

The Hook: There's a go-gang race in 2 days around Seattle, and the Desolation Angels want the other gangs to know they're in Seattle and mean business. **The Job:** Set a trap and take out whomever is winning the race by the end of the third leg. **The Pay:** 1000¥ base, plus a bonus for salvaging the lead vehicle in good condition.

Scene 1 (Social). **Setting:** [Underworld 93](#), a music venue in [Puyallup](#). **The Hook:** Runners were told by their fixers to meet here for a job. Given dossiers with images, major skills, names of the rest of the team (have players introduce their characters). **Events:** Influence + CHA (3) – Bartender directs the player to a back room where Mr. Johnson awaits. Influence + CHA (7) – players get the name of the client. Negotiation: per SMG p16, vs Influence 5 CHA 4, 5% increase/decrease in base pay per hit (max still 3k per SMG).

Scene 2 (Investigation). **Setting:** per players. **Available Info:**

- The race goes around [Seattle \(map\)](#). Begins and ends in Puyallup. Leg 1: Up to I-5. Leg 2: I-5 from Tacoma to Everett. Leg 3: Backroads from Snohomish through to Auburn. Leg 4: Back onto 162.
- The biggest entries are [405 Hellhounds](#), [Leather Devils](#), and [Blood Mountain Boys](#). Most racers will be early career gangers.
- Police don't like this race. Leg 2 is heavily monitored (Security Rating A during the race, CRB 239).
- The start and finish (Legs 1 and 4) are where the onlookers gather. While some foul play between racers is expected and encouraged, a third party dusting the lead car is not.
- Other runners were hired. They'd act during Leg 3 too.

Optional Rules for Initiative. **Purpose:** Get all players involved in all scenes at First Taste. **Social:** Influence + CHA. # hits determines order. Ties: Edge, CHA, INT, Coin Flip. **Investigation:** Perception + INT. # hits determines order. Ties: Edge, INT, REA, Coin Flip.

Scene 3 (Investigation). **Setting:** The Highway ambush. **Edge:** 1 per 2 successes in Scene 2 for each player (max 2). **Challenges:**

- The players can set their trap with relevant engineering, stealth, etc. checks.
- Perception + INT (3): Players can detect another group setting up a trap. (Failure: players are detected first).



Scene 4 (Combat). **Setting:** The highway ambush. **Edge:** 1 per 2 successes in Scene 3 for each player (max 2). **Challenges:** 1 enemy per player (max 4). Choose from:

- Go-Ganger (CRB 204)
- Data Harvester (CRB 205, max 1)
- Shaman (CRB 204)

Optional Escalations:

- The racers begin rounding the bend. Players must set off their trap while engaging the enemy.
- Racers enter combat.
- First trap fails, leading to vehicle combat.

Shock and Haul

A Shadowrun 6e First Taste by Zeshan Rajput

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CRB: Shadowrun 6th Edition Core Rule Book

SMG: [Shadowrun Missions](#) Guide v1.6

Map Credit: [u/MisjayMaps1 on r/Roll20](#)

Picking Up the Pieces. **Pay:** negotiated base pay +

- 500¥ per successful check in laying a trap (scene 3)
- 1000¥ if other runners can't complete their mission
- Max 3k per player

Karma: 3 karma for adventure survival.

Contacts: Seraphina (Street – Gangs, Connections 3 Loyalty 1) for exceptional mission success. Seraphina is the Desolation Angel who gets the salvaged vehicle and is grateful.