



SHADOWRUN



STATE OF THE ART

2013

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Connecting Jackpoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login
*****
> Enter Passcode
*****
... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>
"Today's discovery is tomorrow's old news."
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JackPoint Stats

14 users currently active in the network

Latest News
There's a lot going on around the world today. You need to pay attention to survive and profit. -FastJack

Personal Alerts
*Knight Errant has tagged your current SIN and travel authorization as falsified and issued an arrest warrant for you.
*Your flight to Seattle is scheduled to depart in two hours, five minutes.
*You have 7 new responses to your JackPoint posts.
*Your latest purchase from Hello Puma Kids has been delivered to your Hong Kong address.

First Degree
No Members are online and in your area.

Your Current Rep Score:
924 (28% Positive)

Current Time: 14 Dec 2073, 1756 hrs

- PREFERENCES
- FEEDS
- TASKS
- LINKS
- HISTORY

Welcome back to JackPoint, chummer; your last connection was severed: 4 days, 5 hours, 43 minutes ago



Today's Heads Up

* Here's a data dump that could come in handy for all of you. The bleeding edge is always moving forward and you need to know where that edge is unless you want to bleed the other way. -FastJack

Incoming

- * There are times you need someplace to lay low for a while. Here's how and where you find them [Tag: [Safehouses](#)]
- * Want to learn about the wiz gear all those European veterans are claiming is better than today's bleeding edge? [Tag: [Euro War Antiques](#)]
- * Stories from the decadent cites of Asia don't always involve drunk tourists and sex parlors in dark alleys. [Tag: [99 Bottles](#)]

Top News Items

- * Tensions increase as private security forces detain a troll family for taking more than their allotted space during a family picnic. [Link](#)
- * Newspaper editor fired after anti-Brackhaven letter is published. The official announcement was "failure to exercise proper judgment." [Link](#)
- * The cargo submarine Underdog is declared late be Seattle Port Authority. Location and rescue operations have been unsuccessful thus far. [Link](#)
- * Terrorist attack compromises the customer data of all Stuffer Shack customers in Seattle. Authorities promise an investigation. [Link](#)
- * Troll rights group slays the human child of troll parents. [Link](#)

Today's Message

The state of the world changes constantly, with today's paydata becoming yesterday's news. I've consolidated a number of recent posts, data grabs and articles to help you keep apprised of what is going on today. While not all of you will be interested on every post, there should be enough variety that everyone can find something of interest.

We start with Dr. Spin's transcript of Hestaby's speech to the United Nations and an analysis of its importance. When a great dragon speaks, everyone should listen, if only to figure out where to hide. After that, we see that Glitch has hit Ares' sales database again and managed to lift December's Security catalog update (even arms dealers appear to want something new for the holidays). We then get a dossier on one of the cops we need to keep an eye on. Col. Roth is no joke, and she's intent on making our lives more difficult in the long run. I downloaded the Aetherpedia entry for Thailand, so we can all expand our knowledge about the world. Then, while we're thinking about traveling, Clockwork and Turbo Bunny provide the low down on a number of vehicles that you might or might not see every day. The collection ends with a selection of plants from Chicago and the surrounding environs; just like animals, the plants are changing too. And getting meaner -FastJack

- CHAT
- MESSAGES
- FILES
- POSTS
- NEXUS
- SEARCH

- Active ComStar Firewall
- Active Jack-in-the-Box Antivirus
- Active SpamWitch Filter
- On/Receiving Commcode
- Excellent Signal
- Active Hidden Mode
- Local Map

SOTA 2073
Invited Guests: None

Posts/Files tagged with "State of the Art 2073":
* Hestaby Addresses the U.N.
* Ares Supplemental
* Character Corner
* Aetherpedia: Thailand
[\[More\]](#)

- CONTINUE
- ADVANCED SEARCH
- SAVE

HESTABY ADDRESSES THE U.N.

POSTED BY: DR. SPIN

This trideo recording of Hestaby's United Nations speech, which took place only a few minutes ago in Geneva, contains news that many of you will be (or should be) interested in, particularly if you or your teammates ever do the unthinkable and actually make deals with dragons or agree to work for them. If you are into that line of work, you may want to keep this speech of Hestaby's in mind, and remember that when dealing with your scaly Mr. (or Ms.) Johnson, your employer's opinions of you and your team may just have taken a significant turn for the worse since you last worked for them. The worst part of it is that it may not even be your fault or performance; rather, it could be the result of dragon politics. From the tone of this speech, things could have deteriorated within the dragon ranks to the point where after your job is done, your employer may be sorely tempted to lose interest in your well being and could easily turn on you.

UNITED NATIONS HEADQUARTERS, GENEVA, JULY 23, 2073. TRIDEO RECORDING OF DISTINGUISHED DIGNITARY FROM TÍR TAIRNGIRE, HESTABY.

(At 1630 hours, member nations of the United Nations begin to assemble for Hestaby's address to the United Nations. At 1655 Hours, Hestaby enters the chamber in her female, metahuman form and is seated next to the Tir Tairngire Ambassador to the UN as a recognized Prince from the Tir government. At 1656 hours, ambassadors and dignitaries from the Allied German States remove themselves from the United Nations chamber, followed by the visiting Saeder-Krupp representative. At 1658 hours, Hestaby is introduced to the General Assembly by the Secretary General and greeted by a round of polite applause. Hestaby approaches the dais in metahuman form. Her speech begins at 1700 hours).

Honored representatives and dignitaries from around the world, both from the member nations of this body as well as dignitaries from the corporations that make up the esteemed Corporate Court; I come here today not as a Tír Tairngire Prince, but rather as an envoy of my kind, seeking to address an alarming trend that threatens the long-term stability in relations between dragon kind and metahumans on a global scale. This particular matter has become so troublesome in recent months that it threatens to completely unravel the hard work that I and others before me have accomplished to improve understanding, to overcome prejudices and preconceptions that were once deeply held by both sides, and work that was meant to promote a mutually beneficial and enduring relationship between our two races in this new and wondrous age. If this matter is not addressed promptly and decisively by this institution, we risk being led down the path of extremism to a destination where

from which neither of us can easily come back; a destination where steel once again meets scale, and the world is once again consumed by bloodshed the likes of which we have not seen since another age. It is an age that I have experienced first-hand before, and one that I do not wish to see repeated in this enlightened era. This is an era that has the potential for great beauty and profound wisdom, as well as the potential for unspeakable horrors. Ladies and gentlemen of the United Nations, we must act now to prevent what I most fear from coming to pass; a wide-scale conflict between your kind and my own, that will forever alter the course of world events.

Many in your respective delegations may even now be desperately searching for convincing talking points and sound bites that can help you explain to your citizens why your nations do not need to heed my warnings. These closed-minded individuals do not see the threat as clearly as I do, but they also do not possess the same sources of information that I have. In their ignorance, they may wish to convince your citizens that there is no such threat to the global community, putting your kind in grave danger. Or these naysayers may wish to simply believe that I am over-stating the actual threat for some personal gain or other self-interest in some sort of "draconic chess game," leading them to downplay the seriousness of this threat rather than addressing it directly. You may also encounter those who choose to naively believe that this current situation will "simply blow over, given time." Time, in this instance, may be your greatest enemy. While your kind thinks in terms of days, months, or years, my kind thinks in terms that can span several of your generations. Do you really want to wait in your inaction to see a world where my kind has decades to prepare for a surgical retaliation for crimes committed against our blood in the present day? Especially when steps can be taken now to dampen that searing rage and prevent events from unfolding in the same manner as they did so long ago, when there were uprisings, wars and massive bloodshed on both sides? Would you prefer to wait for and be forced to live in an era where my kind knows nothing but the rage and contempt that they once held for all of metahumanity, and to once again live under their animosity, as slaves instead of trusted partners?

There is significant precedent in the history of this international body for not taking immediate action, and for avoiding controversial matters. I am here to tell you today that you do not have the luxury of waiting. This body must act decisively, now, in the present day, to make certain that mistakes of the past do not come back to revisit this world and leave lasting ramifications for future generations of people of all metatypes. We, ladies and gentlemen of this revered institution, must work together to prevent tragedy from revisiting this world as it has so many times before.

PRIORITY MESSAGE

I hope you will believe me when I say that in addressing this body on this particular matter, I am breaking with traditions and customs of my race that have stood for several millennia, and that under different circumstances, I would not even dare contemplate breaking with these very solemn customs. I only do so because the unseen threat of which I speak warrants it. As far as any personal gain that I may stand to gain from this speech, you can be assured that the words I utter here today will curry no favor among many of my own kind, and that this speech will all but guarantee that they will take great pains to see that I lose much for my perceived betrayal. Despite the serious ramifications that may befall me, I am saying these things to you today to impress upon you the urgency of this matter, and to urge you to take action.

As many of you have come to anticipate, I have come here to address Sirurg's recent activities in Aztlan. This international body has established laws that deem what Sirurg has done in Cali and elsewhere in Aztlan as egregious crimes against metahumanity and demand that Sirurg be judged and held accountable for those crimes by this body's War Crimes Tribunal. It has also become public knowledge that this venerable, international institution has been deadlocked over the last several months over the question of how best to resolve this volatile situation, as well as deadlocked over the logistics of how to bring Sirurg, a great dragon, to justice. These facts are not in dispute. But to be able to pass judgment on Sirurg that can be considered impartial and bearing a dragon's wisdom, you must first fully comprehend where a vast amount of Sirurg's rage is originating. It does not all come from a past age; it does not all come from past crimes that metahumans, your ancestors, have inflicted upon our kind throughout the ages. It does not all come from the abuses your kind have inflicted on the ecosystem, which in some cases, have been extreme and long lasting in their consequences. Rather, Sirurg's abundant fury is fueled now in this present day in great part by an event of recent memory; the execution of one of our own in 2064; the dragon that was known in your metahuman tongue as Dzitbalchén.

(1707 hours—The Aztlan Ambassador to the UN and the visiting Aztechnology representative immediately rise and walk out of the assembly hall).

For those in this international body who have already forgotten that incident, let me offer you an accounting of what transpired in the nation of Aztlan on June 5, 2064. An incident that, even nine years later, remains fresh in our memories. The Aztlan government, the corporation known as Aztechnology, and a member of my kind, Pobre, were set to sign an important peace agreement meant to end the violence that had plagued the Yucatan region for well over a decade. At the signing

PRIORITY MESSAGE

ceremony a bomb detonated, a bomb that would take the life of the CEO of Aztechnology. An investigation, supported by one of my kind, led back to the workings of the feathered serpent, Dzitbalchén. As a result of the investigation, this proud and eloquent feathered serpent would later be executed for the crimes he was accused in an undignified quest for vengeance at the hands of one of your member nations. I do not exaggerate when I say every one of my kind, myself included, was outraged by that bloodletting ceremony. Our numbers are far too thin for our liking, and the loss of even one of our own is considered a tragedy of such magnitude that your kind cannot even begin to fathom.

This travesty was publicly broadcast throughout the nation of Aztlan, and then rebroadcast throughout the world, turning what was nominally an act of justice into a sideshow spectacle displayed in an effort to gain profit. To compound an already egregious outrage against our dragon blood, members of the Aztlan nation had the remains of Dzitbalchén dissected and analyzed, treating him as if he was nothing more than a subject for medical experimentation. This detestable medical experiment, or autopsy, if that word is more palpable to your metahuman sensibilities, was recorded for alleged research purposes and has since found its way onto the Matrix. It remains readily available to anyone who would search for it.

Rest assured, honored members of the United Nations and members of the Corporate Court who are present here today, that those acts of depravity have not gone unnoticed by my kind. To put these troubling acts into perspective for this international body, the broadcast of the butchery of Dzitbalchén's remains was tantamount to you watching your closest blood or marital relations being dissected on the world stage by all too eager of Aztlan scientists. To further agitate this perilous situation, the remains of Dzitbalchén continue to be held in the custody of those who had originally defiled him and his memory. The Aztlan government refuses to enter into good-faith negotiations with either myself or with the Draco Foundation for the return of those remains for proper interment. It is because of acts like these, as well as many other insensitive acts toward the Earth's ecosystem, that Sirurg is acting out, allowing this war to be his release for the savagery that encompasses much more than what this institution considers to be "valid and justifiable military targets." He lashes out in order to reach an end goal that only he knows.

Many have cast Sirurg's actions in the context of the ongoing Aztlan-Amazonia war, which pushes us to ask the following questions: If this war should end, will it also bring an end to Sirurg's reign of violence? And will the violence remain limited to only Aztlan? From the length of time I have known him and the experience I have gained from interacting with him, I am

saddened to say that I have no reason to believe that an end to this war will bring an end to his violence. Sirurg has reached a point in his reasoning where only one of two things can happen; he can either fully achieve his agenda, which will mean that further violence is no longer necessary, or he has to be physically stopped by an outside force. At the moment, Sirurg's attention is focused solely on Aztlan. But should this war end, there is no telling where his attention will turn next, or how far he will go to continue his crusade. It is very likely he will seek the entire eradication of the Aztlan nation, innocent citizens and guilty political figures alike. I very much doubt, in the state that he is in now, that even the thought of encroaching on another dragon's territory will be enough to halt Sirurg's reign of violence. It would seem that this war is an opportunity that Sirurg has been anticipating for a very long time to get the retribution he seeks against those who are guilty of crimes against dragon blood and crimes against the environment.

I also know enough about Sirurg's character to know that he will never willingly agree to be held accountable to the laws and standards that this international community has established for the world. For it was Aztlan's actions back in 2064 that set a dangerous precedent for my kind. What they did in 2064 reaffirmed amongst my brethren what they have felt for millennia; that dragonkind as a whole cannot trust in and must refuse to be held accountable to metahuman laws and limited concepts of justice, for those laws and the corrupt application of those laws would seem to lead to our extinction. And for many dragons in the world today, there is still yet another prevalent thought in our culture that tells us that metahumans must be put in their proper places from time to time, in order to remind you of your subservient natures.

I am saddened to say that these archaic notions are beginning to be promoted by certain dragons and are reasserting themselves in secret amongst my kind during this tumultuous time. These sentiments, I believe, are what have driven my friend Ghostwalker to perform a highly dangerous ritual inside the highly populated city of Washington DeeCee only a few days ago; a ritual that is believed to have contributed to the deaths of over six hundred UCAS citizens, injured nearly two thousand more metahuman citizens, and resulted in nearly three hundred and fifty people being reported as still missing, believed to have been pulled into the Rift before it finally was closed. These archaic sentiments that are taking root amongst my dragon brethren have poisoned my friend's views on metahumanity, and on his views of the value metahumans possess for dragonkind. It is this loss of value for metahumanity that drove Ghostwalker to ignore the perils of his ritual to service his own cause. For the loss of life in the UCAS capital, I tell the people of the UCAS government, I am deeply sorry. You have my sympathies and I

have made my personal resources available to you for rescue and clean-up operations. I also pledge three million nuyen worth of aid to the UCAS government, if they so desire.

But even as I speak, others of my kind are being poisoned in their perceptions of metahumans as they react to Sirurg's crimes, and this is rapidly eroding away any other notions they may have had of cooperation, equality, and mutual respect, ideas that both sides have been striving so hard to build together over the past few decades. If nothing is done soon, Sirurg will not be looked upon by my dragon brethren as a dangerous outcast; rather, he will be looked upon as a champion for dragon causes, dragon virtues, and dragon superiority. He will become a hero to my kind. We cannot allow this ideology to take hold.

We now must face the actions that are taking place on the other end of the spectrum and see how metahumanity is responding to Sirurg's violence. There have been reports in recent months of dragon eggs having been stolen from their secured locations around the world. Many of these eggs are later found to have been maliciously shattered, which threatens our population. Additionally, drakes, especially those that are known to be aligned with great dragons, are being hunted down by various hate-filled metahuman groups. Following these drakes' deaths, which are usually carried out in the most heinous and gruesome of fashions, vile messages are left at those locations, written in the drakes' own blood; messages referring to the attacks of Sirurg, and describing how these murders are retaliation for his acts. The last incident in this string of hate crimes occurred last Thursday, in Neo-Tokyo, where the bodies of two drakes belonging to Ryumyo were found mutilated. These innocent drakes had nothing to do with Sirurg or his activities in South America, and yet these groups felt it necessary to punish them for those crimes. Even by your standards, this is not justice.

These cruel actions from metahumans as well as callous disregard for metahuman life from my kind will only ensure an escalation in the hostilities, and ensure that Sirurg will be but the first of my kind to unleash their pent-up rage against metahumanity. I have talked with other members of my kind in recent months and have found growing sympathy and support for Sirurg, his cause, and the desire to see retribution carried out for all atrocities committed against dragon blood throughout our history. These, on top of the crimes that metahumanity have already committed against us millennia ago and that our kind have yet to forgive. Again, I plead with you now that we need to act now, united, to preserve what both sides have worked so hard to achieve in the present before elements on both sides erases our progress and force us to return to the old ways.

Many of you witnessed what Ghostwalker did to the city of Denver during the Year of the Comet and have witnessed what Sirurg and his followers are capable of doing in Aztlan. Now,



imagine the widespread destruction and chaos that would be inflicted on the world should a majority of my kind choose to follow Sirurg's example and spread this violence to the ends of the earth. This must not happen. We must act now to address this perilous situation that many of my brethren still refuse to address openly, whether because they see public discourse as a sign of weakness or because they currently desire no peaceful remedy for their fury. Even helping to change the mindset of a few dragons by what this institution does in the near future can make a significant difference in the outcome of this crisis. But make no mistake about this: this crisis will not diffuse itself; and this problem will only get worse over time if left unaddressed.

In order to have a chance of avoiding catastrophe, there must be good faith efforts on both sides to resolve this crisis. For my part, I have chosen to add my voice and support to the international community's condemnation of what Sirurg is doing in Aztlan. He is of the opinion that each and every metahuman who supports Aztlan is a valid target of his wrath. The last time I spoke with Sirurg, when I pleaded with him to stop his irrational and his indiscriminatory rampages for the sake of repairing relations between our two species, this is what he had to say. "There is no innocence left in Aztlan for me to stay my talons. The citizens of this nation live their lives aware of the crimes and atrocities that Aztlan commits against us and against nature on a daily basis, and yet they choose to be complacent with their government's crimes. Or they choose to live in ignorance without bothering to learn the truth about their cruel and evil government. In either case, they are making an active choice to not exercise their power to overthrow the regime that controls them and commits crimes in their names. Their complacency makes them all guilty and just as deserving of my wrath as those that are actively fighting this war against Amazonia. It is a time of reckoning for the people of Aztlan, and I hope that the rest of the people of the world take notice. I will make Aztlan an example. If the rest of the metahuman world learns from what will be left of Aztlan and begins to make reparations for the crimes that they are guilty of, then and only then, can there be peace."

It should be clear to those gathered here that I do not share the same views as my dear friend. I believe the way he is going about accomplishing his goals is inappropriate and misguided. I believe that there must be restraint when it comes to the battles our kind wages in this modern day. There must always be a distinction between true enemy forces that are advancing a particular agenda and innocent civilian populations who are only looking to survive in this dangerous world. The willful and indiscriminatory killings of metahumans, especially on a massive scale such as that of the city of Cali, is a practice that must end. It is a concept that is outmoded at best; and in an era of smart bombs and non-lethal weapons, the genocide of a people based

solely on their government's crimes is best left to a previous, uncivilized age. For dragonkind to flourish in this new era, we must work in unison with our metahuman compatriots for the betterment of all.

Many here will say, "It is admirable that you are adding your voice to the United Nation's desire to indict one of your own on war crimes. But pragmatically, it does nothing to provide a real solution the problem." In addition to adding my voice of support to the United Nations to its efforts to bringing SIRRURG to justice, I am offering what resources I have to aid in this effort. To that end, in an effort to quash this irrational violence, I am providing to you what my sources have confirmed to me will be the next target of SIRRURG's terrorism in Aztlan: Teotihuacan. Given its proximity to the Aztlan capital and given its magical potency, my sources strongly believe that this will be an attack on the same scale as that of Cali. This attack, if unaltered by these new circumstances, is set to take place in a few more weeks' time. I am hoping that with this advanced warning, SIRRURG will be discouraged from attacking Teotihuacan, a decision that will preserve the lives of thousands of innocent metahumans. I hope my action will convince many of you that not all dragons desires to see the entire eradication of your civilizations.

This information that I have provided does not come without a price. As I have made good-faith efforts here today to stop SIRRURG and his terrorist acts, it will be necessary for this body to make similar gestures toward my kind. First, it would be necessary for improving relations between our two kinds if this body would put significant political pressure on Aztlan to make genuine efforts to use non-lethal force to subdue SIRRURG and his followers, and to capture, and not kill, as many of them as they can. Despite what he and his followers have done, SIRRURG and his followers are still important members of my kind, and I, like my brethren, would like to see efforts made to preserve their lives. This significant gesture from metahumanity would go a long way to resolving the rage that is currently gripping my species. Aztlan will not be willing to make this gesture on its own without proper encouragement. The international community must impress upon Aztlan its international obligation to do what is right for the global community, and not just what is right for its own self interests, just as I am trying to do here today with my kind. In addition, putting pressure on Aztlan to return the remains of Dzitbalchén, as well as helping to remove the recordings of Dzitbalchén's mutilation from the Matrix will also be necessary steps in the restoring and normalizing our relations by showing dragons that metahumanity can be understanding and respectful to sensitive matters for my kind. And those that have harmed our drakes, both aligned and not, your nations and corporations need to make a sincere and concerted effort to bring the individuals responsible for those deaths to justice.

You must made a stand that says that type of depravity will not be tolerated from your kind; just as SIRRURG's acts of terror must not be tolerated by mine.

Secondly, should SIRRURG be captured alive, I will offer my aid to help imprison SIRRURG until he is brought up for trial. Imprisoning a living great dragon is by no means an easy feat, even for my kind. Metahumans will need my cooperation should this eventuality become a reality. Third, when it comes time to selecting the individuals who would sit as judges on the tribunal, I would ask that this body select a willing great dragon to also sit in judgment of SIRRURG, along with your other metahuman judges. This gesture would be significant for my fellow dragons. It would be a gesture that shows that metahumanity welcomes and values the input and the perspective of my people, especially in a matter as egregious as this. By allowing a great dragon to sit in judgment of SIRRURG, you also minimize the criticisms that could be launched against any verdict from your War Crimes Tribunal by other dragons for being utterly biased and without merit.

In this age, in the short years that our two species have interacted with one another, our two kinds have already accomplished more in creating lasting bonds between our two cultures than in any previous time in our shared history. In North America, the people of the UCAS expressed a truly enlightened perspective when they freely elected the venerable Dunkelzahn as their president. Before that time, no other dragon in our history has ever been elected into a position of power by a metahuman populace. In this day and age, there are metahumans that voluntarily seek out the knowledge and wisdom of my dear friend, Schwartzkopf. They are willing to put aside instinctual fears in order to gain wisdom, and in return, are teaching Schwartzkopf about your kind's culture and unique magical techniques. Many of the Tír Tairgire population are willing to accept me as one of their Princes and are willing to work with me to restore and preserve the environment and rebuild the great nation. Great things for both our species are being accomplished through mutual cooperation. And even in the business sector, cooperation with Celedyr is allowing one of your largest corporations to thrive and gain great profits. It is in everyone's best interests to maintain the momentum of building relationships between our kinds, and establishing trust amongst us. SIRRURG threatens that stability, and threatens our mutual futures. Let us take action now before it becomes too late. We must find another way to deal with the dark histories of our pasts that will benefit both of us now and in the future.

(At 1725 hours, Hestaby ended her speech to a round of applause for the assembled dignitaries. The great dragon retired from the assembly hall at 1730 hours).



- Can anyone else independently verify that what Hestaby is saying here in this speech is actually what's going on? Is it true that the dragons are really all that ticked off about all this? Not to say I don't trust Hestaby in particular, it's that I don't trust dragons as a general rule. How about you, Frosty?
- Axis Mundi
- Dragons are notorious for not volunteering information, especially to outsiders. You almost have to pry even the most rudimentary of information out of their talons. But even with the sources I have amongst their inner circles, my streams of information have been steadily drying up in recent months. I also know that the Draco Foundation has experienced a similar loss of intelligence coming from the dragons. Whatever is going on, one has to assume that Hestaby's assessment of the situation is correct, that a significant majority of the dragons are very unhappy with us right now. I know more than a few people in the Draco Foundation that are most ... disconcerted by this recent turn of events. I'm sure this speech will only add to their anxieties.
- Frosty
- Frosty's connections in the dragon circles aren't the only ones drying up. My street contacts from around the world that deal in reagents that come from dragons and dracoforms, such as scales, talon clippings, and the like, are so afraid of the heat this might bring upon them that they are dumping their stock of dragon reagents at considerable loss and are going to ground while this (hopefully) blows over. Speaking of which, anybody interested in purchasing a couple of dragon scales that I have lying around, cheap?
- Lyran
- I'm afraid to say this, but when it comes to operations like this, us metahumans are kind of known for doing things half-ass. Sure, those fraggers in the suits and their comfy offices may get around to agreeing that Sirurg is a war criminal, and may even begin bullying Aztlan to play along. But when the final confrontation with Sirurg happens, and I'm sure it will one day, I'm guessing the people who will be on the frontlines, from soldiers to mercs even to runners, will have no choice but decide to spill Sirurg's blood, rather than trying to "stick 'n' shock" him into submission. I really, really hate to see what these pissed-off dragons will do should we kill Sirurg, especially now that we know they're so ticked off with us for crimes against their blood. I smell a war coming, and despite everything Hestaby has said in her pretty speech, I don't think there's anything we can do to avoid it.
- Bull
- Here's a couple of interesting tidbits about Hestaby's speech. You know about the DeeCee "incident?" That wasn't entirely Ghostwalker's fault. Metahumans belonging to two of DeeCee's most powerful shadow organizations, the Illuminates of the New Dawn and the Black Lodge, brought three powerful artifacts into DeeCee, and they were the ones that started the initial accidents. Ghostwalker merely seized upon the opportunity to bring all four of the artifacts together into one ritual, and nearly made the catastrophe worse. The only reason why most people believe Ghostwalker was to blame for the "incident" and not the IoND or the Black Lodge was because those two shadow groups had enough influence in the city to cover up their involvement. And there were enough trid recordings capturing Ghostwalker's activities, such as going through the rift, to lay blame for what happened in DeeCee on him. Hestaby seems to be playing with words here, saying that his ritual "contributed" to the deaths and injuries in DeeCee. Technically its true, if you're throwing in the deaths of the powerful magicians who were at the site to stop the powerful eruption of magical energies that would have wiped out DeeCee as we know it. Given the word play, its really hard to tell now whether Hestaby is treating Ghostwalker as a friend, being neutral toward him, or treating him as a foe.
- Sunshine
- This is a time it seems where we actually need sincerity, and not politics. And Hestaby, despite her best intentions, seems to come off as a politician here. I'm not entirely sure Dunkelzahn would be pleased over how this seems to be turning out.
- Kay St. Irregular
- You know those facts that Hestaby listed? The six hundred dead, the two thousand injured and the three hundred and fifty missing? Those numbers are only for the SINers in the Federal District of Columbia. The numbers of the SINless killed, injured or missing easily doubles those numbers. But hey, they're not a part of the system, so who cares? They don't matter, right? [/sarcasm].
- Slamm-O!
- Well look at that. The East Coast Stock Exchange for the UCAS fell close to 510 points following Hestaby's speech. It must really suck to be a corporate suit right about now with all the uncertainty this is causing.
- Aufheben
- Looks like Aztlan has already released a response to the speech. And really, should any of us be surprised but what they have to say? I'll post it here as a companion piece to Doctor Spin's report.
- Snopes



AZTLAN RESPONSE

POSTED BY: SNOPEs

(AT 1740 HOURS, GENEVA TIME, THE AZTLAN REPRESENTATIVE TO THE UNITED NATIONS ISSUED A RESPONSE TO HESTABY'S ADDRESS TO THE UN. HERE IT IS IN ITS ENTIRETY).

The people of Aztlan are deeply grateful to Lady Hestaby for calling to the international community's attention the devastation and the tremendous loss of life that the great dragon Surrurg is responsible for inflicting upon the metahuman population of Aztlan since this war with Amazonia began. The people of Aztlan also wish to express their appreciation to Lady Hestaby for her courage in voicing her support to ending this senseless violence and for providing intelligence that may prove critical toward achieving that goal. However, despite the praise Aztlan has for Lady Hestaby and her laudable goals that she has expressed here today, there are finer points in Lady Hestaby's speech to which the nation of Aztlan finds itself strongly opposed.

In her speech, Lady Hestaby states that she wishes to have an open dialogue with the metahuman community, to repair relations between dragons and metahumans to forestall dragon uprisings. Aztlan currently enjoys a strong working relationship with dragons throughout its borders. None of the dragons that we consider allies have expressed any interest in or possess any awareness of this so-called draconic uprising. From everything we have seen and heard from our own allies, this threat is non-existent, despite Lady Hestaby's protests. And even if we were to take Lady Hestaby's assumptions at face value and believe there are discontented dragons out in the world, looking for retribution, Lady Hestaby has chosen to begin this new dialogue in a weakened position. In order to build trust, any dialogue must be open and intellectually honest. Lady Hestaby, whether intentionally or not, has overlooked the crimes that Ghostwalker committed in the city of Denver during the last few weeks of 2061 and into 2062 against the Aztlan nation. In those raids, Aztlan lost scores of its citizens to Ghostwalker's rampage. And yet, when Lady Hestaby comes to talk about establishing an open dialogue, she condemns one dragon for his horrific actions, and lets another one of her kind off the hook for his crimes, even when he recently committed a fresh round of crimes against the metahuman population in the UCAS capital. What happened in Denver should be just as fresh in Lady Hestaby's memory as what has transpired in Cali. If true justice is to be sought and achieved for the crimes of one dragon, than it would only be fair to seek that same justice for crimes that another dragon committed. To not demand equal treatment for both of these dragons, even if there is a difference in scale in their attacks, is a sign that Lady Hestaby is playing favorites, perhaps as a form of politics among their kind, and is not truly interested in addressing the serious issues that separate our two species. Even if there is some merit to Lady Hestaby's concerns about dragon discontent,

Aztlan intends to, in a next few years, possess weapons and other capabilities to prevent incidents such as what happened in Cali from every being able to happen again on Aztlan soil.

The second point of Hestaby's speech that Aztlan takes offense to is the matter of whether Surrurg should be captured alive. The government of Aztlan considers Surrurg to be an immediate threat to its national security. As such, Aztlan will use whatever means it has at its disposal to defend its citizens from this very deadly and out of control threat. All nations of the world have a recognized, inherent and sovereign right and responsibility to protect its citizens from harm. As such, when Aztlan's military encounters Surrurg the next time, it will utilize all lethal force at its disposal to stop the terrorist dragon and his criminal followers. Because of the crimes committed against Aztlan, like Dzitbalchén, the remains of Surrurg and his followers will become the property of Aztlan. The remains will be held and used by our nation as we see fit to meet our national security interests.

As far as the matter of the execution of Dzitbalchén is concerned, our nation followed all the legal guidelines and laws that have been established for a crime of that magnitude. Aztlan was well within its legal rights to execute Dzitbalchén. A review by the United Nations a few months later confirmed that everything Aztlan did in regards to that incident were performed in a legal and proper manner. The United Nations feels that this matter is closed, as do we. Aztlan will not apologize for or provide any special treatment to what was an enemy of the state. This includes returning his remains to his kind.

The nation of Aztlan, for the sake of improving relations with the dragon community, would be willing to restrict access to the official medical recordings of the Dzitbalchén autopsy. However, by this point, there are countless, pirated copies of the autopsy posted on the Matrix. As such, our nation has no jurisdiction in removing those recordings.

- I hope those dragon allies of theirs are actually telling them the truth. If not ... well, they could be in for a nasty surprise.
- Kay St. Irregular
- I wonder if what Hestaby is asking for is even realistic. I mean, has anyone ever tried to subdue a great dragon without actually killing it? Is our technology even to the level where we could do that?
- Beaker
- I would be more concerned about that line in the press release about what the Aztlan government says about the "weapons and other capabilities" they intend to acquire to make attacks from the dragons more difficult to accomplish. What

does that mean? Will that line serve to antagonize the already precarious situation with the dragons? If they suspect that a confrontation in the future will be neutralized by this new technology, will they be more willing to act now? And what about the other nations? Will this type of rhetoric only start a new arms race between us and them, as well as other nations?

- Thorn
- Well, damn, it looks like this is a very busy news day. There's a report coming out of the California Free State relating to the Mount Shasta Lodge. Here's a brief transcript of the breaking news report, from a local news net. The live feed can be found at here [link]. News coverage of this incident can also be found at three other rival news nets: here [link], here [link] and here [link]. If corporate news nets aren't your style, here are a couple of neo-anarchist Matrix sites covering the same event: here [link] and here [link]. I'm posting all these links because this event could turn out to be highly significant, and one that should not be tainted by bias or lies. And I'm a firm believer in having multiple sources for everything. More sources, more truth.
- Snopes

- One underground Matrix site is reporting that they intercepted a commlink message from one of Hestaby's Northern Crescent gypsies who is on site. Apparently, they did in fact find a sniper rifle after the fact. A German-made sniper rifle.
- Glitch
- I wouldn't jump to conclusions. We don't have all the facts. For all we know, someone's setting up Lofwyr and deliberately left that rifle behind to frame it. It wouldn't be the smartest thing in the world to do, but it is plausible someone is looking to start trouble between the dragons. And in particular, between Hestaby and Lofwyr.
- Frosty
- Or it could in fact be Lofwyr, sending a very blunt, and very chilling message to Hestaby. Whatever and whoever it is, I'm sure we will be seeing and feeling ramifications of this action for a long time to come.
- Lyran

**REDDING, NORTHERN CALIFORNIA FREE STATE. JULY 23, 2073.
0845 HOURS. FIELD REPORTER APRIL SANCHEZ REPORTING
FROM THE NEWS COPTER OF KSAF INC. NEWS NET, LIVE**

Our camera crews and aerial drones are heading out to the Mount Shasta Lodge now, where reports are surfacing that a member of the Mount Shasta Lodge has been shot. As of now, we do not know who was shot, or what condition that person is in. The rumors, if accurate, are pointing to shaman who enjoyed a particularly close relationship with Hestaby, whose speech at the United Nations concluded near the apparent time of the shooting. Once we have more information, we will pass it on to you.

Wait—I am receiving information from the scene. The Mount Shasta Lodge has been completely locked down by its personnel on Hestaby's orders. No one is allowed in or out within four kilometers of the lodge, including within its air space. At least two of our competitor's aerial drones have already been brought down through magical means. The Shasta Lodge is broadcasting that the gypsies who provide security are authorized to use lethal force against any trespassers on Lodge grounds. Their gypsies are currently sweeping the area, looking for evidence of the shooter.

And this just in. We are receiving word now that there has been confirmation that the founder of the Mount Shasta Lodge, Elliot Eyes-of-Wyrm, has been assassinated. I say again ... Elliot Eyes-of-Wyrm has been assassinated as of 0827 hours today, Redding time. It appears the Lodge believes a professional sniper was used to assassinate Eyes-of-Wyrm. I am expecting more information to come in within a few moments. But this could be another shot heard around the world! Please stay tuned to our network as we break for messages from our corporate sponsors.

ARES ARMS



DECEMBER 2073 SUPPLEMENT



VODIANOI ASSAULT HOVERCRAFT

VODIANOI ASSAULT HOVERCRAFT

This craft was originally produced by Evo's Naval Technologies division to support amphibious operations. Ares has licensed production and now offers this outstanding support craft to customers worldwide. The hovercraft features heavy armor protection to ensure the payload reaches its destination. The latest model has been combat-tested and endorsed by early adopter, Combat, Inc.

Std. Upgrades: Amenities (Squatter), Hovercraft (built), Weapon Mount (external, turret, manual)

- It's loud and not very pleasant to ride in. While I'm not totally surprised, I thought they would clean it up a little to attract customers.
- Red Anya
- True, but most national militaries are not that concerned with subtlety.
- Picador

VODIANOI ASSAULT HOVERCRAFT

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-2	10/15	150	1	16	10	2	12F	84,000¥





NIZHINYI BMV-2

NIZHINYI BMV-2

This vectored-thrust armored personnel carrier is derived from the Euro War veteran, the BMV-1. The current design features greatly increased survivability and troop access. There are also a variety of ergonomic enhancements to ensure the carried infantry arrive in shape to continue the fight. Ares offers a complete avionics upgrade for vehicles sold through our facilities. Traditional armament includes a turret with a light cannon and an anti-tank missile.

Std. Upgrades: Amenities (Squatter), Extra Entry/Exit points, Weapon Mount (external, turret, remote), Reinforced Weapon Mount (external, turret, armored manned)

- It's not that fun of a ride for those stuck in the back, but it's still better than the early model. The Ares upgrade includes a couple of extra foam pads to protect the soldiers from striking the roof too hard. I think it's their version of "Customer Care."
- Red Anya
- I wonder what Kat could manage in this compartment, although I'm not sure she would want the extra padding.
- Glitch

NIZHINYI BMV-2

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+ 0	40/180	750	2	22	18	2	24F	2,550,000¥



RUHRMETALL FALKNER HEAVY AIR DEFENSE VEHICLE

RUHRMETALL FALKNER HEAVY AIR DEFENSE VEHICLE

The Falkner (Falconer) is a tracked and armored platform derived from the Ruhrmetall Hellhound Infantry Fighting Vehicle, though the Falkner has maintained a much steadier stream of orders since its introduction. The design is frequently referenced in Desert Wars commentary, making the name commonly known by most followers of the series. Ares Arms has arranged a licensed sales agreement with Ruhrmetall, allowing Ares to sell the vehicle and associated expendable munitions. While the unmodified vehicle remains potent in its intended role, Ares subsidiary, Quick Trigger Systems, has created a number of software upgrades that ensures the Falkner is a threat to all atmospheric flyers.

Std. Upgrades: Tracked Vehicle, ECCM 2, Signature Masking Rtg. 1, 3 Reinforced Weapon Mounts (external, heavy turret, armored manual), Life Support (Level 1)

RUHRMETALL FALKNER HEAVY AIR DEFENSE VEHICLE

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-3	10/20	90	1	22	10	4	24F	162,500€

- The radar has a real problem with current generation stealth systems. Its tracking software has a hard time distinguishing between RAM-induced back scatter and natural back scatter on anything other than flat terrain. This is one of the reasons it does so well in Desert Wars, but most major operators go with a different system to protect high-value targets.
- 2XL
- Most users equip them with some variation of the Vogeljager missile launcher with a reload system. It allows the operator to engage multiple bogeys and keeps the guided munitions affordable.
- Black Mamba





RUHRMETALL KM 4 KEILER A5 ASSAULT TANK

RUHRMETALL KM 4 KEILER A5 ASSAULT TANK

A marvel of upgraded technology, the Keiler is a favorite of military organizations that prefer fast, low-collateral-damage operations. The tank's small size necessitates minor limitations on armament, but the reduced footprint allows the vehicle to maneuver along crowded roadways and within the confines of densely constructed areas. The Keiler's speed is an asset for those clients that need a rapid response vehicle to provide their infantry forces with the heavier firepower that only an armored vehicle can carry.

Std. Upgrades: Tracked Propulsion, Rigger Adaptation, Smart Armor (Rtg. 5), Amphibious Operations (Rtg. 1), Life Support (Level 1), Smoke Projector, Weapon Mount (external, turret, remote)

KEILER A5 ASSAULT TANK

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-2	10/30	120	2	22	16	2	22F	124,000¥

- Fast, Deadly, and almost affordable, this is simply the best tank out there for those corporate forces that want to intimidate the yokels into submission.
- Kia
- The smart armor helps it survive against anti-tank weapons but it lacks the survivability of its heavier competition.
- Red Anya
- Ares overstates its popularity in urban environments. The tank moves well over streets in urban areas, but it creates enough traffic snarls to negate its ability to cover ground quickly.
- Picador
- Maybe they should install Grid Guide™. <snicker>
- Slamm-O!



ARES PLD

ARES PLD

Ares has begun limited production of this light machine gun for national militaries. The PLD features advanced safety measures allowing less-trained troops to reliably use the weapon in urban and other close-quarter scenarios. The large cassette magazine eliminates the need of operators fumbling with belts in critical situations. The weapon normally ships with a low-light, image-link capable sight, but Ares offers several advanced-sight options if the client requests them.

Std. Upgrades/Accessories: Imaging Sight (low-light, image link), bipod, Safe Target System, Advanced Safety

ARES PLD (LIGHT MACHINE GUN)

DAM	AP	MODE	RC	AMMO	AVAIL	COST
6P	-1	BF/FA	1(3)	200 (C) OR BELT	15F	3,400¥

- Rumors are that this might finally replace the MP-LMG as Ares' primary LMG once all the kinks are worked out.
- Red Anya
- The manufacturing facilities are not gearing up enough to make that happen. It might match up with some of the internal sales docs I have managed to access, but the manufacturing division has a lot invested in the older weapon. There might be job opportunities for those of you with the right connections.
- Glitch
- Enough about the corp politics, how good is the gun?
- Slamm-O!



2073

CHARACTER CORNER



Samantha Roth

COL. SAMANTHA ROTH (RET.)

BY JAMES D. MEIERS

Samantha Roth

Real Name/Aliases: Samantha Roth/Sam, Black Dancer, Crusader, Brigid, Samantha Madison

Age/Nationality/Metatype/Gender: 57/UCAS/
Caucasian Human/Female

Distinguishing Physical Features: Unnaturally royal blue eyes

Area of Operation: Seattle, UCAS

Specialties: Intelligence/Counterintelligence, Security, Strategic Communications, Fixing

Psychological Traits: Hyper-intelligent, creative, controlling, individualistic, unrelenting

Colonel Roth was a DIA senior intelligence officer for JTF Seattle, assigned in 2061 to work counterintelligence-HUMINT black ops from Washington to assist General Colloton's staff without regard to the existing DIA operation in Seattle. She made a lot of friends in the city, but also no shortage of enemies. Quickly taking the initiative that came with the SCIRE shutdown officially ending, she expanded the scope of JTF Seattle's intelligence mission to hunt down the escaped Banded into all unconventional intelligence and warfare operations. She had developed her reputation as well as much of her own political connections when she was instrumental in the internal bughunt following the assassination of Gen. Yeats in 2057.

While in Seattle, she began to investigate the New Revolution movement, cracking down on any threat to the existing political system and the integrity of the UCAS Army. But taking the initiative and with the authorization of a few superiors above her, she began to let the movement operate freely with the intention of co-opting it and using its connections and resources as it operated against foreign governments in the Pacific Northwest. By 2063, her own political fortunes had changed along with some personal issues that came with her dedication to her mission. In October, Samantha was activated as a uniformed officer commanding the intelligence staff for JTF Seattle as the Banded mission expanded to take on Winternight as well. She was also immediately recruited into the New Revolution itself. No one but she really knows the full extent of how far she was willing to take this mission and ultimately did. On November 3, 2064 she was in the middle of the assassination attempt on Nadja Daviar in Seattle, where she was shot in the head and suffered a traumatic brain injury. This was discovered later as she disappeared with the Vice President until late November, when she reappeared and was under investigation for her actions during the insurrection. Then something happened in the SCIRE, and the next time she was seen was shortly after Christmas.

The Samantha Roth who re-emerged on December 28, 2064 was not the same person. She was headed down a dark path before she nearly died, and that experience seems to have changed her. She

testified in secret and publicly about everything she did while she was in Seattle. Her testimony was key to absolving Gen. Colloton, but what and who she *did* implicate was damning. She was not the person she was, but Samantha showed no remorse about her mission or about the fact that the UCAS's foreign and internal enemies were weaker now because of the insurrection. She was the 21st century version of the previous century's Oliver North, complete with the iconic photo of her in full dress uniform swearing the oath before a congressional committee. But those public events were madness as she testified about intrigue, intelligence work, and outright crimes she and people under her command committed. Once she retired and concluded her testimony in mid-2065, she became a constant media presence on news trid. Her first book, *The Crusade: Waging War Against America's Enemies* was a memoir about her experiences hunting spies, terrorists, spirits, otaku and shadowrunners as a counterintelligence officer. It was a bestseller and led to her audio subscription program, *Paradise Circus*, a political and current affairs forum. Her second book, a novel titled *There's Nothing Free In This World*, was published in 2066. It was a fictionalized account of espionage during the counterinsurgency occupation of Seattle that painted a picture of a city that was battled over by several organizations starring a cast of ruthless spies and noble shadowrunners who tip the balance during a battle at the top of the Renraku Arcology. It was made into a simflick in late 2069.

In early 2067 Samantha Roth became a regular contributor for *The Sphere*, a conservative commentary program on Televisa. She became one of the first and loudest cheerleaders for the Draft Colloton movement that led to the general's successful presidential run. In 2069 she released her third book, *The Moment*, to coincide with Colloton's inauguration and the premiere of her own trid show, *Beyond The Wire*. She was now fully invested with NeoNET. *The Moment* was a manifesto about the power of individuals to challenge metahumanity for the sake of advancing its own future. As much as Roth disliked Dunkelzahn, her book closely reflects some of the things he said. She is advocating for metahumanity to take its future into its own hands, away from the corps and the power brokers. Critics have noted the irony that she says this while working for NeoNET, but she always spins that as simply one aspect of who she is.

Operating out of Seattle, Samantha owns her own media ventures and associated business enterprises. She writes a regular column, has a trid show and a weekly voicecast; consults and speaks about a variety of issues, especially security and counterintelligence; and she also serves as a spokesperson on military and veterans issues. Given her employment with Erika, and thus NeoNET, Samantha is pretty popular with Richard Villiers, and rumors constantly swirl about their relationship, including the idea of her replacing Miles Lanier. Her boss in Seattle is Samantha Villiers, and they are a power duo when together. Roth knows how to play the good soldier, and her many similarities to Ms. Villiers are remarkable.

Samantha was one of the only public advocates for restraint during the technomancer craze, clashing with her own corporate bosses on the issue. It was totally unexpected that she would be pro-technomancer, or at least neutral given her experience with Deus and the Banded. In fact, she has exploited her experience in combating the Banded,

Dissonant, etc. and dealing with otaku in general to provide a bit of a reality check of the “only Nixon could go to China” sort. Her most passionate defense, however, was comparing the Emergence with her personal experience growing up Awakened in an anti-Awakened family and community. She’s been openly hostile to the idea of experimenting on technomancers and is especially hostile towards MCT’s actions. She is also a major proponent of restoring Chicago, her hometown, to its former glory—or at least dragging it out of its current feral condition. This has become even more of an issue to her since she was present when the last Winternight founder, Friday, was hunted down and killed inside the Chicago Containment Zone trying to take advantage of the still-twisted nature of the area. As Roth sees it, leaving Chicago to fester makes it as just as much of a threat to the UCAS as it was when the CZ walls stood. She was on the ground and has been trying to use that to her advantage to push that and other agendas.

Samantha is a powerful social adept, skilled at communication and manipulation. She’s becoming something of a movement leader as she approaches a tipping point where people think she’s the right person to deal with some of the world’s current conditions. She infuses her commentaries and speeches with a near mystical lyricism that comes from her Catholic upbringing and her change in worldview following her brain injury. There is an authentic wonder and awe in the power of the individual metahuman that she practically sings to her audience. She has used that to advocate for Colloton’s re-election while also pushing her own agenda. This is expected to continue as the 2074 election season begins. Being on the ground when Friday was killed on live trid has done wonders for Roth’s Q Rating.

Samantha’s personal life revolves around her relationship with her teenage daughter, Lauren, and her late husband’s parents, who live in Seattle. Lauren is an elf and a mage.

SAMANTHA ROTH RULES

Prime Runners Rating: Superior

Professionalism Rating: Trained professional

Notes: None

Samantha nearly died twice in late 2064. The first instance was during the assassination attempt on Nadja Daviar. The second was inside the Renraku Arcology in Seattle six weeks later. All but a handful of people thought she was dead until December 28. Lugh Surehand appeared, intent on confronting her about her actions and her future. He showed her that she was on a dangerous path. Her actions and the toll it took on her were turning her into a monster, an alcoholic, and would have turned her into a twisted adept if he hadn’t intervened.

He blamed her for some of the damage done to the Tir, but he knows she was only one piece in a game played by more powerful figures than she. In fact, they are the same people she was fighting against. To her, he is the lesser of many evils. He helped her not once, but many times since Crash 2.0, both directly or through his agents. During that visit, the two came to an agreement where Surehand would help her fight against the powerful figures who were trying to interfere in and direct humanity’s future. In return, she will help him get revenge. Her media campaign is key to that as she attacks those people and the tools they use to try to control metahumanity. Her service to Samantha Villiers and the Corporate Court Crisis Coordination Committee following the Watergate Incident has unified both of those goals. Investigating and interfering in the machinations of those temporarily



detained after the Incident (Harlequin, Hestaby, et al.) and others like them advances her own agenda as well as that of Surehand, who is a clandestine source of intelligence on his old enemies.

She is also fascinated by technomancers. In fact, she is particularly interested in one technomancer: Puck. They tried to kill each other when he was Banded, and they collected intelligence on each other as adversaries. But she's changed, and so has he. She recognized that when they encountered each other, and somehow she sees him as a protégé. Samantha saw potential in engaging with this "new" Puck, believing that he cannot betray her as her first protégé, whom Samantha killed, had. He's her gateway to the technomancer community, and a valuable pass-through for her espionage activities. She's been desperate to find him since he was kidnapped by MCT. She has heard rumors that he might have escaped from the MCT Rose Garden, and it likely is only a matter of time before she tracks him down and attempts some sort of retribution against MCT. She'll have to be careful about how she goes about this—while she has a public platform, Puck is hardly the model victim to trot out before a sympathetic audience. Other victims might be more palatable, however, if they can be found.

Though she has plenty of other things to occupy her time, she remains extremely involved in espionage and the shadow community. She is gathering information, pursuing her own agenda, engaging in political machinations, and trying to advance people without the interference of certain powerful institutions. The Matrix has the power to equalize the world. Her thinking is much like Horizon's, but she does not buy into their ethos. She doesn't trust a corporation that exists to tell people what to think. That's not her way—she's just trying to get people to *think*, period. She also serves other masters, though, and foremost among them is Samantha Villiers at NeoNET. That means that she may have to take specific actions against Horizon that are simply for the benefit of another monolithic entity, but other times she has cooperated with shadowrunners on unsanctioned actions.

Samantha has also left behind many enemies, from any remaining Banded to virtually every intelligence and security service that operated in the Pacific Northwest. While she currently has some protection due to her public persona or service to NeoNET and C5, some don't much care about that. To that end, she's often stayed alive by playing them off each other, or having allies in those same groups. Through this method she has developed a fair collection of enemies—it just so happens that she's killed or outlived most of them. So far.

SAMANTHA ROTH

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	4	3	3	6	6	6	6	14	8	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Artisan (Oratory) 4 (+2), Assensing 6, Astral Combat 4, Athletics skill group 3, Close Combat skill group 4, Demolitions 2, Diving 2, Dodge 3, Electronic Warfare 3, Electronics skill group 2, Firearms skill group 4, First Aid (Combat Wounds) 3 (+2), Heavy Weapons 2, Influence skill group 6, Instruction 4, Intimidation (Interrogation) 7 (10) (+2), Locksmith 2, Parachuting 2, Pilot Ground Craft 2, Outdoor skill group 3, Stealth skill group 4

Knowledge Skills: Conspiracy Theories 4, Espionage Tradecraft (Counterintelligence) 6 (+2), History 3, High Society 3, Law (UCAS) 2 (+2), Psychology (Morale) 5 (+2), Magical Threats (Insect Spirits) 4 (+2), Media Culture 3, Military Procedures (UCAS) 4 (+2), Small-Unit Tactics 4, NeoNET Politics 4, Security Procedures (Information Security) 4 (+2), UCAS Politics 5

Cascade Crow 2, English N, French 3, Hopi 2, Irish Gaelic 3, Lakota 3, Latin 2, Navajo 3, Salish 2, Sperethiel 4, Spanish 4

Qualities: Adept, Aptitude (Intimidation), Enemy, Lucky

Initiate Grade: 8

Metamagics: Adept centering, centering, cognition, infusion, masking, somatic control

Adept Powers: Analytics (3), Astral Perception, Attribute Boost: Body (2), Attribute Boost: Agility (2), Attribute Boost: Strength (3), Cloak (2), Combat Sense (3), Cool Resolve (4), Commanding Voice, Eidetic Sense Memory, Enhanced Perception (2), Enthralling Performance, Improved Ability: Con (1), Improved Ability: Etiquette (3), Improved Ability: Intimidation (3), Improved Ability: Negotiation (3), Killing Hands, Kinesics (3), Kinesics Mastery, Linguistics, Multi-Tasking, Piercing Senses (2)

Gear: Armor jacket

Weapons:

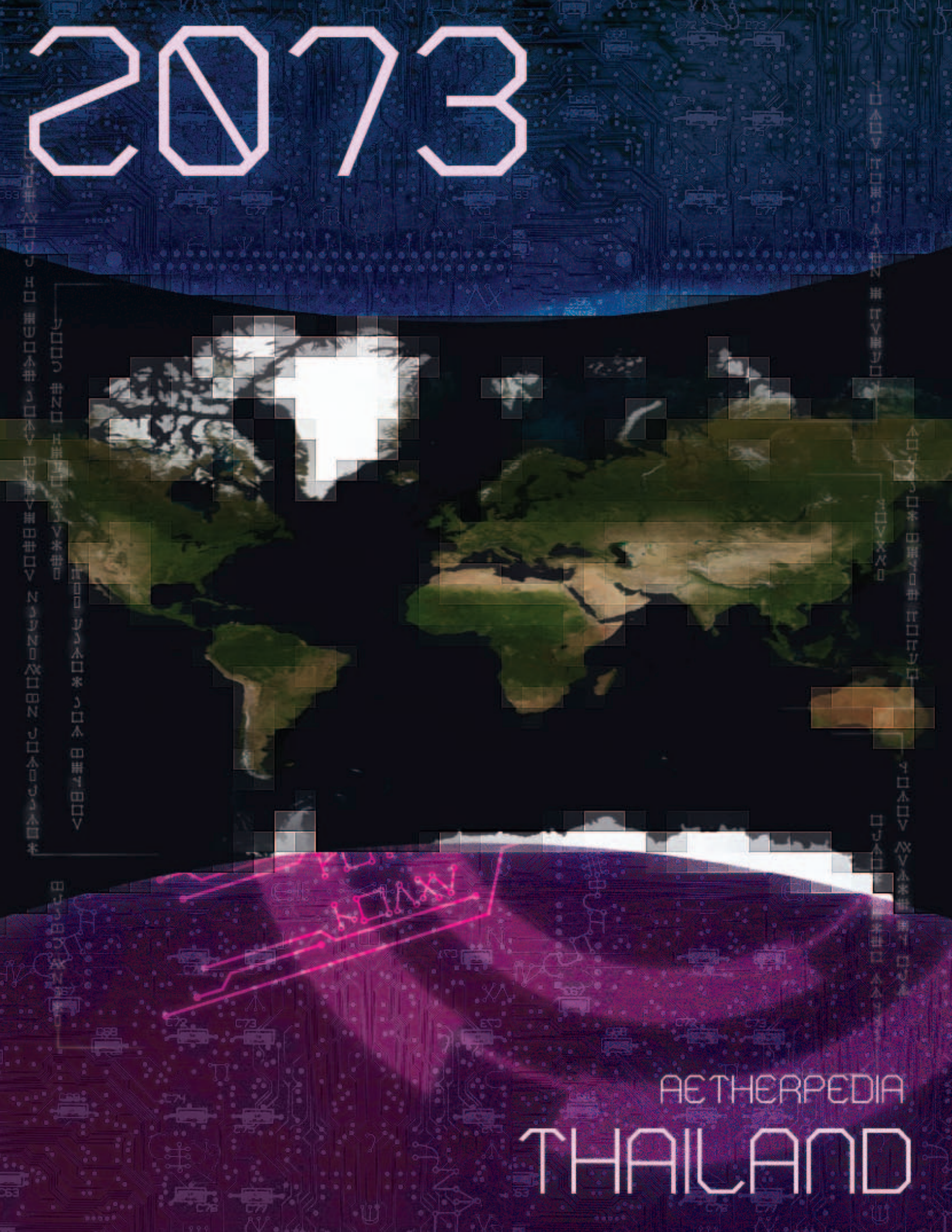
Savalette Guardian [Heavy pistol, DV 5P, AP -1, SA/BF*, RC 2, 12(c) w/ advanced safety, personalized grip, smartgun]

Cougar Fineblade long blade [Blades, Reach —, DV 4P, AP -1]

* Burst fire requires a Complex Action

Notes: Given her extensive contacts and personal wealth, Samantha has access to virtually any equipment that she may feel is needed for a particular contact with the runners.

2073



AE THERPEDIA
THAILAND

THAILAND

Thailand

Population: 73,145,000

Languages: Thai (official), Japanese, English, Regional Dialects (Isan, Khmer, Teochew, Yawi)

Provinces: 70 provinces and 3 special districts

Government Type: Constitutional Monarchy/
Military Dictatorship

Bordering Countries: Burma, Cambodia, Laos, Pattani, Shan State

Geography: Fertile flood plains, rugged mountains, tropical forests

Notable Features: The Golden Triangle, Ayutthaya

The Kingdom of Thailand, also called Siam, has its foundations in the 1200s, when the nation gained independence from the Khmer Empire based out of Angkor in what is now Cambodia. Thailand was the only Southeast Asian country not colonized by a European power. During much of the late 20th century, the country was known for its decadent nightlife catering to affluent American, European, and Japanese sex tourists and for the thousands of Buddhist temples. Although the national religion is Theravada Buddhism, Chinese-based folk religion and Hinduism still play a prominent role in Thai culture due to the long history of these two traditions here.

The 21st century began badly for the region in general, as VITAS, natural disasters, and brutal wars wracked Southeast Asia. When King Rama XII died leaving no heirs, the military took control, aided by corporate interests (mostly from Japan). Thailand recovered from the wars and disasters of the early 21st century, but at a terrible cost in metahuman life. The country gained territory once owned by Cambodia and Laos, but lost the Pattani region to the south as Muslim separatists finally succeeded in driving out the Thai junta.

- It's the twenty-year cycle of war and destruction. All of these petty tropical nations fall prey to it, whether they're in Asia or the Congo. Almost makes corp citizenship look rosy by comparison.
- Hard Exit

Since most of Thailand lacked basic Matrix infrastructure, the Second Crash didn't affect most of the country. Bangkok suffered some serious damage, as one of Winternight's nuclear bombs destroyed a Matrix hub located there. In the weeks following the chaos of the Crash, Niranam the Nameless One declared himself King of Thailand and launched an attack against the military junta that had controlled the country since 2029. During the initial fighting, the junta-appointed king, Rama XIII, died, and the city devolved into full-scale war.

Niranam's revolution didn't last long though, as the Japanacorps—especially Renraku and Shiawase—helped secure Bangkok and the surrounding countryside. The revolutionaries fled from the elite forces the corps sent in, and Niranam escaped, but many of the yellow-shirted citizens who sided with him were slaughtered. The junta and the corps managed to spin the insurgency as part of the Crash, effectively blaming the Winternight terrorists and brushing the entire situation under the rug. This intervention secured the Japanese an even better place in Thailand, giving them enough leverage to sabotage Saeder-Krupp's project with the Canal of Kra.

Although the country's economy and political structure stabilized in the years since Crash 2.0, the shadow activity has exploded. Many corporations suffered because of the Japanese intervention, especially Saeder-Krupp. The loss of the canal cost them billions of nuyen and served as a big nasty omelet thrown right up the golden snout of a certain wizworm. In addition, followers of Niranam make frequent attacks on government outposts around the city and in the jungle. Agents of the Naga Kingdom are also rumored to hire runners in Bangkok, often to thwart the revolutionaries (they hate Niranam) or to attack Monobe poachers and talismongers that make raids into their jungles.

The revolutionaries aren't the only problems the junta must deal with, and the enhanced patrols along Thailand's borders reflect this. The Pattani Islamic Republic constantly antagonizes the Thai border guards in the south, while the Burmese and Cambodians agitate in the northwest and east, respectively.

- S-K often hires runners to mess with the junta and the Japanacorps. Small stuff, mostly, but it pays well. Lots of surveillance on Shiawase wageslaves and Yakuza managers.
- Jimmy No
- They aren't only ones who lost out on the canal. Wuxing was a partner in that enterprise, signing on to help S-K when they discovered they couldn't crack MCT's control on Singapore. Sort of a moot point though. With Pattani just south of the build site, they wouldn't escape any pirate activity.
- Kane
- And you certainly wouldn't have anything to do about that, would you?
- Hard Exit

BANGKOK

Bangkok is the economic center of Thailand and one of the most important cities in Southeast Asia. Most of the important governmental and cultural buildings can be found here, including the Wat Phra Kaew (the most sacred temple in the country) and the Grand Palace. Long an entertainment capital, Bangkok has finally achieved a semblance of being a major financial center as well. The junta and the corps keep the business districts well patrolled and relatively safe—the better to promote the flow of nuyen—but don't mess with the local shadows too much unless they need to. You can still find all manner of technically illegal services and diversions without looking too hard.

- The merc bazaar called the Hive floats on the Chao Phraya River, selling all manner of gear, including milspec items, and it seems like nearly every back alley in the city has some merchant peddling illicit goods. If you need local transportation, look for Vince Truong in Bang Pu Mai. He's pretty trustworthy if you're not Japanese.
- Picador

CHIANG MAI

Chiang Mai is the most important city in northern Thailand, and the second largest sprawl in the country. While it isn't quite as high-tech and cosmopolitan as Bangkok, Chiang Mai has a thriving economy from the drug trade in and out of the Golden Triangle and the eco-tourism promoted by the Thai government.

SUKHOTHAI

The first capital of Thailand, Sukhothai holds ruins dating from the 13th century when Thailand gained independence from the Khmer Empire. Long relegated to a backwater city where tourists browsed old temples and palaces, the city has gained new life from a few local corporations—particularly Krung Media and PPN Industries—that have put some lucky breaks to good use. For the last two years, Sukhothai has been the fastest growing city in Thailand.

- Those companies have had the best run of luck in the world. Outside competitors going bankrupt or sabotaged, criminal scandals, the works. Two members of Krung Media even won the Thai state lottery back-to-back. Makes you wonder what's in the water.
- Plan 9
- Nothing special about their luck except some competent teams received some nuyen. They probably all share the same fixer.
- The Smiling Bandit
- Do not underestimate their good fortune. This city is filled with old mysteries.
- Man-of-Many-Names

AYUTTHAYA

An old capital of Thailand (before Bangkok and after Sukhothai), Ayutthaya remains the heart of lingering resistance to the military junta. Daily bombings and terrorist attacks occur here, both for and against the revolution. The city is a nest of competing factions; it isn't just the Yellows (those who support the government) and the Whites (followers of Niranam the Nameless One), but also the Reds (a populist anti-government movement) and the Blues (anti-government Marxists) who clash here. Various syndicates get involved as well, since the majority use the river route to get drugs from the north to Bangkok, and from there to the rest of the world.

THE GOLDEN TRIANGLE

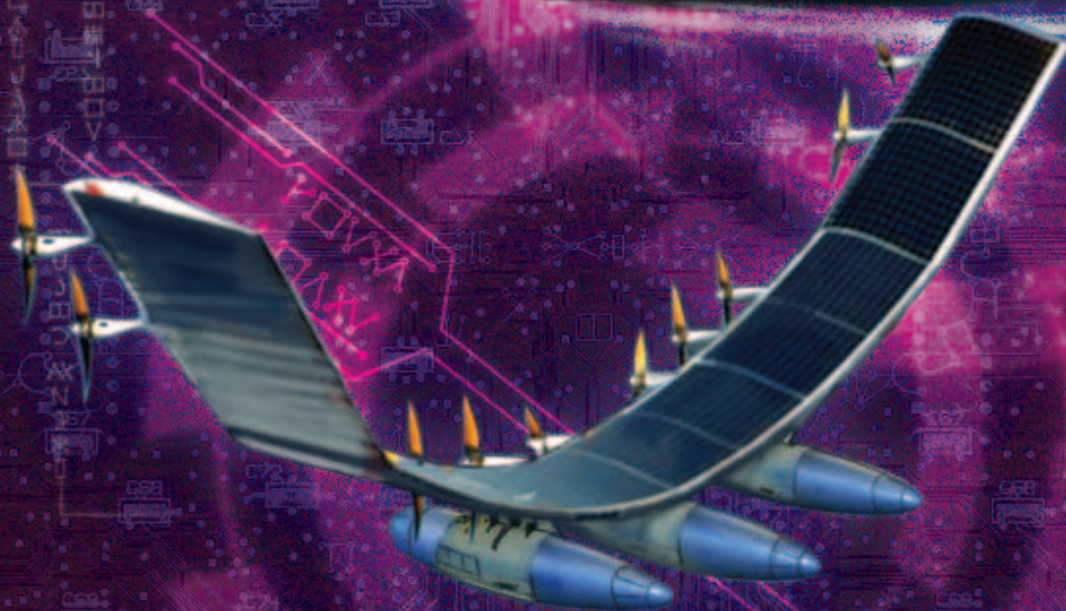
Occupying northern Thailand, Burma, Laos, Vietnam, the Shan State, and Yunnan, the Golden Triangle is one of the richest drug-producing regions in the world. Although the bloody wars mid-century ultimately hurt the production and distribution of the drugs from these fields, the last two decades have been much better, seeing profits rise even as the price of heroin and other drugs dropped. That is, until tempo, which caused havoc with the drug markets and made the drug lords scramble to find something to compete with it. Now



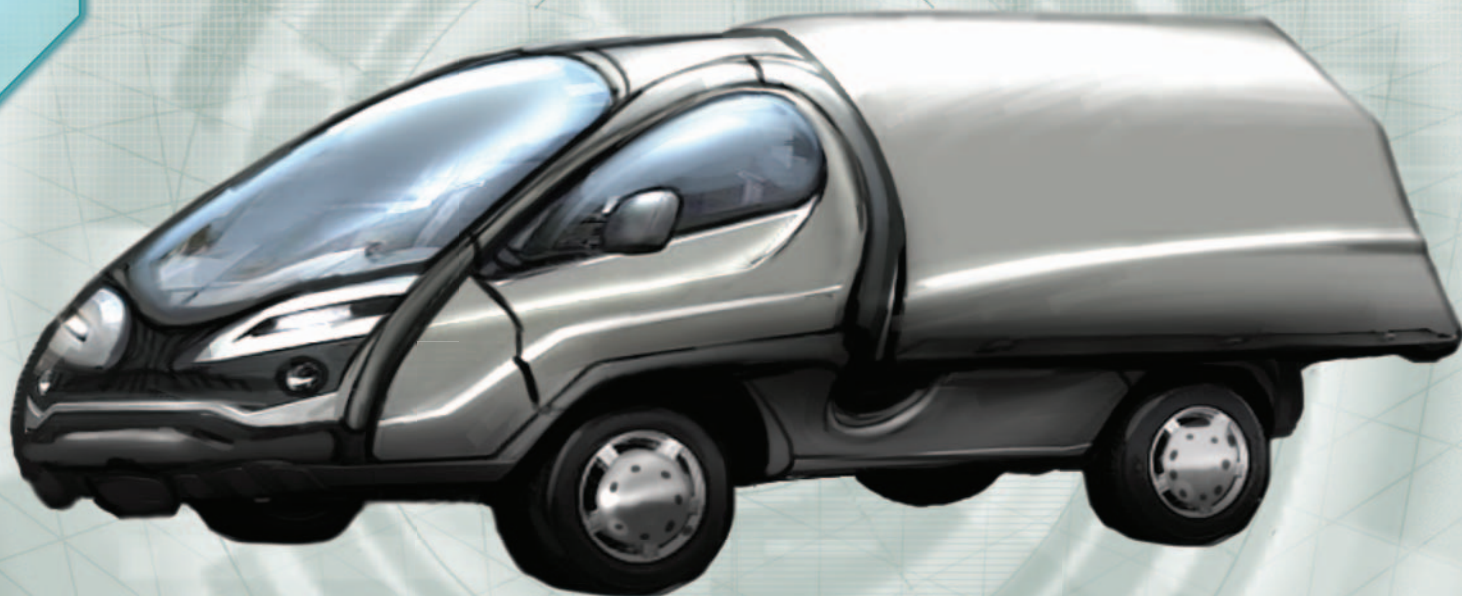
it seems every tribal chieftain and wannabe gangster in the Golden Triangle is working on BAD research, with Red Orchid being the most successful thus far.

- Of course, most are trying to be a little subtle, considering what happened to Caracas.
- Glasswalker
- Looks like the Yakuza might finally get their chance to take over the poppy fields along the Thai-Burma border. Word is someone hit the Yellow Lotus Triad hard.
- Riser
- Wasn't the yaks. I heard spirits were involved.
- Lyran
- No surprise The Japanese use kami all the time. They rebuilt the damn country!
- Riser
- Yeah, but these don't sound like any kami I've ever heard of, and this isn't Japan.
- Lyran

2073



STREET LEGAL



NISSAN CODA

NISSAN CODA

A mobile food service facility, more commonly known as a food truck or roach coach, allows for a variety of food activities. These vehicles can be divided into those that deliver prepared food and those that deliver unprepared food. For the prepared food, these vehicles contain a large storage unit that can be specialized as a freezer or refrigerator and some heating element if it needs to be heated before serving. Food offerings include ice cream, chips, sodas, and prepackaged sandwiches. For unprepared food, the vehicle has a slightly smaller storage area, same sized heating/cooling element, but then includes a sink and sanitation facility. All these vehicles have a side window to serve and/or cook from. The prepared food trucks like the Ares Chuck Wagon have windows on both sides for faster service. Since most “real food” has become too expensive to justify the costs to drive it around to the masses, the standard unprepared food trucks have been modified to include soy processing units to create meals with a planned menu. The most common are the frozen treat trucks with their jingles playing in the background followed by the lunch trucks delivering meals to construction crews. Standard configurations include one driver’s seat, one fold down bench in the rear, one standard door on driver’s side, one sliding door on passenger’s side, a double door to the rear, and a large side window. Owners don’t like to leave these vehicles plain; they often favor rather ostentatious decoration that serves both as a challenge to other vehicles on and as regular advertising for their services. These vehicles do not have much speed, but they have great shocks so they won’t dump any perishables.

High-end amenities include pop-out exterior bench seating and real food additions.

Std. Upgrades: Amenities (middle), Pimped Ride (Lvl. 1)

Similar Models: Ford Workhorse, Ares Chuck Wagon

NISSAN CODA

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-3	5/10	80	2	16	5	2	4R	40,000¥

- These boys are ideal for long-term surveillance. No one looks twice at ‘em—unless they don’t have any food available. If you’re going to use one of these, get one that already has prepared food so that you don’t have to act as a short-order cook. And remember, these things are good for a disguise, but not for an escape. Don’t try to outrun the law in one of these—you’ll just embarrass yourself.
- Turbo Bunny
- There’s a guy in L.A. that has a rail-mounted drone on the inside to help make Mexican food. It can also pull out a shotgun in case someone doesn’t like what it cooks. Diablo Verde is the guy’s name.
- Slamm-O!



DODGE RAM INDUSTRIAL

DODGE RAM INDUSTRIAL

These municipal vehicles come in two basic chassis designs; one for large jobs and one for narrow access routes. These vehicles are durable and have modular service components to do several jobs including solid-waste collection, “honey-bucket” sanitation, bucket and ladder, or water supply. The components between the two chassis are not interchangeable due to the wheelbase, but the cab can be fitted on either chassis. The front can also be fitted with a road grater or snowplow. The cab has the standard version that holds two people, or LX versions for a four-man crew. The chassis has four-wheel hydraulic traction allowing for off-road capabilities. The Krupp Nutzfahrzeuge is the more popular European version, with Evo and Dodge having the greater percentage in North America. Most of the city governments have contracts with one of the three manufacturers because of the flexibility of parts, allowing for purchase/rental of individual parts in times of emergencies.

Std. Upgrades: Special Equipment

(Standard service components include one of the following:

Solid-waste compactor and collector; sanitation pump and containment, five-meter-tall bucket and ladder system; or water pump and supply)

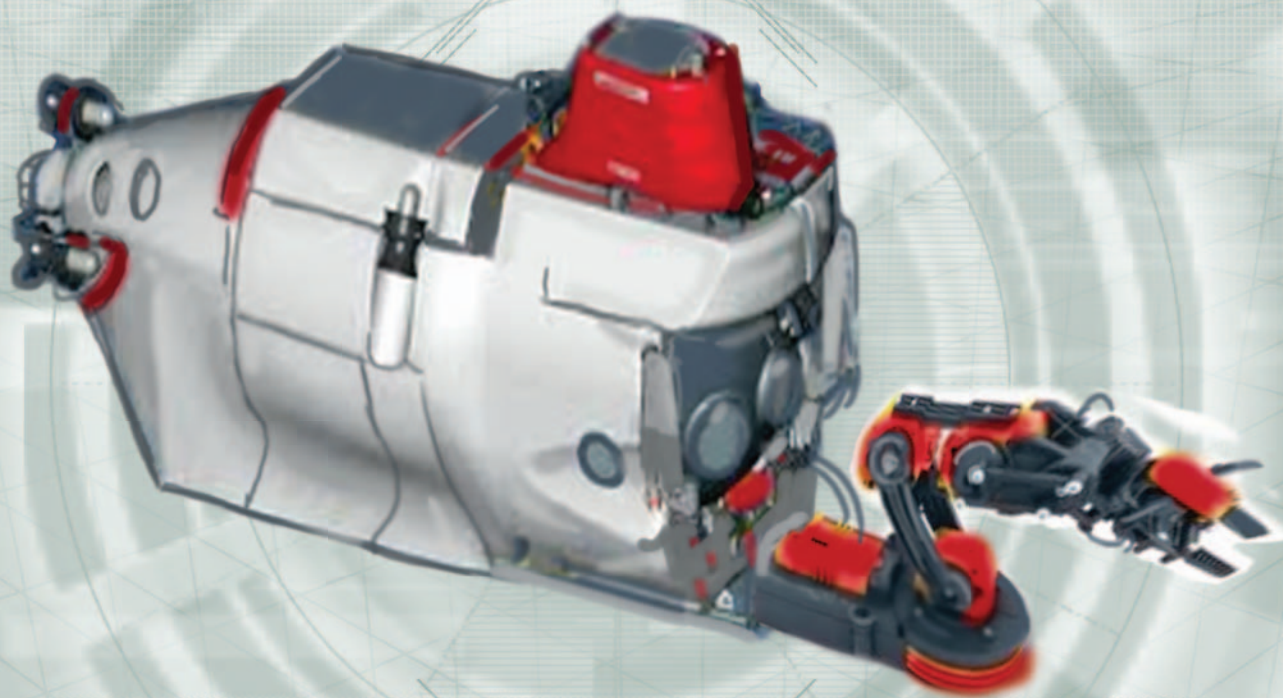
Similar Models: Evo TAPL, Krupp Nutzfahrzeuge

DODGE RAM INDUSTRIAL

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
LARGE CHASSIS								
-1	15/30	90	2	16	8	2	4	51,000¥
NARROW CHASSIS								
-2	15/30	90	2	16	8	2	4	50,000¥

- The modular service components for this vehicle are perfect. They are self-contained and are plug-and-play fast. They can be changed in, say, about 10 or 15 minutes. And since they're self-contained, you can always ditch the truck and carry off the contents.
- Clockwork





EVO DSV-MARIANA

EVO DSV-MARIANA

Smaller than a submarine but just as capable, these submersibles carry on a variety of duties, from transportation to search and rescue. These vehicles are more maneuverable and with optional upgrades can handle greater depths than submarines. Standard configuration of a DSV includes space for a six-person crew, though more popular are twelve-person vehicles designed to shuttle people into aquatic arcologies and other submerged facilities. All DSVs have a flexible-seal docking chamber on the hull designed to interface with many different submarine hatch designs and large enough for cutting tools to be employed during a search-and-rescue operation. It also has a second exit in the dorsal side of the DSV for surface-side use. Like a spacecraft, it has carbon scrubbers and oxygen for one whole day of isolated operation. Larger DSVs designed for rescue operations can carry a total of twenty-five crew and passengers and can stay submerged for two days. There are two dive suits that allow exit via the docking chamber, but they only work when the DSV is close to the surface, as the suits are designed for shallow pressure depths. Some extra features include a robotic arm for manipulation at deeper depths and a reinforced hull to dive to depths of 11,000 meters.

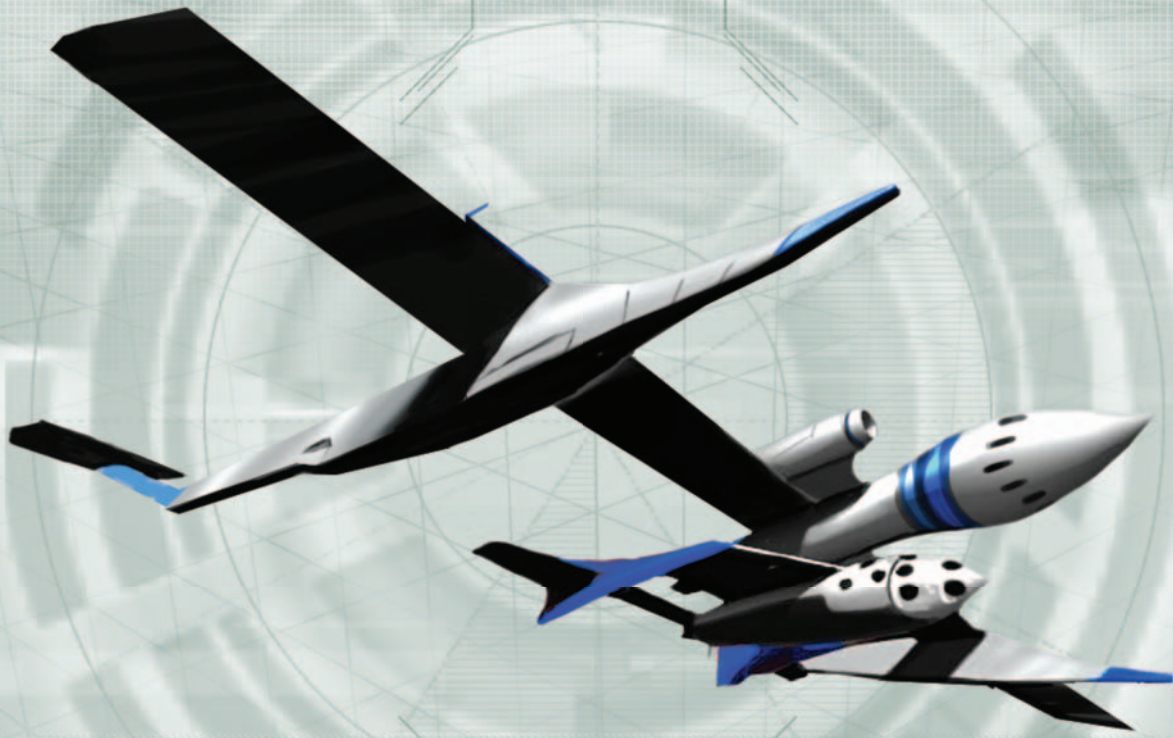
Std. Upgrades: Ballast tank 2, drone rack, extreme environment mod (deep ocean), life support 2, mechanical arm, special equipment (flexi-seal docking chamber)

Similar Models: Renraku Shinkai, Proteus Nautilus

EVO DSV-MARIANA (MINI-SUB)

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-1	10/25	40	2	15	10	2	10	170,000¥

- So this was one of those vehicles that Sounder left off. Not for any oversight on his part, but I thought this was an important vehicle for those traveling to something like Renraku's arcology in the waters near Manila.
- Clockwork
- Thanks. Any of these deep submergence vehicles are commonly used to shuttle people or cargo between subs, especially when corporate ship designs are not consistent.
- Sounder



GALACTIC KNIGHT

GALACTIC KNIGHT

Launched from a high altitude platform, the Galactic Knight flies over one hundred kilometers into low earth orbit. The Galactic Knight then can use multiple thrust vents to gently maneuver into position so that it can connect to an orbiting station like Zurich Orbital, or it can spend a few hours orbiting before descending back down to earth. Its main landing profile is with zero propulsion, though it can use the rocket propulsion for limited emergency maneuvers. The Galactic Knight is most commonly used as a passenger-carrying vehicle; a cargo-oriented version also flies monthly to several space stations. The Galactic Knight can carry twelve passengers and two crewmembers. It has an oxygen supply and CO2 scrubbers to provide livable conditions for as long as three days in space for a full complement of passengers and crew, though other amenities are limited to one day. The Galactic Knight has an airlock and one space suit in case of any repairs. It also holds fourteen HALO suits in case of an emergency bailout in earth's atmosphere.

Std. Upgrades: Extreme environment mod (space), life support 2, Reflective Hull

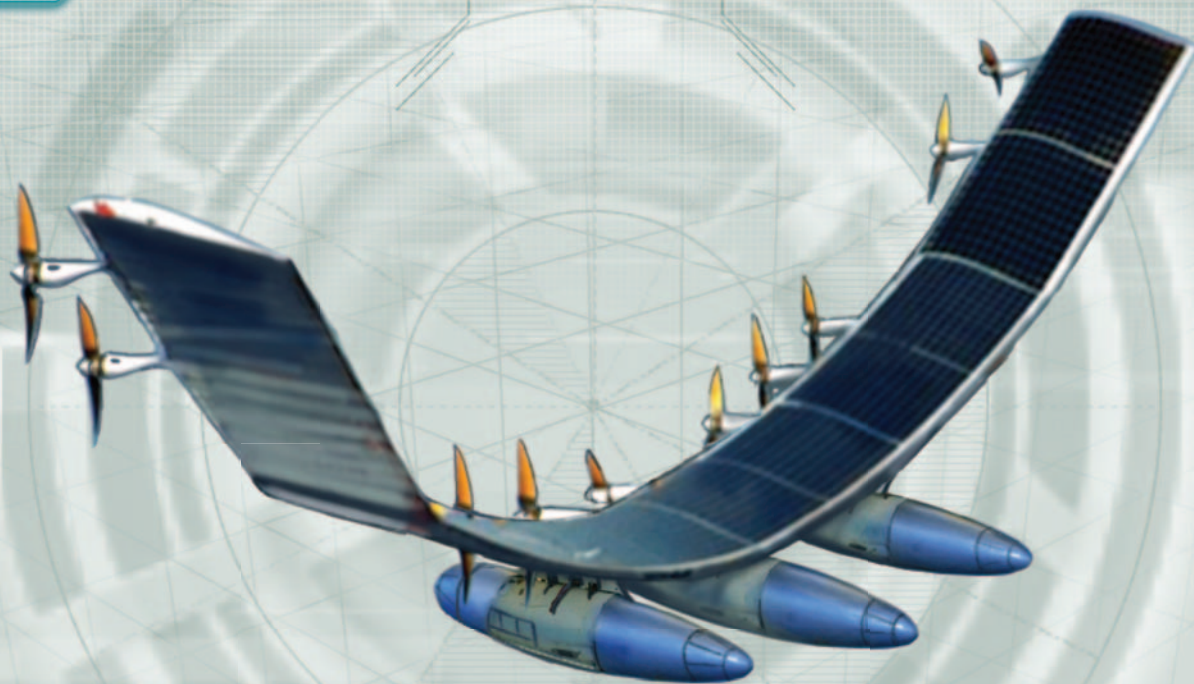
Similar Models: UCAS Arrow, MTS INeg 5

GALACTIC KNIGHT (ORBITAL/SUBORBITAL AIRCRAFT)

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+1	40/160 (10/20 ON DESCENT)	1000	3	12	10	3	18	620,000¥

- The launch platform can leave from any standard airport, meaning there are plenty of places to take one of these up. In fact, Galactic Knights are like corporate taxis to several stations. Note for those evading the law, corporate and government jurisdiction doesn't apply one hundred kilometers up. They won't even shoot at you because debris would make space even more hazardous. Though that means if they are really pissed off, they'll just wait till you're back in the atmosphere before shooting. Coming back down, it doesn't have enough thrust to do a whole lot of maneuvering; hell, most of its trip up happens when it's on another craft. Really, you can treat it like an expensive glider. There's a steady traffic of these things out in space, so it's not uncommon to see several floating out there, enough even to need traffic laws. It's also perfect for a weekend getaway; just launch, park, and watch the earth spin by.
- Orbital DK
- Ok Turbo Bunny, why did you want to share this vehicle? I don't know of too many runners who are rich enough to joyride in one of theses. Plus it requires a platform craft to launch from. Who's going to fly you up there to launch this craft from? Hell, I think this ship will be obsolete in ten years with corporations moving toward space elevators and rail-launch systems.
- Clockwork
- Granted, there's lots of overhead to consider, but there are advantages with such a small suborbital craft. Like getting around the world really fast, or HALO dropping on a target location.
- Turbo Bunny
- Still not buying it.
- Clockwork





KRUPP-ICARUS

KRUPP-ICARUS

The Krupp-Icarus is a high-altitude, almost-perpetual-flying aircraft. It uses a combination of solar and rechargeable batteries to keep the vehicle operating at altitudes between 40,000 and 160,000 meters. Not to be confused with the Icarus stealth craft, this vehicle should be called by its full name. It is virtually silent and can be upgraded with materials to keep the seventy-five-meter-wide aircraft virtually undetectable by radar. The limitation of this vehicle is payload. It can carry an additional five hundred kilos of cargo space balanced between two cargo holds. Usually designed to be unmanned or to carry one-man crew for high altitude operations such as when satellite imaging is unavailable, the Krupp-Icarus can be fitted with an additional passenger and pressurized compartment. The strength of the Krupp-Icarus is its flexibility. It can withstand jet stream turbulence and winds up to three hundred kilometers per hour. Battery and solar panels can keep the Krupp-Icarus flying for three months without having to land, leaving the human factor as the primary limit on its flight time.

Std. Upgrades: Extreme environment mod (High Altitude), improved economy, life support 2, signature masking 2, SunCell

Similar Models: Horizon Cronos, Ares ASE

KRUPP-ICARUS

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+1	30/150	700	3	18	5	2	14	1,600,000¥

- These are mainly used for optical or Matrix surveillance, or as a relay station for ground or orbital crews. Older models are used for pirated trid operations when they want to get a message out and don't have satellite access or a broadcast tower.
- Orbital DK
- A drone blimp or weather balloon carrying trid equipment is much cheaper.
- Clockwork
- I think there's one or two hovering over Amazonia. Aztlan wants to take them down, but it's a great deal of effort to find them in the air with such a low profile to radar, so instead they wait for them to land and then destroy them.
- Glasswalker
- This is another vehicle that no shadowrunner would even use, much less care about. I'm not out in the jungle doing legwork.
- Clockwork
- You should always care about something that may be watching you. Or something you might be assigned to bring down, or otherwise interfere with.
- Turbo Bunny



NISSAN EZ ECO

NISSAN EZ ECO

This manned electric forklift is used for loading and unloading cargo. In typical operations, the forklift brings large pallets, which are then unloaded in smaller loads by workers in exoskeletons. Two driver options offer sit-down or stand-up accommodations. The stand-up option is narrowly built, allowing better maneuverability in metahuman-sized halls, while the sit-down option is more stable when lifting loads. It comes with forward-wheel drive, or single rear-wheel drive depending on the manufacturer. Typical lifting capacity is two thousand kilos, and it has a maximum speed of six kilometers per hour when carrying a max load. The standard fork has a lifting height is three meters, but it can be replaced with a six-meter lifting fork, though this halves the lifting capacity of the electric forklift. The battery has a lifespan of eight hours of continuous use. The fork automatically adjusts to keep the cargo parallel to the ground while the vehicle moves, minimizing cargo spillage or damage. The forklift comes standard with rigger adaptation and improved economy.

Std. Upgrades: Improved economy, rigger adaptation

Similar Models: Chevy E-Lift, Honda EVL

NISSAN EZ ECO

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
0	4	12	1	5	0	1	-	4,500¥

- If you drive around in a van, make room for one of these. I like having the hydraulic lifting power handy, like for popping open a door or carrying off a safe instead of dragging it.
- Turbo Bunny





ESPRIT LE FOUR

ESPRIT LE FOUR

The big difference between tugboats vs. other ships is the higher power-to-tonnage ratio. It's like putting a locomotive engine in a pickup truck. They can push or pull many times their weight in cargo. Put it another way, three tugboats are perfectly capable of pushing an aircraft carrier around. Modern tugboats use a cyclonical propulsion system instead of screws allowing for better handling and performance. They also have rotating hydrofoil blades beneath the hull of the ship for even better handling and acceleration. The crew for these boats is usually around five people. These boats come equipped with towing cables and a winch or grappling cables for closer maneuvering with the other ship.

Std. Upgrades: Ducted waterjet, hydrofoil capability, special machinery (towing cable and winch, grappling cable)

Similar Models: Schottel, Duckpeller

ESPRIT LE FOUR

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
0	10/20	50	2	16	12	2	2	41,000¥

- These are not practical for piracy, mind you, but if you have to push through a blockade or deal with tight quarters or slow ships, these suckers are real durable and cheap. Put a fire-support crew on there with grappling cables, and they can put holes in the line allowing the real pirate ships through. Of course, their speed sucks against cruisers if you try to flee.
- Kane



KRUPP-THYSSEN AIRDOX

KRUPP-THYSSEN AIRDOX

With a cutting wheel up to sixteen meters in diameter, the Heavy Mining vehicle can cut into solid rock at a rate of forty meters in twenty-four hours (forty-five meters in less-solid rock). The cutting wheel of carbon and tungsten has been augmented by one-thousand-meter spools of monofilament wire that is threaded over the cutting bits like a chainsaw blade. Hydraulic legs hold the vehicle in place or push it forward in the tunnel. The cutting wheel's monowire spools have to be replaced every day, but that saves replacing the wheel, which is much more expensive. If properly maintained, the wheel would only need replacing once every thirty days of drilling. Ear protection is necessary as decibel levels reach 115 dB inside the vehicle. When tunneling in less-than-solid rock, the heavy mining vehicle has the optional module that extrudes a cement coating from the vehicle, just behind the cutting wheel, and four ultraviolet curing lights to quickly build a stable tunnel. These vehicles are normally owned by governments or corporations who specialize in infrastructure construction.

This vehicle was used to construct the fifty-seven-kilometer-long Gotthard Base Tunnel as well as the metro tunnels in Rome, and they were also part of the construction of significant arcologies and metro tunnels in Manhattan.

Std. Upgrades: Extreme environment mod (subterranean), special equipment (cement tunnel filler, cutting wheel)

Similar Models: Herrenknecht Bore

KRUPP-THYSSEN AIRDOX

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
-4	*	*	1	20	15	2	16	230,000¥

* This vehicle has only hydraulic legs to push it forward. The cutting speed is 3 cm/minute as the legs push forward.

- Need to bust into a bank or underground vault and don't care about making a lot of noise? Here you go. The boring wheel is built to take a beating, and that includes firearms.
- Slamm-O!
- If you have a good mage—and you should—this is when you take advantage of their ability with silence spells and the like.
- Winterhawk
- Aztechnology owns the largest percentage of working heavy mining vehicles of any corporation, as one of the structures they regularly build are the subterranean religious facilities underneath temples. It insures secrecy of the structures more than if you excavate a pit and then backfill it.
- Plan 9
- Now who's bringing up extremely useless vehicles?
- Turbo Bunny
- I'm not sure that this is as useless as the Krupp-Icarus, but it's at least as affordable and more practical.
- Goatfoot
- Damn right it's practical. If I was Plan 9 and making myself a secret evil lair, I'd use this.
- Turbo Bunny





MERCURY OORT

MERCURY OORT

Perfect for young sprawl families who want the space of a van without the maneuverability and parking issues, this classic wagon sedan design fits this niche. The Oort seats five (including driver) comfortably on two bench seats with adequate space for groceries or sporting/camping equipment. Car designers of the Mercury Oort gave the vehicle a more retro look with fins and a century-old color scheme while keeping modern conveniences. The roof is perfect for an optional storage or drone rack. The Mercury Oort was the premier vehicle of a classically styled line, however it appears the others will not be produced. It had its fans, but didn't reach the popularity of the decade-older Comet. The more modern Subaru Preza has an optional concealed rear-facing bench seat that can pop out from the trunk. Both models are fuel-efficient and designed for low maintenance, lessening the budget strain on young families.

Std. Upgrades: Improved Economy, Personal Armor (Rtg. 1), Pimped Ride (Lvl. 1)

Similar Models: Subaru Preza, Chevy Longboard

MERCURY OORT (WAGON SEDAN)

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+2	20/45	140	1	11	6	1	-	31,000¥

- The extra cargo space makes perfect gear storage. The rear-facing bench on the Preza is a good place to have someone watching for any pursuing vehicles.
- Rigger X
- I think we can agree that this vehicle is more comfortable than the Comet and way cheaper than a sports car.
- Turbo Bunny



LEYLAND-ROVER TRANSPORT

LEYLAND-ROVER TRANSPORT

Most taxi services have two standard models that allow for the accommodations of larger-sized passengers. The standard model has bench seating with two bucket seats for driver and front passenger. The larger-sized model is built around four troll-sized bucket seats (two in the front and two in the rear). Cargo space for luggage remains relatively the same between both models. In a nod to privacy concerns, unless the passenger already subscribes to the taxi service in question, they will have to request the larger size, as the default is normally the smaller model. San Francisco's "TROLLey" model has been refitted with six troll-sized bucket seats and are used throughout the California Free State. Other features have been added to enhance the safety of the passenger and driver. The Leyland-Rover Transport style of taxi is in service around many major cities operating in the AAA to B security zones.

Std. Upgrades: Anti-theft (exterior), Anti-Theft System (interior passenger), GridLink, metahuman adjusted (larger model), Personal Armor (Rtg. 1)

Similar Models: Chevy Roadchamp, Evo Capricorn, Horizon TRL

LEYLAND-ROVER TRANSPORT

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+1	20/40	140	2	12	5	2	6	23,000¥

- Nice little taxi; simple design. Some services remove the driver and throw in a better autopilot and protective software. Not like that would stop me.
- Slamm-O!



2073



AWAKENED FLORA

CHICAGO FLORA

POSTED BY DR. JUSTIN BOGUE

It's been a couple of years since Dr. Paterson was in the Chicago area observing various Awakened plants that have adapted to this unique environment. Now I have returned for a three-week expedition to record a more in-depth documentation of the flora around the area. Chicago is a fascinating place; devastated by a contained nuclear blast nearly eighteen years ago, hosting massive amount of bug spirits, and finally attacked by engineered bacteria to kill anything that is magical. From the air it appears that life has indeed returned to Chicago, with a wash of green appearing over everything. The high humidity and varying temperatures have helped the surviving vegetation move in, leaving barely any discernible landmarks in this city. I can't wait to follow Dr. Paterson's work

- So who in their right mind took Dr Bogue sightseeing in Chicago? It's so antiquated there.
- Slamm-0!
- I did. Hey, the man has some serious cash, and it wasn't like I haven't been there before. It was better this time around. Dr. Bogue's SUV had some SOTA camping gear. And the food was better, though this guy did do some trading with the locals.
- Sticks
- Getting soft there Sticks. Next thing you'd be requesting posh accommodations on every run.
- Stone
- Good job Sticks! Feed the ego! Screw the jealous rabble!
- Kane



CALDWELL LILY

Nymphaea alba subsp. caldwell

This aquatic lily, native to Eurasia, was brought to the Lily Pool Garden by Alfred Caldwell who put all his money and devotion into its design. He brought in a variety of white lilies (*Nymphaea alba*), which eventually Awakened. While neglect and decay has obliterated most of Lincoln Park, the garden has continued to live on. In fact there are beavers (and an occasional vorpal beaver) building a home here in the park. I can corroborate that in areas like Lincoln Park, the ambient magical energies are lower due to a mana ebb centered around where the Caldwell Lily grows, but I won't assume that this

Caldwell Lily

Habitat: Marshy streams, lakes, and rivers

Range: Chicago area, with special concentration at the former Lily Pool Garden, Lincoln Park

Frequency: Uncommon

Plant Type: Flower

Identification: The Caldwell Lily is an aquatic perennial, growing from an underwater stem. It has large, rounded, leathery leaves which are about ten to twenty centimeters in diameter. The stem produces multi-petaled white flowers with blue variegations along the inner petals. The flowers grow into small fruit with a thick green outer skin.

Usage: One of the extracts from the Caldwell Lily can be used as an anesthetic if no other traditional opiate is available. The roots can be mashed and used as a natural insecticide.

Availability: 2

Powers: Poisonous (hallucinogenic)

contributes to the overall state of the Containment Zone. There are too many factors to consider.

For me, the puzzle is, as it often is, why a naturalized species of plant should Awaken, while the native Eurasian does not. I have two theories. The first is that the Caldwell Lily did in fact Awaken in Eurasia, but the particular variety is very rare. This means that Mr. Caldwell bucked incredible odds in order to bring this particular variety to the States. The second is that some unknown environmental factor triggered a mutation that then allowed the white lily to Awaken as what we call the Caldwell Lily. This seems more plausible, but so far no geneticist has been able to trigger the "Magnus" gene in either plants or animals.

While examining the Caldwell Lilies grown in the Calumet River, I noticed some locals out gathering them. They told me that they are the lotophagi, a group of shamans, and the lilies are used as part of their rituals. Whether or not their consumption of Caldwell Lilies has the same effect as the lotuses do in Homer's Odyssey, I have found that natural extracts of the Caldwell Lily can numb the body. Further research is needed for validations. This wouldn't be the first time that Homer's texts were used to validate an Awakened plant. Others I've talked with have used the Caldwell Lily for sanitation purposes. Rings made from rootstalk that are put around food keep insects such as cockroaches away.

On a more personal note, while my professor, Dr. Paterson was very keen on identifying Awakened plants, he was missing a few social skills. This would have helped him in identifying other properties and usages of a plant from the people already using them.

- Bonus on this trip; bagged me a couple of vorpal beavers while Dr. Bogue was checking out the flowers. Nice little bit of pocket change. Oh and Kia, do you still want any Caldwell Lilies? Dr. Bogue gave me some seeds. Nice guy, but a little naive on business negotiations. I would have paid him for the seeds.
- Sticks
- Yes please. Not that I spent that much time looking while I was there, but I still want some for the koi pond. Now are you going to charge me for them or will they be free?
- Kia
- What do you think?
- Sticks



CHICAGO GREY

Cannabis grey

The Chicago Grey is an escaped, Awakened marijuana plant that has found an environment perfect for its propagation. I hypothesize that the Chicago Grey awakened from the events in Chicago. I'm surprised that there aren't more blighted or mutated plants, but that maybe because FAB III decimated much of the Awakened flora and fauna. This plant has higher concentrations of THC than normal, combined that with high levels of heavy metals and this plant took on a grey or off-white coloration. It's dangerous to burn with all the toxic fumes, but some still do to numb the pain and get a high. The locals view this plant and others to give them a "mundane" view of the astral plane. In the case of the Chicago Grey, it doesn't bloom in a mana ebb.

Without DocWagon or any other professional medical facility, locals have to rely on what they have on hand. Herbalism is the predominate form of medicine out here. Marijuana has been used as a medicinal drug for two thousand years, and locals are reeducating themselves on its usages for burns, asthma, etc. Alchemists helped in separating the toxins from the medicine, and they were the first to

Chicago Grey

Habitat: Abandoned land, ditches, stream banks

Range: Northeastern North America with specific concentration around the Chicago area.

Frequency: Uncommon

Plant Type: Flower

Identification: This plant grows up to two meters tall with serrated grey leaves. The male and female flowers are small and bright, and they are carried on separate plants

Usage: Chicago Grey is used medicinally by the locals as a pain medication and more sustainable hemp products like rope and cloth and oil, minus the heavy metals when possible.

Availability: 8R

Powers: Poisonous (see deepweed)

Weakness: Dietary Requirement (trace amounts of heavy metals)

Notes: Chicago Grey is also toxic due to the high concentrations of heavy metals such as mercury. Inhaling or ingesting Chicago Grey causes a secondary poisoning (Speed: Immediate Power: 6 Effect: Disorientation, Physical Damage).

notice the forced astral projection after patients used the Awakened plant. This could be an adapted defense mechanism that uses FAB III, but it also has been theorized that Chicago Grey is a toxic version of some other form of Awakened cannabis because it has a high concentration of pollutants. So far, neither of the theories has been proven.

- I'm surprised that there's no drug entrepreneur selling a cheap deepweed knock off.
- Stone
- When there's a choice of smoking it vs. wearing it when it's freezing out, most residents there choose to wear it.
- Ecotope
- There's probably some criminal element doing some drug trade wherever it's growing, just not directly from here. I bet the Mafia has an angle.
- Sticks

GHOUL CAPS

Cantharellus cadarius

As I have often observed in my cataloging of Awakened plants, there is a grain of truth in every myth. The Ghoul Caps, an Awakened progeny of chanterelle (*Cantharellus cibarius*) are one example of this. The legend is that ghouls can stave off hunger pains by consuming Ghoul Caps. While Dr. Paterson said that there's no nutritional value in the plant, he made a biased judgment based on the smell and possibly a mistaken identification of it being an Awakened jack o' lantern fungus (*Omphalotus olearius*), which has similar physical characteristics and is very poisonous.

The ghoule cap has the highest lysine percentage of any current farmed vegetable I have seen; 12.5 percent of its total protein is lysine. This overabundance of lysine within the cap of the mushroom allows for decarboxylation as part of its reproductive cycle, producing the decomposition odor, cadaverine. Locals will wash the mushroom and eat it both raw and cooked as a substitute for animal protein.

Finding the ghoule cap was somewhat difficult, but not impossible. Locals have shown me where to look for Ghoul Caps on the surface. I believe there is some relationship, possibly symbiotic, between Ghoul Caps, slum slime, and other fungi. One hypothesis is that the Ghoul Caps attract creatures to a site where they are infected by slum slime. The infected host then returns to this location to die, thereby feeding the Ghoul Caps and repeating the cycle.

- At least he explains the creation of the dead body smell.
- Nephrine
- He doesn't get into the details of how we went through a subway tunnel to "observe and collect" fungal species. That was a nightmare. Ghouls, bugs, and crazy critters all in a hole in the ground that looked like it could collapse at

Ghoul Caps

Habitat: Shaded urban wastes, subterranean areas.

Range: Chicago area

Frequency: Uncommon

Plant Type: Fungus

Identification: Ghoul caps grow as fifteen- to twenty-centimeter-tall mushrooms with vivid, liver-colored caps and prominent, sharply defined gills, which glow with bioluminescence.

Usage: Ghoul caps can be used as an animal protein substitute.

Availability: 2

Qualities: Bioluminescence, Fluid Extract (Rotting Meat)

Notes: The rotting meat smell can easily be washed off. The smell is potent, with a range of detecting the stench being ten times the normal range for scents.

any minute. At least this guy was prepared like a Boy Scout—he had protective gear on, and something useful in each of the many pockets in his clothing. He also knew his stuff—I didn't know what slum slime looked like till he pointed it out to me as I almost leaned against it. One of the 'shrooms he didn't mention was this thick, fibrous, five-meter-tall column that we saw growing down into the depths of the subway. He didn't try to get a sample, for fear of the roof collapsing. We spent two hours in that moldy place—it made me claustrophobic. I also wasn't too comfortable when Dr. Bogue sat down there and had a conversation with a ghoule named Sam who became our subterranean tour guide.

- Sticks
- What's wrong with a ghoule tour guide?
- Hanabelle
- Nothing personal, but I had no way to do any legwork to see if this guy is on the level. When your potential guide eats people, I'd say that extra checking is warranted.
- Sticks



GLAMMERGOLD

Caltha sterilis

The reason I was fascinated with this plant is that it has rapidly evolved a defense mechanism against the FAB III that was introduced into its environment. The Glammergold has a shiny, wax-like scale coating on its flowers, which gives the plant its name. If the plant is threatened by disease or FAB III, a combined chemical and magical reaction occurs. The flowers swell, and scales burst from the plant into a large cloud, alerting the other plants nearby. Within this cloud, it sterilizes the air in an effort to kill the pathogen. The Glammergold and its progenitor, the marsh marigold (*caltha palustris*) fill the marshes with beautiful orange-and-gold flowers.

Chicago residents cultivate this plant mainly as a food source, though the leaves contain helleborin, which is toxic and has a burning taste. It is commonly boiled twice, with a change in the water to make the plant more palatable. The immature closed buds are also edible and are often pickled in alcohol. Awakened residents and few Awakened critters try to stay close to Glammergolts as protection against FAB III.

- So we camped next to a field that was a dozen meters away from several encampments. It wasn't too bad of a group; not affiliated with any of the gangs and it looked like they could hold their own with some older-model weapons MP9s. I'm glad I wasn't the face on this job, as the group was quite cautious around strangers. Dr. Bogue got their cooperation by doing some trading and setting up a tent and communal potluck meal. They responded to that,

as nobody turns down a good meal. This was the day that he got his culinary facts on the Glammergold, Ghoul Caps, and baby Magnus Kudzu leaves. My contribution was venison, though technically I was hoping to be able to collect some paracritter bounties. The only Awakened critters hanging around the Glammergold that day were astral flies and bombardiers in the trees.

- Sticks

Glammergold

Habitat: Marshes, swamps, wet meadows

Range: Chicago area

Frequency: Rare

Plant Type: Flower

Identification: Marsh Glammergolts have large heart-shaped, toothed leaves clustered at the base of the plant. Scattered along the branching stem are several large, brilliant, gold-colored flowers, five to ten centimeters in diameter. Each of the flowers has a waxy coating.

Skills: Spell Casting

Availability: 16

Powers: Dual natured, Innate Spell (cure disease)

HELLHOUND'S TONGUE

Cynoglossum averno

While we were leaving after a fruitful three-week expedition, I managed to find a few specimens north of Chicago, though probably closer to Milwaukee, that I might as well include here. It is a beautiful purple wild flower that has become very important to paranormal hunters, and it is a popular commodity in Quebec markets.

The Hellhound's Tongue is an Awakened species of the hound's tongue (*Cynoglossum officinale*). An old wives' tale says that placing this plant under your feet will prevent dogs from barking at you. As I've mentioned, I generally believe it is a good idea to pay attention to these myths in order to look for the grain of truth that inspired them. Hellhound's tongue was discovered by hunters, whose dogs became mute after running through the brush and getting the plant's burrs stuck in their fur. After further study, alchemists have been able to distill the potent power into a syrupy compound. Paranormal bounty hunters keep alchemists busy as they try to generate enough supplies so that the drug can be used in hunts for Awakened canines such as the hellhound or barghest. They'll put the compound on bait traps or in dartguns to keep the animal quiet and prevent them from using some of their abilities, such as the paralyzing howl.

- The compound is readily available in Quebec, but it's expensive. It's listed in markets as BDNB solution, or "Bad Dog, No Biscuit"
- Clockwork

Hellhound's Tongue

Habitat: Sandy or rocky places and mountain forests

Range: Quebec and northeastern UCAS.

Frequency: Rare

Plant Type: Flower

Identification: This flower is biennial with a fuzzy stem, thirty to one hundred centimeters tall with long, narrow, leaves that curl down like a dog's tongue. Clusters of small purple flowers form from alternating sections of leaves. The flowers develop into small prickly fruit that are filled with a sticky, ochre colored sap. It's the fruit that alchemists use to create the quieting compound.

Usage: BDNB solution is made with Hellhound's Tongue fruit.

Availability: 14

Powers: Poisonous (see notes)

Notes: Hellhound's tongue's ability to silence a subject only works on canine species. The subject is affected through the ingestion of Hellhound's Tongue oil, or through contact with wild Hellhound's Tongue seeds. Once affected, the subject cannot speak, make any vocal noise, or use powers such as Paralyzing Howl.



MAGNUS KUDZU

Puearia montana magnus

After the formation of the containment zone, one species of plant started dominating the landscape, the kudzu (*Puearia montana*). This plant can grow rapidly, up to thirty meters in as little as six months. It is an ecologically destructive woody vine in North America. It can bury competing plants in a litter of leaves, uproot trees, or break branches. In the midst of this growth, an Awakened variety has emerged. This Magnus Kudzu has an astral presence. Even with the FAB III threat, it still managed to grow here, and in fact is just as aggressive as its progenitor. The astral side of this plant is strong enough to penetrate or grab onto astral objects. I've seen evidence of this feat with a ward covered by Magnus Kudzu. This plant has been harvested by corporations and individuals over the years as a cheap alternative to Awakened ivy. While much hardier and capable of surviving most climates and soils, people tend to forget that without supervision, it can grow out of control.

- There are whole buildings, or at least I think they are buildings, under a thick blanket of mixed kudzu and Magnus Kudzu. Give it another decade and, between Prairie Smites and Magnus Kudzu, there won't be any recognizable structures left.
- Sticks

PRAIRIE SMITE

Anemone detriti

The Prairie Smite, an Awakened variety of Prairie Smoke, has a unique adaptation to the urban environment. When the fruit head ripens, the long, hairy threads that are attached to the fruit turn feathery, allowing the fruit to be carried by the wind. The floating seeds, when they impact something solid like stone or brick, release a small amount of energy, and the feathery hairs break off, allowing the seed to drop to the ground. This destructive energy is minute, causing a mere dent in concrete, but over time with hundreds of seeds, it becomes significant, about as much as sand blasting. It also has a unique low-frequency sound. City blocks where the Prairie Smites have established themselves are full of structures that are significantly worn and rounded. Though this doesn't add much success to its survival, in a few years there should be significant amount of inorganic decomposition for the seeds to grow. While other plants take advantage of the new territory the Prairie Smite creates, it's this Awakened plant and the Pasque flower (*Anemone patens*), its progenitor, who arrive first.

Magnus Kudzu

Habitat: Naturally in urban wastes, though can survive in many environments

Range: Globally since Magnus Kudzu started to be sold as a substitute for Awakened vines.

Frequency: Uncommon

Plant Type: Flower

Identification: Magnus Kudzu is a woody vine with large, alternating, heart-shaped leaves. It can grow up to thirty meters long with fifty-centimeter-long tendrils that help pull it up objects. Each tendril has thick hairs that can wedge itself into brick and concrete, making it difficult to pull down. It has a thick root system with rootlets that can penetrate other roots and steal nutrients, making it a semi-parasitic species. Multiple long vines can grow from a single rhizome. The Magnus Kudzu also propagates through runners growing along the ground. The flowers grow in a panicle cluster of small blue flowers.

Usage: The dual-natured property of the Magnus Kudzu makes it useful as a natural astral barrier.

Availability: 10

Powers: Dual Natured

- While an individual Prairie Smite seed doesn't really hurt if it hit you, you don't want to be in a windblown cloud of them. I tried kicking one to see what happens and it scuffed up my boot. Then there was an intersection that grew into a field of Prairie Smites. Dr. Bogue had a team down there filming the area when the wind came up. All the Prairie Smites released their seeds into the wind. The crew managed to get back to their vehicle, which looked like it was sandblasted after the Prairie Smite seeds impacted it.
- Sticks

Prairie Smite

Habitat: Open fields and wastes

Range: North and central North America

Frequency: Uncommon

Plant Type: Flower

Identification: A perennial herb, eight centimeters tall with two hairy stems with silky haired leaves. It blooms a yellow cluster of stamens surrounded by five to seven lavender petals.

Usage: None

Skills: Spell Casting

Powers: Innate spell (shatter)

