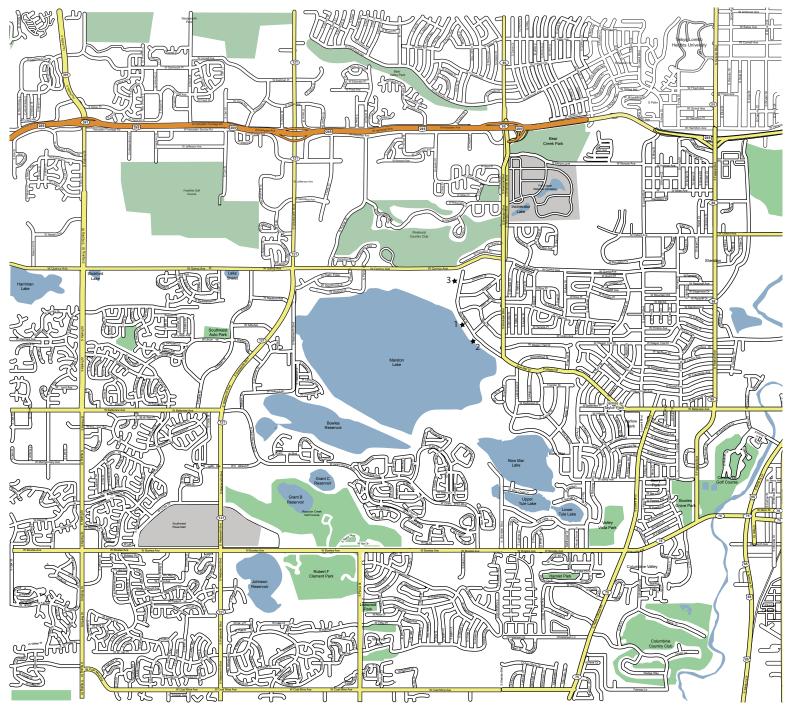


Thrash the Body Electric Player Handouts

Thrash the Body Electric is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition* TM







- 1. Rocky Mountain Dynamics
- 2. Ares Aerospace Plant #233. Denver Food Industries

Player Handout 1: Overhead imagery, Rocky Mountain Dynamics

Rocky Mountain Dynamics

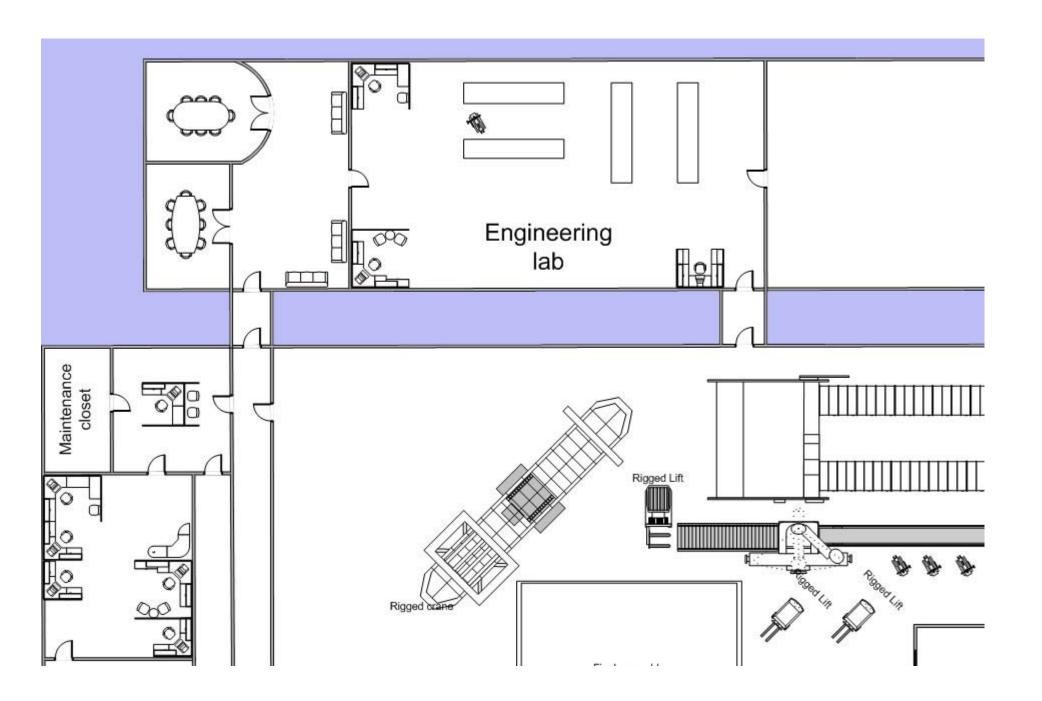
Incoming Shipments

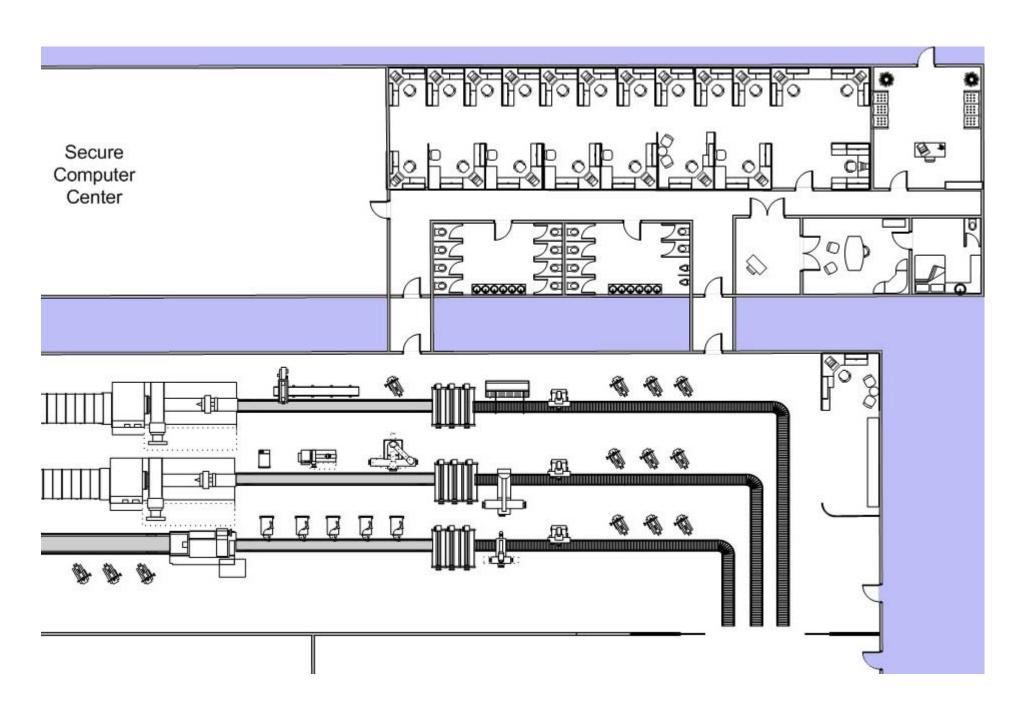
Day/Time 4052071/09:10	Supplier WTF Extruding	Account # 2056164-WNC-3425	Part# C2278 C2654 B3221	Quantity 25,000m 15,000m 3,000m	Billing Code TOD/DD TOD/DD TOD/DD
04052071/13:25	Hephaestus Tech	2056088-SHW-6612	GC24/125 GC24/250 GC24/750 GC12/200	4,000 3,500 2,500 6,000	TOS/DD TOS/DD TOS/DD TOS/DD
04062071/10:45	Saurer-Reiter	2056072-SRS-5589	A12C33 A16C53	8,000m2 3,000m2	TOS/DD TOS/DD
04062071/11:15	WTF Extruding	2056165-WNC-3426	C2278 C2654	20,000m 12,000m	TOS/DD TOS/DD
04072071/08:35	WTF Extruding	2056166-WNC-3425	C2278 C2654 B3238	20,000m 15,000m 2,000m	TOD/DD TOD/DD TOD/DD
04072071/14:40	Hephaestus Tech	2056089-SHW-6612	GC24/125 GC24/250 GC24/750 GC12/400 GC12/600	4,000 3,000 1,500 2,000 800	TOS/DD TOS/DD TOS/DD TOS/DD TOS/DD
04082071/09:10	WTF Extruding	2056167-WNC-3425	C2278 C2654	30,000m 10,000m	TOD/DD TOD/DD
04082071/15:00	Saurer-Reiter	2056073-SRS-5589	A12C33 A16C53 A2OC11	7,000m2 3,000m2 1,000m2	TOS/DD TOS/DD TOS/DD
04092071/08:35	WTF Extruding	2056168-WNC-3425	C2278 C2654 C2812	18,000m 7,000m 2,000m	TOD/DD TOD/DD TOD/DD

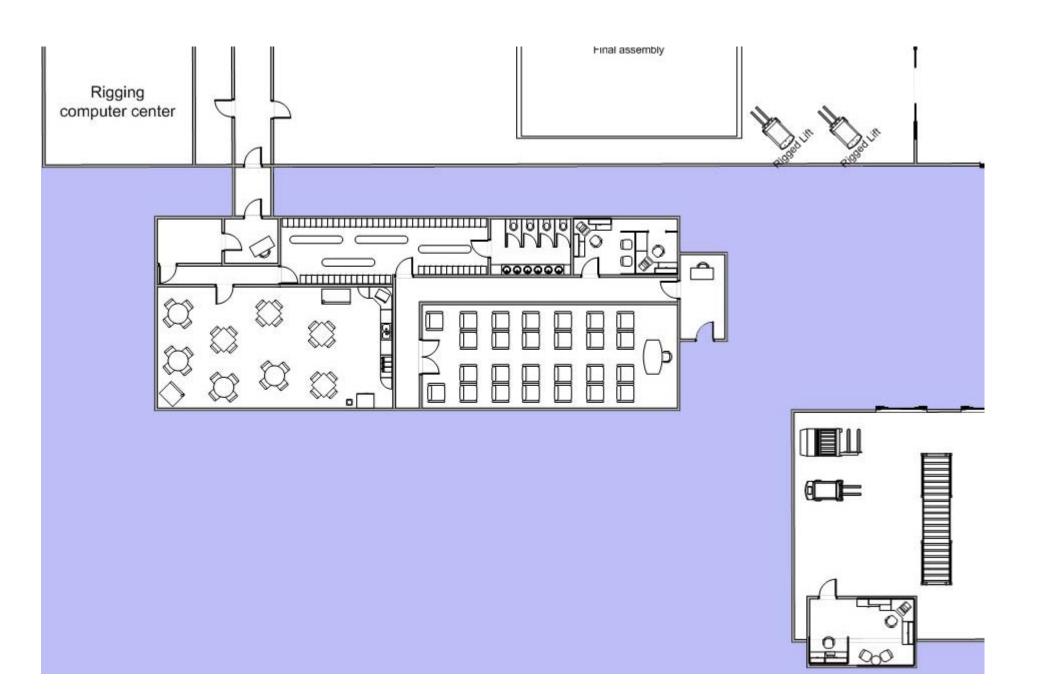
Rocky Mountain Dynamics

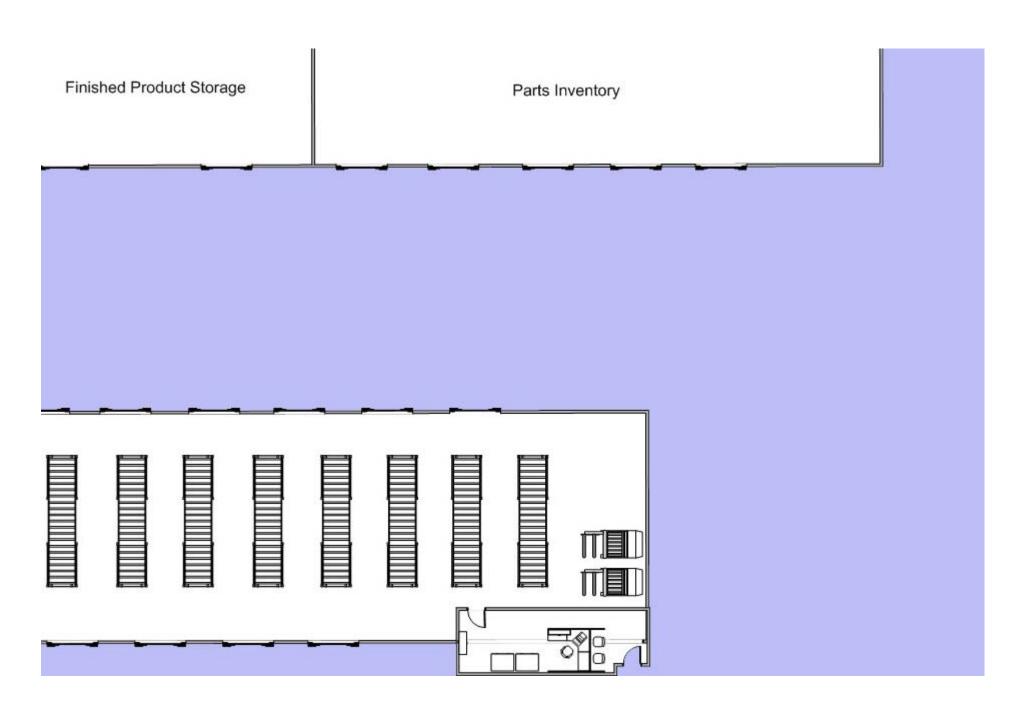
Outgoing Shipments

Departure	Arrival					D:II:
Day / Time	Day / Time	<u>Customer</u>	Account#	Part#	Quantity	Billing Code
04052071/13:15	04052071/15:40	Nissan Denver-Sioux # 1	N01-2056201	JR24B002 JR48GT04	1,800 200	TOD/DD TOD/DD
04062071/10:00	04072071/06:25	Criscraft NAN #2	CO4-2056021	ME24T221 ME24T336	400 250	TOD/DD TOD/DD TOD/DD
04062071/13:15	04062071/15:40	Nissan Denver-Sioux # 1	N01-2056202	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04072071/11:15	04072071/20:20	Ares-GMC NAN #5	AG4-2056036	M48V600 M48V900 M96V800	60 60 20	TOD/DD TOD/DD TOD/DD
04072071/13:15	04072071/15:40	Nissan Denver-Sioux # 1	N01-2056203	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04082071/08:30	04112071/14:30	Aztechnology Aztlan #3	A02-2056008	M72Z800	100	TOS/DD
04082071/13:15	04082071/15:40	Nissan Denver-Sioux # 1	N01-2056204	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04092071/13:15	04092071/15:40	Nissan Denver-Sioux # 1	N01-2056205	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD









MetalStorm acquires RMD property to fulfill new UCAS Navy contract

12:30pm PST, Friday, April 17th, 2071

Metalstorm, a subsidiary of AresArms, is pleased to announce the purchase of the former RMD electric motor manufacturing facility in Bow Mar. After spirited negotiations, RMD CEO David Cherbourne and Metalstorm President Alan Davis held a Matrix virtual press conference at 11:45am today to announce the transaction.

"This sale strengthens our balance sheet, and positions Rocky Mountain Dynamics to expand into high-end electric motor design and production. Our Bow Mar facility's falling profit margins and rising operating costs made it a natural location to begin this restructuring."

RMD CEO David Cherbourne

"We are pleased to have the opportunity to acquire this facility from Rocky Mountain Dynamics. The buildings, transportation infrastructure, and location mesh perfectly with our needs. We look forward to bringing the PuebSec the most reliable and technically advanced weapons system in existence."

MetalStorm President Alan Davis

As reported Tuesday, MetalStorm won a PuebSec contract to produce and install several classes of ground attack pods in aerial drones and aircraft. To see how MetalStorm's revolutionary technology works, link to the trideo files attached to this press release.

THE DENVER DAILY

FRESH NEWS FAST! SINCE 2037

AUTOMAKER'S PRICES FLAT

For the second year in a row, retail prices for 2071 models are mostly unchanged from 2070. This is particularly true in the low-end car, van, and SUV market. High end sports cars and luxury vehicles continue to be hot sellers, however, and their prices have risen 3-5% from a year ago, according to the figures announced at the International Automotive Convention in Detroit last week.

Auto analysts predict that some manufacturers may cut back on their model line-ups in the entry level market. Many are not making a profit on sales of these vehicles as it is, and are simply trying to supply a complete line up of vehicles to their dealers. These analysts point to Volkswagen, and Chrysler-Nissan as the most likely automakers to announce these cutbacks.

MORE IN BUSINESS

- LuCom Stock Soars
- Wuxing Construction Plans under review

MORE SLEAZE FROM BIGBROTHER 56

Check out <u>TridChannel 254</u> for the latest steamy scenes between Michael and Michelle, the Tawdry Twins! Tonight at 9:30.

MORE IN ENTERTAINMENT

- THIS WEEKEND'S SCENE
- RESTAURANT REVIEWS
- TONIGHT'S TRID

MORE IN SPORTS

- FREE AGENCY UPDATES
- High School updates

SUPER SHORTY VIOLENCE CONTINUES!

Last month's hijacking of over 500 Mossberg "Super Shorty" assault shotguns continues to terrify people across the FRFZ. Six additional assaults and armed robberies in the last 48 hours have been attributable to these weapons.

Stuffer Shack employees continue to be hardest hit, with two dead and one injured in the latest round of violence. Fifteen-year old Serina, who asked that her last name not be used for this story, was an eyewitness to one of these fatal attacks.

"I never see'd the shotguns until the boosters took 'em out from under their jackets. They shot the place up, and fragged the breeder behind the counter. After they checked him out, they backed a van right up to the doors, and hauled off a drekload of stuff. I just took a couple bags o' soychips and ran out of there. I never want to see somethin' like that again, unless it's just that bleached ganger. He was a hottie. I'd do some jamming with him."

SUPER SHORTY REVIEWED!

The Super Shorty is a pistol grip shotgun, similar to the famous <u>Remington</u> Roomsweeper. However, the Super Shorty is capable of firing full size 76mm 12 gauge shotgun rounds of any type. The foregrip provides control and also operates the pump action.

When faced with the Super Shorty, our expert consultant razorboy, <u>Katana</u>, has this advice: "Seek cover immediately, and try to use misdirection or pop up attacks to get the perp to use up his ammo. Even with one in the chamber, he's only got three shots. Then either get your hoop out of there or take him out with aimed fire, depending on your level of expertise."

Erik is very good at his job as general manager of RMD's facility in Bow Mar, but reaps no enjoyment from it. He's a thrill junkie, and spends his time off in pursuit of a fix. Whether it is racing bikes through the residential streets of Denver, powerboat racing, or playing high-stakes craps at a casino, he's in it for the rush.

Away from the office he gets caught up in an imaginary executive protection game. His days as an outrider in a semi pro urban brawl team back at Purdue University serve him well for this purpose.

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Erik Fjordson

RMD Plant Manager Human Male

Connection Rating: 3

B A R S C I L W IF

Key Active Skills: Pilot Ground Craft: 5; Etiquette (Corp): 3(+2); Athletics Group: 2; Key Knowledge Skills: Engineering: 4; Gambling(Craps): 3(+2), Motocross and Superbike Leagues: 3

Cyberware/Bioware: Control Rig; Datajack Gear: Actioneer armored clothing; Uses: Information on the Chavez family; Engineering background data; PCC Corporate politics

Places to Meet: Lakeside Amusement Park

Casino; Racetracks Contact: Commlink

Erik Fjordson

RMD Plant Manager Human Male

Connection Rating: 3

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

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RMD Plant Manager Human Male

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Wallis tries for a British nobleman look from the 1940s, to differentiate himself from the flyboy look of the rest of the gang. His attempt at a British accent is ridiculous, but he doesn't take his gang's shtick too seriously. However, he takes his leadership and rep of his gang very seriously. and can quickly turn from laid back to an intense, intimidating leader if either is questioned. His gang provides protection several coyotes along the PCC/CAS border in exchange for a cut of the action.

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Wallis

Dambusters Gang Boss Human Male

Connection Rating: 2

BARS С

Key Active Skills: Throwing Weapons: 4; Athletics Group: 2; Dodge: 3; Intimidation: 3; Key Knowledge Skills: Gang ID: 4; Yakuza/Gang/Mafia Turf: 3, BTL Dealers: 2 Cyberware/Bioware: Wired reflexes 1 Gear: Long Coat, Extendable Baton; Improvised high explosives Uses: Contacting coyotes; PCC Gang, Mafia, and Yakuza activities

Places to Meet: Bow Mar neighborhood bars,

especially along Quincy Ave.

Contact: Commlink

Wallis

Dambusters Gang Boss Human Male

Connection Rating: 2

A R S

Key Active Skills: Throwing Weapons: 4; Athletics Group: 2; Dodge: 3; Intimidation: 3; Key Knowledge Skills: Gang ID: 4; Yakuza/Gang/Mafia Turf: 3, BTL Dealers: 2 Cyberware/Bioware: Wired reflexes 1 Gear: Long Coat, Extendable Baton; Improvised high explosives Uses: Contacting coyotes; PCC Gang, Mafia, and Yakuza activities

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Connection Rating: 2

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Contact: Commlink







Romero shares the Zombies' drab grey clothes and heroin chic look, but the look is due to makeup, not drugs or depravation. The ork's ample muscles show he takes care of himself. He enjoys making others feel uncomfortable, and is not interested in negotiation.

If asked about a job, he names his price, take it or leave it. He will enjoys watching "professionals" squirm, and has a fondness for recording embarrassing incidents.

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Romero

Zombies Gang Boss Ork Male

Connection Rating: 2

Contact: Commlink

B A R S C I L W IF

Key Active Skills: Cyber implant combat (razors): 3(+2); Dodge: 4; Intimidation: 2; Perception: 2

Key Knowledge Skills: Gang ID: 2; Horror Trids: 3, BTL Market Conditions: 4

Cyberware/Bioware: Wired reflexes 1, Two retractable hand razors

Gear: Armor Jacket, micro lowlight trideo camera, Mossberg Super Shorty shotgun Uses: Stirring up trouble; Tracking down embarrassing rumors; BTL Trafficking Places to Meet: Bow Mar neighborhood streets; PCC Sector dive bars

Romero

Zombies Gang Boss Ork Male

Connection Rating: 2

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

Key Active Skills: Cyber implant combat (razors): 3(+2); Dodge: 4; Intimidation: 2; Perception: 2

Key Knowledge Skills: Gang ID: 2; Horror Trids: 3, BTL Market Conditions: 4

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Contact: Commlink

Romero

Zombies Gang Boss Ork Male

Connection Rating: 2

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Key Active Skills: Cyber implant combat (razors): 3(+2); Dodge: 4; Intimidation: 2; Perception: 2

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Contact: Commlink







As boss of a relatively new go gang, Wanda is trying to establish her reputation as a tough leader. She doesn't tolerate any unseemly comments about a mostly girl go gang, and has the hand to hand skills to back up her threats.

Wanda is amenable to any deal to wreak havoc and help establish her gang as a force in Denver.

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Wanda is amenable to any deal to wreak havoc and help establish her gang as a force in Denver.

Wanda

Ghostriders Gang Boss Elven Female

Connection Rating: 2

B A R S C I L W IP

Key Active Skills: Athletics Skill Group: 2; Pilot: Ground Craft (Bike): 3(+2); Influence Skill Group: 2; Automatics: 3; Dodge: 4 Key Knowledge Skills: Gang Turf: 2; Smuggling Routes: 3

Cyberware/Bioware: reaction enhancer 2, plastic bone lacing, muscle augmentation 2 Gear: Urban Explorer Jumpsuit w. helmet, Ceska Black Scorpion machine pistol, Suzuki Mirage racing bike

Uses: Word on the street in PCC Sector; Stirring up trouble

Places to Meet: Route 121 and I-285 at night; "All the World's a Stage."

Contact: In Person

Wanda

Ghostriders Gang Boss Elven Female

Connection Rating: 2

B A R S C I L W IP ? ? ? ? 5 4 4 4 1

Key Active Skills: Athletics Skill Group: 2; Pilot: Ground Craft (Bike): 3(+2); Influence Skill Group: 2; Automatics: 3; Dodge: 4

Key Knowledge Skills: Gang Turf: 2; Smuggling Routes: 3

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Uses: Word on the street in PCC Sector; Stirring up trouble

Places to Meet: Route 121 and I-285 at night; "All the World's a Stage."

Contact: In Person

Wanda

Ghostriders Gang Boss Elven Female

Connection Rating: 2

B A R S C I L W IP

Key Knowledge Skills: Gang Turf: 2;

Key Active Skills: Athletics Skill Group: 2; Pilot: Ground Craft (Bike): 3(+2); Influence Skill Group: 2; Automatics: 3; Dodge: 4

Smuggling Routes: 3

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Uses: Word on the street in PCC Sector;

Stirring up trouble

Places to Meet: Route 121 and I-285 at night; "All the World's a Stage."

Contact: In Person







Felicity is the heart of the Ghostriders. She tends to play the mediator when tensions rise.

Felicity maintains a surprising number of ties through the PCC mystical community. For a ganger, she has a surprising knowledge of spirit activity in the sector.

Her cat side comes out in her social dealings. She'll quickly and randomly move from cold and aloof to close and personal.

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Her cat side comes out in her social dealings. She'll quickly and randomly move from cold and aloof to close and personal.

Felicity

Ghostriders Gang Lieutenant Human Female

Connection Rating: 2

B A R S C I L W M IF

Key Active Skills: Summoning: 4; Pilot: Ground Craft (Bike): 2(+2); Negotiation (Diplomacy): 1(+2); Sorcery Skill Group: 4; Pistols: 2; Dodge: 3

Key Knowledge Skills: Spirits: 3; Gang ID: 2

Cyberware/Bioware: None Gear: Riding leathers, Colt America L36,

Suzuki Mirage racing bike **Advantages**: Magician (Shaman); Mentor

Spirit(Cat) **Uses**: Word on the street in PCC Sector;
Magical Healing; Spirit Activity

Places to Meet: Route 121 and I-285 at night; "All the World's a Stage."

Contact: In Person

Felicity

Ghostriders Gang Lieutenant Human Female

Connection Rating: 2

P A R S C I L W M IP

Key Active Skills: Summoning: 4; Pilot: Ground Craft (Bike): 2(+2); Negotiation (Diplomacy): 1(+2); Sorcery Skill Group: 4; Pistols: 2; Dodge: 3

Key Knowledge Skills: Spirits: 3; Gang ID: 2 Cyberware/Bioware: None

Gear: Riding leathers, Colt America L36, Suzuki Mirage racing bike

Advantages: Magician (Shaman); Mentor Spirit(Cat)

Uses: Word on the street in PCC Sector;

Magical Healing; Spirit Activity

Places to Meet: Route 121 and I-285 at night;

"All the World's a Stage." **Contact**: In Person

Felicity

Ghostriders Gang Lieutenant Human Female

Connection Rating: 2

? ? ? 4 4 3 4 ? 1

Key Active Skills: Summoning: 4; Pilot: Ground Craft (Bike): 2(+2); Negotiation (Diplomacy): 1(+2); Sorcery Skill Group: 4; Pistols: 2; Dodge: 3

Key Knowledge Skills: Spirits: 3; Gang ID: 2

Cyberware/Bioware: None

Gear: Riding leathers, Colt America L36,

Suzuki Mirage racing bike

Advantages: Magician (Shaman); Mentor

Spirit(Cat)

Uses: Word on the street in PCC Sector;

Magical Healing; Spirit Activity

Places to Meet: Route 121 and I-285 at night;

"All the World's a Stage."

Contact: In Person







rlayer Character				Year		Shadowru Yearly Sum	Shadowrun Missions Yearly Summary Sheet
SAMPLE	WK	JAN	FEB	MAR	APR	MAY	NUL
SRM00-01	-						
	7						
SRM00-02	м						
Healing	4						
			Free Week			Free Week	

Player Character				Year —		Shadowru Yearly Sum	Shadowrun Missions Yearly Summary Sheet
SAMPLE	WK	TNF	AUG	SEP	OCT	NOV	DEC
SRM00-01							
	2						
SRM00-02	8						
Healing	4						
			Free Week			Free Week	



Debriefing Log 02-04

Character: Location:		en
		At least that's what you've been telling ds will be everything you expected, or
Mission Results		Faction
	□ Dambusters	Mafia Enemy □□□□□■□□□□□Ally
☐ Zombies Other Notes on Reverse: ☐	☐ Ghostriders	Mafia Enemy □□□□□■□□□□□Ally
		Yakuza Enemy □□□□□■□□□□□□Ally
Team Mem	hore	Triad Enemy □□□□□■□□□□□Ally Koshari Enemy □□□□□■□□□□□Ally
Player / Character Play		Kirillov Enemy gaggagagaga Ally
Player / Character Play	er / Character	Fomin
Player / Character Play	er / Character	Vory Enemy 0000 0000 Ally
Player / Character Play	er / Character	Godz Enemy □□□□□■□□□□□Ally Fronts Enemy □□□□□■□□□□□□Ally
Karma Previous Available Earned Spent Remaining Available New Career Total	Adair Ability Gair	dvancement Karma Cost
Nuyen Previous Available ¥ Earned ¥ Spent ¥ Remaining ¥ Stree	et Cred Notoriety	Reputation Public Awareness
Contacts/Special Items Gai Eric Fjordson	ned or Lost	
GM's Name: PRINT	GM's Signature:	



Player: Date:	SR4 Character Name:
Location:	SR3 Character Name:
before playing fourth edition Shadowrun Missions. GMs	n Shadowrun Missions events should complete this form should verify Karma earned and play dates from existing notate the third edition logs as having been transferred. If be kept with your fourth edition debriefing logs.
SRM00-02 Demolition Run Did not Play SRM00-03 FORCEd RECON Did not Play Played, earned SRM00-04 A Fork in Fate's Path Did not Play Played, earned SRM00-05 A Dark and Stormy Night Did not Play SRM01-01 Double Cross Did not Play SRM01-02 Strings Attached Did not Play SRM01-03 Harvest Time Did not Play SRM01-04 The Gambler Did not Play SRM01-05 A Walk in the Park Did not Play SRM01-06 Lost and Found SRM01-07 Keys to the Asylum Did not Play SRM01-08 Duplicity Did not Play Played, earned SRM01-09 For Whom the Bell Tolls Did not Play Played, earned	Good Karma on// Transferred on//

Special Notes

GM's Name: [PRINT]

GM's Signature:

