



SHADOWRUN

LONDON FALLING



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iKONG

A SHADOWRUN CONVENTION
MISSIONS COMPILATION

SMOKE & SHADOWS

London—where the thick fog (sounds nicer than smog, doesn't it) makes for some truly deep shadows. Every crooked street, every cramped building holds a secret or two, as well as a person or two who will go to great lengths to ensure those secrets are kept. There is, for instance, the dark secret of a minor noble who has not been seen in Parliament in months. And the researcher who has a startlingly large amount of people interested in his work. The courier who carries one secret in his head and another in his gut. And an explosive secret that has been festering in the West End Underplex for years or even decades.

Skilled runners have the chance to uncover these secrets and more, but they'd better be ready for the forces of the world that would prefer to keep things covered up. They are tenacious, dangerous, and, perhaps most surprising for England, not at all polite.

London Falling features four adventures for *Shadowrun* set in London. Initially designed especially for gaming conventions, these adventures are now available to all players who want to dive in and see if they can survive the challenges of the Big Smoke.

London Falling has stats that allow it to be compatible for both *Shadowrun, Fifth Edition* and *Shadowrun, Twentieth Anniversary Edition*.



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INTRODUCTION

The following adventures were originally part of the *Shadowrun* Convention Missions campaign and were run at various conventions and tournaments. Since they share a setting, they can be linked together to form a campaign, or they can be run separately. Full information on the Shadowrun Missions campaign is available at shadowruntbletop.com/missions and includes a guide to creating Missions characters, along with a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the Fifth Edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

The adventures consist of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

- **Scan This** provides a synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.
- **Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.
- **Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player char-

acters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

- **Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some extra spice to the scene. This subsection should usually only be used for home games or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.
- **Debugging** offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

RUNNING THE ADVENTURE

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

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

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene.

That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

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

STEP 3: KNOW THE CHARACTERS

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

STEP 4: DON'T PANIC!

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

GENERAL ADVENTURE RULES

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

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

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene in which they appear, and they generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure and have more detailed write ups, including most of the skills and gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the **Prime Runners** section (p. 385, SR5). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment and adjust the difficulty of each encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party but should never be insurmountable for a team playing it smart.

A NOTE ON COMMLINKS

By 2075, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

PAPERWORK

If a *Shadowrun Missions* adventure is run at a convention, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

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





SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into the setting for these convention missions.

TELL IT TO THEM STRAIGHT

Here are a few ways to get your team to the area if they aren't already there.

OPTION A

Wanting to get back to your roots you arranged a trip to England. Not your roots? Okay, an opportunity to see what all the hype was over Stonehenge and the Druids. Not caring? Okay, an opportunity to flex your running skills on a global scale and make plenty of nuyen has been presented by your fixer.

OPTION B

Your last run was a resounding success/failure, with the heat from the corps picking up evidence pointing in your

direction as they investigate. Your fixer thinks this might be a good time to lay low out of town—way out of town. England should be nice this time of year, and he promises to get you some work while you're there.

OPTION C

Not wanting to pass up on a chance to see your favorite football club in action live, plus the promise of jobs, you talk your mates into a little extra-territorial shadowrunning. Glory glory!

OPTION D

Get to London, get the goods. It sounded easy, you should have known better. Arriving at the airport you are informed that the job is a scrub for now. Mr. Johnson called it off. The bad news is no work. But the good news is that you're in London with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in London following a different mission or tourist activity.



SWING VOTE

MISSION SYNOPSIS

Artholomew Johnson is a former stockbroker. Once an inside trader in New York, his new identity connects the shadows of London with the government, investment, and corporate funds to buy information—information that can be used to cultivate power and profits. Artholomew is assembling a team of runners new to the London scene to get some relevant information for him.

Recently, Underplex Transportation Appropriation Bill 1388A, a bill authorizing funds and right of way for a new transport line out of the Lambeth Containment Zone (LCZ), was successfully passed in Parliament. Before it could be implemented, the Renraku corporation proposed Bill 1449A, amending that bill to re-appropriate funds to a new Underplex route from the Renraku arcology to the West End, a move that would greatly benefit their own employees and retail facilities.

The vote on Underplex Transportation Appropriation Bill 1449A is in two days, and billions of nuyen hinge on the contracts and investments surrounding the deal. A party with foreknowledge of which way the vote would go could stand to make a fortune. Art Johnson wants to be the power broker with that knowledge, and he is willing to pay upfront to make millions on the back end.

Unknown to Art there is another power player involved: Lady Rhiannon Glendower. She wants to make sure the vote goes in her favor. She will have an aide reach out to the runners to encourage them to help her. As the LCZ is her shining gem of accomplishment, she wants to keep it well polished.

The vote is going to be close. In fact, amending the original bill is going to take one more vote than is currently accounted for. In this situation, a minor noble named Lord James Helling serves as the all-critical swing vote. Unfortunately for our shadowrunners, Lord Helling is at home sick. He is the latest London casualty of the HMHV III virus, the Krieger strain—in other words, he is now a ghoul. His household staff and his personal medical mage were all stricken with the virus and transformed. The only person to retain any semblance of his mind was the mage, Braxton Gresh. Now this ghoul-mage holds sway over the compound, and he has the power to sway Helling's vote.

Can the shadowrunners pull off swinging a vote and earn a solid payday? Can they escape a ghoul-infested compound

intact? Just when they thought the run was all tuxedos and cocktails, the bullets and blades will fly. Welcome to London, chummers.

SCENE 1: BROKERS IN THE HALLS OF POWER

SCAN THIS

The runners meet with Art Johnson about a job.

TELL IT TO THEM STRAIGHT

You've made it to London and are getting yourself settled, but before you have a moment to settle into your new digs, you receive an offer. Someone must be well connected to know you were in London. "The Crusted Pipe at 23:00, 8 Fetter Lane in the Temple district. Ask for the Art Table," reads the note signed "A. Johnson." You were warned about the Temple district before you even thought about making this trip. Security in the center of official and judicial buildings is ultra-tight. You've heard horror tales about datajacks tripping A-Level threat responses, so you've keenly left your weapons and gear of questionable purpose behind. Approaching the Temple district you sense a noticeable increase in surveillance. Patrols are frequent; drones silently follow the roads and side streets. There is a constant stream of white-noise scans on active ARO. It also feels as if all communications and active wireless is being scanned.

The Crusted Pipe is a basement level bar off Chancery Road with dark wood tones, a creaky floor, and cool, moist air. All the lighting in the bar mimics candle or torch flame, and not a single light is above waist level. This gives the place a private atmosphere where the faces of politicians, trideo stars, and more shadowy patrons are hard to make out and easy to confuse. Seated at the "Art Table," you fall into the latter group.

"Mr. Johnson," the gentleman at the table unsurprisingly introduces himself as. But call me Art, or if you wanna keep it formal, Mr. Art." Leanly sculpted with the finest chiseled cheekbones and brow money can buy, Art looks fit for a boardroom overlooking the city from a hundred floors up. His accent is American, probably from New York. Surgery must keep him looking young. Taking a seat in a high-backed leath-





er chair at your table, he continues, "I think you all are right for a job I've got. I've done my digging through my connections—and I hope you'll believe me when. I say they're good ones—and I've got what I believe is a very fair offer." Art lights up a cigar with a match before looking your faces over. "A little about me. I used to broker stocks on the other side of the pond. Now I don't. I do a different sort of brokering over here, and that's where you come in. Is that good enough for you?" Art draws on his cigar, its red glow illuminating the smooth skin over his perfect cheekbones.

"So here's my offer. There's an upcoming vote in Parliament. I want to know which way it's going to go before it happens. The opportunity to find out is already set for you at a social venue. The pay is 8,000 nuyen apiece via certified credsticks, with 2,500 upfront if you agree. That's all I have until you accept the offer. <*He pauses to allow discussion.*>

"Excellent. Now that that's settled, here are the particulars." Art places an inactive RFID dot on the table under a napkin. "This is an invitation to the Lobbyists Ball at the Massenet Hotel here in the Temple district. It will identify your party as lobbyists for the Atarashii Corporate Council of Kansai. If you thought security was unreasonable entering this district, wait until you try to enter the hotel. Keep that in mind before you bring anything unlicensed. This city takes weaponry and contraband very seriously, and neither is permitted at parliamentary events."

"The ball will be attended by lobbyists and representatives of Parliament. It starts at 19:00 tomorrow evening. The vote I'm interested in is on Underplex Transportation Appropriation Bill 1449A, which will take place the following morning around 11:00. Now listen, you could talk to representatives and get a feel for which way the vote is leaning, but if that were good enough, I wouldn't be paying for a team like yours. I need to *know*. The Speaker of Parliament, Addison Hughes, and his aide will be in attendance. Part of his planning for upcoming votes is tallying promised votes. If anyone already knows how things are going to go, it's going to be him. He's a straight arrow, though, so watch your step."

Art Johnson stands, puts out his cigar, and straightens his hair. "When you have the information, post Yay or Nay on the London Rock Climbers forum, under the Rushmore thread. Don't worry that it's so public." He smiles. "This information is worth a fortune before the vote, but will drop to nothing once the votes are cast. If you get me info while it's still use-

ful, I'll be sure you get the money coming to you." He turns to leave, then transmits a number to you. "I'm going to give you a number at which to reach me. If you use it, it will likely be the last time I ever use you. That means emergencies only, understand? And like the information on the vote, it won't be worth anything in another day."

BEHIND THE SCENES

Art has no further information than what he's divulged above. He enjoys his work, so he won't be annoyed by professional questions. His advice is not to attempt to bring weapons to a Parliamentary event in the Temple district, not to get physical, and maintain their cover at all costs. Their cover as lobbyists can include some of the rougher-looking shadowrunners as security, but it provides no licenses for weapons.

If the shadowrunners attempt to negotiate for more pay, take the strength of their arguments into consideration. If they sound good, allow them an Opposed Negotiation + Charisma [Social] Test against Art, who has a dice pool of 12 with a +1 for hosting the meet and controlling the situation. Each net success for the face of the shadowrunners raises the offer 500 nuyen, to a maximum of 10,000 nuyen each (2,000 nuyen above his initial offer). Each net success also raises the upfront payment 125 nuyen, to a maximum of 3,000 nuyen each.

The details:

- The Lobbyists Ball begins at 19:00 tomorrow
- The location is the second-floor ballroom of the Massenet Hotel in the Temple district
- Security will be top-grade government level
- Their cover identity: lobbyists from the Atarashii Corporate Council of Kansai
- The shadowrunners have a number at which to reach Mr. Johnson once over the next two days if there's an emergency.

DEBUGGING

The players would really need to try to mess this scene up; but if they insist, the London police will arrive shortly after any disturbance. Refer to the Optional scene "Police on my Back."



SCENE 2: IN FOR A PENNY, IN FOR A £

SCAN THIS

London is alive with intrigue. The runners are contacted by an aide to Lady Glendower looking to cash in on the swing vote as well.

TELL IT TO THEM STRAIGHT

As you arrive back at your hotel there is an ARO message waiting for you. The message is from a Lady Glendower, Lord of Snowden. The message states that the Lady is aware of Mr. Johnson's activities. She is willing to assist with the information you need, and of course she will compensate you appropriately. The message tells you to seek out Miss Elwes at the Lobbyist Ball—she will have the information you need.

BEHIND THE SCENES

Lady Glendower is the lead Lord behind the LCZ; it is her baby, and she backed the development and funding. Its failure will affect her standing in public if anything goes awry. Going to the Lobbyist Ball is already happening, Lady Glendower is just hoping to throw her hat into the ring and get involved. There is still time for some legwork to gather info before the Ball.

PUSHING THE ENVELOPE

There is not a whole lot happening here besides transmission of the message, so adding more is not necessary.

DEBUGGING

This is an invite to a future meeting with a Johnson. About the only way it could go wrong is if the players decide to track down the Lady and publicly embarrass her with her employment offer. If they decide to do that, punish them with her security detail.

SCENE 3: LOBBYISTS BALL

SCAN THIS

Lobbyists Balls are held by lobbyist conglomerates before heavy voting sessions of Parliament. These are last-minute opportunities for organizations to peddle influence. Favors, contributions and flat-out bribes often change hands at these events. Government security personnel are on hand to protect the representatives. Disturbances at these events are not tolerated, with harsh consequences for those who create them.

TELL IT TO THEM STRAIGHT

Sky searchlights and roto-drones fill the air around the twelve-story, grey-stoned Massenet Hotel. Gleaming black Rolls-Royces and security transports block off traffic on this section of Chancellery Road. As promised, your activated RFID tag grants you access through the security cordon of assault forces in black and into the hotel lobby. An elderly gentleman in a red suit looks you over from behind his gleaming silvered eyes and gestures towards the large, wood-paneled doors of the elevator. "This way please, ladies and gentlemen."

Your shoes clack on the white marble floor as you step into the elevator. There is no control panel inside, only mirrored walls. As the doors close, a strong green light shines through the mirrors from the other side. Starting at the top, the band of green light slowly moves down to the floor, thoroughly scanning you.

(If any shadowrunners carry weapons, the Rating 6 MAD and chemical sniffing sensors of the elevator attempt to detect them using 6 dice with a +2 bonus for the expertise of the security operator. A single success indicates the weapons have been discovered. If found, the doors open, and the elderly man in red tells them they must leave their weapons or depart.)

A man and woman in a tuxedo and black dress greet you on the second floor hall where double oak-and-gold-leaf doors open by themselves. Two huge crystal chandeliers glimmer over a throng of men and women in impeccable formal attire drinking, smoking and most notably, smiling.



BEHIND THE SCENES

Representatives are not hard to spot. There are over three dozen, and all have easy-to-find profiles and images online. They're also ringed by security and lobbyists jockeying for time. Servers offer real drinks and real food. Take note if a shadowrunner indulges in too much alcohol, as it may affect later scenes. With patience it should not be hard for runners to get face time with a representative or to find out which way they're voting (Opposed Negotiation + Charisma Test, with an average representative dice pool of 10. Ties or better will get the rep to divulge their vote. They're not necessarily secretive about it).

Many representatives comment on absent members. Some even whisper rumors of activities against members that have them all worried. No one is willing to point fingers or name names, but hints and speculation are rampant.

Whispers of Lord Helling being assassinated or receiving death threats lead to comments about the fact that he is not here.

It could take the runners half an hour or more before they successfully jockey for time with the Speaker (see **Cast of Shadows**). He will listen for a moment to what someone has to say and then generate a pat political response that sounds official and helpful but on second thought doesn't really say anything. Something like:

"Ah, that raises an excellent point on which further debate is warranted, justified, and in my opinion likely to generate the results that will prove critical to future action. Thank you for that."

"Hmmmm, if we put forward in post-haste that which has yet to be tested under pressure of time, I wonder if we are moving down a path from which backtracking would be impossible, imprudent or quite frankly, embarrassing. I for one will not let us fall from grace that easily, my good sir, not so easily. Greatly appreciated!"

"Have you asked Representative De La Court? He is fascinated by that sphere of inquiry! My aide can, I'm sure, delineate more. Thank you!"

Then the Speaker moves on to the next person and is swallowed by the crowd around him. The Speaker's aide, Walt Walker, follows up with anyone he speaks with by giving them a Vote for Addison Hughes ARO tag and thanking them for their time. Walt is still wearing his outside trench coat, boots, and glasses with his long, sandy hair knotted behind his head and a glowing green holo-dragon circling above his hairpin projector (see **Cast of Shadows**). He is constantly gesturing commands in the air and making notes on his commlink.

If asked about the upcoming vote, Walt is friendly and replies, "Oh yes, I don't know which way that will go, but I am with the Speaker all day, and I can assure you I have personally seen him give that his undivided attention as he worked through lunch." If they get pushy for information or time, he adds, "My, you look like interesting folk. Mind if I use your faces on my Me-Feed?" and then he taps his glasses and smiles showing off his crooked teeth.

The best estimate shadowrunners can get from interviewing five or more representatives is that the vote is slightly

leaning towards a Yay for the new Underplex transport path switching to the new Renraku West End route, but it's very close. However, a really clever shadowrunner will tap into Walt Walker's Me-Feed, rewind to lunch, and watch it closely. The Me-Feed blurs out several faces and often goes silent. A Perception + Intuition Test with one success yields the following information in three hours. Subtract one hour per extra success, to a minimum of fifteen minutes study time:

Over lunch in his office, the Speaker took calls and received messages from representatives tallying their votes on various issues. Walt overheard and saw these.

Underplex Transportation Appropriation Bill 1449A comes out to be one vote short of the two-thirds needed to re-appropriate the new transport path from the LCZ (Lambeth Containment Zone) to the new Renraku West End route.

All the electronic tally and attendance records were blacked out.

The Speaker printed out a reference sheet for his physical files. Walt's vision caught it, but he didn't blur it or black it out. On it, only one representative's vote has not been reported yet, that of Lord James Helling.

Finding Miss Elwes takes a little time but is not impossible. Lady Glendower is not in attendance. Miss Elwes is graceful and respectful as long as the runners act that way to her. She discusses a job discreetly, with nothing overtly stated. She knows who the missing vote belongs to and would like to be able to secure it or have a chance to influence it at least. If the party agrees to help, they will be paid 7,000 nuyen. They can negotiate for an additional 500 nuyen per hit through negotiating. She can tell them that Lord Helling is the swing vote and provide his location; she also informs the runners about rumors that it's been turned into a fortress due to possible threats, saying she has no reason to believe it's true.

REPORTING BACK FAILURE

Finding out that Lord James Helling is the Swing Vote is itself not success for Art Johnson's mission. Will Helling show up? Will he skip the vote? Will he vote remotely? If so, which way will he vote? Art cannot broker information to his contacts looking to invest in the right direction unless he knows for sure. The shadowrunners may wish to contact Art. For this use of his number, he will be forgiving, but he will be agitated and anxious. Art will instruct the runners to find Helling, who is at his compound, and get the information. He'll tack on an extra 2,000 nuyen each. If they negotiate for more, Art is feeling stressed, leading to him negotiating poorly. He has a dice pool of 10 on an Opposed Negotiation + Charisma Test. Each shadowrunner success will raise the offer 250 nuyen, to a maximum bonus of 3,250 nuyen. If they agree, he gives them a different number at which to reach him in case of emergencies, with the same caveat about using it as before.

PUSHING THE ENVELOPE

This scene will not reward violence or coercion. The Speaker's commlink is Device Rating 8, and the other representa-



tives' are Device Rating 7 thanks to the government security programs they are granted via their positions. Any attempts at criminal hacking activities noticed by astral, physical, or Matrix security will result in responses ranging from expulsion from the ball at a minimum to incarceration or execution in a back alley at a maximum.

Close at hand are five Security Mages (CorpSec Lieutenant, p. 282, SR4A or Corporate Security p. 382, SR5) and fifty Parliament Security Agents (Red Samurai Lieutenant, p. 283, SR4A or Elite Corporate Security p. 384, SR5).

DIANNA ELWES (PROFESSIONAL RATING 1)

Dianna Elwes is Lady Rhiannon Glendower's lobbyist representing her at the Lobbyists' Ball. She is a tall, shapely elf with fine blond hair, wearing a low-cut red evening gown. Her strong will and physical beauty captivate any who meet her. She will be eager to speak to anyone interested in Underplex Transportation Appropriation Bill 1449A or the LCZ (Lambeth Containment Zone).

SR4A											
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm
4	5	4	2	5	5	3	5	6	9	1	0/0
Skills (Dice Pools)	Perception 8, Influence skill group 11										
Gear	Commlink (DR 7)										

SR5								
B	A	R	S	W	L	I	C	ESS
4	5	4	2	5	5	3	5	6
Initiative	9 + 1D6							
Armor	0							
Condition Monitors	11							
Limits	Physical 5, Mental 6, Social 7							
Skills (Dice Pools)	Perception 9, Influence skill group 15							
Gear	Commlink (DR 7)							

DEBUGGING

It should not be difficult for the players to find their contact at the ball. If the group does something to get thrown out before a meeting, have the contact find them outside. But the pay will drop significantly, possibly by half, as the contact now has concerns about the runners' reliability and skills. It is critical the players get the Helling name through any means necessary.

SCENE 4: COMPOUND SECRETS

SCAN THIS

Lord James Helling is a prisoner in his own home. Worse still, he is a ghoul with no remnant of his former self intact.

Getting into the compound should be no challenge for professionals. Getting out alive and uninfected while completing the mission is the trick.

Located in Sunbury, southwest of Inner London, the house proper is nearly uninhabited. However, the compound beneath it is infested by ghouls.

TELL IT TO THEM STRAIGHT

Pollution-twisted oaks skirt the patch of grass upon which the Helling estate sits. No one traffics the white-gravel road through the wrought iron gates. Ringed by a low stone wall, sandbagged bunkers have been constructed inside the four corners. Visored guards scan the estate and surroundings from their fortified posts. They appear vigilant despite the late hour. Some exterior lights are on to make the place look normal to passers-by, but there are no lights on in the house itself.

BEHIND THE SCENES

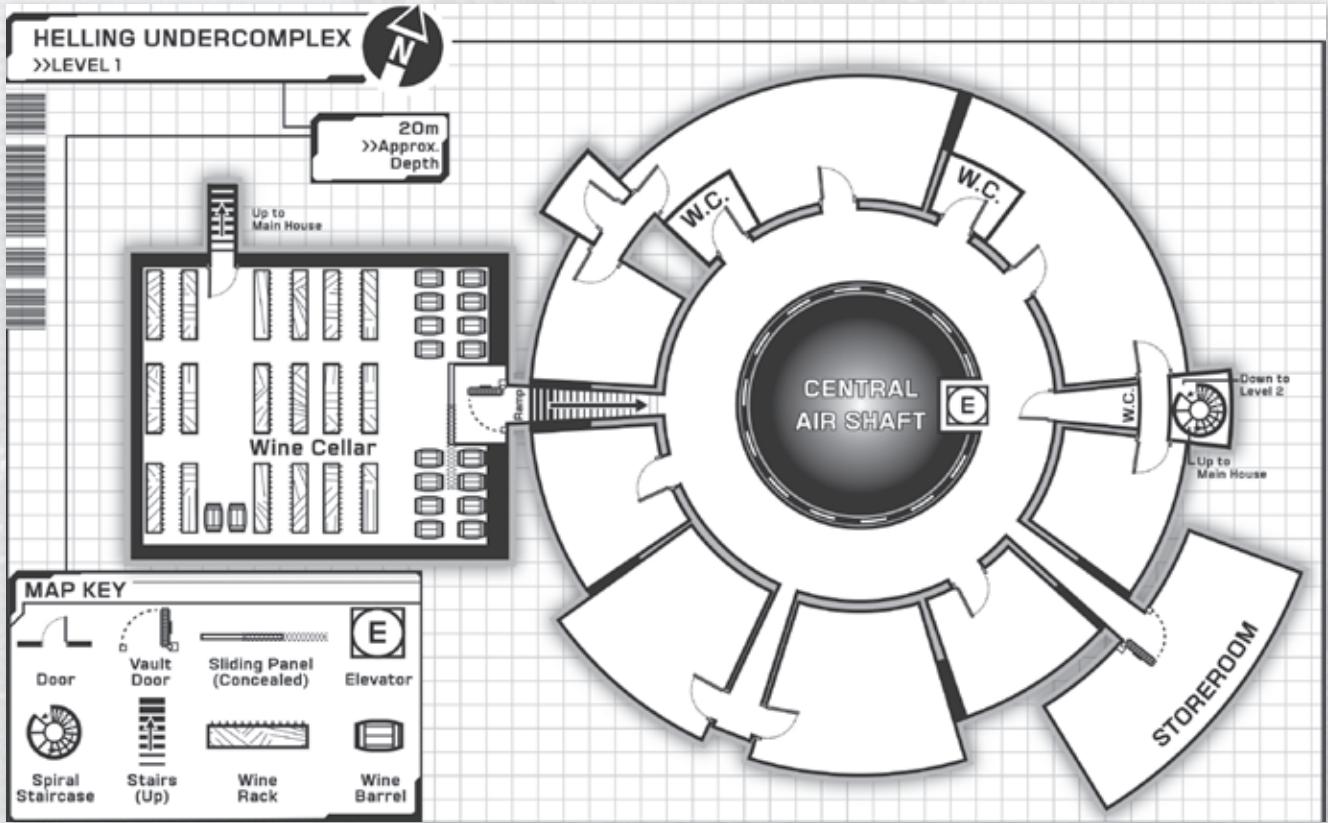
The wrought-iron gates are automated to open when an authorized RFID tag comes within three meters. The only deliveries in the past three weeks have been trucks driven by a confidant coming daily with bodies. He either comes from the morgue or gathers them fresh when absolutely necessary. Since there is no time for the runners to stake the place out, this information will likely not be available. A good hacker could spoof the frequency. The visored guards will not take action against anyone for whom the gates automatically open.

VISORED GUARDS (PROFESSIONAL RATING 4)

SR4A												CM
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5 (7)	4 (5)	5 (7)	3	4	3	4	1	10	3	10/8	11
Skills (Dice Pools)	Firearms 13, Dodge 10, Perception 10, Unarmed Combat 11											
Augmentations	Wired reflexes 1, dermal plating 2, muscle replacement 2											
Gear	Armor jacket, commlink (DR 5), visor [w/ audio enhancement 3, flare compensation, image link, low-light, smartlink, thermographic, vision enhancement 3]											
Weapons:	FN HAR [Assault Rifle, 6P, AP -1, SA/BF/FA, RC 3(4), 35(c), w/ gas-vent 2, smartlink, 4 extra clips]											

SR5									
B	A	R	S	W	L	I	C	ESS	
5	5 (7)	4 (5)	5 (7)	4	3	4	3	1	
Initiative	8 (10) + 2D6								
Armor	14								
Condition Monitors	11/10								
Limits	Physical 7 (8) Mental 5, Social 4								
Skills (Dice Pools)	Firearms 15 (16), Gymnastics 11, Perception 12, Unarmed Combat 15								
Augmentations	Dermal plating 2, muscle replacement 2, wired reflexes 1								
Gear	Armor jacket (12), commlink (Device Rating 5), visor [w/ audio enhancement 3, flare compensation, image link, low-light, smartlink, thermographic vision, vision enhancement 3]								
Weapons:	FN HAR [Assault Rifle, Acc 5(7), DV 10P, AP -2, SA/BF/FA, RC 2, 35(c), w/ gas-vent 2, smartlink, 4 extra clips]								





NODE: HELLING ESTATE

SR4A

Sculpting	Eastern style opium den
Authentication	Node 1: Passcode Node 2: Passcode + RFID passkey
Privileges	Based on account type: Control external house cameras, gates, lighting, door maglocks
Attributes	Node 1: Firewall 4, Response 4, Signal 2, System 4 Node 2: Firewall 4, Response 5, Signal 3, System 5
IC	Node 1: Black IC (Rating 3) Node 2: Black IC (Rating 4)
Resident Programs	Node 1: Blackout (Rating 3), Attack (Rating 3), Armor (Rating 3), Analyze (Rating 3) Node 2: Black Hammer (Rating 4), Attack (Rating 4) Armor (Rating 4), Analyze (Rating 4)
ARC	Node 1: Scramble Security Hacker (Professional Rating 4) Node 2: Scramble Security Hacker (Professional Rating 5)

SR5

The Helling host is located on LondonNet, the local grid. The host is Rating 8, with a Patrol IC always active. It will launch a Black IC, then Blaster, then Killer, and finally Binder. The host will continue to launch IC at a detected intruder; with a preference for the Black IC program, which it will launch whenever the program is available. All intrusion countermeasures are located on p. 248, SR5.

The only inhabitant of the house is a gaunt-eyed butcher in the kitchen. He is uninfected and being paid well to keep his mouth shut, live in the house, and prepare the food. For appearances, there is a pig tied up in a pen adjacent to the kitchen. Anyone with any medical knowledge who spends at least a minute inspecting the butcher's preparations in the refrigerators will realize the meat is people.

The entire underground compound is encased in a Ward (Force 12) preventing astral scrying and making passing through astrally or with active spells or foci very difficult (see p. 194, SR4A or p. 315, SR5). It begins at the top of the stairs to the wine cellar.

The underground compound entrance in the wine cellar is a retracting steel door with a keypad entry (maglock Rating 4). The security camera in this room contains a record of the sequence last used to open the door.

The ghouls inside the compound will rouse if they hear activity nearby. Try to deploy them on a delayed response to the shadowrunners' passage so that they have more trouble getting out of the building than in.

Lord James Helling is at the end of the second level down, bolted to a chair with his remote Parliament voting interface hooked up to his body. Blood and half-chewed flesh litter his table. Sinew is hanging out of his mouth, and saliva mixed with blood runs down the front of his shirt.

There is a total of forty-five ghouls in the compound.



HELLING COMPOUND GHOUL (PROFESSIONAL RATING 2)

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
7	3	5	6	5	1	3	1	5	1	9	1	0/0	12
Skills (Dice Pools)	Assensing 5, Infiltration 7, Perception 6, Unarmed Combat 6												
Powers	Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP —), Sapience												
Weaknesses	Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Weapons	Claws (DV 4P, AP —)												

SR5													
B	A	R	S	W	L	I	C	ESS	M	Init	IP	Arm	CM
7	3	5	6	5	1	3	1	5	1	12/10	1	12/10	12
Initiative	8 + 1d6												
Armor	1												
Condition Monitors	12												
Limits	Physical 8 Mental 4, Social 4												
Skills (Dice Pools)	Assensing 8, Infiltration 8, Perception 7, Unarmed Combat 7												
Powers	Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 7P, AP -1), Sapience												
Weaknesses	Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Weapons	Claws (DV 7P, AP -1)												

UNDERLING GHOUl (PROFESSIONAL RATING 3)

These ghouls retain enough mental capacity to realize following Gresh is a good way to survive.

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
8	3	5	6	5	3	4	1	5	1	9	1	6/4	12
Dice Pools	Assensing 6, Infiltration 7, Perception 8, Unarmed Combat 6												
Powers	Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP —), Sapience												
Weaknesses	Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Gear	Armor vest (6/4), commlink (DR4)												
Weapons	Claws (DV 4P, AP —)												

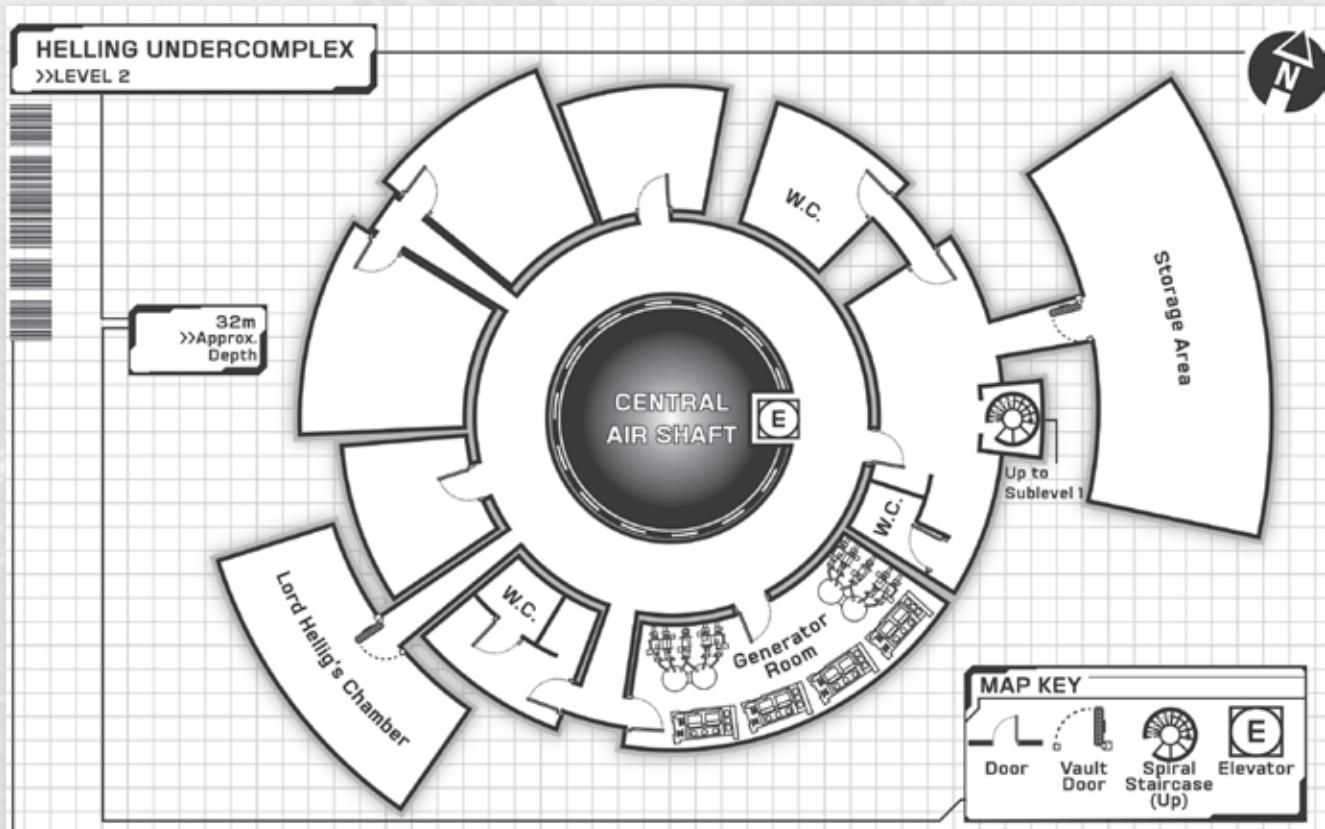
SR5													
B	A	R	S	W	L	I	C	ESS	M	Init	IP	Arm	CM
9	3	5	6	5	5	4	1	5	1	12/10	1	12/10	12
Initiative	9 + 1d6												
Armor	10												
Condition Monitor	13												
Limits	Physical 9, Mental 6, Social 4												
Skills (Dice Pools)	Assensing 8, Infiltration 7, Perception 7, Unarmed Combat 8												
Powers	Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 7P, AP -1), Sapience												
Weaknesses	Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Weapons	Claws (DV 7P, AP -1)												
Gear	Armor Vest, Commlink (Device Rating 4)												

BAXTON GRESH (PROFESSIONAL RATING 4)

Baxton Gresh was the personal medical mage attending to the Helling family. Baxton became infected while treating them before he realized it was HMVV. His transition was smooth as far as becoming a ghoul goes, and in the entire estate, he was the only person infected to keep his wits, enabling him to maintain his position of power. Now trapped in this life, he uses Lord Helling's power and influence, casting votes as needed and maintaining a supply of food while he attempts to put a long-term plan in place before Helling's term is up.

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
8	4	6	7	6	6	4	2	5	6	10	1	12/10	12
Skills (Dice Pools)	Assensing 7, Astral Combat 12, Conjuring 8, Sorcery 13, Infiltration 9, Perception 10, Unarmed Combat 7												
Powers	Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP 0), Sapience												
Weaknesses	Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Weapons	Claws (DV 4P, AP 0)												
Gear	Armor jacket (8/6), commlink (DR 6)												
Spells	Armor (currently sustained with 4 hits, +4 armor already factored into stats), Detect Life, Detox, Hibernate, Heal, Manabolt, Petrify, Prophylaxis												

SR5													
B	A	R	S	W	L	I	C	Ess	Edg	M	Init	IP	Arm
9	3	5	6	5	5	4	1	5	1	1	12/10	1	
Initiative	10 + 1d6												
Armor	17												
Condition Monitor	13												
Limits	Physical 10, Mental 8, Social 5												
Skills (Dice Pools)	Assensing 9, Astral Combat 16, Conjuring 9, Sorcery 16, Infiltration 9, Perception 12, Unarmed Combat 9												
Powers	Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 8P, AP -1), Sapience												
Weaknesses	Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)												
Weapons	Claws (DV 8P, AP -1)												
Gear	Armor jacket, commlink (Device Rating 6)												



HMHVV III (GHILANI WICHTIVIRIDAE)

Vector: Contact

Speed: 1 day (10)

Penetration: -6

Power: 8

Nature: Retroviral

Effect: Pain, Nausea, Essence Loss, Transformation

HMHVV III is responsible for the creation of ghouls. It is typically spread by unprotected contact with those creatures or their bodily fluids. Unlike the cases of other retroviruses in this genus, the subject is usually awake and aware during the metamorphosis. Every time the character fails the Disease Resistance Test, he loses 0.1 points of Essence. If his Essence falls to 0 or below, he dies.

The character should keep track of how many points of Essence he loses every time he is infected with HMHVV III. After losing 1.0 points of Essence in this fashion, the disease halts (if still ongoing). The character loses all Resonance and technomancer abilities and gains the Infected (Ghoul) Quality and a Magic attribute of 1 (or retains his own Magic attribute, if higher). Revitalization gene therapy cannot recover Essence lost to HMHVV III infection.

REMOTE PARLIAMENT VOTE LINKUP

When representatives of Parliament are away due to travel or illness, they may use a biometric linkup to their commlink to place a vote. The device contains a wired link to the representative's commlink, a biometric scanner, and a retinal scanner.

Lord James Helling is strapped to a chair before a table with his commlink, the linkup device, and the stains of his recent meals. Blood and half-chewed flesh litter his table. A strip of sinew hangs out of his mouth, saliva mixed with blood running down his front. A feminine elven hand is gripped in his free hand, and he occasionally idly chews on it.

His right wrist is shackled and bolted to the table forcing his hand onto the biometric scanner; his left is on a chain able to reach his mouth holding the hand he is eating. The retinal scanner has been shoved through his eye and magically healed to allow for scanning through his ghoul cataracts. It is a gruesome sight. Helling's keeper, Braxton Gresh, has already used it to place one vote. Now anyone who can touch the commlink touch screen can register Helling's Parliament vote.

PUSHING THE ENVELOPE

If your shadowrunners are combat heavy and packing serious hardware, double the number of ghouls from forty-five to ninety. Also, if your group is not equipped for combat,



reduce the number of ghouls available—either start with a smaller number, or have some escape the compound during the Mission and begin causing mayhem in London proper.

Use the underlings to organize and control the other ghouls.

If you want to build toward a climactic fight, have the maglock compound door use a different key sequence to exit, then have the ghouls pile up as your shadowrunners frantically try to get the door open.

DEBUGGING

Be aware of situations where a shadowrunner could get infected. This is potentially lethal or career ending, and also could be less than fun for the player. Generally speaking, if they are aware of the possibility of infection and avoid it, honor their efforts and don't infect them. If they are not aware of the nature of the virus, make sure there is some way of getting them up to speed so they know what they are up against. It could be a timely message from a friend, or a news item that comes across their commlink at an opportune moment.

SCENE 5: FALLOUT AND MARKETS

SCAN THIS

There are several ways to ensure that the direction of the vote is known. Remember, a Yay vote means the Underplex transport path is re-appropriated to be a new Renraku West End route. A Nay vote means the existing appropriation stands and the route will go to the LCZ:

- Kill Lord James Helling: Results in no vote, therefore Nay
- Kill Braxton Gresh: Results in no vote, therefore Nay
- Use the remote Parliament voting device hooked up to Helling's biometrics to place a vote either way.

TELL IT TO THEM STRAIGHT

If the shadowrunners call Art Johnson again, he answers but is not pleased. He answers with his voice, not video. "Another call?" he says. "This better be good. You what? Personally, I don't care which way the vote goes so long as I know ... Oh, if you're saying you can make it go one way or the other, that's a different ball game. Let's go Yay, shall we, gentlemen? I'll pay you a little extra for this service."

BEHIND THE SCENES

If the shadowrunners ensure a vote either way and post on Mr. Johnson's forum as instructed, they receive a post instructing them to look for a cigar box in the trash bin behind The Crusted Pipe. In it will be the credsticks with the agreed upon amount.

If they manage to get control of Helling and offer the Johnson a choice, he'll pay them an extra 2,000 nuyen for

the service; that money is wired to their accounts instead of given as credsticks. The runners also get Art Johnson as a contact.

Of course, getting out of the compound alive to collect the payment is going to be another challenge.

If Helling is left alive, the next day after the vote, the news story breaks and the country is on fire with the news for at least a day before the next freak story hits the headlines. If Helling dies, the news breaks—sort of. The official story is that a fire in the Helling home broke out, killing the family and its lord, and leaving no survivors.

If the vote does not go in Lady Glendower's favor, well, hell hath no fury like a Johnson burned.

Either way, Art Johnson finds parties of contractors, real estate surveyors, and investors willing to pay top nuyen for advance knowledge of the vote.

PICKING UP THE PIECES

MONEY

- 8,000¥ per runner, plus 500¥ per net hit (max 4 hits) is the initial offer for information on which way the vote is going to go.
- 7,000¥ per runner, plus 500¥ per net hit (max 4 hits) for helping Lady Glendower to confirm votes her way.
- 2,000¥ per runner, plus 250¥ per net hit (max 5 hits) bonus on top of the initial offer for going to the Hellings compound to find the information on the vote.
- 2,000¥ for offering Mr. Johnson the opportunity to cast the swing vote.

If you contacted the lobbyist of Lady Rhiannon Glendower and she was offered the opportunity to cast the swing vote, her offer would be additional 15,000¥.

KARMA

- 2—Infiltrating the Helling Estate and ensuring a Yay or Nay vote.
- 1—Offering Mr. Johnson/Lady Rhiannon Glendower the opportunity to cast the swing vote.
- 1—Exiting the Helling underground compound.
- 1—Surviving the mission.

For SR4A players, additional 1 to 3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should be able to earn these, but the full 3 points should only be awarded to the best players. In SR5, the reward for such actions is refreshed Edge. The maximum adventure award for characters that play this adventure is 8 for SR4A, 5 for SR5.



REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, SR4A, or p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players successfully offer the Johnson the opportunity to cast the swing vote.
- +2 Street Cred if the players successfully offer Lady Rhiannon Glendower the opportunity to cast the swing vote.
- +1 Notoriety for any player who is unprofessional at the Lobbyists Ball.
- +1 Public Awareness for any player thrown out of the Lobbyists Ball.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1. If they already have that contact, they gain a +1 loyalty to that contact, up to a maximum of 4.

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and they may gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Artholomew Johnson: Gain as a contact for successfully completing the run without embarrassing him (Loyalty 1).

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. Apply a die modifiers to this test based upon relevance of the contact to the subject matter. A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free, up to the number of hits scored by the contact for that topic. If the contact knows more, additional information requires a payment to the contact of 200¥.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an Extended (Connection + Connection [20 minutes]) Test. Additional information will be available at a cost of 750¥.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 dice pool penalty for each successive roll (p. 64, SR4A).

Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4; use the Matrix Search table on p. 241, SR5).

DATA SEARCH (SR4A)

ALL-SEEING EYE AND LORD JAMES HELLING

Contacts to Ask: Any Political Type, Blogger, Conspiracy Theorist, Any News/Media Type

Contacts	Data Search	Information
0	0	The All-Seeing Eye sees all about <search term> Lord James Helling. <?...#*2
1	3	From a blog review: The All-Seeing Eye is the finest conspiracy-related publication in the country, at least in terms of sheer entertainment value. A visit to their node provides a wealth of ways to while away your time on a slow day, from trideo footage of particularly energetic Speaker's corner addresses to murky footage that may show important political figures skulking through the Undercity to an important rendezvous or may just show a rat, to text articles with a smoothness and lucidity of style that stands in complete contrast to the byzantine trails of logic they trace.
2	6	Browsing their site, you find a link to one of these murky videos called "The Last Known Sighting of Lord James Helling." It's a grainy restored video in shades of grey showing a man, purportedly Helling, entering a rundown door in an alley with two bodyguards. It cuts out after that, and when the picture comes back, four minutes have passed. Helling stumbles out of the door clutching his underarm where a wet spot is visible; a Software + Logic Test can refine this spot enough with 4+ successes to reveal what looks like a bite wound. A Software + Logic Test with 5+ successes can refine the figure's face to confirm with 76% certainty that it is Lord James Helling.



ARTHOLOMEW JOHNSON

Contacts to Ask: Fixer, High Level Corporate Contact, Corporate Mr. Johnson, Stockbroker

Contacts	Data Search	Information
0	0	Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!
1	3	Yeah, isn't he a London power broker? Heard he's connected to all levels including the street.
2	6	Heard his last job used to be with Wryowicz back in New York. He cashed in all his stock chips in what would have been a brilliant late-day move, had it not been insider trading and illegal, then got out of town.
3	10	Good-looking chap, though without the surgery he's old and bald.

RHIANNON GLENDOWER AND THE UNDERPLEX/LCZ

Contacts to Ask: Any Political Type, Blogger, Conspiracy Theorist, Any News/Media Type

Contacts	Data Search	Information
0	0	Don't be glower, lady! Get more joy happy soy happy NOW with Orange Pop Go Snap N-R-G Shots!
1	3	You likely will not run into Lady Rhiannon Glendower, Duchess of Snowden, when you are in London, but it's easy to find her influence. Lady Glendower spends most of her time in Wales, which is one major obstacle to encountering her in London; the other is that she generally does not hold meetings with the likes of you.
2	6	Lady Glendower has been an active voice in favor of cleaning up toxic areas of the nation, and she's broadened that to include the LCZ. She was instrumental in putting together a transportation appropriation that would send a new Underplex transport route to the LCZ, a major step in aiding the zone.
4	18	Lady Glendower has several agents doing her bidding, and the scope of her operations has widened to include a need for deniable assets.

LORD JAMES HELLING

Contacts to Ask: Any Political Type, Blogger, Conspiracy Theorist, Any News/Media Type

Contacts	Data Search	Information
0	0	Lord James is going to Hell! This time it's personal! Catch Lord James 7 in trideo theatres this Fall! Click here to see him deliver his famous line, "I doubt you can take it, but let's be sure, shall we? ASSUME THE POSITION!"
1	3	Representative of Parliament from the Sunbury precinct, Lord James Helling has served honorably for two terms now.
2	6	He hasn't been seen in public in three weeks. Current rumors about him are that he has received more death threats and has withdrawn to his estate out of fear. Some say he may have been kidnapped and are waiting to receive ransom demands, though he is still involved with Parliament.
3	10	During that time he has been missing, he has been voting remotely. Perhaps some of the more paranoid rumors are true.
4	18	There was some whacked-out story about him in that conspiracy tabloid a while back, the All-Seeing Eye. They're always accusing everyone of gambling addictions or whoring, but that's a given.

RENRAKU AND THE UNDERPLEX

Contacts to Ask: Any Political Type, Blogger, Fixer, Conspiracy Theorist, Any News/Media Type

Contacts	Data Search	Information
0	0	Experience the best shopping Renraku has to offer in its luxury locales in the West End ...
1	3	Renraku has been lobbying to reappropriate the latest transport path to the LCZ to run from their arcology to the West End to serve their people and shop fronts.
3	15	The Underplex Corporation gives them even more control over Underplex matters than they have on the surface. Current Underplex Administrator Dame Carrie Musgrove is firmly in the pocket of Renraku and



DATA SEARCH (SR5)**ARTHOLOMEW
JOHNSON****CORPORATE CONTACT****Search****Information**

- 1 So, you found the real Johnson, huh? Aren't you the lucky one?
- 2-3 I've heard of him. He's an information broker that seems to have contacts throughout Europe, but his best intelligence is about the United Kingdom.
- 4+ He's persona non-grata to the SEC right now. Apparently he pulled off a phenomenal insider trading trick the authorities couldn't prove until after he had relocated to London.

STREET OR CRIMINAL CONTACT**Search****Information**

- 1 Artholomew? You gotta be fragging me, nobody's used that name in two hundred years, chummer.
- 2-3 I've heard someone with that name is running a number of jobs in London, mostly data steals and background stuff.
- 4+ He's an information broker in London who's had some work done to maintain his appearance. Apparently he prefers to use discriminating medical services for the work.

LAW ENFORCEMENT CONTACT**Search****Information**

- 1 No idea, I thought you always worked for Mr. Johnson, at least that's what the trids show.
- 2-3 There's a general request for location for him from UCAS, but nothing else. He's probably a witness for something or other.
- 4+ He's suspected of insider trading, but he moved before charges could be pressed against him. He's scored a couple of points with his information brokerage though, apparently he's willing to trade minor paydata to stop the extradition requests.

LADY RHIANNON GLENDOWER**CORPORATE CONTACT****Search****Information**

- 1 No idea. Where'd you find a name like that, Europe?
- 2-3 She is a bit out of your league considering her official title is the Duchess of Snowden. She's the power behind a number of cleanup projects in the United Kingdom and London in particular.

has been instrumental in making sure the monorail made its way to the West End so that tourists could easily make it to the Renraku Complex, and Renraku employees could enjoy what the West End has to offer.

SPEAKER ADDISON HUGHES

Contacts to Ask: Any Political Type, Blogger, Any News/Media Type

Contacts Data Search

0 0

Information

The Speaker of Parliament chairs debates in the chamber. The holder of this office is a representative who has been elected to be Speaker by other Members of Parliament. During debates they keep order and call reps to speak. The Speaker is the chief officer and highest authority of Parliament, and must remain politically impartial at all times.

1 3

Hughes is relatively honest, at least for a politician who can speed up or slow down things that people with money are quite interested in. Like any politician, though, he'll listen to some lobbyists who are close to him when they tell him how they'd like particular matters to be treated. He may be approaching retirement.

**WALT WALKER,
AIDE TO SPEAKER**

Contacts to Ask: Any Political Type, Blogger, Any News/Media Type, Secretary

Contacts Data Search

0 0

Information

Most politicians have aides to assist them with their operations.

1 3

Walt follows the Speaker everywhere attending to his needs with sharp reflexes and a daily schedule precisely planned down to the minute.

2 6

I think he's a sycophant. He's way too good at sucking up.

3 10

The guy loves the spotlight and being in the middle of things. He broadcasts a Me-Feed almost constantly. He does a good job blurring and blanking out confidential stuff, but I'm still surprised the Speaker lets him do it. I wonder if he even knows!



4+ She largely spends her time in Wales, leading various social clubs there. She was the power behind the new transportation route from the LCZ to the West End. Rumor is she's going to try to create a local net for Wales soon.

CRIMINAL CONTACT**Search****1**

Information
Looking for a "lady," huh. I think I know a couple you can conduct "in depth" research with. They charge by the hour, though.

2-3

She is trying to clean up the LCZ through Parliament spending. I'm not sure what her ultimate angle is, but her money seems to be going to bleeding-heart-type causes.

4+

She has a network of agents hiring shadow talent. The word is you don't contact them, they contact you. Oh, and you'll never have a face-to-face with the one paying the bills.

LORD JAMES HELLING**CORPORATE CONTACT****Search****1**

Information
Let me guess, British?

2-3

He's served in Parliament for 2 terms now, Sunberry district, I believe. He's been out of the public eye lately, no idea why.

4+

There are rumors he hid at his manor after a new wave of death threats. I do know he has been voting remotely, however.

LAW ENFORCEMENT CONTACT**Search****1**

Information
Good trideo series, love the "ASSUME THE POSITION!" line. The new one is number seven, right?

2+

The local contractors received a standard security increase notification about three weeks ago. The form doesn't say why.

RENRAKU AND THE UNDERPLEX**CORPORATE CONTACT****Search****1**

Information
Renraku is supporting a Parliament bill to connect a new change to a proposed transportation route to support their bottom line.

2+

They have been raking in contracts for the Underplex. It appears Dame Carrie Musgrove, the current administrator, is in their back pocket.

CRIMINAL CONTACT**Search****0-1****Information**

They've established themselves firmly in the West End. No word on whether they're hiring right now. Everything seems to be going their way.

2-3

Renraku's lobbying to change the latest LCZ transportation bill to run from their arcology to the West End. Looks like they're trying to maximize the tourist dollars.

4+

They pretty much run the legal side of the Underplex. I have no idea why, but they own the current administrator, Dame Carrie Musgrove.

ADDISON HUGHES**CORPORATE CONTACT****Search****1****Information**

He's the Speaker of Parliament, basically he decides who gets to talk during debates and has to be elected to the position by the other members of the Chamber.

2+

He is supposed to be apolitical in his choices while chairing the debates. It looks like he might retire relatively soon.

WALT WALKER**CORPORATE CONTACT****Search****1****Information**

Who?! Sounds like another one of those action trid stars.

2-3

He's the aide to Addison Hughes, the Speaker of Parliament. He's extremely organized for a government type, but not quite good enough to work for one of the big boys, otherwise they would have recruited him. Basically, he spends the day kissing butt and making sure the old man is on time.

4+

Walt has a major Me-Feed thing going. He generally blocks out the important bits, but occasionally something leaks through. I doubt the Speaker knows about the feed, since most scenes show Walt handing him his commlink.

MATRIX LEGWORK**ARTHOLOMEW JOHNSON**

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits**Failure****Information**

Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!

0 (Success)

It appears Mr. Johnson has a number of contacts throughout London, everywhere from halls of power to the gutters.



- 1 He was a big-time trader in New York and pulled off a great end of day cash out. It would have been applauded if it hadn't been insider trading and therefore illegal.
- 2 He keeps up appearances—too bad it is all through corrective surgery. He used to look old and bald.

LADY RHIANNON GLEWDOWER

Matrix Search: Threshold 1 (Public), Base Time: 1 minute

Net Hits	Information
Failure	Watch lady Rhiannon go through a live proctology exam! Free Matrix access to the first 100 viewers.
0 (Success)	Lady Rhiannon Glendower is the Duchess of Snowden. The Duchess is involved in a number of toxic-area cleanup projects. Her support has drawn critical funding and awareness to the infamous London Containment Zone.
1	Her latest project regarding the LCZ was to promote the creation of a new transportation link to the Zone, increasing easy access to this underdeveloped portion of the city.
2+	The Lady has a number of offices located in London, although she rarely leaves Wales to visit any of them. The employees of these offices seem to have a wide array of specialties.

LORD JAMES HELLING

Matrix Search: Threshold 1 (Public), Base Time: 1 minute

Net Hits	Information
Failure	Lord James is going to Hell! This time it's personal! Catch Lord James 7 in trideo theatres this fall! Click here to see him deliver his famous line, "I doubt you can take, but let's be sure, shall we? ASSUME THE POSITION!"
0 (Success)	Lord Helling is the elected representative for the Sunberry district. He has held this position for two terms.
1	There have been rumors of death threats, and the Lord has not been seen in public for the past three weeks. Security around his manse has drastically increased.
2	While he has been absent from Parliament's chambers, he has continued to vote through his remote interface.
3+	The All-seeing Eye has a post titled "The Last Known Sighting of Lord James Helling." It's a grainy, restored video in shades of grey showing a man, purportedly Helling, entering a rundown door in an alley with two bodyguards. It cuts out after that, and when the picture comes back,

four minutes have passed. Helling stumbles out of the door clutching his underarm where a wet spot is visible; a Software + Logic (4) Test can refine this spot enough to reveal what looks like a bite wound. A Software + Logic (5) Test can refine the figure's face to confirm with 76 percent certainty that it is Lord James Helling.

RENRAKU AND THE UNDERPLEX

Matrix Search: Threshold 6 (Hidden and Erased), Base Time: 12 hours

Net Hits	Information
Failure	Experience the Renraku shopping experience! The West End offers ...
0 (Success)	Renraku has been lobbying Parliament regarding a transportation bill.
1	The Underplex Corporation gives Renraku even more control over Underplex matters than they have on the surface.
2	Current Underplex Administrator Dame Carrie Musgrove is firmly in the pocket of Renraku and has been instrumental in making sure the monorail made its way to the West End so that tourists could easily make it to the Renraku Complex, allowing Renraku employees to enjoy what the West End has to offer.
3+	There's a lot of money at stake in the monorail project, and Renraku would pay a lot to make sure things go their way. And conversely, plenty of others would pay a lot to have it go the other way—or just to know in advance which way it's going.

ADDISON HUGHES

Matrix Search: Threshold 1 (Public), Base Time: 1 minute

Net Hits	Information
Failure	Addison Hughes would like to hold you in a "special hug"; link here for the full virtual reality sensation. Now available in hot sim!!
0 (Success)	Addison Hughes is the Speaker of Parliament. It is his duty to manage the debate of the floor of the House of Commons and largely remain above the political muck those debates bring about.
1+	Addison Hughes has purchased a small cottage in Wales and is having it completely remodeled for occupancy in the next two to three years. Speculation is, that's where he'll retire to.



WALT WALKER

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits

Failure

0 (Success)

1

2+

Information

There are no listings for a Walt Walker in Europe.

He is listed as the aide to Addison Hughes.

He has an active Me-Feed covering most of the goings on in Parliament. Apparently he thinks of himself as some kind of important cog in politics.

He is a full time butt-kisser, although that makes him popular with his boss, and not so much with the secretary. His Me-Feeds cover a lot of sensitive documents and discussions, but he does a decent job of blocking out the important or sensitive parts.

SR5

B	A	R	S	W	L	I	C	Ess	Edg
4	4	3	3	4	5	6	5	6	2
Initiative		9 + 1D6							
Armor		8							
Condition Monitors		10/11							
Limits		Physical 5, Mental 7, Social 7							
Dice Pools		Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 12, Perception 14, Pistols 8							
Qualities		Guts							
Augmentations		Extensive cosmetic surgery and lean form treatments							
Gear		Actioneer business clothes, commlink (Device Rating 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)							
Weapons		Fichetti Tiffany Needler [Hold-out, Acc 5, DV 8P(f), AP +5, Mode SA, RC —, 4(c)]							

CAST OF SHADOWS

ARTHOLOMEW JOHNSON

HUMAN MALE

"Mr. Johnson? What's in a real name anyway? Call me Art, or if you wanna keep it formal, Mr. Art." Leanly sculpted with the finest chiseled cheekbones and brow money can buy, Art looks fit for a boardroom overlooking the city one hundred floors up. Surgery keeps him looking young, but on the inside he is middle-aged and bald.

In another life he cashed in all his stock chips in what would have been a brilliant late-day move—had it not been insider trading and illegal. Fleeing New York to avoid the fall-out, his new identity naturally drifted back into the stock-exchange scene in London. Now his connections allow him to broker favors, information, and power instead, so long as his past stays on the other side of the pond. In London, Art knows the power brokers behind the scenes and can reach into the shadows for the runners capable of acquiring the insider knowledge that is his bread and butter.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4	4	3	3	4	5	6	5	6	2	9	1	5/3	10/11
Dice Pools		Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 11, Perception 12, Pistols 8											
Qualities		Guts											
Augmentations		Extensive cosmetic surgery and lean form treatments											
Gear		Actioneer business clothes, commlink (DR 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)											
Weapons		Raecor Sting [Hold-out, DV 6P(f), AP +5, SS, RC —, 5(c)]											

ADDISON HUGHES

HUMAN MALE

"What is the Speaker? Why the Speaker keeps order in Parliament! He keeps everyone working together, and he's above politics and the nastiness therein. The representatives vote one of their own to take on the position, you see. Hmmmm? Well, of course he still represents the voters who put him into office, but he's still apolitical ... Yes, yes, my boy! You are a sharp one. Who taught you that phrase 'Conflict of Interest?' Here, have a spiffy new RAF Vector Thrust Drone ARO pin to show your mates."

Addison Hughes, Parliamentary Speaker, is sixty-four years old with bushy hair, round cheeks and has a knack for not pissing people off. With retirement in sight, he's playing things on the safe side, skimming as little as possible for personal gain, and genuinely trying to stay out of the political fray. He's seen too many politicians go down in flames, and he just wants to survive to see his grandkids grow up.

In a world of scalpel-sculpted charms and youth treatments, Addison stands out for remaining pudgy with untamed hair, rosy cheeks, and nearly out-of-fashion grey suits.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
2	1	2	3	5	4	5	6	6	3	7	1	0/0	9/11
Dice Pools		Drinking without Getting Drunk (Knowledge) 8, Influence skill group 12 (including First Impression +2), Knowledge: UK Politics (Knowledge) 10, Perception 10											
Qualities		First Impression											
Gear		Commlink (DR 8, Standard military grade government defenses supplied to the Speaker)											



SR5										
B	A	R	S	W	L	I	C	Ess	Edg	
2	1	2	3	5	4	5	6	6	3	
Initiative	7 + 1d6									
Armor	6									
Condition Monitors	9/11									
Limits	Physical 4, Mental 7, Social 8									
Dice Pools	Drinking without Getting Drunk 8, Influence skill group 15 (including First Impression), Knowledge: UK Politics 12, Perception 10									
Qualities	First Impression									
Gear	Armor clothing, commlink (Device Rating 8, Standard military-grade government item supplied to the Speaker)									

WALT WALKER, AIDE TO THE SPEAKER

HUMAN MALE

Walt loves his life. He follows the Speaker everywhere, attending to his needs with sharp reflexes and a daily schedule precisely planned down to the minute. He's been the perfect aide, really. He's been just as neutral politically as his boss, but he's addicted to Me-Feeding, broadcasting the sights and sounds of your life, and he keeps a steady stream going on the Matrix.

Walt loves trench coats, boots, and shades, and he keeps his long, sandy hair knotted behind his head with a glowing green holo-dragon circling above his hairpin projector.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
2	2	4	2	6	5	3	5	6	2	7	1	4/1	9
Dice Pools	Electronics skill group 6, Influence skill group 12, Perception 12												
Gear	Armor clothing, commlink (DR5), auto-darkening glasses (w/ low-light, vision enhancement 3)												

SR5										
B	A	R	S	W	L	I	C	Ess	Edg	
2	2	4	2	6	5	3	5	6	6	
Dice Pools	Electronics skill group 6, Influence skill group 12, Perception 12, Sycophantism 12									
Gear	Armor clothing, commlink (DR5), auto-darkening glasses (low-light, vision enhancement 3)									

LORD JAMES HELLING

GOHUL MALE

Once a strong-willed representative of Parliament; Lord Helling became infected with the Krieger strain of the HM-HVV III virus on his last public outing. His transition into a ghoul was sudden, vicious, and left no remnant of his mind intact. His life is the chair to which he is bolted, and his only aspiration is his next meal.

SR4A														
B	A	R	S	W	L	I	C	Ess	Edg	M	Init	IP	Arm	CM
7	3	5	6	5	2	4	1	5	2	1	9	1	0/0	12/11
Dice Pools	Assensing 4, Infiltration 7, Perception 7, Unarmed Combat 6													
Powers	Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP —), Sapience													
Weaknesses	Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)													

SR5										
B	A	R	S	W	L	I	C	Ess	M	
7	3	5	6	5	2	4	1	5	9	
Dice Pools	Assensing 4, Infiltration 7, Perception 7, Unarmed Combat 6									
Powers	Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 7P, AP —1), Sapience									
Weaknesses	Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)									



FIVE MINUTES TO MIDNIGHT

ANALYSIS AND ACTION

The office is filled with sun filtering through the large windows. Its beams warm the dark wood to a highly polished sheen. The man with the slightly greying hair stands before the window in his three-piece suit, taking in the sun reflecting off the Sound with his exceptionally light-blue eyes. He smiles as he brings the warm cup of coffee to his lips and takes in the deep aroma of the real coffee.

"Sir, I'm sorry to disturb you, but our intelligence staff believes you need to be made aware of this."

The man turns his piercing gaze upon his aide, who stands there speechless for a moment.

"Sorry, sir, I will continue. It appears that a Doctor Richard Pelletiere has recently posted his résumé on a job search site. Our analysts have determined that several agencies have taken an interest in him. The doctor has been involved in several projects that, should our part be revealed, could prove detrimental."

"Current status?"

"Sir, Doctor Pelletiere has accepted an offer from NeoNET. They are planning an extraction tonight at five minutes to midnight from the British Museum."

"Options?"

"Sir, our analysts believe we should bring Doctor Pelletiere in for debriefing. Should he still prove useful we reassign. Otherwise, recommend termination."

The man turns back to the window and allows a couple of minutes to pass. His aide shuffles slightly from foot to foot. He is used to his superior taking his time in making decisions, though the silence often makes him uncomfortable.

His eyes remain fixed out the window, his body relaxed, the cup of coffee remaining in his hand, he responds calmly. "Utilize this new broker, Artholomew Johnson, and have him hire some expendables. These expendables are to bring him the doctor. Mr. Johnson will then deliver him to us and I will personally interview him. After the interview, I will make my final decision."

Without a word, the aide spins on his heels and departs.

Enjoying the feel of the muted sun on his skin, the greying gentleman thinks to himself, "I love this era! One hundred

years ago, humanity didn't have the technology to allow me to bask in the sun."

MISSION SYNOPSIS

The first thing to understand about this mission is that it is slightly different from the norm—it is simply one firefight after another. It is designed to keep the runners in constant combat throughout the session. While there is a break to allow the non-combat oriented members of the group to shine, this is a very combat-heavy session so faces and non-combat types may have a difficult time unless they have at least some combat skills they can put to use.

Artholomew Johnson came across the pond from New York to start life as a power broker. He heard that the runners were in London and available for work. A short time ago, a group contacted him and asked him to find a team to retrieve a researcher by the name of Doctor Richard Pelletiere. The group informed Artholomew that another interested party, NeoNET, is attempting an extraction beginning at 2355 (five minutes to midnight), creating a great opportunity to swipe the good doctor from the hands of the opposition.

Doctor Pelletiere is definitely willing to be extracted, though he fears that the megacorp performing the extraction may not ultimately be the one to which he wishes to go. Therefore, he has made it known to other interested parties that he is currently available.

These interested parties include Saeder-Krapp (SK) and the Tír na nÓg Republican Corp (TRC). However, some of these parties are not necessarily interested in the good doctor's continuing health; in fact, some of them would rather see him "retired" so that he cannot continue his current line of research. Unknown to the doctor, his search for a new sponsor brought him to the attention of the New Druidic Movement (NDM) and the Special Air Services (SAS).

The runners are approached by Art, who tells them about the job offer and says that the window of opportunity opens at 2355. After that, the window closes and there will be no chance to grab Doctor Pelletiere easily in the near future.

The team rushes to the British Museum where the doctor is currently located and discovers that electronic security has been disabled. NeoNET's team has already begun their infiltration. The runners face no opposition as they move through





the museum. Unfortunately for them, NeoNET's team has a spotter outside who sets up an ambush for the runners. The runners should be able to overcome the other team and take the doctor, or flee with the doctor in hand while the NeoNET team offers hot pursuit.

Once the runners are out of the British Museum, they go to a safe house provided by Artholomew. The safe house is located just off Soho Square (West End Overground). It's less of a house and more of a rundown apartment complex. But Saeder-Krupp, who has had Doctor Pelletiere under surveillance, intercepted the communications between the runners and Artholomew and have already set up an ambush for them. This faction wishes to see the doctor dead. The runners hopefully can escape with their lives and the doctor.

At this point, the runners may not trust Artholomew to point them toward another safe house, so Doctor Pelletiere mentions that he has a small cottage in Hampstead (the Village) to which he escapes every so often. He believes that his corporate masters are not aware of it. Therefore it should be safe until the team can contact his next potential employer. Alas, Doctor Pelletiere is only partially correct. The cabin is safe, but only for a few hours. This provides the runners an opportunity to heal and do some legwork. They also may be able to figure out which parties are interested in Doctor Pelletiere. Of each of the parties, the doctor finds the TRC most appealing. He urges the runners to act as a go-between and arrange for a transfer to the TRC. However, shortly before they are ready to depart, the NDM discovers their location through ritual magic and hits with an all-out assault on the cottage. The runners should be able to defeat or escape the NDM and work their way to the meet.

As the runners travel to meet the TRC recruiter (at Hamp-

stead Heath), the SAS attacks the runners, but the runners should be able to also defeat this party and keep the doctor alive.

At last, the runners bring Doctor Pelletiere to his possible future employers. The TRC, however, has no intention of letting the runners escape alive, so they must fight to survive.

Artholomew has been following the events surrounding the extraction and the runners' activities. He found out that his commlink and safe house were compromised, so he ended up burning the commlink, leaving the runners no way to contact him. Once the runners went to ground, he used many contacts to attempt to keep track of the runners. He finally got wind of the meet between the team and the TRC. Fearing for the doctor and runners' lives, he assembles another team to bring them in from this nightmare run. The combined force overcomes the TRC. The runners receive their final payment and go home.

SCENE 1: SHEPHERD'S PIE PLEASE

SCAN THIS

Artholomew Johnson is looking for a team and he needs them immediately. He invites the runners to King William to describe the job.

TELL IT TO THEM STRAIGHT

An invite for work is always appreciated; an invite that takes you do a nice hotel and restaurant is extremely welcome.



Your fixer has provided reservations and instructions to meet Mr. Johnson at the King William pub. You hit the hotel first and drop off your bags; the front desk clerk tells you it would be best to walk over to the pub, as parking at this time of night on a weekend is impossible.

King William sits in a pedestrian zone on the corner of Kingly and Canton streets. The buildings on either side only reach four, or at most five, stories into the air. Walking down the lamp-lit street, the sound of music filters from a few of the buildings. In front of each pub, there are tables and chairs where people are talking and laughing over pints of ale. The scent of cooking meat wafts on the air, and you notice food-laden dishes being delivered to the tables. In fact, you see a kebab stand further down the street. Above each entrance, there is a sign announcing the name of the store or pub in both reality and AR. The King William pub takes up the first floor of a five-story, redbrick building, and a sign outside states that the building was constructed in 1759. Next to the sign and in AR is the menu with things like steak and ale pie, shepherd's pie, fish and chips, bangers and mash, ploughman's lunch, and something called pasties.

You find a bench and table far in the back, next to the loo, for your group and get settled in when you notice a leanly sculpted gentleman with the finest chiseled cheekbones and brow money can buy approaching your table. He holds a pint in one hand and a cigar in the other.

"Good evening ladies and gentlemen! My name is Mr. Johnson, but I prefer Art." You notice that he has a distinctly Eastern UCAS accent, probably New York. "Let me get straight to the point. A mutual friend <party Fixer> told me where I might find you. He said you would be capable of some work I need done. I have an extremely short-notice engagement that requires immediate action. And I have been told you are the top-notch crew to get it done. Are you interested in making some quick cash? Or were the reports on your skills incorrect?"

BEHIND THE SCENES

Artholomew Johnson needs the runners to retrieve a researcher (Doctor Richard Pelletiere) and bring him to a safe house. There is a very short window of opportunity (2355-00) this evening, as a rival team is infiltrating the museum at that exact time and should have electronic security offline during those five minutes. Art has information that the other team will kidnap the doctor, interrogate him in a most grievous manner, and terminate him.

Since Mr. Johnson needs this accomplished immediately, he opens negotiations at 10,000 nuyen each. The team receives an additional 2 dice for their negotiation test since Art is at a disadvantage (time constraint). Art's Negotiation pool is 12. Each hit on the test increases the final pay by 500 nuyen per hit, to a maximum of 5 hits.

Once an agreement is reached, Artholomew says: "I'm glad we could come to a satisfactory agreement! The job consists of entering the British Museum and extracting a Doctor Richard Pelletiere. There is another team extracting him at the same time, but they are on the wrong side of this. I want you to take the good doctor off their hands. I don't care what happens to

the other team. I have obtained a safe house for you and the doctor. Call me at this number once you have cleared the museum, and I will send you the address. Your window of opportunity opens at five 'til midnight, which is only forty minutes away. That should give you enough time to walk back to your hotel, gather your equipment, get to the museum, and review files. I have transferred a short dossier on the doctor as well as the public map of the museum. I've highlighted the likely entry point and the doctor's office on the map as well. Any questions?"

PUSHING THE ENVELOPE

The runners may not feel the need to rush at this time. The local authorities (London Security) may stop them on their way to the hotel and check their credentials. If they drove to the pub, their tire may be flat when they find it, which takes precious time.

DEBUGGING

There isn't much that should/could go wrong here. The runners may spend too much time sitting around the table discussing the run and whether or not to take it. Have Art glance at his watch should the team be dragging their feet. Make sure Art expresses his need repeatedly to get the runners out the door as quickly as possible.

LONDON SECURITY (PROFESSIONAL RATING 3)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	4	4	3	3	3	4	3	6	8	1	8/6	10
Skills (Dice Pools)	Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 6, Pistols 7, Unarmed Combat 7											
Gear	Armor jacket, commlink (Device Rating 3)											
Weapons	Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11(c), w/ gel rounds] Defiance EX Shocker [Taser, DV 8S(e), AP —half, SS, RC —, 4(m)] Stun baton [Club, Reach 1, DV 6S(e), AP —half]											

SR5								
B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6
Initiative	8 + 1d6							
Armor	12							
Condition Monitor	10							
Limits	Physical 5, Mental 5, Social 5							
Skills (Dice Pools)	Clubs 8, Knowledge: Law Enforcement 7, Perception 7, Pistols 8, Unarmed Combat 8							
Gear	Armor jacket (12), commlink (Device Rating 3)							
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 7S, AP +1, SA, RC —, 11(c), w/ gel rounds] Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP —5, SS, RC —, 4(m)] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP —5]							



SCENE 2: A NIGHT AT THE MUSEUM

SCAN THIS

The runners arrive at the British Museum and discover that electronic security has been taken offline and security guards have been incapacitated.

TELL IT TO THEM STRAIGHT

Art's little map brings you around the back of the British Museum to the Montague Place entrance. The door is unlocked and security lights are off; when you open the door, a guard who had been slumped against the door falls through the doorway. Well, it looks like the other team has already made their entrance. Time to move along and catch them unaware.

BEHIND THE SCENES

At exactly five minutes before midnight, the NeoNET hacker crashed the museum's security node remotely. Note that the NeoNET hacker is not on site; he is safely tucked away in a secure location far removed from the museum. It takes about ten minutes for the museum's spider to bring it back up. The team entered the museum and quickly overwhelmed the security guards. The NeoNET team left one of their group members outside, a covert ops specialist, to warn them of threats. The specialist does everything in his power to notice the runners; if he sees them, he notifies the team in the museum. By the time the runners reach them, they have already secured Doctor Pelletiere and have set up an ambush for the runners (if they noticed them). The NeoNET team consists of three street sams and a mage in the museum. The last two members are either outside (covert ops specialist) or in full VR off site (the hacker). The covert ops specialist is on a roof top roughly one hundred meters away with a clear line of sight on the rear entrance. The getaway vehicle is parked two blocks away and is remotely controlled by the NeoNET hacker. It will not be brought forward until the NeoNET team confirms they are departing.

Doctor Pelletiere's office, also marked on the map, is located in the lower level of the British Museum in what used to be the Ford Centre for Young Visitors. This requires the runners to cross through the Asia exhibit and locate the stairs that go down to the lower level. Since NeoNET crashed the system, the elevators are offline.

Make sure to play up how eerie the museum feels without lighting or AROs describing the different exhibits. In addition, the runners discover an unconscious security guard or disabled drone every so often.

The stairs deposit the runners into the Africa exhibit, and from there the runners have to cross the Clore Education Centre to another set of stairs to sublevel 2. The NeoNET team will likely be waiting for them, as their ideal spot for an ambush is in the hallway outside the theaters.

Alternatively, the runners may stay on the ground level and cross the Great Court to take the south stairs. The NeoNET team will cut them off or give chase whenever they can.

Once the runners depart, they are to place a call to Art for the location of the safe house.

PUSHING THE ENVELOPE

If the runners are having too easy of a time with the opposing team, then have the security systems come back online while they are preparing to depart and have two security drones open fire on them. The thing to remember is that this the first combat scene and the players have more in the future. They need to be ready to fight again when this is over.

DEBUGGING

If the runners are having too difficult a time with the opposing team, then have a couple of the security guards come to and get off some lucky shots.

The runners may decide to set up an ambush at the entry point and wait for the NeoNET team to come out. Since the covert ops specialist is in place, he will know the position of the runners and pass that on to his team. Even though it would make more sense for the NeoNET team to take a different exit, the purpose is to have the runners get Doctor Pelletiere. The NeoNET team exits there anyway, but they are ready for the runners.

The runners may decide to ambush the NeoNET team somewhere else in the museum, but the museum is extremely large with a lot of different stairs. Therefore, you will have to determine where and how the two teams encounter each other, but they must encounter each other to provide the runners an opportunity to take the doctor.

Some enterprising runners may wish to snatch some of the museum's artifacts for themselves or for sale on the black market. The vast majority of small items are in locked displays (armored glass, Barrier Rating 8/9) and old fashioned key locks (Rating 6) with alarms. The alarms are disabled due to the security system being offline. The guards do not have keys for the displays; only the museum curator has them. Items not in displays are usually too large to easily pick up and walk away with.

NEONET TEAM (PROFESSIONAL RATING 4)

NEONET STREET SAMURAI (3)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	3 (4)	4 (5)	3 (4)	3	3	4	3	3	8 (9)	1 (2)	8/6	11
Skills (Dice Pools)	Athletics skill group 7, Dodge 9, Firearm skill group 10, Heavy Weapons 8, Perception 10											
Augmentations	Muscle replacement 1, wired reflexes 1											
Gear	Armor jacket, commlink (Device Rating 3), goggles [Capacity 6, w/ flare compensation, low-light vision, image link, smartlink, thermographic vision, vision enhancement 1]											
Weapons	Ingram Smartgun X [SMG, DV 6S(e), AP –half impact, BF/FA, RC 2(3), 32(c) w/ Stick 'n' Shock rounds, 2 extra clips]											



NEONET MAGE

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
5	3	4	4	5	4	4	3	6	5	8	1	8/6	11
Skills (Dice Pools)	Astral Combat 10, Athletics skill group 5, Conjuring skill group 8, Dodge 9, Firearm skill group 10, Influence skill group 6, Perception 11, Sorcery skill group 10, Stealth skill group 8,												
Qualities	Hermetic Mage												
Gear	Armor jacket, commlink (Device Rating 3), goggles [Capacity 6, w/ flare compensation, low-light vision, image link, smartlink, thermographic vision, vision enhancement 1]												
Spells	Armor, Stunbolt, Powerbolt, Manaball, Heal, Detect Individual												
Weapon	Ingram Smartgun X [SMG, DV 6S(e), AP –half impact, BF/FA, RC 2(3), 32(c) w/ Stick 'n' Shock rounds.]												

NEONET COVERT OPS SPECIALIST

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
2	5	5 (7)	2	3	4	4	3	4	9(11)	1	6/4	10
Skills (Dice Pools)	Automatics 7, Climbing 5, Close Combat skill group 8, Disguise 6, Electronics skill group 6, Etiquette 5, Gymnastics 8, Infiltration (Urban +2) 11(13), Perception 6, Running 5, Swimming 5, Shadowing 7											
Qualities	Blandness, Double Jointed, Murky Link											
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision magnification], reaction enhancers 2, spur											
Gear	Chameleon suit, directional microphone, grapple gun [w/ climbing gear, 200m stealth rope, catalyst stick, rappelling gloves], gecko tape gloves, medkit (Rating 6)											
Weapon	Ares Alpha [Assault Rifle, DV 6S(e), AP –half impact, SA/BF/FA, RC 2(3), 42(c) w/ smartgun system, Stick 'n' Shock ammo, 2 extra clips] Grenade launcher [Grenade Launcher, DV 6S, AP –3, Blast 10m radius, 6(c), w/ flash bang grenades]											

**BRITISH MUSEUM GUARD
(PROFESSIONAL RATING 2)**

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	4	4 (5)	4	4	4	4	3	4	8(9)	2	8/6	10
Skills (Dice Pools)	Dodge 8, Pistols 8, Unarmed Combat 7											
Augmentations	Wired reflexes 1											
Gear	Armor jacket, commlink (Device Rating 3)											
Weapons	Ares Predator IV [Heavy Pistol, DV 6S(e), AP –half impact, SA, RC —, 15(c), w/ Stick 'n' Shock ammo]											

**MUSEUM DRONES:
GM-NISSAN DOBERMAN**

SR4A							
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	
0	10/25	75	3	3	6	3	
Upgrades	Weapon Mount						
Programs	Clearsight 3, Targeting 3						
Weapons	Ingram White Knight [LMG, DV 6S(e), AP –half impact, BF/FA, RC 7, 250 (belt), w/ Stick 'n' Shock ammo]						

**NEONET TEAM
(PROFESSIONAL RATING 4)****NEONET STREET SAMURAI (3)**

SR5									
B	A	R	S	W	L	I	C	Ess	M
5	3 (4)	4 (5)	3 (4)	3	3	4	3	3	
Initiative	9 + 2d6								
Armor	12								
Condition Monitor	11								
Limits	Physical 5(6), Mental 5, Social 4								
Skills (Dice Pools)	Athletics skill group 12, Firearms skill group 14, Heavy Weapons 10, Perception 14								
Augmentations	Muscle replacement 1, wired reflexes 1								
Gear	Armor jacket, goggles [Capacity 6, w/ flare compensation, low-light vision, image link, smartlink, thermographic vision, vision enhancement 1], commlink (Device Rating 3)								
Weapons	Ingram Smartgun X [SMG, Acc 4(6), DV 6S(e), AP –5, BF/FA, RC 2, 32(c), w/ Stick 'n' Shock rounds]								

NEONET MAGE

SR5									
B	A	R	S	W	L	I	C	Ess	M
5	3	4	4	5	4	4	5	6	5
Initiative	8 + 1d6								
Armor	12								
Condition Monitor	11								
Limits	Physical 6, Mental 6, Social 7								
Astral Initiative	8 + 2d6								
Skills (Dice Pools)	Astral Combat 14, Athletics skill group 10, Conjuring skill group 7, Firearms skill group 13, Influence skill group 7, Perception 14, Sorcery skill group 14, Stealth skill group 10								
Qualities	Hermetic Mage								
Gear	Armor jacket, goggles [Capacity 6, w/ flare compensation, low-light vision, image link, smartlink, thermographic vision, vision enhancement 1], commlink (Device Rating 3)								
Spells	Armor, Detect Individual, Heal, Manaball, Powerbolt, Stunbolt								
Weapons	Ingram Smartgun X [SMG, Acc 4(6), DV 6S(e), AP –5, BF/FA, RC 2, 32(c), w/ smartlink, Stick 'n' Shock rounds]								



NEONET COVERT OPS SPECIALIST

SR5								
B	A	R	S	W	L	I	C	Ess
2	5	5(7)	2	3	4	4	3	4
Initiative	11 + 1d6							
Armor	9							
Condition Monitor	11							
Limits	Physical 4(5), Mental 5, Social 5							
Skills (Dice Pools)	Automatics 8, Close Combat skill group 9, Disguise 7, Electronics skill group 7, Etiquette 6, Gymnastics 17, Infiltration (Urban +2) 11(13), Perception 7, Running 6, Sneaking 8, Swimming 8							
Qualities	Blandness, Double Jointed, Murky Link							
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision magnification], reaction enhancers 2, spur							
Gear	Chameleon suit, directional microphone, gecko tape gloves, grapple gun [w/ climbing gear, 200m stealth rope, catalyst stick, rappelling gloves], medkit (Rating 6)							
Weapons	Ares Alpha [Assault Rifle, Acc 5(7), DV 9S(e), AP -5, SA/BF/FA, RC 2, 42(c) w/ smartgun system, Stick 'n' Shock ammo] Grenade launcher [Grenade Launcher, Acc 4(6), DV 10S, AP -4, Blast 10m radius, 6(c), w/ flash bang grenades]							

BRITISH MUSEUM GUARD (PROFESSIONAL RATING 2)

SR5								
B	A	R	S	W	L	I	C	Ess
4	4	4(5)	4	4	4	4	3	4
Initiative	9 + 2D6							
Armor	12							
Condition Monitor	12							
Limits	Physical 6, Mental 6, Social 5							
Skills (Dice Pools)	Gymnastics 11, Pistols 11, Unarmed Combat 8							
Augmentations	Wired reflexes 1							
Gear	Armor jacket, commlink (Device Rating 3)							
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 6S(e), AP -5, SA, RC —, 15(c), w/ Stick 'n' Shock ammo]							

**MUSEUM DRONES:
GM-NISSAN DOBERMAN**

SR5						
HANDL	SPEED	ACCEL	PILOT	BODY	ARM	SENS
5	4	2	3	4	4	3
Programs	Clearsight 3, Targeting 3					
Weapons	Ingram Valiant [LMG, Acc 5(8) DV 7S(e), AP -5, BF/FA, RC all compensated, 100 (belt), w/ Stick 'n' Shock ammo]					

THE BRITISH MUSEUM

Great Russell Street, London WC1B 3DG, United Kingdom

The British Museum was founded in 1753 and was the first national public museum in the world. From the beginning it granted free admission to all "studious and curious persons." Visitor numbers have grown from around five thousand a year in the eighteenth century to nearly six million annually. Attendance has declined as technology has advanced. These days only researchers and those interested in what can't be found on the Matrix visit. At one point in the '50s they had opened a department for Awakened cultures, which is primarily used by researchers. Rumors of artifacts making their way here have frequently been whispered.

SCENE 3: IN A NOT-SO-SAFE HOUSE**SCAN THIS**

The runners have extracted the doctor, contacted Art, and are on the way to the safe house. Unbeknownst to the runners, Saeder-Krupp has been observing the doctor and intercepted the call to Art. They had a team on standby and rushed them to the safe house just moments before the runners arrive. Their main objective is to eliminate the runners and the doctor.

TELL IT TO THEM STRAIGHT

It takes about ten minutes to get to the safe house that Art provided, since most pedestrians and traffic are out of the way this late at night. Glancing at GridGuide reveals that you are actually only half a mile from the British Museum; it would have probably been quicker to walk, but these London Security guys would take too much interest in a group of bloody runners.

The area called Soho looks like it has seen better days. The buildings have plenty of graffiti covering them and what appear to be gang markings every so often. The alleys that run off either side of the main roads have plenty of activity. You see firelight from 55-gallon drums emanating on shabbily clad forms down these alleys and on the street corners. In between those barrels, you can see stalls hawking different sorts of goods of all types of legality.

The scent of grilling meat permeates the air, but there are no smiling customers sitting at the tables. In fact, you wonder what kind of meat they might serve in this area.

The route takes you to a building on the corner of Dean and Fareham streets that appears to take up an entire city block. As you follow the instructions, it actually leads you down an alley on the south side of the complex, where you





discover an entrance to a parking area inside the building complex. The building wraps around the parking area, which provides a nice screen from the outside world with a single vehicle entrance.

Now it's time to get the good doctor safe inside.

BEHIND THE SCENES

Art did his best to get a safe house. Unfortunately, he didn't count on Saeder-Krupp intercepting the call.

Saeder-Krupp focuses on taking out the runners before eliminating the doctor. SK has a team consisting of four troopers, a mage, and a rigger/hacker. They have already deposited their strike team on the roof of the complex, and they concentrate their fire on the runners. When the runners arrive, two members of the strike team quickly rappel down the side of the building to the parking lot; runners can notice them with a successful Perception + Intuition [Mental] (1) Test. The goal of these two is to make sure the runners do not move into the building for safety.

The SK hacker/rigger has the helicopter hovering on auto-pilot nearby so that he can swoop in as soon as the SK team has eliminated the runners and the doctor. He is monitoring

the situation in VR so that he can attempt to counteract an enemy hacker. The SK hacker/rigger has been instructed to keep the helicopter out of sight and only bring it in to evacuate the strike team. If the SK team is overcome, he immediately departs.

Once the runners have overcome Saeder-Krupp, Doctor Pelletiere provides them a location he believes is safe. It is a small cottage that he retreats to when he needs to re-energize.

PUSHING THE ENVELOPE

If the runners are having a far too easy time with this team, feel free to add a couple more street samurai to the mix.

DEBUGGING

If the runners are having a difficult time overcoming this opposition, have the authorities loudly start in the direction of the safe house. As soon as the opposition hears the sirens, they depart posthaste.

The runners may notice the strike team at the house through careful observation, then decide to the situation is too dangerous, so they leave. The SK forces should give chase, turning ground combat to vehicle combat.



SAEDER-KRUPP TROOPER (4, PROFESSIONAL RATING 4)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4 (6)	4 (6)	4 (6)	4 (6)	4	3	4	2	1.52	8(10)	1 (3)	13/13	10
Skills (Dice Pools)	Athletics skill group 9 (11), Clubs (Batons) 10 (+2), Computer 6, Etiquette (Corporate) 5 (+2), Firearms skill group 10, Hardware 6, Infiltration 8, Intimidation 7, Perception 7(9), Shadowing 6, Throwing Weapons (Lobbed) 8 (+2), Unarmed Combat (Block) 9 (+2)											
Augmentations	(all alphaware) Cybereyes [Rating 3, w/eye recording unit, flare compensation, image link, smartlink, thermographic vision, vision enhancement 2], ceramic bone lacing, dermal plating 1, muscle augmentation 2, muscle toner 2, synthocardium 2, wired reflexes 2											
Gear	Commlink (Device Rating 4), full body armor [w/ helmet, chemical protection 5, non-conductivity 5], stim patch (Rating 5); 2 troopers have rappelling gear and 200 m rope											
Gear	Chameleon suit, directional microphone, grapple gun [w/ climbing gear, 200m stealth rope, catalyst stick, rappelling gloves], gecko tape gloves, medkit (Rating 6)											
Weapon	HK 227X [SMG, DV 5P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ retractable stock, smartgun system, internal sound suppressor, gas-vent 2, 3 clips APDS ammo] Stun baton [Club, Reach 1, DV 6S(e), AP -half] 2 Flash bang grenades [Grenade, DV 6S, AP -3, Blast 10m radius]											

SAEDER-KRUPP MAGE

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
3	4	4	3	5	2	3	5	6	6	7	1	12/11	11
Skills (Dice Pools)	Astral Combat 9, Automatics 8, Blades 7, Conjuring skill group 11, Counterspelling 11, Etiquette (Corporate) 7 (+2), Perception 5, Pistols 7, Spellcasting 11												
Qualities	Magician												
Gear	Commlink (Device Rating 4), full body armor [w/ helmet, chemical protection (5), non-conductivity (5)], stim patch (Rating 5), mage sight goggles, magic lodges material (Force 6), spellcasting focus (Combat, Force 2)												
Spells	Armor, Fireball, Increase Initiative, Mana Barrier, Manaball, Manbolt, Physical Barrier, Stunbolt												
Bound Spirits	Spirit of earth (Force 4, 3 services), 2 spirits of fire (Force 5, 2 services), spirit of man (Force 4, 4 services)												
Weapon	HK 227X [SMG, DV 5P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ retractable stock, smartgun system, internal sound suppressor, gas-vent 2, 3 clips APDS ammo] Stun baton [Club, Reach 1, DV 6S(e), AP -half] 2 Flash bang grenades [Grenade, DV 6S, AP -3, Blast 10m radius]												

SAEDER-KRUPP RIGGER/HACKER

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	4	4 (6)	4	4	3	4	2	3.65	8(10)	1	13/13	10
Skills (Dice Pools)	Athletics skill group 9, Clubs (Batons) 10 (+2), Cracking skill group 8, Electronics skill group 7, Etiquette (Corporate) 5 (+2), Firearms skill group 10, Gunnery 7, Infiltration 8, Intimidation 7, Perception 7, Pilot Aircraft 10, Shadowing 6, Throwing Weapons (Lobbed) 8 (+2), Unarmed Combat (Block) 9 (+2)											
Augmentations	Control rig, datajack, encephalon 1, simrig, simsense boosters, synaptic boosters 2											
Gear	Transys Avalon commlink [w/ Iris Orb and hot-sim adapted sim module and trodes (any necessary programs at rating 6), full body armor [w/ helmet, chemical protection 5, non-conductivity 5], stim patch (Rating 5)]											
Weapon	HK 227X [SMG, DV 5P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ gas-vent 2, internal sound suppressor, retractable stock, smartgun system, 3 clips APDS ammo] Stun baton [Club, Reach 1, DV 6S(e), AP -half] 2 flash bang grenades [Grenade, DV 6S, AP -3, Blast 10m radius]											

SAEDER-KRUPP HUGHES KESTRAL C (HELICOPTER)

SR4A							
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	
+2	20/40	150	2	14	18	3	
Upgrades	Personal Armor (5), Passenger Protection (4), Rigger Adaptation						
Weapons	None						

SAEDER-KRUPP TROOPER (4, PROFESSIONAL RATING 4)

SR5									
B	A	R	S	W	L	I	C	Ess	
4 (6)	4 (6)	4 (6)	4 (6)	4	3	4	2	1.52	
Initiative	8(10) + 3d6								
Armor	21								
Condition Monitor	11								
Limits	Physical 6(8), Mental 5, Social 4								
Skills (Dice Pools)	Athletics skill group 17, Clubs (Batons) 14 (+2), Computer 7, Etiquette (Corporate) 6 (+2), Firearms skill group 16(18), Hardware 7, Infiltration 15, Intimidation 11, Perception 7(9), Throwing Weapons (Lobbed) 13 (+2), Unarmed Combat (Block) 15 (+2)								
Augmentations	(all alphaware) Cybereyes [Rating 3, w/ eye recording unit, flare compensation, image link, smartlink, thermographic vision, vision enhancement 2], ceramic bone lacing, dermal plating 1, muscle augmentation 2, muscle toner 2, synthocardium 2, wired reflexes 2								
Gear	Commlink (Device Rating 4), full body armor [w/ helmet, chemical protection 5, non-conductivity 5], stim patch (Rating 5); 2 troopers have rappelling gear and 200 m rope								
Weapons	HK 227X [SMG, Acc 5(7), DV 7P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ gas-vent 2, internal sound suppressor, retractable stock, smartgun system, 3 clips APDS ammo] Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5] 2 flash bang grenades [Grenade, DV 10S, AP -4, Blast 10m radius]								



SAEDER-KRUPP MAGE (PROFESSIONAL RATING 4)

SR5									
B	A	R	S	W	L	I	C	Ess	M
3	4	4(6)	3	5	3	4	5	6	6
Initiative	8 (10) + 2d6								
Armor	18								
Condition Monitor	11								
Limits	Physical 5, Mental 5, Social 7								
Skills (Dice Pools)	Astral Combat 12, Automatics 11, Blades 7, Conjuring skill group 15, Counterspelling 15, Etiquette (Corporate) 8 (+2), Perception 7, Pistols 8, Spellcasting 15								
Qualities	Magician								
Gear	Commlink (Device Rating 4), full body armor [w/ helmet, chemical protection 5, non-conductivity 5], stim patch (Rating 5), mage sight goggles, magic lodge materials (Force 6), spellcasting focus (Combat, Force 2)								
Spells	Armor, Fireball, Increase Reaction (Active), Mana Barrier, Manaball, Manbolt, Physical Barrier, Stunbolt								
Bound Spirits	Spirit of earth (Force 4, 3 services), 2 Spirits of fire (Force 5, 2 services), Spirit of man (Force 4, 4 services)								
Weapons	HK 227X [SMG, Acc 5(7), DV 7P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ gas-vent 2, internal sound suppressor, retractable stock, smartgun system, 3 clips APDS ammo] Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5] 2 Flash bang grenades [Grenade, DV 10S, AP -4, Blast 10m radius]								

SAEDER-KRUPP RIGGER/HACKER (PROFESSIONAL RATING 4)

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	4	6	4	4	2	4	2	3.65	2
Initiative	10 + 2d6								
Armor	18								
Condition Monitor	10								
Limits	Physical 6, Mental 4, Social 4								
Matrix Initiative	10 + 4d6								
Skills (Dice Pools)	Athletics skill group 13, Clubs (Batons) 14(16), Cracking skill group 12, Electronics skill group 11, Etiquette (Corporate) 6 (8), Firearms skill group 14, Gunnery 8, Intimidation 11, Perception 8, Pilot Aircraft 14, Sneaking 12, Throwing Weapons (Lobbed) 11(13), Unarmed Combat (Block) 14 (16)								
Augmentations	Control rig, datajack, simrig, simsense boosters, synaptic boosters 2								
Weapons	HK 227X [SMG, Acc 5(7), DV 7P, AP -4, SA/BF/FA, RC 2(3), 28(c), w/ gas-vent 2, internal sound suppressor, retractable stock, smartgun system, 3 clips APDS ammo] Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5] 2 flash bang grenades [Grenade, DV 10S, AP -4, Blast 10m radius]								

SAEDER-KRUPP NISSAN HOUND (HELICOPTER)

SR5								
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS	
5	3	4	2	16	16	4	12	
Upgrades		Personal Armor (5), Passenger Protection (4), Rigger Adaptation						
Weapons		None						

SOHO

The heart of the West End takes its name from a hunting cry, presumably dating back to when the entire area was covered in nothing but fields and trees. Nowadays it is more a cross between a slum and a bazaar. Tiny alleys and lanes snake between wider streets packed with market stalls, while pokey little shops crammed with curios are squeezed into every last corner. There are restaurants, many cafes, and food stalls, with a few indoor tables and clusters of seats set up right in the street. The streets are so convoluted that patrol cars often avoid the area; motorbikes are preferred for ease of movement.

SCENE 4: DOCTOR IS IN HIS HOUSE

SCAN THIS

Art's safe house didn't work out, so the runners have come to Doctor Pelletiere's cottage in Hampstead. This is a chance for the runners to heal up, count their remaining ammo, and figure out what's going on.

TELL IT TO THEM STRAIGHT

Rolling hills, green expanses, and beautiful houses—this is a far cry from the cramped parts of London you just left. In fact, it feels like you've escaped to the countryside. The scents of grilling meat, pollution, and burning rubbish are replaced with blooming trees and flowers. The crowded stalls are far behind you, and the neat and tidy houses with perfectly manicured lawns lie to either side. You can understand why Doctor Pelletiere would escape to his cottage.

The cottage you roll up to is at the end of a short tree-lined driveway. It is a single-story, whitewashed house with a dark-shingled roof. Attached to the left side of cottage is a one-car garage. As you get closer, you actually see flower boxes with a rainbow of flowers growing in them mounted underneath each of the windows. Even the sidewalk has blowers neatly trimmed on either side of it.



Doctor Pelletiere enters his numeric code into the keypad and opens the door to an interior that can only be described as quaint. There is a small kitchen, breakfast nook, and a dining room with extremely comfortable-looking couches and chairs. You see two doors off the living room, which you can only assume lead to a toilet and bedroom.

BEHIND THE SCENES

Doctor Pelletiere has brought the runners to his cottage, which is, for the moment, safe. His corporate masters are not aware of it and would not look for him here. If the runners attempt to contact Art, they find that they are not able to raise him on the commlink. This should raise their level of paranoia as to what is going on. The cottage allows them to get a few hours of rest and decide what their next course of action should be.

The runners have just five hours to do their digging and get patched up a bit.

At this point, the runners probably start questioning the doctor as to what's going on. After so many encounters in which the runners have kept him alive, he is willing to share some info.

"Well, under the tyranny of the Lord Protector's Office, I was not able to pursue my interests and was always assigned to 'high-priority projects.' I was always given a portion of work to complete, but the LPO would never reveal what the entire project was about. Once Her Majesty, the Queen, pushed the Lord Protector out of power, I had a little more leeway, but things are slow to change, as there are still LPO lackeys in positions of power. Therefore, I put my résumé on CareerExpander and had three different recruiters contact me. The recruiters were very polite and promised me a great deal of freedom as well as remuneration for my efforts."

He has never heard of Artholomew Johnson and has no clue which company he represents. Quite frankly, he has no desire to go to a corporation that did not approach him directly.

Doctor Pelletiere grants the team access to his Career-Expander account. The team confirms that three recruiters contacted him. With a successful Trace User test [Computer + Track (10), Complex Action, SR4A or Trace Icon, p. 243, SR5] for each recruiter, the team discovers that the three recruiters represent NeoNET, Saeder-Krupp, and the TRC. If the team analyzes Doctor Pelletiere's account [Computer + Analyze Test, SR4A, or Matrix Search, Threshold: 3, p. 241, SR5], they notice that two other parties accessed his profile repeatedly. A successful Trace User test [Computer + Track (15, Complex Action), SR4A or Trace Icon, p. 243, SR5] will show that NDM and SAS are the other two parties.

Through further research, the team discovers that Neo-NET was the first to attempt the extraction and that SK, the NDM, SAS, and TRC have feelers out searching for him. If the runners reveal this information to Dr. Pelletiere, he will be both shocked and pleased. He never expected that he would be in such high demand. If asked for whom he would prefer to work, he says that he has always wanted to go to Ireland ... err, Tír na nÓg.

Doctor Pelletiere asks that the runners set up a meet between himself and the TRC recruiter. He is quite certain that the recruiter would pay a handsome fee for his transfer.

PUSHING THE ENVELOPE

This is a chance for the runners to lick their wounds, so there should be no need to push the envelope.

DEBUGGING

The runners may be tired of the firefights and running low on medical supplies or ammo. The doctor has a Rating 6 med-kit in the cottage. Since he enjoys hunting, he has a shotgun and a rifle with one dozen rounds of ammo each. There is a selection of civilian quality arms in the *Gun H(e)aven* downloads for flavorful selections, or just pick weapons without BF or FA ratings from the core rulebook.

In addition, as the runners took the run on behalf of Art, they may feel a certain loyalty to him and may not be willing to take Doctor Pelletiere elsewhere. Or the party may not feel any loyalty to anything besides the best payday they can get. Play up the uncertainty about Art, as he cannot be reached and the doctor has never heard of him.

The runners may also be exceptionally paranoid about using the cottage as a safe house because it is not a fortress. Play up the fact that it is secluded and quiet, almost tranquil.

HAMPSTEAD

With its narrow, winding streets and steep alleys dotted with quaint pubs and gift shops, much of Hampstead looks more like a theme park than a thriving community. What it actually means, of course, is that the residents of this small piece of old England have a great respect for community and have kept outside influences from changing it for the worse where possible. If progress approaches, the sometimes-cantankerous community will band together against it.

SCENE 5: ANYTHING TO GET IN THE DOOR

SCAN THIS

Doctor Pelletiere has decided that he wants to work for the nice elf recruiter. He asks the runners to contact the TRC recruiter and arrange a meet. The recruiter gladly agrees to the meet and recommends someplace nearby—the West Heath in the Hampstead Heath.

Just as the runners finish their arrangements, the Neo-Druidic Movement strikes. Their objective is to take the doctor alive and kill the runners.



TELL IT TO THEM STRAIGHT

Doctor Pelletiere reviews his options and finally decides that he wants to work for the Tír na nÓg Republican Corp. He asks you to act as intermediaries, and he promises that you will get recompense for your troubles. You pick up the commlink and dial the recruiter's number. A beautiful female elf with flowing black hair answers the commlink with an electric smile she certainly has used in the past to sway people to her side. "Talent Recruiting Company, this is Sarah. How may I make your future come true?"

BEHIND THE SCENES

Doctor Pelletiere is eager to get someplace safe. At the moment, he believes leaving the United Kingdom is the best idea. Therefore, he urges the runners to contact the TRC recruiter. The Talent Recruiting Company is a fine screener, skilled at keeping the riff raff out of the Tír.

The beautiful elven woman who answers the commlink is the TRC recruiter. She listens to the runners' proposal with interest and recommends that they meet in thirty minutes at the West Heath in the Hampstead Heath. The doctor's disappearance has already been talked about in corp circles, and she believes that such a secluded location gives them the right level of privacy. She provides them coordinates for the meeting point. It is a short drive through local streets to a park and then a walk to the spot.

She does not want to discuss fees at this point, as she wants to see Doctor Pelletiere is alive and well. If the runners push for a fee, then she tosses out a sum of 5,000 nuyen each. She refuses to negotiate the amount until she can see with her own two eyes that the team has Doctor Pelletiere.

Just as the runners finish making the arrangements with the recruiter, the Neo-Druidic Movement launches their assault, with a group of two mages and three adepts. They have used ritual magic to track the doctor to his cottage. The NDM wants to take the doctor alive and eliminate the runners.

PUSHING THE ENVELOPE

If the runners are having too easy a time with the NDM, add a couple of Force 6 spirits of beasts.

DEBUGGING

The runners may still not want to betray their employer. Use the assault on the cottage and the lack of communication from Art as a motivator to get them out. If the runners decide they do not want to meet with the TRC recruiter, have the TRC strike team find them.

If you are running short on time, you may skip this attack and proceed to Scene 6 or go straight to Scene 7.

ALTERNATIVES:

1. If the group is magic heavy, keep this attack and skip Scene 6.
2. If the group is street sam or combat heavy, skip this attack and go to Scene 6.

SR4A

NDM TEAM (PROFESSIONAL RATING 4)

NDM DRUIDS

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
4	2	3	3	5	4	3	4	6	6	6	1	8/6	11
Skills (Dice Pools)	Arcana 7, Assessing 6, Conjuring skill group 8, Dodge 5, Etiquette (Street) 6 (+2), Perception (Visual) 6 (+2), Pistols (Heavy Pistol) 4 (+2), Shadowing (Tailing) 5 (+2), Sorcery skill group 9												
Qualities	Magician												
Gear	Armored jacket [w/ chemical resistance 2, fire resistance 2, non-conductivity 2], commlink [Device Rating 3, w/ biometric lock (Rating 3), skinlink], earbuds [Rating 3, w/ audio enhancement 2, spatial recognizer], 2 fake SINs (Rating 4), glasses [Rating 4, w/ image link, low-light vision, flare compensation, smartlink], High Lifestyle (6 months), magic lodge materials (Force 6), Programs [Analyze 3, Browse 3, Command 1, Edit 3], subvocal microphone												
Spells	Analyze Magic, Analyze Truth, Improved Invisibility, Manabolt, Manaball												
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 15(c), w/ smartgun system]												

NDM ADEPTS

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
5	5	6 (8)	5	6	4	4	3	6	6	10(12)	3	6/4	11
Skills (Dice Pools)	Athletics skill group 7, Blades 9, Dodge (Melee) 12 (+2), Dodge (Ranged) 12 (+2), Etiquette (Street) 6 (+2), Firearms skill group 11, Perception (Visual) 8 (+2), Pilot Ground Craft (Car) 10 (+2), Unarmed Combat 9												
Qualities	Adept, Ambidextrous												
Adept Powers	Attribute Boost (Agility) 1 (0.25), Combat Sense 2 (1), Critical Strike 1 (0.25), Improved Ability (Blades) 1 (0.5), Improved Ability (Pistols) 2 (1), Improved Reflexes 2 (2.5), Killing Hands (0.5)												
Gear	AR gloves, commlink (Device Rating 3, Programs: Analyze 3, Browse 4, Command 2, Edit 2), contact lenses (Rating 2, w/ image link, smartlink), fake SIN (Rating 4), lined coat, medkit (Rating 6)												
Weapons	2 x Colt Manhunters [Heavy Pistol, DV 6P, AP -2, SA, RC —, 16 (c), w/ internal smartlink, quickdraw holsters, 12 clips EX-explosive ammo] Sword [Blade, Reach 1, DV 6P, AP —] Unarmed [Reach —, DV 4P, AP —] Vibro Knife [Blade, Reach —, DV 5P, AP -2]												
Note	Combat Sense 2 provides +2 dice pool modifier for Surprise Tests. Also provides +2 for dodging Melee and Ranged attacks.												



SR5**NDM TEAM
(PROFESSIONAL RATING 4)****NDM DRUIDS**

SR5									
B	A	R	S	W	L	I	C	Ess	M
4	2	3	3	5	4	3	4	6	6
Initiative	6 + 1D6								
Astral Initiative	6 + 2D6								
Armor	12								
Condition Monitor	11								
Limits	Physical 5, Mental 6, Social 7								
Skills (Dice Pools)	Arcana 8, Assessing 7, Conjuring skill group 10, Gymnastics 6, Etiquette (Street) 7 (+2), Perception (Visual) 7 (+2), Pistols (Semi-Automatics) 5 (+2), Sneaking (Tailing) 6 (+2), Sorcery skill group 10								
Qualities	Magician								
Gear	Armored jacket [w/ chemical resistance 2, fire resistance 2, non-conductivity 2], commlink [Device Rating 3, w/ biometric lock (Rating 3), skinlink], earbuds [Rating 3, w/ audio enhancement 2, spatial recognizer], 2 fake SINs (Rating 4), glasses [Rating 4, w/ image link, low-light vision, flare compensation, smartlink], magic lodges materials (Force 6), subvocal microphone								
Spells	Analyze Magic, Analyze Truth, Improved Invisibility, Manabolt, Manaball								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC 1, 15(c), w/ smartgun system]								

NDM ADEPTS

SR5									
B	A	R	S	W	L	I	C	Ess	M
4	2	3	3	5	4	3	4	6	6
Initiative	12 + 3d6								
Armor	9								
Condition Monitor	11								
Limits	Physical 8, Mental 6, Social 6								
Skills (Dice Pools)	Athletics skill group 8, Blades 11, Gymnastics (Defense) 13 (+2), Etiquette (Street) 7 (+2), Firearms skill group (Pistols) 12 (+2), Perception (Visual) 12 (+2), Pilot Ground Craft (Car) 15 (+2), Unarmed Combat 13								
Qualities	Adept, Ambidextrous								
Adept Powers	Attribute Boost (Agility) 1 (Active) (0.25), Combat Sense 2 (1), Critical Strike 1 (0.25), Improved Ability (Blades) 1 (0.5), Improved Ability (Pistols) 2 (1), Improved Reflexes 2 (2.5), Killing Hands (0.5)								
Gear	AR gloves, commlink (Device Rating 3, Programs: Analyze 3, Browse 4, Command 2, Edit 2), contact lenses [Rating 2, w/ image link, smartlink], fake SIN (Rating 4), lined coat (9), medkit (Rating 6), quick-draw holsters, 12 clips EX-explosive ammo								
Weapons	2x Colt Governments [Heavy Pistols, Acc 6, DV 9P, AP -2, SA, RC —, 14(c), w/ internal smartlink, EX ammo] Sword [Blade, Acc 6, Reach 1, DV 9P, AP -2] Combat Knife [Blade, Acc 6, Reach —, DV 8P, AP -3]								

SCENE 6: NO REST FOR THE WEARY**SCAN THIS**

The runners have another hurdle waiting for them. Those who direct the Special Air Services want Doctor Pelletiere dead. Therefore, they let the SAS do what they do best: eliminate threats to national security.

The SAS sets up a roadside ambush designed to kill the entire team and the doctor.

TELL IT TO THEM STRAIGHT

According to the coordinates Sarah sent you, the meeting point is only ten minutes away. Of course, that's just to the parking spot; it looks like it takes another 10-15 minutes to walk to the exact meeting point. These elves and their woods! You start down the tree-lined road towards the heath. This early in the morning, it appears that people are still asleep and dreaming peacefully. Cars line each side of the street and the street lights illuminate every shadow. You slow down as you come up to a roundabout. You hear a large explosion and feel the vehicle rock as its front end lifts into the air and the axle disconnects from the chassis, bringing the vehicle to a grinding stop.

BEHIND THE SCENES

Unless the runners have been extra cautious with their rental vehicle, the SAS has been able to use a combination of GPS and Matrix tracking as well as satellite surveillance to track the runners' vehicle. Their team consists of a demolitions expert, four troopers, and a combat hacker.

The SAS utilizes an explosive device in an attempt to disable the vehicle, and then deploy sheer firepower to kill everyone. The SAS hacker uses their vehicle to block the runners from escaping forward.

Note that the SAS eschews using magically active personnel in its ranks. However, they do use different devices to detect and neutralize magical threats.

The explosive is just strong enough to tear the front axle off the vehicle; the runners can then make a stand and fight or run for it. If they overcome the SAS and haven't disabled the SAS vehicle, they can take it. If they bother to check the coordinates, they see that they are only twelve minutes away by foot.

This short stretch to the heath should be hectic, as there may be living SAS troops, barking dogs, curious neighbors looking out the windows, and the sounds of sirens going off in the near distance.

PUSHING THE ENVELOPE

If the runners are cutting through the SAS too easily, then add more SAS troopers.



DEBUGGING

If the runners are being cut to ribbons, authorities arrive and start taking potshots at the SAS troops. This forces the SAS troops to split their fire between the two groups and allow the runners an opportunity to escape.

SR4A

SAS TEAM (PROFESSIONAL RATING 5)

SAS DEMOLITIONS EXPERT

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5	5	4	6	3	3	3	5	8	1	14/13	11
Skills (Dice Pools)	Climbing 7, Close Combat skill group 8, Demolitions 10, Etiquette (Military) 6 (+2), Firearms skill group 9, Perception 7, Running 7, SAS Tactics (Professional Knowledge) 6, Survival 6, Swimming 6, Throwing Weapons 8											
Qualities	Toughness											
Augmentations	Commlink, cybereyes [Rating 4, w/ flare compensation, low-light vision, smartlink], datajack											
Gear	Commlink (Device Rating 2), flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, Petite Brume grenades (2), plastic explosives (Rating 10, 5 kilograms), radio detonator, SWAT armor and helmet [w/ non-conductivity 5, integral bio-monitor, autoinjector loading stim (Rating 5)], thermal smoke grenades (2)											
Weapons	H&K 227-X [SMG, DV 5P, AP –4, SA/BF/FA, RC 5, 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Franchi SPAS-22 [Shotgun, DV 7P, AP –1, SA/BF, RC (1), 10(m) w/ adv. safety, folding stock, smartgun] Savalette Guardian [Heavy Pistol, DV 5P, AP –1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst fire requires a Complex Action.											

SAS TROOPER (4)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5 (7)	6	5 (7)	6	6	4	6	3	1.85	11 (13)	1 (3)	14/13	11
Skills (Dice Pools)	Athletics skill group 10 (12), Demolitions 7, Firearms skill group 11, Perception 10, Stealth skill group 10, Throwing Weapons 10, Unarmed Combat 11											
Augmentations	Lone Star Watchman 2 Cybersuite (alpha) [aluminum bone lacing, cybereyes (Rating 4, w/ flare compensation, thermographic vision, smartlink), wired reflexes 2], synthacardium 2											
Gear	Commlink (Device Rating 2), flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, Petite Brume grenades (2), plastic explosives (Rating 10, 5 kilograms), radio detonator, SWAT armor and helmet [w/ non-conductivity 5, integral bio-monitor, autoinjector loading stim (Rating 5)], thermal smoke grenades (2)											
Weapons	H&K 227-X [SMG, DV 5P, AP –4, SA/BF/FA, RC 5, 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Franchi SPAS-22 [Shotgun, DV 7P, AP –1, SA/BF, RC (1), 10(m) w/ adv. safety, folding stock, smartgun] Savalette Guardian [Heavy Pistol, DV 5P, AP –1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst Fire requires a Complex Action.											

SAS COMBAT HACKER (PROFESSIONAL RATING 5)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	3	5	3	3	3	5	2	5.2	10	1	14/13	10
Skills (Dice Pools)	Athletics skill group 4, Automatics 4, Cybercombat 8, Dodge 9, Electronics skill group 7, Electronic Warfare 7, Hacking 8, Perception 8, Pistols 4											
Qualities	Codeslinger (Hack on the Fly)											
Augmentations	Commlink (Device Rating 5), cybereyes [Rating 2, w/ flare compensation, low-light vision, vision enhancement 2, smartlink], hot-sim module, datajack											
Gear	Flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, Petite Brume grenades (2), SWAT armor and helmet [w/ non-conductivity 5, integral bio-monitor, autoinjector loading stim (Rating 5)], thermal smoke grenades (2)											
Weapons	H&K 227-X [SMG, DV 5P, AP –4, SA/BF/FA, RC 5, 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Savalette Guardian [Heavy pistol, DV 5P; AP –1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst fire requires a Complex Action.											

SAS GENERAL PRODUCT COP

SR4A						
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	10/35	120	1	12	12	3
Upgrades	Off-Road Suspension					



SR5**SAS TEAM
(PROFESSIONAL RATING 6)****SAS DEMOLITIONS EXPERT**

SR5								
B	A	R	S	W	L	I	C	Ess
5	5	5	4	6	3	3	3	5
Armor	18							
Condition Monitor	11							
Limits	Physical 6, Mental 5, Social 6							
Initiative	8 + 1D6							
Skills (Dice Pools)	Close Combat skill group 9, Demolitions 15, Etiquette (Military) 7 (9), Firearms skill group 12 (14), Gymnastics 8, Perception 7, Running 8, SAS Tactics (Professional Knowledge) 6, Survival 7, Swimming 7, Thrown Weapons 9							
Qualities	Toughness							
Augmentations	Commlink, cybereyes [Rating 4 w/ flare compensation, low-light vision, smartlink], datajack							
Gear	Commlink (Device Rating 2), flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, Petite Brume grenades (2), plastic explosives (Rating 10, 5 kilograms), radio detonator, SWAT armor and helmet [w/ non-conductivity 5, integral bio-monitor, auto injector loading stim (Rating 5)], thermal smoke grenades (2)							
Weapons	H&K 227-X [SMG, Acc 5(7) DV 5P, AP -4, SA/BF/FA, RC 3(4), 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Franchi SPAS-22 [Shotgun, Acc 4(6), DV 7P, AP -1, SA/BF, RC (1), 10(m) w/ adv. safety, folding stock, smartgun] Savalette Guardian [Heavy Pistol, Acc 4(6), DV 5P; AP -1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst fire requires a Complex Action.							

SAS GENERAL PRODUCT COP

SR5							
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS
3/3	2	3	1	12	16	3	6
Upgrades	Off-Road Suspension						

SAS TROOPER (4)

SR5								
B	A	R	S	W	L	I	C	Ess
5 (7)	6	5 (7)	6	6	4	6	3	1.85
Initiative	11 (13) + 3D6							
Armor	20							
Condition Monitor	12							
Limits	Physical 8(9), Mental 7, Social 5							
Skills (Dice Pools)	Athletics skill group 15 (17), Demolitions 7, Firearms skill group 15, Perception 13, Stealth skill group 13, Throwing Weapons 13, Unarmed Combat 15							
Augmentations	Lone Star Watchman 2 Cybersuite (alpha) [cybereyes (Rating 4 w/ flare compensation, thermographic vision, smartlink); aluminum bone lacing, wired reflexes 2], synthacardium 2							
Gear	Commlink (Device Rating 2), flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, Petite Brume Grenades (2), SWAT Armor and helmet [w/ non-conductivity 5, integral bio-monitor, auto injector loading stim (Rating 5)], thermal smoke grenades (2)							
Weapons	H&K 227-X [SMG, Acc 5(7) DV 5P, AP -4, SA/BF/FA, RC 3(4), 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Franchi SPAS-22 [Shotgun, Acc 4(6), DV 7P, AP -1, SA/BF, RC (1), 10(m) w/ adv. safety, folding stock, smartgun] Savalette Guardian [Heavy Pistol, Acc 4(6), DV 5P; AP -1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst Fire requires a Complex Action.							

SAS COMBAT HACKER

SR5								
B	A	R	S	W	L	I	C	Ess
4	3	5	3	3	3	5	2	5.2
Initiative	10 + 1D6							
Matrix Initiative	8 + 3D6							
Armor	18							
Condition Monitors	10							
Limits	Physical 5, Mental 5, Social 5							
Skills (Dice Pools)	Athletics skill group 12, Automatics 4(5), Cybercombat 12, Electronics skill Group 10, Electronic Warfare 11, Hacking 12, Perception 9, Pistols 4(5), Automatics 4(5)							
Qualities	Codeslinger (Hack on the Fly)							
Augmentations	Commlink (Device rating 5), cybereyes [Rating 2, w/ flare compensation, low-light vision, vision enhancement 2, smartlink], hot-sim module, datajack							
Gear	Commlink (Device Rating 3), flash-bang grenades (2), GloWand, Leechband, magecuffs, magemask, SWAT Armor and helmet [w/non-conductivity 5, integral bio-monitor, auto injector loading stim (Rating 5)], thermal smoke grenades (2)							
Weapons	H&K 227-X [SMG, Acc 5(7) DV 5P, AP -4, SA/BF/FA, RC 3(4), 28(c) w/ adv. safety, folding stock, gas-vent 3, personalized grip, smartgun, APDS ammo] Savalette Guardian [Heavy Pistol, Acc 4(6), DV 5P, AP -1, SA/BF*, RC 1, 12(c) w/ adv. safety, personalized grip, smartgun] * Burst fire requires a Complex Action.							



SCENE 7: THE FINAL HAND OFF

SCAN THIS

The runners finally make it with a living Doctor Pelletiere to the meet. Alas, the TRC recruiter has different plans for the runners—one that involves silencing them forever.

The TRC recruiter fully intends to hire Doctor Pelletiere, but she cannot let the runners leave alive. A TRC strike team attempts to kill them, and the team finds that they still have the doctor in their possession.

TELL IT TO THEM STRAIGHT

Early morning in the Hampton Heath. The birds are beginning to chirp and a slight mists lies on the ground. You glimpse the sun every so often between the trees as it begins rising in the east and attempts to burn the mist away. The smell of fresh water wafts on the gentle breeze, taking away the lingering cordite. From ahead, you can hear the distinct sound of frogs croaking.

As you near the coordinates Sarah provided, you see a lone female figure with long, dark hair facing a pond. The mists cover the lower portion of her legs, making her look almost as if she is part of the mists themselves. The faint breeze you have felt throughout this heath lifts her hair gently, and a sweet smelling perfume greets you.

Apparently hearing your approach, she turns in your direction, and a broad smile comes quickly and easily to her face. "Doctor Pelletiere, so good to see that you have chosen a path that benefits both of us!"

BEHIND THE SCENES

The TRC recruiter, Sarah, wants two things: a live Doctor Pelletiere and a dead group of runners. The team consists of Sarah, a mage, and four adepts. Once the runners bring out the doctor, the TRC strike team opens fire.

The runners may not be willing to bring the doctor out, but Sarah reminds them that this whole deal hinges on the fact that she must see the doctor with her own eyes. If she doesn't see him, she threatens to leave.

The TRC has already heard that the runners survived several ambushes and firefights, so they do not hold back. They are a well-trained unit and use cover, fields of fire, and teamwork to the fullest extent possible.

PUSHING THE ENVELOPE

By this time in the mission, the runners should be feeling the stress of the constant combat. If, however, they have made it through the previous sections without much trouble, throw in additional TRC troopers. Before the fight starts have Sarah act erratically, possibly in the manner of a Cognitive Fragmentation Disorder sufferer. This can help keep players off balance about just what it is they're dealing with.

DEBUGGING

If the runners are having too hard a time with the TRC troopers, have Art's team show up and assist in taking out the TRC troopers.

SR4A

TRC TEAM (PROFESSIONAL RATING 5)

SARAH, TRC RECRUITER

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4	5	3	3	4	5 (7)	5	7 (9)	4.2	4	8	1	6/5	10
Skills (Dice Pools)	Cracking skill group 7 (9), Dodge 6, Electronics skill group 9 (11), Influence skill group 12 (14), Intimidation 8 (10), Pilot Ground Craft (Wheeled) 4 (6), Perception 10 (13), Pistols 8, Stealth skill group 7 (8)												
Augmentations	Attention coprocessor 3, cerebral booster 2, datajack, nanohive [Rating 2, w/ neocortical neural amplifiers (Rating 2)], tailored pheromones 2												
Gear	Contact lenses [Rating 3, w/ empathy software, image link, smartlink], Doc Wagon contract (Platinum, 2 Years), modified Fairlight Caliban commlink w/ Novatech Navi [Response 4, Signal 5, Firewall 6, System 4 w/ skinlink, subvocal microphone and trodes, programs: Armor 3, Analyze 4, Biofeedback Filter 3, Browse 4, Command 2, Edit 4, Empathy 4, Exploit 4, Stealth 4], Mortimer of London Greatcoat, respirator (Rating 5)												
Weapons	Fichetti Security 600 [Light Pistol, DV 6S(e), AP –half, SA, RC (1), 30(c), w/ ext. smartgun and 3 clips Stick 'n' Shock ammo]												

TRC MAGE

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
3	4 (5)	4 (6)	2	5	3	4	6	5.04	7	8 (10)	1 (3)	6/4	10
Skills (Dice Pools)	Assensing 9, Astral Combat 9, Athletics skill group 5, Conjuring skill group 12, Dodge 6 (8), Etiquette (Tír na nÓg) 10 (+2), Firearms skill group 7 (8), Influence skill group 10, Perception 9, Sorcery skill group 12, Stealth skill group 8, Unarmed Combat 7 (8)												
Qualities	Magician (Path of the Wheel)												
Initiate Grade	2												
Metamagics	Shielding, Reflecting												
Augmentations	(all alphaware) Muscle toner 1, synaptic booster 2												
Gear	Biomonitor, chameleon suit, commlink (Device Rating 5), contacts [Rating 3, w/ flare compensation, smartlink, thermographic vision], counterspelling focus [Rating 4], micro-transceiver, sustaining focus [Rating 5]												
Spells	Acid Stream, Analyze Truth, Armor, Chaotic World, Detect Enemies (Extended), Heal, Improved Invisibility, Manaball, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm												
Bound Spirits	Guidance spirit (Force 5, 4 services), spirit of fire (Force 6, 3 services)												
Weapons	HK Urban Fighter [Heavy Pistol, DV 5P, AP –1, SA, RC —, 10 (c), w/ smartgun system] HK Urban Combat [SMG, DV 5P, SA/BF/FA, RC 2, 36(c), w/ smartgun system] 4 thermal smoke grenades [Grenade, obscures vision, Blast 10m Radius]												





TRC ADEPTS

SR4A													
B	A	R	S	W	L	I	C	Ess	M	Init	IP	Arm	CM
4	6 (7)	5 (7)	5	4	2	3	3	6	7	8	1 (3)	8/6	10
Skills (Dice Pools)	Athletics skill group 9, Blades (Swords) 10 (+2), Dodge (Ranged) 8 (+5), Dodge (Melee) 8 (+3), Firearms skill group 9, Infiltration 9 (10), Intimidation (Physical) 5 (6), Outdoors skill group 4, Perception 6 (8), Pilot Ground Craft (Bike) 8 (+2), Shadowing 5, Unarmed Combat (Martial Arts) 10 (+2)												
Qualities	Adept, Martial Arts (Arnis De Mano, +1 die on Called Shots to disarm, +1 DV on Blades attacks), The Warrior's Way												
Initiate Grade	1												
Metamagics	Adept Centering												
Adept Powers	Combat Sense 3 (1.125), Enhanced Perception 2 (0.5), Improved Ability (Blades) 2 (0.75), Improved Ability (Infiltration) 2 (0.5), Improved Ability (Intimidation) 1 (0.25), Improved Attribute (Agility) 1 (0.75), Improved Reflexes 2 (1.875), Improved Sense (Flare Compensation) (0.25), Mystic Armor 2 (1).												
Gear	Biomonitor, chameleon suit, commlink [Device Rating 5], contacts [Rating 3, w/ flare compensation, smartlink, thermographic vision], micro-transceiver												
Weapons	HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, 10 (c), with Smartlink] HK Urban Combat [SMG, DV 5P, SA/BF/FA, 36(c), with Smartlink], 4 thermal smoke grenades [Grenade, obscures vision, Blast 10m Radius] Sword [Blade, Reach 1, DV 6P, AP —, w/ personalized grip]												

Note: The Warrior's Way quality discounted the following Powers: Combat Sense, Improved Ability (Blades) and Improved Reflexes. Adept gets a +3 dice pool modifier for Surprise Tests for Reaction. Combat Sense also provides +3 dice pool modifier for dodging melee and ranged attacks.

HAMPSTEAD HEATH

Hampstead Heath is a massive (789 acres) expanse of rolling woodland and meadows, the last genuinely natural place within greater London. It is dotted with ponds and lakes, and despite all of the city's environmental hazards, it still provides a home for many types of birds. The druids have adopted parts of the heath around the barrow on Parliament Hill (reputed to be the burial place of Queen Boudicca) as a site of regular rituals. Other nearby sites have, unfortunately, been the scene of murders and muggings in recent times, and visitors walking the Heath after dark do so strictly at their own risk.



SR5**TRC TEAM
(PROFESSIONAL RATING 5)****SARAH, TRC RECRUITER**

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	5	3	3	4	7	5	7 (9)	4.20	4
Initiative	8 + 1D6								
Armor	9								
Condition Monitors	10/10								
Limits	Physical 5, Mental 8, Social 8(9)								
Skills (Dice Pools)	Cracking skill group 10, Gymnastics 6, Electronics skill group 12, Influence skill group 16(18), Intimidation 9(11), Pilot Ground Craft (Wheeled) 4 (+2), Perception 14 (17), Pistols 9, Stealth skill group 7(8)								
Augmentations	Attention coprocessor 3, cerebral booster 2, datajack, nanohive [Rating 2, w/ neocortical neural amplifiers (Rating 2)], tailored pheromones 2								
Gear	Armored Mortimer of London greatcoat (9), contact lenses [Rating 3, w/ empathy software, image link, smartlink], DocWagon contract (Platinum, 2 Years), Erika Elite commlink [Device Rating 4], Renraku Tsurugi cyberdeck [Device Rating 3, Attribute array 6 5 5 3, programs Armor, Baby Monitor, Browse, Edit, Exploit, Stealth, Track] respirator (Rating 5)								
Weapons	Fichetti Security 600 [Light Pistol, Acc 5(6), DV 7S(e), AP -5, SA, RC (1), 30(c), w/ ext. smartgun system, 3 clips Stick 'n' Shock ammo]								

TRC MAGE

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
3	5	7	2	5	3	4	6	5.04	7
Initiative	11 + 2d6								
Astral Initiative	8+2d6								
Armor	9								
Condition Monitors	11								
Limits	Physical 5, Mental 5, Social 8								
Skills (Dice Pools)	Assensing 13, Astral Combat 12, Athletics skill group 6, Conjuring skill group 16, Etiquette (Tír na nÓg) 13(+2), Firearms skill group 8, Gymnastics 7, Influence skill group 13, Perception 13, Sorcery skill group 16, Stealth skill group 12, Unarmed Combat 9								
Qualities	Magician (Path of the Wheel)								
Initiate Grade	2								
Metamagics	Shielding, Reflecting								
Augmentations	(all alphaware) Muscle toner 1, synaptic booster 2								
Gear	Biomonitor, chameleon suit, commlink [Device Rating 5], contacts [Rating 3, w/ flare compensation, smartlink, thermographic vision], counterspelling focus [Rating 4], micro-transceiver, sustaining focus [Rating 5]								
Spells	Acid Stream, Analyze Truth, Armor, Chaotic World, Detect Enemies (Extended), Heal, Improved Invisibility, Manaball, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm								
Bound Spirits	Guidance spirit (Force 5, 4 services), spirit of fire (Force 6, 3 services)								
Weapons	HK Urban Fighter [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC —, 10 (c), w/ smartgun system] HK Urban Combat [SMG, Acc 7(9), DV 8P, SA/BF/FA, RC 2, 36(c), w/ smartgun system] 4 thermal smoke grenades [Grenade, obscures vision, Blast 10m Radius]								

TRC ADEPTS

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	7	7	5	4	2	3	3	6	1
Initiative	10 + 2d6								
Armor	11								
Condition Monitors	10								
Limits	Physical 7, Mental 4, Social 5								
Skills (Dice Pools)	Athletics skill group (Dodge) 10(13), Blades (Swords) 14 (+2), Firearms skill group 11, Sneaking 14, Intimidation (Physical) 6(+2), Outdoors skill group 4, Perception 9, Pilot Ground Craft (Bike) 11(+2), Unarmed Combat (Martial Arts) 14(+2)								
Qualities	Adept, Martial Arts (Arnis De Mano, +1 DV on Blades attacks), The Warrior's Way								
Initiate Grade	1								
Metamagics	Adept Centering								
Adept Powers	Combat Sense 3, Enhanced Perception 2, Improved Ability (Blades) 2, Improved Ability (Sneaking) 2, Improved Ability (Intimidation) 1, Improved Attribute (Agility) 1, Improved Reflexes 2, Improved Sense (Flare Compensation), Mystic Armor 2								
Gear	Biomonitor, chameleon suit, commlink [Device Rating 5], contacts [Rating 3, w/ flare compensation, smartlink, thermographic vision], micro-transceiver								
Weapons	HK Urban Fighter [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC —, 10 (c), w/ smartgun system] HK Urban Combat [SMG, Acc 7(9), DV 8P, SA/BF/FA, RC 2, 36(c), w/ smartgun system] 4 thermal smoke grenades [Grenade, obscures vision, Blast 10m Radius] Sword [Blade, Acc 6, Reach 1, DV 9P, AP -5, w/ personalized grip]								

SCENE 8: DOCTOR PELLETIERE, I PRESUME**SCAN THIS**

The TRC strike force is defeated or run off. Mr. Johnson awaits the team at their smoking vehicle, ready to take the doctor from them. Having the doctor go with Art is up to him; the party just needed to deliver him.

TELL IT TO THEM STRAIGHT

After the smoke has cleared you finally have a moment to catch your breath. Hopefully, the doctor is still alive if not a frightened by how far people will go to get him. He's ready to go back home and try to straighten things out. As you walk back to the parking lot, Art is there leaning against your vehicle smoking a cigar. Upon seeing the doctor he smiles, "Doctor Pelletiere, I presume? My name is Artholomew Johnson, and I represent a most interested party in your well being and happiness." Behind your vehicle is a car and driver waiting for Mr. Johnson. "Here is your pay as our con-

tract fulfilled. Leave myself and the doctor to clear up all the details. You also might want to make yourselves scarce." In the distance you here sirens heading your way after all the chaos you left behind.

BEHIND THE SCENES

Art explains that he had to burn the commlink when he discovered that it had been used to track the runners. He didn't want to put them in greater risk, so he used his many contacts to track the runners down.

Art has been keeping low and watching his package after realizing SK had intercepted his safe house transmission.

PUSHING THE ENVELOPE

Unless the doctor really fights against going with Art or begs the team to take him away, all should be completed. If the team balks at leaving, Art can mention that he would like to be able to call on the team in the future. It is a subtle prod to move along.

DEBUGGING

Handing over the doctor should end the day, as smoke rises from various spots throughout the Heath.

PICKING UP THE PIECES

MONEY

- 10,000¥ per runner, plus 500¥ per hit on negotiation (with a max of 5 hits) from Artholomew Johnson

KARMA

- 1—Taking Doctor Pelletiere from the British Museum
- 2—Keeping the doctor alive
- 1—Delivering Doctor Pelletiere to Art
- 2—Surviving the adventure

For SR4A players, an additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. In SR5, such things are rewarded through refreshed Edge. The maximum adventure award for characters that play this adventure is 9.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, SR4A, or p. 372, SR5). Besides the scenario-

specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players deliver Doctor Pelletiere to Artholomew Johnson
- -1 Street Cred if the players deliver Doctor Pelletiere to a different group
- +1 Notoriety if Doctor Pelletiere dies

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1. If they already have that contact, they gain +1 Loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission-specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Artholomew Johnson: For successfully keeping Doctor Pelletiere alive and delivering him to Art the runners gain Artholomew Johnson at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information will require a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (SR4A, p. 64.), or use Extended Logic + Computer in SR5 (p. 48).

Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4A; use the Matrix Search table on p. 241, SR5).



SR4A**ARTHOLOMEW JOHNSON**

Contacts to Ask: Fixer, High Level Corporate Contact, Mr. Johnson, Stock Broker

Contacts	Data Search	Information
0	0	Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!
1	3	Yeah, isn't he a London power broker? Heard he's connected to dirt on all levels of society, including the street.
2	6	Heard his last gig used to be Wryowicz back in New York. He cashed in all his stock chips in what would have been a brilliant late-day move, had it not been insider trading and illegal.
3	10	Good looking chap, too, though without the surgery he's old and bald.

DOCTOR RICHARD PELLETIERE

Contacts to Ask: Any academic type

Contacts	Data Search	Information
0	0	Doctor Pelletiere offers discounts on new cyberpets and free maintenance for the first one year or eight thousand operating hours.
1	3	He's some sort of researcher at the British Museum.
2	6	Heard he works on a variety of projects—I think he specializes in ancient languages.
3	10	He's out looking for a job right now.
4	18	He must be really good at what he does, because rumor has it that NeoNET and a couple other megas are looking at him.

THE BRITISH MUSEUM

Contacts to Ask: Any local

Contacts	Data Search	Information
0	0	Ugh, another tourist who can't look up directions!
1	3	The museum was founded over four hundred years ago
2	6	I hear they converted part of the basement into a research lab that's not open to the public.
3	10	The Lord Protector's Office removed a lot of items to a more secure area

because of "potential theft." I heard they took some powerful magical artifacts out for use and study elsewhere.

4 18

Even though the powerful artifacts are gone, the researchers are assigned to projects that will help build an understanding of them.

NEONET ACTIVITIES

Contacts to Ask: Hacker, Fixer, Mr. Johnson

Contacts	Data Search	Information
0	0	You mean that company ran by that dragon with a thing for the Matrix?
1	3	Be careful what you say, they have those Knights of Rage they use.
2	6	Heard they bid on the Information Directorate contract which would make them responsible for maintaining and administering the country's public service network.
3	10	You didn't hear this from me, but NeoNET recently hired a group of runners for some "recruiting."
4	18	NeoNET is trying to recruit some sort of museum researcher ... a Doctor Pelletiere I think.

SAEDER-KRUPP ACTIVITIES

Contacts to Ask: Corporate Experts, Day Traders, Financial Analysts

Contacts	Data Search	Information
0	0	Decades ago, there was a company named BMW that was the backbone of the Saeder-Krupp empire. In 2037, in a move that may have led to the phrase "Never deal with a dragon," the great dragon Lofwyr announced that, through various avenues, he owned a 63-percent share of the company's stock and was thus taking over as president. He got rid of the current board and completely overhauled management. Through some very astute maneuvering, Lofwyr made Saeder-Krupp an even larger corporate empire, shooting it straight up into the AAA league. What Lofwyr is up to now is anybody's guess.
1	3	SK has an awful lot of covert ops going on here in London right now.



2	6	Word is that they want to ruin anything NeoNET or the Tír tries to do. When they're not trying to annoy Johnny Spinrad.
3	10	I've heard tell that they keep a strike ready to go at all times just to mess with NeoNET or the Tír.
4	18	Buddy of mine said that they have a shoot-to-kill order on some researcher from a museum, if you can believe.

NEW DRUIDIC MOVEMENT (NDM)

Contacts to Ask: Politicians, News Reporters, Conspiracy Theorists

Contacts	Data Search	Information
0	0	Come join the NDM, wear cool robes, burn living sacrifices, and collect plants with a silver sickle ... what a bunch of malarkey!
1	3	Even with the Lord Protector gone, they are still the most powerful political party.
2	6	Their headquarters is on Primrose Hill in the Village—they even a Druidic school there.
3	10	They are out searching for something in London right now. I don't know what.
4	18	Sounds like they're looking for a museum curator who disappeared.

SPECIAL AIR SERVICES (SAS)

Contacts to Ask: Current/former military, Covert Operatives

Contacts	Data Search	Information
0	0	Shhh, those are three letters you do not put in that order or say out loud here in the UK.
1	3	They're nothing more than state-sponsored terrorists
2	6	They make the Tír Ghosts look like a bunch of Boy Scouts—don't expect them to follow anyone else' rules. Or even their own.
3	10	Rumor has it they have a target in London, poor bugger!
4	18	Their target is some poor sap from the British Museum. He must have made a powerful enemy!

TÍR NA NÓG REPUBLICAN CORP (TRC)

Contacts to Ask: Law Enforcement, Military, Covert Operatives

Contacts	Data Search	Information
0	0	Tír na what ... speak English!
1	3	They are the secret police of Tír na nÓg.
2	6	Apparently the TRC has some operatives in England these days.
3	10	Those damn elves have been taking bright minds here recently, and those same minds never reappear. Ever.
4	18	Word is that they have their sights on a guy from the British Museum. Guess they need a new curator over there.

SRS

ARTHOLOMEW JOHNSON

CORPORATE CONTACT

Search	Information
1	So, you found the real Johnson, huh? Aren't you the lucky one?
2-3	I've heard of him. He's an information broker who seems to have contacts throughout Europe, but his best intelligence is about the United Kingdom.
4+	He's persona non-grata to the SEC right now. Apparently he pulled off a phenomenal insider-trading trick the authorities couldn't prove until after he had relocated to London.

STREET OR CRIMINAL CONTACT

Search	Information
1	Artholomew? You gotta be fragging me, nobody's used that name in two hundred years, chummer.
2-3	I've heard someone with that name is running a number of jobs in London, mostly data steals and background stuff.
4+	He's an information broker in London who has had some work done to maintain his appearance. Apparently he prefers to use discriminating medical services for the work.

LAW ENFORCEMENT CONTACT

Search	Information
1	No idea, I thought you always worked for Mr. Johnson, at least that's what the trids show.
2-3	There's a general request for location for him from UCAS, but nothing else. He's probably a witness for something or other.



- 4+ He's suspected of insider trading, but he moved before charges could be pressed against him. He's scored a couple of points with his information brokerage though; apparently he's willing to trade minor paydata to stop the extradition requests.

DOCTOR RICHARD PELLETIERE

CORPORATE CONTACT

- Search**
- | | |
|-----|---|
| 1 | Information
I have no idea, is he one of those street docs I read about? |
| 2–3 | He's a governmental researcher type. He's published a number of papers regarding ancient languages and cultures. |
| 4+ | His last paper was published by the Crown's British Museum imprint, so he's probably employed there. I've heard he might be looking for a new employer, though. |

CRIMINAL OR STREET CONTACT

- Search**
- | | |
|-----|--|
| 0–3 | Information
Not sure I know that doc, but I've found one with a little habitual problem who will fix you up for a fix of her needs. |
| 4+ | I'm not sure who he is, but there has been a lot of chatter about him. Word is a crack extraction team was contracted to get him out of country. |

THE BRITISH MUSEUM

CORPORATE CONTACT

- Search**
- | | |
|-----|--|
| 1 | Information
It's a pretty boring place. You can find most of the information on the Matrix, why visit an old building anyway? |
| 2–3 | While it no longer specializes in educating the public, the Museum has managed to get a lot of governmental and corporate research grants over the past couple of decades. |
| 4+ | The Lord Protector removed a number of artifacts from the Museum; rumors are that a few might have Awakened properties. |

LAW ENFORCEMENT

- Search**
- | | |
|-----|---|
| 1 | Information
Really?! Grid Guide will get you there quick enough, although you might want to take public transport; it's faster. |
| 2–3 | They upgraded the security system and arranged for military veterans as guards after their basement was converted to research laboratories. |
| 4+ | I remember escorting some convoys out of there when the Lord Protector declared some of the artifacts "unsafe" and moved them to a military facility. |

NEONET ACTIVITIES

CRIMINAL OR STREET CONTACTS

- Search**
- | | |
|-----|--|
| 1 | Information
You're talking about the other dragon corp, right? Need a new commlink or something? |
| 2–3 | They've been hiring lot of talent recently, both to ensure they win the Information Directorate bid, and also to help them in some "recruiting" as well. |
| 4+ | They hired a team to pull in a museum researcher, a doctor of some sort. |

CORPORATE CONTACT

- Search**
- | | |
|-----|---|
| 1 | Information
I'm sure asking too many questions might attract attention from the Knights of Rage. I'd rather avoid that. |
| 2–3 | I've overheard they hired an extraction specialist team. That must have cost them. |
| 4+ | I've heard they're going after a museum researcher named something like Pelletiere. |

SAEDER-KRUPP ACTIVITIES

CORPORATE CONTACT

- Search**
- | | |
|-----|--|
| 1 | Information
Everyone watches the golden dragon; the catch is not to get caught. |
| 2–3 | They've been hiring a lot of talent lately, mostly to make things uncomfortable to NeoNET and Tír Tairngire. |
| 4+ | Rumor is they're keeping a strike team available just to shut down any NeoNET shadow activity they can find. |

CRIMINAL OR STREET CONTACT

- Search**
- | | |
|-----|--|
| 1 | Information
"Never deal with a dragon, chummer." But if you're looking for work around London, they're hiring. |
| 2–3 | They've been hiring some talent lately, mostly to run against NeoNET. |
| 4+ | They've keep some right hard bastards on standby. I'd hate to be their target. |

NEW DRUIDIC MOVEMENT

CORPORATE CONTACT

- Search**
- | | |
|-----|--|
| 1 | Information
They're a powerful political party, even without the Lord Protector. |
| 2–3 | They maintain a school and obvious center of power in the Primrose district. They're also looking for something in London right now—I'm not sure what, but they're burning a lot of political capital. |



4+ Sounds like they're looking for a museum curator. I wonder if he stole an artifact or something.

CRIMINAL OR STREET CONTACT**Search**

- | | |
|-----|--|
| 1 | Information
They're the blokes who used to run things around here. I try to stay away from groups of mages that large. |
| 2–3 | They're still power brokers, no matter how the media plays them up. I've heard they're tearing London's shadows apart looking for something. |
| 4+ | It looks like the poor sod they're looking for is from the British Museum. I'd hate to be him. |

SPECIAL AIR SERVICES (SAS)**CORPORATE CONTACT****Search**

- | | |
|-----|---|
| 1 | Information
Don't even mention them. They have a way of handling corporate troublemakers when they leave extraterritorial ground. |
| 2–3 | They are state-sponsored terrorists, and they make the Tir Ghosts look like boy scouts. |
| 4+ | They have an operation going on in London right now. I'm not sure who the target is, but I doubt they'll make it till dawn. |

LAW ENFORCEMENT CONTACT**Search**

- | | |
|-----|--|
| 1 | Information
They're not the kind of blokes to mess with. Most of their targets disappear; the rest are explosively expanding messes. |
| 2–3 | They're hunting for someone in London right now. I hope it's not me. |
| 4+ | They are looking for a bloke from the British Museum. Poor sod will probably not even hear them coming. |

CRIMINAL OR STREET CONTACT**Search Information**

- | | |
|-----|---|
| 1 | Don't say those three letters together in England again, there are evils you don't need to see. |
| 2–3 | There are right 'ard bastards, and then there are the mean ones. These are both. A friend of mine recognized one in town earlier tonight. I have no idea why they're in the city. |
| 4+ | They're hunting for some kind of doctor; poor sod will be dead and disappeared by lunch. |

**TÍR NA NÓG
REPUBLICAN CORP (TRC)****CORPORATE CONTACT****Search**

- | | |
|-----|--|
| 1 | Information
They're more secret police than corporation |
| 2–3 | They maintain a couple of teams in the UK, mainly handling recruiting opportunities. |
| 4+ | Word is they have a new acquisition target, the poor curator doesn't have a chance. |

LAW ENFORCEMENT CONTACT**Search**

- | | |
|----|---|
| 1 | Information
Tir Na, Na ... Ireland dammit. |
| 2+ | I've heard they moved a team into London recently, probably looking for someone to extract. |

MATRIX LEGWORK**ARTHOLOMEW JOHNSON**

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits

Failure

Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!

0 (Success)

It appears Mr. Johnson has a number of contacts throughout London, everywhere from halls of power to the gutters.

1

He was a big-time trader in New York and pulled off a great end of day cash out. It would have been applauded if it hadn't been insider trading and therefore illegal.

2

He keeps up appearances, too bad it is all through corrective surgery. He used to look old and bald.

DOCTOR RICHARD PELLETIERE

Matrix Search: Threshold 3 (Limited Interest), Base Time: 30 minutes

Net Hits

Failure

Doctor Richard is in, but is he in you? Hot Sim now available.

0 (Success)

The Doctor is a researcher for the British Museum. See his résumé on CareerExpander.

1

The Doctor is a specialist in ancient languages, with several boring papers regarding the probably correct pronunciation of vowels to his credit.

2+

He must be god at his job—NeoNET and a couple of other corps have been looking into him.



THE BRITISH MUSEUM

Matrix Search: Threshold 1 (Public), Base Time: 1 minute

Net Hits	Information
Failure	The museum's hours of operation are ...
0 (Success)	The four-hundred-year-old museum provides both educational opportunities to today's students. It also maintains a research facility on site to meet the needs of our corporate sponsors.
1	The Lord Protector removed a number of artifacts from the Museum for safekeeping.
2+	Even though the artifacts are gone, the lack of personnel turnover suggests the knowledge might still be there.

NEONET ACTIVITIES

Matrix Search: Threshold 6 (Hidden), Base Time: 1 hour

Net Hits	Information
Failure	Try NeoNET's latest anti-virus offering, rated as the best technomage stopper in Europe.
0 (Success)	They've been working the Information Directorate and interest politicians ever since the bid was announced.
1	They are hiring teams, according to a number of shadow posting boards.
2+	Data traces indicate the corporation has been looking into a museum researcher.

SPECIAL AIR SERVICES (SAS)

Matrix Search: Threshold 4 (Hidden), Base Time: 30 minutes

Net Hits	Information
Failure	Now selling official SAS 2010 camo fatigues. Buy yours while supplies last.
0 (Success)	They're still active for the government but are used more for internal matters than external ones.
1	They are listed as having nearly three dozen teams on contingency operations for various intelligence desks.
2	Trideo recordings of their urban combat training looks suspiciously like they take place in the LCZ, and was only filmed yesterday. The team is likely still in the city.
3+	Urban combat training was curtailed due to an operation requirement within the locale. They're now looking for something in London.

TÍR NA NÓG REPUBLICAN CORP (TRC)

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits	Information
Failure	Total Recall Catastrophe now showing! Try the simsense experience of another Mars adventure.
0 (Success)	They function as a foreign recruitment center and troubleshooting organization.
1	They have been connected with a number of disappearances across Europe, but most of the recent alleged misdeeds have occurred in the UK.
2	Their recruitment drives have successfully removed a number of researchers from the megacorporations and competing governments, although not all have reappeared.
3+	A few Me-Feed collections have tagged possible members utilizing London's public transportation network tonight.



CAST OF SHADOWS

ARTHOLOMEW JOHNSON

HUMAN MALE

"Mr. Johnson? What's in a real name anyway? Call me Art, or if you wanna keep it formal, Mr. Art." Leanly sculpted with the finest chiseled cheekbones and brow money can buy, Art looks fit for a boardroom overlooking the city one hundred floors up. Surgery keeps him looking young, but on the inside he is middle-aged and bald.

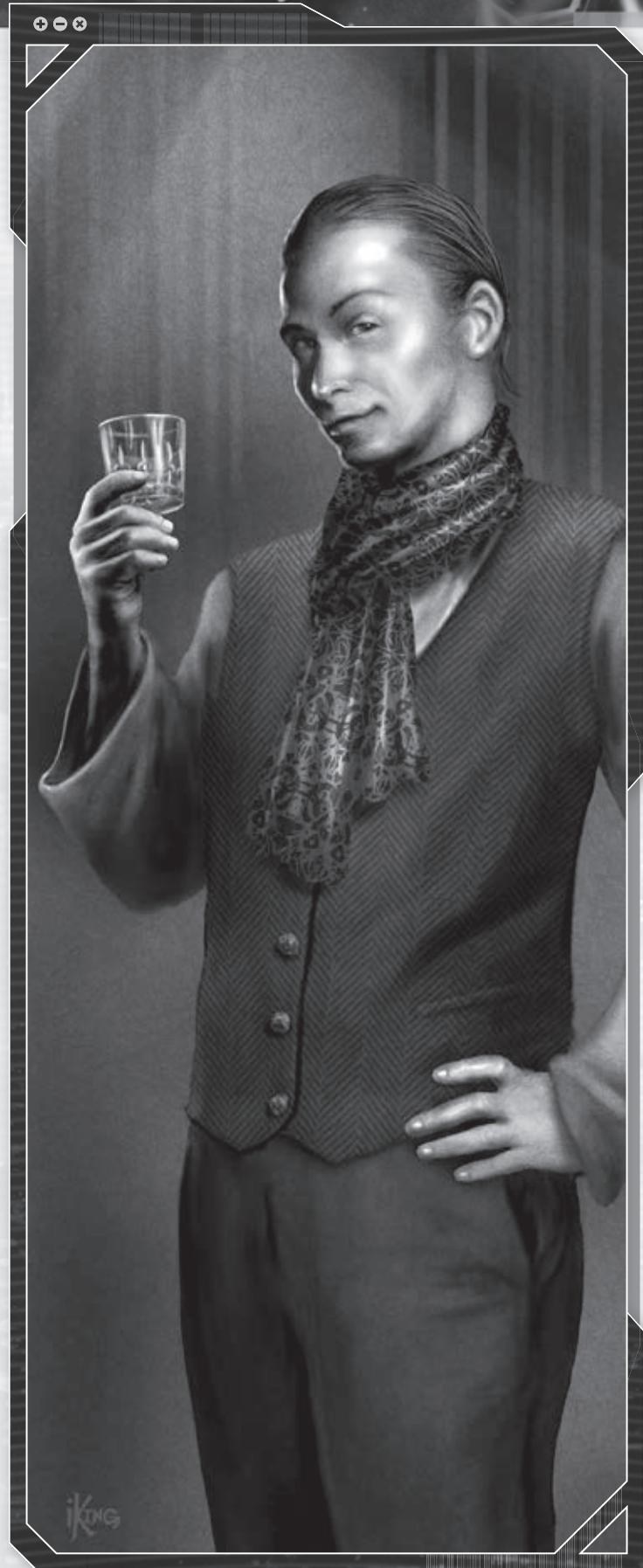
In another life he cashed in all his stock chips in what would have been a brilliant late-day move—had it not been insider trading and illegal. Fleeing New York to avoid the fallout, his new identity naturally drifted back into the stock-exchange scene in London. Now his connections allow him to broker favors, information, and power instead, so long as his past stays on the other side of the pond. In London, Art knows the power brokers behind the scenes and can reach into the shadows for the runners capable of acquiring the insider knowledge that is his bread and butter.

SR4A

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4	4	3	3	4	5	6	5	6	2	9	1	5/3	10/11
Dice Pools													Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 11, Perception 12, Pistols 8
Qualities													Guts
Augmentations													Extensive cosmetic surgery and lean form treatments
Gear													Actioneer business clothes, commlink (DR 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)
Weapons													Raecon Sting [Hold-out, DV 6P(f), AP +5, SS, RC —, 5(c)]

SR5

SR5								
B	A	R	S	W	L	I	C	Ess
4	4	3	3	4	5	6	5	6
Initiative								9 + 1D6
Armor								8
Condition Monitors								10/11
Limits								Physical 5, Mental 7, Social 7
Dice Pools								Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 12, Perception 14, Pistols 8
Qualities								Guts
Augmentations								Extensive cosmetic surgery and lean form treatments
Gear								Actioneer business clothes, commlink (Device Rating 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)
Weapons								Fichetti Tiffany Needler [Hold-out, Acc 5, DV 8P(f), AP +5, Mode SA, RC —, 4(c)]



SILICON SLICK

MISSION SYNOPSIS

In recent years, nanotechnology has started a technological revolution in the Sixth World. Everything from medical technology, construction methods, and weapons have been produced by nanotech. For a time, some speculated that within the next decade nanotechnology would be the primary source for technological needs, as every year nanotech becomes more advanced and refined, leading to greater efficiency at lower costs. That was before the Cognitive fragmentation disorder (CFD) virus and its apparent connections to nanotechnology sent the nano market crashing. Still, many believe nanotech will rebound and have a strong future, and as major players are now reeling, others are hoping they can take advantage of the situation and become the new king of the hill. From looking for how CFD got tied into nanotech to figuring out the future, the shadows are quite active with nanotech-related work.

Arthomomew Johnson is keenly aware of all this turmoil, and what getting a leg up could mean to the right people. Recently, he was commissioned by some of his associates in England to procure the specifications and a sample of a new prototype nanotech known only by its code name, Silicon Slick, from a secret facility in North America. Mr. Johnson then hired a group of runners to fulfill this special order. After the objective was secured, it was turned over to a special courier in New York. From there, the courier and his escorts boarded a private suborbital bound for London's Heathrow Aeroport. The run continued smoothly until the group was ambushed a few kilometers away from the aeroport. In a brief but brutal fire-fight, both groups almost annihilated each other, with only one ambusher and the courier left alive. The remaining ambusher eventually succumbed to his wounds, but not before informing his employer that the courier had escaped. The courier, Jon "Jackie" Jones, did not escape unscathed.

An obsessive simsense and skillsoft junkie, Jackie had an experimental sim-rig and skillsoft suite implanted several years ago. This rig allows multiple skillsofts to be used at once and boasts a sophisticated encryption suite that allows him to be a data courier. The problem is, Jackie's sim habit still uses a lot of headware memory because he tends to overfill the unit. At some point, Jackie got a hold of some bad software, and his headware went on the fritz at about the same time. This left him with a disorder somewhat akin to multiple personality

disorder, where different programmed personalities can take over his mind in an instant.

Complicating matters, Jackie still has a sample of Silicon Slick stored in a special compartment in his GI tract. When his headgear went off line, the program that kept the nanites from replicating was also damaged. If Jackie doesn't have the compartment emptied in the next twelve hours, the nanites will expel themselves from his body, killing him and rendering the valuable nanotech worthless. Jackie has no idea of who he really is or what his condition is, and he will act in accordance to his current persona program.

When Jackie failed to make the arranged meet, Art Johnson made some calls and learned of the ambush. He immediately contacted local fixers to send him another team to recover Jackie and/or his cargo. The team is told to meet Mr. Johnson at the VIP press box at Wembley Stadium during an International Soccer match between England and Quebec. Mr. Johnson explains to the runners that Jackie is a special courier with paydata and cargo on his person. He knows that Jackie survived the ambush but is unsure of why he failed to make contact or follow any of the emergency protocols. Mr. Johnson suspects Jackie may have simply panicked, but he does not rule out the possibility of a double-cross. The runners' job is simple: find Jackie or at least recover his cargo and data by any means necessary. Mr. Johnson doesn't know of Jackie's or the nanites' condition.

After a brief negotiation session, the runners begin their task. Johnson gives assists by providing a list of Jackie's known hangouts. The runners investigate each location, meeting with Jackie's various associates and learning that Jackie has been leaving a trail of destruction in his wake. This should strike them as odd, because the runners were informed that Jackie is a courier with some basic combat skills for protection, not a hand-to-hand combat monster or marksman.

During their investigation, the runners meet others interested in Jackie's whereabouts. The first is Nigel Patterson, a former MI-5 agent who was blacklisted after blundering several missions. He's looking to use Jackie as a means to get back into the agency's good graces and offers the runners a decent payoff and access to highly restricted gear and favors from MI-5.

The runners also discover another person looking for Jackie: a mysterious woman named Monica St. Cloud. Patterson was open with who he is working for, but St. Cloud is





a mystery, only offering that she has been tasked to recover property that rightfully belongs to her employers. She also makes an offer to the runners, offering them much more than their deal with Art Johnson.

The runners eventually make their way to a pub called the Rose and Thistle, where they find they had just missed Jackie, who's a known regular. For some reason, Jackie started to talk like a Japanese schoolgirl and then ran away screaming.

While at the Rose and Thistle, they also meet Agatha Hawthorne, a local witch who they likely noticed during their investigation. She offers to help the runners find Jackie with ritual magic, using some of Jackie's blood from a recovered cue ball. After the ritual, Hawthorne informs the runners that Jackie is currently somewhere in the Lambeth Containment Zone, a.k.a. the Squeeze. Finding him in the Squeeze will not be difficult, but getting him out will be a challenge, as the area is walled off and the inhabitants are known to be very distrustful of outsiders to the point of violence.

The runners track Jackie down to an abandoned school, where he is being held by radicals who think he is some kind of spy for the British government executing the beginning of a plan to terminate the inhabitants of the Squeeze. The runners will have to mount a rescue operation.

But they aren't the only ones who know of Jackie's location, as both Patterson and St. Cloud send representatives to claim Jackie. If the runners decide to stay with Johnson's offer, it will be a three-way battle for the courier and his cargo. If not, either Patterson or St Cloud will come to the runners' aid. Once the battle is over, the runners will have to choose whom they want to turn custody of Jackie over to, and then get paid.

SCENE 1: A WORK FOR ART

SCAN THIS

The runners are contacted by their normal, or local, fixers about a possible job, a retrieval gig for a local high-roller that needs to be completed, like, yesterday. Time is of the essence, but the pay is considerable. But in the shadows, that's standard operating procedure. If interested, the runners should head to Wembley Stadium to meet Mr. Johnson.

TELL IT TO THEM STRAIGHT

You make a mental note to yourself for the thousandth time never to get fish and chips from that cheap corner pub ever again, no matter how broke and hungry you are. Food doesn't do you any good if it won't stay in your stomach. Of course, the five pints you had didn't help the situation either. By sheer force of will, and generous doses of antacids, you manage to keep the offending food down, although you know you'll be paying for it later one way or another.

With your insides finally under control, a few hours of sleep finally comes before your commlink goes off at about 0900 local time. It's a text message from your fixer who seems to have something against real-time conversation. The message is simple: "Got a possible job, be at Wembley Stadium 1100. Go to the VIP entrance and tell the guards your name is Smith and Mr. A Johnson is expecting you upstairs for drinks. Dress appropriately and don't bugger this up."

Looking at the commlink, you see you have a few hours to freshen up. Good thing, because nothing kills a job offer faster than the smell of fish and beer-breath.

WHEN THE RUNNERS ARRIVE AT THE STADIUM:

Traffic on the way to the stadium is practically non-existent, and on arrival you find out why: It seems that every bloke in London is at the stadium. Then it comes to you—today is a much-anticipated football match between Real Madrid and Arsenal. Bullocks. After hiking across the parking lot you finally make your way to the stadium's VIP entrance. As you approach, two bored security goons become interested in your existence. They initially are skeptical about why you're here until you tell them who you are and who you're here to see. Suddenly, the guards become helpful, and after asking you to check any questionable items such as weapons, you are quickly escorted to the VIP lounge.

The lounge is what one would expect it to be, filled with wealthy people wearing expensive clothing, drinking expensive drinks and eating equally expensive food while looking out over the field as Arsenal scores a goal. Despite the thick security glass and the soundproofed walls, the roar of the crowd can be felt as much as heard as the announcer cries "GOOOOOAALLL!!!" over the audio system. A few of the patrons clap enthusiastically



while others are oblivious and care only for the company they're keeping or the drink in their hands.

One man stands apart. Dressed in expensive London Fog casual wear, he stands next to the glass, back turned, looking out over the field as the game resumes. The guard approaches and whispers into his ear. The thin and hawkish looking man turns quickly and flashes you a smile as he approaches. "Good day to you all. Under normal circumstances I would offer you all the hospitality of the lounge, but I'm afraid that time is of the essence, hence why we are meeting here rather than my usual meeting locations, nothing like having to multi-task. Please, have a seat and we can get to business," he says as he motions to a group of lounging chairs in the middle of the room.

Sitting down in one of the plush chairs, Mr. Johnson lights up a cigar. "Now like I said, time is extremely short so I'll come right to it. Oh, and speak freely, this entire room is reserved for such activities. See that group over there? Two of them are known assassins. Now, I won't tell who, because that's not your concern. My offer is. Something I was supposed to receive has gone missing, and I want what I paid to get. The pay is ten thousand nuyen each. But before I give specifics, I need to know you will take the job. I won't lie, it's dangerous and speed is required, so think quickly. Because if you're not interested, I have several others lined up who are, but you all were recommended first. So what do you say?"

AFTER THE RUNNERS AGREE AND/OR NEGOTIATE THE PAYMENT:

"Excellent. All right, some background: A few weeks ago I commissioned a team in North America to retrieve a specific item. In turn, they handed it off to my courier twenty hours ago. The courier and his escorts arrived at Heathrow approximately five hours ago and were ambushed as they left the airport. The escorts and the ambushers are all dead, but my courier survived and has gone missing. Supposedly he ran off, and he has thus far failed to contact me. I don't know why, and frankly I don't care. I just want him or the data and item he carries recovered. Yes, I have little other information to give you, but I have at least confirmed all this, otherwise you wouldn't be here. This is a retrieval operation. Bring him to me alive if possible, or recover the data and item he carries. Also, I know that operational security about this run has been compromised, so be ready for possible complications. Now, to facilitate your search, I have compiled a dossier on the courier, a list of his possible hangouts and safe houses to which he might travel, and a description of what he is carrying. Due to the nature of the item, you have less than twelve hours to complete recovery." He says taking a puff of his cigar and sliding a datachip across the table. "Once the job is done, contact me on the comm number in the dossier and we will arrange a transfer. Now then, off you go!"

BEHIND THE SCENES

The runners can negotiate their fee. Art will not resist much because he wants the runners out looking for Jackie. He will pay an additional one thousand nuyen per net success on a Negotiation (3) Test, to a maximum of thirteen thousand nuyen per runner.

Art Johnson isn't lying about not knowing what is going on, and that's what's making him nervous. He's used to being the one who knows things; data is his life. So when he finds himself not knowing something, it's a situation he simply can't tolerate. He truly has no idea why one of his best couriers, Jackie Jones, has suddenly gone off the grid, and the nature of his injuries. A possibility for some foreshadowing is to have Monica St. Cloud from Scene Four be in attendance. She will not interfere with, but will observe, the meet. If any of the runners notice her (standard Perception [Mental] (3) Test), she will play off any interest as being physically attracted to one of the runners (gamemaster's choice) and being slightly intoxicated.

Whatever gear or weapons the runners had to check at the guard station will be returned to them as they leave. If the runners have worked for Art Johnson in the past or have him as a contact, modify the introductory text to reflect their familiarity.

If the runners haven't worked for Art before and want to check his background, have them make the standard data search using the chart in the legwork section of the mission. If the runners want to use their contacts, gamemasters can simply report that Art has a rep for being a very high roller in the London shadow scene, but he is known to be straight with his runners, as he believes that screwing them over is bad for business.

PUSHING THE ENVELOPE

There is little else to do in this scene as Art wants the runners on the job as soon as possible. The runners can try to get more information on the item Art's courier has, but if they try, he becomes surly and reminds them that the clock is ticking.

DEBUGGING

If the runners also overstay at the meet, then they will be present when a riot breaks out. Eventually the London Police respond in force to quell the riots that spill out of the stadium.

This is a very straightforward scene where Art Johnson hires the runners. If the runners are not local, for expediency assume they have a local fixer. Provided the runners don't do anything stupid or try to interfere with others in the lounge, the stadium, or the game itself, they will receive every possible courtesy. If the runners try to get any additional information, Art will become a bit annoyed and reiterate that he has provided them with all the available intelligence he has available on the datachip, and that they are wasting time at this point.



SCENE 2: RELEASE THE HOUNDS

SCAN THIS

Now that the runners have their marching orders, it's time to get started. In this scene, the runners will have an opportunity to form a plan to check out the various locations given to them by Art Johnson and maybe do some legwork.

TELL IT TO THEM STRAIGHT

As you leave Wembley, the guards are less than enthusiastic in dealing with you, but at least you get your kit back before you leave, and everything's there. Good thing too, as you hear that England was just denied a goal and the rumblings of a riot are starting. Definitely time to go.

The dossier provided by Mr. Johnson gives you enough information to start the search. Broken up into two parts, the dossier appears to have been copied from a Scotland Yard file along with some personal annotations from Mr. Johnson himself. The first section gives some background on the target, a courier named Jon "Jackie" Jones with the corresponding notes, while the second part gives the names and locations of Jackie's known hangouts and safe houses.

BEHIND THE SCENES

The locations provided by Art Johnson give the runners several leads as they begin their search for Jackie. Thankfully, most of the locations are fairly close to each other. Before the runners begin the search, this is a good point for them to form a plan. They can do this wherever they wish, using a nearby location, a personal vehicle, or perhaps one of their own dosses if they are so inclined. The gamemaster should also encourage the runners to take a few minutes to contact their own contacts for information about Jackie. Most of the information should be nothing more than knowing Jackie by reputation—he has a good one, even if he is a bit odd—and giving runners information about his addiction to sims, like the media junkie quality. It would also behoove them to ask their contacts to put out the word that they are looking for Jackie and if they receive any information to his location, to contact them. Once this is done, the runners can decide on which location they wish to investigate first.

DEBUGGING

The main purpose of this scene is to give the runners some background on Jackie and to form their plan. Unless they decide to hang around Wembley and watch the police quell the riot that's starting, there should be no problems for the runners to get into, other than if the group has an argument on how to proceed.

JON JONES, A.K.A. JONNIE, JACK, TRIPLE-J, BUT MOST OFTEN JUST JACKIE

Sex: Male

Age: 31

Height: 1.4 meters

Weight: varies

Awakened: no

Resonance: no

Known Augmentations: Prototype sim-rig with enhanced memory and dedicated data storage (possibly deltaware), skillsofts (unknown types), datajack, internal commlink, internal storage compartment, wired reflexes (alphaware)

Background: Born in London, Jon Jones, a.k.a. "Jackie" is a former Saeder-Krupp Europe employee until about mid-2065 when he started hiring out his services as a professional freelance courier. According to released S-K files, an employee named Jon Jones died in an "industrial accident" in 2066. Physical statistics of the dead employee matched those of Jackie, but no other evidence suggests that these are the same person. The current subject, referred to simply as Jackie, is known in the criminal communities as a high-profile courier specializing in data transference. It is rumored that he has an experimental combination sim-rig and data storage device that uses both recorded sim-images and codes as a method of encryption, making unauthorized access very difficult if not impossible. It is unknown where Jackie obtained such a piece of cybertechnology. Because of his specialized augmentations, subject often works as an information mule. As such, he rarely engages in direct combat and often utilizes bodyguards, but he is reported to have sufficient skills or skillsofts to defend himself if necessary.

- Jackie did work for S-K, and that's where he got his fancy head-gear. While his official records listed him as a factory worker, I suspect that Jackie was doing the same work for S-K that he is doing now. He was known to work for various corporate stockbrokers in New York, which is where he came to my attention and arranged to be extracted in exchange for my patronage. While good at his job, Jackie is unfortunately addicted to sims. Not BTs, but sim series, trids, and so forth. He uses his enhanced headware for an enhanced experience. So far, this hasn't been a problem in his work, and I see him as more than another employee. But I will not hesitate to cut him loose should he become a liability.
- A. Johnson

Known safe houses and hangouts:

- Location One: 225 Baker Street, safehouse
- Location Two: Zowies, Unit 406, Covenant Garden (A), Underplex
- Location Three: Andy's, 4 Poland Street, Shadowtown
- Location Four: Rose and Thistle, 442 London Wall, Downtown London



SCENE 3: PATH OF DESTRUCTION (AND CONFUSION)

SCAN THIS

Art Johnson gave the runners four possible locations to locate or generate leads to Jackie's location. It doesn't matter which order the runners go, but each location will trigger a specific encounter or give them information. The runners will discover that Jackie has in fact visited all of these locations in the past few hours and has left a path of mayhem and destruction in his wake. This is very unusual for Jackie, who is mainly a "lover not a fighter" type of person.

TELL IT TO THEM STRAIGHT

WHEN THE RUNNERS REACH THE FIRST LOCATION, READ THE FOLLOWING:

225-B Baker Street is just a few doors down from one of the most famous addresses in literary history. While the original building has long since been replaced with modular housing complexes, fans from around the world still come to see the spot where the home of Sherlock Holmes, one of the greatest detectives in the world, used to stand. Literary lovers, fans, or just people who want to engage in some legal graffiti leave messages on the wall of the original building that was left standing near the complex's west side. The building next to it is not nearly as interesting.

A drab grey slab, it has all the personality of a cinderblock with windows. Still, as far as safe houses go, this one isn't half bad. The building itself has a good 360-degree view around it, with the roof providing a great observation position or sniper's nest. The surrounding area is wide open, with few places to either mount a successful ambush or to approach without being seen. It's also a middle-class neighborhood that appears to have a decent police presence as a cruiser casually drives by.

Around back, a service door leads to a small open-air garage that empties into the parking lot of a nearby restaurant offering a quick and easy means of escape. The garage accommodates a single large van or several smaller vehicles, but the designated parking space for 225-B is empty.

Through the large windows that surround the main door, you can see that the main entrance leads into a foyer and four apartments. A simple but sturdy maglock secures the main door with similar doors on each of the apartments.

WHEN THE RUNNERS REACH THE SECOND LOCATION, READ THE FOLLOWING:

From the outside, Zowie's looks like another typical café/bar in the Underplex mall district. Sandwiched

between a retro-clothing store and a shop currently undergoing renovation, the place looks bland, with a simple black sign with silver lettering proclaiming its existence. In AR it's a different story. At random intervals, the sign's background pulses and swirls with variations of color that constantly shift and move, providing contrast to the static silver lettering. It's gaudy but effective.

As you approach, you notice that things seem a bit tense. A small crowd of onlookers are clustered around the entrance, looking inside with the curiosity and mannerisms of someone who is looking at a bad traffic accident or crime scene. As you get closer, British Police officers come into view. You manage to get glimpses of British Police detectives and crime scene techs examining several bodies. Before the Bobbies tell you to move back, you manage to get a quick headcount of six. Among the crowds, people are already speculating. Who would want to assassinate a bunch of corporate citizens?

WHEN THE RUNNERS REACH THE THIRD LOCATION, READ THE FOLLOWING:

Descending the well-worn metal steps next to the adjacent Italian deli, something immediately catches your attention as you make your way to Andy's, a favorite haunt of street samurai and their ilk for the past quarter century. The first thing you notice is that the doorman, a young but large troll, is holding his ribs and is in obvious pain. The second is that the door has been damaged, as if someone kicked it out from the inside. The third is that none of the sounds associated with a bar is heard. As you approach, the troll looks up and fires a scowl in your general direction.

"Disappear, mates, we're closed for the night," he growls in a thick cockney accent.

WHEN THE RUNNERS REACH THE FORTH LOCATION, READ THE FOLLOWING:

One of the best known "secrets" of Downtown London, The Rose and Thistle pub is one of those places that never seems to close, no matter what time of day it is. Standing among a row of specialty shops, a simple sign proclaims the best fish and chips in downtown. Even now the place is doing a brisk business, with people occupying the bar and tables, shoving planks of cod down their gullets. As you enter, a barkeep shouts "Welcome to the Rose and Thistle."

BEHIND THE SCENES

Without any idea of where Jackie could be, the runners will have to check out some of his known locations in an effort to track him down. Using a list given to them by Art Johnson, the runners have four possible locations to investigate. One of them is a known safe house that Jackie uses as his personal doss, while the others are various eateries that cater to a variety of clients where someone like Jackie can obtain a wide range of information or pick up jobs or contacts.



LOCATION ONE

The first location on the list is 225-B Baker Street. Outwardly, it looks like a grey cube with a door and windows. What it lacks in form, it makes up in function. Four studio-style apartments make up the building's interior, with apartment B on the second floor. The security isn't state of the art, but it's sturdy and well maintained, consisting of Rating 4 maglocks on all doors with safety/bullet resistant glass on the windows. An astral search shows that two of the four apartments, A and C, are currently unoccupied, the current tenant of D is away, and there is one person inside of apartment B, Jackie's doss. Apartment A and C are located on the first floor, and B and D on the second.

An inspection of the front and back door locks indicate that the back door lock has been physically breached. A Matrix user who inspects the building's operations node finds it disabled. Likewise, the physical lock to apartment B has also been breached, while the rest of the apartments look unmolested. Anyone trying to gain access to B has no difficulty. The interior of the studio apartment is a large open space with the support structures left "artfully" exposed. The walls are made to look like a mixture of red and grey faux signature-dampening brickwork with heavy, thermal dampening curtains hanging over the windows. Couches and a modest trid station are arranged along the west wall and a large bed along the east side. The bathroom in the southeast corner boasts the only walls in the place, while a kitchenette takes up the northwest corner.

The entire apartment looks like a warzone. Every cabinet, closet, and container has been opened, with their contents strewn across the floor. The trid station has been smashed, and sim-chip cases have been ripped open and tossed among the discarded items in the doss. The kitchen and bathroom were not spared either, as unidentifiable globs of food and personal cleaning agents have begun to clump and dry on the walls. A search of the contents reveals that Jackie had almost a hundred different sim-chips and skillsofts stored in the apartment, many of them yet to be released to the general public.

LOCATION TWO

The second location is a bar in the Underplex called Zowie's. Catering to the mid-level corporate crowd for over twenty years, Zowie's has a reputation for being somewhat of a niche bar and very bland, despite the wild AR sign out front. This blandness is what attracted the wage-slave crowd in the first place. It's a safe place where corp drones can "go wild" without risking their jobs. Despite being known as an extremely lame establishment, Zowie's is a great source of corporate gossip and a place to make corporate contacts. At the moment, it's a crime scene.

British Police have sealed off the area to allow detectives and techs a chance to do their job. While the local Bobbies are keeping the crowds at bay, that doesn't stop the crowds from talking outside of the bar. Several eyewitnesses are still in the area, under orders from the authorities not to leave until they have made statements. Being sheltered corporate

citizens, most have had no experience with this level of violence and no idea of how to cope.

Legwork will be easy because witnesses don't know any better and there are no corporate lawyers around to tell them what to do or say. Most of the eyewitnesses are already talking to various media hacks and bloggers about what happened, mainly because they're still in shock and not thinking straight. Exact details are different depending on the witness. With a Con + Charisma (3) Test, the witnesses will talk to the runners provided they are approached in a non-threatening manner. If anyone wants to eavesdrop on the interviews, they must complete a Perception (Aural) + Intuition (4) Test.

If anyone tries to strongarm or intimidate any of the witnesses, the witnesses panic, which gets the attention of the local Bobbies.

With the various eyewitness accounts, the runners are able to determine that approximately six hours ago a human male who matches Jackie's description entered the bar and started shooting up the place, killing six and wounding several more. The witnesses recognize Jackie as a regular, although under several different names, and are shocked that such an easy-going individual could do such a thing. British Police also made a tentative ID on the perpetrator, and warrants for his arrest have been issued.

If the runners want confirmation that the shooter was Jackie, the easiest way is to simply hack Zowie's host. The police think they've secured all the footage of the shooting, but Zowie's host contains a backup protocol that makes copies of all security feeds, just in case someone is willing to pay for specific information.

ZOWIE'S BAR NODE

Sculpting: Corporate cubicle office in the late 20th century. IC looks like a nameless corporate employee but has a striped tie that curls upward at the end. The IC persona may look somewhat silly, but it is formidable.

SR4A	
Authentication	Node 1: Passcode Admin
Privileges	Node 1: Firewall 6, Response 5, Signal 4, System 5.
Attributes	Node 1: None
Spiders	Node 1: Black Hammer Attack IC (Rating 5)
IC	Node 1: Program Analyze, Browse, Edit (all Rating 5)
Resident Programs	Node 1: Scramble Attack IC
ARC	Node 2: Alert Police

SR5	
Host Rating	4
IC Program Sequence	Always: Patrol 1st Round: Tar Baby 2nd Round: Track 3rd Round: Blaster

Once the files are accessed, a simple Analyze (SR4A) or Computer + Logic [Data Processing] (SR5) (2) Test confirms that the shooter in the bar was in fact Jackie Jones. At approx-





imately 0430, security systems recorded Jackie, wearing a black leather duster, entering the bar. At 0431, he brandished two Ares Crusader machine pistols and opened fire. At 0436, he ceased fire and walked out of the bar.

The runners need to be careful. The Bobbies are vigilant and will eventually notice the runners asking questions if they take too long. After they interview three witnesses, have the runners make a Perception + Intuition (3) Test to notice that the constables are taking an interest in them. Also, have the runners make a Perception + Intuition (4) Test to notice a particular individual in the crowd watching them.

If the runners fail to notice their observer, he attempts to make contact with them before they leave. If the runners notice and move to confront him, he doesn't attempt to flee. He is a nondescript human male in his mid-thirties with a brown-colored widow's peak and dark eyes, wearing well-worn grey fatigues with an armored vest. If the runners approach him, or after he approaches them, he says "Hey mates, couldn't help but notice you're *really* interested in the shooting, ya? Oh, well don't worry, I'm not a copper, but if you're looking for the bloke who hosed the place, I may have some information you may find quite handy. Now, we can talk now, or we can meet later, I know busy folk when I see them and I don't want to get in your way. That and I don't want to spill it here either; too many flatfoots around. So think

about it. You can meet me just outside Big Ben's visitor center in about two hours if you want to do business. Oh and by the by, names Patterson, Nigel Patterson. Cheerio!"

If the runners decide to talk to Patterson now, skip to Scene Four. If not, they can finish investigating the list, if they have not already done so.

LOCATION THREE

This bar, Andy's, is the exact opposite of Zowie's. A popular haunt with the London shadow crowd, especially razorboys, it's a good place to blow off steam and conduct a little biz. The bar's current owner, a semi-retired troll samurai named Telly, instituted a code of conduct about six years ago to minimize property damage. The code basically states that anything goes, but no heavy ordnance, explosives, or combat magic is allowed. Killing is allowed, but if you're going to do it, do it the old-fashioned way: up close and personal. And *nothing* damages the bar, period. While overall damage has been reduced over the years, Andy's still has a well-earned reputation for being the kind of place where blood is cleaned off the floor on a nightly basis and more than one outsider who's blundered in never made it out.

The bar itself is located in the basement of a mostly abandoned office building in west London. To get there, patrons



have to descend a set of rusty but sturdy stairs and get past the door man. Most nights, the doorman is Telly's partner, another samurai who goes by the handle of Gladiator, but on slow nights Telly's son Telly-J (for Junior) lends a hand. Both Gladiator and his crew are particular about who they let in. Samurai have no problems getting in, and other fighter types such as mercs, adepts, and combat riggers who are regulars usually get a free pass. Anyone else has to pay the door charge; the amount depends on how much the doorman says it is. Negotiations are not allowed.

The inside is a simple affair, a long bar along the back with an island-style table dominating the center. Well-used and often-repaired tables and booths line the walls. Plaster and drywall are dented and cracked from multiple impacts in several locations. When the runners arrive at Andy's, Telly-J is working the door, although he looks like he should be at a hospital. Underneath his armored vest, his abdomen and chest are wrapped, indicating several cracked ribs and other injuries. At first he tells the runners that they're closed and to go away, especially if there are no samurai in the group. Any street sam in the group can attempt an Etiquette + Charisma + (3) Test to get in. Any non-samurai can attempt the same, but with a threshold of 5, or they can simply pay Telly-J off with a 200 nuyen door charge. Telly-J refuses to answer any questions, but if the runners gain access he advises them not "do anything stupid, or else."

Once inside, the place looks like another round of the EuroWars kicked off. Not a single table in the place is intact, and only seven barstools are still in one piece. Large gaping holes reveal insulation and wiring in the walls, and a service drone is busy cleaning up the pools of blood on the floor. Around the bar, various patrons sip strong drinks in an attempt to dull the pain of their wounds. Behind the bar, a massive troll that could only be Telly himself tosses ice into a rag and puts it against his warty forehead. When the runners enter the bar, everyone gives them weary glances, but no one makes any moves. At the end of the bar, a young woman in her early thirties tends to a street sam with a large contusion on his forehead. The talisman around her neck and on her fingers indicate she is a rare sight here at Andy's—a welcome magic user, most likely a witch. Her dark hair is wet and skin pale from exertion, as healing highly augmented folk like sammies takes a lot out of a person.

None of the bar patrons will talk, but for 500 nuyen, Telly will. The troll samurai tells the runners that while not the normal kind of clientele at Andy's, Jackie was a regular and often came to hire muscle as escorts or bodyguards or to keep up on the latest gossip. Jackie was accepted and well liked at Andy's because he paid well and never tried to hose anyone. Everyone here thought of Jackie as the goofy but lovable brother because he was an expert in sim trivia and had the connections to just about any sim one could want (with the exception of BTLs, which he despised). Jackie was also known to be obsessive about his sims and sometimes would lose himself in the part, so to speak, taking on the persona of whatever sim character he was slotting at the time, sometimes for days on end. Telly recalls a fond memory of

when Jackie caused a laugh riot in the bar when he slotted the persona of a bloke named Charlie Chaplin last year. So when Jackie came in acting and speaking like a medieval knight, no one paid much attention, until one of the regulars decided to give his date a little "love tap." Jackie then went off the deep end and attacked, smashing a bottle of whiskey over the guy's head with speed and skill Telly didn't know Jackie had. One thing led to another, and before he could stop it, a full-on brawl started.

Telly tells the runners that he, his son, and Gladiator were able to bring things under control with judicious use of skull cracking, but Jackie had long departed by the time it was over. And no, Telly doesn't have a clue to where Jackie is, and that's all he knows or is willing to tell.

If the runners decide to try to talk to the magician they saw earlier tending to the patrons, they notice that she is gone. If they try to ask Telly who she was, he grunts and says "Not sure, just showed up soon after the fight and offered to help us with some of her mojo. Think she said her name was ... Angie, Aggie—no Agatha. Almost sent her away in pieces, but she stood her ground. Ballsy little tart, I'll give her that. Besides, most of us here don't exactly have health insurance, if you get my drift, so we were more than happy to accept. I don't know if she'll come back, but that good witch is welcome here anytime."

LOCATION FOUR

The fourth location is a small pub called the Rose and Thistle, located in Downtown London, that is known for its inexpensive drinks, casual atmosphere, and excellent fish and chips. No matter the time of day, one can always pick up a basket when the mood strikes. The building itself is old but was recently renovated by the current owners. The inside looks like a traditional, old-style English pub with high-quality, faux-wood furniture and fixings and the pleasant smell of frying fish permeates the place. The atmosphere is decisively casual as servers move from table to table engaging in pleasant small talk with the patrons. Old-fashioned chalk boards with AR overlay tags advertise the daily specials, menus can be easily downloaded, and to-go orders can be placed at any time. The Rose and Thistle is a nice blend of old-style charm with modern conveniences. Security measures blend into the decor at various spots, but this is not the kind of place where trouble frequently breaks out.

No matter what the group decides, as they head to their destination, they pass by a table where a police detective and uniformed officer are conversing with one of the wait staff. A Perception (Aural) + Intuition (4) Test is required to hear what they are saying as they pass. One net success and the runners hear "that poor sod, he was out of his bloody mind. Nasty head wound too. I still don't know what he wanted here." Two net successes and they also hear, "Yeah, I've seen him before; he comes here all the time. Normally he's a really good chap, never had any trouble before." A third net success gets them this: "All Henry did was give him a good-natured slap on the back, seen 'em do it a hundred times before, but that's when he seemed to ... change and start screaming in—Japanese I



think it was." A fourth net success: "No, I don't know what he was saying, but Henry does. He's got all those fancy lingua-softs, you know, to better talk to foreign visitors. Poor Henry tried to help the poor sod and took a quick swift kick in the rocks for his troubles."

After being seated, the runners, if they so wish, can place an order from the AR menu, or if they wish for a retro experience, from an actual paper menu. The runners' time of arrival determines what is available. The Rose and Thistle serves high-quality diner/pub fare. Breakfast has the traditional eggs, bacon, sausage, etc., while lunch has several sandwiches and basket platters to choose from. The dinner menu is slightly more upscale with chops, chicken, and beef dishes available. And of course, fish and chips are available during all business hours. Most of the fare is between eight and ten nuyen for lunch and breakfast with some of the higher-end plates going for as much as twenty.

Once settled in, the runners may choose to try to get some information from the wait staff. No matter what they try, the most they will get is a "sorry, can't talk, too busy," "couldn't tell, just got on, wasn't there," to "I'm sorry, I can't talk about it." After about a half hour of attempts, a tall, dark-haired woman wearing casual business attire comes to the runners' table. "So, I take it you didn't get the answers you needed from Andy's, and now you're here. I should have known you'd be here eventually," she says as she takes a seat with the runners, who recognize her as the witch who had helped with the healing. She introduces herself as Agatha Hawthorne (see **Cast of Shadows**, p. 68), owner of the Rose and Thistle. If the runners have the ability to assense auras, they can see that Agatha is a powerful magician, at least a mid-level initiate.

"I'd heard that Jackie got himself into a bit of a spot and that a certain Mr. Johnson is looking for him. Don't worry, I know who you are and that you're trying to help him, not put a bullet in his brain. I used to dabble in the business myself, and know a few people. That's how I know Jackie-boy. He always was a bit too trusting of those he works with. But then, that's part of why he's so good at what he does." Agatha goes on, telling the runners about Jackie's latest visit, only an hour ago. It's not unusual for Jackie to come in at odd hours, and the staff knows him by sight. But when he came in, he was muttering under his breath and seemed lost, as if he was trying to find out if he knew the place or not. When Henry, the assistant manager, went up to meet him, he slapped him on the back like he had many times before. Jackie then panicked and, according to Henry, yelled in Japanese: "IIIIEEEEE! NO TENTACLE MONSTER, GO AWAY! YOU CAN'T HAVE MY VIRGIN BODY!" and then kicked Henry in the balls before he ran out screaming more Japanese obscenities and running away. After reviewing her security footage, Agatha also noticed that Jackie had a wound on the left side of his head, maybe a gunshot wound or something. It was hard to see with Jackie's wild hair in his face, but Agatha says she used to be a paramedic and knows head trauma when she sees it.

Agatha then says "Well, I want to help. Jackie's a good mate and helped me out before, so I owe him. And I repay

my debts. I take it you've had no luck at finding him? No? All right then, I have a way to find him that may work, but it will take a few hours to properly set up. In about three hours meet me here, and when you come, be ready to go get him. Now, if you'll excuse me, I have to get started."

PUSHING THE ENVELOPE

This scene has a wide variety of locations and many opportunities for the runners to get a bit more out of their investigations. The most obvious way is for the runners to spend time interviewing the various people they meet. Runners can also attempt to establish more personal contacts for themselves. Also, the runners may want to do some checking regarding Mr. Patterson if they have agreed to meet him, or if they are still undecided. If so, have the runners do a standard data search as described in the Legwork section. If the runners want to do the same for Agatha to make sure she is on the up and up, the same rules apply.

DEBUGGING

Because this scene is actually a compilation of several smaller scenes, it is up to the gamemaster to make sure that the runners stay on track and, in the case this adventure is a timed event, to keep things moving. The scene itself is fairly straightforward (with the runners attempting to track down Jackie), but it can become cluttered very quickly. The gamemaster may need to think quickly to adapt to the runners' plans, possibly putting Agatha initial appearance in a different location. The only real problem should be if the runners decide to visit the Rose and Thistle first. If this happens, have Agatha talk to the runners if they start asking the staff about Jackie's visit. Play her up as the concerned boss, politely asking them not to bother the staff but to direct any questions to her. Agatha will keep what she knows close to the vest, telling the runners only about the incident, not her connection to Jackie. Once they visit the other locations, they can encounter Agatha again, by which time she will have learned more about their objective and have become more willing to work with them.

If the story is becoming bogged down or time becomes a problem, gamemasters have the option of eliminating the encounter with Nigel Patterson and taking him out of the adventure completely. Doing so will not have a significant impact on the game, but it is recommended that the runners encounter either Patterson or Monica St. Cloud from Scene Four.

SCENE 4: COUNTER OFFER

SCAN THIS

At this point it seems like the runners have some time to kill. They've checked out all of the locations on Johnson's list and may have an ally that can help them find their mark and get paid. But Artholomew Johnson isn't the only one who's



after Jackie. Another interested party is looking to make the runners another offer and is willing to sweeten the deal by offering them some paydata on their target, something important that Artholomew declined to tell them.

TELL IT TO THEM STRAIGHT

As you leave the Rose and Thistle, it's time to start examining your options. Your investigation has turned up nothing except that you now know that Jackie Jones is a messed-up individual. It's almost as if he is showing signs of the CFD virus—a head case, as people like that are called on the streets. But at least you have a lead on how to find him, assuming this Agatha Hawthorne is to be trusted. Foot traffic in Downtown London is starting to pick up, and the pedestrians are starting to swarm like bugs. Amid the crowd, a striking human female with sim-star features steps from the throng to address you. "Excuse me; I believe you all are looking for Mr. Jones. I may be able to help you with that."

BEHIND THE SCENES

Monica St Cloud (see **Cast of Shadows**, p. 68) is on the same mission as the runners. She works for the corporation whose paydata and material Jackie currently possesses. Exactly what corp she works for doesn't really matter (and she won't say). What does matter is she is willing to do whatever it takes to fulfill her contract and return her client's "rightful property." When she discovered through her contacts that Jackie surfaced in London, she arranged the ambush that ultimately started this mess. Now she has to clean it up, and she sees the runners as a means to that end. Her plan is to make the runners a counter offer: similar as Art Johnson's, but with her receiving the goods. But first, she has to sell them on the idea.

It is likely that the runners will be suspicious of her, maybe to the point of trying to eliminate her right there. She remains cool during the entire exchange, keeping her hands out in a non-threatening gesture. She implores the runners to at least hear her out and consider the offer. To help facilitate this, and to try to put the runners at ease, she suggests that they keep the meet in a neutral and public place, and she then looks over her shoulder to one of double-decker buses parked across the street. If the runners agree to hear her pitch, she bribes the driver to put the bus down for maintenance while they talk. She lets the runners take whatever precautions they wish, short of anything that could potentially harm her. Should the runners try any violence, she politely suggests that if she had meant them any harm, she could have had a sniper take their heads off as they left the restaurant or a team of magicians could have hit them all with spells, or so on. But she tells them its bad business to do such things to potential partners. She also goes on to say she is on their side and Art Johnson has endangered not only their lives, but everyone in London by not telling them about a great hazard.

At this point, if the runners are still interested in St. Cloud's offer, she gives the following information for free as a token of good faith. St. Cloud tells the players that several weeks

ago, Art Johnson arranged a two-part operation to infiltrate a corporate research facility in North America in order to steal data and samples of a top-secret nanotech project called Silicon Slick. The project's aim was to produce new generations of construction nanites that can break down any kind of known matter into a powder and then re-assemble into other materials on the sub-atomic level later on if needed. The project was in the final development stages when phase one of the operation, the theft, was accomplished. All project data and samples were taken and given to a special courier, Mr. Jones. (St. Cloud refuses to call him Jackie) in New York City. He was supposed to bring the data and the sample here to London. This is where things went wrong. Currently Mr. Jones is loose in London and is a walking time bomb.

To sweeten the pot, she says that Mr. Johnson failed to inform them that the nanites are being stored in a specially designed container in Mr. Jones' GI tract. This container keeps the nanites inactive so they will not reproduce. During development, these particular nanites proved to be unstable and would replicate constantly and destroy any matter they came into contact with unless properly contained. While the implanted container accomplishes this, she estimates that battery life will run out in about, oh, five more hours. And with Mr. Jones getting into various altercations, she wonders how well such a delicate device would hold up if hit with say, a stray round, or a punch from an ork or troll—especially now that it appears he has gone completely insane?

As St. Cloud waits for the runners to take all of this in, she makes her offer: She is willing to pay the runners 15,000 nuyen each for their troubles. Runners can attempt a Negotiate + Charisma [Social] (3) Test; each additional hit nets 1,000 nuyen, up to a max of 18,000 nuyen. If they agree, they are told to contact her on a private number once Mr. Jones is secured. If they don't agree, St. Cloud smiles and thanks them for their time and offers her number anyway should they change their minds. She then departs the bus and disappears into the crowd.

What the runners don't know is that she is lying about the destructive nature of the nanites. If anything happens to the module, the sample will simply be lost. But she does not want the runners to know that. She wants them paranoid and suspicious of Art Johnson's motives. If the runners do not take her deal, she arranges for a surprise once they find Jackie in Scene Seven.

PUSHING THE ENVELOPE

With St. Cloud's job offer being the primary focus of the scene, gamemasters may want to ratchet up the tension by having some bodyguards or other lackeys close by during the meet, just to keep the players paranoid. Gamemasters can use St. Cloud's hired guns from Scene Seven if necessary, but in appropriate street clothing to conceal their weapons. Note that St. Cloud wants to hire the runners and doesn't initiate or engage in combat unless directly threatened. Any bodyguards or escorts on the other hand could be goaded into making the first move. Or the runners have the option of killing St. Cloud to prevent any interference.



DEBUGGING

This scene is meant to show just how deep the runners are in. There are several options for them at this point. They can take St. Cloud's offer, but in doing so they will make a powerful enemy in Art Johnson. They can continue on with the original contract, but now they have an unknown factor in St. Cloud. Another option is to bail entirely, but if they do that, they still have Agatha to deal with, and they'll miss out on a paycheck. Still, the news about the nanites should be disconcerting to the runners, even though it's a bold-faced lie on the part of St. Cloud.

As with Nigel Patterson from Scene Three, gamemasters may decide to eliminate this scene if time is a factor. But again, it is recommended that the players encounter either Patterson or St. Cloud. Whichever one the gamemaster uses, they should be the one who reveals the existence of Silicon Slick to the players. Also, the players do not have to encounter St. Cloud as they leave the Rose and Thistle; they can encounter her at any time after they begin their search for Jackie.

If violence does break out during the meet, St. Cloud flees at the first opportunity and lets her escorts engage in any direct combat.

SCENE 5: FOR QUEEN, COUNTRY, AND CRED

SCAN THIS

Now that the runners have learned of Jackie and Mr. Art Johnson's little secret, there's a lot to consider. But before they do, something reminds them of yet another person mixed up in all this, Mr. Nigel Patterson. He did say he had an offer for them. But what does he want and exactly how is he involved in this situation?

TELL IT TO THEM STRAIGHT

There is still one more thread to deal with, Mr. Nigel Patterson. Outside of Zowie's, he said he had some valuable information and is looking to deal. For a run that is supposed to be secret, there are a lot of people who seem to know about it. Still, there may be something to gain by meeting with him, if nothing more than to see if he is a potential ally or new threat. He said to meet him outside of Big Ben's Visitor's Center in two hours. It probably would be a good idea to be prompt.

BEHIND THE SCENES

Like everyone else in this situation, Nigel Patterson (see **Cast of Shadows**, p. 68) has an agenda. A former MI-5 handler, he was blacklisted from the service after one too many of his operations went sideways because of poor planning and compromised communications. But a burn notice can't keep a good, or bad, agent down, and Patterson is still a

man of means and contacts. He learned about the Silicon Slick operation when it was still in the planning stages from a source close to Art Johnson and saw an opportunity to get back in the good graces of Her Majesty's Secret Service. Either that or he gets a great score and retires to some island in the Carib League and gives Jolly Old England the big two finger salute. The problem is, while Patterson is still a man of means, he is a sub-par agent, which is why he got the shaft in the first place.

Like he said, Patterson can be found outside Big Ben's visitor's center next to a vending cart munching away on a soy-dog covered in peppers and mustard. When the runners eventually show, he gives them his nicest smile and motions them over to the cart. He'll then start raving about how good the soy-dogs here are with something similar to: "Mmmm. Wonderful things, these dogs. Best things to come from across the pond I recon. But then, I doubt, you're here for dogs, no matter how good they are. Let's take a walk. Do you blokes like music?"

He then leads the runners away from the soy-dog stand and down the street, sloppily smacking his lips in faux-meaty bliss. Not saying a word, he stops next to a bench where an ork musician wearing round, dark shades strums an acoustic guitar. Patterson then asks the musician, "John," to "play me favorite for me an' my mates here," and he throws a few banknotes—actual currency!—into the open guitar sitting next to him. The ork nods, starts thrumming his instrument, and sings in a melodious voice, despite the tusks, "It's been a haaaard daaaay's night, and I've been workin' like a doooogg..."

Patterson then says that Johnny's good for "this sort of thing" and there's no sense having someone listen in on a private conversation. For the next few minutes, Patterson tells the runners the same information given by St. Cloud. And just like St. Cloud, he extends his version of the same offer: find Jones, turn him over to him, and receive a nice payday. Nigel isn't able to offer the same money as St. Cloud, or even Art Johnson, but he offers the runners something even better, or so he thinks: contacts within Her Majesty's Secret Service and access to bleeding-edge, restricted gear. Subtract two thousand from Art Johnson's offer, but raise it by one hundred for every success on a Negotiation + Charisma [Social] (3) Test, to a maximum bonus of three hundred.

While the runners think his offer over, he sucks down the rest of his snack, wiping drippings and a bit of mustard on his trousers. How he reacts to the players will obviously depend on if the team takes him up on his offer. If they accept, he is ecstatic and promises to make it worth their effort, even though part of his plan is to screw them over in the end and have them arrested on charges of terrorism. Still, he may not be a good agent, but he is a very good con man. Have the runners make a Perception + Intuition [Social] (5) Test to see if they get a hint that Patterson may not be on the up and up. If the runners decline, he reddens quickly and begins to sputter as he tries one last time to convince them. If they still say no, he storms off and gets into a van just around the corner, but not before threatening "You've not seen the last of me!"



PUSHING THE ENVELOPE

Much like the previous scene, this one is meant for Patterson to be the focus. However, once Patterson has left, the players can always talk to "John," the ork street singer and adept of the Musician's Way. He is happy to talk to anyone, getting into deep conversations with anyone with an Artisan skill or any music-related knowledge skill. If any of the players are able to impress him by performing with or for him (singing or instrument playing is preferred, but poetry or visual arts are also acceptable) by completing an appropriate Artisan + Logic [Mental] (3) Test, players earn him as a contact with a level one loyalty and level two connection (areas: music, street). If things get sticky use the extra scene **Police On My Back**.

DEBUGGING

This scene, like the previous one, is meant to give as many angles and layers as possible as well as giving an outlet for more information. However, like the previous scene, this scene is optional especially if time is a factor. Also like the previous scene, the runners may choose to engage in combat with either Nigel or any of his associates in the van parked around the corner—use Patterson's "hired guns" from Scene 7.

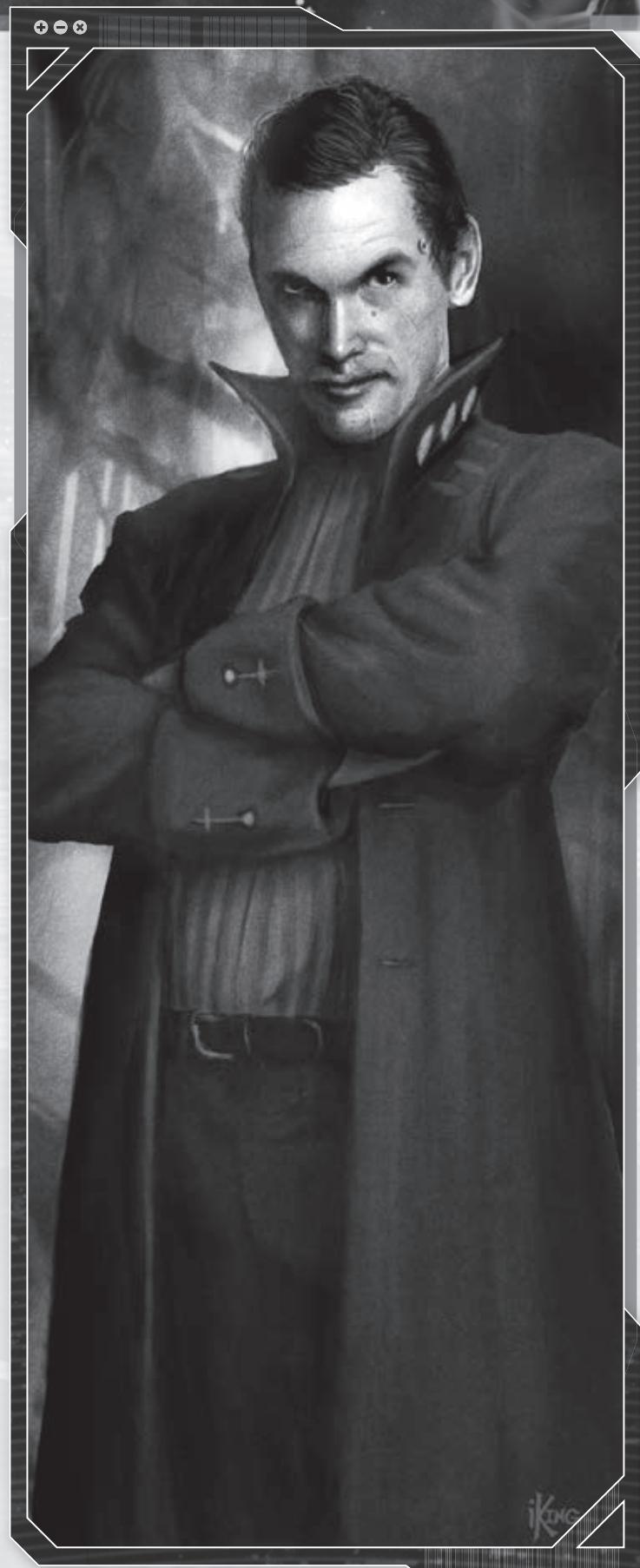
SCENE 6: THE RIGHT DIRECTION

SCAN THIS

With no leads to guide the runners to Jackie's location, it's now up to Agatha to locate him utilizing ritual magic.

TELL IT TO THEM STRAIGHT

You all arrive back at the Rose and Thistle at the designated time, with Agatha waiting for you at the front door. She is different than what she was before. Her body posture is stiff, yet she moves with a peculiar grace as she brushes a stray lock of raven-black hair behind her ear. Her gaze is distant as you approach. Without looking in your direction, she motions for you to follow as the wind starts to pick up. Three blocks down, you reach a small two-story building that used to house a convenience store with apartments on top. There are no obvious signs of technology, yet there is energy about the place that even a mundane can feel. She opens the door slowly, the ancient wood creaking on old but maintained hinges. She motions for everyone to come inside. The room opens up into the old store, which has been turned into a lobby with several chairs and mismatched furniture. Still not looking back, she stops before a door leading upstairs as she reaches for the handle and speaks. "What I am about to do is a very delicate procedure, and I am already somewhat taxed from my efforts at Andy's. If I am to be successful, I need to balance every ounce of energy I have. What I do



not need is anything that could unbalance it. So, if you have any doubts, any prejudices about witches, or even magic in general, I respectfully ask that you remain here. However, if you possess an open mind and will brave my place, I will call you friend and bid you to help me find who is lost.”

BEHIND THE SCENES

To help find her friend, Agatha performs a ritual in her personal lodge. She has spent the last few hours preparing herself; meditating on the task at hand and putting herself into a slight trance to help her focus and center herself. She leads those runners who agree to her terms up a small flight of stairs to her circle room. The room takes up the entire second floor and is decorated with various telesma and foci, including a small altar on the north side of the building. Atop the altar are several magical tools, many easily recognizable by magicians. There is no technological light source, as the entire room is lit by hundreds of candles. A dedicated ritual circle sits in the middle of the room, intricate patterns and symbols surrounding the four-meter pentagram on the floor. Agatha motions for the group to sit just outside of the circle and bids them to wait while she makes one final preparation in the next room. As the runners wait, a small black cat with a single stripe of white over its left eye darts down from some hidden spot on the ceiling. It picks a random runner, usually the most augmented, and stares at them until Agatha returns, wearing a sheer black robe. Around her neck are several pendants on a single frame with a silver pentagram at the center. Several rings adorn her fingers. She approaches the altar and removes a triangular-shaped double-edged blade and places it in the center of the circle. She then takes a bloody cue ball from a black satin bag and a knife from the altar.

She explains that this is what really started the fight at Andy's. An accident sent it into his head wound, causing whatever is wrong with him to manifest. It has his blood on it she can use, but only once. Agatha then scrapes a few flecks of blood from the cue ball onto a small plate and takes it to the center of the circle with her. She tells the runners, “I am ready to start. Once I begin, the circle will be closed. Do *not* break the circle for any reason, understood?”

Closing her eyes, Agatha stands tall and lets the robe fall free, revealing intricate designs on her body. She begins the ritual by calling the energies of the circle to her. Next, she visits four spots at the north, west, south, and east points of the circle, speaking to the spirits of fire, water, earth, and air to protect her this night. As the energy builds, Agatha starts to sway and begins a dance that takes her clockwise around the circle as she chants; the candles begin to fade, and the area around the circle fades with it. Her dance becomes a spiral as she moves closer and closer to the small plate, the triangle-shaped blade pointing toward the plate as she moves. As she gets closer, the plate begins to glow, until it is the color of embers. With a flourish, Agatha falls to her knees as the blade touches the dried blood. Her eyes grow wide, her mouth opens wide, and her body goes stiff. For several seconds, she is motionless. Then with a gasp,

she falls to the floor, gasping for air. If the runners try to run to her aid, she holds up a hand. “No! No; it’s all right.” She manages to get out.

“Squeeze, he’s in the Squeeze. He’s in Lambeth.”

PUSHING THE ENVELOPE

The runners should know better than to mess with anything in Agatha’s place, especially in her ritual room. However, those with astral senses can look about the place and take note of several spirits that inhabit the area. They look like people dressed in old-style clothing (Knowledge: Fashion (4) Test or a Knowledge: History (3) Test reveals this info) circa the late 1930s. While friendly, they will ask about “Jerry,” or “If they have any family that survived the Blitz?” or other related questions about London during early World War II. Unless the runners do anything to tamper, damage, or steal anything from the old store, the spirits remain friendly. If not, treat them as Force 5 spirits of air.

DEBUGGING

There are many ways that a gamemaster can handle this scene. Mainly meant to give some dramatics, the scene may be altered to fit the gamemaster’s needs, or it may be deleted entirely if necessary, with Agatha performing the rite while the runners were away and telling them about Jackie’s location at an appropriate time. The main purpose of the ritual is to serve as a plot device and allow the runners to finally locate Jackie in the Lambeth Containment Zone.

SCENE 7: THE BIG SQUEEZE

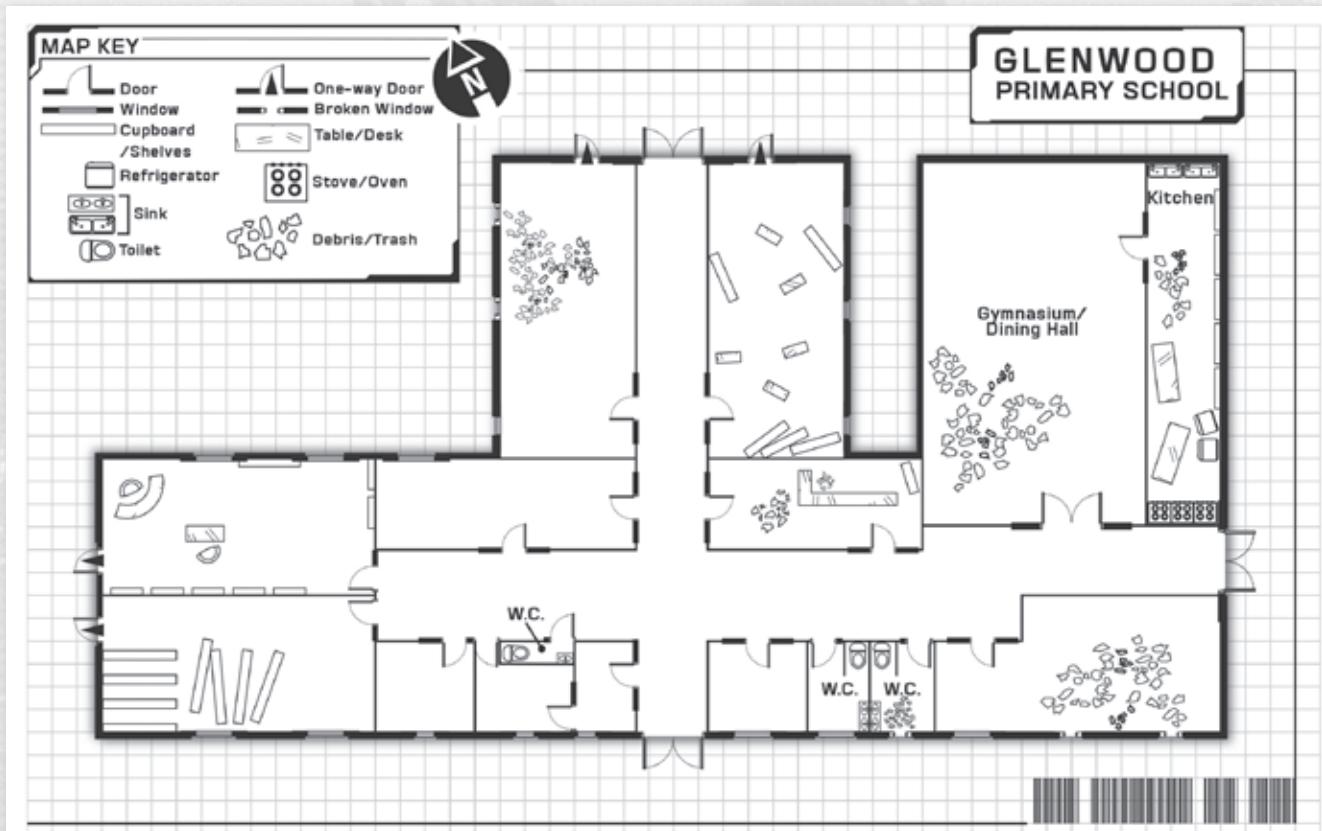
SCAN THIS

Jackie Jones has been located. The time for investigation, legwork, and preparation is over. Now it’s time to secure the prize and get paid. There’s only one problem: They need to rescue Jackie before the nanites go boom in his gut, or so they think. But if the runners haven’t accepted the generous offers of either Monica St. Cloud or Nigel Patterson, both will add to the runners’ misery by sending in their own teams in an effort to recover Mr. Jones. Nothing like a four-way firefight to get the blood pumping!

TELL IT TO THEM STRAIGHT

The Lambeth Containment Zone, or the Squeeze, is also known as the ass-end of London. For decades the area south of the River Thames has been a hotbed of resentment and hostility to the English government. Things became so bad, so lawless and hostile, that the English government finally put up a wall to contain the locals and left them to rot. In 2038, things went from bad to completely bugged when an English trid station blew the cover off an illegal human experimentation program being conducted in the





Squeeze by the Adams-Hoffman Corporation. While no link was ever proven, many suspected that the government was also involved or at least gave tacit approval. Either way, the populace of the Squeeze rioted. Many died, and in the end the entire place was sealed off by the military and left to rot more.

The entire area has been in a sharp decline ever since. Dilapidation and lawlessness are the words of the day, and most of the area is low to squatter lifestyle. While the infrastructure may have gone to hell, the area proved to be a great place for those with less-than-legal leanings to hide out. Everyone from gangs to thugs to criminals to murderers can be found there. And that's just the locals! While not everyone in the Squeeze is a criminal, but living in close proximity to such people for a long time tends to breed rugged and independent-thinking individuals who tend to shoot outsiders on sight. And that's where your target is.

BEHIND THE SCENES

At some point, a confused and delusional Jackie found himself in the Squeeze. And because he wasn't a local, the real locals came to the conclusion that he was a government agent sent to either spy on or destroy them. At least that's the logic of a group known as the Northside Neighborhood

Watch. A misfit band of thieves, thugs and killers, they fancy themselves a kind of community action group (read: gang) and are the kind who give the other residents of the Squeeze a bad name.

Years ago, the NNW took over the old Glenwood primary school about six kilometers into the Containment Zone, across from the West End on highway A3036. When they found Jackie, he was wandering among the wrecked buildings chattering to himself in Japanese. He was quickly subdued and taken to the NNW's HQ for interrogation. The NNW isn't sure what to make of him, but they are waiting for him to calm down before they continue asking questions. Not out of any sense of decency—they just can't understand most of what he's saying.

With Agatha's directions, it's easy for the runners to locate the school by landmarks, and a no-test data search for an orbital picture, or in the astral if any of the runners are capable. Getting in is relatively easy, as certain checkpoints are known to be used by black marketers and with the right bribe, the guards will look the other way. They figure that odds are good they won't be coming back out, so who's going to find out? If the runners need transportation, Agatha knows of a local cabbie/rigger willing to get them close to Glenwood and pick them up as long as the bullets have stopped. She'll even foot the bill. Now all the runners need is a plan.



GLENWOOD PRIMARY SCHOOL

Like the rest of the Squeeze, Glenwood Primary has seen much better days. Originally constructed in the early 2020s, the main structure is still sound but the outer walls are damaged in several places, and all windows have long since been broken. Classrooms line both sides, and a long hallway branches out to the left and to the right. Random bits of garbage and junk fill the rooms. Some have been made into impromptu shelters, but the no-longer-insulated walls and empty windows offer little protection from anything, especially the cold. Student lockers line the entire hallway. A maintenance/storage shed is to south side of the building and filled with and used to re-shape scrap for the NNW as needed. It's also used as the NNW's garage; a large hole was knocked out, and a crude door was installed. Currently, the NNW boasts three patchwork bikes, one salvaged Ford Americar and a rusted Bulldog step van.

On the north side of the building is the dual-purpose gymnasium/cafeteria. Nothing more than an emptied out hulk of a room, all of the former bleachers have since been scavenged. Surprisingly, most of the tables are still there and are in use by the NNW. The kitchen area is still used for food storage and preparation, with a small portable generator providing power.

A crude chain-link fence surrounds the perimeter with a gate across from the south side of the compound to allow access for the NNW's small fleet of beat-up vehicles. The fence offers little protection itself and is nothing more than a marker for the NNW's "property line." Treat it as having a Barrier Rating of 1.

Agatha's rigger friend, a dwarf named Hobbs, agrees to drop the runners within a kilometer of the school, provided they don't run into trouble along the way. Once the drop-off is completed, the runners have to navigate several blocks of dilapidated houses and businesses. As long as the runners don't do anything to draw attention, they reach Glenwood Elementary School unopposed.

The area surrounding the school is littered with junk and debris. At any given time during the day, at least two NNW members patrol the perimeter with at least four to six inside the school, mostly the office or cafeteria kitchen. At night, most of the NNW members arrive, swelling their ranks to twenty of various sex, ages, and metatypes. Most of the members carry some kind of weapon, mainly a mix of knives, light pistols, shotguns, and hunting rifles.

When the runners eventually make entry into the school, they find a crudely constructed interrogation chair in the school office with fresh blood splattered around and pooled underneath it. Loud and raised voices lead the runners to the backstage office, where five NNW members are laughing as another is squaring off with Jackie. Gamemasters should

make a random test (see sidebar) to determine which one of Jackie's personas is currently active.

Despite the beatings he's taken, Jackie is in decent shape. The fact that he's alive at all is also an indication that the nanite container is still intact. If Jackie takes a shot to the abdominal area, besides the normal damage test he must take an additional Body + Body [Physical] (2) Test to make sure that the module is not damaged. If it is, the runners should think that they will have approximately thirty minutes before the nanites replicate to the point where they leave his body and affect everyone within thirty meters. As already stated, if the module is damaged, the sample is merely lost. Once Jackie is rescued and or secured, the runners can easily see the gunshot wound to the head Agatha pointed out earlier. A Biotech + Logic [Mental] (3) Test confirms that a stray round hit and his headware and is likely the cause of the malfunctions; the storage module is likely intact. Unless the runners take some measure to restrain him, Jackie will act out and, depending on the active persona, maybe try to join the fight.

GRUNTS AND MOVING TARGETS

SR4A

NIGEL PATTERSON

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4 (5)	4	4 (5)	4	3	3	3	2	3.3	3	7 (8)	1 (2)	8/6	10/10
Skills (Dice Pools)	Dodge 7, Firearms skill group 8, Perception 6, Thrown Weapons 6, Unarmed Combat 9												
Augmentations	Cybereyes [Rating 3, w/ low-light vision, smartlink, thermographic vision], plastic bone lacing, wired reflexes 1												
Gear	Armor jacket												
Weapons	AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), w/ smartgun system, regular ammo, 3 spare clips] Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c) w/ smartgun system, regular ammo, 3 spare clips] 3 flash bang grenades [Grenade, DV 6S, AP -3, 10m radius] Plastic bone lacing [Unarmed Combat Attack, DV 3P]												

ARES CITYMASTER*

SR4A						
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
3/3	2	3	1	12	16	3
Modifications	Rigger Adaptation, Weapon Mount (turret): Ingram White Knight [LMG, DV 6P, AP -1, RC 5(6), BF/FA, 100 (belt), w/ smartgun system, regular ammo]					
*Assume that riggers have all necessary skills to operate their vehicle with a dice pool of 7 and Edge rating of 3						



JACKIE JONES' PERSONAS

Because Jackie is a sim-junkie, he was one of the first to volunteer as a test subject for an experimental S-K combination simrig and skillsoft module. The idea was to try to use the data and input from the simrig to enhance the neurosignals from the skillsofts to make them more efficient. It sounded good in theory, but the results were less than stellar. The net result was a delta-grade glorified storage unit that had only marginal improvements for ten times the cost of the two separate units. Considered a flop, S-K research discontinued the project, but not before Jackie left with one of the units. Talking to a street-doc contact, Jackie was able to have his unit modified to hold multiple sim personas and double the normal amount of skillsofts, and also operate multiple softs at once. When he freed storage space by removing some of the persona programs, he could hold and secure fifty times more information than the highest-capacity storage unit. Unfortunately, the damage has fused some of the currently loaded personas. On top of that, a power surge, caused by any direct impact to the unit, randomly shuffles and re-loads another persona (so while Jackie acts like a head case, he does not actually have the CFD virus). Currently, Jackie has five personas loaded.

1. Sir Nathan Brightwood, dashing hero and knight of the realm from the sim-series English Steel. In combat, he grabs anything that looks remotely like a sword and rushes headlong into combat without concern of his own safety.

2. Sakura Yuki, school girl who is terrorized by hentai tentacle monsters from Extra-Dimensional Daemon Lover Academy. If faced with combat, or not in combat, she instantly panics at any tactile

contact, especially male contact. If the opportunity presents itself, she slaps the faces or kicks the crotch of any male in the vicinity. Add a +4 circumstance bonus to all such physical attacks due to her adrenaline-rushed vehemence.

3. Mistress Emma, Dominatrix from the classic sim-porn series Beat me, Collar Me, Love Me. She finds the most attractive of the group, male or female (random determination) and tries to seduce them, no matter the situation. In combat, she clings to her "lover" of choice, holding on to them in any inappropriate way possible.

4. William Blackstryker, merciless assassin and villain from the sim-series: .45 Caliber Samurai. Out of combat, he tries to escape at the first opportunity. In combat, if he is able to get a hold of a firearm, he will attempt to kill anyone he considers a threat, which is everyone. Add a +4 situational bonus for all unarmed combat and firearm skills.

5. Ozzy Osborne, rock legend from the late 20th and early 21st century. In any situation, he is almost incomprehensible when he speaks. In combat, he tries to run and hide. Add a -3 situational modifier for all Perception Tests to understand what he is saying (for example, at a distance, or when he is whispering).

When Jackie takes a hit to the body (torso or abdomen), he must roll a Body [Physical] (3) Test to avoid a sufficient shock to reset the module. If he takes a blow to the head, the module automatically resets. To determine which persona is loaded and how they will act, the gamemaster must roll a D6 (re-roll any sixes) and consult the above list.

MONICA ST. CLOUD

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4	4	4 (6)	4	3	3	3	2	3.5	3	7(9)	1(2)	8/6	10/10
Skills (Dice Pools)	Dodge 7, Firearms skill group 9, Perception 6, Thrown Weapons 7, Unarmed Combat 8												
Augmentations	Cybereyes [Rating 3, w/ low-light vision, smartlink, thermographic vision], reaction enhancers 1, wired reflexes 1												
Gear	Armor jacket												
Weapons	FN-HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35(c), w/ smartgun system, APDS ammo, 3 spare clips] Colt Manhunter [Heavy Pistol, DV 5P, AP -1, RC —, SA, 15(c), w/ smartgun system, regular ammo, 3 spare clips] 3 flash bang grenades [Grenade, DV 6S, AP -3, 10m radius]												

HUGHES STALLION*

SR4A						
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
-1	15/30	190	3	14	8	1
Modifications		Rigger Adaptation, Weapon Mount (turret): Ingram White Knight [LMG, DV 6P, AP -1, RC 5(6), BF/FA, w/ smartgun system, 100 (belt) regular ammo]				
*Assume that riggers have all necessary skills to operate their vehicle with a dice pool of 12 and Edge rating of 3. This vehicle has a crew of two; one pilot and one co-pilot/drone pilot/gunner. Both can alternate as needed.						

MCDONNELL-DOUGLASS NIMROD

SR4A						
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+2	40/200	800	3	4	8	3
Upgrades		Improved Takeoff and Landing 2, 2 weapon mounts (internal, fixed, remote control), software upgrades				
Programs		Autosofts, Clearsight 3, Defense 2, Electronic Warfare 1, Maneuver 3, Target (Pistols) 3				
Weapons		Ingram White Knight [LMG, DV 6P, AP -1, RC 5(6), BF/FA, w/ smartgun system, 100 (belt) regular ammo]				



COMBAT MAGES*

SR4A														
B	A	R	S	W	L	I	C	Ess	M	Edg	Init	IP	Arm	CM
3	4	4	3	4	4	3	4	6	5	4	7(9)	1(3)	8/6	10/10
Skills (Dice Pools)	Astral Combat 7, Automatics 6, Conjuring skillgroup 8, Counterspelling 8, Dodge 7, Perception 6, Pistols 7, Spellcasting 10, Unarmed Combat 7													
Gear	Armor jacket													
Weapons	See NNW members													
Spells	Armor, Clout, Increase Initiative, Levitate, Lightning Bolt, Manaball, Manabolt, Physical Barrier													
*Both Patterson's and St. Cloud's group will have one mage attached to them. Weapons and gear will be the same as the rest of their respective group.														

NNW MEMBERS

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
3	3	3	3	3	3	3	2	6	3	6	1	4/0	10/10
Skills (Dice Pools)	Firearms skill group 6, Perception 6, Unarmed Combat 6												
Gear	Armor clothing												
Weapons	Remington 750 [Sport Rifle, DV 7P, AP -1, SS, RC 2, 5(c)] Defiance T-250 [Shotgun, DV 7P, AP -1, 5(m)] Colt Asp [Light Pistol, DV 4P, AP —, SA, 6(cy)]												

SRS**NIGEL PATTERSON**

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
5	4	5	4	3	3	3	2	3.3	3
Initiative	8 + 2D6								
Armor	13								
Condition Monitors	11/10								
Limits	Physical 6, Mental 4, Social 4								
Skills (Dice Pools)	Firearms skill group 11, Gymnastics 8, Perception 7, Throwing Weapons 6, Unarmed Combat 13								
Augmentations	Cybereyes [Rating 3, w/ low-light vision, smartlink, thermographic vision], plastic bone lacing, wired reflexes 1								
Gear	Armor jacket								
Weapons	AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC —, 38(c), w/ smartgun system, regular ammo, 3 spare clips] Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, RC 0, SA, 15(c) w/ smartgun system, regular ammo, 3 spare clips] 3 flash bang grenades [Grenade, DV 10S, AP -4, 10m radius]]								

ARES CITYMASTER*

SR5								
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	
3/3	3	1	18	18	3	3	8	
Modifications	Rigger Adaptation, Weapon Mount (turret): Ingram White Knight [LMG, Acc 5(6), DV 9P, AP -2, RC 2(3), BF/FA, 100(belt) w/ smartgun system, regular ammo]							
	*Riggers have all necessary skills to operate their vehicle with a dice pool of 13 and Edge rating of 3							

MONICA ST. CLOUD

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	4	6	4	3	3	3	2	3.5	3
Initiative	9 + 2D6								
Armor	12								
Condition Monitors	10/10								
Limits	Physical 6, Mental 4, Social 4								
Skills (Dice Pools)	Gymnastics 8, Firearms skill group 13, Perception 7, Throwing Weapons 8, Unarmed Combat 11								
Augmentations	Cybereyes [Rating 3, w/ low-light vision, smartlink, thermographic vision], wired reflexes 2								
Gear	Armor jacket								
Weapons	FN-HAR [Assault Rifle, Acc 5(6), DV 10P, AP -2, SA/BF/FA, RC 2, 35(c), w/ smartgun system, APDS ammo, 3 spare clips] Colt Government [Heavy Pistol, Acc 6, DV 7P, AP -1, SA, RC —, 14(c), w/ smartgun system, regular ammo, 3 spare clips] 3 flash bang grenades [Grenade, DV 10S, AP -4, 10m radius]								

HUGHES STALLION*

SR5								
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	
4	4	3	22	8	3	3	18	
Modifications	Rigger Adaptation, Weapon Mount (turret): Ingram White Knight [LMG, Acc 6P, AP -1, RC 2(3), BF/FA, w/ smartgun system, 100 (belt) regular ammo]							
	*The riggers have all necessary skills to operate their vehicle with a dice pool of 15 and Edge rating of 3. This vehicle has a crew of two; one pilot and one co-pilot/drone pilot/gunner. Both can alternate as needed.							

MCDONNELL-DOUGLASS NIMROD

SR5								
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS		
5	5	3	5	5	3	3		
Upgrades	Improved Takeoff and Landing 2, 2 weapon mounts (internal, fixed, remote control), software upgrades							
Programs	Autosofts, Clearsight 3, Defense 2, Electronic Warfare 1, Maneuver 3, Target (Pistols) 3							
Weapons	Ingram Valiant [LMG, Acc 5(6), DV 9P, AP -2, RC 2(3), BF/FA, w/ smartgun system, 100 (belt) regular ammo]							



COMBAT MAGE (PROFESSIONAL RATING 3, BOTH GROUPS HAVE 1*)

SR5									
B	A	R	S	W	L	I	C	Ess	M
3	4	4	3	4	4	3	4	6	5
Initiative	7 + 1D6								
Astral Initiative	6 + 2D6								
Armor	12								
Condition Monitors	10								
Limits	Physical 5, Mental 5, Social 6								
Skills (Dice Pools)	Astral Combat 8, Automatics 6, Conjuring skill group 9, Counterspelling 9, Gymnastics 8, Perception 7, Pistols 8, Spellcasting 14, Unarmed Combat 8								
Spells	Armor, Clout, Increase Reflexes, Levitate, Lightning Bolt, Manaball, Manabolt, Physical Barrier								
Gear	Armor jacket								
Weapons	Both Patterson's and St. Cloud's group will have one mage attached to them. Weapons and gear will be the same as the rest of their respective group.								

NNW MEMBERS (PROFESSIONAL RATING 3)

SR5									
B	A	R	S	W	L	I	C	Ess	
3	3	3	3	3	3	3	3	2	6
Initiative	6 + 1D6								
Armor	6								
Condition Monitors	10								
Limits	Physical 4 Mental 4 Social 5								
Skills (Dice Pools)	Firearms skill group 7, Perception 7, Unarmed Combat 7								
Gear	Armor clothing (6)								
Weapons	Remington 750 [Sport Rifle, Acc 6, DV 10P, AP -2, SS, RC —, 5(c)] Defiance T-250 [Shotgun, Acc 4, DV 10P, AP -1, SS/SA, RC —, 5(m)] Colt Asp [Light Pistol, Acc 5, DV 6P, AP —, SA, RC —, 6(cy)]								

The teams sent in by both Patterson and St. Cloud are trained operatives and will act in a military fashion. As long as they think they have the advantage or can achieve their objective, they will stay in the fight. Should any of these teams lose half or more of their members, the survivors will withdraw. The NNW on the other hand will fight erratically and use their beat-up hunting rifles first then switch to their shotguns and if they have to, their pistols. The NNW may not have the training, but they have numbers on their side.

When the runners eventually make their move, there is a good chance they will be able sneak into the school and extract Jackie without alerting the NNW, if they choose to do so. Two two-man sentry teams patrol the perimeter on the southwest and northeast sides of the building. Another team is stationed on the roof. Inside, up to twenty combat-capable NNW members are inside in various locations, (gamemaster's discretion). None of the NNW are magically active.

No matter what time the runners make their move on the school, two turns after they infiltrate, they hear the sounds of large vehicles roaring towards the school and smashing through the gate. Two Ares Citymasters come to a roaring stop, one on the southwest and another on the southeast side of the building, and deploy two six-person strike teams to storm the school. A mage attached to the strike group stays near one of the Citymasters and offers support as needed. The runners don't know it, but Nigel Patterson is sending his regards. Whatever stealth the runners have been able to maintain is now gone, as all present members of the NNW are now alerted. The NNW members inside the school use shotguns as their main weapons, while the sentries use hunting/sport rifles.

If the runners cannot get past the NNW or the strike teams, after two combat turns, a modified Hughes Stallion and a Nimrod combat drone strafe the areas around the school, before deploying another strike team. This team, an eight-man unit from Ms. St. Cloud, fast-ropes onto the roof from the Stallion under the support of the Nimrod. The Stallion makes one more pass to strafe the area before moving to a safe distance to await the recall signal from the team.

The NNW, along with Patterson and St. Cloud's teams, shoot at anyone not on their team until they have secured their target: Jackie. The runners will succeed when they are able to get out of the engagement area with Jackie, or if they eliminate all opposition.

PUSHING THE ENVELOPE

The gamemaster has an exceptional plot device available: Jackie's malfunctioning simware. To make things that much more interesting for the runners, the gamemaster should take every opportunity for Jackie's 'ware to reset itself and upload a new persona; anything from random bullets to flying debris to see if Jackie's he adware resets. This could provide some well-needed comic relief, or in some cases be used to save the runners at just the right time. The point is, the gamemaster has many options and opportunities for Jackie in this scene—don't be afraid to use them!

If the runners decide to sedate Jackie, there is always the option of him waking up. Experimental nanotech can do odd things at odd times.

DEBUGGING

This is the finale. All that's left is to secure Jackie and get out, hopefully in one piece, and drop him off and collect their payday.

If the gamemaster has taken the runners through every scene, this means that the runners not only have to deal with the NNW and other random inhabitants of the Squeeze, they also have to deal with hired guns from both St. Cloud and Patterson. This could lead to not only a long firefight, but also spell doom for the runners because it's doubtful they have the firepower to withstand a determined assault by three different enemies. Gamemasters should not be afraid to have the various groups fight each other instead of going right af-



ter the runners. The fog of war is thick, and sometimes it's hard to go after your objective without taking care of the idiot who's shooting at you first.

The gamemaster should give some latitude to any group that attempts to come up with a decent plan that doesn't involve going in guns and magic blazing. If the runners have decided to accept either St. Cloud's or Patterson's offer, then their forces will have no reason to intervene. With the sheer number of possible combatants, gamemasters should be ready to adjust the threat level as needed depending on the composition of the runner group and their overall condition. The gamemaster can also have Patterson's or St. Cloud's strike teams act either as professional or as stupid as they need to be. However, it is recommended that the NNW members be disorganized and sporadic in their tactics, as they are mostly untrained, and their only advantage is numbers.

Gamemasters also must remember the nanite storage unit in Jackie's body. It is recommended that the module not be used as a doomsday device, but rather as an elaborate plot device to cause tension among the group. At worst, the sample will be destroyed. If by some odd chance Jackie is killed, the runners can turn over his body. The data in his headware is salvageable, but the sample is lost.

SCENE 8: TO THE VICTOR GOES THE SPOILS/AFTERMATH

SCAN THIS

It's finally over, although there are several possible outcomes.

TELL IT TO THEM STRAIGHT

You've seen a lot of things, but this is a new one for you. At least now it's over and you're more or less intact. It's time to contact your Mr. Johnson, whichever one it may be and arrange for delivery and payment. You've definitely earned it.

BEHIND THE SCENES

There are numerous outcomes for his adventure depending on what the runners do.

IF THE RUNNERS STICK WITH THE ORIGINAL CONTRACT:

Once again, the runners find themselves outside Wembley Stadium as a Rolls-Royce limo glides up. Artholomew Johnson steps out, obviously pleased with the team's performance. As his driver helps Jackie into the back, Art congratulates each of the runners in turn and provides the necessary access codes for the money transfers or offers certified credsticks, whichever the runners prefer. Because the runners were able to execute the contract with such efficiency, Art Johnson hints at more lucrative job opportunities

in the future. He also notes that he takes care of those who remain loyal to him. With the business at hand complete, he wishes them all adieu, and says he will be in contact with them again.

IF THE RUNNERS ACCEPT MONICA ST. CLOUD'S PROPOSAL:

After contacting St. Cloud and arranging for pickup, the runners are instructed to head to Heathrow Airport, gate 23, hangar 6. Security is told to expect them, and they receive access to the private landing areas. Once the runners arrive, they see St. Cloud standing next to the ramp of a waiting Gulfstream Luxe V jet, engines already warming up. A pair of med-techs takes custody of Jackie and usher him onto the aircraft. She doesn't have much to say, but she thanks the runners for their services and says that if she is in need of future assistance in the London area, they will be the first ones she calls. With that, she boards the jet as the engines increase power. If she gave contact information to the runners, it turns out it's for a burner commlink she has already dumped.

IF THE RUNNER ACCEPT NIGEL PATTERSON'S PROPOSAL:

Once again the runners are heading to Big Ben, only this time it's not next to the visitor's center or to some soy-dog stand. Patterson is waiting next to a nondescript white van. As the runners approach, the van opens up and two rough-looking types jump out and take custody of Jackie. Practically tossing him into the back, the two associates jump back in and close the door, leaving Patterson with the runners. He congratulates them on a job well done and gives them the payment they agreed on. As with St. Cloud, Patterson only gives out the commcode for a disposed burner. A few weeks after the runners complete the job, their fixers inform them that there was an attempt to put them on a terrorist watch list, but a hacker friend of his took care of it. Happy birthday to them, or something.

IF THE RUNNERS FAIL TO SECURE JACKIE:

Back at your doss, you're already licking your wounds and wondering how this all went wrong. Too many damn variables, too many people involved. No way was anyone going to be happy. Still, it's time to get going—things aren't safe now. No sooner had you finished the thought when there is a knock at the door. "Open up. Mr. Johnson would like to have word with you," says a voice from behind the door, and the sound of a round being loaded is heard. *Use Nigel's Hired guns sidebar for this. Add enough members to challenge the runners.*

DEBUGGING

This is a wrap-up scene. The only way the runners can screw this up is to try and renegotiate the contract or react violently. If the runners try to do anything that stupid, the game-



master should handle it as they see appropriate. If Jackie is killed during the extraction, none of the Johnsons will hold it against the runners, although Art Johnson will express disappointment at Jackie's untimely loss, saying he will miss working with his former associate. St. Cloud will be content that the sample wasn't lost and the data recovered. Nigel Patterson won't care either way; the mere fact he was able to stop a "terrorist plot" and come back with anything is good enough for him.

PICKING UP THE PIECES

MONEY

- 10,000 nuyen, plus one thousand for each total net success on the negotiation test, max 13,000 if they upheld the contract with Art Johnson
- 15,000 nuyen if they accepted the offer from Monica St. Cloud, plus one thousand for each total net success on the negotiation test, max 18,000.
- 8,000 nuyen and access to one piece of restricted gear as per the quality (must still pay for item) if they accepted the offer from Nigel Patterson.

KARMA

- 2—For completing the run
- 1—For investigating all locations on the list
- 1—For engaging and surviving against all three factions in the Squeeze
- 1—If Jackie survives
- 1—For not getting any of the local authorities involved

In SR4A, an additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. In SR5, these actions are rewarded with refreshed Edge. The maximum adventure award for characters who play this adventure is 9.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, SR4A) or (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players survive the Squeeze
- +1 Notoriety for any player who causes excessive damage outside of the Squeeze or gets Jackie killed
- +1 Public Awareness if the team injures or kills a law enforcement officer

CONTACTS

Successfully completing objectives or performing the actions listed below earns characters specific Missions contacts at a Loyalty of 1. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Artholomew Johnson: For completing the run and not breaking the contract, runners gain Art Johnson at Loyalty 1, or gain +1 Loyalty if they already had him as a contact. If the runners sided with either Nigel Hawthorne or Monica St. Cloud, they do not gain them as a contact, as they planned on disposing of the runners after the job anyway.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information requires a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an Extended Connection + Connection (20 minutes) Test. Additional information will be available at a cost of 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, SR4A); Extended Logic + Computer (p. 48, SR5). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4; use the Matrix Search table on p. 241, SR5).



SR4A**ARTHOLOMEW JOHNSON**

Contacts to Ask: Fixer, High Level Corporate Contact, Johnson, Stock Broker

Contacts	Data Search	Information
0	0	Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!
1	3	Yeah, isn't he a London power broker? Heard he's connected to all levels including street level.
2	6	Heard his last name used to be Wryowicz back in New York. He cashed in all his stock chips in what would have been a brilliant late-day move, had it not been insider trading and illegal.
3	10	Good looking chap, too, though without the surgery he's old and bald.

JON "JACKIE" JONES

Contacts to Ask: Fixer, Street, High Society, Corporate, Information, Entertainment

Contacts	Data Search	Information
0	0	I could turn that name into a dirty joke.
1	3	Courier, and a pretty good one too. Loves sims and trid series.
2	6	Known for getting secure information from one place to another.
3	10	Has a custom piece of 'ware that's one of a kind.
4	18	Was a former S-K employee who got a prototype bit of 'ware installed.

AGATHA HAWTHORNE

Contacts to Ask: Magic, Street, Business, London Shadow Community

Contacts	Data Search	Information
0	0	Who names their kid that?
1	3	Think she works over at the Rose and Thistle Pub, Downtown.
2	6	She's the owner of the Rose and Thistle Pub in Downtown and is a witch.
3	10	Used to run the shadows, mostly runs her business but keeps a lot of contacts.

- | | | |
|---|----|--|
| 4 | 18 | She's an initiate-grade magician, with a lodge close to her pub. |
| 5 | — | When she ran the shadows, she worked a lot with a courier named Jackie. They're still close. |

NIGEL PATTERSON

Contacts to Ask: Espionage, Government, Law Enforcement

Contacts	Data Search	Information
0	0	Do you have any bloody idea of how many Nigels are in London?
1	3	Think he used to be a spy.
2	6	Used to be field operations with MI-5, not anymore.
3	10	He was fired and blacklisted from the service. Got too many people killed on an op gone bad.
4	18	Lucky he's not in prison, but rumor is he's trying to get back into the service.

MONICA ST. CLOUD

Contacts to Ask: Fixer, Corporate, Shadowrunning, Intelligence Operations

Contacts	Data Search	Information
0	0	That some new designer drug?
1	3	She's some sort of corporate troubleshooter.
2	6	She works for some corp, but no one knows which one.
3	10	Her specialty is asset recovery.

SRS**ARTHOLOMEW JOHNSON****CORPORATE CONTACT**

Search	Information
1	So, you found the real Johnson, huh? Aren't you the lucky one?
2-3	I've heard of him. He's an information broker who seems to have contacts throughout Europe, but his best intelligence is about the United Kingdom.
4+	He's persona non grata to the SEC right now. Apparently he pulled off a phenomenal insider trading trick the authorities couldn't prove until after he had relocated to London.



STREET OR CRIMINAL CONTACT

Search	Information
1	Artholomew? You gotta be fragging kidding me. Nobody's used that name in two hundred years, chummer.
2-3	I've heard someone with that name is running a number of jobs in London, mostly data steals and background stuff.
4+	He's an information broker in London who has had some work done to maintain his appearance. Apparently he prefers to use discriminating medical services for the work.

LAW ENFORCEMENT CONTACT

Search	Information
1	No idea, I thought you always worked for Mr. Johnson, at least that's what the trids show.
2-3	There's a general request for location for him from the UCAS, but nothing else. He's probably a witness for something or other.
4+	He's suspected of insider trading, but he moved before charges could be pressed against him. He's scored a couple of points with his information brokerage, though. Apparently he's willing to trade minor paydata to stop the extradition requests.

JON "JACKIE" JONES**CORPORATE CONTACT**

Search	Information
1	Is he one of those new retro-rappers? I think I heard our label picked him up last week.
2-3	I've heard he's a data courier who mostly handles high-priority transfers.
4+	I think he was a S-K employee. Word is he has some of the dragon's prototype 'ware still in him.

CRIMINAL CONTACT

Search	Information
1	Do I look like Lone Star's missing person's desk? Scram!
2-3	He's been doing courier runs for a while now, mostly data as I understand it.
4+	He's good, but he's hooked on sims—not BTLs, the regular kind. Has something to do with his headware.

AGATHA HAWTHORNE**LAW ENFORCEMENT CONTACT**

Search	Information
1	She's mystery writer, right? Something about the Murder on the Scarlet Letter Express?
2-3	She owns a local pub, the Rose and Thistle. She seems to know a lot of people.
4+	She used to walk in the shadows. Rumor is she's a mage, but she hasn't attracted notice from the New Druidic Movement, or the old Lord Protector's office.

CRIMINAL OR STREET CONTACT

Search	Information
1	She's almost always at the Rose and Thistle, try looking there.
2-3	She used to run the shadows before she bought the pub. A pretty good mage, if I remember right.
4+	She used to run with a bloke named Jackie, and I think she might have initiated at some point.

NIGEL PATTERSON**LAW ENFORCEMENT CONTACT**

Search	Information
1	He's a loser, at least that's what the captain says.
2-3	He used to work in MI-5 until his incompetence caught up with him. He got a lot of good people in some tough spots.
4+	Heard he was trying to get back into the game. Good luck with that.

CRIMINAL OR STREET CONTACT

Search	Information
1	Gotta love those traditional names. At least it's not Moon Unit.
2-3	He used to work for the man, but he got booted for criminal stupidity.
4+	He's always sniffing around, looking for a way to get back into the good graces of his old masters.

MONICA ST. CLOUD**CORPORATE CONTACT**

Search	Information
1	Sounds like a new singer. Who is she signed with?
2-3	She's a troubleshooter for some other outfit. I have no idea who, but she has connections.
4+	She's an asset recovery specialist. She tends to tie up loose ends, so be careful, chummer.



MATRIX LEGWORK**ARTHOLOMEW JOHNSON**

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits	Information
Failure	Artholomew Johnson has a crush on you! Click here to hear her hot, steamy secret crushes!
0 (Success)	It appears Mr. Johnson has a number of contacts throughout London, everywhere from halls of power to the gutters.
1	He was a big-time trader in New York and pulled off a great end-of-day cash out. It would have been applauded if it hadn't been insider trading and therefore illegal.
2+	He keeps up appearances—too bad it is all through corrective surgery. He used to look old and bald.

JON "JACKIE" JONES

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits	Information
Failure	That name is one step away from a dirty joke.
0 (Success)	He works as a data courier
1	He's a sim nut; you can find his traces all over Matrix download sites.
2	His headware is really specialized, unique stuff.
3+	He used to work for S-K, but the records are a little fuzzy.

AGATHA HAWTHORNE

Matrix Search: Threshold 4 (Hidden), Base Time: 30 minutes

Net Hits	Information
Failure	Agatha would like to meet you now, insert your credstick for an unbelievable experience.
0 (Success)	The owner of the Rose and Thistle; click here for the menu.
1	She purchases magic supplies on a regular basis but is not a registered caster.
2	She rents an old building near her pub. It's the delivery address for the magical supplies.
3+	She used to run in the shadows and still keeps in contact with a lot of people.

NIGEL PATTERSON

Matrix Search: Threshold 4 (Hidden), Base Time: 30 minutes

Net Hits	Information
Failure	Nigel is looking for a loo repairman, contact him here.
0 (Success)	He was a government employee until recently. His name is attached as the control officer for a failed operation. A lot of people died.
1	He was fired from MI-5 a while ago for gross incompetence.
2	There was a chance he was going to be prosecuted, but the charges were never filed.
3+	He's been busy harassing a number of his old contacts.

MONICA ST. CLOUD

Matrix Search: Threshold 6 (Hunted and Erased), Base Time: 12 Hours

Net Hits	Information
Failure	Download Monica's latest sim here, you won't be sorry!
0 (Success)	She is listed on a couple of shadow sites as a corporate shill.
1	Monica is definitely a corporate troubleshooter, but there is no listing of which one she works for.
2+	She appears to be an asset recovery specialist. In other words she cleans up after shadowruns.

CAST OF SHADOWS**ARTHOLOMEW JOHNSON****HUMAN MALE**

"Mr. Johnson? What's in a real name anyway? Call me Art, or if you wanna keep it formal, Mr. Art." Leanly sculpted with the finest chiseled cheekbones and brow money can buy, Art looks fit for a boardroom overlooking the city one hundred floors up. Surgery keeps him looking young, but on the inside he is middle-aged and bald.

In another life he cashed in all his stock chips in what would have been a brilliant late-day move—had it not been insider trading and illegal. Fleeing New York to avoid the fall-out, his new identity naturally drifted back into the stock-exchange scene in London. Now his connections allow him to broker favors, information, and power instead, so long as his past stays on the other side of the pond. In London, Art knows the power brokers behind the scenes and can reach into the shadows for the runners capable of acquiring the insider knowledge that is his bread and butter.



SR4A

B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM	
4	4	3	3	4	5	6	5	6	2	9	1	5/3	10/11	
Skills (Dice Pools)		Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 11, Perception 12, Pistols 8												
Qualities		Guts												
Augmentations		Extensive cosmetic surgery and lean form treatments												
Gear		Actioneer business clothes, commlink (DR 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)												
Weapons		Raecor Sting [Hold-out, DV 6P(f), AP +5, SS, RC —, 5(c)]												

SR5

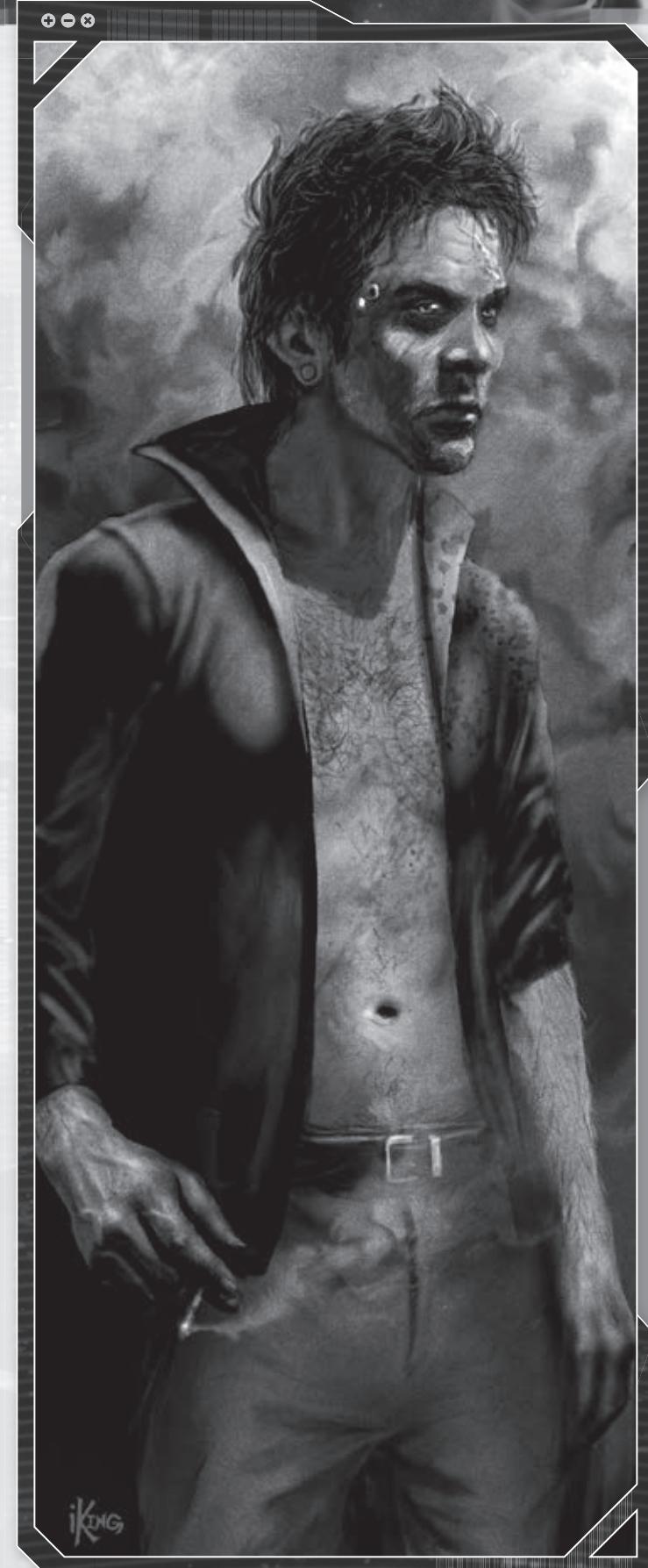
B	A	R	S	W	L	I	C	Ess	Edg	
4	4	3	3	4	5	6	5	6	2	
Initiative		9 + 1D6								
Armor		8								
Condition Monitors		10/11								
Limits		Physical 5, Mental 7, Social 7								
Skills (Dice Pools)		Athletics skill group 4, Close Combat skill group 6, Electronics skill group 7, Etiquette 10, Negotiation 12, Perception 14, Pistols 8								
Qualities		Guts								
Augmentations		Extensive cosmetic surgery and lean form treatments								
Gear		Actioneer business clothes, commlink (Device Rating 6), earbuds (w/ audio enhancement 3), contact lenses (w/ low-light, vision enhancement 3)								
Weapons		Fichetti Tiffany Needler [Hold-out, Acc 5, DV 8P(f), AP +5, Mode SA, RC —, 4(c)]								

JON "JACKIE" JONES**HUMAN MALE**

A simsense junkie without equal, Jackie positively lives for the stuff. Back when he was a corporate drone at Saeder-Krupp, he spent most of his paycheck on all the latest releases. So when the opportunity came to be a test subject for a new combination simsense rig/skillsoft module, Jackie was the first in line. While the project was ultimately failed, Jackie was able to turn the company's misfortune into his blessing. He discovered that his module not only increased the sensitivity threshold, but he could load multiple sims and skillsofts at the same time and run them at the same time, he experienced simsense at a whole new level. Eventually Jackie left Saeder-Krupp and became a data mule, a specialist who takes information off the net and gets it from one place to another. With his enhanced capabilities, Jackie's skills are in high demand. That's good, because the more money he has, the more sims he can enjoy.

SR4A

B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM	
4	4	4 (5)	3	4	5	5	4	3.0	2	9 (10)	1 (2)	0/0	10/10	
Skills (Dice Pools)		Automatics 3, Blades 2, Climbing 3, Computer 3, Con 4, Data Search 4, Dodge 2, Etiquette 3, Infiltration 2, Negotiation 4, Palming 3, Perception 2, Shadowing 3, Unarmed Combat 2												
Qualities		Addiction (sims) Moderate												
Augmentations		Custom nanotech containment unit, datajack, datalock, experimental sim/skillsoft module, expert skillwire system, wired reflexes 1												



SR5										
B	A	R	S	W	L	I	C	Ess	Edg	
4	4	4 (5)	3	4	5	5	4	3.0	2	
Initiative	9(10) + 2D6									
Armor	0									
Condition Monitors	10/10									
Limits	Physical 5, Mental 7, Social 5									
Skills (Dice Pools)	Automatics 8, Blades 6, Climbing 7, Computer 9, Con 4, Etiquette 8, Gymnastics 6, Negotiation 11, Palming 8, Perception 7, Sneaking 10, Unarmed Combat 6									
Qualities	Addiction (Moderate, sims)									
Augmentations	Custom nanotech containment unit, datajack, datalock, experimental sim/skillsoft module, expert skillwire system, wired reflexes 1									

AGATHA HAWTHORNE

HUMAN FEMALE

Currently the owner of the Rose and Thistle Pub in downtown London, Agatha is a witch and an example of a shadowrunner made good. During her late teens and through her twenties, she ran the London shadows with the best of them. But after an encounter with a toxic mage that almost ended her life, she decided to get out of the business. After series of lucky and profitable runs, she was able to make enough to purchase the building that eventually became the Rose and Thistle. While she may be out of the game, she still keeps in touch with her former contacts to keep up on all the latest shadow news. Extremely loyal, almost to a fault, Agatha is known to move heaven and earth to help out old friends. Even with her responsibilities at the pub, Agatha continues to expand her considerable magical skills and knowledge.

SR4A														
B	A	R	S	W	L	I	C	Ess	Edg	M	Init	IP	Arm	CM
3	4	4	3	5	5	5	5	6	3	8	9	1	4/0	10/11
Skills (Dice Pools)	Automatics 6, Blades 7, Climbing 6, Computer 7, Con 8, Conjuring skill group 11, Data Search 7, Dodge 8, Etiquette 9, Infiltration 7, Negotiation 8, Perception 8, Shadowing 8, Sorcery skill group 11, Unarmed Combat 6													
Qualities	Focused Concentration 1, Magician													
Initiate Grade	2													
Metamagics	Centering, Shielding													
Gear	Armored clothing, commlink (Device Rating 4)													
Spells	Antidote, Chaos, Detect Enemies, Detect Individual, Detect Life, Heal, Improved Invisibility, Increase Reflexes, Manabolt, Manaball, Stabilize													
Weapons	Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11(c)]													

SR5										
B	A	R	S	W	L	I	C	Ess	M	Edg
3	4	4	3	5	5	5	5	6	8	3
Initiative	9 + 1D6									
Armor	6									
Condition Monitors	11									
Limits	Physical 4 Mental 6 Social 7									
Skills (Dice Pools)	Automatics 6, Blades 8, Climbing 7, Computer 9, Con 9, Conjuring skill group 13, Gymnastics 11, Etiquette 12, Negotiation 9, Perception 8, Sneaking 14, Sorcery skill group 13, Unarmed Combat 6									
Qualities	Focused Concentration 1									
Initiate Grade	2									
Metamagics	Centering, Shielding									
Spells	Antidote, Chaos, Detect Enemies, Detect Individual, Detect Life, Heal, Improved Invisibility, Increase Reflexes, Manabolt, Manaball, Stabilize									
Gear	Armored clothing (6), commlink (Device Rating 4)									
Weapons	Colt L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									

NIGEL PATTERSON

Some people make it through life with hard work and determination. Others tend to bluff their way through and hope it never catches up to them. Nigel Patterson is the latter. He learned at an early age that with the right words, you can get people to do just about anything for you. Because of this, Nigel has never worked an honest day's labor in his life. He has no real skills other than being able to pass work and responsibility off to other people and make their efforts look like his. These skills got him far, all the way to the ear of a minor British nobleman who got Nigel what should have been an easy analyst job at MI-5. But Nigel started believing in his own hype and inadvertently talked himself into a field position. For a few years he actually did a decent job, or rather he made sure the agents under his watch did. But when the time came for Nigel to step up, he fell flat on his face, and three of his agents died. There was no one who could take the blame for him this time, and Nigel was blacklisted. Ironically, it was because of this that Nigel finally got to actually do some work. His goal now is to get back into Her Majesty's Secret Service at any cost.

SR4A														
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM	
4	4	4	4	3	5	4	5	4	5.9	2	9	1	6/4	10/10
Skills (Dice Pools)	Automatics 8, Blades 7, Climbing 7, Computer 8, Con 10, Data Search 9, Dodge 8, Etiquette 7, Infiltration 7, Negotiation 9, Palming 8, Perception 10, Pistols 4, Shadowing 9, Unarmed Combat 8													
Qualities	First Impression, Photographic Memory													
Augmentations	Datajack													
Gear	Armor vest (6/4), commlink (Device Rating 2)													
Weapons	Walther PB-120 [Light Pistol, DV 4P, AP —, SA, RC —, 15(c)] Knife [Blade, Reach —, DV 3P, AP —]													



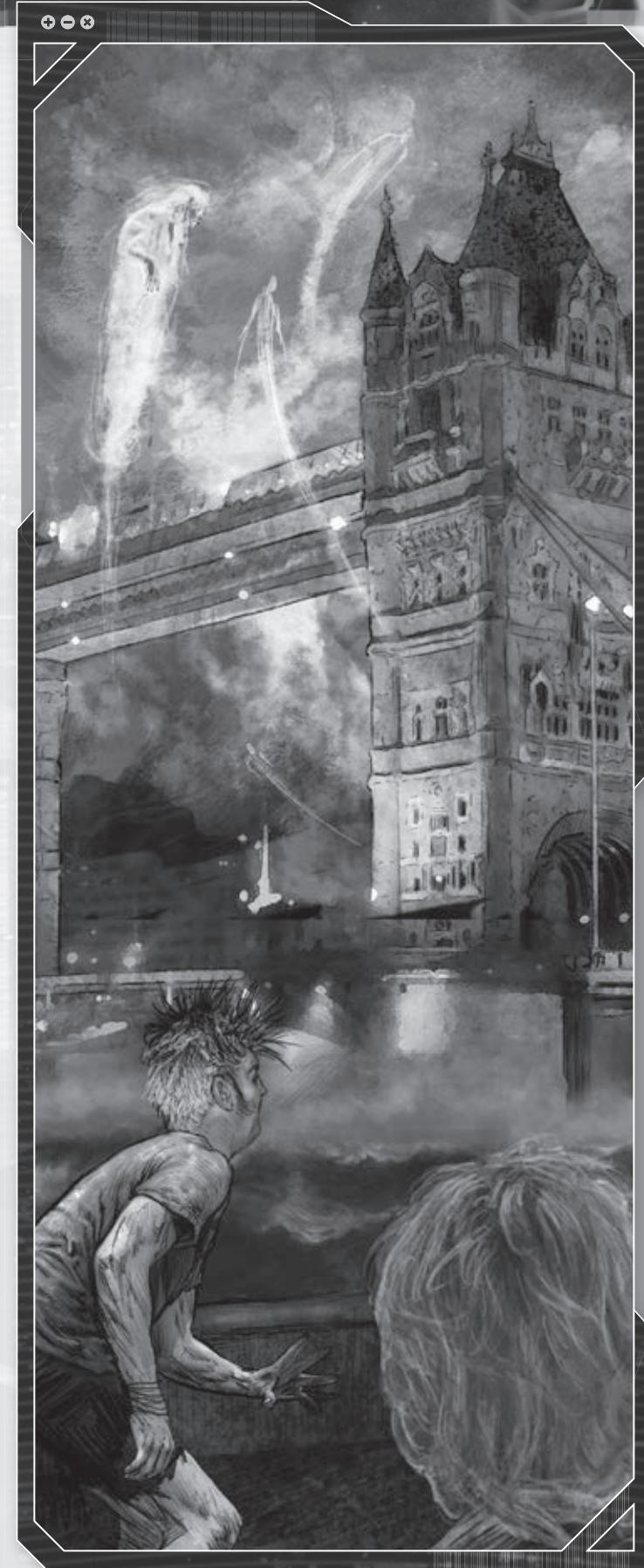
SR5										
B	A	R	S	W	L	I	C	Ess	Edg	
3	4	4	3	5	5	5	5	6	3	
Initiative	9 + 1D6									
Armor	9									
Condition Monitors	10/10									
Limits	Physical 6, Mental 6, Social 6									
Skills (Dice Pools)	Automatics 11, Blades 8, Climbing 8, Computer 10, Con 10, Etiquette 8, Gymnastics 11, Negotiation 13, Palming 11, Perception 14, Pistols 11, Sneaking 14, Unarmed Combat 11									
Qualities	First Impression, Photographic Memory									
Augmentations	Datajack									
Gear	Armored vest (9), commlink (Device Rating 2)									
Weapons	Walther PB-120 [Light Pistol, Acc 6, DV 6P, AP —, SA/BF, RC —, 15(c)] Combat knife [Blade, Acc 6, Reach —, DV 6P, AP -3]									

MONICA ST. CLOUD

Monica St. Cloud is a company woman through and through. The thing is, no one is sure what company she works for. Her typical MO is to arrive unannounced from out of nowhere, take care of her business, and leave. Even her looks and style of dress betray no hints as to who her corporate masters are. Her typical job is to act as either a Ms. Johnson or a fixer to get a specific task done. Rarely does she ever directly handle a problem because of an extensive network of contacts at her disposal. While a mystery, she is known to be fair with those she employs as long as they hold up their end of the contract. Rarely does she engage in anything so petty as vengeance or retribution, but making sure that loose ends are tied up—well, that is a different matter entirely.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
3	3	3	3	5	4 (6)	5	5 (7)	4.9	2	8	1	5/3	10/11
Skills (Dice Pools)	Con 12, Dodge 7, Electronics skill group 11, Influence skill group 12, Intimidation 12, Perception 10, Pistols 7												
Qualities	First Impression, Photographic Memory												
Augmentations	Cerebral booster 2, datajack, tailored pheromones 2												
Gear	Actioneer business suit (5/3), commlink (Device Rating 3)												
Weapons	Browning Ultra-Power [Heavy Pistol, DV 5P, AP —, SA, RC —, 10(c), w/ laser sight]												

SR5										
B	A	R	S	W	L	I	C	Ess	Edg	
3	3	3	3	5	6	5	5	5 (7)	4.9	2
Initiative	8 + 1D6									
Armor	8									
Condition Monitors	11									
Limits	Physical 4, Mental 8, Social 7(8)									
Skills (Dice Pools)	Con 14(16), Electronics skill group 13, Gymnastics 8, Influence skill group 14(16), Intimidation 14(16), Perception 14(16), Pistols 10									
Qualities	First Impression, Photographic Memory									
Augmentations	Cerebral booster 2, datajack, tailored pheromones 2									
Gear	Actioneer business suit (8), commlink (Device Rating 3)									
Weapons	Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC —, 10(c), w/ laser sight]									



DEPTH CHARGE

MISSION SYNOPSIS

Charles Findley is a mid-level Ares operative who has been sent to London to retrieve some “resources” that went missing from a Euro War-era ammunition magazine.

Findley is engaging the services of the runners to retrieve a magical artifact that was socked away during the Euro-Wars. The circumstances of its deposit weren’t well known at the time, and Crash 2.0 erased most of the original files. What Findley knows is that the artifact is large, heavy, and stored in a series of disused ammunition storage bunkers buried beneath the West End Underplex.

The Underplex is an urban yuppie hellhole with impeccable security. But the runners are part of a two-pronged attack planned by Findley. His first team is supposed to extract a Renraku executive and raise as much hell as possible in the process. The executive’s survival isn’t really the point here, although it would be nice. This opens a security breach that the runners can exploit to get into the Underplex, find the box, and make the drop.

The catch is that neither Findley nor the runners know what exactly is in the box. Findley thinks it’s just an artifact, maybe some trinkets from before the Euro Wars. Whatever it is, the remaining files indicate that it is interesting and extremely valuable.

What Findley doesn’t know is that this artifact is capable of absorbing ambient mana and converting it into background count. This isn’t a big deal, but an Ares research team in the ‘60s pulled the artifact out of storage and started doing some research on it. This research made the artifact unstable, and they ended up using canisters of an early generation of FAB to stabilize the magical energies of the artifact. Long-term exposure between the FAB and the artifact has altered the FAB to become much more virulent and deadly. There was an unintentional breach, and several of the researchers were infected with the new FAB bacteria. Following containment protocols, the entire research team was sanitized and the artifact/FAB transported to an unused Euro War-era ammunition bunker. The storage was supposed to be temporary, but a few weeks later Crash 2.0 went down, and the records relating to the artifact and its mutant FAB were lost in the chaos.

Nearly a decade later, the only record Ares has of the artifact is a 3D model and its location. The fact that it is sheathed

in a magical holocaust is unknown to the world, until Mr. Findley sends the runners to bring it back to the surface.

Clearly, Findley does not want a magical WMD along with his artifact. Once he sees what’s in the box he’s going to leave the runners hanging unless they can figure out a way to reduce his exposure on the topic. The artifact isn’t so unstable that it’ll fall apart without its FAB jacket, but disposing of a magical WMD in the heart of London while being chased by Renraku is no small task.

SCENE 1: THE SADDEST BAR IN THE WEST END OVERGROUND

SCAN THIS

The runners meet Charles Findley in a dilapidated little bar in the West End Overground.

TELL IT TO THEM STRAIGHT

You’ve seen the urban hell hole that is the Redmond Barrens. It’s bad, real bad; but it’s outside the city proper, and it’s kinda quaint in its own way. Nature is retaking some of the outer districts, there’s the odd tree growing in the middle of the street.

In contrast, the West End Overground is what happens when a Barrens pops up right in the heart of a city and goes vertical. It’s all the grime, the muck, the joy girls and boys, the chip heads, and the nonchalant violence of the Barrens all stacked into a postage stamp of a district, populated by buildings that look to be well on their way to yielding to the inevitability of gravity.

And this is where Mr. Johnson wants to meet. Shadowrunning, it’s hard not to love all the nice places this profession takes you.

BEHIND THE SCENES

This is a straightforward meet unless the runners complicate matters by starting a fight, being unprofessional, or other-





wise making the situation unnecessarily complicated. If shit does go down, Findley's security places extracting him as a top priority. Findley has two operations going down at the same time in the Underplex.

Findley is willing to pay 8,000 nuyen, which the runners can attempt to increase with Negotiation + Charisma [Social] (4) Test with an additional 1,000 nuyen per net hit to a maximum of 4, as Mr. Johnson only has that much available.

The first operation has its own objectives, but the practical result of that operation is that the otherwise tight security will be compromised, leaving a window for the runners to insert. Unfortunately this first operation is also going to attract the attention of Renraku security and, if they are slow and loud, an SAS team.

The second operation is the one the runners are in charge of. This operation is to use the chaos of the first operation to extract an artifact of interest from deep within the bowels of the Underplex. They are to deliver it to The Dogs, a developing industrial area to the east of the Underplex and on the Thames, where Findley will pay them the second half of their payment and take possession of the artifact.

THE PLAN:

1. The runners arrive by boat (stats below) to the Underplex's docks. They wait until the other operation starts and then use the confusion to enter the Underplex.
2. One of the major thoroughfares "accidentally" has its riot suppression dispensers triggered. Cue chest-high wall of freeze foam and much confusion.
3. The other team is extracting a Renraku executive from the rail line as it exits the arcology and enters the Underplex. Their portion of the run takes place at the other end the Underplex, and the runners will not be interacting with them in any appreciable way.
4. Findley's hacker team screws up the camera feed along a specific corridor, from the docks to the target. Provided they don't do anything particularly crazy, they should be able to make it all the way to the target unscathed and with all their gear.
5. The runners insert, get into the magazine however they can, and get out.

6. Once they have neutralized any pursuit and are in a relatively safe place, they are to crack the box open and verify the contents. Verification is done live via commlink trideo. This is for two reasons:
 - a. Findley suspects that the magazine is deep enough underground that they won't be able to get Matrix access.
 - b. Given the natural chokehold the magazines present, he doesn't want the runners to get caught gawking at a relic when security runs up and blows them apart.
 - c. He also has a personal reason: The closer they are to surface when they verify the contents, the easier it is for him to send his other team to retrieve the box if the runners fall onto a pile of bullets.
7. If they are not being pursued: Box everything back up and head to the docks for extraction to The Dogs.
8. If they are being pursued: Shake their pursuers (read: shoot them quietly) and get up top into the West End Overground. This is a sufficiently terrible area that they should be able to duck into an abandoned building and hole up until Findley can send around a lorry (truck) to pick them and the package up.
9. If everything goes upside down and the police take them into custody: Good luck chummers, I have no idea who you are or why you decided to assault the Underplex.

They also have basic cover IDs as delivery people for, of course, a Renraku subsidiary, with drones registered as carrying shipments of yams for the farmers market. If they stay in their cover ID, there should be no problems. The drones have no internal storage themselves so it would be advisable for them to acquire appropriate boxes to store anything that can't be readily concealed on their person.

THE ARTIFACT:

- It's stone woven through with orichalcum in complex, seemingly natural formations.
- It's a column that has been roughly carved into a vaguely humanoid head shape, very reminiscent of



the Easter Island heads but without the pronounced brow or lips.

- Quite heavy and not easy to move; carrying it in anything besides its case will likely result in damage to the object.

When presented with the information about the box, any runner with a math SPU or who makes a Perception + Logic [Mental] (2) Test identifies that the artifact only occupies about one-quarter of the total space available in the box. Findley shrugs off any questions about this by restating that the contents of the box could be very fragile and that care must be taken when extracting it. If pressed further he reveals that he's actually hoping that, in the rush to stash this artifact, other useful magical telesma or artifacts might have been stored alongside it.

At a minimum the runners should walk out the door with:

- A mapsoft that leads them to the package and out to the drop location. It also contains the necessary codes to get into the back areas where the magazine is located and shows the runners exactly where the breaching charges need to be placed.
- 2 Pack Dog drones, stats below.
- Breaching charges are one kilogram of plastic explosive, Rating 8. Findley explains that the charges should work if they're simply placed where indicated. Runners are welcome to use their own Demolition skill to determine placement, but with the guidance they can place it without training and not blow themselves up.

The runners have until 4 a.m. the next day to acquire additional gear and do whatever legwork they want.

Findley has worked long and hard on this plan. He's checked the angles and done the legwork. His planning is solid, and that should be conveyed to the players. He is going to be unwilling to deviate in any substantial way from his initial plan. He thinks this is going to work, and he mainly needs warm bodies with guns to stick to the plan.

But what Findley doesn't know is that this artifact was pulled out of storage sometime around 2062. An Ares research team wanted to thoroughly investigate this artifact and its capabilities. What they found is that the artifact was capable of absorbing ambient mana and converting it into background count. Not a particularly useful trait but intriguing enough that they pushed forward with their experiments. The properties of the artifact became unstable, and the researchers reached out to their UCAS teams for help. For various reasons they received an early culture of the FAB bacteria. Pushed by deadlines and personal ambition, the team grew the culture as rapidly as possible and used them, like control rods in a nuclear reactor, to help manage the artifact's background count-raising properties. A corporate defection within the team changed everything, though. When the head researcher tried to jet with the artifact, he was intercepted by a security team. In the ensuing firefight, one of the FAB con-

tainment vessels was punctured and the researchers discovered the awful truth: Long-term exposure to the artifact had altered the FAB to become much more virulent and deadly. Following containment protocols, the entire research team was sanitized and the artifact/FAB transported to an unused Euro War-era ammunition bunker. The storage was supposed to be temporary, but a few weeks later Crash 2.0 went down, and the records relating to the artifact and its mutant FAB were lost in the chaos.

COURIER WATER CRAFT

This is a bare-bones utility boat, more of a barge really, that comfortably seats eight with room for cargo. A drone pilot with the appropriate passes navigates the narrow and congested Thames. They are a common sight and blend into the regular traffic as soon as it pulls away from the docks.

SR4A							
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	
-1	10/20	40	3	14	2	2	

SR5							
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
4	3	2	12	8	2	2	8

PACK DOG DRONE

These are dirt simple drones, based on early military designs, which carry heavy objects from one place to another over broken ground. With four legs and what has been described as a "prancing" gait, it's no surprise they're called pack dogs. They're roughly the size of a large dog but are more than capable of going pretty much wherever a meta-human can go.

SR4A							
HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	
1	10/20	50	3	4	4	2	
Upgrades		Walker Mode (Standard)					

SR5							
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	
3	3	1	4	4	3	2	
Upgrades		Walker Mode (Standard)					

PUSHING THE ENVELOPE

Not much to push here unless the runners instigate a fight of some sort. If they get violent, assure them there will be plenty of time for that later.



SCENE 2: WELCOME TO THE WEST END UNDERPLEX!

SCAN THIS

It is game time. The distractions are launched, runners go in, hinges come off, package is picked up. Hopefully.

TELL IT TO THEM STRAIGHT

If Walt Disney had been British instead of American, he might have engineered a creepy consumer hellhole that looked just like this. It's not just that the floors are so clean you can eat off them, the engineered smiles of the businesses, the entirely too cheerful lighting or the omnipresent security; it is something deeper than that. It is the Seventh Wonder of the wageslave universe, the Vatican city of the megacorporate world. It is the West End Underplex. Our community surveillance rules have changed, so please update your PANs!

The marble hallways of the Underplex look fairly deserted at this hour. Just as Findley promised, the security station checks you through without incident. The helpful security guard warns you away from heading toward any of the northern stations because there's a "security problem" in progress up there.

BEHIND THE SCENES

Getting in should be straightforward unless the players make it needlessly complex. The mapsoft is solid, so they will get to the spot where they need to either cut or kick their way through the back of a large broom closet. They'll proceed down a maze of service tunnels and find themselves at the giant vault door leading to the magazine and their prize. The maglock holding the door has long since died, but it takes a Strength + Body [Physical] (6) Test to get the door open by brute force. Otherwise they can use some of their charges to blow off the hinges and get inside. Using explosives triggers a security response listed below.

These are ammo storage magazines from the Eurozone wars. Specifically they're the storage units for defective explosives. The Underplex was still under construction or not developed, and it was a fantastic place for them to sock away things rather than deal with all the government regulation surrounding disposing them. It's a superfund site for things that go boom. After the Euro Wars they were mostly conveniently forgotten about because the storage is relatively secure and the actual construction is appropriate to what's stored inside. In other words, if it all explodes, the people in the Underplex hear a distant thump and that's about it.

THE MAGAZINES

The basic layout is a single large tunnel leading to a large round room with six large tunnels of equal dimensions radi-



ating outward from that central room. Each tunnel is closed by two heavy doors with an antechamber/airlock. All of the magazines are stocked full of military explosives, anti-personnel mines, artillery shells, and so on. Gently remind players that all of these things are down here because they were defective, and they have been down here moldering for decades. Further, poking around here safely would take experienced explosive ordnance disposal team days if not weeks. If they insist on trying to grab some free explosives, let them have it. Each runner can take up to fifty kilograms of Rating 6 plastic explosives, provided the following notation is put in their equipment list and their debrief log:

UNSTABLE PLASTIC EXPLOSIVE RATING 6:

Due to poor quality control and decades of neglect, this plastic explosive is unstable and dangerous to work with. Any Demolitions Tests automatically glitch, any glitches automatically critically glitch, and any critical glitches automatically detonate the materials in their face. This plastic explosive also conveys a -4 modifier for all Demolitions Tests. Additionally, these plastic explosives will only detonate under electrical charge, so putting it in a pile and shooting it will not work. Good luck!

In the process of walling this all up and “decommissioning” it, all the identifying signage was taken down, so there are no external indications of what is inside.

Getting into the magazines requires either a Locksmith + Agility [Physical] (18, 30 minutes) Test or the use of explosives. Using explosives, unless the players decide to go crazy with them, will not trigger a chain-reaction explosion inside.

Once inside the antechamber of their target magazine, they’ll see several molten piles of something. A Chemistry + Logic [Mental] (2) Test reveals that these were once biohazard suits that were likely burned as some sort of containment protocol.

OPENING THE INNER DOOR REVEALS THE FOLLOWING:

- A long vault-like room devoid of anything besides one giant milspec green box in the center.
- Several skeletons in unburned biohazard suits directly in front of the door.
- None of the bodies have anything useful on them, but anyone who searches them sees that the biohazard suits are of Ares design but a decade out of date.
- The vault is deep enough and old enough that external Matrix access is outdated and of no use. They’ll need to clear out of the vault if they want to establish contact with Findley and verify the contents of their package.

IF THEY TRY TO OPEN THE BOX EARLY FOR ANY REASON:

The maglocks on the box are almost a decade out of date, so a simple Electronics + Logic [Mental] (2) Test should be sufficient to pry it open. They might also try to do something exciting like drill a hole and feed in a fiber optic camera or send a spirit to check things out. The gamemaster can decide if drilling holes penetrates the FAB canisters. The area inside, between the canisters and the artifact, has a magical background count of 2. Spirits report the presence of a magically active artifact and some canisters that make them uneasy. Watcher spirits make sad noises and die.

If security is bearing down on them, they should have just enough time to search the room for any other clues (there are none) and grab the box and go. **Go to Scene 3A: Corridor run.**

If they’ve managed to stay off the security’s radar, then they have some options. **Go to Scene 3B: Corridor Walk.** If they decide to bust the box open early, go to **Scene 4: I Didn’t Ask For This.**

If the box gets shot up for any reason (such as a critical glitch during a firefight): Go to **Scene 4: Getting FAB sidebar**

GRUNTS AND MOVING TARGETS

INITIAL SECURITY TEAM (PROFESSIONAL RATING 3)

This team is summoned if an explosive is used to breach the magazine. It’s composed of a single five-person fire team and Julius Takeda (below). They don’t know about the magazine and initially suspect that the runners are the support crew for the team trying to extract the Renraku executive upstairs. If they can establish that the runners are still in the magazine, they’ll happily spam grenades into the confined space until there’s nothing left but runner salsa. If the runners successfully make an Infiltration + Agility [Physical] Opposed Test (in SR5, Sneaking + Agility), then they’ll get the drop on the security team when it cautiously enters the first chamber of the magazine.

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5 (7)	4 (5)	5 (7)	4	3	4	3	1	8(9)	3	10/8	11
Skills (Dice Pools)		Dodge 10, Firearms skill group 13, Perception 10, Unarmed Combat 11										
Augmentations		Dermal plating 2, muscle replacement 2, wired reflexes 1										
Gear		Armor jacket, visor [w/ audio enhancement 3, commlink (Device Rating 5), flare compensation, image link, low-light vision, smartlink, thermographic, vision enhancement 3]										
Weapons		Nitama Optimum II [Assault Rifle, DV 6P/7P(underbarrel shotgun), AP -1, SA/BF/FA(SA), RC 1, 35(c)/5(m), w/ smartgun system, 6 extra clips/2 extra magazines]										



SR5									
B	A	R	S	W	L	I	C	Ess	
5	7	5	7	4	3	4	3	1	
Initiative	9 + 2D6								
Armor	14								
Condition Monitor	11								
Limits	Physical 8, Mental 5, Social 4								
Skills (Dice Pools)	Firearms skill group 17, Gymnastics 14, Perception 14, Unarmed Combat 15								
Augmentations	Dermal plating 2, muscle replacement 2, wired reflexes 1								
Gear	Armor jacket, commlink (Device rating 5), visor [w/ audio enhancement 3, flare compensation, image link, low-light, smartlink, thermographic, vision enhancement 3]								
Weapons	Nitama Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -2, SA/BF/FA, RC 1, 35(c); Shotgun, Acc 4 (6), DV10P, AP -1, SA, RC 1, 5 (m), w/smartlink, 6 extra clips/20 extra rounds]								

JULIUS TAKEDA

Takeda is on loan to Underplex security from Renraku. He's not overly enthusiastic about the job, but he has worked with this team long enough to know their names, mostly. He has high hopes that they might one day be competent enough to find their way along their patrols without getting lost. If he sounds like an asshole that's because he is; he's on loan from Renraku's very own Red Samurai. He has an older brother who leads a proper detachment of Red Samurai. While he himself isn't particularly cautious, he knows the limitations of his team and does not spend their lives for nothing. If the runners put up an overwhelming force he will try to break contact and take his team to the surface so he can radio for help.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
5	5 (7)	5 (7)	4 (6)	4	3	3	3	1.05	3	8(10)	3	13/13	11
Skills (Dice Pools)	Dodge 10, Firearms 13, Perception 10, Unarmed Combat 11												
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], muscle augmentation 2, muscle toner 2, synthacardium 3, wired reflexes 2												
Gear	Oyoroi Armor with Kabuto Helmet [w/ audio enhancement 3, commlink (Device Rating 5), image link, vision enhancement 3]												
Weapons	Nitama Optimum II [Assault Rifle, 6P/7P(underbarrel shotgun), AP -1, SA/BF/FA(SA), RC 1, 35(c)/5(m), w/ smartgun system, 6 extra clips/2 extra magazines,] Katana [Blade, Reach 1, DV 6P, AP -1, Red Samurai Issue, Takeda Family Crest Affixed to Grip]												

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
5	5 (7)	5 (7)	4 (6)	4	3	3	3	1.05	3
Initiative	8(10) + 3D6								
Armor	18 (as Hardened Armor critter power)								
Condition Monitors	11								
Limits	Physical 8, Mental 5, Social 4								
Skills (Dice Pools)	Athletics skill group 19, Blades 16, Firearms 16, Perception 13, Unarmed Combat 17								
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], muscle augmentation 2, muscle toner 2, synthacardium 3, wired reflexes 2								
Gear	Oyoroi Armor (Hardened Light Mil-Spec), Kabuto styled helmet [w/ audio enhancement 3, commlink (Device Rating 5), image link, vision enhancement 3]								
Weapons	Nitama Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -2, SA/BF/FA, RC 1, 35(c) Shotgun, Acc 4 (6), DV10P, AP -1, SA, RC 1, 5 (m), w/ smartlink, 6 extra clips/20 extra rounds] Katana [Blade, Acc 7, Reach 1, DV 9P, AP -3, Red Samurai Issue, Takeda Family Crest Affixed to Grip]								

PUSHING THE ENVELOPE

Make their trip through security less uneventful—their fake SINs don't check out, they get shuffled aside for additional screening' or one of their drones is carrying a box with too many assault rifles, and the box slips and cracks open at the worst possible moment.

DEBUGGING

Once they get in they need to move quickly. The weapons magazine has only one entrance and exit. If they fail to leave before security arrives—including the initial scout team—they're going to have a bad time. If they insist on opening the box before they move, then they're basically guaranteeing that they're going to tangle with the initial security team located above.

SCENE 3A: CORRIDOR RUN

SCAN THIS

Package acquired and with security mere seconds behind them, the runners need to beat feet out of the Underplex. Or if they have successfully infiltrated without raising the alarm, they can more or less leisurely stroll out of the front door.

TELL IT TO THEM STRAIGHT

Your ears have stopped ringing from the charges that got you into the magazine. The first thing you hear are the sounds of men and equipment sprinting down a hallway. They seem a fair distance away, but it would probably be hoove you to get a move on.



BEHIND THE SCENES

The initial security team from **Scene 2** is hunting the runners through the maze of corridors in the under-Underplex. Just like the runners, their Matrix access is cut off, and they're unfamiliar with the decades-old tunnels and corridors. Have the runners make a series of Infiltration + Agility [Physical] Opposed Tests versus the security team's Perception Dice Pool. The runners need to beat the security team twice to completely slip their tails. If the security team beats the runners once, they know generally where the runners are and that they're up to no good. This triggers them to call for backup in the form of the **Red Samurai Detachment**, who have an easy time pinpointing the runners as they emerge from the access tunnels. If they succeed twice, then they catch up to the runners with guns blazing.

Try to highlight the cat-and-mouse dynamic of this encounter. If the security forces catch up with the runners and you have the time, go ahead and have the security team

pepper them with sporadic fire from a distance. Their plan is to drive the runners toward the surface to a place of their choosing where the **Red Samurai Detachment** can swoop in to crush them. Extracting via the docks is not an option unless they want to take a swim in the Thames.

DEBUGGING

If you're running short on time avoid the cat-and-mouse. Either the runners elude their pursuers or they don't.

SCENE 3B: CORRIDOR WALK

SCAN THIS

Package acquired and with security none the wiser, the runners can more or less leisurely stroll out of the front door.

TELL IT TO THEM STRAIGHT

The drones winch the box up and stutter step to their feet. The silence of the magazine and the surrounding tunnels is a pretty good indicator that nobody is on to you. It should be a cakewalk back to the docks. After all, everything has gone smoothly so far—what's the worst that could happen?

BEHIND THE SCENES

Despite the ominous initial narrative, the runners are able to proceed uncontested to the Underplex proper. Once they get up top though, they need to make a team Opposed Infiltration + Agility [Physical] Test versus the **Initial Security Team from Scene 2**'s Perception Pool. If they succeed, they sneak out of the Underplex and off to the docks. If they fail, the security team catches up to them at the docks.

Unfortunately for them, the **Red Samurai Detachment** has already secured the docks and will work with the initial security team to hunt them down. Have the runners make a Perception + Intuition [Mental] (2) Test to spot the Red Samurai lying in wait.

This necessitates that the runners head up top to the street level and look for someplace to hideout, verify the contents of their package, and figure out their next step.

DEBUGGING

If the runners thought to put some system in place where they could tell if their boat was compromised, reward them by tipping them off early so that they can avoid the conflict altogether.



SCENE 4: I DIDN'T ASK FOR THIS

SCAN THIS

At some point they need to duck into an alley and confirm that they have what they came for and send Findley trideo confirming it. When that happens, they'll find out they have a serious problem.

They have the artifact, but they also have three canisters of FAB and one empty canister of FAB. The information on the FAB canisters seems to indicate that they're some prototype, and that their exposure to the artifact has made them extremely contagious and deadly.

Findley's support team lets him know exactly what is in the box and that if he tries to bring that into the open, his bosses will probably shoot him. As such he instantly hangs up on the runners and sends them a text explaining his take on the situation. He refuses efforts to negotiate or communicate with the runners until they can provide some sort of proof that the canisters are disposed of.

TELL IT TO THEM STRAIGHT

The drones "kneel" and lower the box to the ground. The helpful mapsoft spits the access codes into the older-model maglocks, holding the whole affair closed. Something cycles internally, and the locks power down. There's a faint hiss of inrushing gas as the pressure equalizes, and then the upper half of the box pops up for removal.

Cracking it open you are struck by a strong antiseptic odor, like a thousand Doc Wagon ambulances shat inside. The smell soon passes, and you lift the top away to reveal the giant stone-and-orichalcum head-shaped thing Findley is so hot for. But you also notice something else—laid parallel to the artifact are four canisters that look like scuba tanks, except for the bright biohazard stickers stamped onto each cylinder.

Findley disconnects without comment, and your commlink signals you that he's sent you a text message.

"Those are canisters of FAB. That's not what I asked you to bring me. I still want what I want, but you need to get rid of those canisters before we can talk again. If you can do it in a way that keeps this out of the news, I will double your pay. Right now you're the worst bioterrorists in London's recent history; you may want to act accordingly."

BEHIND THE SCENES

Each canister of FAB is roughly the size of a scuba air tank. Unlike a scuba tank though, the canisters are flattened and capped on both ends. One of the canisters has a fairly obvious bullet hole passing completely through it. The capped ends have some sort of pressure release system the purpose of which is not immediately apparent. Aside from numerous warning labels, there's no external indication of who owns these and what exactly is inside.

Strictly speaking, the bug in the canisters is a mutated form of FAB III (see sidebar; rules for the normal form of FAB can be found in *Street Magic* or *Shadow Spells*, but should not be needed for this Mission). It was further engineered by Ares scientists to be more hardy and to feed more readily. In the course of their experiment they combined it with elements of whooping cough and meningitis so it could be quickly reproduced in bioreactors, a.k.a. host animals, and then harvested in large quantities for their experiments. Naturally, such experimentation violates Ares' old tight ethics-and-safety standards and was instrumental in getting the whole team lit on fire in the name of containing the spread of the disease and the PR disaster it could represent.

If the runners have eluded security forces completely, then this part should simply be about finding a nice quiet place to destroy a biological weapon. If not, whatever is left of the Underplex security will be stalking them through the Overground. If the security forces are hot on their heels, then they need to take on security while disposing of the FAB. If the security forces are on their trail, then it comes down to holding out against them until the FAB is disposed of. Regardless, the initial security team is backed up by a detachment of Renraku Red Samurai who were called out to deal with the distraction/extraction team. If the runners killed **Julius Take-da** in an earlier scene, then his brother, the head of the Red Samurai detachment, is out for their heads.

Alternatively they could just abandon everything in place, take their down payment, and split. Sure it'll hurt their rep and might make them wanted terrorists, but at least they won't be dead or incarcerated.

The final option is they try to negotiate with the Red Samurai to screw over Findley and Ares in the name of making some money and getting to walk away. While the canisters don't have anything that obviously links them to Ares, Renraku's PR people can probably find a way of making it stick. This kind of dirt on Ares is of course worth money, and the Red Samurai could probably broker a deal.

If the runners successfully dispose of the FAB, Findley will have a couple options:

- If they're under attack, he directs them to a nearby Ares subsidiary with extraterritoriality. It's a running gun battle in the streets of the Overground, but as soon as they cross the magical extraterritoriality markers Ares security apprehends them and they promptly "lose" them during a routine prison transfer.
- If the runners have neutralized their immediate threats or are hidden somewhere, Findley simply sends around a lorry to pick them and the artifact up. He doesn't come in person, but his money does.

GETTING FAB

SR4A

Mutated FAB III: [Vector Inhalation, Speed 12 hours (3), Penetration 1, Power 6S, Nature Bacterial, Effects: Stun Damage, Malaise, Disorientation]



Theoretically, even if the runners breathe deep of the FAB, they can finish the run before effects take hold. If this is the case be sure to have them roll their Disease Resistance Tests anyway and mark the results on their logs. It's possible that they might be out for a week or two shrugging off a nasty bug that tried to eat their brain stem. If they have a medical kit, assume that they have access to antibiotics at the Rating of the kit. If they have a Doc Wagon contract, assume they can get spirited away to a medical clinic and receive Rating 6 antibiotics and the situational bonuses associated with ideal care.

If they get exposed and more than twelve hours elapse, though, it's time to make some Disease Resistance Tests and find out if they can do much more besides be sick in the corner of whatever safe house they're hiding out in. Provided they don't die, Findley is willing to take the artifact off their hands when they've managed to reduce the disease Power to zero. This is provided they suffered in silence and didn't pass out in the street dragging a stone idol in one hand and cradling a machine gun in the other.

Making the Disease Resistance Test (*Augmentation, p. 130*):

Exposed victims make a Body + the Rating of any protective systems, implants, etc. Every hit reduces the power of the disease by 1. If hits reduce the power of the disease to 0, the disease takes no effect; otherwise, refer to the full symptom description below.

If the pathogen's Power is not reduced to zero, it is added to the pathogen's Power when rolling subsequent Disease Resistance Tests. The Power accumulates in this manner for 6 resistance tests. After 6 Disease Resistance Tests the Power has peaked and will grow no more. The effects of the disease continue until its Power is reduced to zero.

Symptoms:

- **Stun Damage:** The runner suffers a pounding headache and a stiff neck. Must resist disease Power (Base 6) Stun.
- **Malaise:** If the current disease Power is equal or less than Body, the runner suffers a -1 to all actions. If it is greater, -2 to all actions.
- **Disorientation:** -2 to all actions until the disease Power is reduced to zero.

SR5

Mutated FAB III: [Vector Inhalation, Speed 12 hours (3), Penetration 1, Power 13S, Nature Bacterial, Effects: Stun Damage, Nausea, Disorientation]

Theoretically, even if the runners breathe deep of the FAB, they can finish the run before effects take hold. If this is the case be sure to have them roll their Toxin Resistance Tests anyway and mark the results on their monthly logs. It's possible that they might be out for a week or two shrugging off a nasty bug that tried to eat their brain stem. If they have a medical kit, assume that they have access to antibiotics at the Rating of the kit. If they have a Doc Wagon contract, assume they can get spirited away to a medical clinic and receive Rating 6 antibiotics and the situational bonuses associated with ideal care.

If they get exposed and more than twelve hours elapse, though, it's time to make some Toxin Resistance Tests and find out if they can do much more besides be sick in the corner of whatever safe house they're hiding out in. Provided they don't die, Findley is willing to take the artifact off their hands when they've managed to reduce the toxin Power to zero. This is provided they suffered in silence and didn't pass out in the street dragging a stone idol in one hand and cradling a machine gun in the other.

Making the Toxin Resistance Test (*SR5, p. 408*):

Exposed victims make a Body + Willpower + the Rating of any protective systems, implants, etc. Every hit reduces the power of the toxin by 1. If hits reduce the Power of the toxin to 0, the disease takes no effect; otherwise, refer to the full symptom description below.

If the pathogen's Power is not reduced to zero, it is added to the pathogen's Power when rolling subsequent Toxin Resistance Tests. The Power accumulates in this manner for 6 resistance tests. After 6 Toxin Resistance Tests, the Power has peaked and will grow no more. The effects of the toxin continue until its Power is reduced to zero.

Symptoms:

- **Stun Damage:** The runner suffers a pounding headache and a stiff neck. Must resist toxin Power (Base 6) Stun.
- **Malaise:** If the current toxin Power is equal or less than Body, the runner suffers a -1 to all actions. If it is greater, -2 to all actions.
- **Disorientation:** -2 to all actions until the toxin Power is reduced to zero.

GETTING RID OF THE FAB

Despite the fact that it derives its sustenance primarily from ambient magical energies such as background count, FAB is a bacteria and thus has the weakness of a living thing. As such it can be killed fairly easily if the runners know what they are doing. If they don't know what they're doing, they can still probably fake it.

Physical: Cleanse with fire.

The easiest way to kill the FAB, recognized by anyone with Medicine or someone who has at least a 3 in First Aid, is to toss the canisters into a medical sterilizer and let it cycle normally. The canisters aren't pressurized and they have pressure valves designed for this type of sterilization. A simple Data Search (SR4A) or Computer (SR5) Test reveals a commercial medical equipment sterilization business within the Overground. They mostly serve the local chop shops, street doctors, and nicer tattoo parlors, and they are amenable to accepting 500 nuyen in exchange for forgetting the runners were ever here. A similar arrangement can be reached by waving a gun in their face, although this probably won't buy their silence for as long. Cycling all the FAB canisters through the sterilizers takes about thirty minutes, though, so the runners might need to simply stuff the canisters in there and run,



thus making it impossible to prove they disposed of the FAB. If the runners try and hang out while the sterilizers cycle, any pursuing security forces may catch up to them.

The less-elegant solution is to simply throw the canisters into a sufficiently large and hot fire. Some burning boxes in a trashcan aren't going to cut it. One solution could be for the runners to rip the tires off a couple of vehicles, stack the tires around the canisters, and light the whole mess up. If they do this in the Overground it's unlikely that anyone will give a shit unless they manage to catch a building on fire. If they do this anywhere else in London, particularly the Underplex, firefighters arrive in minutes to put the fire out. If they shoot at the firefighters, they'll only bring down a police response, and given the police state nature of London, their only option will be to flee.

Magical: Any relevant Manipulation spell will work: Clean, Sterilize, etc. Cure Disease won't work because the FAB isn't actually in anyone just yet. You can't cure it of itself. The canisters are metal, so any sustained heat spell should work as well. A Force 3 or better fire spirit could also engulf it for 20 minutes and get the same effect.

GRUNTS AND MOVING TARGETS

RED SAMURAI DETACHMENT (PROFESSIONAL RATING 6)

Three of the finest paramilitary killers Renraku can muster led by one of Renraku's best. Their loyalty is unquestionable, especially to their squad leader. The team that extracted the Renraku executive kicked the hornet nest, and these are the people who came out.

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5 (7)	5 (7)	4 (6)	4	3	4	3	1.15	9(11)	3	15/15	11
Skills (Dice Pools)	Firearms skill group 13, Dodge 10, Perception 10, Unarmed Combat 11											
Augmentations	Dermal plating 2, muscle toner 2, muscle replacement 2, wired reflexes 2											
Gear	Red Samurai Armor, Kabuto Helmet [w/ audio enhancement 3, commlink (Device Rating 5), flare compensation, image link, low-light vision, thermographic vision, smartlink, vision enhancement 3]											
Weapons	Nitama Optimum II [Assault Rifle, DV 6P/7P (underbarrel shotgun), AP -1, SA/BF/FA(SA), RC 1, 35(c)/5(m), w/ smartgun system, 6 extra clips/2 extra magazines]											

SR5										
B	A	R	S	W	L	I	C	Ess		
5	7	5	7	4	3	4	3	1		
Initiative		9 (11) + 3D6								
Armor		23 (as Hardened Armor critter power)								
Condition Monitors		11								
Limits		Physical 6(8), Mental 5, Social 4								
Skills (Dice Pools)		Athletics skill group 16, Firearms skill group 16, Perception 14, Unarmed Combat 17								
Augmentations		Dermal plating 2, muscle replacement 2, muscle toner 2, wired reflexes 2								
Gear		Red Samurai (Hardened Medium Mil-spec) Armor, Kabuto Helmet [w/ audio enhancement 3, commlink (Device Rating 5), flare compensation, image link, low-light vision, thermographic vision, smartlink, vision enhancement 3]								
Weapons		Nissan Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -2, SA/BF/FA, RC 1, 35(c) Shot 1, SA, RC 1, 5 (m), w/ smartlink, 6 extra clips/20 extra rounds]								

MAMORU TAKEDA (PROFESSIONAL RATING 6)

Julius Takeda is Mamoru's favored younger brother. Mamoru is nearing the age in which he'll be promoted out of field-work, and that saddens him. But he's been grooming Julius to step into his role when the time is right. If the runners have managed to kill his younger brother, Mamoru will be difficult to reason with. That said, if they can inform him of the FAB prior to him putting a sword through their throats, Mamoru's loyalty to the company makes him amenable to negotiations on behalf of Renraku. He still wants his pound of flesh, though, and if the runners appear weak, he'll take it.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
5 (7)	5 (9)	5 (8)	4	4	3	5	5	3.15	2	10(13)	4	15/15	11/10
Skills (Dice Pools)	Blades 15, Dodge 14, Firearms skill group 15, Influence skill group 10, Perception 10, Unarmed Combat 14,												
Augmentations	Aluminum bone lacing, cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], reaction enhancers 3, muscle toner 4, synthocardium 3,												
Gear	Red Samurai Armor, Kabuto Helmet [w/ audio enhancement 3, commlink (Device Rating 5), flare compensation, image link, low-light vision, thermographic vision, smartlink, vision enhancement 3]												
Weapons	Ares HVAR [High Velocity Assault Rifle, DV 5P, AP —, SA/BF/FA, RC 3(4), 50(c), w/ 4 extra clips, APDS rounds] Katana [Blade, Reach 1, DV 6P, AP -1, Red Samurai Issue, Takeda Family Crest Affixed to Grip]												



SR5	B	A	R	S	W	L	I	C	Ess	Edg
	5 (7)	5 (9)	5 (8)	4	4	3	5	5	2.6	2
Armor	23 (as Hardened Armor critter power)									
Condition Monitors	11/10									
Limits	Physical 8, Mental 5, Social 6									
Initiative	10(13) + 4D6									
Skills (Dice Pools)	Athletics skill group 21, Blade 18, Firearms skill group 19, Influence skill group 14, Perception 13, Unarmed Combat 18									
Augmentations	Aluminum bone lacing, cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], muscle toner 4, reaction enhancers 3 (wireless), synthocardium 3									
Gear	Red Samurai (Hardened med mil-spec) armor (18), Kabuto Helmet [w/ audio enhancement 3, commlink (Device Rating 5), flare compensation, image link, low-light vision, thermographic vision, smartlink, vision enhancement 3]									
Weapons	Yamaha Raiden [Assault Rifle, Acc 6(8), DV 11P, AP -6, BF/FA, RC 1, 60(c), w/ 4 extra clips, APDS rounds] Katana [Blade, Reach 1, Acc DV 6P, AP -1, Red Samurai Issue, Takeda Family Crest Affixed to Grip]									

PUSHING THE ENVELOPE

Increase the number of Red Samurai to five.

DEBUGGING

This much heat, can kill newbie runners fairly quickly. If they're fighting well, feel free to scale back the hurt by knocking an Initiative Pass or two off the Red Samurai or reducing their Initiative Score by 5-10. Additionally, if they're wiping the floors with the runners, you can have the Red Samurai pull back and get new orders from the Arcology. Their new orders are to take them alive, interrogate and release, if they so please. In this case the runners will be forced to either sell Findley down the river or come up with some other convincing reason to not be dead.

SCENE 5A: SAFETY FIRST

SCAN THIS

Now that the runners have disposed of the canisters, or at least convinced Findley that they have been disposed of, Findley agrees to assist them once more. If they have thus far been able to elude authorities then he'll just send a truck to pick them up. If they are currently being pursued he will arrange for some gangers to create a diversion while the runners extract themselves.

TELL IT TO THEM STRAIGHT

Now that you've cleared up that little "misunderstanding,"

Findley has made good on his end of the bargain. Nuyen changes hands, the drones walk off with the box, and everybody goes home not dead.

BEHIND THE SCENES

If your runners have managed to get here, they've done pretty much everything right and avoided any serious complications. Move on to **Picking Up the Pieces**.

SCENE 5B: FALLOUT

SCAN THIS

The runners have screwed the pooch and released or abandoned a biological agent in the heart of London.

TELL IT TO THEM STRAIGHT

This will vary considerably depending on how bad their release/abandonment scenario was.

BEHIND THE SCENES

The short of it is that the news of a biological weapon being discovered in London is going to put the runners in the hot seat as far as being prime suspects in the case. Findley will leak photos of the runners from the meet and earlier observation. **Picking Up the Pieces** will explain the details of how this will affect their Public Awareness.

PICKING UP THE PIECES

MONEY

- 15,000¥ per runner, plus 1,000¥ per net hit (max 4 hits) for successfully completing the run.
- Optional: 5,000¥, plus 500¥ per net hit from initial negotiation per runner if they successfully separate the artifact from the FAB-P and dispose of the FAB-P in such a way that it does not end up on the news.
- Optional: 5,000¥ per runner, plus 500¥ per net hit (max 4 hits) for handing the FAB over to Renraku instead of Findley.

KARMA

- 1—Completing the run. Be that by getting the artifact to Findley, negotiating with Renraku, or ditching everything in an alley and getting the hell out of London.
- 2—Disposing of the FAB cleanly, either by using medical sterilizers or by burning them quietly.
- 1—Successfully disposing of the FAB.
- 2—Overcoming the Underplex and Renraku security.



In SR4A, additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. In SR5, the reward for these actions is refreshed Edge. The maximum adventure award for characters who play this adventure is 10.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, SR4A) or (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if they take down at least 1 Red Samurai.
- +1 Street Cred if the players complete the job.
- +1 Street Cred if they safely AND quietly dispose of the FAB.
- +2 Public Awareness if the team disposes of the FAB in such a fashion that it triggers an international incident.
- +2 Notoriety if they infect themselves or anyone else with FAB.
- +3 Public Awareness if they can be positively linked to the FAB.
- +3 Notoriety if they attempt to use the FAB as a weapon.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and they may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Charles Findley: Gain him as a contact if mission was successfully completed and FAB disposed of without public attention. Loyalty 1, Connection 2

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test determines how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, SR4A) or a Matrix search action, Computer + Intuition (p. 241, SR5).

Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4; use the Matrix Search table on p. 241, SR5).

SR4A

CHARLES FINDLEY

Contacts to Ask: Fixer, High Level Corporate Contact, Johnson, Stock Broker

Contacts	Data Search	Information
0	0	Chuck Findley here, and boy do I have a deal for you!
1	3	A Yank-corps type here on "business." Likes to play things safe from what I hear.
2	6	Mid-level Ares troubleshooter. This is his first time in London proper—it'll be interesting to see what he'll make of himself.
3	12	Word is his bosses have complained about how many resources he brings into each job. Not just costs, but also the amount of exposure it gives the company. He's on notice—Ares will cut him loose in a heartbeat if something he sets up boils over into international news.



RENRAKU AND THE UNDERPLEX

Contacts to Ask: Any Political Type, Blogger, Fixer, Conspiracy Theorist, Any News/Media Type

Contacts	Data Search	Information
0	0	Experience the best shopping Renraku has to offer in its luxury locales in the West End ...
1	3	Underplex security used to be pretty lax—it's basically a giant shopping mall after all—but the last decade has seen so much turmoil that they've really stepped up the security on all levels, especially behind the scenes.
3	15	The Underplex Corporation gives them even more control over Underplex matters than they have on the surface. Their security regularly trains with Renraku security forces, and Renraku has gotten some sweetheart contracts within the Underplex. Practically it means that the Underplex could conceivably ask forces from Renraku to assist in any major disturbance.

SRS

CHARLES FINDLEY

CORPORATE CONTACT

Search	Information
0–1	"What's up, Chuck?" Sorry always wanted to say that.
2–3	He's a Yank, working on some kind of business deal.
4	He's an Ares troubleshooter, and it's his first time on this side of the pond.
5+	He's developed a reputation for excessive resource use, not just in mission costs but in legal and public relations costs after them. He'd probably be cut loose if there is a failure.

CRIMINAL OR STREET CONTACT

Search	Information
1	I'll show you a fine lay.
2–3	He's a professional Johnson, in all senses of the term. He's an American, but I'm not sure who he works for.
4+	He's an Ares troubleshooter, meticulous in his planning and pretty free with the nuyen.

RENRAKU AND THE UNDERPLEX

CORPORATE CONTACT

Search	Information
0–1	Great mall, and they've cleaned out the riff-raff too. No offense.
2–3	Used to be pretty easy to get into, but they upped security in a big way lately. Too many runs going down.
4+	The Underplex Corporation is pretty much in bed with Renraku; the latest additional contract clauses lets the Underplex request aid from Renraku at paltry rates.

CRIMINAL OR STREET CONTACT

Search	Information
0–1	Nice shopping if you want to buy wageslave stuff, but I got some much better stuff from the back of my truck.
2–3	It used to pretty easy to make a run there, but they got tired of us having our way with the security forces and upgraded to goons, big-time.
4+	I've heard of Red Samurai walking around, acting as security. I doubt it, but the corps are getting serious about limiting us in London.

MATRIX LEGWORK

CHARLES FINDLEY

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits	Information
Failure	Chuck is willing and ready. Use our new search agent to fulfill your shopping needs!
0 (Success)	He's an American businessman in London on a work permit.
1–2	He's an Ares employee of low-middle rank in Special Projects
3+	There's a memo up in his personnel file. He's on probation for unintended public disclosures.

RENRAKU AND THE UNDERPLEX

Matrix Search: Threshold 3 (Not Publicized), Base Time: 30 minutes

Net Hits	Information
Failure	The Underplex Mall is offering a storewide discount for a limited time. Renraku corporate currency only please.
0 (Success)	Reraku has been expanding their presence



1-2

in the district a lot lately, which is unusual considering it's technically the Underplex Corporation's territory.

3+

The latest addition to the Underplex corporate charter allows it to request aid from Renraku at favorable rates. The attached rate schedule shows anything less than a full military intervention is free.

3+

The security has been upgraded over the past couple of years. Camera purchases and monitoring software alone have tripled.

CAST OF SHADOWS

CHARLES FINDLEY

Charles Findley is a mid-level Ares operative who has been sent to London to retrieve some "resources" that went missing in a Euro War era ammunition magazine. He's known for his meticulous and daring plans, but also for bringing a bit too much attention to the corp's shadow operations. Findley is on notice, and he's one big fuckup away from being out of a job or in the ground.

SR4A													
B	A	R	S	W	L	I	C	Ess	Edg	Init	IP	Arm	CM
4	3	3	3	4	5(8)	4	5(8)	4.625	4	7	1	6/5	10
Skills (Dice Pools)	Influence skill group 5, Pistols 3, Stealth skill group 3, Unarmed Combat 3												
Qualities	First Impression (+2 for all Influence skill group tests in first encounter)												
Augmentations	Cerebral booster 3, shock hands, tailored pheromones 3												
Gear	Mortimer of London Greatcoat, commlink (Device Rating 5)												
Weapons	Savallette Guardian [Heavy Pistol, DV 5P, AP -1, SA/BF(complex action), RC 1, 12(c), w/ 4 extra clips EX-Ex ammo]												

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	3	3	3	4	5(8)	4	5(8)	4.55	4
Initiative	8 + 1D6								
Armor	9								
Condition Monitors	10								
Limits	Physical 5, Mental 6(8), Social 7(9)								
Skills (Dice Pools)	Influence skill group 14, Pistols 7, Stealth skill group 8, Unarmed Combat 7								
Qualities	First Impression (+2 for all Influence skill group tests in first encounter)								
Augmentations	Cerebral booster 3, shock hands, tailored pheromones 3								
Gear	Commlink (Device Rating 5), Mortimer of London greatcoat								
Weapons	Savallette Guardian [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA/BF (BF requires Complex Action), RC 1, 12(c), w/ 4 extra clips EX-Ex ammo] Shock Hands [Unarmed, Reach —, Acc 5, DV 9S(e), AP -5]								



BONUS SCENES

Below are two bonus scenes to insert into adventures as appropriate!

BONUS SCENE 1: BANNED FROM THE PUB

If you want to add a little spice to any of the meets that take place in a pub (or any other scene that happens in a pub), the brawl described below can add a little spice to the runners' day. The gamemaster can insert it where it's appropriate.

TELL IT TO THEM STRAIGHT

Suddenly you notice a large group of metas with short cropped hair in what can only be described as cheap suits. They are toasting and carrying on boisterously—laughing, cheering, and pounding glasses. The good news is they are making more than enough noise to distract attention away from you. The bad news is they seem as orderly as an approaching hurricane, and about as likely to cause damage to innocent bystanders.

Sure enough, you hear a cry from the party—"Oi! Whatcha!"—as an elf ducks and avoids a beer mug aimed at its head. The mug hits in the middle of your table sending beer everywhere as a fight breaks.

BEHIND THE SCENES

The pub is playing host to the local FC fans having a wake for a member taken out in the riots against Amazonia. The group consists of two elves, three orks and as many humans as needed. The patrons are not carrying anything beyond a blade. No firearms are possessed, and no one is trying to kill anyone—it's a brawl, not a murder. The bar patrons try to avoid a fight with anyone besides the hooligans. The barkeep calls local law enforcement after two rounds if her constant shouts to take it outside aren't followed (see **Police on My Back**, p. 88). Then she breaks out the shotgun with stun rounds. This scene is any runner's nightmare, locals causing the cops to be called, bringing attention to a place they'd like to be quiet.

PUSHING THE ENVELOPE

This already *is* pushing the envelope. Reward the players for clever methods to quell the fight without violence. Remember that the runners need to avoid local entanglement. If they get involved in the fight and damage the place, the owners will demand repair fees.

DEBUGGING

Barring actually getting arrested, this scene should really only be a speed bump for the party.

GRUNTS AND MOVING TARGETS

ELF HOOLIGAN (PROFESSIONAL RATING 2)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5	5	5	4	3	4	4	6	9	1	0/0	11
Skills (Dice Pools)	Automatics 8, Climbing 7, Close Combat skill group 9, Etiquette 6, Gymnastics 8, Perception 6, Running 7, Swimming 7											
Gear	Ill-fitting suit, commlink [Device Rating 3]											
Weapons	Knife [Blade, Reach —, DV 4P, AP —]											

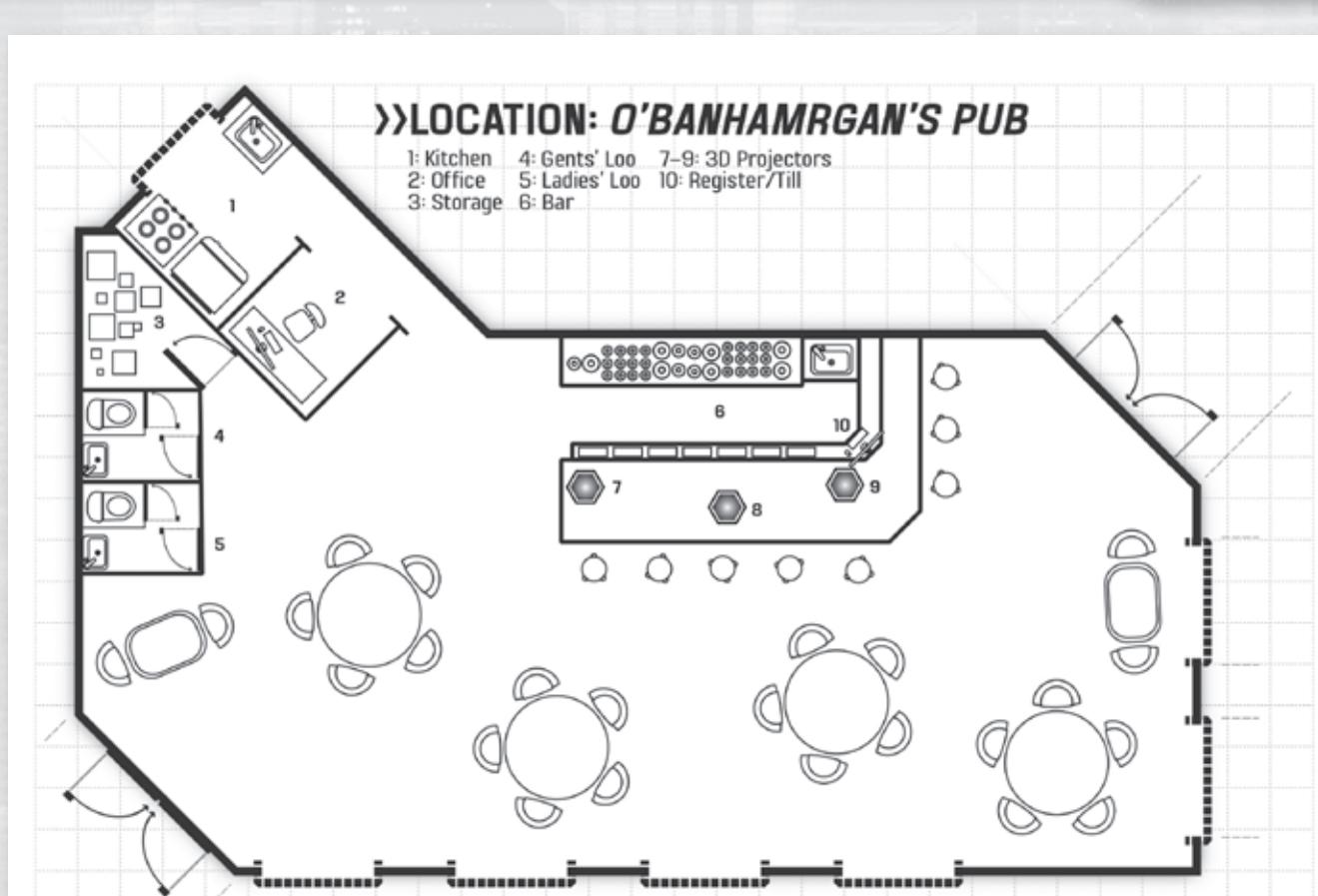
SR5									
B	A	R	S	W	L	I	C	Ess	
5	5	5	5	4	3	4	4	6	
Initiative	9 + 1D6								
Armor	0								
Condition Monitor	11								
Limits	Physical 7, Mental 5, Social 6								
Skills (Dice Pools)	Automatics 9, Close Combat skill group 11, Climbing 7, Etiquette 6, Gymnastics 9, Perception 7, Running 7, Swimming 7								
Gear	Ill-fitting suit(0), Commlink [Device Rating 3]								
Weapons	Knife [Blade, Reach —, Acc 5, DV 6P, AP —]								





>>LOCATION: O'BANHAMRGAN'S PUB

1: Kitchen 4: Gents' Loo 7-9: 3D Projectors
2: Office 5: Ladies' Loo 10: Register/Till
3: Storage 6: Bar



HUMAN HOOLIGAN (PROFESSIONAL RATING 2)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	5	4	4	3	2	4	2	6	8	1	0/0	10
Skills (Dice Pools)	Athletics skill group 11, Automatics 7, Close Combat skill group 8, Perception 6											
Gear	Ill-fitting suit (0), commlink [Device Rating 3]											
Weapons	Knife [Blade, Reach —, DV 3P, AP—]											

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	5	5	4	3	2	4	2	6	2
Initiative	8 + 1D6								
Armor	0								
Condition Monitor	10								
Limits	Physical 6, Mental 4, Social 5								
Skills (Dice Pools)	Athletics skill group 13, Automatics 7, Close Combat skill group 9, Perception 6								
Gear	Ill-fitting suit, commlink [Device Rating 3]								
Weapons	Knife [Blade, Reach —, Acc 6, DV 5P, AP—]								

ORK HOOLIGAN (PROFESSIONAL RATING 2)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
6	4 (6)	5 (6)	4 (6)	4	2	2	2	3.7	7 (8)	1	0/0	11
Skills (Dice Pools)	Automatics 7, Close Combat skill group 8, Gymnastics 8, Perception 6, Running 5											
Qualities	Toughness											
Augmentations	Muscle augmentation 2, reaction enhancers 1											
Gear	Ill-fitting suit, commlink [Device Rating 2]											
Weapons	Knife [Blade, Reach —, DV 3P, AP—] Knucks [Melee, Reach —, DV 4P, AP—]											

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
4	5	5	4	3	2	4	2	6	2
Initiative	7(8) + 1D6								
Armor	0								
Condition Monitor	11								
Limits	Physical 7(8), Mental 4, Social 4								
Skills (Dice Pools)	Automatics 10, Close Combat Skill Group 11, Gymnastics 12, Perception 7, Running 7								
Qualities	Toughness								
Augmentations	Muscle augmentation 2, reaction enhancers 1								
Gear	Ill-fitting suit (0), commlink [Device Rating 2]								
Weapons	Knife [Blade, Reach —, DV 3P, AP—] Knucks [Melee, Acc 8, Reach —, DV 7P, AP—]								

MOIRA, BARKEEP

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
3	5	5	2	4	4	4	4	6	9	1	4/0	10/10
Skills (Dice Pools)	Close Combat skill group 8, Electronics skill group 6, Etiquette 5, Gymnastics 8, Longarms 7, Perception 6, Running 5, Swimming 5, Thrown Weapons 6											
Gear	Armored clothing, commlink (Device Rating 3), contacts (w/ flare compensation)											
Weapons	Bar Sweeper [Shotgun, Throwback, DV 6S(e), AP – Half Impact, SS, RC —, 2(b) w/ Stick 'n' Shock, 10 extra shells behind bar], 4 flash bangs [Grenade, DV 6S, AP –3, Blast 10m radius]											

SR5									
B	A	R	S	W	L	I	C	Ess	Edg
3	5	5	2	4	3	4	4	6	2
Physical Initiative	9 + 1D6								
Armor	6								
Condition Monitor	10/10								
Limits	Physical 4, Mental 5, Social 6								
Skills (Dice Pools)	Close Combat skill group 6, Electronics skill group 6, Etiquette 9, Gymnastics 10, Longarms 5, Perception 8, Running 5, Swimming 5, Throwing Weapons 6								
Gear	Armored clothing, commlink DR3, contacts [Capacity 3, w/ flare compensation]								
Weapons	Bar Sweeper [Shotgun, Throwback, Acc 4, DV 9S(e), AP –5, SS, RC —, 2(b) w/ Stick 'n' Shock ammo, 10 extra shells behind bar] 4 flash bangs [Grenade, DV 10S, AP –4, Blast 10m radius]								

BONUS SCENE 2: POLICE ON MY BACK

If the previous scene results in police attention—or if players attract police attention for any reason—this scene is here for your use!

TELL IT TO THEM STRAIGHT

Judging by the chaos around you something has gone wrong. ARO news feeds are all over the action leading law enforcement to be called in. Running sounds good, but it's too late for that now. Time dilated and the world came crashing to a halt around you as you realize the cops are already on site. And they're after you.

BEHIND THE SCENES

This scene is for when runners overstay their welcome or keep stepping out of line and daring security to be called. Or just in the wrong place at the right time. Depending on the severity of the situation, a security detail will be dispatched to match.



GRUNTS AND MOVING TARGETS

Low-risk threats and general public nuisance calls result in a London Security force being dispatched to resolve a situation as peacefully as possible. They will have patrol wagons on hand to transport prisoners.

LONDON BOBBIES (PROFESSIONAL RATING 3)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
4	4	4	3	3	3	4	3	6	8	1	8/6	10
Skills (Dice Pools)	Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 6, Pistols 7, Unarmed Combat 7											
Gear	Armor jacket, commlink (DR3), handcuffs (2 sets), jazz (2 doses)											
Weapons	Colt America L36 [Light Pistol, DV 3S, AP +2, SA, RC —, 11(c), w/ gel rounds] Defiance EX Shocker [Taser, DV 8S(e), AP —half, SS, RC —, 4(m)] Stun baton [Club, DV 6S(e), AP —half, Reach 1]											

SR5								
B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6
Initiative	8 + 1D6							
Armor	12							
Condition Monitors	10							
Limits	Physical 5, Mental 5, Social 5							
Skills (Dice Pools)	Clubs 8, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 8, Unarmed Combat 8							
Gear	Armor jacket, commlink (Device Rating 3), handcuffs (2 sets), jazz (2 doses)							
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 7S, AP +1, SA, RC —, 11(c), w/ gel rounds] Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP —5, SS, RC —, 4(m)] Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP —5]							

At a greatest threat assessment, such as full blown riots, a more armed force is deployed in full riot gear, along with armored vehicles.

LONDON RIOT CONTROL (PROFESSIONAL RATING 3)

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	4	5	4	3	3	5	3	6	10	1	9/17	11/10
Skills (Dice Pools)	Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 6, Pistols 7, Unarmed Combat 7											
Gear	Commlink (DR3), handcuffs (2 sets), jazz (2 doses), riot armor w/ riot helmet [w/ flare compensation, wireless links, image links], riot shield											
Weapons	Colt America L36 [Light Pistol, DV 6S, AP —half, SA, RC —, 11(c), w/ Stick 'n' Shock] Defiance EX Shocker [Taser, DV 8S(e), AP —half, SS, RC —, 4(m)] Stun Baton [Club, DV 6S(e), AP —half, Reach 1]											

SR5								
B	A	R	S	W	L	I	C	Ess
5	4	5	4	4	3	5	3	6
Initiative	10 + 1D6							
Armor	22							
Condition Monitor	11							
Limits	Physical 6, Mental 5, Social 6							
Skills (Dice Pools)	Clubs 8, Exotic Melee Weapon(Riot Shield) 8, Law Enforcement(Professional Knowledge) 7, Perception 7, Pistols 8, Unarmed Combat 8							
Gear	Commlink (Device rating 3), handcuffs (2 sets), jazz (2 doses), riot armor, riot helmet [w/ flare compensation, image link, wireless links], riot shield							
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 5S, AP —5, SA, RC —, 11(c), w/ Stick 'n' Shock] Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP —5, SS, RC —, 4(m)] Riot Shield [Exotic Melee, Reach —, Acc 4, DV 9S(e), AP —5] Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP —5]							

If it comes down to open gunfights and endangering the civilian populations, they call in the Urban Command Strike-force to keep the populace safe. They will arrive in armored vans and broadcast to the citizens to stay indoors.



**LONDON URBAN
COMMAND STRIKEFORCE
(PROFESSIONAL RATING 4)**

SR4A												
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM
5	5	5	3	3	3	5	3	6	10	1	16/16	11
Skills (Dice Pools)	Clubs 7, Intimidation 8, Firearms skill group 10, Law Enforcement (Professional Knowledge) 6, Perception 6, Unarmed Combat 7											
Gear	Commlink (DR3), handcuffs (2 sets), jazz (2 doses), SWAT armor w/ helmet [w/ flare compensation, image links, smartlink, thermographic vision, vision enhancement 1], SecureTech PPP [arms, legs, vitals]											
Weapons	Ares Alpha [Assault Rifle, DV 6P, AP –5, SA/BF/FA, RC 2(3), 42(c) w/ integral grenade launcher, smartgun system, APDS ammo, 2 extra clips,] Grenade launcher [Grenade Launcher, DV 6S, AP –3, Blast 10m radius, 6(c)] Stun baton [Club, DV 6S(e), AP –half, Reach 1]											

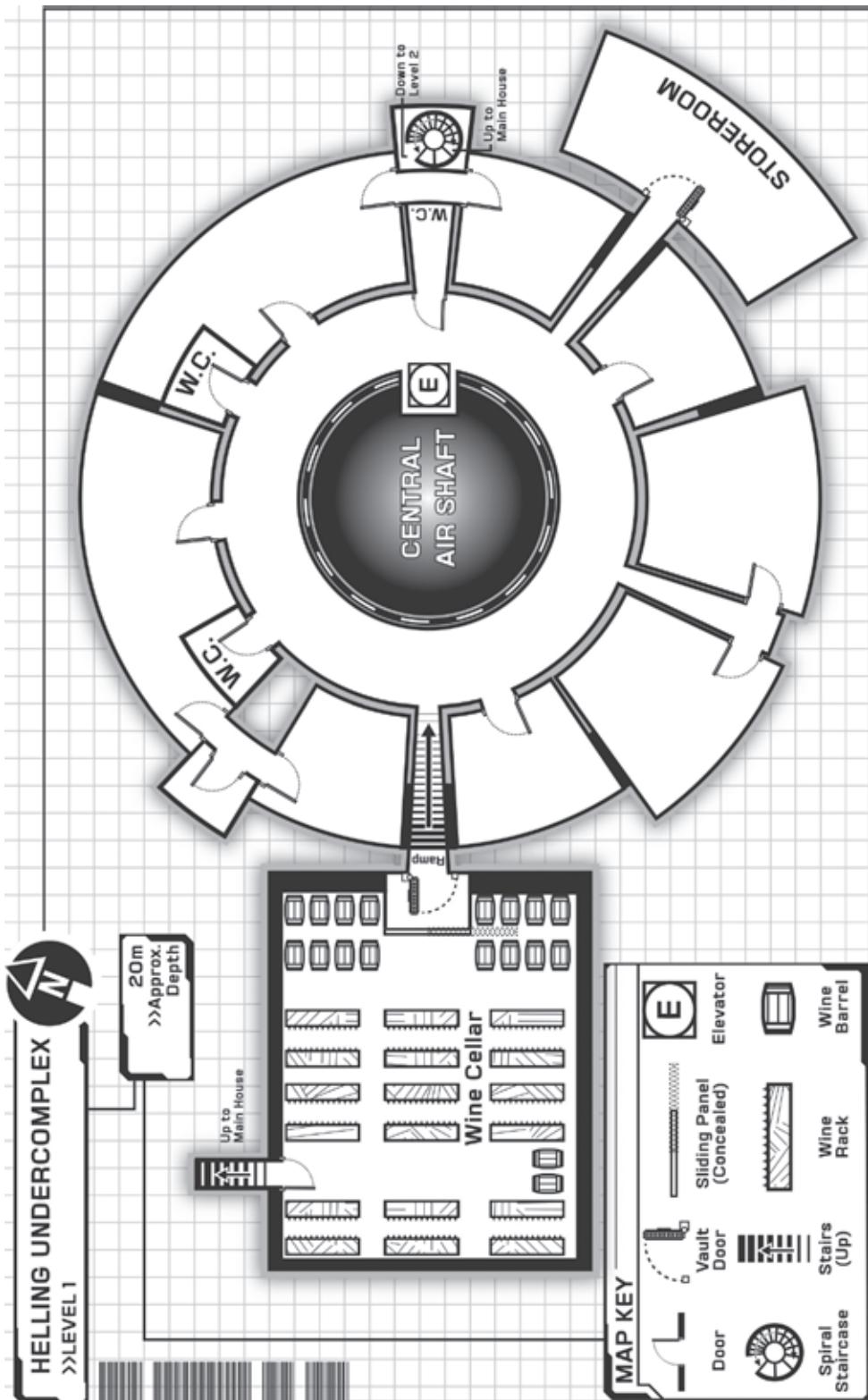
**LONDON URBAN
COMMAND SHARPSHOOTER
(PROFESSIONAL RATING 4)**

SR4A													
B	A	R	S	W	L	I	C	Ess	Init	IP	Arm	CM	
5	5	5	5(7)	4	4	4	5	3	4	10(12)	1	16/16	11
Skills (Dice Pools)	Athletics skill group 7, Close Combat skill group 8, Firearms skill group 10, Infiltration (Urban +2) 11(13), Perception 6, Shadowing 7												
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision magnification], reaction enhancers 2												
Gear	Commlink (DR3), handcuffs (2 sets), jazz (2 doses), SWAT armor w/ helmet [w/ flare compensation, image links, smartlink, thermographic vision, vision enhancement 1], SecureTech PPP [arms, legs, vitals]												
Weapons	Ares Desert Strike [Sniper Rifle, DV 8P, AP –7, SS, RC(1), 14(c), w/ APDS ammo]												

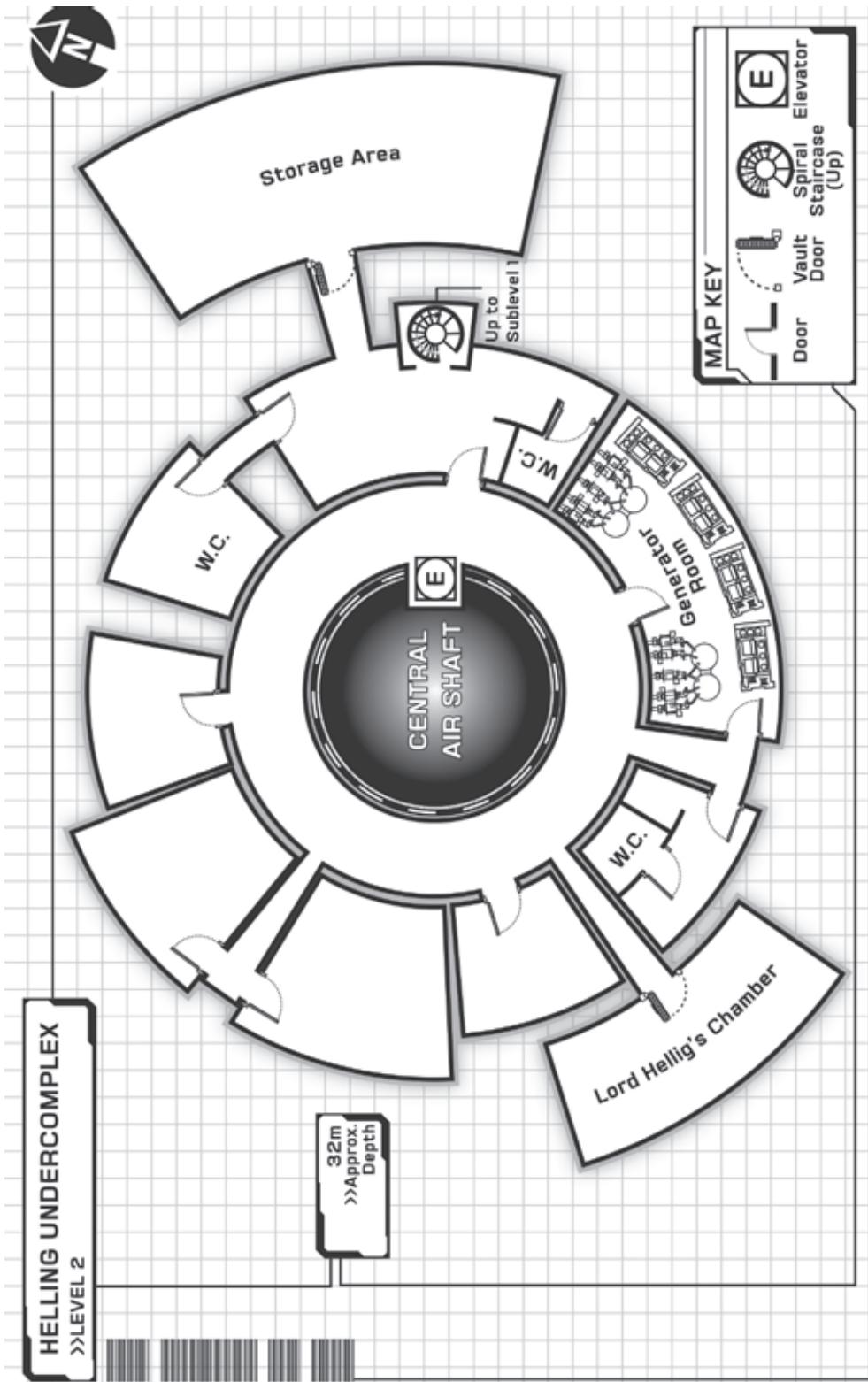
SR5								
B	A	R	S	W	L	I	C	Ess
5	4	5	4	4	3	5	3	6
Initiative	8 + 1D6							
Armor	21							
Condition Monitor	11							
Limits	Physical 6, Mental 6, Social 5 (8 Intimidation)							
Skills (Dice Pools)	Clubs 8, Firearms skill group 14, Intimidation 12, Law Enforcement(Professional Knowledge) 7, Perception 8, Unarmed Combat 8							
Gear	Commlink (Device rating 3), handcuffs (2 sets), jazz (2 doses), SWAT armor, SWAT helmet [w/ flare compensation, image link, smartlink, thermographic vision, vision enhancement 1], SecureTech PPP [arms, legs, vitals]							
Weapons	Ares Alpha [Assault Rifle, Acc DV 6P, AP –5, SA/BF/FA, RC 2, 42(c) w/ integral grenade launcher, smartgun system, APDS ammo, 2 extra clips] Grenade launcher [Grenade Launcher, DV 6S, AP –3, Blast 10m radius, 6(c)] Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP –5]							

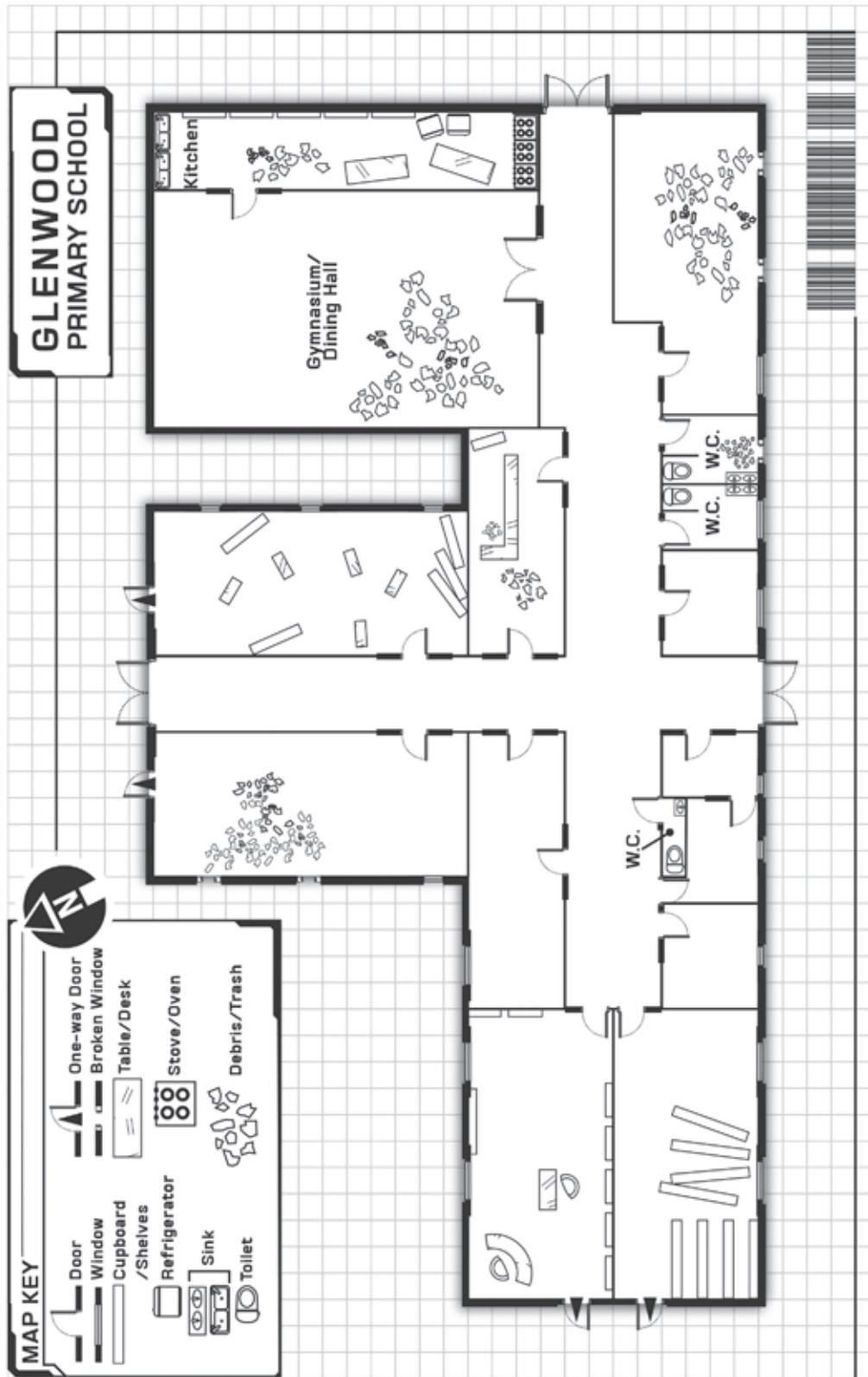
SR5								
B	A	R	S	W	L	I	C	Ess
5	5	7	4	4	4	5	3	4
Initiative	12 + 1D6							
Armor	21							
Condition Monitor	11							
Limits	Physical 7 Mental 6, Social 5 (8 Intimidation)							
Skills (Dice Pools)	Athletics skill group 8, Close Combat skill group 9, Firearms skill group 14, Perception 7, Sneaking(Urban) 14(16)							
Augmentations	Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision magnification], reaction enhancers 2							
Gear	Commlink (Device Rating 3), handcuffs (2 sets), jazz (2 doses), SWAT armor, SWAT helmet [w/ flare compensation, image links, smartlink, thermographic vision, vision enhancement 1], SecureTech PPP [arms, legs, vitals]							
Weapons	Ares Desert Strike [Sniper Rifle, Acc 7, DV 13P, AP –8, SS, RC(1), 14(c), w/ APDS ammo]							





PLAYER HANDOUTS

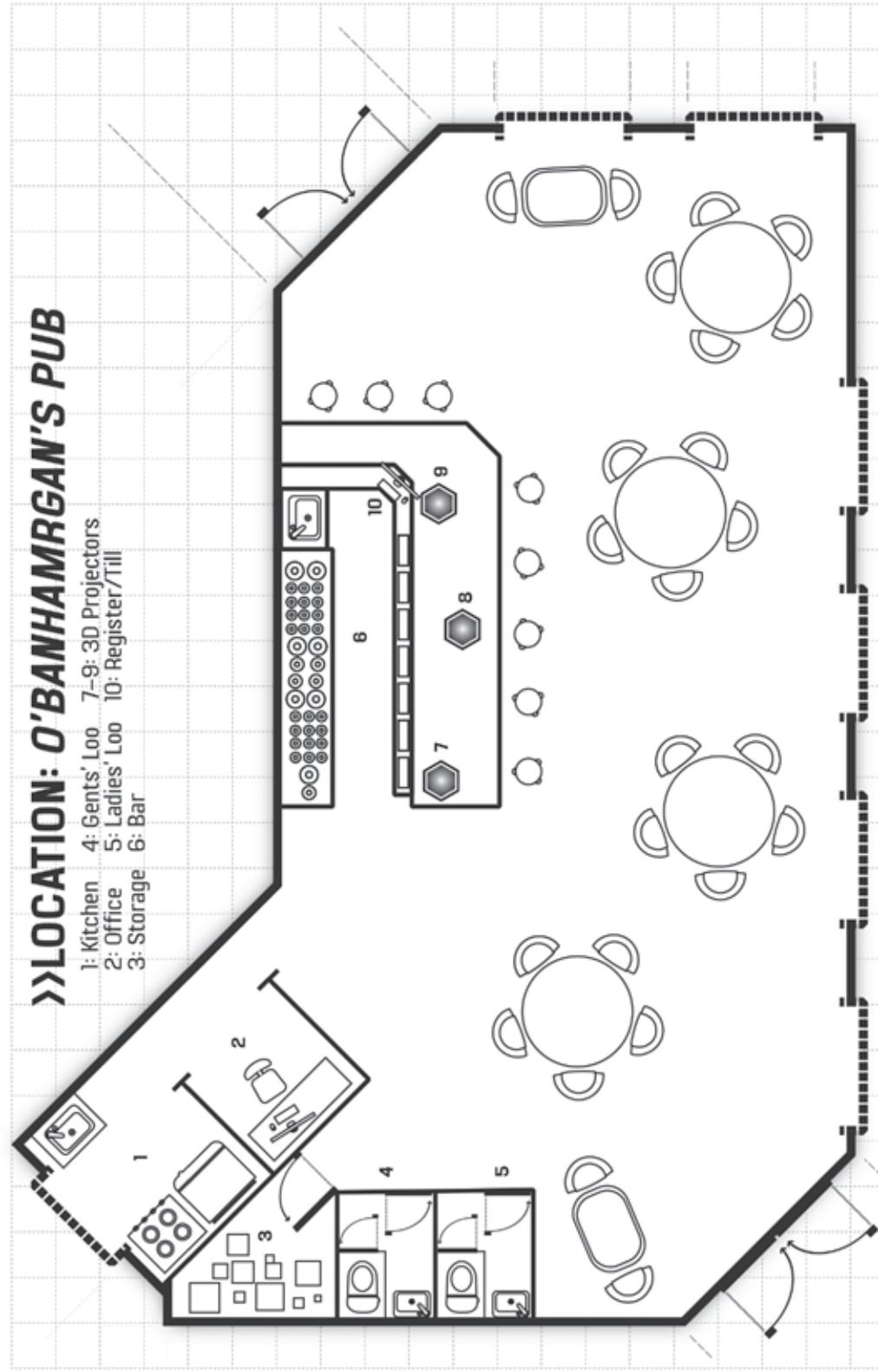




PLAYER HANDOUTS

>>LOCATION: O'BANHAMRGAN'S PUB

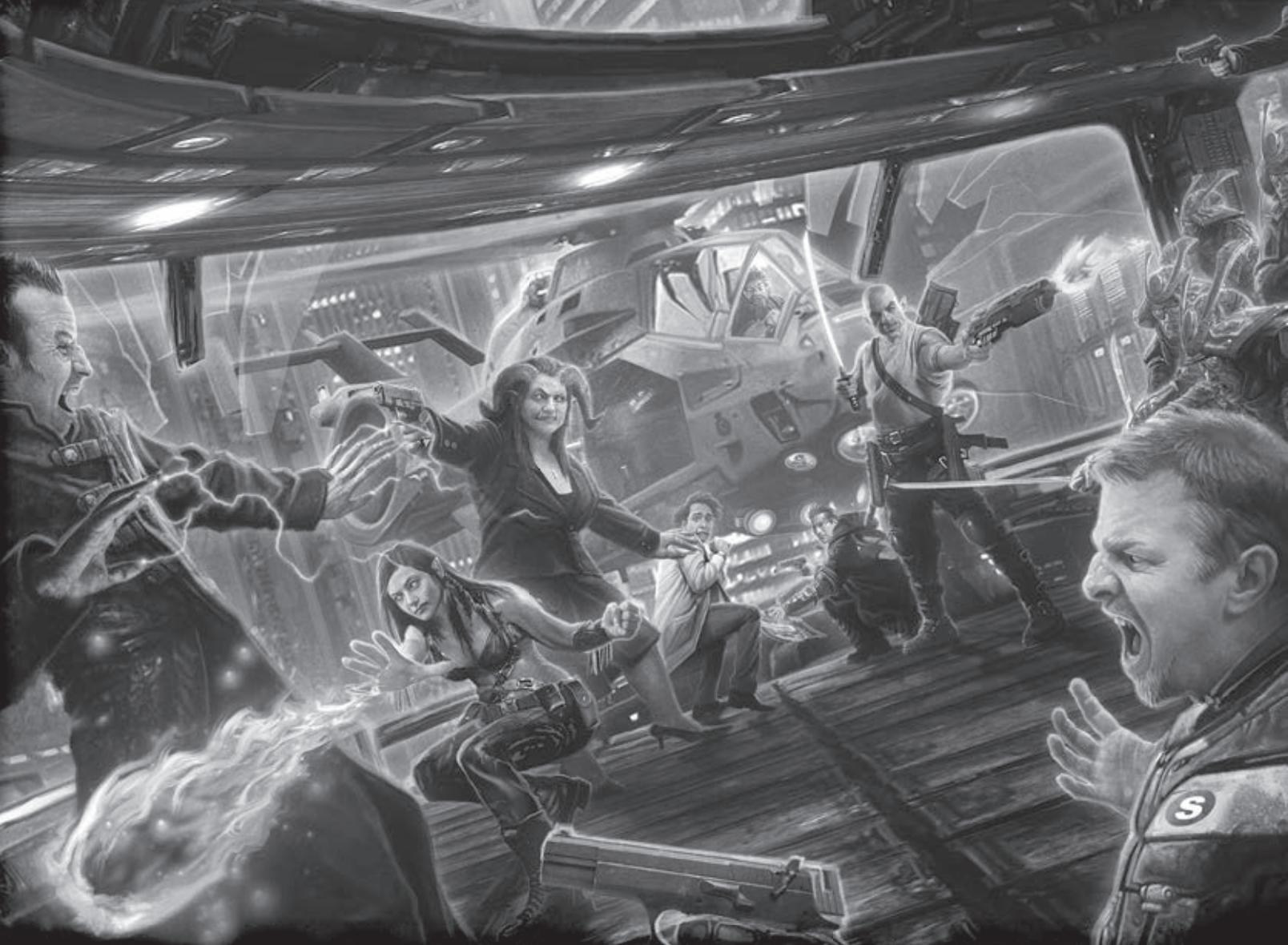
- 1: Kitchen 4: Gents' Loo 7-9: 3D Projectors
2: Office 5: Ladies' Loo 10: Register/Till
3: Storage 6: Bar





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