

# **FORCED RECON**

The ancient ninjas were more than assassins, they were also experts in spying and intelligence gathering. A new research facility has just been built, and someone wants to get as much paydata on their operations in case future incursions are necessary. Become the modern ninja and name your pay!

FORCEd RECON is intended as an introduction/demonstration game for the Shadowrun game system and the Shadowrun Missions campaign setting in particular. It may also be used for players and characters of all experience levels. For use with Shadowrun, Third Edition TM





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# "We have decided to make you an

**Offer."** And with those eight simple words, Griffin Biotechnology grew to become one of the largest biomedical research and technology firms in the Seattle Metroplex. Of course, it wasn't the words that caused this rapid expansion, but rather the backing of DocWagon. Griffin Biotech had been struggling along with some of the other small firms in the sprawl until their latest breakthrough promised to end all that. With the help of Dr. Indira Chontel, Griffin has managed to make some dramatic progress and developments in the treatment of epilepsy – primarily the ability to use the signals from healthy brain tissue to compensate for the irregular signals of damaged brain tissue.

Dr. Sumihiro Asikawa, CEO of Griffin Biotech, began to court some of the major players in town in the hopes of receiving investment partners to receive the money necessary to complete the neural research. It was not long before he had a number of groups interested in the possible developments that Griffin's research could produce in the future. DocWagon led the pack of others including Ares Macrotechnology, Seattle University, and even the UCAS Department of Defense through various grants.

Now that they had the money necessary to move forward, they would need a facility – one where not only the research and development of Griffin's latest technologies could continue, but also medical facilities where test subjects could be monitored. In addition, support labs and manufacturing facilities for nanotechnology would be needed. To top it off, this facility had to have the security necessary to protect the valuable state-of-the-art developments that would be released to the investors.

With Ares as one of the prime investors, it seemed only natural to sign a contract with Knight Errant Security Services to handle the security matters for the new facility after it is built. In order to protect their interests, Ares even offered KE services at a highly discounted rate. The university loaned out their thaumaturgic staff to assist in the construction of the new compound, on land purchased in northern Everett. With the services of Mackie Construction retained, the building of the new facility could begin.

It was another profitable quarter for Paladin Medical Technologies. As one of the premier suppliers of medical supplies, organ cultures, and research and development in the Seattle area, Paladin had been able to make some shrewd business moves in the past few years to ensure their continued growth and stability. Those in the shadows, of course, know that much of Paladin's success was due to the fact that Dr. Fredericks, the head honcho, was not afraid to employ shadowrunners to retrieve prototypes, research data, or special shipments for use by Paladin. Rumor even has it that he hired a group of runners to hit a DocWagon manufacturing facility so that Paladin could secure a lucrative supply contract with Seattle General.

But it was becoming harder and harder to maintain a competitive edge. Just a couple of months ago, Griffin Biotechnologies received some major funding from some undisclosed investors. Fredericks had no idea what they had come up with, but now they were clearly Paladin's only serious competition in the sprawl. To make matters worse, in that short amount of time, Griffin has managed to purchase property and build a new state-of-the-art facility in northern Everett, all within a short few weeks.

The report from the man he knew only as "Christof" now lay on his desk. Its contents were quite disturbing. Large armored trucks escorted a group of men that set about creating a large magical circle which a lithe elven female had apparently doused out for them. Stranger yet, large earthen elementals appeared to move the earth itself around the compound, forming large, solid rock walls. A few days more saw the arrival of construction equipment and large crews of trolls and orks that began to build the foundation for a large facility — the earth elementals helping to move the earth and speed the construction process. The construction vehicles all had a large logo on the side — that of Mackie Construction.

Currently, Griffin Biotech still resided in the Huitzilopochtli Plaza, owned and operated by Aztechnology and across from their pyramid. It was difficult to hire even shadowrunners to attempt runs against such a target. The new facility, however, would take some time to become fully operational. If he could contract some runners to investigate the new compound in Everett, perhaps the data could be used in the future to make a more profitable run against Griffin. Consulting his extensive lists of "intermediaries," he settled upon one name that had provided results in the past for reasonable fees – and he was much more pleasant and civilized to deal with than many of those in his line of work.

A short telecom connection with Lyle Green, former child trid-star and now a connection to the shadow scene in Seattle, and Fredericks knew he would soon have the information he needed.

## INTRODUCTION

FORCEd RECON is a Shadowrun Missions campaign adventure that serves as an introduction to the campaign setting. This is only the adventure portion of FORCEd RECON – the maps, player handouts, sample characters, and other playing aids are included in SRM00-03B, FORCEd RECON Playing Aids.

## Preparing the Adventures

FORCEd RECON is intended for use with Shadowrun, Third Edition, and all character and rules information refers to the third edition of the Shadowrun rules. The Shadowrun Gamemaster Screen is a recommended resource, since it contains all of the necessary tables organized for easy reference and is accompanied by the Critters book, which provides more detailed information on the abilities of various paranormal creatures and spirits.

Other books that gamemasters may find useful in running the adventure including the following:

- *Magic in the Shadows*, which presents advanced magic rules for *Shadowrun*. A number of the encounters in this scenario involve powerful magic, so these rules may be useful.
- New Seattle provides an overview of the Seattle Metroplex during the 2060s, including the downtown area where this scenario takes place. Gamemasters may find this a useful reference for background information on this area.
- The *Sprawl Survival Guide* contains valuable background information about daily life in the 2060s, as well as information about service drones, of which one is featured in this adventure.

Gamemasters may also want access to the other advanced rulebooks of *Shadowrun*: *Man & Machine* (cyberware, bioware and other implants), *Matrix* (decking and computers), *Rigger 3* (vehicles and drones) and *Cannon Companion* (weapons and gear). These books are useful, but not necessary, for running FORCEd RECON once you are familiar with any gear or abilities which are used within this adventure.

#### Adventure Structure

FORCEd RECON consists of several scenarios, or encounters. Some of these scenarios form the basis of the

adventure, which should be completed in approximately two hours. The section Extra Charges contains scenarios which are optional for play and should be used for groups of players that are more experienced in *Shadowrun* and/or are progressing ahead of schedule and need more content to fill the allotted time. Some of these extra scenarios are also designed to allow certain archetypes to shine and have their moment of glory, so consideration should be given to the composition of the team when choosing them.

Each scenario 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.

What's Up, Chummer? provides a quick synopsis of the scenario's action, allowing you to get a feel for the encounter at a glance.

Tell It To Them Straight is generally written to be read out loud to the players, describing what their characters experience upon entering the scenario. 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 scenario by different means or under different circumstances than the text assumes.

Hooks describes the mood and helps set the stage for the encounter, pointing out different "staging tips" for the gamemaster to help make the scene come alive for the players. It also points out different plot twists or hidden things in the encounter he character might not notice right away.

Behind the Scenes covers the bulk of the scenario, 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 s the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any necessary maps, descriptions of important items, and so on.

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 scenario to liven it up, if need be.

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 any major problems and offer suggestions for dealing with them.

## Gamemastering the Adventure

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Follow your own personal 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. Most Shadowrun Missions adventures are designed to run in a standard four to five hour convention time slot. FORCEd RECON has been written to run in as little as two hours if need be, to allow you to spend some time explaining the game rules and universe to new players. As you will see, optional scenarios have been added to allow for longer playing times for those that do not need this initial instruction. 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" (see below). This section offers some guidelines you may find useful in preparing to run FORCEd RECON (or any Shadowrun Missions adventure).

## **Step One: Read The Adventure**

Carefully read the adventure from beginning to end. In the case of a multi-part adventure, you may want to read all the parts from start to finish before you run the first part. This gives you a complete overview of the whole series and how events in the early adventures flow in to the later ones on up to the finale. Get a feel for the overall plot and what happens in each adventure. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

## **Step Two: 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 glace), 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 Three: Know The Characters**

Prior to the start of the adventure, examine the characters' 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 scenarios if such a dynamic has been included.

## Step Four: 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, Third Edition (SR3) and various sourcebooks for the game. In addition, there are some "house rules" which the campaign uses to govern various aspects of the game, accounting for character advancement, and metagaming activities. Standard rules such as success tests, the Rules of One and Six, Perception Tests, Negotiation Tests and other common mechanics are described in SR3 and are not repeated in this adventure. Special rules regarding the Shadowrun Missions campaign can be found online and downloaded for your convenience.

# 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 scenarios and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. Take the player characters' abilities into consideration

when assessing the NPCs in this adventure and modify them accordingly.

All NPCs are given Karma Pool (p. 246, *SR3*) and Professional Rating (p. 248, *SR3*) to help level them out against player characters. Note that some NPCs may have a variable Karma Pool or other attributes or abilities based on the composition of the team.

## Campaign Background

FORCEd RECON is intended to be one of the first adventures that is played by new players coming into the campaign. Hopefully, they have also played SRM00-01 Mission Briefing, and/or SRM00-02 Demolition Run prior to this. This adventure sees the return of Paladin Systems from the second adventure, but now they wish the runners to take a slightly less direct action against their competition.

## Campaign Synopsis

Shadowrun Missions allows players in remote areas as well as those that participate in convention events to be part of a world wide Shadowrun campaign setting. Each player can use their character in any approved Shadowrun Missions adventure and earn karma and nuyen, just as if they were participating in a "home game". The campaign runs on a two year story arc, which will also include various sub-plots and other story lines on a limited basis. While it is not important that a character participate in every single adventure, an attempt should be made to play them in chronological order. At the conclusion of each adventure, the character receives a "Debriefing Log" which outlines the actions that were taken by the character – some of these actions and their consequences are included in future adventures to create a more vibrant setting where a character can affect future results.

FORCEd RECON is the third of five adventures which will give new characters an introduction to the Shadowrun Missions campaign and the Shadowrun universe in general. These five scenarios are not included in the main timeline of the campaign setting, and therefore can be played at any time. At the conclusion of FORCEd RECON, most players should have a general understanding of the Shadowrun universe and rules system, and their characters should have the basic tools and contacts necessary to enter the shadows.

## A Special Note

This adventure is not quite like traditional Shadowrun adventures. Yes, the format has been followed, but the scenarios are very different. The bulk of this adventure is information on the various areas of the target facility. There is a LOT of information here, and it is not the intention that the gamemaster memorize all the data. Rather, you should read through the adventure to become familiar with it and get a feel for how things work, and then make note of where you can find certain information when you need it. Most of the information is very detailed in order to aid you in running the facility from any aspect that the player characters will attempt – and we all know how creative they can be!

## FORCED RECON

shadowrunners just starting out in their careers and it would be overly cruel to destroy them at such an early stage.

## PLOT SYNOPSIS

Griffin Biotechnology is a new company that has recently received venture capital from various investment firms and corporations, the largest from DocWagon and Ares Macrotechnology. This new influx of cash is due to some breakthrough research that has been done at Griffin to remap damaged sections of motor centers of the brain to healthy sections, thus making strides in epilepsy research and numerous bioware and cybernetic spin-off technologies.

Paladin Medical Technologies is a cyber/biotech company that has interest in the doings of Griffin Biotech, and is one of their main competitors. Therefore, when Paladin learned of the recent cash investments into the corporation, and the rather rapid construction of a new state-of-the-art research facility in Everett, they decided that they needed to learn more about just what Griffin had stumbled upon and just what is going to take place at this facility.

Paladin is not quite as "squeaky clean" as their company moniker would imply – they routinely resort to shadowruns against competitor firms in order to beat them to market with R&D and other products. They therefore hire the runners to gather as much intelligence about the new facility as possible, in case Paladin decides later on to attempt to appropriate any new technologies or developments from the Everett facility. Griffin has not started full operations yet, but has recently finished construction and begun stocking the labs, offices, etc. As a result, they have begun security measures but are only at about 50% manning on each shift. Paladin has decided to act now and reaches Lyle Green to hire the assets needed for this run.

## RUNNING THE ADVENTURE

The adventure is written with the intent of challenging, but not overwhelming, new *Shadowrun* players. The basic main fields of expertise – combat, negotiation, magic, rigging and the Matrix – are all covered to some degree.

Because *Shadowrun Missions* covers a wide range of players, there is a good chance of having teams lacking in some of those areas of expertise. You should take this into account when running *FORCEd RECON*, and avoid situations where a group may be lacking. This game is aimed at

## A Discussion over Drinks

## What's up, chummer?

As with most shadowruns, it begins in a bar – start right out with player handouts 1 and 2, depending on the situation of the runners. For anyone that has Lyle Green as a fixer, hand them player handout 1, or take the runner(s) aside and interact with them appropriately. Make sure you read the section on Lyle in the Cast of Characters section if you are not familiar with him. For those that do not have him as a fixer, hand them player handout 2, or take the runner(s) aside and role-play the scene accordingly.

Once everyone has gotten the initials out of the way, they will all meet at Dusty's steak house in downtown Everett. Follow the character guidelines in the Cast of Characters section on how to role-play Green during this encounter, especially towards those that do not have him as a fixer. Once everyone has gathered, they should introduce themselves and/or greet old acquaintances. After this, Lyle will get down to business. You can play up seeing other simsense or sports stars, the governor, or other important VIPs that might be dining here this evening.

Anyone that attempts to bring in a weapon, or does not have the proper attire for this restaurant, will NOT be allowed inside – they can receive any briefings from their fellow team members.

# Tell it to them straight

You arrive at the steakhouse without any difficulty. The smell from the oak wood fires almost lifts you by the nose and drags you inside. As one of the most upscale establishments in Everett (and the metroplex as a whole), it is highly unusual for holding meetings of this sort. Those in your line of business, as a whole, don't seem to fit in well in these surroundings. Once inside, you are led to your table and find your reason for attending such a gathering. The man known on the street as "Lovely Lyle" sits serenely at the table; a large pilsner glass full of beer and the remains of what appears to be a large salad sit on a large and solid looking oak table. He invites you to slide into the leather lined booth to sit with him. After a few moments, a couple of other individuals arrive and slide into

the booth as well after being acknowledged by Green. As the last person of your impromptu group arrives, a large steak arrives with a loaf of steaming hot bread and is placed before Mr. Green. You're not entirely sure, but you think you recognize some of the other patrons in their fine clothing around the restaurant.

"You may help yourself to the bread, if you wish, but if you want to order anything, it will be on separate checks, of course." He nods to the waitress as if to indicate that she may leave, but she hesitates for just a moment in case any of you wishes to order...

Once the waitress has left, Lyle takes a bite of his steak and emits a content sigh between his lips. "You too may someday partake of such a meal, once you have made a name for yourselves and garnered some cash – which is, of course, the purpose of this meeting!

Are any of you students of history? Well, I am—I always had to study for my roles, of course. In regards to recent matters, I am particularly interested in the origins of those known as the Ninja. The ancient ninjas were more than assassins; they were also experts in spying and intelligence gathering, hiding their faces so they could blend back into their community without reprise. A new research facility has just been built, and someone wants to get as much paydata on their operations in case future incursions are necessary. If you are able to become like those ninias of old and seek out this facility, you will be able to determine your own pay! The more information your delivery contains, the more compensation you will receive – it is solely dependant on you. If you feel that you are getting in over your heads, you should pull out, and accept whatever reward you have accomplished. You should not let greed drive you into something foolish. I hope that you will be able to strike a balance between obtaining the data which will provide you with a healthy reward while minimizing risk to yourself and future missions. How does this sound to you? You must realize that I cannot give you any more information unless you agree to undertake the mission..."

#### Behind the scenes

About this time, any drinks or food that has been ordered will arrive and the characters can interact accordingly. The waitress will leave the party alone to conduct business. Lyle will wait until the characters each agree to the mission before providing any information. If anyone declines, he will thank them for attending the meeting and ask that they remove themselves from the table. He will give that character a certified credstick with 500 nuyen on it, and bid them good

luck in the future. As the character leaves, two large men will also get up and leave, obviously not a coincidence in timing as they had only beers and a loaf of bread between them The character is only tailed to ensure that s/he doesn't talk. Otherwise, if they DO talk about the run, accidents can happen – the character will be removed from play (dead. Yes, dead – describe it as messy as possible) unless s/he immediately disposes of the certified credstick, which of course contains a locator beacon (inexperienced players may be just given Deadly wounds from being beaten within an inch of their lives as an object lesson). Experienced runners (players) should know better than to talk about a run after a deal has been rejected.

Below are some of the questions the runners will probably ask:

Who is the run against? Who is the target? The run is against a new facility built and owned by Griffin Biotechnology. They currently operate out of leased spaces in the Huitzilopochtli Plaza in downtown Seattle (across from the Aztechnology Pyramid), but have recently outgrown their offices and need expanded research and development spaces.

Where is the facility located? It is located at the end of 172<sup>nd</sup> Street, off of Marine Drive. The closest exit from I-5 is Exit 206. This address is in north Everett, near the Salish border. Lyle also knows that 172<sup>nd</sup> Street and all surrounding property was purchased a short time ago by Griffin Biotech after they received a great influx in cash from DocWagon's main corporate office, as well as some other large investors.

How is DocWagon involved? Green is not sure to what level DocWagon is involved, but his sources tell him that DocWagon transferred a large sum of cash (close to 100 million nuyen) to Griffin Biotech recently. Odds are that Griffin Biotech has made a major medical breakthrough and has decided to sell the rights after development to DocWagon. It will probably take at least a year of final research and testing before DocWagon can take possession of any technology, but if they manage to do so, it would probably make a tidy profit on the initial investment. Other than that, Lyle doubts that DocWagon is committing any security or defense resources – probably just a liaison officer to oversee development of whatever technological breakthrough they've developed.

What kind of security can the runners expect to encounter? Uh, that's what Lyle's employers wish to know!

They currently subcontract all their security needs through Aztechnology, the owners of their current office space.

So what is it that the runners can get paid for? Paladin is paying the runners according to the information they provide, therefore allowing the runners to set their own fee. All runners that sign up for the job will receive a base of 1,000 nuyen, guaranteed, as long as they bring back some results of their efforts. After that, pay is based upon the quantity and quality of information they deliver. Some of the things that Lyle can mention are as follows:

- floor plans / layout of the facility
- sensors / cameras / other technical security / drones
- magical security / paranormals
- security staff guards / grouping / outfits
- matrix security- host info / IC
- personnel-uniforms / names / badge system
- surrounding grounds-terrain / security
- plus any other information the runners feel may be useful for future missions

Pay (for the team as a whole) will be determined by the amount and/or quality of the information. For instance, if the runners bring back just the floor plans of the first floor hallways, or 25% of the facility, then they can earn 500 nuyen for this data. If they bring back up to 50% of the facility, or more detailed floor plans that show the rooms and major features, then that would be worth 1,000 nuyen. Bringing back floor plans which cover 75% or more of the facility and/or are very detailed (i.e. showing data jackpoints, cameras / sensors, etc.) will be worth 2,000 nuyen. Full, detailed floor plans showing the facility's full electrical wiring, plumbing, HVAC and security systems, etc. would be worth a bonus of 5,000 nuyen. In other words, the more information obtained, the greater the monetary reward. The categories will be broken down as shown on the Mission Log Sheet:

Nothing	Poor	Fair	Good
0%	25%	50%	75%
0	500	1.000	2.000

(A discretionary bonus of 5,000 nuyen per category on the Mission Log Sheet is available based on the quality and quantity of information delivered)

So, it is possible that the team can garner up to 28,000 nuyen in additional funds if they are able to obtain all the possible information about the facility. This money is then divided up among the team members, as they desire. It is

expected, however, that the average team will make an average of 5,000 nuyen, which will be just about 1,000 nuyen extra per person (to be added to the initial guarantee of 1,000 nuyen). Green will recommend that they determine an equal share for everyone first, and then pay extra bonuses for those that contributed to higher pay benefits. For instance, if the team will make 20,000 nuyen, and there are six team members, then the fee should be split into 18,000 nuyen, or 3,000 nuyen per runner, with 2,000 nuyen for bonuses, maybe 1,000 extra for the decker if that runner was instrumental in retrieving high quality floor plans, or maybe 1,000 extra for the magician for astrally scouting the facility and warning of various magical threats.

The fees themselves are non-negotiable, but Lyle is willing to front them a small amount of funds in advance of the mission, should the runners ask/negotiate for it. Lyle is willing to front them 2,500 nuyen for any expenses they need to prepare for the run. If there is at least one runner at the table that has Lyle as a fixer, then this amount can be negotiated up to a maximum of 5,000 nuyen (500 nuyen extra per success based on a standard Negotiations test).

Can Lyle get the runners any equipment or gear? Sure, Lyle is a fixer, and would be more than happy to arrange for any gear that the group may want. He does so as a standard fixer and businessman of course, so any deals are separate from the hiring of the mission, and must be negotiated separately after talking about the mission. Any gear to be obtained will be done following the normal processes in the book. Note that those with Lyle as a fixer may be entitled to a 10% discount OR an extra success for determining Availability time, runners choice.

**Is there any other information you can provide?** The primary contractor for building the facility was Mackie Construction.

# The Cornerstone of the Organization

## What's up, chummer?

This scenario takes place if the runners wish to check out Mackie Construction. This large firm, primarily operating in Everett, is rumored to be run by the Mafia – however, this rumor happens to be incorrect. One of the major owners (Vincent Ciarniello) happens to have the same name as the Don of the Everett faction of the Seattle Mafia, Vince "Numbers" Ciarniello. It does not help matters that Ciarniello is also the business manager / financial officer for the firm. This coincidence sometimes helps the company by having people hire the firm based on this fact. They are very prominent and successful, which makes Michael Mackie, the owner, very happy and very wealthy!

#### Behind the scenes

Mackie Construction is located on 46<sup>th</sup> Street SE just off Evergreen Way. It is close to Exit 192 off the I-5. It is a three story, concrete block building, which was built over a private home during the 2020s. The front of the building, facing the street, is covered with large pane Plexiglas windows, tinted and mirrored to reflect the sunlight. The first floor also has large Plexiglas double doors mounted in the center of the building. The sides and rear of the building have smaller windows, and the cement blocks are painted white. A large brown dumpster sits in the three meter wide rear alley of the building. A parking lot is on the right hand side and shared with the Starbucks coffee shop next door on the north corner of 46<sup>th</sup> and Evergreen. The parking lot is lit by four large lamp posts and provides parking for approximately 25 cars. On the left, a row of pines separate the firm from a two-story private home. A small strip mall with a hair salon, Korean market, and cellular phone store sits across the street on the south corner of Evergreen and 46<sup>th</sup>. Obviously, there is enough here to make any encounters interesting if you need to use more time, challenge the runners, or just ply them with red herrings because they're goofing around or getting off track (such as having the market be a cover operation for a Seoulpa ring, or having gangs running protection rackets in the neighborhood,

During the day, the firm employs approximately six architects, four administrative personnel, and eight foremen

and construction contractors specialized in electronics and data wiring, plumbing, HVAC, security systems, and general construction. The two owners, Vincent Ciarniello and Robert Mackie, round out the company roster. Almost all are normal humans and have minimal cyberware, if any (datajack, small amount of headware memory, etc.). The only meta on staff is Anthony Trenello, an ork that has worked his way up in the firm through hard work and dedication – Trenello is of Italian decent (further enhancing Mafia rumors) and is the foreman in charge of the ironworking crews (girders, structural supports, etc.). Since this work normally involves hiring other metas such as orks and trolls, those strong enough to carry and manipulate the steel girders and I-beams, Trenello was deemed a good choice to interface between them and the company. He is well respected by the workers and works closely with the union reps to ensure that there are no problems on the work site with metas. It is possible that any runners that have meta contacts that work in construction, or meta runners that intend to pose as construction workers, will interact with Trenello at some point. Currently, the firm is all but finished with the Griffin project – only the security and electrical contractors are working on it. Most of the rest of the firm is gearing up for their next project - a new nightclub, Tuskers, for downtown Everett that will showcase ork and troll musical talent.

During the night, two security guards (hired from Pinkerton Security Services) watch over the offices. They are armed with stun batons and tasers only (see Cast of Characters). One guard sits in the reception area at the main desk and watches the security cameras that cover both the internal and external areas of the building. The other guard tends to patrol among the three floors, and when not patrolling, will rest in the employee lounge area or the president's office on the leather sofa. The guards are on duty from 7:00 PM until 7:00 AM (during the other twelve hours, someone from the day shift, see above, is present in the building). The guards switch duties at approximately 1:00 AM. The guards will not go outside, but will instead call for backup over their radio systems to Pinkerton Security, as well as to Lone Star via the installed Panic Button systems.

The following section outlines the basic security measures in place:

# **Physical Security**

Good; Mackie protects the site with well-trained security during non-duty hours. They have hired Pinkerton Security Services, the oldest security firm in the UCAS, to provide their security guards. The building itself is of solid concrete block construction (Barrier Rating 16) and the windows are

high quality Plexiglas with privacy and thermal tinting, which also provides proof against both sonic and laser microphones (Barrier Rating 4, +4 TN to attempts to use sonic (including ultrasound) or laser based detection systems against internal targets). Exterior doors are metal or metal framed Plexiglas (Barrier Rating 8).

## **Magical Security**

Poor; Mackie only provides simple protection against magical threats – after all, why would a mage want to infiltrate a construction firm? Also, magical security costs serious nuyen, and this firm just can't afford such protections. Pinkerton Security does provide the services of an on-staff magician on a case-by-case basis. Should the guard staff or daytime personnel request such services (either through radio, telecom, or Panic Button activation), a Pinkerton magician may send spirits ahead to ascertain the situation while the magician prepares for a physical arrival, usually with an armed response team via helicopter or tilt rotor.

## **Matrix Security**

Excellent; The bulk of Mackie's business is maintained in a computer based environment (CAD data, specifications, etc.), they have paid for the latest in computer security. During the day, an onsite IT staff member monitors the network and computer systems - at night, a Pinkerton decker makes periodic sweeps of the system and checks log files and established security tallies for any evidence of intrusion. The system has a rating of Orange-8/12/12/10/12/12. Note that the files for the Griffin facility are highly encrypted and protected by the strongest IC in the system. Directly accessing these files will require defeating Probe-12/Scramble-12 IC. Paydata is worth a maximum of 25,000 nY. Other operations, however, such as taking control of the cameras, adjusting personnel data files, schedules, contact listings, etc. are all performed against the normal security rating of the system. A special automatic program (smart frame) has been purchased to assist the guards in monitoring the security system (see below for more information).

Trigger Step	Event
3	Probe-8
6	Probe-10, Tar Baby-10
10	Tar Pit-10, Passive Alert
13	Mark-Rip-12, Tar Pit-12
17	Sparky-12, Active Alert
20	Shutdown

CompuEyes-III

**Smart Core Rating:** 15 **Size:** 1,512 Mp

**B** 5 **E** 4 **M** 0 **S** 12 **R** 15 **I** 1d6

Programs: Analyze 6, Read/Write 3, Armor 3, Medic 3

Options: DINAB-3 Fence Value: 18, 000 nY

**Description:** This application smart frame was programmed by Transys Neuronet. It is designed to monitor the input from matrix wired cameras and check for differences in screen shots. Use the Analyze program rating as a Perception test to detect changes in a camera's field of view (note that the program will have filters for such things as waving branches, fans, etc to minimize false readings). If a disparity is found, it will reroute the camera's video feed to one of the primary monitors at a security station, create a log entry, and send an alert message (visual, audio, and/or text) to the security station (using the Read/Write program). The Analyze program rating is also used to check for any attempts to modify the camera's signal or control, including time code. This helps to prevent looping or splicing into the camera. Use the rating as a Perception test to notice any modifications made to the cameras. The Armor and Medic programs are solely to help protect the program from active attack, including viruses.

This "application" is meant for use in a mainframe – if the character should download it, s/he can sell it for the listed price above, or use it. It is the object code only and therefore cannot be modified.

# **Technical Security**

Good; Mackie invests a substantial amount into their technical security systems, and most of it is tied into the Matrix. Cameras are located both inside and out, and are fitted with both low-light and thermographic imaging systems. An automated program (CompuEyes-III, smart frame, see above) helps to monitor camera data and tampering. If an anomaly is found, the program will send an alert message to the front reception desk for attention. Windows and doors are fitted with intrusion detection systems (Rating 4) to detect a failure in the structural integrity of the window or door. Cutting a hole in the window or door, or otherwise causing damage, will set off the alarm if the intrusion detection system is not circumvented. Maglocks (Rating 8) on the external doors (front main doors and the emergency back door) are tied to the Panic Button system and use both keycard and passcode authentication. Internal maglocks are found on the two officer's doors as well as the computer room. These maglocks (Rating 6) require passcodes only.

# We need a (floor) plan!

# What's up, chummer?

This scenario is used to resolve player attempts to get floor plans of the building through official channels such as the City Hall, County Courthouse, or other government agencies. It also includes contacts at fire department, police or other similar agencies. These plans could also be obtained from a fixer or decker intermediary, but at a substantial penalty and increase in "fees."

#### Behind the scenes

Griffin's pockets have lately become deep. Along with the building of their new research facility, Griffin Biotech made sure that the various government and public service industries would be compensated if certain aspects of the facility were not kept on record. As such, each entity that would normally be required to hold floor plans of the facility has been allowed to keep only those plans which have been modified for their particular area of interest/responsibility.

Most of these maps have been reduced to the hallways, common areas and non-sensitive offices/rooms. Added to this basic floor plan (found as a player handout) will be the specific systems needed by each agency. For instance, the fire department in charge of that district will have a copy of this basic floor plan, along with indications as to where sprinkler system control panels are located, intake valves, flush valves, and fire extinguishers.

For every two sources that the runners can obtain these common plans from, they will be able to elevate the value of the information by one level. For instance, gathering the common plans from the fire department and the police department will be considered POOR information, but obtaining two more sources to add to this data would increase the category to FAIR.

Each copy of the floor plans will cost a character a base of 500 nuyen to obtain from their contact, modified as below. Consult the table below to help determine what kind of information (based on contacts) is available:

City Hall Permits all in order, basic hallways and

common areas only, but includes property area, access road, and other

outdoor features

Lone Star Basic plans, plus control room, standard

security features, and armory

Fire Department Basic plans, plus sprinkler system, fire

extinguishers

Public Works Basic plans, plus rest rooms, sewer

access, water supply station

Power company Basic plans, plus electrical closet,

telecom closet, backup power systems

FCC No plans, but can obtain a list of

operating frequencies that have been licensed for use in their area (no player

handout for this)

Each contact that can have access to a floor plan requires a Negotiation (10) test. Even attempting this test assumes that the contact is predisposed towards helping the character in the first place. This test is modified as normal as shown below:

Level 2 Contact -1 Level 3 Contact -2

"Friend of a Friend" +2 (plus 2x base cost to contact)

Character is threatening +1

Contact owes a -1 (and debt is erased)

debt to character Character owes a +1

debt to contact

Contact is paid extra -1 for every 100 nuyen above normal fee, max -5

Lastly, note that if a runner has a contact in an area different than the one in question, such as a fire fighter in Bellevue, but they need access to a fire fighter in Everett, then that counts as a "Friend of a Friend" contact.

# **Griffin Biotechnology**

# What's up, chummer?

The sections below are all to assist the gamemaster in describing the facility and resolving any attempts at legwork the runners attempt. For legwork, each section has information about the appropriate contacts that may have relevant data that the runners are interested in. Note that most contacts that would know anything about the facility would be those that live in the Everett area of the sprawl. Otherwise, the contacts may have other friends or contacts in the same line of work and in the Everett area that they can contact – in other words, a "Friend of a Friend." See the chart in the section above for common modifiers.

The amount and accuracy of information the runners receive is dependent upon the number of successes resolved from the interaction with the contact or source of information. The gamemaster should take into account how much the contact would reliably know, tied with how the contact is treated, bribes paid, et cetera.

#### Behind the scenes

# **Physical Security**

Griffin Biotech is located at the end of 172<sup>nd</sup> Street, off of Marine Drive. The closest exit from I-5 is Exit 206. The previous owner bought out the surrounding homes and connecting streets, and so the area completely belongs to Griffin. All the former buildings in the area have been torn down and grown over.

Physical security externally is primarily dependent upon the surrounding terrain. The facility is built into the side of a hill, and the road leading up to the facility is up the side of another hill. The surrounding area is thick pine forest, no vehicles other than two-wheeled motorcycles can maneuver through the trees. A four meter high stone wall surrounds the facility grounds. This wall is totally solid granite in large sections – the wall was created by earth elementals from the natural rock in the surrounding area. The main stone wall has a Barrier Rating of 24. Along the back and south walls, monowire (Perception (10) test to notice, 10S damage) has been installed along the top of the wall.

Internal physical security is not very complex. Fire doors (Barrier Rating 6) are located at the end of each hall and every major intersection. External walls are of natural cut stone (Barrier Rating 16) and heavy Plexiglas (Barrier Rating 8). The windows are opaque and prevent viewing of internal subjects. A polycarbonate coating also assists in dampening vibration which aids in shielding against laser microphones and other sonic intrusion devices (+4 to all target numbers to use such devices). Internal walls are of normal drywall construction (Barrier Rating 4) except for the lab areas, clean rooms, and other sensitive areas, where the walls are of Plascrete construction with reinforced rebar (Barrier Rating 8).

This information can be obtained by anyone that has a contact in the construction business. Because of the heavy materials being used, Mackie Construction used a lot of metahuman labor on this project – orks and trolls. Dwarves were also used for much of the underground work and fitting of the stone blocks on the front exterior of the building. Metas of these races that are construction worker contacts for the runners will be able to reveal some of the construction details and provide a rough, hand drawn floor plan for the exterior of the building. The base target for obtaining this information is 6, with normal modifiers applying. If an elven or human construction worker is questioned, apply a +2 target modifier for "Friend of a Friend." This FOF modifier also applies for any workers that are not from the Everett area.

The HVAC (heating, ventilation and air conditioning) system is separated into two systems. The main system services the common areas, halls, and offices. The secondary system services the labs and other sensitive areas. This system is fitted with an Airwall<sup>TM</sup> system (SOTA63, pg.83) which sterilizes the air flow with UV light and special filters. Both systems have choke points and filtration systems/fans which prevent metahumans or anything larger than a Body of 1 from using the HVAC system as an entryway into the facility (note that small animals, such as squirrels, may be able to fit through certain areas). They also contain the same detection systems as found on the doors of the facility (see the section on MAD and Chemical sensors below).

This information can be obtained through an Electrician or HVAC Technician with a base target number of 8, with normal modifiers applied. If the contact in question did not perform the work (i.e. does not live and/or work in the Everett area), apply a +2 target modifier to a second roll for "Friend of a Friend" information.

Power systems are also state-of-the-art at Griffin. Three phased power is provided to the facility, with redundant cross over circuits should one phase drop power due to an accidentally cut power line. Should full power be disrupted, uninterrupted power supplies (battery backups) immediately provide power to all computer systems, internal security systems, laboratory equipment, and emergency lighting. This system is designed to operate for five minutes – plenty of time to start the auxiliary generators. The generators can provide power to essential systems for up to six hours. This window is to allow for the systematic shutdown and/or defense of the facility.

This information can be obtained through an Electrician with a base target number of 8, with normal modifiers applied. If the contact in question did not perform the work (i.e. does not live and/or work in the Everett area), apply a +2 target modifier to a second roll for "Friend of a Friend" information.

# **Technical Security**

Griffin Biotech has focused much of its security budget into technical security. While it does not have a full blown SOTA rigger controlled system, it does have the latest and best Matrix based security options that money can buy. As one of the prime backers for Griffin's latest research breakthroughs, Ares has supplied at bargain prices the entire security suite for the facility.

External maglocks are activated during non-business hours (7PM - 8AM). They consist of card readers and numeric keypad (both at Rating 8). Access rosters determine which cards and matching PIN codes will work at various times in various locations. Internal offices and low security areas use keycards (Rating 6) only. Labs and high security areas add the numeric keypad, and are slightly more complicated (Rating 8). The most secure areas, including the subterranean labs, armory, and other sensitive rooms add retinal scan identification - the locks of course are of the highest caliber (Rating 10).

Lighting around the facility is exceptional. High powered daylight halogen lights are positioned at the main gate and along the main drive up to the facility. They are also positioned along the front of the facility and in the parking area. Inside the facility, standard fluorescent lighting is used.

Cameras are located throughout the facility and around the terrain. Cameras are located at the main gate and along the main drive – all of these are mounted securely on posts and obviously visible. Cameras located in the woods, however, and in the terrain around the rear of the facility, are disguised and hidden among natural items such as trees and boulders. Cameras inside the facility are normally mounted in unobtrusive black ceiling globes. All cameras have a 120 degree angle of view (60 degrees to either side of center point) and come with the following options: normal spectrum, low light, thermographic, 5x variable zoom, and normal hearing range audio pickups. Note that cameras inside the facility at major intersections and common areas are able to rotate, therefore allowing a full 360 degree view (in 120 degree increments). The cameras are protected with a black ballistic polymer cover (bulletproof to anything Heavy Pistol caliber or smaller - note that the domes are too small to be used as helmets or other wearable armor). Since the cameras inside the facility are designed to blend in with the ceiling and be forgotten, a Perception (5) test is required to spot them. Outside, the cameras are better hidden – a Perception (10) test is required to notice that some piece of the natural surrounding has been converted or is artificial and hides a camera, sensor, or other detection equipment. Note that the trees or boulders holding cameras around the terrain are artificial. Anyone using thermographic vision, ultrasound, or other non-normal senses or sensing devices, as well as astral perception, will be able to spot the fakes with a Perception (6) test.

Most of the cameras, especially around the grounds, are on simple rotational timers – obviously, not all cameras can be monitored at once. Therefore, sensor grids have been placed to assist the system and the operator in focusing their attention to the correct areas. These sensor grids consist of pressure pads (set to respond to weights over 30 kg to avoid false reports from small animals) and laser grids. The laser grids are set up between two artificial trees (which of course have no living aura) and use UV lasers which are invisible to the normal spectrum - special UV goggles, like those used to see fluorescing Fat Bacteria, can be used to see the beams. Both systems have a Concealability of 15 (6 with astral perception or specialized detection methods). Inside the facility, these measures are only installed in sensitive areas, and are only designed to be activated after hours when no one should be in those areas. Note, however, that while these systems have been installed, none of them have been brought on line yet! This forces the security operators to manually monitor and operate the cameras, and incurs a -4 penalty to the automated software for picking up unusual patterns (see the section on Matrix Security for more information on the automated software).

Ultrasound sensors (Rating 6) are used closer to the facility to pick up invisible intruders on the grounds. They are also used in the more sensitive areas of the facility, but like sensor arrays, are only usually on after hours when no one

would be working in the area. The ultrasound arrays are also not operational at this time.

Finally, at the main doors of the facility, and at the entrance to high security areas such as the nanolabs, passive detection systems have been placed into the framework of the doors and hallway (and also around the HVAC intake vents). Magnetic anomaly detectors (MAD) serve to detect the presence of weapons and cyberware. Chemical sniffers are also integrated into the system, providing the ability to scan for explosives, gunpowder, and other dangerous chemicals or gases, both entering and exiting the building. Both systems are at Rating 10.

All of this technical security information can be obtained through an Electrician or Security Systems Technician with a base target number of 8, with normal modifiers applied. If the contact in question did not perform the work, apply a +2 target modifier to a second roll for "Friend of a Friend" information.

#### Matrix Access

The computer systems of Griffin Biotechnology are all state-of-the-art. They are very powerful and run almost all the aspects of the facility for an integrated solution. There are safeguards in place, however, which help to protect the system. First of all, each computer system is dedicated to a role or function in the facility, and does not usually connect to the other computer systems. This allows the separate systems to continue to operate, should one of the others be shut down for maintenance or to counteract an intrusion. A system layout map has been provided to help you describe any computer systems or Matrix connections as necessary.

The communications network is the only system that is directly connected to the Matrix via a standard SAN. This system houses the corporation's matrix presence for public domain information about the company (i.e. standard corporate web site), email / telecom connections, and special pattern recognition and control software for analyzing and routing of various data packets based on content. All inbound data streams from the matrix are inspected by this program. Telecom signals are passed on to their respective recipients in the main network. Email is retained in the data storage area and is accessed by the main network. Basically, any traffic that tries to pass through this network to the main network through the internal SAN will be analyzed for viruses, smart frames, persona programs, and other illegal data streams. Any attempt by a decker to do so must first evade the program's Sensor rating and then the Access rating of the node itself. The program is treated as a smart frame, shown below. Please note

the information on the PanicButton<sup>TM</sup> system listed in the logistics network. This network is a Green-8/8/14/10/15/11 system. It contains no paydata.

Trigger Step	Event
5	Probe-8
10	Probe-10, Tar Baby-10
15	Tar Pit-10, Passive Alert
20	Mark-Rip-12, Tar Pit-12
24	Sparky-12, Active Alert
28	Shutdown

#### **OperateIT**<sup>TM</sup>

Analyze data packets and route to correct destination

Smart Core Rating: 20 Size: 1,416 Mp

**B** 5 **E** 0 **M** 0 **S** 15 **R** 20 **I** 3d6

**Programs:** Analyze 6, Commlink 6, Read/Write 6

Options: DINAB-8 Fence Value: 22,500 nY

**Description:** This application smart frame was programmed by Ares. Use the Analyze program rating to detect any anomalies (such as deckers, illegal programs, etc.) in any data packets traveling in/through the system. It can use its Read/Write program to send error/alarm messages to the security consoles, as well as deleting/editing files with illegal attachments and/or viruses. The Commlink program routes all telecom traffic and inspects the signal for monitoring or tampering.

The logistics network is the "nerve center" for the facility. These computer systems help control all the non-security related automated functions, such as housekeeping drones, gardening drones, HVAC control systems, lighting systems, elevator control, and emergency systems such as fire suppression systems, sprinklers, and the PanicButton<sup>TM</sup> system. Note that while this system connects to the communications network, it is only a one-way connection (outbound) that is dedicated for the PanicButton<sup>TM</sup> system to pass through to the matrix to notify the authorities. This system is also on a deadman's switch, meaning that update packets are constantly being transmitted to the Matrix with the status of the PanicButton<sup>TM</sup> service. Should either the communications network or the logistics network be shut down, this would cut the data feed (unless a clever decker can somehow spoof the outbound data) and immediately trigger an alarm. Note also that the security network has override control on most functions of this network. The logistics network is a Green-8/8/15/8/8/15 system and contains no paydata.

Trigger Step	Event
5	Probe-8
10	Probe-10, Tar Baby-10
15	Tar Pit-10, Passive Alert
20	Mark-Rip-12, Tar Pit-12
24	Sparky-12, Active Alert
28	Shutdown

The main network handles all the processing for the labs, offices, and research areas. It is not connected to the Matrix directly, although research data, reports, and other necessary data can be routed through the communications network. This requires decking through two SANs from the Matrix - the second SAN is set up to only allow communications data packets such as telecom and email, and standard data packets that have been directly requested by an internal user (such as web traffic). See the analyzer/router smart frame above. This network otherwise offers all the software and other programs needed to operate the labs and perform research, administrative tasks, etc. The main network is an Orange-10/12/15/12/12/15 system. While much of the valuable research data is not online yet, some files common to all research and development. Deckers looking for paydata can obtain datafiles (all in the biomedical field) worth up to a combined maximum of 50,000 nuyen.

Trigger Step	Event
3	Probe-8
6	Probe-10, Tar Baby-10
10	Tar Pit-10, Passive Alert
13	Mark-Rip-12, Tar Pit-12
17	Sparky-12, Active Alert
20	Shutdown

The security network controls all of the security specific hardware of the facility, both inside and out, and also can override the functions of the logistics network if required. This network also includes a smart frame (shown below) that assists in analyzing the patterns of the various sensors and cameras. The security network is a Red-8/15/12/10/12/15 system and contains no paydata.

Trigger Step	Event
3	Probe-8
5	Probe-10, Tar Baby-10
8	Tar Pit-10, Passive Alert

10	Mark-Rip-12, Tar Pit-12
12	Sparky-12, Active Alert
15	Shutdown

Overwatch-VI

Smart Core Rating: 20 Size: 1,850 Mp

**B** 5 **E** 0 **M** 0 **S** 15 **R** 20 **I** 6d6

Programs: Analyze 10, Read/Write 5

Options: DINAB-8 Fence Value: 25, 000 nY

Description: This application smart frame was programmed by Ares. It is designed to monitor the input from matrix wired cameras and sensors to check for differences in normal states. Use the Analyze program rating as a Perception test to detect changes in a camera's (sensor's) field of view (note that the program will have filters for such things as waving branches, fans, etc to minimize false readings). If a disparity is found, it will reroute the camera's video feed to one of the primary monitors at a security station, create a log entry, and send an alert message (visual, audio, and/or text) to the security station (using the Read/Write program). The Analyze program rating is also used to check for any attempts to modify the camera's (sensor's) signal or control, including time code. This helps to prevent looping or splicing into the camera. Use the rating as a Perception test to notice any modifications made to the cameras.

This "application" is meant for use in a mainframe – if the character should download it, s/he can sell it for the listed price above, or use it. It is the object code only and therefore cannot be modified.

All the information on the networks above can be obtained through a Computer Technician, Tech-Wiz, Software/Matrix Engineer, or similar related field with a base target number of 8, with normal modifiers applied. If the contact in question did not perform the work, apply a +2 target modifier to a second roll for "Friend of a Friend" information.

# Astral/Magical Security

Surprisingly, since the facility used heavy magics to help speed the construction, there is little in the way of magical security. This may change in the future, but for right now, there are no on-staff magicians to provide magical support. No spirits or watchers monitor the building. Astral travelers are not totally free to roam the facility, there are still some protective measures in place!

First, because of the high amount of magic used in the construction of this facility, there is a residual Background

Count of 1 still pervading astral space everywhere inside the facility and three meters to either side of the main security wall.

Next, wards have been erected to protect various labs and research areas from scrying and astral intrusion. These are astral barriers only, and therefore have no effect on nonmagical personnel and/or items. These wards are Force 8 and are opaque in astral space, preventing visual inspection of the area inside the ward. Perhaps more disturbing, certain walls will be solid in astral space and not allow an astral traveler to pass through. Careful examination will allow the astral traveler to note that these walls are collocated with security doors. The reason for this is that the wall contains tanks of Fat Bacteria, which will be pressure sprayed into the surrounding walls, floor and ceiling, and security doors in case of an astral security breach. A second release of fluorescing bacteria will be released into the hallways themselves to aid security forces in locating the unauthorized astral visitor. These stores of Fat Bacteria can be found while astral traveling by making an astral Reaction (8) test. A success means the astral traveler has tried to pass through a wall where this material is being stored. If the traveler is merely traveling using the hallways and normal entry/exit ways, then these areas will not be discovered.

This information can be obtained through any magically active contact or Security Systems Technician with a base target number of 8, with normal modifiers applied. If the contact in question did not perform the work, apply a +2 modifier to a second roll for "Friend of a Friend" information.

Finally, Knight Errant has been contracted to provide magical security for the building and its grounds. Under normal conditions and no alerts, KE only occasionally sweeps the grounds with a handler and paranormal guard animal. Normally leading a barghest, the handler patrols the grounds and along the outside of the facility for signs of any astral disturbances or intrusions. Roll 1d6 - for this week, this special unit shows up to patrol on the day indicated by the die (1 is Monday, 6 is Saturday, they don't work on Sunday). If an alarm has been raised and/or the security posture has been increased, then there will be a total of four handlers (one in each quadrant) and their beasts on the premises. Also, a magician will be posted on site (in the control room) and will have watchers and low level spirits assist in combing the facility both inside and out for evidence of astral intrusion, spell use, or other unauthorized magical activity. Alerts will usually last for three days.

This information can be obtained through a Knight Errant contact of some sort with a base target number of 10, with normal modifiers applied. If the contact in question did not perform the work, apply a +2 target modifier to a second roll for "Friend of a Friend" information. If the runner would like to know when the next scheduled patrol is at Griffin, it will require a minimum bribe of 2,000 nuyen.

## **Guard Activity and Procedures**

As with any corporation and security setup, the weakest link of the "system" is the (meta)human element. However, Griffin has tried to minimize this damage by hiring some of the most reliable private security forces in the world. For this facility, the guard force is contracted out to Knight Errant security forces. Knight Errant guards serve all security functions for the facility, except the actual Security Director's position, which is held by a Griffin employee (see Personnel Actions below). Guards are staffed during three eight-hour shifts, starting at 7:00 AM. A fourth shift in the rotation serves to allow the guards to work various shifts with time off. Each shift team is known by a callsign designator: Alpha, Bravo, Charlie, and Delta. Each team works four days on, one day off, four "swing" (3:00 PM – 11:00 PM) shifts on, one day off, four "mid" (11:00 PM – 7:00 AM) shifts, and then three days off in rotation. The shift on three day break may be recalled as reinforcements during times of heightened security.

Each shift CURRENTLY (remember that currently the facility is at minimum staffing as they move into and set up their new home) consists of 28 guards, distributed as follows: one shift commander/corporate liaison; two guards at the main gate; three guards in the control room; two guards in the main lobby; four guards on each floor (two floors and one basement level) and two patrolling in each exterior quadrant (four total quadrants).

Guards serving in external positions (outside) are wearing light security armor and matching helmets (7/6) with low-light amplifiers. Weapons consist of a standard AZ-150 stun baton (8S Stun), Ares Predator II (7M Stun, gel), Ares Ravener SMG (7M, normal, same as HK-227), and two flash-bang grenades (12S Stun, flash). All equipment is, of course, Ares brand. Guards serving inside wear just secure ultra-vests and secure clothing – their KE uniforms (5/1). They carry a stun baton and pistol, and have a flashlight to round out their equipment. Note that the two guards at the front entryway / main lobby are equipped as the external guards. Once an alarm has sounded, all internal guards will report to the armory and refit themselves into light security armor and heavier weapons, as needed and/or directed.

Throughout the day, the roaming guards patrol in pairs in their assigned areas. They are instructed to report via radio communications every ten minutes. Guards also know the location of any cameras and/or sensors in their area, and will also sometimes report in via the cameras audio-visual pickups. This serves a double purpose of having the guards check in (and verifying their identity) and of testing the pattern recognition software. They receive a 15 minute break every three hours, and stagger their meal breaks by splitting the lunch hour between them. Shift change covers a half hour period (15 minutes prior – 15 minutes after the hour). Guards arrive in a combination of private vehicles and Ares Citymaster troop transports. The shift commander has an Ares corporate Ford Americar, exclusively made for Ares (Armor 5 and communications suite installed).

As Knight Errant guards, they are confident in their ability to handle any situation and know that they are backed up by elite warriors and powerful mages. They will use military tactics and strategy to counter any attacks or intrusions against them. They will fight until told to pull out or stand down by a recognized authority (Professional Rating 4). They are also all but immune to fast talk, bribes or intimidation (+4 to any target numbers to do these actions). If an alarm is raised, the guards will report to the armory as directed and outfit themselves appropriately. While the heaviest armor they have is light security armor, they can choose heavier weapons, such as Ares Alpha assault rifles, Ares MP-LMG, and Ares Raptor rocket launchers. APDS ammunition is the standard round for use in the assault rifles and heavier weapons. See the Cast of Characters for game statistics on the guards.

This information can be obtained through a Security Guard or Knight Errant contact of some sort with a base target number of 10, with normal modifiers applied. If the contact in question is not a Knight Errant employee, apply a +4 modifier to a second roll for "Friend of a Friend" information. Note the target modifiers above for any attempts to get Knight Errant to divulge any information or compromise their corporate contracts/customers.

#### Personnel Actions

The majority of the staff has not taken up residence yet in the facility. Most of the scientists and lab technicians are still located at the main corporate office downtown. The administrative staff has moved in, as well as the computer technicians, janitorial staff, and maintenance. Obviously, most of these people cannot divulge too much information about the research being performed, security measures, or other information. They can, however, give information about those areas that they oversee. Various senior staff also visit the facility from time to time to oversee the transfer of the company into their new building. Normal workers are loyal to the company, and will resist attempts at bribes (unless overly generous). None, except the Security Director, has any kind of combat or defense skills. All normal employees drive private transports to the facility, while the Security Director is currently driving an Ares issued Ford Americar (see above).

If an employee is captured, questioned, or otherwise detained, they have been instructed to not resist and endanger themselves, but to cooperate with their captors and tell them enough to keep them at bay. Once released, the employee will be debriefed to discover what information was compromised so that changes can be made. Employees currently in the facility can reveal their personal access code, telecom/email address, and basic floor plan for their area, plus the following information:

Administrative Staff: VIP staff members and their

residences, schedules, etc.

Computer Technicians: Information on the computer

systems as found in the Matrix Access section above; system passwords; internal security

systems.

Janitorial Staff: 75% floor plans (no high

security areas such as the nano

labs, beta clinic, or armory)
Maintenance Staff: HVAC systems; emergency

control systems, electrical systems, internal facility security systems, power systems and generators.

Rebecca Owls-Breath, Security Director: Rebecca can, of course, disclose all information about the guard routines, computer systems, security systems (both internal and external), and all other information about the facility. By memory, she can hand draw the floor plans for 75% of the building. If asked for her password or passcode, she will give a duress password/code that if used, will sound a silent alarm. Only under magical interrogation will she reveal her real password or passcode. If her password is recovered, and access gained to the main or security network, 100% of the floor plans can be retrieved. See the Cast of Characters for the statistics of Rebecca.

## **GATHERING INTELLIGENCE**

# **Drive By**

# What's up, chummer?

More than likely, the team (or at least one of the runners) will wish to just drive by the facility to take a look at it. Unfortunately, they will not be able to see much from the road. As mentioned, the facility lies at the end of 172<sup>nd</sup> Street. off of Marine Drive. Marine Drive itself is heavily wooded. with gaps in the pines where smaller local streets branch off, or the occasional home. This area of Everett used to belong to the Native Americans before the Treaty of Denver, so very little of the area has been overcrowded or overbuilt. Most of the homes in this area have become renovated or replaced with large estates and corporate think-tanks or research and development facilities. In fact, if the players are extremely curious or try to spy on Griffin from a neighboring zone, they will discover such residents as the Draco Foundation, Universal Omnitech (corporate retreat), and the private estate of Hans Brackhaus, a high level executive for Saeder-Krupp.

#### Behind the scenes:

172<sup>nd</sup> Street turns east from Marine, and rises up over a small hill. A large stone wall stands four meters high along the property line, about three meters back from the road. The stone wall looks strange, and anyone directing their attention to it may make a Perception (5) test to notice that parts of the wall appear to be nothing but solid rock that has been pushed up from the earth below. This wall was obviously constructed with the aid of magic, and probably through the use of earth elementals. The wall should be considered Barrier Rating 24.

A heavy, steel gate (Barrier Rating 18) has been installed across the opening of the wall. The gate is only wide enough for a standard transport truck to drive through. Looking closely (Perception (6)) one can see that a small part of the gate can be opened separately to allow a single person to pass through the gate without opening the entire span. If any vehicles stop at the gate, and physical inspection is required, a guard will pass through the man-gate to perform any duties.

There is an obvious pedestal with interface units at both car and truck levels to allow visitors to communicate via television system with the facility. The television intercom is connected to the main computer system. Two cameras with wide angle thermographic lenses also cover the gate area and can be detected with a successful Perception (5) test. The cameras are encased in a protective outer shell (bulletproof to Heavy Pistol caliber or less – cannot be reused as armor) that requires a successful Security System B/R (6) test to open. Once this outer casing is breached, the cameras can be successfully manipulated with an Electronics (4) test.

While it is not visible directly from the road, if a character somehow walks up to the gate, they can see through the bars a small building, approximately four meters square, to the left of the gate and behind the wall. This is the guard station for the main gate and is designed to hold a contingent of four guards during normal operations. There are currently only two guards on duty.

If the characters stop at the gate and access the television communicator or yell at the front gate, they will be greeted by the two guards. These guards are Knight Errant security guards in light security armor, their corporate logo prominently displayed on their upper right breast. One guard will remain behind the gate armed with an assault rifle trained on the runners. The other guard will come out through the man-gate to investigate what the runners want. He will inform them that this area is private property and that they are to depart immediately if they do not have authorization in this area. They will not divulge the name of the corporation or the purpose of the facility. They also will not respond to any emergencies. They will tell the runners to use the Stuffer Shack and gas station that is about a mile south on Marine Drive.

# Debugging

If the runners declare that it is a medical emergency, the guard will retreat back through the man-gate. The guards have been instructed to not become involved in any external problems - car accident, flat tire, medical emergency, or anything. Under the best circumstances, they will retreat behind the gate and one will radio up to the main facility to have them contact the proper authorities. In the worst case scenario, such as the runners not leaving the area after fair warning, and no life threatening emergency is apparent, the guards will call for a "removal team." A non-descript black van will arrive shortly from either the north or south (kept random should the runners take advantage of this). They will drive up and the side door will slide open. Knight Errant security forces inside the van will hose the runners down with Gamma-Scopolamine from Ares Cascade rifles. Any runners that are not taken down and/or subdued from the Gamma-Scopolamine will be shot by any remaining guards (two inside

the gate and two more from inside the van). The characters will awaken to find themselves at the Stuffer Shack / gas station mentioned above, minus any unusual (illegal, security, military grade items, plus anything used for surveillance) items. Any standard vehicles will be towed here as well, but any vehicles with weaponry or unusual design options will be confiscated to another facility.

See the Cast of Characters for statistics on the gate guards and the rapid response team.

## **Frontal Assault**

# What's up, chummer?

A frontal assault, where the runners bust through the front gate, or come over/through one of the perimeter walls, is certainly an option.

#### Behind the scenes

At this phase of the facility, the runners would only encounter a pair or two of guards before reaching the facility. However, upon contacting the first pair of guards, the rest will be alerted as alarms sound about the complex Also, the maximum retaliatory force will be sent out from the local Knight Errant offices, preceded by 1d6 of each type of elemental, each at Force 4, with commands to subdue anyone without a Griffin Biotechnologies security badge or anyone that attacks anyone in a Knight Errant uniform. A mage will also be in astral space to help redirect/redeploy elementals and materialize in the control room to update the shift commander.

Obviously not the brightest of plans, it is possible that this attack would allow the runners to cover the insertion of a drone, smart frame, or even one of the runners into hiding to spy on the facility later on. Otherwise, the only information that the runners would recover would be the guards' weapons and tactics, and speed / degree of response. They could also possibly make out some identifying features and general layout of the facility.

# Debugging

Doing a frontal assault will result in the runners bumping up against at least six guards at the front doors to the facility by the time they reach the building. In addition will be the elementals discussed above. Needless to say, this will be a great amount of force to be released upon the runners, and they could probably die. If their intent was just to break in out of frustration or boredom, then let them reap the benefits of their actions. Either play out the combat or roll 1d6, with a 1-2 meaning that they've decided to capture the runner as unharmed as possible for interrogation. After interrogation, the runner will be released at the Stuffer Shack nearby (see Drive By, above) with nothing but their underwear. Other characters will be killed by Knight Errant — in performance of their duties.

If the runners performed this action as a premeditated act to gauge the strength of the defenses, to insert a drone or other spying device, or to discover as many features of the facility and the location of cameras and sensors, then you can allow them to leave licking their wounds. If they are stubborn or stupid enough to continue the fight, then let them have it.

## **Smooth Talker**

## What's up, chummer?

Those with "Face" type characters or with high charisma may want to try this approach. Odds are, this scenario will occur at the main gate, as the runner(s) attempt to talk to the guards and get information or gain entrance to the facility.

#### Behind the scenes

Unfortunately for the runner(s), Knight Errant has been instructed that there are no expected deliveries for the day the runners arrive, nor is anyone supposed to be arriving. There are no "surprise inspections" of any sort – anything like this would have the Security Director accompanying the inspection team

Any requests for entry into the facility or questions about anything will be met with a stony stare and a response to move along. See the section on Driving By for more information on if the runners attempt to interact with the front guards.

# Debugging:

There is a chance that the runner(s) will use magical means to overpower the minds of the front gate guards. If so, note that the main gate opening will alert the control station and the guards on duty there. They will contact the guards via radio and telecom in the security station to confirm the access

of the visitors, and upon learning the that the guards are apparently not in control of their own minds, will sound a silent alarm and redistribute the guards in order to capture and interrogate the runner.

# The Delivery / Disguised Entry

## What's up, chummer?

This avenue is similar to the Smooth Talker method above, except that the runners are trying to gain entry into the facility by either hijacking a scheduled delivery truck and replacing the personnel, or they have disguised themselves and their vehicle as a delivery service. Note that there are no scheduled pickups from the facility (not even garbage/waste removal services have started yet) – any such attempts should be treated as the Smooth Talker scenario above.

#### Behind the scenes

This may be slightly more successful than other scenarios for gaining entry past the front gate. With the company moving into their new home, there are deliveries at least once a day containing everything from files and office supplies to lab equipment and bio-materials. However, each of these deliveries is scheduled ahead of time and logged in the main computer network, so that guards can verify the truck number and manifest for any arrivals.

All trucks are inspected however. One guard will remain behind the main gate with his weapon at the ready, while the second guard will approach the driver and ask to see their papers and manifest, and then will proceed to check the rear of the vehicle to confirm the delivery. If magic is used in this instance, it will only be noticed if the delivery is NOT scheduled and on the main computer network's bill of deliveries for the day.

Thus, the best plan here is to try to hijack an actual delivery truck at some point along its drive into Everett. As long as the runners somewhat match the description of those in the truck, and otherwise hide the others, they will be able to pass off the ruse. Note, however, that any truck that is more than 15 minutes late according to the schedule will be met with suspicion and may be searched more strenuously with the aid of handheld MAD/chemical sniffer units (Rating 4). Once they have passed inspection, the guard will go back inside and open the gate from the security post. The truck will be directed

to the loading dock for unloading. From this point, the runners may attempt to stealth deeper into the facility – see the scenario below for more information.

Unscheduled deliveries (i.e. having the runners attempt to disguise themselves as a delivery) are treated quite differently. In this instance, the guard will simply tell them that they are not authorized to make a delivery, and that they have exactly thirty seconds to remove their vehicle from the gate area. At this point, the runners may attempt to run through the gate, use magic to control the guard, or smooth talk their way in. The result will be the same. The control station will see what is evolving on the cameras and will call the gate guards and inform them that the vehicle is not authorized. After a few moments, if the vehicle has not moved, the black van will appear and disgorge the guards contained within – resolve as appropriate (see Drive By above for more information on guard tactics). If they ram the gate, see the section on Forced Entry above.

## Debugging

It will be very difficult for the runners to learn about a scheduled delivery. Their best bet is to just attempt to hijack any transport vehicle that exits from the highway at the nearest exit. Of course, they run the risk of hitting a truck belonging to one of the nearby neighbors, such as the Draco Foundation. In any case, many transports may be accompanied by security guards. Certainly, any deliveries to Griffin Biotech that consists of lab equipment or bio-material will be so accompanied.

If the truck was turned away, they will shortly see the black van tailing them about 50 meters back until the truck has passed out of this section of Everett.

Runners may learn about a scheduled delivery only by successfully obtaining the data from either the main computer network or from the network located in the old offices downtown (which is guarded by Aztechnology). They may also obtain the information through interrogating Griffin personnel (see below).

# Stealth Approach

## What's up, chummer?

Most runners will probably try to attempt a more stealthy solution to gain access to the grounds and the facility itself. This is certainly commendable, and possible, although challenging. As mentioned in the various legwork sections, the combination of physical and technical security measures about the facility will make it very difficult for runners to successfully stealth their way in and/or out of the facility. Certainly, a well balanced team with magical support will have a better chance in doing so.

#### Behind the scenes

Since most of the sensor arrays have not been connected into the security grid yet, the runners only have to worry about the camera systems – although they probably don't know about this. It would certainly be interesting for a runner to find a pressure panel, only to discover upon closer examination that it is not currently active.

Traversing the grounds is much easier than inside the facility. First, the only (normal) entry ways into the facility are the front doors, loading dock, and the emergency exits. Two of these accesses are guarded, while the third is alarmed. Once inside the facility, most of the hallways, labs, and other areas have not been populated yet and therefore have detection systems currently turned on in these areas. Only the common areas have no active systems during normal business hours – although after hours, of course, the systems are activated.

As mentioned in other scenarios, this approach may work best when coupled with another scenario as a distraction in order to pull guards away from their posts so that a small drone, smart frame, or single runner can slip into the facility to gather information.

# Debugging

Coming in over the wall and moving through the forest will require the guards and the video analysis software to attempt to spot the runners. If they are spotted, then the silent alarm will be triggered and the guards mustered appropriately to meet the perceived threat. With the extra time the runners will be taking to stealth towards the facility, the guards will have ample opportunity to upgrade to heavier weapons at the

armory, as well as contact Knight Errant for backup support. The first to arrive will be the elementals, as outlined in the scenario Frontal Assault.

## **Drone Reconnaissance**

# What's up, chummer?

For this scenario, a rigger runner may wish to try to gain intelligence through the use of drones. There are basically three different approaches here – insertion of a microdrone or other small drone into the facility itself, using a ground or low altitude drone to stealth in and gather information, or the use of a high altitude drone for gathering the data.

#### Behind the scenes

Many of the scenarios discussed talk about getting close enough to the facility itself so that a small drone (a microdrone or breadbox sized drone) can be placed and/or moved around inside the facility to gather information. This is certainly possible. If the drone is in a fixed position, it will likely go undetected for a long period of time. If it is mobile, however, there is a 1 in 6 chance every three hours that an internal wandering guard team will come across the drone or the drone will wander into an area where internal sensors will pick it up and announce the intruder. The amount of information that can be gained is dependent on the sensors of the drone and the speed with which it can move through the facility. Use the sections above to determine what can be discovered. On average, a drone will be able to report on 20% of a single floor's layout every three hour segment. Stationary drones will be able to record guard patrols and intervals, as well as general activity in a sector (administrative, labs, etc.)

Larger drones designed to work their way over ground from the perimeter or a low altitude drone will meet with dramatically less success. As with runners moving through the woods, there is a good chance that the drones will be noticed and the alarm raised. Any guards that gain good line of sight on the drones will attempt to take them out with the weapons at hand. Meanwhile, internal guards will report to the armory for drone specific counter-weapons, up to and including a small shoulder launched missile launcher for taking out low altitude flying drones. Of course, an incursion by drones will be another reason for putting the facility on alert – within four hours, Knight Errant special teams will arrive on the grounds

with hunter-seeker drones of their own, and sensor sweeps will be made throughout the compound to find any transmitting stations or drones.

High altitude drones will prove to have a higher survivability rate. If they are unobtrusive and quiet, such as the Condor series of drones, and flying higher than 500 meters (approximately 1,500 feet), there is a good chance that they will not be detected. For every 30 minutes of loiter time, roll 1d6 – a roll of 1 indicates that a guard has happened to catch sight of the drone out of the corner of his eye or a shadow passing along the ground. During nighttime hours, make a check every two hours instead. Of course, one of these drones will be able to get a bird's eye view of the facility and the surrounding terrain, providing a wealth of information. Drones with special sensors (thermographic, etc) will be able to pick out (with a successful Perception test – see Technical Security above) the artificial trees and other formations around the grounds where cameras and other sensor arrays have been located. If the drone has spread spectrum radio antenna, the rigger can determine the operating frequencies being used by the guards. Finally, if successful, the drone may also pick up the heat patterns from the facility which indicate the two basement levels and the extensive construction inside the hillside. A full two hours is required per quadrant to find the artificial trees and other features, guard patrol patterns, and other information that can be determined.

# Debugging

Keep in mind that the section above is for one drone being used. If there is more than one drone in the area, then the risk of being noticed is increased. For each drone that is used, simply roll for each one separately to be noticed. Odds will eventually favor one of the drones being seen by a guard and/or camera.

## **Astral Reconnaissance**

Use the section on Astral/Magical Security above to guide this avenue of investigation.

# Divination, Scrying, or Other Magical Means

Use the section on Astral/Magical Security above to guide this avenue of investigation.

# Field Trip

## What's up, chummer?

If there were a hole anywhere in the Griffin Biotech security policy, this would be the scenario for it. With the expansion of the company, they need new personnel to fill many of the technical positions. As a result, they have been recruiting heavily at the various universities in the sprawl, especially Seattle University. All graduate students in the fields of biotechnology, cybertechnology, traditional medicine, and nanotechnology are invited to apply for the various lab support and research positions that will be opening soon. As part of this, a tour bus departs from Seattle University every Wednesday full of students and their teachers and escorts for a "field trip" – a tour of the new facility, including many of the labs, before the official opening.

#### Behind the scenes

The bus always has two undercover Knight Errant agents that keep an eye out for any suspicious activity. Therefore, any runners attempting this approach should blend into the accepted college student look. A gruff, 40 year old dwarf or overly cybered samurai is probably going to draw some suspicious attention. However, should a runner(s) successfully pull off the look and feel of a college student, they can have a free bus ride right through the front gate and up to the facility. They will be given a tour of the facility, showing them the more common labs and workspaces. They will see all but the most secure of labs, the security center and armory. Thus, 75% of the facility will be freely viewable to them. Anything hidden though, such as the FAB systems, wiring, HVAC ducts, etc will be hidden from view. This also may present an opportunity to sneak a smartframe into the network system, thus bypassing all normal security, or a microdrone that could be hidden and remotely activated later on.

Now for the bad news. Since this is still a secure facility, all the students will be searched for cameras and other

recording devices as they step off the bus, plus they will have to pass brough the front door detection system. Also, the students will need to present their identification – in this case their student data on their identification credsticks, which holds the data about their student status and other information. Students must be part of the graduate program and entered in one of the programs listed above in order to participate in the field trip. If the runner can somehow sneak a camera (probably a cybereye system) or other contraband through the front door sensors, they are home free. Once the tour has concluded, they will be loaded back on the bus and taken back to Seattle University.

# Debugging

If a "student" is found carrying any of the proscribed items, they will be pulled aside and taken into another room and interrogated by the shift supervisor and the Security Director, if she is at the facility. Trouble at this point will cause the field trip to be cancelled immediately and the alarm sounded.

# **Distraction Response**

# What's up, chummer?

One of the methods that the runners may attempt to use would be to set up some sort of distraction or ruse to either: a) gauge the reaction of the guards or b) to commit their forces in one place so that the runners can insert someone, or something, somewhere else. The runners don't even have to do this themselves. They may hire a gang or even other shadowrunners to cause the distraction for them. Also, timed explosions, drones, spirits, or other forces can be used as well.

#### Behind the scenes

While this may sound like a good plan, it will probably only serve to frustrate the runners. As mentioned, the Knight Errant forces are professionals – when a "ruckus" is caused on the grounds, the closest team is sent to investigate as the sensors in the area are brought into play. The shift supervis or will announce the disturbance as appropriate and begin to deploy the guards as required. As shown in other sections, this usually means that some will report to the armory and others

will make their way back to the facility. In fact, standard tactical procedure would be to deploy some assets to the opposite side of the disturbance, in order to defeat any attempts of distraction tactics. After all, protecting the facility and containing the security breach is the goal, not engaging unknown foes in a pitched battle.

Instead, they will do exactly as the runners are doing – staying back and observing the attack of the intruders via various sensors, contact with the first wave of guards, or other sources. They will use this information to formulate a defense, as well as providing the data to incoming Knight Errant forces en route for backup.

Obviously, if the runners attempt to enter the facility, they will have an even more difficult time than if the disruption had not been caused. Alarms will have been raised, and all security aspects, including matrix security postures, will have been increased. Shortly after the start of the attack, the various spirits and elementals will appear – some will be directed towards the incoming threat, while some will be directed to assist in "holding the fort," or helping to guard the facility and inner perimeter. Along with these will be an astral mage or two, which will scout out the situation and materialize before the shift supervisor to supply him with the latest intelligence. Within a few more minutes, the support teams will begin to arrive, and the facility will be locked down, with an enhanced security posture.

# Debugging

Should the runners somehow successfully pull off a distraction (maybe they arranged for multiple events to occur), they will only have to deal with a limited number of guards in their immediate area (unless, of course, they are attempting to storm the main entry). They will probably overpower these guards and be able to work their way forward. Eventually, they will have to deal with the elementals, controlled by an astral mage.

At this point, the goal of the guards will be containment – they will try to keep the runners fighting in order to redeploy forces and to wait for the coming backup forces. If the runners only stay long enough to get what they came for, or drop off something else, then they stand a good chance of getting away. Otherwise, if they continue to hold their ground and fight, or try to work their way deeper into the facility, then they will eventually find themselves in a pickle. The runners will probably eventually be captured, injured or killed. Those that are captured will eventually find themselves in the Stuffer Shack parking lot, as described in the other scenarios.

# **Interrogating Personnel**

## What's up, chummer?

Ok, we all know it will happen at some time or another. One of the runners will want to capture one of the employees of Griffin Biotech and interrogate them, replace them, steal their credentials, et cetera. This scenario covers those eventualities.

#### Behind the scenes

Under the Personnel section of the Griffin Biotech breakdown, it explains the expected actions that various people will perform if they are interrogated or otherwise compromised. For the most part, employees from the lowest janitor on up will cooperate with their captors and divulge any information that they know. As soon as possible, they are to contact the corporation and inform them of the happenings so that any arrangements can be made.

Mid level managers, prominent scientists and doctors, and other staff positions are a little more difficult. They have received basic resistance training from Knight Errant and have at least three dice for resisting interrogation or intimidation (Interrogation [Resist Verbal]: 1 [3]). This will not, of course, help against any magical truth detection. These individuals will still play along with any captors, but will use stalling tactics to try to stretch out the process, change the path of inquiry, or even misdirect their captors. They have confidence that the corporation will find and protect them. Those with a Professional Rating will even hold out under physical torture, and will not begin to divulge information until they have sustained physical wounds of a level commensurate with their rating.

Employees can be captured anywhere, and quite easily, as long as the runners have a half decent plan. Only the highest staff, lead scientists, or other important personnel will have any kind of protection, including bodyguards. Most also have some sort of PanicButton<sup>TM</sup> arrangement that will send out a signal that can be picked up and tracked by radio detection and ranging equipment. As long as the runners have a well-thought out plan, they can successfully capture their subject — but unless they have deactivated or isolated all the devices on a VIP, they will have uninvited company (four Knight Errant response teams, with close air support) come and surprise them soon afterwards.

Griffin employees are encouraged to use public transportation and travel within car/van pools. There are still a

number though, including most senior staff, which travel via their own private vehicles. These can easily be stopped at any point between their homes and work – either downtown at the old facility or in Everett's new compound.

With the opening of the new facility only a week away, many of the scientists and other lab personnel may decide to show up to check out and tour their new spaces and labs, or even start moving over personal items.

## Debugging

Griffin Biotech has an understanding of how the real world works, and is not blind to industrial espionage and similar tactics. Therefore, they have decided to institute policies to protect their personnel as much as possible. One of these policies is to cooperate with captors and give them the information and resources for which they ask.

Should the runners kill their captives, they will certainly anger the corporation. For the most part though, any damage that can be healed naturally is not considered foul play. Anything that requires cybernetic replacement, expensive healing techniques or magics will incur the wrath of the corporation. Any runner with Etiquette (Corporate) can certainly recognize this with a simple test (target number 4).

If the runners insist on proceeding, then let them – annotate as such on their Mission Log Sheet (that they killed innocent wage slaves) in the appropriate area, and let them know that the shadows are watching.

# **Duplicating Credentials**

# What's up, chummer?

Following along the logical path of capturing an employee for interrogation would be to obtain that employee's keycard/photo identification card, or other credentials so that the runners could attempt to forge their own set of IDs and/or modify the one they have. This scene covers some of the issues with this plan of accessing the facility.

#### Behind the scenes

As mentioned in the last scenario, employees will not withhold their passcodes or passkeys. The passkeys are rated the same as the highest maglock to which they are encoded, so

a card designed to be used in a Rating 6 maglock would be considered a Rating 6 passkey for purposes of defeating the encryption and other protective features of the unit. If the runners (or more likely, one of their contacts) have the proper equipment for creating fake passkeys, they must achieve at least one success on an opposed test with the passkey. Of course, if the runners wish to just use that passkey, they may do so without any tests – but be forewarned that having Hank the Troll passing through a security checkpoint with Mary the Elf's passkey may cause some suspicions among the guards.

Keycards/security badges do NOT contain any biometric data, only a photo on one side and swipe bar on the other – that data is stored in the security network computers. Therefore, attempting to use a keycard on a maglock system that also requires palm-print identification may cause some issues for the runner attempting to do so! Also, even though the runners may be able to create convincing forgeries of the passkeys, they will need to somehow have the access data files in the security network updated to recognize the card's code and match it to any PIN codes or biometric data. In other words, gaining the passkey from an employee is not going to be much help to the average runner.

Showing more promise would be those runners that opt to hijack one of the delivery trucks that will be bringing various items to the new compound. In this instance, they only have to worry about creating forged documents on a credstick for identification at the gate. This is a simple credstick reader of standard security issue (Rating 6). If the opposed test against the reader is successful, the guards will accept the identification as valid. Since any paperwork / datafiles regarding the delivery will be located in the cab of the truck, and the truck is already expected, the runners will be able to pass through the gate unhindered. Keep in mind that this is only in regards to appropriating a truck that is scheduled to arrive at Griffin. Merely getting a truck and posing as a delivery crew will not work, according to the scenario The Delivery above.

# Debugging

There really isn't much to go wrong here. Either the runners make a convincing forgery, or they don't. Obviously, if they fail horrendously on their forgery attempt, they may not know that the card is bad, and attempt to use it. This, of course, would set off alarms as soon as it is used. Also keep in mind that if runners capture an employee and take that person's keycard, and that person is allowed to go or is left behind, they will call Griffin as soon as possible to relay the fact that someone has stolen their passcard and may/may not

have a passcode / PIN also. In this instance, Griffin may allow the card to be used to gain entry into the building, only to trap the runners in a room later on after their card has been deactivated.

## PICKING UP THE PIECES

The wrap-up for this adventure is fairly cut and dry. Once the runners have decided to contact Lyle Green and turn over the information, he will arrange for them to meet him in another upscale club downtown. This time, he is also dressed as if he has just come from a party for Seattle's Finest, and indeed he may just have. He will take a glance at the report the runners have prepared. Then, he will ask the runners if they have anything to add, or comment upon. Once this is out of the way, he will pay them for the data (as calculated from the GM Aid in the Playing Aids pack). Of course, monetary rewards are only part of the outcome for this adventure – there is also Good Karma!

#### **KARMA**

See below \* points

\*Unlike most adventures, this adventure has many different ways of accomplishing the goals, which are themselves open ended. Therefore, we leave it to you, the game master, to award the team karma based on your assessment of how the runners accomplished their goals. Ask yourself these questions:

- Did they come up with a plan or course of action for obtaining data?
- Did they stick to those plans, do things "by the numbers"?
- Did they make contingency plans should their original plan go awry, or did they fall apart at the first sign of trouble?
- Did they have to resort to strong arm tactics?
- Did they use their contacts effectively?
- Did they use interesting tactics or methods to gain their intelligence?

Based on the answers, you can award up to three points of team karma. If you need something more concrete, award the team karma based on a flat level – 1 karma for a poor job, 2 for an average job, and 3 for a good job. The goal should be to award the most karma to those teams that acted the most like shadowrunners, kept to the shadows, and maintained the spirit of the game. To this you can add the additional personal karma as per the SR3 rules. No character should be able to earn more than six points of karma for this adventure.

## CAST OF CHARACTERS

Some NPCs may be adjusted based on the composition of the player characters at the table. To reflect this adjustment, a value known as the Table Rating (TR) is used. The TR value can be used to increase the number of opponents, various attributes, skills, or pools, or whatever else is necessary to pose a challenge to the player characters.

The TR value can be determined by the predominate makeup of the table's characters, or by finding the average of all the characters by adding up their Total Career Good Karma and dividing by the number of players. Then consult the chart below to determine the class of the table based on where the average Karma fits.

The TR value is based on the following:

TR	Class	Karma Range
1	Green	0 - 19
2	Streetwise	20 - 49
3	Professional	50 - 89
4	Veteran	90 - 149
5	Elite	150 - 249
6	Prime Runner	250 +

#### LYLE GREEN, FIXER

A handsome, charming young man in his early twenties, Lyle Green was once a child simsense star. His was a meteoric rise to nova-stardom followed quickly by burnout, breakdown and a return to anonymity.

Lyle is cool, witty and confident. He has a relaxed manner bordering on arrogance, but carries it off with good humor and sheer charm and chutzpah. Always on the lookout for new talent and associates, he is naturally drawn to the young and the beautiful. Lyle is extremely well-connected in the media and entertainment industries and always seems to have invitations to the right events and the hippest parties. A sharp dresser who usually does his business in private corners of the city's hottest nightspots, Lyle is the man to know for those looking for a way inside the glitzy world of celebrity and high society.

#### PINKERTON GUARDS (2), both human

**B Q S C I W E M R** 5 4 4 3 4 4 5.0 0 4

**Initiative:** 4+1d6

Pools: Karma: TR-1 Combat: 6

**Prof Rating:** 3/Trained **Cyberware:** Datajack

**Skills:** Armed Combat (Baton) 4 (6), Pistol (Taser) 4 (6), Unarmed Combat 4, Athletics 2, Stealth 3, Etiquette 3, Negotiation 3, Electronics 2, Computers 1, Biotech

**Knowledge:** Pinkerton Operational Procedures 4, Security Procedures 4, Pinkerton Personnel 3, Card Games 4

**Armor:** Secure Clothing (3/0)

Weapons: Defiance Super-Shock Taser (10S Stun), AZ-150

Stun Baton (8S Stun)

Other Gear: Transceiver Rating 1 with Broadcast Encryption

Rating 2 (2,500¥ value)

#### REBECCA OWLS-BREATH, SECURITY DIRECTOR

**B Q S C I W E M R** 4 (6) 5 (6) 5 (6) 4 4 (7) 5 0.6 0 5 (11)

**Initiative:** 5 (11)+1d6 (4d6)

**Pools: Karma:** TR+4 **Combat:** 9

**Prof Rating:** 4/Professional

Cyberware: Smartlink, Hearing Damper Modification,
Datajack, Wired Reflexes 3, Reaction Enhancer (+2),
Muscle Replacement 1, Dermal Plating 2,
Encephalon 2, Headware Radio w/ Comlink-IV and
Crypto-3, Tactical Computer 1

(All cyberware is DELTA grade)

**Bioware:** Cerebral Booster 2, Enhanced Articulation **Skills:** Assault Rifles 5, Shotguns 5, Unarmed Combat 6,

Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Electronics 3, Computers 3, Biotech 3

**Knowledge:** Security Procedures 6, Shadowrun Tactics 5

**Armor:** Armor Jacket (5/3)

Weapons: Enfield AS-7 Shotgun (Conc. 3, Ammo 10(c), Mode SA/BF, Damage 8S) with internal Smartgun System; 4 clips slug ammo; (2,000¥ value)

#### KNIGHT ERRANT SECURITY GUARD

**B Q S C I W E M R** 5 6 6 3 5 5 0.9 0 5(10)

Initiative: 5+1d6 [10+3d6]
Pools: Karma: TR Combat: 9
Prof Rating: 4/Professional

Cyberware: Smartlink, Hearing Damper Modification, Datajack, Cybereyes (Flare Compensation, Rangefinder, Thermographic), Headware Radio w/Comlink-IV and Crypto-3, Wired Reflexes 2

Skills: Assault Rifles 3, Pistols 5, Unarmed Combat 3, Armed Combat (Club) 2 (4), Throwing Weapons 4, Launch Weapons (Launchers) 2 (4), Submachine Guns 5, Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Interrogation 4, Electronics 3

**Knowledge:** Knight Errant Operational Procedures 4, Security Procedures 4, Shadowrunner Tactics 3

**Armor:** Light Security Armor w/ Helmet (7/6) OR secure clothing with secure ultra vest (5/1)

Weapons: Ares Predator II heavy pistol (7M Stun, gel), Ares Ravener SMG (7M, normal ammo), AZ-150 Stun Baton (8S Stun), 2 \* flash-bang grenades (12S Stun, flash)

Other Gear: Security passcard, flashlight

This is the "average" security guard for duty at Griffin Biotechnologies. All guards serving at this location have been with the company for at least two years with combat experience. Most have seen action against shadowrunners at other major facilities. They are professional, dedicated members of the Knight Errant team. Note that internal guards do not normally wear the armor and only carry a pistol and stun baton.

#### KNIGHT ERRANT K-9 HANDLER

As per regular guard, with the addition of skill in Animal Handling 4.

#### **BARGHEST**

**B Q S C I W E R** 7 6x4 5 - 3/6 3 6Z 6

**Initiative:** 6+2d6

Attacks: 9S

**Prof Rating:** 3/Trained

Powers: Enhanced Senses (Sonar), Fear, Paralyzing Howl

The barghest resembles an oversized solid black mastiff. Its short fur lies flat on its body, creating the impression that its hide is naked, and spines protruding the length of its back. Its eyes shine red and its teeth glow slightly in the dark because of luminescent bacteria in its saliva. This creature has been trained to follow the commands of its handler, including the use of its powers, and therefore warrants the Professional Rating

This is a dual natured being, and can use its senses and powers on the astral plane. The howl requires an opposed Essence (Willpower) test. One net success results in paralysis.

#### KNIGHT ERRANT SHIFT SUPERVISOR (1), Human

**B Q S C I W E M R** 5 6 [8] 6 [8] 4 4 5 0.9 0 6 (11)

**Initiative:** 11+3d6

**Pools: Karma:** TR+2 **Combat:** 8

**Prof Rating:** 4/Professional

Cyberware: Smartlink, Cyberears (Hearing Damper / Amplification), Datajack, Cybereyes (Flare Compensation, Rangefinder, Thermographic), Headware Radio w/ Comlink-IV and Crypto-3, Wired Reflexes 2, Muscle Replacement 2

**Bioware:** Enhanced Articulation, Orthoskin 3, Trauma Damper

Skills: Assault Rifles 7, Pistols 5, Unarmed Combat 4, Armed Combat (Club) 2 (4), Throwing Weapons 4, Heavy Weapons (Launchers) 2 (4), Submachine Guns 5, Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Interrogation 4, Electronics 3, Leadership 4

**Knowledge:** Knight Errant Operational Procedures 6, Security Procedures 6, Shadowrunner Tactics 5

**Armor:** Light Security Armor w/ Helmet (7/6) OR secure clothing with secure ultra vest (5/1)

**Weapons:** Ares Predator II heavy pistol (7M Stun, gel), AZ-150 Stun Baton (8S Stun)

Other Gear: Security passcard, flashlight

#### KNIGHT ERRANT RAPID RESPONSE TEAM

**B Q S C I W E M R** 5 6[8] 6[8] 4 4 5 0.9 0 6(11)

**Initiative:** 11+3d6

**Pools: Karma:** TR+2 **Combat:** 8

**Prof Rating:** 4/Professional

Cyberware: Smartlink, Cyberears (Hearing Damper / Amplification), Datajack, Cybereyes (Flare Compensation, Rangefinder, Thermographic), Headware Radio w/ Comlink-IV and Crypto-3, Wired Reflexes 2, Muscle Replacement 2,

**Bioware:** Enhanced Articulation, Orthoskin 3, Trauma Damper

Skills: Assault Rifles 7, Pistols 5, Unarmed Combat 4, Armed Combat (Club) 2 (4), Throwing Weapons 4, Heavy Weapons (Launchers) 2 (4), Submachine Guns 5, Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Interrogation 4, Electronics 3, Leadership 4

**Knowledge:** Knight Errant Operational Procedures 6, Security Procedures 6, Shadowrunner Tactics 5

**Armor:** Full Heavy Security Armor with helmet (8/7) and EnviroSeal, Fire Resistant (-4 to Power of fire based attacks)

Weapons: Ares Alpha Combat Gun (Assault Rifle, 42(c), SA/BF/FA, 8M, smartlinked, grenade link, Recoil 2) with offensive air-timed mini-grenades (10S)

#### **ARMORY UPGRADES**

Should the situation warrant, the Knight Errant guards can access an armory to obtain special equipment. The following is a list that guards may draw from the armory if so ordered:

- Light Security Armor w/Helmet (7/6)
- Ares Predator II heavy pistol (9M)
- Ares Ravener SMG (7M, same as HK-227)
- Ares Alpha Combat Gun (8M, smartlinked, grenade link, APDS ammo standard) w/ Offensive air-timed minigrenades (10S) (CC pg 22)
- Ares MP-LMG (7S, APDS ammo standard) (CC pg 26)
- Ares Raptor rocket launcher (same as Aztech Lasher) (CC pg 27)
- Zapper Static Discharge Rocket (CC pg 44) [Int Dmg 16D Blast -10/m Scatter 2d6 Fence 1,250 nY]
- Anti vehicle rocket [Int Dmg 16D Blast -8/m Scatter 2d6 Fence 1,000 nY]
- APDS Ammunition, various sizes for Pistol, SMG, Assault Rifle
- Flash-Bang grenades (12S Stun / Flash)