

SRM3-05: In and Out Credits

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SRM3-05: In and Out

INTRODUCTION

SRM03-05 In and Out is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM03-05 In and Out is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-05 In and Out consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell it to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

RUNNING THE ADVENTURE

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

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

you may find useful in preparing to run *SRM03-05 In and Out* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

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

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

Table Rating

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

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

Selling Out

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

act as "deniable assets," "covert agents," or to put it bluntly, "spies."

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

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

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

Losing Corporate Affiliation

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

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

Affiliation Betrayal

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

Cleaner Table

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

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

A Note on Commlinks

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

Paperwork

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

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

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

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

SCENARIO BACKGROUND

This mission is a follow-up to SRM3-03 *Burning Bridges*. However, the players of this mission need not have played that mission in order to play this one. Those that have should recognize Karl Gahley as a previous Mr. Johnson and they may have some background information from the *Burning Bridges* scenario. This information could include how Gahley was captured, the data trail that lead to him, and that Aztechnology was the company upon which Mr. Gahley's revenge drama was focused. You should determine, prior to the start of the session, which characters have been played in SRM3-03, and the outcomes listed on their debriefing logs.

PLOT SYNOPSIS

In the time between *Burning Bridges* and this scenario, Karl Gahley has agreed to turn over evidence that reveals his backers in the destruction of the UCAS owned Brooklyn Bridge. Of course, since he hatched and executed the demolition himself, the story that he will share with the authorities must be entirely fabricated in an attempt to avoid a lengthy prison sentence. Ms. Johnson in this scenario wishes to be sure that the names that Gahley plans to provide would be beneficial to her aims. She hires the runners to break into the NYPD, Inc. holding facility at which Gahley is held, provide him with a prepared story—blaming Aztechnology—to give to the authorities, and get out—ostensibly without making too much noise. But first, to ensure that Gahley will tell the story that she provides, she'll ask the runners to help Gahley's sister, Anna, who is having some troubles of her own.

CORPORATE INTERESTS

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

Ares: Personally defeat at least half of the opponents in a combat. Note that this is not an objective, but merely something that will attract the attention of the corporation.*

Aztechnology: Set up surveillance devices in Anna Gahley's restaurant and send the access IDs of those devices to Aztechnology

Horizon: Disrupt or banish at least one NYPD, Inc. spirit. Note that this is not an objective, but merely something that will attract the attention of the corporation.*

NeoNET: Create a backdoor on the NYPD, Inc. holding facility's administrative node and send the relevant information to NeoNET.

NYPD, Inc.: Be an outstanding waiter or waitress for the wedding party. Note that this is not an objective, but merely something that will attract the attention of the corporation.*

Renraku: Personally take out a vehicle in **Hijack This!** Note that this is not an objective, but merely something that will attract the attention of the corporation.*

Saeder-Krupp: There is a prisoner in the NYPD, Inc. holding facility named Aaron Laurey. Make sure he escapes.

Shiawase: Take charge of running Anna Gahley's restaurant. Note that this is not an objective, but merely something that will attract the attention of the corporation.*

Spinrad: Personally talk your way past security in the courthouse and contact Gahley. Note that this is not an objective, but merely something that will attract the attention of the corporation.*

Neo-Anarchists: Have no other affiliation, plus earn all three Karma awards from **Picking Up the Pieces**. Note that this is not an objective, but merely something that will attract the attention of the group.*

* Note: Several corporations have tasks that are not objectives, but will draw the attention of the corporation. Affiliates will not be informed of these secondary objectives, but will still be eligible for the affiliation reward.



INCOMING FEED.....

Aztechnology is not going to let Gahley impugn their name further, after their conflict over his business prior to *Burning Bridges*. They're keeping a close eye on his family, as well. His revenge plot implicated them in the destruction of the bridge, and they fear that he was hired by a rival to perform the demolition and subsequent finger pointing. They don't know what he plans to share with the authorities, and they don't know who hired Gahley, but both problems can be solved with violence. A second team of NPC shadowrunners has been hired by Aztechnology to break into the same holding facility as the PCs and execute Gahley. The PC team may be in a position to thwart this assassination attempt. If they are not, then it fails, generating media exposure, to avoid creating a situation in which the PCs cannot prevail.

It's also important to note that Ms. Johnson is not who she says she is. With the appropriate legwork, it's likely that the runners will be able to determine that Ms. Johnson works for Saeder-Krupp. This is, however, a false front. In reality, she's aligned with the Neo-Anarchists. It is their goal to, tear down the Manhattan Development Consortium entirely. To that end, the Neo-Anarchists are attempting to pit Aztechnology against Saeder-Krupp as well as to erode the public's confidence in NYPD, Inc. Thus, she will be happy with whatever results the players are capable of providing her, as long as they make NYPD, Inc and, by extension, the MDC look bad.

To further this goal, she will provide them with a Matrix file that makes little sense to the PCs, as it's only one piece of the puzzle being put together by the Neo-Anarchists. They'll be instructed

to place it within the NYPD, Inc. Matrix systems if they have the opportunity to do so. In future scenarios, the Neo-Anarchists will reveal other puzzle pieces that will further their goal. This is only a secondary objective, for which Ms. Johnson will reward the team. So, if they are unable or unwilling to complete it, it doesn't affect the final outcome of the scenario.

OPPORTUNITY KNOCKS

SCAN THIS

This scene serves as an introduction to the scenario in which the PCs meet Ms. Johnson and are informed of the plan. It takes place in a marina on the Brooklyn side of the river with the remains of the once-proud Brooklyn Bridge providing a backdrop for the meet.

TELL IT TO THEM STRAIGHT

The day started out a normal Wednesday for Manhattan. The never-ending search for work in the shadows created by the Manhattan Development Consortium and the inherent dangers of doing so continue. Which is why, when you hear that the development contractor arrested for the destruction of the Brooklyn Bridge is going to speak with the authorities, your ears perk up. If there's ever a thing that generates more work for the shadows its intrigue and the bridge's fall stirred up nothing if not intrigue.

It doesn't surprise you when you get the call. Your intuition was correct: a Ms. Johnson wants to meet you in Brooklyn to discuss a business venture connected to the situation surrounding the bridge. You're to meet her at 1 Main St. at 8pm this evening. When you arrive, the marina is closed and empty but for a single ork sitting in a small security hut to the left of the entrance. The looming remains of the Brooklyn Bridge can be seen silhouetted in the glow of Manhattan, something you're gut tells you wasn't accidental.

BEHIND THE SCENES

The marina is closed for the evening when the PCs arrive. A single, aging ork remains on duty as a guard, but he's been paid off by Ms. Johnson to keep quiet about the meet. If he's questioned in any way, he's clueless but polite. If pressed, he will wink at the team and repeat that he doesn't know what they're talking about. There are also TR security drones in the marina keeping watch for intruders, at least one of which is a simple watercraft. If hacked, the PCs find that the drones were tampered with recently. Should it become necessary, use the stats for the sample Bartender contact (p. 289, *SR4A*) replacing Longarms with Pistols for the ork guard and the Ferret RPD-1X drone (p. 118, *Arsenal*) for the Matrix security.

Ms. Johnson has positioned TR guards among the boats and other cover of the marina, prior to the team's arrival. A Perception + Intuition (3) test will spot one of them, with each additional hit indicating the location of an additional guard until all of them have been spotted. Use Corporate Security Unit (p. 281, *SR4A*) for her guards, giving them each a hit of Cram (p. 257, *SR4A*) at TR 4+.

Three piers make up the marina. The boats docked at them vary in shape and size, but all of them are well maintained. Should anyone have the appropriate skills to identify and/or appraise them, they can learn that they're middle-of-the-road ships primarily for pleasure sailing with operation times on the order of five hours before refueling.

On the Matrix, the marina's system keeps track of the ships that are docked and those that are out of port and is capable of sending and receiving payments for boat rentals. Beyond that, the system is rudimentary at best and serves only the needs of the marina. There are cameras (DR: 3) visibly mounted on poles. Like the drones, if hacked, the cameras are clearly already under the control of someone else.

Ms. Johnson (see Kara Martinez in *Cast of Shadows*) is an attractive human woman who arrives to the meet shortly after 8pm. If asked about the delay, she'll indicate that she prefers to observe potential assets to see how they arrive. She wears a flattering business suit of the Synergist Business Line from Vashon Island. She is accompanied by 3 guards, one of whom exits the limousine, unloads an area jammer and a white-noise generator (DR: TR+2), activates them, and places them on the roof of the vehicle. One stays in the driver's seat, and the third positions himself on the opposite side of the limousine from Ms. Johnson and the team. Use the Corporate Security Unit grunts (p. 281, *SR4A*) for her guards, giving them each a hit of Cram (p. 257, *SR4A*) at TR 4+.

Remember that Ms. Johnson is only masquerading as a corporate asset. She's, in reality, a neo-anarchist, named Kara

Martinez, hoping to bring down the regime of Manhattan, Inc. It's appropriate that characters succeeding in a Judge Intentions Test (p. 139, *SR4A*) would realize that she's hiding something. If pressed, she only smiles and comments that "a woman needs her secrets." Further, her goals are not entirely those outlined above. In reality, she wants to discredit NYPD, Inc. by making them appear incompetent. In that respect, she will be less than concerned with the actual health and safety of Karl Gahley at the end of the scenario.

Ms. Johnson shares information about the job with the team prior to reaching an agreement with them:

1. Her work requires them to face NYPD, Inc. on their home turf. For this, she's capable of providing a better than average return for the runners' effort.
2. She needs them to speak with a specific inmate and share with him some information. The exact nature of the information will remain hidden until the runners agree to work with Ms. Johnson. She will also require that they perform a simple task prior to the team's infiltration that will help to persuade the inmate to cooperate.
3. The inmate cannot be killed during the operation and the authorities should not be aware that the team has spoken with him.
4. There is a time limit of five days on the operation.

Ms. Johnson offers 2500¥ * TR for the completion of the run, subject to negotiation. Every hit on an opposed Negotiation test will increase the payment by 500¥ * TR, to a maximum of 5 net hits. Once the team agrees to work for her, she'll reveal the following information about the job:

1. The inmate is Karl Gahley, previously the owner and operator of KG Construction, who recently was responsible for the destruction of the Brooklyn Bridge.
2. Give the players *Handout #1*. They're to persuade him to present his case as follows:
 - He was hired by Aztechnology to destroy the Bridge.
 - Aztechnology provided him with the explosive material that he then hid among his own supplies, which were later "stolen" for use in the destruction of the bridge (see *SRM3-03 Burning Bridges*).
3. He is to agree to prove that the explosives came from Aztechnology but only in exchange for protective custody. Another team will later provide him with the necessary hard evidence, prior to his formal testimony.
4. Mr. Gahley is being held at an NYPD, Inc. holding facility located at 600 East 125th Street on Randall's Island in cell number eleven. He'll be there until the following Monday (five more days) at which time he'll be taken to court offices in Brooklyn to give his preliminary testimony at 11am. The court is in Brooklyn as the bridges leading onto Manhattan Island are still owned by the UCAS. Thus, it is within their jurisdiction that the case against Gahley will be heard.
5. Ms. Johnson wants to make sure that Gahley is inclined to work with her. To do this, she needs the runners to intercept Gahley's sister before she can meet with corporate

representatives of Aztechnology regarding the sale of her business in Queens. Once they've intercepted Anna Gahley, they're to take her to LaGuardia Airport, where she will be met by Ms. Johnson's representatives and taken to safety. For more information about this interception, see *Saving the Sister*.

When the PCs have asked their questions, Ms. Johnson indicates that she has one other request, a favor, for the runners to perform. If they agree to help her out, she will provide them with an encrypted file that she wants deposited in the NYPD, Inc. systems of the holding facility. If they're unable to complete this favor, it will not reduce their payment or bother Ms. Johnson in any way, but should they complete it, she's willing to offer them an additional 1000Y * TR in Saeder-Krupp corporate scrip. This file is encrypted using Rating 8 strong encryption (p. 66, *Unwired*), increasing the decryption interval's time to 1 day. This should be used to discourage the PCs from decrypting the file. If they do, it is a series of seemingly random timestamps and codes that cannot be deciphered within the context of this scenario. If the team asks about the file's contents, Ms. Johnson will explain that it's a cipher that would be meaningless without context.

Before leaving the meet, Ms. Johnson will provide contact information for the characters to use upon the completion of the scenario.

When the PCs decide to speak with Anna Gahley, proceed to *Saving the Sister*. If the team decides to go to the holding facility, proceed to *In-and-Out*. If they choose to contact Karl Gahley en route to the courthouse, proceed to *Hijack This!* If they instead choose to speak with Karl at the courthouse, proceed to *Courtroom Caper*. For characters who decide to investigate all of their options with their contacts, first, consult the *Legwork* charts.

PUSHING THE ENVELOPE

If the PCs become hostile, Ms. Johnson will take evasive action while her security forces engage. Don't forget about the one or more shooters that are positioned throughout the marina. If the runners appear to be fending off her forces, she will jump into the river to escape using her internal air tank to swim to safety. Even if they become hostile, the characters can attempt to finish the run. Ms. Johnson will not intervene, but, due to this hostility, she will not return to pay them either.

DEBUGGING

The players may want to role-play their characters' legitimate worries with respect to running against authority figures such as NYPD, Inc. If this occurs, Ms. Johnson will share additional information with the PCs to help smooth things out:

1. The holding facility in which Gahley is being held is a moderately secure facility. It's likely that they'll face opposition if they make too much noise, but they shouldn't expect a response on the level of a SWAT team or anti-terrorist forces. In fact, the guards of the facility are instructed to rely on non-lethal force and will only bring out the big guns if they're forced to do so.
2. Usually, criminals would be transferred out of such facilities quickly. Gahley's requests for protective custody

and willingness to provide evidence to the authorities have delayed his transfer. It's likely that the guards at the holding facility have become complacent in this delay and may not be paying as much attention to someone accused of terrorism, the destruction of public and private property, theft, various conspiracies, etc. as they should be.

3. If they remain reluctant to agree, she'll remind them that while they must hide their affiliation with Gahley from the authorities, there is nothing stopping them from enlisting the (willing or unwilling) aid of other inmates and/or staging a riot or other such distractions that would make it difficult for the authorities to respond to their incursion.

One other point of contention might be the interception of Anna Gahley. If the PCs are reluctant to turn her over to Ms. Johnson, she'll promise that Anna won't be harmed, though she'll admit that the team has little reason to take her on her word. She'll also remind them that they don't *really* care about Anna, do they?

SAVING THE SISTER

SCAN THIS

Ms. Johnson is concerned that Karl Gahley may refuse to tell the authorities the story that she's provided. To help convince him to dance to her tune, she's asked the PCs to keep Gahley's sister, Anna, from signing a contract with Aztechnology which would effectively sign over her business, a chain of two make-your-own-fajita restaurants in Queens called *Some Assembly Required*. This may also be a good time for the team to find out about the assassination order on Gahley if they investigate Aztechnology's interests in the Gahley family.

TELL IT TO THEM STRAIGHT

Aztechnology is putting the squeeze on Gahley's sister, Anna, and they've finally convinced her to sell her restaurants, *Some Assembly Required*, to them at a value far less than they're worth. Why are the Aztechs so interested in a tiny two-building chain in Queens? What is Ms. Johnson going to do with her once you all turn Anna over to her? And, does it really matter? After all, you're still gonna get paid for the work that you do.

BEHIND THE SCENES

Ms. Johnson provided the team with the location of Anna's original restaurant in Queens at five-point intersection of Newton and 30th Ave.. When the PCs visit, they'll notice Anna Gahley (see *Cast of Shadows*) meeting with her staff in a small private area off the main dining room of the building.

Some Assembly Required (see Map #3) is a casual dining, make-your-own-fajita restaurant. For breakfast, they serve traditional Mexican breakfasts, such as huevos rancheros and corn cakes. For lunches and dinners, various ingredients including beef, chicken, pork, vegetables, salsas, fruits, tortillas, guacamole, etc. are provided, allowing patrons to make up to five fajitas using whatever ingredients they desire. The majority of the ingredients are primarily soy, but for higher paying customers real vegetables, in limited quantities, are available a la carte.





The building can seat between 50 and 75 customers comfortably. Immediately across from the main entrance is a small bar. To the left of the bar is the fajita buffet. On the right-hand side of the building is the main seating area, in the back of which is the private room where Anna is meeting with her staff. In addition to the employees, there should be a handful of other patrons depending on the time of day, but no one that appears dangerous.

There is no door between the main seating area and the private room. Anyone with the appropriate audio-enhancements can hear her apologizing for the sale of her company, outlining the struggle that she's been dealing with to remain solvent, and the pressure that she's feeling from the authorities ever since her brother went insane.

A careful inspection of the premises does not indicate that there is anyone of consequence (e.g., other runners or corporate affiliates) in the area. Presumably, they don't expect any trouble from Anna, believing her rightfully cowed by the awesome might of Aztechnology. If the team mentions Karl's involvement to Anna, treat her as Hostile (p. 130, SR4A) to the proceeding negotiations. She is justifiably upset about the mess her brother has made of her life, and is unwilling to do anything further to help him at this point.

As Anna starts to come around the team's offer, she'll express her concern about her employees. In order to persuade her to cooperate, she'll require two non-negotiable conditions. The first condition is that her employees will need to be kept safe for

the same duration. They're family to her, and she's every bit as concerned about them as she is about herself. (A quick call to Ms. Johnson will enable the team to arrange this at no cost.)

The second condition is that the restaurant has already been reserved tonight (or the following night, if the PCs are meeting with her after 7 pm). The reservation is for the Goldstein-O'Malley wedding rehearsal dinner. It's a high profile gathering, with clients that she cannot afford to alienate. A PC will realize that the O'Malley family is a prominent part of NYPD, Inc. with a successful threshold 2 Knowledge Skill Test using a skill relevant to New York Society.

Her cooks can take care of programming the soy processing units, and can leave detailed recipes for the team to prepare everything, but the restaurant absolutely has to be open for that reception. She's willing to pay the team (100¥ * TR) to run the restaurant from 7:30 pm until 11:30 pm, for the duration of the dinner. The restaurant can be closed to other customers for that time, but absolutely must be open to the guests of the rehearsal dinner.

Remember that both of these conditions are non-negotiable. Anna will not willingly go along with the team unless they agree to run the restaurant and provide for her employees' safety. While forcibly abducting her is another solution to the issue, this will later make proving to Gahley that she's safe and unharmed a bit more challenging.

The wedding rehearsal dinner can go as smoothly or painfully as seems appropriate. GMs should use their best judgment of their

players in deciding what level of detail and humor is appropriate for this encounter. See the Restaurant Hijinks sidebar for more details. The dinner will have 46 guests, including the wedding party. The guests will be split evenly between the two families. Based upon numerous blue uniforms and concealed weapons present at the dinner, it will quickly become apparent that most of the O'Malley family are employees of NYPD, Inc. (Use NYPD, Inc. Officer from *Cast of Shadows* as necessary.)

During the course of the dinner, the corporate representative (use Corporate Headhunter, p.136, *Runner's Companion*) for Aztechnology will arrive to conclude the sale of *Some Assembly Required*. TR members of Aztechnology security (use Corporate Security Unit, p. 281, *SR4A*) will accompany him. He will be quite puzzled by her absence, and depending upon how the team responds, may make a scene. At TR 1 or 2, the representative will be cool and professional. At TR 3 or 4, the representative will be loud and boorish. At TR 5 or 6, he will attempt to actively disrupt the dinner. The O'Malley family members may respond appropriately, including calling for NYPD, Inc. intervention. The Aztechnology members may escalate this, by calling in additional Aztechnology security support. This has the opportunity to get quite ugly. While NYPD, Inc. contracts with the MDC as an on-island security force, they also work with the UCAS to police the other four boroughs. Response time to the restaurant for law enforcement is faster than for Aztechnology forces. If necessary, this may help to defuse the situation.

Once the team convinces Anna that they're here to help her avoid selling her business, she'll go with them to the prearranged meeting point with Ms. Johnson's people. When the team arrives, there are TR+1 guards, at least one of whom they should recognize from the marina. The guards will carefully take Anna from the team, doing their best to avoid frightening her. They'll ask the team to provide a means to prove to Gahley that his sister is safe. If questioned, they'll indicate that it may be unlikely that Gahley will have the ability to see a virtual representation of the image in prison.

At some point, it should become clear to Anna that the team is going to attempt to speak with her brother. Her response will be cool, but not uncaring. She'll ask them to assure Karl that she's safe and that he should do whatever the team asks him to do. If the team probes deeper, she'll admit that she thinks her brother has suffered a psychotic break (not too far from the truth) and that his actions have impacted her life in ways that he probably didn't even consider. She'll strongly imply that he owes it to her to insure that her business survives even if he saw fit to destroy his own.

If the team decides to go to the holding facility, proceed to *In-and-Out*. If they choose to contact Karl Gahley en route to the courthouse, proceed to *Hijack This!* If they instead choose to speak with Karl at the courthouse, proceed to *Courtroom Caper*. For characters who decide to investigate all of their options with their contacts, first, consult the *Legwork* charts.

PUSHING THE ENVELOPE

Anna should be nervous, but any show of force will convince her to follow them. Especially if they indicate that they're taking her somewhere safe and that their contacts will help her avoid selling her business to Aztechnology.

RESTAURANT HIJINKS

An evening of restaurant management may become a surprisingly harrowing experience for a team of hardened shadowrunners. This may place the team in an environment with which they are not comfortable, and offers opportunities for both humor and disaster. Try to tone this scene as is most appropriate for your players. If they seem to want a serious and violent tone, feel free to gloss over it. If they're more amenable to a bit of comedy, try to stress that aspect.

The restaurant requires the following duties to be fulfilled (Anna, will briefly summarize them to the team)

- A Host to greet and seat the guests. This person will also be a troubleshooter to address any issues that the guests have with the wait staff.
- A bartender to mix and deliver drinks for guests.
- A cook to retrieve material from the soy processing unit and to prepare all of the non-soy based food, following the recipes that Anna's chef left in the kitchen. The cook will be required to make Intuition + Artisan (Cooking) (TR/2) tests throughout the evening, to insure that cuisine is prepared appropriately.
- Wait staff to deliver food from the kitchen to the buffet, and to assist guests in any way necessary.
- Bus staff to clear dirty dishes from the table, refill water glasses, and clean up any accidents.

In addition to the arrival of the Aztechnology representative, a number of other complications may arise. Feel free to use your imagination, but a few possibilities include:

- A volatile argument between elder members of the Goldstein and O'Malley families. The argument may be about politics, religion, sports, or social standing.
- The Soy Processing Unit in the kitchen breaks down.
- The kitchen or bar runs out of a critical ingredient at an inopportune moment.
- Vermin (rats, roaches, ants, etc.) are spotted in the kitchen. The team needs to prevent them from going anywhere that guests might see them.
- One (or both) of the bathrooms flood.
- Customers arrive who become irate over the fact that their regular restaurant is closed to the public. They insist on making a scene.



For more experienced teams (TR 3+), it's likely that the characters may have run into conflict with NYPD, Inc. in the past. In such a situation, it's very possible that a member of the O'Malley family may recognize one of these characters. This could lead in a variety of directions, but the simplest is to have the family attempt to arrest the PC.

If the team is forced to injure Anna, the guards who meet with them to take her into custody will be nonplussed. Regardless, having her roughed up a little may only help to convince her brother to go along with the plan.

DEBUGGING

This scene should be quite easy. Unless the team makes a huge racket when they try to speak with Anna and convince her to come with them, there's little reason to involve anyone other than the NPCs outlined above. It's possible that a patron could call the police if the team creates a large enough disturbance, but as long as things remain civil, things should go smoothly.

If the team decides to visit Anna at her home, rather than her place of business, it is a nice apartment in a well-secured upper middle-class enclave. The facility will have DR 4 + (TR/3) security devices and guard response will be in 7 – TR turns if an alarm is raised.

More information about the goals of Aztechnology with respect to Anna can be found in *Legwork*.

IN-AND-OUT

SCAN THIS

This scene details the action that takes place if or when the team attempts to infiltrate the NYPD, Inc. holding facility. It's only necessary if the PCs opt to do so. If they've decided to hit the transport or try and speak with Gahley prior to his courtroom appearance, you can skip to the appropriate scene below.

TELL IT TO THEM STRAIGHT

The outside of the holding facility presents an imposing figure. Its geometric, neo-classical design gives a sense of stability and of finality. Or at least that's what its public node tells you as you approach. From your vantage point you can clearly see the four manned guard towers.

BEHIND THE SCENES

To help support this scenario, external and internal layouts should be relatively easy to come by and have been provided as Maps (#1 and #2) for the players when they discover them. Since NYPD, Inc. has to disclose the building plans for their facilities to the board of Manhattan, Inc., the corruption inherent in the city's upper echelons means that such information should be available on the streets for a price.

The facility can hold between 30 and 50 prisoners at any given time. Usually, however, there are between 20 and 30. Visiting hours for the facility are from 9am through 3pm on Monday, Wednesday, and Friday. In addition to the guards detailed below, there are a number of other people serving in other capacities including receptionists, janitors, cooks, laundry workers, etc. Most of these workers are all "on-duty" from 8am to 5pm.

Physical Security

There are $8 + (\text{TR} * 2)$ guards on-duty at the facility at all times. They work in three eight-hour shifts beginning at midnight, 8am, and 4pm. There are four guard towers on the four corners of the facility's grounds, each of which is manned by a single guard as well as a surveillance drone. Each of the towers has a mounted LMG fed from belts of Stick-n-shock ammunition. Inside the facility, it's appropriate for some guards to be on patrol throughout the cellblocks. Patrolling guards work in pairs and are trained to call for backup first and then attempt to control the situation with non-lethal force unless the situation demands more stringent measures. All guards can be represented by the NYPD, Inc. Officers (see *Cast of Shadows*). For every 8 guards, include one NYPD, Inc. Lieutenant.

The guards in the towers become swiftly bored with their posting and often turn to chatting amongst each other via commlink or even playing Matrix games. Regardless, while the team gains access to the grounds, the guards are facing a -2 dice pool modifier to Perception tests due to being distracted. The surveillance drones are running a Rating TR – 1 Clearsight autosoft program to assist in their Sensor tests. Don't forget to apply the modifiers from the Signature Table (p. 171, SR4A) to these tests as well. Much of the outside area is well lit by floodlights, but these same lights create shadows in between pools of illumination. Use the Partial Light Visibility Modifiers (p. 136, SR4A) as dice pool modifiers for Perception tests made by the guards, the drones, and the PCs. Use the statistics for the Renraku Stormcloud drone (p. 350, SR4A) for the surveillance drones, but they are in fixed positions at the towers.

External doors and their associated security are presented on Map #1. One security detail that is difficult to describe therein is this: the emergency doors located on the east side of the building will automatically open if a fire is detected within the facility. Gaining entry into the cellblock area (Map #2) via these doors might be as "simple" as hacking the facility's system either through

NYPD LIEUTENANT

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

Initiative 9(10)

Initiative Passes 2

Armor B/I 8/6

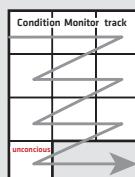
Unarmed 3, Pistols 4, Dodge 3, Clubs 2

Smartlink

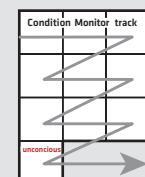
Stun Baton R 1, D 6S(e), AP -1/2

Browning Ultra Power D 5P, AP -1, M SA, RC -

(1)



(2)



the rail-mounted cameras or the surveillance drones in the towers and creating such an alarm. This would bypass the security set up in the lobby area of the building. But it would automatically create a degree of chaos within the prison and alert the fire department (unless the ‘runners have disabled that connection).

Matrix Security

In addition to the surveillance drones mounted in the guard towers, there are also two rail-mounted cameras (DR 2 + TR/2) on each side of the complex. These can be moved around the exterior of the facility to provide security guards a variety of ways by which to observe the grounds. From the outside of the facility, there is no obvious access to its secured Matrix nodes; the walls of the building have been constructed to block wireless signals. However, savvy hackers might be able to use either the surveillance drones or the external cameras to hack into the building’s Matrix. Like the Ares Sentinel “R” Series drone (p. 118, Arsenal), the cameras can only be hacked by gaining physical access to the rail on which they’re mounted.

Astral Security

Magical security for the facility is light. Awakened inmates are rarely held by NYPD, Inc. in this prison. As such, the magical security is mostly focused not on securing prisoners but rather keeping out awakened threats. To that end, there are TR/2 (round up) bound

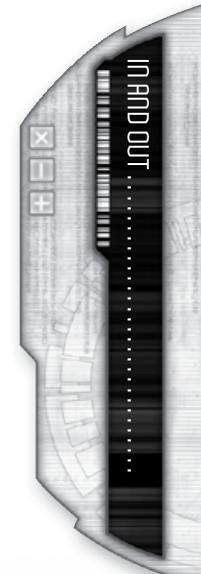
Force 3 + TR/2 Spirits of Man patrolling the external grounds of the facility. All are ordered to stop and destroy any astral intrusions, but not to pursue them beyond the confines of the facility. There is also one NPYD, Inc. Mage (see *Cast of Shadows*) assigned as a full-time employee of the facility. Finally, a tissue sample is taken from all inmates to use as material link for Ritual Spellcasting to assist in the location of escapees. All inmates are aware of this measure. The samples are kept off-site at the NYPD, Inc. corporate offices.

The lobby and visitor’s portions of the facility are only open from 9am to 3pm Monday through Friday. (Remember that public visiting hours are only on Monday, Tuesday, and Wednesday). After hours, the guards can open the doors to enter and exit the facility with the proper identification; characters can break into the facility by beating the rating 5 maglock system on the doors.

Once inside the building, the cellblock is only accessible via two pair of synchronized security doors. A door in the lobby will let personnel into the airlock, which then must be shut prior to the opening of a door at the other end of the hallway, which exits into the cellblock. This airlock is equipped with a Rating (TR+1)/2 (round up) chemical scanner. Modifiers for any Chemical Detection tests can found on p. 262, SR4A.

The visiting area of the facility is also accessible from the lobby. This room is split in two, separating it into a public area and an area for the inmates. Between these areas is a reinforced transparent security wall (AR 8, SR 9).

There is also a locker room area with access to the second floor of the building from the lobby. The locker room area does not provide access to the cellblock; even guards are forced to go through the airlock, though they are allowed to set off the chemical detectors. If the team can somehow fool the system into thinking that they’re guards, this might be another option providing them access into the facility.



NYPD OFFICERS

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

Initiative 9(11)

Initiative Passes 1

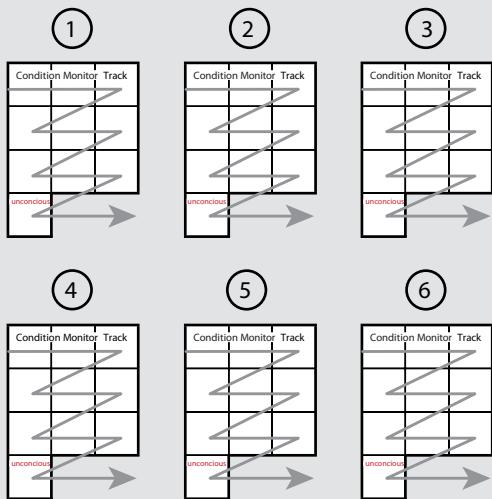
Armor B/I 8/6

Unarmed 3, Pistols 4, Dodge 3, Clubs 3

Smartlink

Stun Baton R 1, D 6S(e), AP -1/2

Browning Ultra Power D 5P, AP -1, M SA, RC –



NYPD MAGE

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

Initiative 9

Initiative Passes 1

Armor B/I 8/6

Unarmed 3, Sorcery 4, Pistols 4, Dodge 3, Conjuring 3

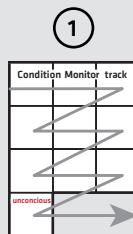
Spells: Stun Bolt, Stun Ball, Physical Barrier, Heal, Armor, Power bolt, Detect Gun

Spirit: Force 4 Spirit with 3 Service

Smartlink

Stun Baton R 1, D 6S(e), AP -1/2

Browning Ultra Power D 5P, AP -1, M SA, RC –



NYPD INC HOLDING FACILITY MATRIX TOPOLOGY

Sculpting

Appearing as a daunting stone labyrinth under a cloudless sky. The moon hangs over the maze like an unblinking eye. No shadows are cast, even from the statues representing surveillance cameras. The whole sculpture gives a feeling of paranoia. The final touch of this place is that cells are represented as oubliettes in the ground. Access to each consecutive node is represented as a large iron gate allowing access closer to the center of the maze. Node 1 has a similar look, but no iron gate to get to any other node.

Authentication

Node 1: AccessID

Node 2: AccessID

Node 3: Passkey (Warden and both Spiders)

Node 4: IC Challenge

Privileges: Standard for Node 1. Nodes 2-4 do not have user Privileges, only Security and Admin.

Attributes

Nodes 1-2: Firewall 5 Response 4 Signal 5 System 5

Nodes 3-4: Firewall 6 Response 4 Signal 4 System 5

Spiders

Node 1: none

Nodes 2-4: 2 NYPD, Inc. Spiders (See Cast of Shadows)

IC: Three Musketeers rating 4 in every node, Renraku Oniwaban Rating 5 on Nodes 2, 3 and 4. They appear as stone statues along the walls.

Resident Programs: Analyze 4, Encryption 4 (The Hacker is lost in the Maze without decrypting the nodes)

ARC: Launch IC, Scramble Spider, Initiate Lockdown

Topology: The Topology is 4 nodes. Node 1 is wireless and independent of the other three. Nodes 2-4 are consecutive nodes connected with fiber optics.

SYSTEM CONTROLS

Node 1: Controls wireless communication, but they can only contact the guards manning the towers on the outside of the facility via wireless or wired communications devices due to the wireless inhibiting conduction materials in the walls. Tower Drones are Renraku Stormcloud drones (p. 350, SR4A), which are also slaved to this node for quick surveillance access for mobile security.

Node 2: Controls the rail mounted Cameras (DR 2+ TR/2), and exterior lighting (DR 2). There are four honey pots with Data Bombs 4, appearing as remote weapon devices on each of the towers (appearance as a weapon cache).

Node 3: Interior door locks, security doors, Interior Cameras (DR 3) and sensors monitoring the RFIDs on all prisoner anklets. The Interior door locks are specially made maglocks with a defaulting deadbolt lock (AR 8, SR 9). When power is cut off, manual keys are needed to open the doors.

Node 4: The Alarm System, Emergency Door, and power cut off switch to Node 3 are slaved to Node 4 to make a "lockdown" of the Prison and isolates Node 4's alarm from being shut off remotely. Node 4 also has a sensor package (Microphone) in the Warden's office DR1. Access to Node 4 requires a karaoke challenge via the microphone, Artistry (Singing) 2 by a TR+3 rating Agent (appearing as a Minotaur) to gain access; otherwise the Alert will be triggered. Apparently the Warden has a great singing voice.

The second floor of the facility is simply for administrative offices, record keeping, and a security office where the camera and sensor feeds are finally displayed to any guards or spiders who happen to be paying attention. There is also roof access to the top of the cellblock. Guards are trained to exit the second floor onto the roof during escape attempts in an effort to catch escaping inmates before they're able to leave the grounds of the facility.

The cellblock doors are controlled from the security substations located on the east and west ends of the block. Guards there can open and close individual cells or entire sides of the block. The doors can also be controlled from the security office on the second floor of the facility. It should be noted, however, that the goal of this scenario is not the release of Gahley, but rather only speaking to him, so this information may never be needed.

Each cell is equipped with three beds, a toilet and sink with privacy screen, and a single small desk. For the purposes of this scenario, the cells are lightly occupied at the moment, so the

characters won't have to worry too much about rowdy inmates giving them away. But, even the loudest inmate may be silenced with bribes of cigarettes, street drugs, or other concealable gear; they have little use for nuyen at the moment.

When the PCs get to Gahley, they'll need to work quickly to impart the details of the plan to him. He'll be receptive and, in fact, will admit that he was at a loss in coming up with the story he was going to share with the judge come Monday. When the characters arrive, Gahley has a dwarf cellmate named Aaron Laurey. (While the prison is sparsely populated, Laurey is there to maintain a suicide watch on Gahley.) He'll be interested in what's going on but remain largely aloof, perhaps interjecting a snarky comment if he sees the opportunity.

During this conversation, the NPC shadowrunning team hired by Aztechnology should arrive to kill Gahley. It can remain unclear how this team entered the facility, and if questioned, they'll be unwilling to share their methods. This encounter need

not end in violence; the PCs can bribe the other team (TR*1500¥ per member of the assassination team). The other team will take the money and run but in so doing, they will inadvertently alert the guards during their escape. If the PCs engage the other team in non-silent combat, this also alerts the guards. This team is made up of a Bounty Hunter, a Combat Mage (add Initiate Grade 1 and the Shielding metamagic), a Covert Ops Specialist, and a Street Samurai. At TR3, add a Hacker (add the Nuke program from p.111, *Unwired*). At TR4, add a Gunslinger Adept. At TR5+, add a Weapons Specialist. (For all opposing team members, see pp. 98–112, *SR4A*)

Escaping the facility will, most likely, be more difficult than entering it. The guards may be on alert and the characters may have already been forced to engage them in combat. Once the team gets out of the facility, the guards will disengage, alerting their supervisors of the break-in (and out), and they'll lock down the facility.

Once communication with Gahley has been completed proceed to *Meeting Ms. Johnson*.

PUSHING THE ENVELOPE

For advanced tables, feel free to utilize the mage and spirits that work at the facility to their fullest. Other inmates looking to benefit from turning in the characters may also get involved and attempt to detain or injure the characters as they make their escape. If the PCs attempt to enter the facility during the day, innocent bystanders may become a liability that they can't afford and the better illumination outside may keep them from getting to the facility without being seen.

It's also possible that Aaron Laurey (Gahley's cellmate) may attempt to convince the PCs to help him escape. Between the tracking device attached to this leg and the tissue sample taken by the facility's mage prior to his incarceration, doing so should be problematic for Mr. Laurey at best, but having an NPC along during their escape from the facility may only make things more difficult on the team. Aaron will offer, in an effort to be convincing, the suggestion that helping him escape would distract from their actual goal of meeting with Gahley.

In the event the team escapes the facility with the guards in close pursuit, at TR4+, they may choose to alert additional NYPD, Inc. forces. A liberal number of NYPD, Inc. Support Mages with spirits accompanying them may respond to the threat astrally. Additional NYPD, Inc. Officers may respond to the scene in Swat Armor (p. 49, *Arsenal*) mounted on an Ares Citymaster.

DEBUGGING

If the characters are in way over their heads, don't be afraid to play on the stereotype of the dumb guard. Guards could be watching the trid or playing Matrix games rather than paying attention as the characters break into the facility. Also, should the guard forces prove too much for the characters to handle, they should focus primarily on the Aztechnology hired team giving the player characters the opportunity to escape.

For teams with little to no magical protection, reduce or eliminate the offensive magical potential of the facility, namely the spirits and the full-time mage. The mage may not be on-duty and perhaps the spirits may be directed to respond to only astral incursions.

If the characters accepted the secondary objective offered by Ms. Johnson, don't be shy about reminding them about its completion. In all the activity, it's possible that the team may forget about this detail. If necessary, have one or more of them roll a Memory test (p. 139, *SR4A*) to see if they recall the objective, especially if there's a dedicated hacker on the team.

If the team fails to persuade Gahley here, they can either attempt to intercept him en route to the courthouse (see *Hijack This!*) or at the courthouse proper (see *Courtroom Caper*).

HIJACK THIS!

SCAN THIS

This scene is only necessary if the team decides to intercept the transport of Gahley as NYPD, Inc. officers move him from the holding facility to the courthouse on Monday morning at 11 am.

TELL IT TO THEM STRAIGHT

It's 10:30am on Monday morning; the morning of Gahley's testimony. You find yourself and your team waiting in ambush for the convoy of NYPD, Inc. vehicles that will take him from the holding facility on Randall's Island, across the Triborough Bridge into Queens, and from there south to a courthouse in Brooklyn. You've every reason to expect that security will be tight, but this is most likely your last chance to get him the message.

BEHIND THE SCENES

Hijacking the Gahley's transportation is a much more challenging solution for this scenario because it does not provide an easy completion of the secondary objective and it would be difficult at best for the authorities to believe that Gahley was not the target of the hijacking. Regardless, if the team feels like this is their best chance of speaking with Gahley, it should be noted that the assassination attempt on Gahley was thwarted regardless of whether or not the characters knew of it.

In response to the earlier Aztechnology-led assassination attempt, the NYPD, Inc. officers planning the transport have stepped up security for Monday morning. There are two teams of guards heading out of the holding facility at 11am. The first team is a decoy and appears far better equipped to stand off an assault. It contains two patrol cars on either side of a prisoner transport vehicle. Use the attributes for the Chrysler-Nissan Patrol 1 (p. 350, *SR4A*) and the Lone Star Black Mariah (p. 115, *Arsenal*) for these vehicles respectively. The patrols cars each contain TR+1 (Maximum 4) guards while the Black Mariah has TR+2 (Maximum 6) guards within it. There are also two cops on motorcycles; use the Dodge Guardian (p. 114, *Arsenal*) for these vehicles. All guards are NYPD, Inc. Officers (see *Cast of Shadows*).

These guards know that they're a decoy and are unlikely to fight to the death if pressed. Instead, they'll use their own vehicles as cover and use suppression fire to pin down the player characters until backup arrives. They'll arrest characters before killing them if possible. There is no magical support for this team; all of the facility's magical capabilities are focused on the real transport team and on securing Gahley. This may or may not tip off the PCs that they've targeted the wrong transport.





IN AND OUT

INCOMING FEED.....

The actual transport for Gahley will be much less obvious. It's made up of two Chrysler-Nissan Patrol 1 vehicles, one marked and one unmarked. Gahley is dressed in a guard's uniform and shackled

NYPD OFFICERS

Body 3
Strength 4
Logic 3

Initiative 9(11)

Initiative Passes 1

Armor B/I 8/6

Unarmed 3, Pistols 4, Dodge 3, Clubs 3

Smartlink

Stun Baton R 1, D 6S(e), AP -1/2

Browning Ultra Power D 5P, AP -1, M SA, RC –

to the floor in the front passenger seat. Two other guards, one of whom is an NYPD, Inc. Support Mage (see *Cast of Shadows*), accompany him. The unmarked sedan contains four guards. In addition to the guards, there are TR/3 (round up) Force (TR) spirits traveling with this group of vehicles.

The actual transport will break away from the main group as it travels through Queens. If the PCs attack the decoy transport or the unmarked car, the patrol car with Gahley will not stop to assist the decoy guards.

Once communication with Gahley has been completed proceed to *Meeting Ms. Johnson.*

PUSHING THE ENVELOPE

This scene should be reasonably difficult as written, but if you feel that that it may not prove enough to challenge your table, feel free to include additional guards or aerial drone support (use the MCT-Nissan Roto-Drones, p. 350, SR4A). Additional backup could (and should) arrive as well, especially if the guards within the decoy transport pin down the team. Weather conditions or increased civilian traffic could also provide a challenge during this scene.

DEBUGGING

If the PCs engage the decoy team, there may be little you can do in the time available to get them back on track. In fact,

considering that Ms. Johnson and the Neo-Anarchists were hoping to make NYPD, Inc. look incompetent with this job, it's likely that this would be viewed as the worst-case scenario: the cops will have successfully defended him against an assassination attempt and they'll have successfully duped a second team of "terrorists" while transporting Gahley.

However, make sure you give the PCs ample opportunity to disengage when they discover that they've been had. If you have the time available, perhaps you could have the other cars stopped by a go-gang or otherwise delayed due to weather or traffic giving the characters a chance to find them and attempt to complete their mission.

Should they correctly identify the secondary vehicles as Gahley's transport but take the bait and go after the unmarked sedan, similar tactics to those listed above (e.g., delay due to go-gang) could allow the characters to catch up to the other vehicle. Alternatively, making it clear that the patrol car has abandoned the vehicle that it appeared to be protecting might make the truth of the situation apparent.

In the event the team fails to get in touch with Gahley, they've one last chance to meet with him in the courthouse. If this happens, proceed to *Courtroom Caper*.

COURTROOM CAPER

SCAN THIS

Of the three possible options for the completion of this scenario, this is, perhaps, the least desirable, as it should prove nigh impossible for the PCs to succeed at their mission. Regardless, use the guidelines below to complete the scenario if the PCs decide to play out this scene.

TELL IT TO THEM STRAIGHT

The courthouse looms before you like some relic of the ancient world. What is it about columns and scrollwork that seems to indicate justice to the powers-that-be. All it's ever meant to you is institutionalized classicism and corruption. It's 11:20am on the day of Gahley's transfer and he should be arriving under escort at any moment. Guess it's time to get to work.

BEHIND THE SCENES

This is the most challenging of the options available for the completion of this scenario. Like hitting the convoy, it will be difficult for them to convince the authorities that they're not attempting to influence Gahley's testimony, and it provides little to no opportunity to plant the encrypted file in the facility's Matrix systems without making a special trip to the facility to fulfill the secondary objective.

It should be relatively easy for the team to confirm that weapons are not allowed within the courthouse, that guards are prevalent, and that other complications like innocent bystanders and the media are frequently on hand as well. Further, magical security measures including wards, spirits, and Manatech like Haven Lilies and Guardian Vines (p. 127, *Street Magic*) are present. These details may serve to deter them from attempting this option entirely.

The exact layout of the courtroom is left to each gamemaster to determine as best fits the needs of the scenario. Regardless of the layout, all entrances into the court should be guarded. Visitors are given the chance to check permitted weapons at the door where they can reclaim them prior to leaving at the end of their business. All visitors are also given an ID badge with an RFID chip embedded within for easy tracking while they're in the building.

Leaving the lobby areas and entering the business areas of the courthouse requires moving through chemical detection, MAD, and cyberware scanners of Rating TR + 3. These scanners are mounted into doorways similar to current-day airport security checkpoints. Circumventing these machines should prove difficult as they're protected not only by their own Firewall software but also by active IC from within the courthouse's systems. All visitors are also forced to move through a warded area to identify magical threats. The force of this ward is also TR + 3.

Guards are prevalent, never less than two per hallway. They are alert, but as this is a place of business, player characters should probably be able to lose themselves in the crowds legitimately going about their day. Use NYPD, Inc. Officers (see *Cast of Shadows*) for all guards, though they will favor their stun batons and tasers.

When Gahley arrives, 5 guards and a NYPD, INC. Security Mage escort him. Some of these guards will remain with Gahley at all times. Further, Gahley is dressed in a prison guard's uniform to help hide him from would-be assassins. NYPD, Inc. already foiled one attempted killing of their charge; they're not taking any chances on a second attempt.

If the PCs are patient and follow the guards as they lead Gahley toward the courtroom, they'll eventually meet up with a lawyer assigned to Gahley's case. This lawyer will get all but 2 of Gahley's guards to wait outside. This may give the player characters the chance to subdue the other guards or somehow convince them (e.g. Mental Manipulation spells) to leave their charge. If they don't find a way to speak with Gahley before he, his lawyer, and two guards enter the courtroom, they've probably squandered what little chance they had to make good on their job. Trying to speak with Gahley while he's actually in front of a judge would be foolhardy at best.

Once communication with Gahley has been completed (or, ultimately, failed) proceed to *Meeting Ms. Johnson*.

PUSHING THE ENVELOPE

Making this scene harder is probably unnecessary. However, the additional security checkpoints or more vigilant guards may provide a greater challenge to advanced teams. Requiring Etiquette tests to determine if the PCs are acting appropriately or calling attention to themselves while moving throughout the courthouse would be appropriate.

DEBUGGING

The best opportunity for the PCs to succeed in their job during this scene is this: Gahley recognizes one or more of them. Obviously, this only works if at least one of the characters at the table have been taken through SRM3-03 *Burning Bridges*. If this is the case, then Gahley may attempt to disengage from his handlers in an attempt to make contact with the shadowrunners that he expects are there to help him escape. Won't he be surprised when they have other plans?

MEETING MS. JOHNSON

SCAN THIS

Once the team completes the scenario, one way or another, Ms. Johnson will arrange to meet them once again at the marina where they started out unless they became hostile during the opening scene.

TELL IT TO THEM STRAIGHT

The marina looks pretty much like it did when you left it: a number of nicely maintained boats rest in their docks and the ork watchman rests in his shack. He waves as you pass by. You can see Ms. Johnson has preceded you this time; she waits for you before a speedboat named *O Fortuna*.

BEHIND THE SCENES

As long as the PCs created bad press for NYPD, Inc., Ms. Johnson is pleased with the outcome of the operation. Remember: her goal was to make NYPD, Inc. look incompetent and Gahley's personal tribulations only provided her and the Neo-Anarchists the opportunity to do so. She arrives with the same complement of guards as outlined in Opportunity Knocks (p. 3) who use the same tactics, as well as Anna Gahley, unless the team failed to procure her. Anna will be released to go about her business at the completion of the scenario and has not been harmed. If it wasn't obvious to the team before, it should become clear that while Ms. Johnson intends to remain true to her word regarding *Some Assembly Required*, Anna was little more than a hostage during this mission.

As long as any two of the following four points were successful, Ms. Johnson will pay the team the agreed upon reward as any of them further her goals:

- Gahley survived and gives the phony story to the judge.
- Gahley is killed in police custody.
- The PCs infiltrate and escape the holding facility.
- The team planted the file from Ms. Johnson in the holding facility's system.

If they complete only one of these points (excluding the fourth), then she'll attempt to negotiate a lower reward based on an incomplete job. She has a +2 dice pool modifier to her Negotiation test for each objective they failed. Other modifiers from the Social Modifiers Table (p. 131, SR4A) could apply as well.

If the PCs utterly fail in all tasks with respect to Gahley and are only able to plant the file in the facility's systems, then Ms. Johnson will only provide them with the agreed upon secondary objective rewards. She will attempt to stand firm but even upon losing any social tests, she won't go higher than one-third the agreed upon reward for the characters' troubles barring a glitch on her part.

If they're unsuccessful at all points above, or if they attempted to kill her during the opening scene, Ms. Johnson doesn't return their commcalls.

Once this is resolved, proceed to *Picking up the Pieces* to resolve character advancement.

PUSHING THE ENVELOPE

The easiest way to make this scene a little more interesting would be to have the meet during business hours at the marina. Thus, the PCs can't become too rowdy without drawing attention to themselves. Alternatively, Ms. Johnson could arrive with a larger complement of guards, especially if the team was less than fully successful and she's concerned about reprisals to the reduction in their paycheck.

DEBUGGING

The worst thing that can go wrong at this point is the team attempting to kill Ms. Johnson to try and save their reputation if they fail the mission. In this situation, Ms. Johnson will leap into the river using her internal air tank (see *Cast of Shadows*) to survive underwater while letting her guards defend themselves as she swims for safety.

PICKING UP THE PIECES

MONEY

Ms. Johnson will offer 2500 * TR ¥ for the completion of this run. If the PCs are only partially successful, she'll start negotiations at one-half the agreed upon price and work up from there. If they utterly fail the mission, but succeed in the secondary objective, she'll reward them for that and be negotiated up to one-third of the agreed upon sum for the characters' troubles.

Planting the encrypted file provided by Ms. Johnson on the NYPD, Inc. holding facility's system gets the team 1000¥ * TR in Saeder-Krupp corporate scrip.

KARMA

- 1—Persuading Gahley to use the fabricated story.
- 1—Gahley survives to give said story to the authorities.
- 1—Keeping *Some Assembly Required* open without incident.

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

AFFILIATION

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

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

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

REPUTATION

If the characters kill any NYPD, Inc. employees, chase NYPD, Inc. vehicles through the streets of New York, fail to successfully host the dinner at *Some Assembly Required*, or are identified in the courthouse, increase their notoriety by 1 for each situation listed. If they are arrested, increase their Public Awareness by 1.

CONTACTS

Successfully completing the job will earn Kara Martinez at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have her as a contact. Successfully completing both the primary and secondary objectives will earn an additional +1 loyalty with her (to a maximum 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 50Y * TR.

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

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

KARL GAHLEY

Hits Result

- 0 Yeah ... I heard of him. Didn't he get himself arrested a while back?
- 1 Karl Gahley was the owner of KG Construction. He's the guy that masterminded the destruction of the Bridge.
- 2 I heard he's got no idea what he's going to tell the judge when he gives his testimony.
- 3 Word is that there's a hit out on his life!

ANNA GAHLEY

Hits Result

- 0 Gahley, eh? Didn't somebody with that name get himself arrested a while back?
- 1 Anna Gahley? She runs a restaurant or two. Word is that business has been slow since her brother's arrest.

CORPORATE REWARDS

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

Ares: Ares Redline (one power clip included).

Aztechnology: Three doses of K-10.

Horizon: Simsense accelerator.

NeoNET: SWAT armor.

NYPD Inc.: Rating 6 Armor program with Ergonomic option.

Renraku: Ares Vigorous assault cannon and the ability to buy 10 assault cannon rounds per month.

Saeder-Krupp: Thermite burning bar.

Shiawase: Goggles with image link, Vision Enhancement 3, low-light, flare compensation, smartlink, vision magnification, and ultrasound.

Spinrad: Steel Lynx drone with Clearsight 4, Targeting 4 and mounted Walther MA-2100.

Neo-Anarchists: Access to a hacker who can spoof lifestyles for the standard cost for that service.

- 2 She frequents her restaurant at Newton and 30th in Queens in the mornings for a staff meeting.
- 3 Aztechnology is trying to buy her restaurants to add insult to injury after her brother implicated them in his crazy plan.

AZTECHNOLOGY AND THE GAHLEY FAMILY

Hits Result

- 0 Don't know much; didn't some guy get himself mixed up the Azzies and the Bridge fiasco?
- 1 I heard the Azzies only want the chick's restaurant because it'll piss off her brother.
- 2 The Azzies are planning to kill the guy who blew up the bridge.
- 3 They're planning to try and kill the guy while he's in police custody.

MS. JOHNSON

Hits Result

- 0 You got a job from a Ms. Johnson. You better make sure you can work with her again *nudge-nudge* *wink-wink*
- 1 She seems to provide a face for Saeder-Krupp when they need some deniable assistance.
- 2 Yeah, I've worked with her and she's always been fair, even when I haven't been at the top of my game.
- 3 That whole S-K thing is just a false front; word is that she's really working with the Neo-Anarchists!

Urgent Message...

NYPD, INC. HOLDING FACILITIES

Hits Result

- 0 Holding Facilities? They're primarily way stations. Someone'll get sent there before they're transferred to somewhere more appropriate. Good news is, that keeps security light. Bad news is that no one's in one place for too long.
- 1 I think I've got some information on those places stashed around here somewhere. Ah! Here it is: the inside and outside grounds of the place. I can make them yours ... for (100¥ * TR). Give the player *Handout #3*
- 2 I had a friend that hacked their systems once. Here's some information for you. Give the player *Handout #2*
- 3 Most of these places have at least one mage and some spirits on hand to keep rowdy prisoners in line.

NYPD, INC. PRISONER TRANSPORT PROCEDURES

Hits Result

- 0 I've never had the opportunity to be involved in a prisoner transport, and I hope I never have to be, but if I were planning one, I'd finalize the route at the last minute to protect against leaks.
- 1 They usually make sure that the prisoners can't go too far if the transport gets hit.
- 2 Aerial security from drones is often a trade off: they can help warn the transport of trouble, but they can also give away its location. Depending on the situation and the prisoner, NYPD, Inc. sometimes skips it.
- 3 Watch out for decoys. The cops like to keep you chasing your tail right up until they bust it.

COURTHOUSE SECURITY PROCEDURES

Hits Result

- 0 You're gonna bust up the courts?! I'll put a rock on your gravestone, man.
- 1 If you're sure about this, then you probably want to go in unarmed. Their chemsniffers will pick up a single bullet from a few feet away.
- 2 Don't even think about trying to hack while you're in the building. Government IC can be downright nasty.
- 3 And if all that ain't bad enough, you can probably expect some wards and other magical security measures to boot!

CAST OF SHADOWS

KARA MARTINEZ

Kara is an attractive human woman with a sarcastic, sassy personality and a slight Spanish accent. She's not above cheap shots and personal digs while she's negotiating a meet. A cursory search may turn up that she works for S-K. While this is true, the job is a dead-end wageslave job that she uses as a cover story. In reality, she's an influential member of Terminal's Neo-Anarchist community. Equipped with some basic cyberware to increase her survival capabilities, she's not inclined to stick around if there's trouble.

Her attitude seems to match her looks. Kara is tall, shapely woman who has clearly spent money on some biosculpting. She wears her brunette hair very short emphasizing the darkness of her eyes. Her appearance hints faintly at her native South American ancestry.

B	A	R	S	C	I	L	W	ESS	INIT	IP	CM
2	3	4(5)	2	6	4	4	3	4.45	9	1	9

Qualities: First Impressions

Active Skills: Influence 5, Pistols 3, Dodge 2, Perception 4

Knowledge Skills: NYC Nightlife 4, Neo-Anarchy 4, Safehouse Locations 3, Manhattan, Inc. 3

Cyberware: Internal Air Tank, Reaction Enhancers 1, Kevlar Bone Lacing

Gear: Vashon Island Synergist Business Armored Clothing (Short Jacket, Shirt, Skirt: 4/3), Ares Light Fire 70 Light Pistol

KARL GAHEY

Karl is a man at the end of his rope. It's the rope with which he is going hang himself. Earlier in life he had dreams, hopes and aspirations. Damned if he can remember them now, lost as he is trying to save what little is left. What he doesn't realize is, it's already gone.

Karl is now even worse off than he was when he hatched his crazy scheme to bring down the bridge. Karl's husband Jeff gave into his disease and passed away during the early days of Karl's incarceration. Left with little option other than the try to lie convincingly enough to the authorities that they reduce his prison sentence, Karl is a broken man at his wit's end.

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

B	A	R	S	C	I	L	W	ESS	M	INIT	IP	CM
3	2	2	3	3	2	4	3	5.9	0	4	1	10

Qualities: Bad Luck

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

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

Cyberware: Datajack

Gear: Prison-issued clothing

ANNA GAHLEY

While Anna has never been close to her brother since the division of their father's fortune, Karl's incident with the bridge has soured the relationship. Her business has dropped off because of being investigated by the authorities, hounded by the media, and investors have shied away from *Some Assembly Required*. This has led her to considering selling her business to Aztechnology. Anna is so stubborn that she won't even speak to him until he apologizes. Anna isn't uncaring, just egocentric and focused on her own goals and dreams. Watching her brother's tailspin has only hardened her resolve.

Their father was a stern single parent businessman. The only thing he taught them was running a business. Neither of them followed in his footsteps after his death, instead they sold his business, divided the money, and started their own.

Anna is 37 years old with short curly red hair, though the smoking of cigarettes has dulled the color. She's roughly 1.6m tall and very petite. She dresses well, tending toward business-like styles with a no-nonsense attitude. She's very protective of her business and of her staff, seeing them more like family since she obviously cannot rely upon her brother.

B	A	R	S	C	I	L	W	ESS	M	INIT	IP	CM
3	2	4	3	4	2	5	3	6	0	6	1	10

Qualities: Mild Addiction (Cigarettes), Low Pain Tolerance
Active Skills: Negotiation 3, Etiquette 3, Leadership 1, Unarmed Combat 1

Knowledge Skills: NYC Restaurants 3, Advertising 3, Bartending 4
Gear: No street gear

NYPD, INC. OFFICER

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
3	4	4(6)	3	4	5	3	4	2	5.4	9(11)	1

Active Skills: Pistols 4, Perception 3, Infiltration 2, Clubs 3, Unarmed Combat 3, Dodge 3, Leadership 2, Intimidation 3
Knowledge Skills: Law Enforcement 4
Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, plastic restraints (10)
Augmentations: Reaction Enhancers (2)

NYPD, INC. LIEUTENANT

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

Active Skills: Pistols 4, Perception 3, Infiltration 2, Clubs 3, Unarmed Combat 2, Dodge 3, Leadership 2, Intimidation 4, Pilot Ground 2
Knowledge Skills: Law Enforcement: 4
Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, plastic restraints (10)
Augmentations: Wired Reflexes (Rating 1)

NYPD, INC. MAGE SUPPORT

B	A	R	S	C	I	L	W	M	EDG	ESS	Init	IP
3	3	4	3	5	4	3	5	5	2	6	9	1

Active Skills: Pistols 4, Perception 3, Clubs 3, Unarmed Combat 3, Dodge 3, Sorcery 4, Intimidation 3, Conjuring 3

Knowledge Skills: Law Enforcement 4

Spells: Stun Bolt, Stun Ball, Physical Barrier, Heal, Armor, Power bolt, Detect Guns

Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton, Mage Cuffs

Spirit: Force 4 Spirit with 3 Services

NYPD, INC. SPIDER

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
3	4	4(5)	2	3	3	3	3	1	4.9	7(8)	1

Active Skills: Computer 4, Data Search 3, Hardware 3, Software 3, Cybercombat 4, Electronic Warfare 3, Hacking 2, Con 2, Etiquette 3, Perception 2, Pistols 2, Clubs 2, Pilot Aircraft 4, Pilot Ground Craft 4, Gunnery 3

Knowledge Skills: Law Enforcement 4

Commlink: System 4, Response 3, Firewall 4, Signal 4

Programs: Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4

Gear: Browning Max-Power, Armored Jacket, Contacts (w/Smart link and Image link), Defiance Super Shock, Stun Baton,

Augmentations: Commlink, sim module, datajack, control rig, reaction enhancers (1)

AARON LAUREY

Dressed in prison flats, Aaron Laurey doesn't make much of an impression. He's only 1m tall, making him short even for a dwarf, balding, and he doesn't look like he could fight his way out of a paper bag. His eyes move constantly, taking in every detail and filing them away for later retrieval if they prove to be useful. When he speaks, he has a southern accent.

He insists that he was imprisoned on a trumped-up charge, and is anxious to escape. He'll give whatever story he thinks will work best to persuade the team to help him get out of the holding facility.

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

Qualities: Adept

Active Skills: Con 6, Negotiation 5, Leadership (Persuasion) 4, Perception 4, Assensing 3,

Knowledge Skills: Big Cons 4, Famous Entertainers 3, Current Events 3, Los Angeles 3

Adept Powers: Astral Perception, Commanding Voice, Cool Resolve 1, Iron Will 2, Kinesics 2, Melanin Control, 3D Memory

HANDOUT #1

Urgent Message...



KARL GAHLEY'S NEW STORY

An Aztechnology representative hired him to destroy the Brooklyn Bridge. In exchange for his cooperation, KG Construction was to be awarded key contracts involved in the resultant new construction project. Further, as a show of appreciation for his cooperation, Aztechnolgy would make no further attempts to buy out KG Construction.

The explosives used in the demolition were obtained from Aztechnology. They instructed him to hide the material among his company's supplies. He reported them stolen to NYPD, Inc. in accordance with instructions from Aztechnology.

Ms. Johnson's affiliates have already established supporting evidence for this claim at Gahley Construction and several Aztechnology facilities. Once Gahley publicly agrees to accept protective custody in exchange for testimony against Aztechnology, he will be given further details about this supporting evidence.

Urgent Message...



RANDALL'S ISLAND FACILITY

Sculpting

The nodes are sculpted to appear as a stone labyrinth, with cameras and IC represented as fearsome statues. Successive nodes are separated by barred wrought-iron gates.

Nodes

There are three nodes present:

Node 1 is wireless. It controls the drones, and allows for communications with the guard towers. Though the facility walls inhibit wireless connectivity, the node can communicate with the security office via a wired connection. Authentication is done by AccessID. It is secured by Three Musketeers IC and solid encryption.

Nodes 2 and 3 are wired connections. They are connected, though access to Node 3 requires a passkey. Node 2 only requires AccessID authentication. Nodes 2 and 3 only have administrative and security access.

Both of these nodes are encrypted and employ additional IC beyond what Node 1 employs. They're also patrolled by NYPD, Inc. security spiders at all times.

Node 2 controls the exterior lighting, the rail-mounted cameras on the fencing, and the remote weapon devices on the towers.

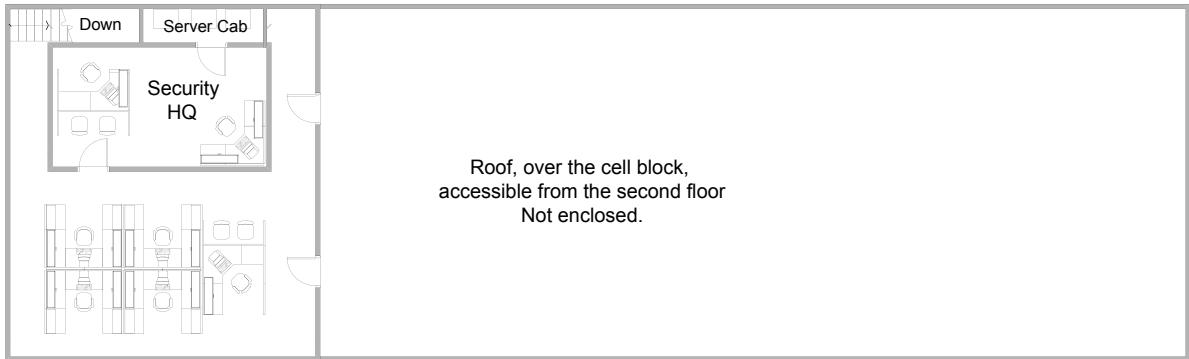
Node 3 controls the interior door locks, the interior cameras, the facility's power, alarms, emergency access systems, and all sensors used to track prisoner RFID tags. In the event of power loss, all of the maglocks in the facility default to a deadbolt. In this event, a manual

HANDOUT #3

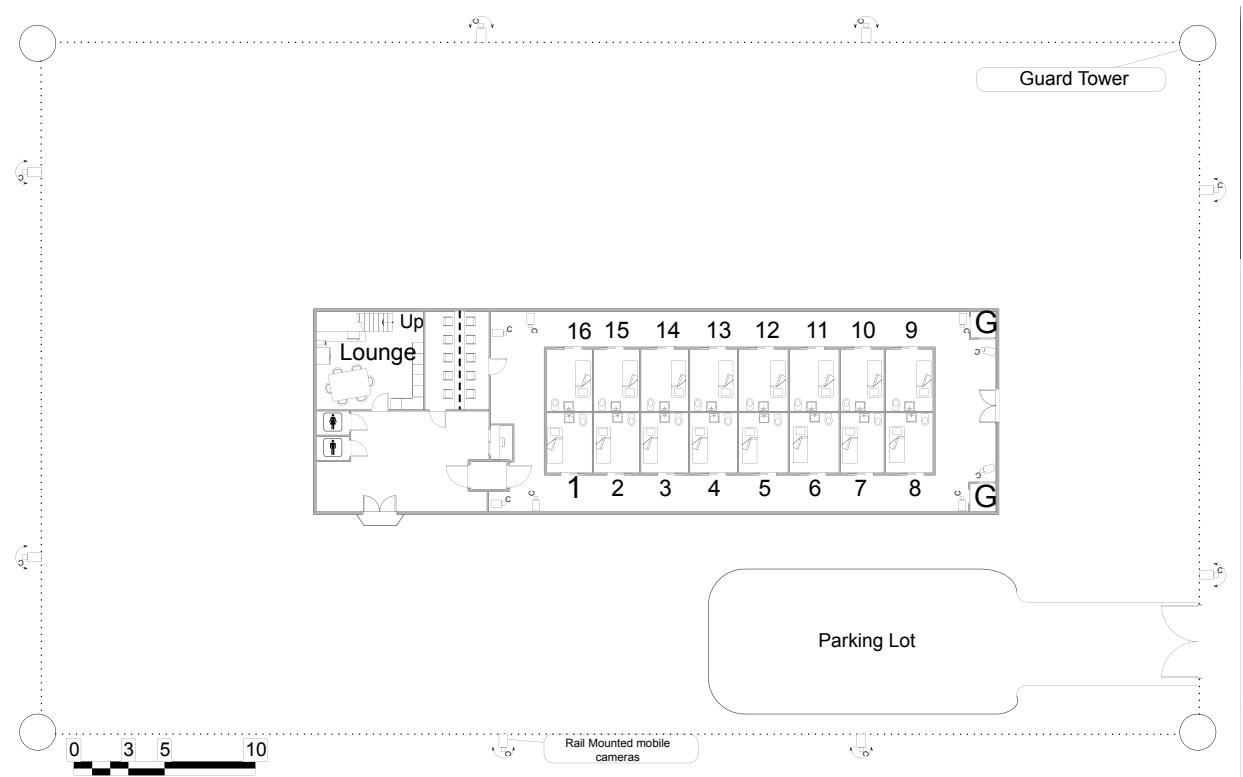


HANDOUT #2

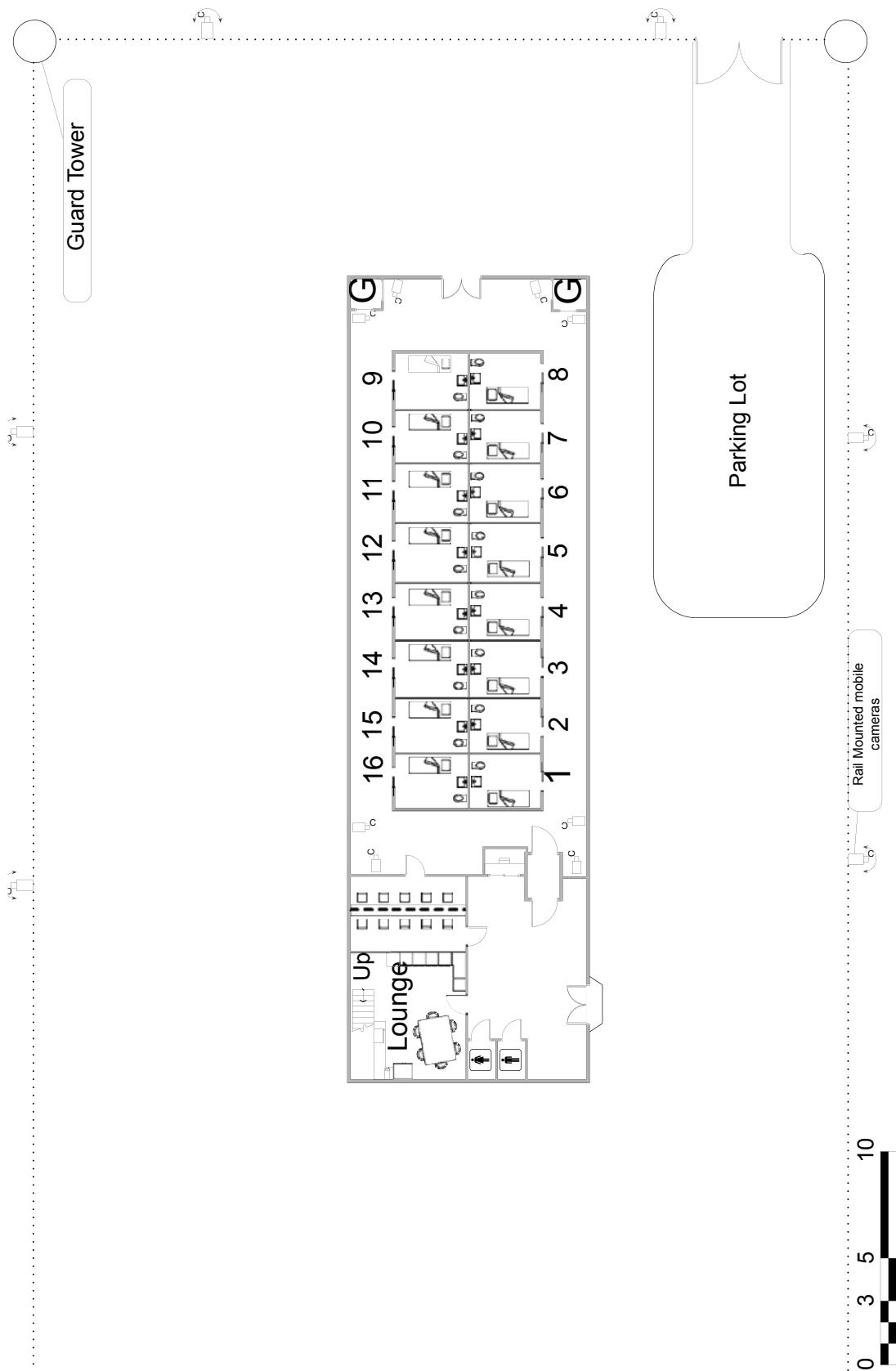
SECOND FLOOR



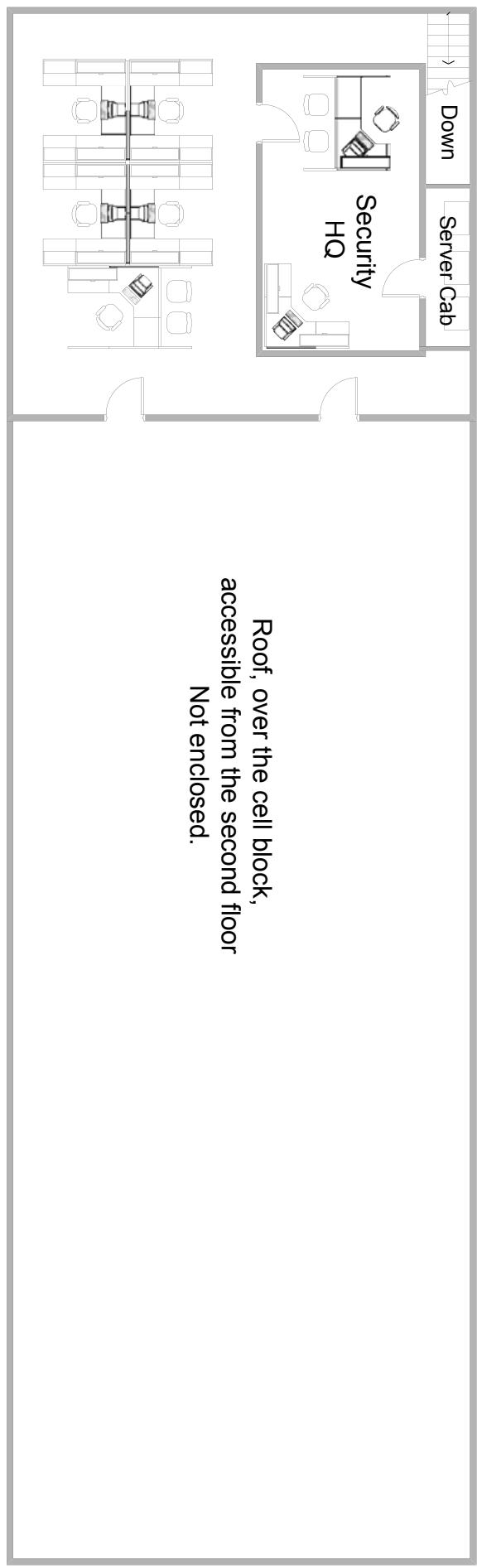
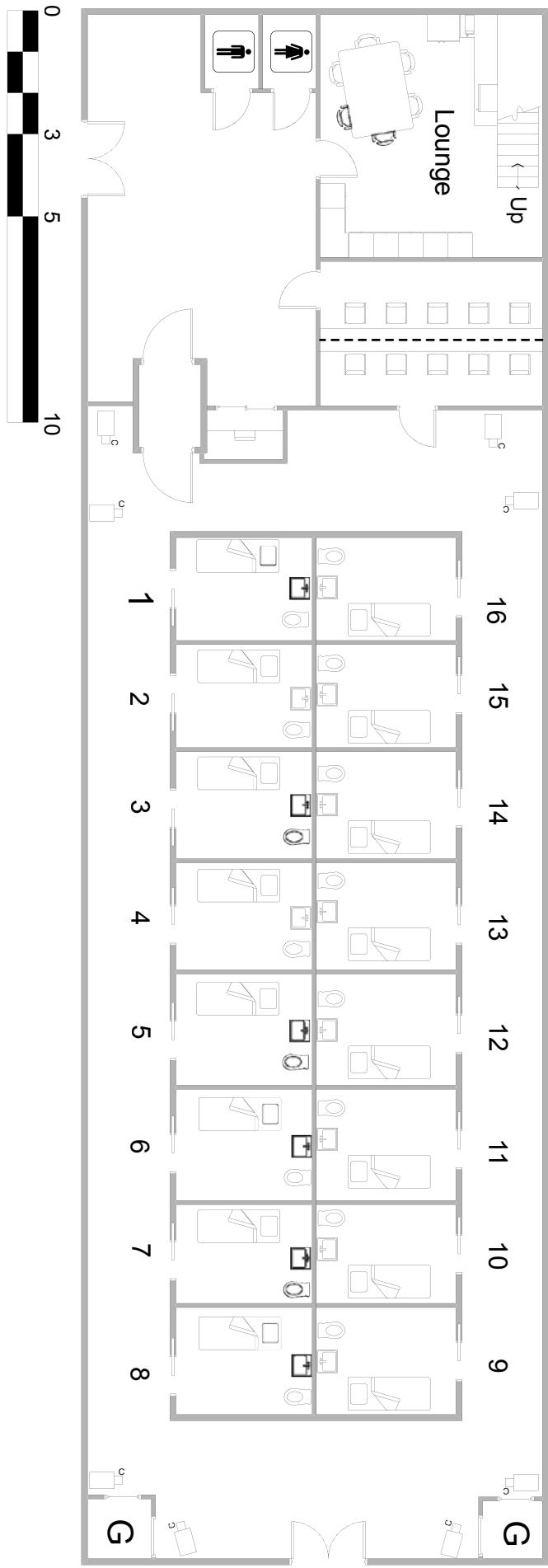
GROUND FLOOR



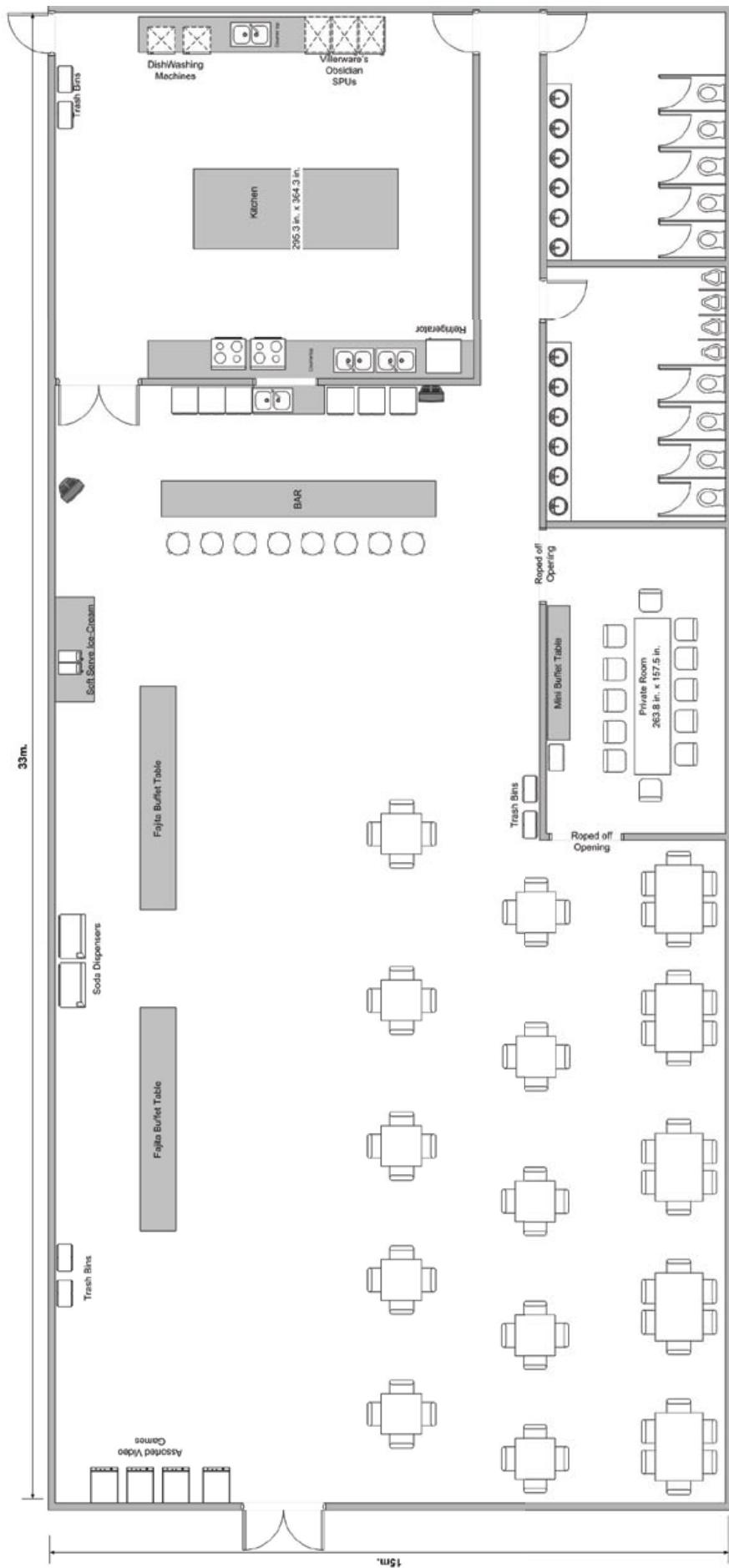
MAP #1 NYPD, INC. HOLDING FACILITY (EXTERNAL)



MAP #2 NYPD, INC. HOLDING FACILITY (INTERNAL)



SOME ASSEMBLY REQUIRED

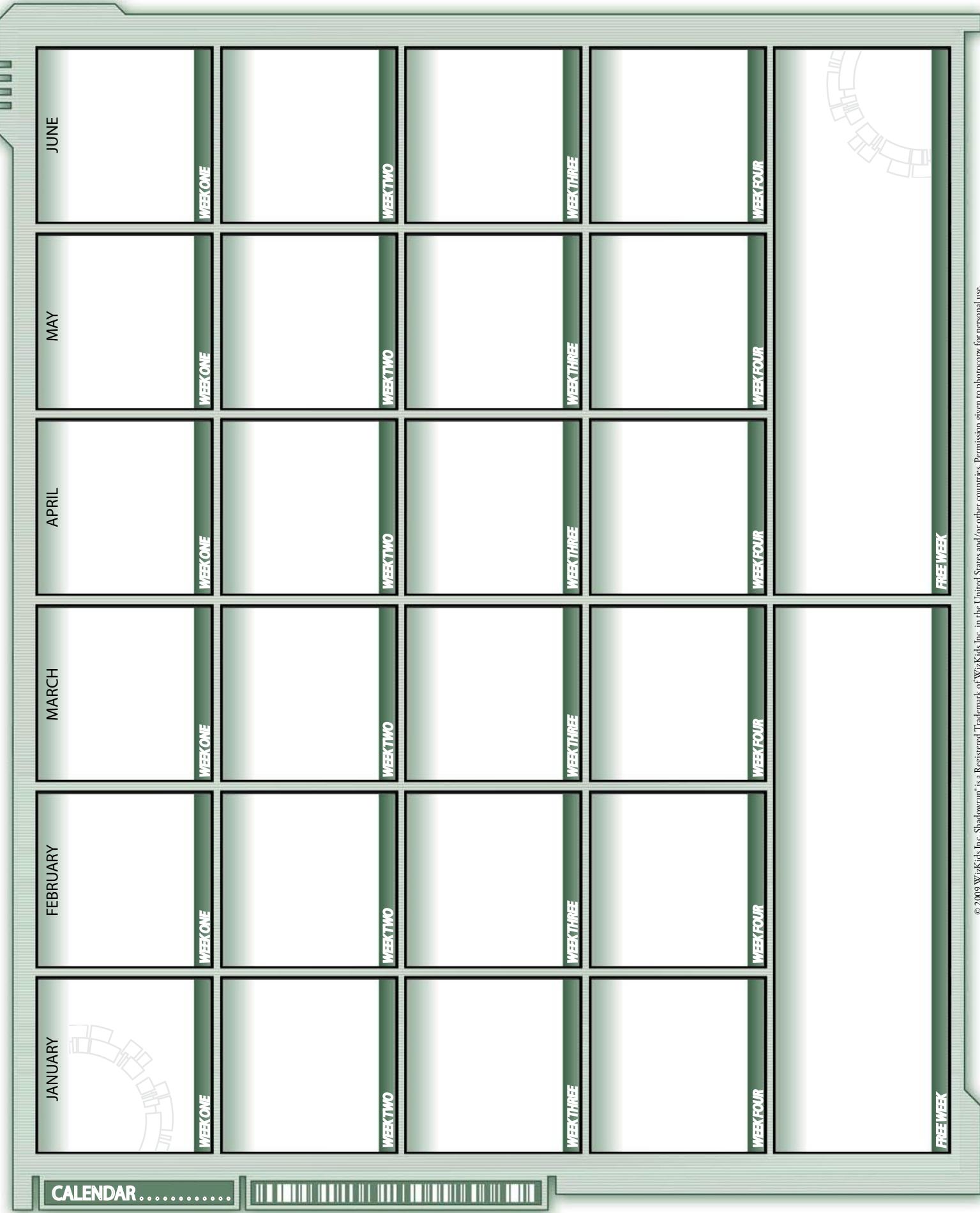


Kara has a sarcastic, sassy personality and a slight Spanish accent. She's not above cheap shots and personal digs while she's negotiating a meet. A cursory facial recognition search will reveal that she works for the Manhattan offices of Saeder-Krupp. Equipped with some basic cyberware to increase her survival capabilities, she's not inclined to stick around if there's trouble.

<p>Kara Martinez Ms. Johnson Female Human Connection Rating 4</p> <table border="1"> <thead> <tr> <th>B</th><th>A</th><th>R</th><th>S</th><th>C</th><th>I</th><th>L</th><th>W</th><th>IP</th></tr> </thead> <tbody> <tr> <td>?</td><td>?</td><td>?</td><td>?</td><td>6</td><td>4</td><td>4</td><td>3</td><td>1</td></tr> </tbody> </table> <p>Key Active Skills: Influence 5, Pistols 3, Dodge 2, Perception 4 Knowledge Skills: NYC Nightlife 4, Safehouse Locations 3, Manhattan, Inc. 3 Uses: Jobs, corporate information, NYC social, shadow, and business news</p> <p>Places to Meet: Terminal clubs, expensive Manhattan restaurants</p> <p>Contact: Commlink</p>	B	A	R	S	C	I	L	W	IP	?	?	?	?	6	4	4	3	1	<p>Kara Martinez Ms. Johnson Female Human Connection Rating 4</p> <table border="1"> <thead> <tr> <th>B</th><th>A</th><th>R</th><th>S</th><th>C</th><th>I</th><th>L</th><th>W</th><th>IP</th></tr> </thead> <tbody> <tr> <td>?</td><td>?</td><td>?</td><td>?</td><td>6</td><td>4</td><td>4</td><td>3</td><td>1</td></tr> </tbody> </table> <p>Key Active Skills: Influence 5, Pistols 3, Dodge 2, Perception 4 Knowledge Skills: NYC Nightlife 4, Safehouse Locations 3, Manhattan, Inc. 3 Uses: Jobs, corporate information, NYC social, shadow, and business news</p> <p>Places to Meet: Terminal clubs, expensive Manhattan restaurants</p> <p>Contact: Commlink</p>	B	A	R	S	C	I	L	W	IP	?	?	?	?	6	4	4	3	1	<p>Kara Martinez Ms. Johnson Female Human Connection Rating 4</p> <table border="1"> <thead> <tr> <th>B</th><th>A</th><th>R</th><th>S</th><th>C</th><th>I</th><th>L</th><th>W</th><th>IP</th></tr> </thead> <tbody> <tr> <td>?</td><td>?</td><td>?</td><td>?</td><td>6</td><td>4</td><td>4</td><td>3</td><td>1</td></tr> </tbody> </table> <p>Key Active Skills: Influence 5, Pistols 3, Dodge 2, Perception 4 Knowledge Skills: NYC Nightlife 4, Safehouse Locations 3, Manhattan, Inc. 3 Uses: Jobs, corporate information, NYC social, shadow, and business news</p> <p>Places to Meet: Terminal clubs, expensive Manhattan restaurants</p> <p>Contact: Commlink</p>	B	A	R	S	C	I	L	W	IP	?	?	?	?	6	4	4	3	1
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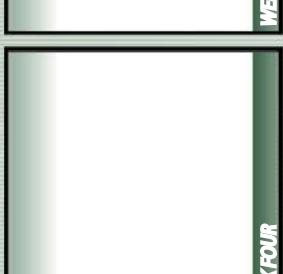
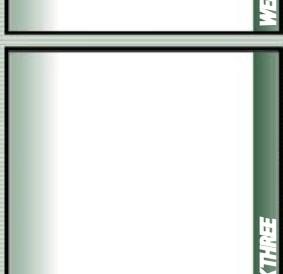
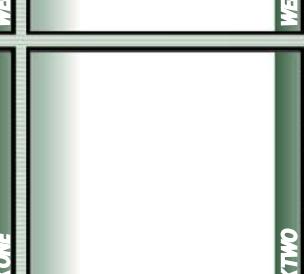
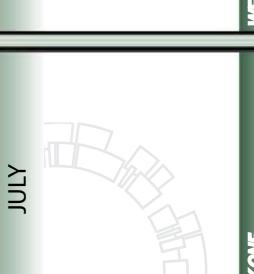
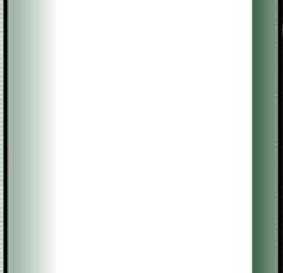
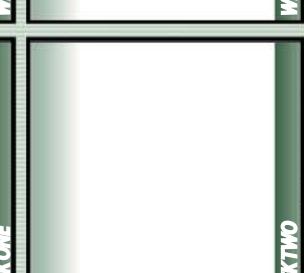
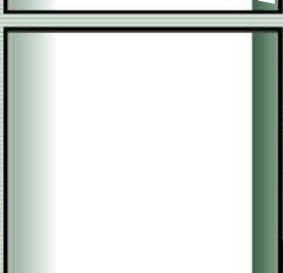
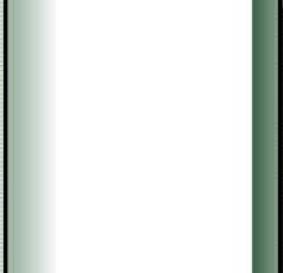
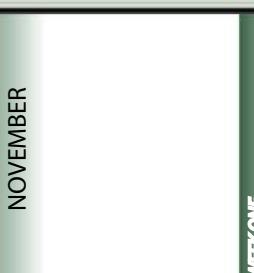
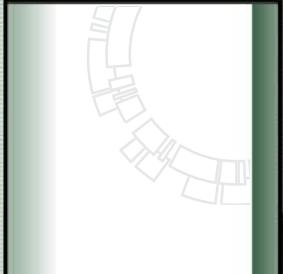
PLAYER _____ CHARACTER _____



CALENDAR.....



PLAYER _____ CHARACTER _____



CALENDAR



FREE WEEK

FREE WEEK

