

# **War in the Streets**

**A One-round Shadowrun Virtual Seattle Adventure**

**by Stephen Gabriel**

There's something bad out there and you've been selected to go clean it up. Oh, did the Johnson tell you there will be others out there looking for it?

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Adventure Background

Allen Long watched the interrogation, appalled by the horror of it, yet strangely drawn by the story that unfolded. The elf before him lay strapped to a table, electrodes wired across her body while the interrogator, a Sgt. Simms, repeated his question. She didn't answer and he repeated the question again, louder, more clearly.

"Where is this spirit?"

After a moment or two, Sgt. Simms lifted his hand and touched a switch. The elf's body bucked in pain, a shrill shriek escaping her lips as electricity coursed through her body. Allen watched in fascination as her body fell back to the table, her chest heaving as she drew her breath in ragged gasps. She spoke to Simms in a hoarse whisper, too quietly for Allen to hear. Simms nodded and patted her on the arm before getting up and leaving the room.

The man exited the room and approached Allen, looking back at the woman through the one-way mirror.

"Sorry to disturb you so late, Mr. Long, but we felt this was important."

Allen nodded, looking from Simms to the elf and then back before saying, "Well, what have you got here?"

"The woman was caught attempting to infiltrate one of our plants along with a number of other people. She was the only survivor. While examining her, we noticed that she was active on the astral plane."

"So, she's a mage or adept of some sort?"

"No, sir. She's mundane."

"Mundanes cannot be active on the astral plane Sergeant."

"Normally, we'd say yes, but we have learned otherwise. The elf was infected with a virus, a mutated virus, that makes the person astrally active, even if they are mundane."

Allen stood lost in thought for a while, before looking back at the interrogator. He thought to himself, "This has incredible ramifications, I'll have to tell Tlactumel. This will definitely solidify my position with him."

Allen addressed Sgt. Simms, "Do we have a sample of the virus or know where it is from?"

"We were unable to obtain a copy of the organism, but she did tell us where it is. There's a toxic spirit out in the Barrens, we know its rough location."

"Excellent. How many people know of this?"

"A half a dozen including you and I."

"Good! They are to tell no one of this, make sure they are briefed."

Allen turned to go, he would have to contact Tlactumel with the information quickly.

Sgt. Simms asked, "Excuse me sir, what about the elf?"

Allen turned and looked at her then back to Simms, "Kill her."

Sgt. Simms stood nervously waiting in the reception area. He was not used to being granted audience this high up in the corporation, but it was important enough that he felt it necessary to blow his cover. A young woman, a stunning platinum blonde, entered through the double doors leading into the private office. "Herr Zalthof will see you now Mr. Simms."

He followed her in, his thoughts so wrapped up in the information he had learned that he barely noticed her in front of him. And then he stood face to face with Zalthof and his stomach turned with nervousness. Simms didn't like dragons, even the ones that were his employer.

One look at Simms and Zalthof's expression changed from annoyance to curiosity. "What could have bothered one of his men this badly?" he thought to himself. Zalthof reached into Simms' mind, careful to get all he needed without disturbing the man for it was prudent to treat your faithful servants well.

Zalthof sat back having learned all that transpired. He lit a real tobacco cigarette, inhaling deeply before blowing billowing clouds of smoke up into the lights that shone down from overhead.

Zalthof finally spoke in a deep gravelly voice with a thick German accent. "Very well done, Mr. Simms. You were correct in coming forward. Ursula, see to his needs and arrange a holiday for him, he has done very well."

To himself he thought, "A virus that could expose Mundanes to the astral plane -- very dangerous. I must have a sample. Lofwyr will have to be informed." But being prudent, he would himself begin to pursue it immediately.

Sgt. Simms went home to a cold and lonely apartment, his estranged wife having left him long ago. He made his way to the bedroom, shooing her cat from the pillows. He glared at it, unsure of why he kept the despicable creature. Then his thoughts softened and he reached out and scratched it behind the ears. He remembered why he kept it, he could tell it all his secrets and no one would ever find out.

## GM's Introduction

This is the first scenario in a set of three interconnected scenarios, which can be played individually, or in sequence.

The battle is set between Aztechnology and Saeder-Krupp trying to obtain a sample of a magically mutated virus that causes anyone infected with it to become astrally active, making them more susceptible to magical influences such as sorcery and spirits. Aztechnology is unaware of Saeder-Krupp's involvement and neither is aware of a third group's involvement, led by Jonathan Nash. Nash had luckily placed a free spirit into Sgt. Simms' apartment after his wife learned his true profession and left him. Now all three are after the sample. Aztechnology has sent a team into the Barrens to retrieve a sample. Saeder-Krupp has sent a team in to take the sample from Aztechnology and wipe out their team. The characters are hired to destroy the sample, regardless of who has it. All three teams are relatively small in order to avoid undue suspicion by other parties. Unfortunately, this happens to occur during the middle of an escalated street gang war. To make matters worse, the person behind each corporate team is a dragon.

This scenario is written such that there are several ways of completing it, not all encounters need to be completed. In addition, some encounters can be either roleplay or combat oriented depending on the balance and desire of the players.

Each scene is broken into three segments: Tell It to Them Straight, Biz and Details. Tell It to Them Straight covers what the characters see when they arrive on the scene and should be paraphrased rather than read directly. Biz covers what is really going on in the scene including motivations and possible actions of the NPCs, if any. Details covers information or items that can be located while completing the scene. There are several paths through this adventure and the characters are not required to complete every scene. The following list is a key to the scenes.

1. The Meet: Meet the Johnson and get the scoop.
2. Footwork: Digging for leads.
3. Shopping Trip: Johnson arranges gear.
4. The Barrens: Entry into the Barrens.
5. Ancients: Chance encounter with the Ancients.
6. Cruisers: Encounter Crimson Crush in Barrens.
7. Highway of Hell: Encounter Crimson Crush on highway.
8. Aztechnology: Locate and hit the Aztechnology personnel.
9. Saeder-Krupp: Locate and hit the Saeder-Krupp team.

10. The Hole: Arrive and deal with the toxic spirit and shaman.
11. Oops! Somebody screwed up.

### **Tiering**

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, the toxic spirit has a karma pool equal to the average for the table.

## **Scene 1: The Meet**

### **Tell It to Them Straight**

*It's 8:58 PM, the weather is cold and wet, a constant mist descending over Seattle. On the good side, it's not acid rain and the wind off the ocean has pushed the usual air pollution from downtown. Then your wristphone buzzes, Claudia's code showing on the display. You hit the receiver and Claudia's voice crashes through the stillness, "This is your early evening wake up call. I've got a run just in case you happen to need some nuyen. The Johnson is square on this one. If you're in, meet him at Pier 53, Warehouse B at 11:00 PM."*

### **Biz**

Warehouse B is mostly empty, Pier 53 having been converted to handling containers from ship to rail. Entrance to the pier is unguarded since nothing is really stored down here, just junk containers and empty crates. The warehouse is 150 meters long and 40 wide and is lined with 5 meter wide vehicle doors spaced every ten meters on the long sides. The dock is humming as containers are quickly being offloaded from a ship onto a container conveyor out to a line of waiting trucks and train cars. There is one door open on each side, the end door closest to shore. Inside is a Mitsubishi Nightsky parked at the far end of the warehouse facing sideways. A small folding table and chair, both of natural wood, have been set out. A lamp illuminates a small circle around the table, the limousine just beyond the edge of its glow.

There are two people, an elf and a human, standing near the car and watching as the characters approach. The elf stands with the practiced ease of a highly

experienced physical adept. The human looks rooted to the spot. Anyone looking astrally will see that both men appear mundane, that there are several watchers in the area and that there are two force 8 elementals of each type hanging in astral space. The human will tell anyone astrally perceiving to "mind their manners." It is considered rude to astrally perceive another without permission and wrong to do it to a Johnson. Claudia would not be pleased. It is suicidal to cast spells here, if the Johnson doesn't eat the character for lunch, Claudia will.

Once the characters have gathered and are standing in front of the table, the elf will open the door of the car and a rather distinguished gentleman will step from the car. He is wearing a black pin striped suit with an artistic tie and MRC (Metahuman Rights Commission) lapel pin. He will cross to the table and sit at the chair, the elf shadowing him closely. The man speaks in a British accent.

Something particularly dangerous has come to his attention in the barrens. There are two other teams going in after a substance. The Johnson needs the team to do three things for him. First, destroy the source of the substance. Second, keep anyone else from obtaining the substance. And third, kill anyone who obtains a sample or is exposed to the substance. To this end, he is willing to pay the team 300k nuyen for destruction of the substance. He will wave his hand and the elf will set two black ceramic boxes about the size of a cigarette pack on the table. The characters are to defeat any defenders at the location and then activate one or both packs by removing the pin in the top of the pack and then run. Anyone who lags behind will die.

### **Details**

Hand the players **Appendix 2**, which shows the contents of a chip the Johnson supplies. He will also provide a credstick with 10k nuyen per character as a down payment.

The Johnson's name is Jonathan Nash; anyone with metahuman rights activist or media contacts may recognize him (Target 4, 3 successes) as the head of MRC. The elf is an 8th level initiate physical adept and the mage is an 8th level initiate hermetic mage. Jonathan is a great western dragon. Tier One: He will stunbolt (Force 10, Deadly wound) anyone who attempts to go astral or cast a spell in his presence, explaining that he will not tolerate such rudeness from so-called "professionals." Upper Tiers: He will manabolt (Force 10, Deadly wound) anyone who attempts to go astral or cast a spell in his presence, explaining that he will not tolerate such rudeness from so-called "professionals." All three are masked to look

mundane in case anyone lives long enough to tell the difference.

The Johnson has the following directions:

1. First and foremost, get one of these packets to the site. This must be done within the next six hours.
2. The general area is known; the exact location is not.
3. The site is the home to a toxic spirit.
4. Two other teams are after samples.
5. Team A can be destroyed with no qualms -- it's Aztechnology.
6. Team B is supposed to intercept Team A and recover a sample. He would rather they were dissuaded, not killed. The second team is from Saeder-Krupp.
7. The substance is a mutated virus that causes its victim to become astrally active, even if the victim is mundane. There is no known cure. Kill anyone who is exposed to the virus.
8. Under no circumstances is anyone to examine, analyze or attempt to open the packets.

If the characters ask nicely, Mr. Johnson will have Mr. Smith, the elf, put the characters in contact with a weapons dealer for a one time good deal. See **Scene 3: Shopping Trip**.

## Scene 2: Footwork

This scene covers the characters digging for information before entering the Barrens. All target numbers are 4.

### The Barrens

Any street contact.

2 successes: The area they are looking at is controlled by the Crimson Crush.

3 successes: The Ancients and Crimson Crush are rattling around like they're going to war.

4 successes: That area is avoided, bad things happen to people in there, it's in total ruin, completely impassable except by foot.

### MRC

Any metahuman.

2 successes: That's the Metahuman Rights Commission.

3 successes: They have their roots with Dunkelzahn.

4 successes: It's headed up by one of Dunkelzahn's politicians, Jonathan Nash.

6 successes: Nash is really a Western Dragon.

## Scene 3: Shopping Trip

This scene covers the characters making a pre-arranged shopping excursion with a contact provided by Mr. Smith in **Scene 1: The Meet**.

### Tell It to Them Straight

*Mr. Smith gave you a temporary phone number good for the next hour. You made your list and he took it down and told you to meet him at the warehouse in an hour.*

### Biz

Mr. Smith will be there with the goods required in original factory packaging. He can obtain anything the characters want in the way of weapons or equipment from Cannon Companion or SRIII with a street index of 2 or less at straight book prices.

### Details

It's good stuff; too bad they can't use him again!

## Scene 4: The Barrens

This scene covers the characters entry into and search of the Barrens around the locale of the toxic spirit. It provides the timing and conditions for Scenes 5 through 9.

### Tell It to Them Straight

*The Barrens is its usual decrepit lawless self with more street gang members than insects. The activity seems a little higher than normal with larger groups of Crimson Crush moving about more aggressively and flashing weapons visibly. The streets are abuzz with rumors of a pending gang war between the Ancients and the Crimson Crush.*

### Biz

The site in question is located three kilometers of I-90 and covers a one square kilometer area that the characters will have to search. The area is a jumble of collapsed buildings and dilapidated structures and the streets have been blocked off by man-made barricades and collapsed sewers and buildings. The characters will have to move in on foot once they reach the edge of the area. No one lives in the area because of the horrible things that happen there. The characters can come in by one of three routes: the long way, the short way or by air.

The long way involves driving into the Barrens and navigating back streets to reach the search area. The

characters will have to cross the Crimson Crush line once in **Scene 6: Cruisers** and will encounter the remains of an Ancients group in **Scene 5: Ancients**. They will come across the Aztechnology team in **Scene 8: Aztechnology**. Afterwards, they will encounter the toxic spirit in **Scene 10: The Hole**. If they exit by the long way, or are running short on time, then they will not encounter Team B. If they exit by the short way, or are finishing too quickly, then they will encounter Team B in **Scene 9: Saeder-Krupp**.

The short way involves taking the highway into the Barrens and the most direct route from the highway to the search zone. They will encounter the Crimson Crush in **Scene 7: Highway of Hell**. They will then encounter Team B in **Scene 9: Saeder-Krupp**. They will then come across the Aztechnology team in **Scene 8: Aztechnology**. Finally, they will face the toxic spirit in **Scene 10: The Hole**.

If the characters come in by air, they will encounter the remains of the Ancients group in **Scene 5: Ancients** and then be able to locate and hit the toxic spirit in **Scene 10: The Hole**. As they withdraw from the area, they will encounter Team A in **Scene 8: Aztechnology**. If they leave by air, then they will have no additional encounters. If they leave by ground, then they will encounter Team B in **Scene 9: Saeder-Krupp**.

## Details

The toxic spirit's location has been narrowed down to roughly a square kilometer of area in the Barrens -- about three kilometers north of Interstate 90. The astral count here is rather high, so it would be painstakingly slow to do an astral search or have a spirit search performed. On the down side, the astral count limits visibility and by the time any spirit or astrally projecting character realizes they are in the toxic spirit's domain, it is too late. A spirit will just not return and the summoner will know it has been disrupted. For an astrally projecting character go to **Scene 10: The Hole** and run the astral combat there.

The toxic spirit is holed up in the ruins of an old pharmaceutical laboratory where they used to manufacture and test radioisotope dyes used in 20th century medical x-rays. The background count is thick with years of unnecessary and excessive animal testing and pollution from radioactive waste. Anyone in astral encounters a background count of 6.

The team can search and locate the spirit on the ground by following the decay, the worse the decay of the buildings, the closer they are to the site (Intelligence, Target 4, 2 successes to notice the effect of decay). The site itself is little more than a depression

in the ground where the walls and roof of the building have long since collapsed into the basement.

## **Scene 5: Ancients**

The characters will encounter the Ancients if they enter Barrens via the long way or by air in **Scene 4: The Barrens**. This is inside the search area and the characters are already on foot.

### Tell It to Them Straight

*You hear a commotion ahead of you and soon see three elves running toward them at full sprint. All three appear to be frightened and disoriented. Their clothing is ripped and torn in places and bloody scratches cover their exposed skin.*

### Biz

The three elves are members of the Ancients and all that is left of a group of six that had entered Crimson Crush territory. The remainder are dead, victims of the toxic spirit that these three are fleeing. The gangers are scared and running for their lives and will stop at the sight of anyone who is not a spirit or Crimson Crush member and plead for help.

### Details

All three elves have sustained moderate wounds from the toxic spirit and are also infected with the virus. Anyone looking astrally will see that they are mundane and that there is a slowly spreading patch on them that is becoming astrally active. Infection is through wounds that appear to be caused by concrete block fragments.

If the characters question any of the Ancients, the elf will tell them that there is a nasty toxic spirit about six blocks away that ate half their group.

## **Scene 6: Cruisers**

This scene is used if the characters enter via the long way in **Scene 4: The Barrens**.

### Tell It to Them Straight

*The Crimson Crush are patrolling the edge of their turf pretty heavily, rumors abound of a pending gang war with the Ancients. A wide street sits between the characters and the Crimson Crush turf, a street patrolled by orks and trolls on bikes. The patrols pass about every five minutes, the riders warily watching as they go.*

## **Biz**

The characters are about two miles from the edge of the search area and may enter on foot or by vehicle. It will be faster, but more noticeable if the characters drive in by vehicle. There are ten gangers in the patrol, half are ork, half are troll.

If the characters enter on foot, they need to make Stealth checks (Target 4, 2 successes needed) to cross without being seen after the bikes pass. If anyone gets only one success, then one of the bikers will break off and circle back. If the characters lay low, the biker won't see anything and will return to his group. If they drop the biker, the entire group will return and pursue them.

## **Scene 7: Highway of Hell**

This scene is used if the characters enter via the short way in **Scene 4: The Barrens**.

### **Tell It to Them Straight**

The characters are driving down the highway when a group of twenty Crimson Crush gangers pull up on bikes, flanking the vehicle. A big troll motions for the vehicle to stop, the ork in the sidecar of the bike behind him with the shoulder launched AVM pointing at them making a convincing argument.

## **Biz**

The characters are faced with twenty gangers on bikes, half are orks, half are troll. One bike has a sidecar with an ork in it equipped with two shoulder launched AVMs. They will force the characters' vehicle(s) to stop and check for elves. The Crimson Crush gangers will heckle and harass the characters, elves more than any other race. The characters need to convince the leader, a troll named Knuckles, of the fact that they are not here to cause trouble for the gang. Use an opposed street etiquette check against the Crimson Crush leader, using a Charisma of 4 and a Street Etiquette skill of 5. All other stats are the same as the average troll statistic shown in Appendix 2. Extra dice for the roll can be purchased at 200 nuyen per die in the form of a bribe. The total number of bribe dice cannot exceed the characters skill level in street etiquette. If the characters open fire on the gangers, the gangers will return fire including the firing of the AVM. The gangers are alert and cannot be surprised at this point. In addition, a Lone Star Rapid Response team will arrive on site in the second round of combat and they will be coming in shooting. Go to **Scene 12: Oops!**.

## **Scene 8: Aztechnology**

This scene details the characters encounter with the Aztechnology team while in **Scene 5: The Barrens**.

### **Tell It to Them Straight**

Have all the players roll a Stealth check, the person with the highest single die roll hears movement in front of them. The party then sees a shadow detach from a wall in front of them about half a block away and cross the street, the silhouette of a human clearly visible as it crosses the middle of the street.

## **Biz**

The characters have just come up on the back side of the Aztechnology team. Their team consists of two samurai, two technicians and a shaman. The Aztechnology team hasn't noticed the presence of the runners yet and the runners may attempt to surprise them with a +2 modifier to their die rolls for surprise.

The group is led by the shaman and they will not negotiate until he is down. The shaman will order the samurai to fire as long as he is up and will cast spells as well. The samurai are along for physical protection and will seek to protect the two technicians who will immediately flee if gunfire breaks out. If the shaman goes down, the samurai will attempt to negotiate. They have not found the spirit, but suspect it is only a block or two ahead. If the two technicians do flee, the characters will see them run into a side lot about a block and a half down and then hear them scream in terror. They will both be dead by the time anyone gets there.

The samurai will try to negotiate their own release and the technicians and even ask to remove the dead/unconscious body of the shaman. They just want to live.

### **Details**

Examining the bodies, if they kill them, will reveal that the team were all employees of Aztechnology.

If any survive and the shaman is dead/unconscious, they will be able to tell the characters that they were after some sort of sample and that the person who assigned the job to them was Allen Long.

## **Scene 9: Saeder-Krupp**

This scene details the characters encounter with the Saeder-Krupp backed team sent to eliminate the Aztechnology team in **Scene 5: The Barrens**.

## **Tell It to Them Straight**

The characters are moving along through the area when they will notice an unusual gusting of the wind billowing tracks of dust near an intersection in front of them. Suddenly, eight black shapes drop out of the air, landing and scattering to the sides of the alley, nothing but silhouettes in the dark street.

## **Biz**

The Saeder-Krupp team has just dropped in to see what the characters are up to. The team consists of six troopers, a shaman and a hermetic mage. They are all dressed in polymimetic armor so are minimally visible and well protected. Their orders are to prevent Aztechnology from obtaining a sample even if they have to kill them all, kill anyone infected, and if possible obtain a sample themselves.

To this end, they will prefer to see if the characters want to talk but will return fire in force. The characters can get past the SK team by mentioning that they are not here to take samples, just wiping out the toxic spirit and virus, that they have orders to prevent anyone from carrying out a sample of the virus or that it is already too late and everything has already been wiped out. If the characters start a firefight and attempt to retreat, then the S-K team will back off half a block and return to their helicopter.

## **Scene 10: The Hole**

This scene covers the characters locating the toxic spirit and dropping a packet at ground zero.

## **Tell It to Them Straight**

*The buildings become more and more decayed as they move closer to the center of the area, even concrete and steel becoming worn and corroded. Finally, they climb up over a final ring shaped mound, the remains of several buildings crumbled and collapsed in upon themselves, the footing treacherous on the mounds of broken bricks and concrete blocks. In the center is the depression where a building once stood, its basement now filled with the collapsed structure from above. There is a small pond filled with liquid that glows with an eerie blue light.*

*Suddenly, the gravel in the hole erupts in an explosion, rising into the air and forming a ghastly shape like a half man, half snake consisting of whirling stones and spinning chunks of cable.*

## **Biz**

This is a powerful toxic spirit existing in the remains of a building that once did live animal experimentation for x-ray dyes used in medicine. The blue glow in the water is Cherenkov radiation, a visible emanation caused by radiation in water. If any character has a Geiger counter, they will be able to read high radiation levels and determine that they can remain here safely for less than three minutes. The ring shaped mound is 40 meters in diameter and the depression in the center is 15 meters in diameter. It will require a character with a minimum strength of three to throw a packet into the depression from the edge of the ring.

The spirit will manifest and seek to draw or force people into the depression where it has the virus in the water and will then pelt them with wet rocks, hoping to infect them. It is not seeking to kill them; rather it wants to infect them so that it can gain control of them more easily once they are astrally active. For every wound taken from the rocks after all resistance rolls are made, roll a Body check against a target number of 3. To avoid infection, the character needs to stage it from the final damage received to no damage, however, they still take the wound, they just don't get infected.

The characters only need to get one of the packets into the depression and then get out of there. The spirit will not pursue them beyond the ring of rubble and will throw back anything it sees flying at it. Its target to throw something back is 4 using dice equal to its force, only one success needed. Add a +1 target modifier for every person engaged in distracting the spirit.

Any character that enters the astral plane will immediately be hampered by the background count of 6, which adds to all skill and perception rolls in astral. It also severely limits visibility to the point that anyone seeking the toxic spirit will have to enter the ring and thereby be within its domain before it is visible. The spirit will attack immediately, seeking to destroy any astral intruders. The character can escape by moving out of the ring, but may only do so if the spirit failed to injure them on its prior action.

Once a packet is placed, the characters will have one complete additional initiative to get out before the fireworks start. Anyone in astral will first see an invisible sphere grow out of the area, notable as it clears the space of the pollution. Then a blinding white sphere suddenly expands out, visible on both the physical and astral plane. Seconds later a series of very bright shafts of light will spear down from the sky from nearly overhead. These strikes will strobe several hundred times over the course of thirty seconds, each one accompanied by a thunderous explosion and shockwave of super heated gases as the orbital laser vaporizes the area of the toxic spirits domain. Any



character caught inside the spirit's domain after the completion of the additional round of initiative is killed and removed from play.

Planted a pack	3
Did not fight S-K team (if encountered only)	1
Did not kill anyone or thing	1
OR	
Killed only those who were infected	1

## Scene 11: Oops!

This encounter covers the characters running afoul of Lone Star and is to be used only if the characters try to stand and fight against Lone Star. The scenario ends with this encounter for those foolish enough to attack Lone Star. **Warning: Any character captured or killed here is eliminated from Virtual Seattle.**

### Biz

The characters have engaged the Crimson Crush in active combat on the highway and a nearby Lone Star Rapid Response Team swoops in to contain the fighting and prevent the war from spreading. They will come in firing, using missile and vindicator fire to soften up targets while the mage on board drops spells. The helicopter engages them at its first action in the second round of combat, the Lone Star Troopers are dropped in their last action of the same round and will begin firing on their first action of the next round. Anyone who flees before they begin firing will escape. Anybody who stays behind and fights will be killed. Lone Star will arrest everyone who surrenders if they all do so at the same time, otherwise they will happily kill the entire party. Either way, the characters are out of Virtual Seattle and the judge should have the players destroy their character sheets.

### The End

## Karma and Nuyen

The pay for the job is a flat 300,000 nuyen for proper placement of at least one of the packets. If they fail, then they only keep the 10k nuyen per character retainer.

Karma is awarded as base karma and individual karma. Base karma is summed up as shown below and all players receive this sum. Individual Karma will range from 0 to 3 at the discretion of the judge and is given to specific players. One point of karma should be given for exceptional roleplaying, an excellent idea that defeats an encounter without combat, an act of selfless bravery (such as taking a bullet for a friend or innocent), or a humorous action or remark that gets the whole table laughing. Any member of Tyger's Tail must give up one point of karma to the magical group.

# Appendix 1: NPCs

## Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, the toxic spirit has a karma pool equal to the average for the table.

### **Crimson Crush Ork**

Bod: 7  
Qui: 4  
Str: 6  
Cha: 3  
Int: 3  
Wil: 3  
Ess: 6  
Initiative: 3+1d6  
Combat Pool: 5  
Unarmed Combat: 5  
Clubs 6

Gangers are wearing synth leather jackets (0/2) and carrying clubs (+1 reach, 8M damage).

### **Crimson Crush Troll**

Bod: 9(10)  
Qui: 3  
Str: 8  
Cha: 2  
Int: 2  
Wil: 3  
Ess: 6  
Initiative: 2+1d6  
Combat Pool: 4  
Unarmed Combat: 5  
Clubs 6

Gangers are wearing synth leather jackets (0/2) and carrying clubs (+2 reach, 10M damage).

### **Ancients**

Bod: 3  
Qui: 6  
Str: 4  
Cha: 5  
Int: 4  
Wil: 4  
Ess: 6  
Initiative: 5+1d6  
Combat Pool: 7  
Unarmed Combat: 5  
Swords: 4  
Scorpion Machine Pistol: 5

Gangers are wearing armored long coat(4/2) and carrying swords(+1 reach, 6M damage) and Scorpion machine pistols. All three have moderate wounds and are infected with the acquired astral signature (AAS) virus.

### **Lone Star Rapid Response Team**

Bod: 6(8)  
Qui: 4(6)  
Str: 6(8)  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 0  
Initiative: 9+3d6  
Combat Pool: 8  
Karma Pool: 0/3/5  
Firearms: 6  
Unarmed Combat: 6  
Armed Combat: 6

Rapid Response Team members have cybereyes with low light, thermal, and flare comp, smartlinks, and retractable spurs. They are wearing full heavy armor (8/6) and carrying M2A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥). The team consists of 10 members backed up by an Ares Stallion armored helicopter with a Vindicator (ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. Every two rounds after the team arrives they will be joined by another team. Their orders are shoot to kill.

### **Lone Star Rapid Response Mage**

Bod: 2(4)  
Qui: 4  
Str: 2  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 5.6  
Magic: 5(7)  
Initiative: 4+2d6  
Combat Pool: 7  
Karma Pool: 3/7/10  
Spell Pool: 8  
Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, and Powerbolt 6 with a +2 focus. He will remain in the helicopter and target any visible mage. He is wearing full heavy armor (8/6).

### Saeder-Krupp Trooper

Bod: 6(8)  
Qui: 4(6)  
Str: 6(8)  
Cha: 2  
Int: 5  
Wil: 5  
Ess: .5  
Initiative: 9+3d6  
Combat Pool: 8  
Karma Pool: 0/3/5  
Firearms: 6  
Unarmed Combat: 6  
Armed Combat: 6

Saeder-Krupp Troopers have cybereyes with low light, thermal, and flare comp, smartlinks. They are wearing full heavy armor (8/6) and carrying M22A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥ w/integral grenade launcher, ammo 6m, mode SS w/defensive grenades). The team consists of 6 members backed up by an Ares Stallion armored helicopter with a Vindicator(ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. The armor has a polymimetic surface which provides a chameleon like affect and adds +6 to target numbers unless the attacker is using an ultrasonic sight.

### Saeder-Krupp Mage

Bod: 2(4)  
Qui: 4  
Str: 2  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 5.6  
Magic: 5(7)  
Initiative: 4+2d6  
Combat Pool: 7  
Karma Pool: 3/7/10  
Spell Pool: 8  
Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, Powerbolt 6 with a +2 focus, and Heal 6. He is wearing full heavy armor (8/6) with a polymimetic surface which provides a chameleon like affect and adds +6 to target numbers unless the attacker is using an ultrasonic sight. Use this for both the shaman and the hermetic mage as neither will dare summon or use an elemental near the toxic spirit.

### Aztechnology Street Samurai

Bod: 6(8)  
Qui: 4(6)  
Str: 6(8)  
Cha: 2  
Int: 5  
Wil: 5  
Ess: .5  
Initiative: 9+3d6  
Combat Pool: 8  
Karma Pool: 0/3/5  
Firearms: 6  
Unarmed Combat: 6  
Armed Combat: 6  
Negotiation: 2

Aztechnology Street Samurai have cybereyes with low light, thermal, and flare comp, smartlinks. They are wearing full heavy armor (8/6) and carrying AK-97 assault rifles (conceal 3, ammo 38c, mode SA/BF/FA, damage 8M, cost 3,200¥).

### Aztechnology Shaman

Bod: 2  
Qui: 4  
Str: 2  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 6  
Magic: 6(8)  
Initiative: 4+2d6  
Combat Pool: 7  
Karma Pool: 3/7/10  
Spell Pool: 8  
Sorcery: 6  
Summoning: 6|

The mage has Stunball 6, Manabolt 6 with a +2 focus, and Powerbolt 6 with a +2 focus. He is wearing an armor jacket (5/3). He will not summon a spirit in the area of the toxic spirit.

### Toxic Spirit

Bod: 14(20)  
Qui: 14(20)  
Str: 14(20)  
Cha: 8  
Int: 8  
Wil: 8  
Force: 8  
Spirit Energy: 6  
Initiative: 14+3d6

Attack: 8S Stun from Flung debris vs. Impact armor and corrosive secretion

The spirit has the powers of corrosive secretion, possession, dispelling, and personnal domain(doubles effect of Spirit Energy while he remains inside the gravel ring as shown above in paranthesis). The spirit is immune to normal weapons.

## **Appendix 2: The Facts**

You are to get one of the two packets into the domain of the toxic spirit. You will have only a few seconds to vacate the area if you wish to live. You must kill anyone you encounter who has contracted the virus. You must also prevent anyone else from obtaining a sample of the virus.

The spirit is located in the Redmond Barrens; grid coordinates are given for an area one-kilometer square located three kilometers north of Interstate 90 on the eastern edge of the Barrens.

The area is noted to be in severe decay, but an exact location of the spirit is not given.