), Natural Weapon (Claws/Bite: 2P, AP0)

Augmentations: Cyberware (Alphaware): CAST, TRACES, SEIES, Reaction Enhancers-2, Muscle Replacement-2, Bioware: Orthoskin 3

MANTID SPIRIT NYMPH

Force 4 Hybrid Form

B A R S C I L W Ess M Res Init IP ArmCM
7 6 6 7 4 4 4 4 4 4 0 10 2 4(8) 0

Skills: Computer 2, Data Search 2, Assensing 4, Astral Combat 4, Dodge 4, Perception 4, Spellcasting 4, Counterspelling 4, Unarmed Combat 4

Powers: Immunity to Normal Weapons, Animal Control (mantids), Enhanced Senses (Ultrasound), Inhabitation (Living Vessels), Innate Spell (Stealth)

Gear: Contact Lenses w/ Image Link, Transys Avalon, Response 4, Signal 4

Spells: Compel Truth, Mind Probe, Mana Bolt, Swarm

CIA SPIDER (DWARF)

B A R S C I L W Ess M Res Init IP ArmCM
5 3 4 4 3 4 4 4 5 0 0 7 0 0/0 0

Skills: Computer 4, Data Search 3, Software 3, Cybercombat 4, Electronic Warfare 4, Hacking 3, Perception 3, Pilot Ground Craft 3, Pilot Anthroform 3, Gunnery 3

Programs: Renraku Oniwaban 3, Three Musketeers Suite 3, Analyze 4, Armor 4, Attack 3, Blackout 3, Biofeedback Filter 4, Browse 3, Command 4, ECCM 5, Encrypt 4, Medic 3, Scan 3, Track 4

Augmentations: sim module, data jack, control rig

Gear: Fairlight Caliban commlink, Response 4, Signal 5, AR gloves, contact lenses with image link

ROGER WILLIS

This NBCNN editor is the man to know in the modern media. He is cordial, friendly, and very outgoing. His award-winning reporters' investigations most often center around conspiracies and magical entities. Willis often talks about leads and sources without naming names. If you need a story, he can help you. If you've got a story, he can help you even more.

B A R S C I L W IP
? ? ? ? 5 5 5 5 2

Key Active Skills: Leadership 4, Perception 4, Data search 5, Con 5, Etiquette 4, Negotiation 4.

Knowledge Skills: Who to Know 4, Conspiracy Theories 3, Government Policies 3, Corporate Policies 3, Media 5, Magical Entities 4.

Uses: Information on conspiracies and magical threats, word on the street, spreading rumors.

Places to Meet: Virtual clubs, Matrix chatrooms, direct calls online.

Contact: NBCNN commcode or anonymous commcode.



4 Story Empty Office Complex



4 Story Empty Office Complex



2 Story Empty Warehouse



Parking Garage
4 Floors, 2 Sub floors



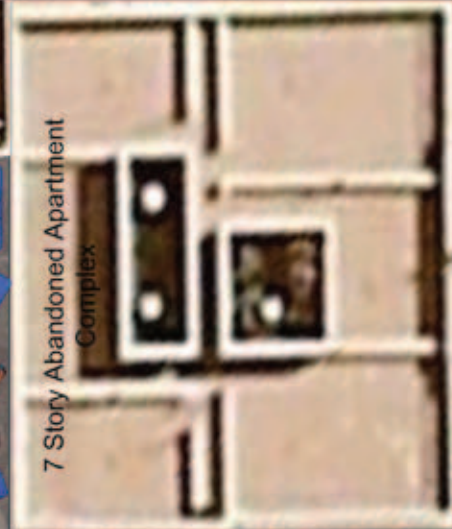
Jordan Aerodynamics Building
5 Stories



7 Story Abandoned Apartment Complex



7 Story Abandoned Apartment Complex







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Roger Willis

Mr. Johnson

Male Human

Connection Rating: 5

B A R S C I L W I P
? ? ? ? 5 5 5 5 2

Key Active Skills: Leadership 4, Perception 4, Data search 5, Con 5, Etiquette 4, Negotiation 4

Knowledge Skills: Who to Know 4, Conspiracy Theories 3, Government Policies 3, Corporate Policies 3, Media 5, Magical Entities 4.

Uses: Information on conspiracies and magical threats, word on the street, spreading rumors.

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Roger Willis

Mr. Johnson

Male Human

Connection Rating: 5

B A R S C I L W I P
? ? ? ? 5 5 5 5 2

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Male Human

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B A R S C I L W I P
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Bloodbath is a veteran ganger that stands nearly seven feet tall. He proudly displays lots of scars on his face, chest and arms from his rough gang life with the Slaughterhouse. At 35, Bloodbath's left horn was shattered when struck by gunfire. It was eventually replaced by a horn implant that has since become discolored and scratched from the harsh life of the streets. Along with extensive battle scars, Bloodbath also has several gang-affiliated tattoos. Bloodbath knows the streets well from his life in the Slaughterhouse. He also has contacts within the Eugene Spagnelli Mafia family, which support the Slaughterhouse gang.

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Bloodbath
Gang Leader (the Slaughterhouse)
Male Troll

Connection Rating: 3

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

Key Active Skills: Close Combat 3, Con, Etiquette (Street) 4, Intimidate 3, Leadership 2, Negotiate 3

Qualities: Home Ground

Knowledge skills: Chops Shops, Mafia Etiquette, NYPD Inc, Organ Leggers (Tamanous), Prostitution Rings, Racketeering, Street Drugs, Street Gangs

Augmentations: one horn implant (left horn)

Uses: Street-level goods or services (Terminal Z-Zone)

Places to Meet: the Nirvana Bar

Contact: through the Gang

Bloodbath
Gang Leader (the Slaughterhouse)
Male Troll

Connection Rating: 3

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

Key Active Skills: Close Combat 3, Con, Etiquette (Street) 4, Intimidate 3, Leadership 2, Negotiate 3

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Augmentations: one horn implant (left horn)

Uses: Street-level goods or services (Terminal Z-Zone)

Places to Meet: the Nirvana Bar

Contact: through the Gang



Crypt knows that sometimes on the streets nuyen isn't the best currency, but rather, information and favors. And receiving the latest information about the shadows from shadow-runners is very valuable to him. If you got info, he's willing to pay for it. If you need information you have to provide some in return. He also holds a trump card when it comes to negotiations: his gang excels at forgeries. And when working in Manhattan, having a quality fake SIN or License is a must. Crypt has a cyberarm which is pretty ill-fitting, suggesting that it is used cyberware. In addition, his face and neck have suffered severe burns. Crypt has connections within the Joesph Fitzpatrick mafia family of New York.

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Crypt
Senior Gang Member (The Kings)
Male Human
Connection Rating: 4

B A R S C I L W I P
 ? ? ? ? 5 3 3 3 1

Skills: Clubs 3, Computer 4, Data search 4, Etiquette (Street) 3
Qualities: Home Ground
Knowledge skills: Corporate Anti-Forgery Security Systems, Forgeries, Mafia Etiquette, Street Gangs, Smuggler Havens
Augmentations: Obvious cyberarm (right arm, used)
Uses: Information from the streets; fake SINs or Licenses
Places to Meet: Gabriel's Pool Hall and Arcade
Contact: Commlink, Matrix, Through the Gang

Crypt
Senior Gang Member (The Kings)
Male Human
Connection Rating: 4

B A R S C I L W I P
 ? ? ? ? 5 3 3 3 1

Skills: Clubs 3, Computer 4, Data search 4, Etiquette (Street) 3
Qualities: Home Ground
Knowledge skills: Corporate Anti-Forgery Security Systems, Forgeries, Mafia Etiquette, Street Gangs, Smuggler Havens
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Male Human
Connection Rating: 4

B A R S C I L W I P
 ? ? ? ? 5 3 3 3 1

Skills: Clubs 3, Computer 4, Data search 4, Etiquette (Street) 3
Qualities: Home Ground
Knowledge skills: Corporate Anti-Forgery Security Systems, Forgeries, Mafia Etiquette, Street Gangs, Smuggler Havens
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Even to his own gang, Vengeance is intimidating. He has a street rep for being cruel and sadistic to his enemies, even going so far as torturing an enemy for days. He often goes beyond what is necessary to be intimidating. Many say he is insane. He has tattoos of winged-demons, gargoyles, vampires and other nightmarish creatures on his body. In the center of his chest is written 'Hell's Rage' in Japanese. Vengeance is 25 years old, of Japanese descent, and he despises metahumans. Vengeance will not back down, even when his back is up against the wall. Vengeance has connections to the Japanese Yakuza.

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Vengeance
Gang Leader (The Tridents)
Male Human
Connection Rating: 3

B	A	R	S	C	I	L	W	I	P
?	?	?	?	2	3	3	6	1	

Skills: Intimidation 5, Etiquette (Street) 3, Pistols 4, Blades 3
Qualities: Home Ground
Augmentations: Plastic bone lacing
Knowledge skills: Illegal Gambling, Racketeering, Street Gangs, Yakuza
Uses: Illegal Gambling, street goods and services

Vengeance
Gang Leader (The Tridents)
Male Human
Connection Rating: 3

B	A	R	S	C	I	L	W	I	P
?	?	?	?	2	3	3	6	1	

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Male Human
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?	?	?	?	2	3	3	6	1	

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SHADOWRUN

PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

PERSONAL INFO

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

TABLE LEVEL

SRM03-10 Spin Control

My media, my army, my media, my will

SYNOPSIS

- o UCAS presence was discovered in Manhattan and reported to Mr. Johnson
- o Link between UCAS and insider organization discovered
- o Runners were detected by UCAS

MISSION RESULTS

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- NYPD, Incorporated
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Corporation
- Spinrad Industries
- TransOrbital

- Neo-Anarchists

Character Improvement	Karma Cost

TEAM MEMBERS

AFFILIATIONS

ADVANCEMENT

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

Street Cred	_____
Notoriety	_____
Public Awareness	_____

Roger Willis

KARMA

REPUTATION

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

GM's Name _____

GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG

