

SHADOWRUN

Missions

SRM02-01 PARLIAMENT OF THIEVES
BY: JOHN DUNN



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INTRODUCTION

Parliament of Thieves is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Parliament of Thieves* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-01B, *Parliament of Thieves Playing Aids*.

Preparing the Adventure

Parliament of Thieves is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

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

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

What's up, chummer? provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

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

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

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to

suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to *SR4*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Plot Synopsis

When you're working the Denver shadows, it's not just a matter of keeping the names and the faces straight. You need to remember which faction each person is working for. Parliament of Thieves introduces the runners to Denver, and exposes them to a number of the different factions of the city's underworld.

The adventure focuses on a short run from one sector (Pueblo) of Denver to another (UCAS). The characters are sneaking a hardcopy treaty letter from the Koshari to the sottocapo of the Chavez Mafia family. It already bears the signature of the Koshari council, and simply requires the sottocapo's signature. The characters don't have to worry about returning it. They were hired because both sides wanted the transport handled by a "neutral third party." Other elements of the Denver underground will encounter the team, because they want to know the terms of the treaty.

Adventure Background

Lakeside Amusement Park was turned into a Mafia-run Casino back in the early 2050's. When the Koshari society started muscling into Denver, they weren't happy about their competitor's outpost here. But, biz is biz. It doesn't do anyone any good to upset the clientele.

The Casino has been treated as a neutral zone between the two organizations for more than ten years. It's time for the treaty renewal, which has traditionally been done with hardcopy and signatures. The 'runner team has been selected as a neutral party to transport the document.

Of course, none of the other syndicates in town are particularly happy that the Koshari and the Mafia have any sort of working relationship. They want to find out the terms of that treaty, so that they can work to exploit and disrupt it.

The ZDF, as the only law enforcement active in all sectors, doesn't like the idea of the crime syndicates from different sectors working together either. They'd love to get a good look at the documents as well.

Denver's underworld runs like a fine-tuned machine. The 'runners just have to avoid getting caught in the gears.

The Hook

What's Up, Chummer?

As relative newcomers to the Denver shadows, the 'runners are contacted and invited to a meet with one of the FRFZ's premiere organizations.

Tell it to Them Straight

Getting used to life in The City of Shadows hasn't been an easy process. As if the interplay of factions in the Shadow community weren't tricky enough, the addition of four different countries and a bloody great dragon have kept you on the edge of your seat. There's also that matter of adjusting to the thin air up here. It's made your unplanned transition a little rocky, but things are starting to settle down. You've secured a place, and you've sent out a few feelers concerning your "line of work."

This afternoon, it looks like those feelers have started to pay off. A few minutes ago, you received a call from somebody who's on the fast track to being your best buddy ever. He called about a job. The meeting is at 4:30 at Denim, a nightclub in the PCC sector. There was an offhand mention that the Johnson was looking for "shiny new faces" who might act as neutral parties.

Behind the Scenes

If the players ask which of their contacts made the call, select one from their sheet at random. It's not critical. If playing in an environment where time is less of an issue, consider role-playing out the initial call with each player. If the players ask what they know about Denim, refer to **Legwork**.

This scene begins when the players are independently contacted at roughly 2:00PM. The meeting is scheduled for 4:30PM. That leaves them with 2.5 hours to grab their gear, check the word on the street, and head to the club. Their contact suggested that they come ready to 'run. If players decide that they need to buy a last minute piece of gear, they should have enough time to do that now.

Denim is located at 10151 W. 26th Ave, in the Edgewater neighborhood of the Pueblo sector. When the PCs are ready to head there, proceed to **The Pick Up**.

Debugging

If any of the players don't allow their characters to be persuaded to come to the meet, they're pretty much done. This is the run that's available.

Ask the players what gear they're bringing with them. If anyone mentions a piece of gear that's difficult to conceal and forbidden, mention that getting that through a border crossing could be challenging.

The Pick Up

What's Up, Chummer?

The runners meet a Koshari Johnson at Denim. They are given a small package to transport from Pueblo to the Montbello district of the UCAS sector.

Tell it to Them Straight

The trip into Edgewater was a fairly quiet one. The neighborhood's mostly residential, so you drive through a few quiet streets, away from the lights and noise of the casino at Lakeside Amusement Park. Coming to West 26th, you spot the neon sign of Denim, and make your way into the parking lot. This early in the day, the parking lot is fairly empty, and the tribal beats that reverberate when you open the door are turned down from eardrum shattering to merely loud.

Inside you see a few wageslaves seated around the bar, trying to relax after the day's grind. The bartender, a tired and worn looking middle aged human woman dressed in traditional Hopi garb, gives you a glare as you walk in.

Behind the Scenes

As the PCs enter the bar, give the players an opportunity to describe their characters. They may choose to introduce themselves to each other upon entering, or when they assemble in the meeting room.

The bar has synthetic dark wood paneling, and the walls are covered in Hopi artwork and memorabilia. A small stage and dance floor are set off to one side of the bar. Several trids are showing a various sportscasts and local news. One of the newscasts is showing live footage from outside a corporate building bearing a large LuCom logo.

When the 'runners speak with the bartender, she'll ask them what they're drinking and then direct them to a back room. The drinks are on Mr. Johnson, but she won't refuse a tip. If the 'runners ask her any questions about the meeting, she doesn't know anything beyond that she was to direct any 'runner looking types that came in to the back room for a meeting.

The back room is set up like a medicine lodge. The floor is covered in what appear to be authentic skins. Several cushions surround a firepit in the center of the room, where a small brazier currently burns. The atmosphere is aromatic and smoky, but a metal chimney above the brazier seems to be pulling most of the smoke out of the room. The warm smoke also obstructs thermographic vision (-2 dice).

Directly across from the door, behind the brazier, a man dressed in a grey business suit, but wearing a traditional Hopi mask (emblazoned with a stylized Raven) sits. He silently gestures for the 'runners to enter and take a seat. Any magically active 'runners who assense the man, will immediately identify that he is magically active. Further, they'll be able to tell that his mask appears to be a fairly potent power focus.

He will sit, in complete silence, until everyone has arrived. At that point he will introduce himself as Mr. Johnson. (See Mark Longfeather in **Cast of Shadows**) He will thank the team for coming, and then quickly get down to business.

The 'run is a short and hopefully easy courier job. Mr. Johnson will explain that his fellows have a small package that needs to be delivered to a friend. The package must be delivered in strict confidence. He has every reason to believe that some people would not like to see the package arrive safely. Because of that, suitable precautions will need to be taken. The delivery is in the FRFZ, but the 'runners will need to cross over into the UCAS, which means at least two border crossings. First crossing from Pueblo into the CAS and then from there into the UCAS.

The package must arrive no later than 7:00 tonight. Please take care to track time closely. Remember, the briefing started at 4:30 P.M. This gives the team 2.5 hours from the start of the meeting to deliver the package.

Compensation will be provided half now and half by the recipient. The job pays (2,500¥ + 500¥ * TR) per 'runner. He asks for all of the 'runners to agree before continuing. Each net hit on a negotiation test will increase the payment by (100¥ * TR).

Once they have agreed, Mr. Johnson will explain that the package is a hardcopy letter from the Koshari leadership council. It is to be delivered to 4923 Billings St. in the Montbello District of the UCAS. He'll then hand them a letter sized manila envelope. The envelope is marked CONFIDENTIAL in large red letters. The seal, is readily recognizable as one intended to be "tamper proof."

If asked about expected opposition, Mr. Johnson will mention that several organizations, both governmental and private concerns, might object to the contents of the package. He will not, however, reveal what it contains.

If asked why they were contacted, Mr. Johnson will explain that both his organization and the intended recipients agreed to use neutral parties for this transaction. The PCs were identified as acceptable couriers by both parties because they are relative unknowns in the Denver Shadows.

Mr. Johnson will mention that rush hour traffic should start momentarily. Because of that, carrying the package through border security might not be as bad as it would be under "normal" conditions. Alternatively, he will offer to give them names and contact information for two coyotes – "Stalker" who specializes in crossing the Pueblo-CAS border and "Peaches" who handles CAS-UCAS crossings. If they indicate that they intend to use those contacts, he will provide a note addressed to each of them. He'll explain that the notes should indicate to those people that their expenses for the crossing will be covered by the Koshari.

GM's note: The package contains a renewal of the truce with the Chavez family for Lakeside Casino. The treaty document is several pages long, and hand written on vellum in English. The gist of the agreement is that the Koshari receive 10% of Lakeside's net profits. It bears the signatures of 5 members of the Koshari leadership council. All 5 of these signatures are the names of animals. (Bear, Coyote,

Rabbit, Raven, Snake) The remaining space for a signature is marked for Omar Chavez (see **Cast of Shadows** and **Legwork**). If the PCs choose to open the envelope, resealing it in such a way that it appears to have never been opened will require a Forgery+Agility(10, 30 minutes). Make sure to apply appropriate working conditions modifiers. (SR4 p125)

Pushing the Envelope

If it seems appropriate, have a boorish drunk in the bar pick a fight with one of the 'runners as they're leaving the meeting. He'll be angry about something completely unrelated to the team, but willing to take it out on anyone, and the PC was the first target he saw in his alcohol-induced stupor. If the PCs are unable to defuse the scene quietly, PuebSec will be called in. (Use Lone Star Police SR4 p.275, 1 + TR).

Debugging

The biggest concerns are if the PCs choose to open the envelope or if none of the members have their own transportation. Opening the envelope will create the conundrum that they may have a very hard time resealing it and still delivering it within the allotted time frame. If the 'runners do not have enough vehicles for the entire group, then Mr. Johnson has a delivery van that he will loan them for the duration of the 'run.

Somewhere, Across the “C”

What’s Up, Chummer?

The runners need to smuggle the package across the Pueblo CAS border. They can either interact with a coyote NPC or attempt it on their own.

Tell it to Them Straight

The good news is that trying to cross the Pueblo-CAS border during rush hour means that you can expect a more cursory inspection than at a quieter time. The bad news is that this means one extra look at your fake SIN and licenses than you were planning on going through today. It also means getting your working gear through a security scanner. So, decision time – try and go through on your own, or try and contact Stalker, and put your life in the hands of a coyote you’ve never met.

Behind the Scenes

GM’s note – **Coyote** is the Denver slang for a small time fixer who specializes in border crossings. Most coyotes only specialize in crossing a single border, usually by one specific route. Rates for their services are proportionate to the risk of the contraband being transported and the speed with which the transport needs to be performed.

Borders

The boundary between the Pueblo and CAS sectors (about 20 minutes from Denim) is a 50 meter no-man’s-land, bordered by fences on either side, with security from the respective nations patrolling regularly just inside of their respective fences. The CAS side uses a 10 meter chain linked fence (Barrier Rating 6/7) or concrete wall (Barrier Rating 16/13), depending upon location. The Pueblo side uses a 6 meter concrete wall (Barrier Rating 16/13) topped by razorwire (TR 1-2) or monowire (TR 3+). CAS patrols (every 10 minutes), consist of 3 security guards (use Corporate Security Unit SR4 p275) accompanied by two attack dogs (SR4 p291). Patrols on the Pueblo side are Lockheed Optic-X stealth drones (SR4 pp341-2). If the runners are noticed by the drone, a ground team of 4 guards(Corporate

Security Unit SR4 p275) in an Ares Citymaster (SR4 pp341-2) will arrive in 7-TR minutes. For purposes of this scenario, neither border will be employing any magical security.

If the ‘runners attempt to pass through a checkpoint, they’ll need to deal with SIN and license checks at both borders, along with routine questions about their reasons for the crossing and declaration of goods. This will require a scan of their SINs against a rating 2+TR scanner. Have any players speaking directly with the guards make an Etiquette + Charisma (2) test. A failure indicates that the vehicle will be pulled aside, and the characters will be subject to a scan with a rating 4 MAD. (SR4 p255) Any restricted items may assume to be licensed as part of their SIN. Any forbidden items noticed will prompt a private interview with the guards (Corporate Security Unit SR4 p275). Assume that there are 6+TR guards on each border. In the event of a combat, backup ground teams (as above) will arrive in 7-TR minutes. Because the ‘runners will be attempting to cross through the checkpoint at the peak of rush hour, getting through the line of traffic will take at least 35 minutes of their 2.5 hour time limit.

Stalker

If the ‘runners decide that going through Stalker would be a better option, he is readily available for contact. (see **Cast of Shadows**) After they call him, Stalker will agree to meet the ‘runners at Sloan Lake Park. (About a 15 minute drive from Denim.) He won’t be happy when he sees the letter from Mr. Johnson, but he’ll just shake his head and cooperate. From the park, he will lead them on a route through a series of underground tunnels, which will exit at Cheesman Park in the CAS district. The total trip will take about 20 minutes, and it will be possible to bring a small van along on the trip.

In many parts of the tunnels, there will be obvious Aztec style artwork inscribed on the walls. Stalker will explain that the Aztlan sector government built these tunnels. He’s pretty sure that the Aztlaners still have some holdouts living in them. Spend a few minutes here building some tension. Describe the dripping caverns, the dim lighting and the musty aromas.

Once the mood is set, toss a few dice behind the screen, study them, and flip a few pages of the adventure and pretend to study it. Then, have everyone make an Intuition + Perception test. Ignore the results. Have Stalker stop the car and get out, explaining that he thought he heard something. Again, describe the eerie atmosphere. After a moment, Stalker will say that it must have been nothing and return to the car.

Pushing the Envelope

Instead of a seemingly random tension building scene, there could be some Aztechnology special forces holed up in the tunnels (use Red Samurai Detachment SR4 p276). Alternatively, upon exiting the tunnels, the team might have an encounter of a more mystical bent. Cheesman park is haunted. Use the stats for a Force 2 (+TR) Spirit of Man as a “ghost” encounter.

Debugging

Keep guard response proportionate to TR. Newer players may not realize the risk they’re taking by trying to cross the border with some of their cyberware. So, try to relate to the players just how big of a risk they’re taking. At the same time, even if the PCs are green, make sure the opposition is appropriate if they try and blast their way through the border.

If the PCs decide to run through Sioux rather than CAS, punt and use the same information here for the other border. While the detailed borders are intended to give the feel of the CAS:Pueblo boundary, please make do with what’s available.

Try to keep the party together for the crossing. It could be very awkward if part of the group were in the midst of a combat at the checkpoint while the remaining players took a smoother route.

“Two” Far East

What’s Up, Chummer?

The team is intercepted by a Triad group and a Yakuza group who both want to see the package’s contents, and then stop its transport.

Tell it to Them Straight

After making your way into the CAS, you decided your best bet was a bee-line to the UCAS border. But, somehow, you’ve managed to hit another traffic snarl. Impatiently glancing at a clock, you grab your commlink and start checking the gridmap for a less congested route to the border. That’s when you notice a jet black Nightsky slide in behind you. The doors open and four obviously Asian men, in tres chic suits pile out of the back. The four begin walking directly towards your vehicle.

As they approach, you suddenly notice the door of a Mexican restaurant across the street open. Another four Asians – a human woman, an ork woman, a male troll, and a human male sporting a long goatee – also begin walking directly towards you. Seems these may be interesting times.

Behind the Scenes

The men from the car are three Yakuza toughs (use Triad SR4 p276), led by Jonny Ono (see **Cast of Shadows**). The four coming from the restaurant are three Triad toughs (use Triad SR4 p276), led by An Peng (see **Cast of Shadows**). Both groups have heard that the ‘runners are couriers for the Koshari, making a delivery to the Mafia. Both groups want to stop the delivery. The fact that both arrived simultaneously is merely lousy luck for all involved.

As the groups approach, the runners may notice (Perception + Intuition (2)) that the different groups seem to be focusing as much on each other as they are on the ‘runners. The two groups will converge on the ‘runners within seconds of each other. The ‘runners vehicles are fairly solidly boxed in by surrounding traffic. They’ll need to pass a Pilot Ground Craft + Reaction (3) to get anything bigger than a small motorcycle out of traffic without badly damaging it. Unless the ‘runners have a vehicle designed

for driving over other vehicles, they're immobilized if they cannot pass the test.

When the two groups arrive, (assuming the PCs don't shoot first, ask questions later) Jonny and An will bump shoulders a bit, and glare at each other, then, they'll focus on the PCs. They'll explain that they know the team is transporting a package from the Koshari to the Mafia. (Word spreads fast in the shadows.) They want the original package, neither side will accept anything they can identify as a copy. The groups are willing to compensate the 'runners for it. They'll each provide an initial offer of 3000¥ + (500 * TR). If the PCs manage an opposed Negotiation test, they may be able to turn things into a bidding war. The maximum bid offer will be 5000¥ +(500 * TR). If one side wins this, the other side will then draw down on them.

If a firefright erupts, traffic will start to clear a bit, as some vehicles swerve onto sidewalks or down alleys to get out of the way. This might be an opportunity for the 'runners to make a break for it. The two groups may, depending upon how the discussion went, choose to attack each other while the team makes their escape.

If the PCs attempt a doublecross – substituting a fake package or agreeing to terms, then running – a chase scene will ensue. Neither side knows the exact contents of the package. However, they both know that it's something important that they need to retrieve for their organization.

Selling the package to one of the groups will earn the PCs a contact. (See **Picking up the Pieces**.) However, it'll also mean that the PCs need to explain to Mr. Johnson why the mission was a failure.

Pushing the Envelope

If dealing with an exceptionally high TR group, feel free to increase the number of Yakuza and/or Triad members present. Alternatively, if a firefright breaks out, a Knight Errant team might show up and target the PCs, rather than their attackers.

Debugging

If things go disastrously here, a team of Knight Errant (use Lone Star SR4 p275) will show up to break up the firefright. They'll target the Yakuza and Triads first, giving the PCs a chance to make a break for it. Traffic

will have cleared enough for them to maneuver away in response to the lights and sirens.

If the team agrees to sell the package, they may choose to end the mission at this point. If so, proceed to **Picking up the Pieces**. Take care to note the faction hits with the Mafia and Koshari and the notoriety gain.

Another “Bore-der”

What’s Up, Chummer?

One more crossing, and they’re home free. This time, it’s the CAS-UCAS border. Again, the team may either interact with a coyote or attempt it on their own.

Tell it to Them Straight

Well, things have gone swimmingly so far. Now you just have to manage one more border crossing, then deliver your package – apparently to a Mafia higher up. Since the last crossing went so painlessly, surely this one won’t be any worse, right? It’s still rush hour, so it looks like you have to make the same decision again. Cross legally, run the border, or use the other name you were given. Decisions, decisions.

Behind the Scenes

The no man’s land and the actual checkpoint security are identical to the security measures described in **Somewhere, Across the “C”**. Traffic at this checkpoint isn’t quite as bad. It’ll take the team just over 10 minutes to get through, assuming they manage to avoid a detailed inspection.

This is the second border the PCs have tried to cross, so be a little more vindictive if they try to obviously transport forbidden equipment across it. They should be quickly getting the hang of how this sort of thing works.

The CAS side of the border is identical to their border with Pueblo.

The UCAS side uses a 6 meter concrete wall (Barrier Rating 16/13) topped by razorwire (TR 1-2) or monowire (TR 3+). In addition, the UCAS side has a comprehensive sensor suite. Pressure Mesh (SR4 pp253-4) is in use along the base of the wall. Movement sensors and sound detectors (SR4 p254) are also in use. If the runners are noticed by the sensors, a ground team of 4 guards (Corporate Security Unit SR4 p275) in an Ares Citymaster (SR4 pp341-2) will arrive in 7-TR minutes. All sensors have Firewall 4, Analyze 4. If they set off a system alert, it will trigger the same guard response. For purposes of this

scenario, neither border will be employing any magical security.

Peaches

If the ‘runners decide that going through Peaches would be a better option, she is readily available for contact. (see **Cast of Shadows**) Peaches will agree to meet them at the corner of Havana and 6th Ave. When the team arrives, they’ll find the corner occupied by a dilapidated parking garage. Peaches will wave them down, and grab a lift with them to the lowest level of the garage.

Once there, she’ll open up a rusted chain link fence, which barricades off what appears to be a maintenance area. Any vehicle up to the size of a small van will be able to drive through the opening and around some antiquated plumbing systems. From there, a ramp leads down into a series of tunnels.

Peaches will explain that these tunnels are a mix of a sewer expansion project, abandoned parts of a sewer expansion project, and it’s rumored that they might even have been emergency shelters constructed during the height of the cold war, back in the 20th century.

The route through the tunnels will take about 15 minutes. The tunnels will generally smell musty. The only lighting is what the ‘runners brought with them. The walls are decorated with occasional patches of graffiti. Occasionally, the team may see squatters living lives of quiet misery along the way.

At one point along the route, the team will pass by an open door, with the sound of country-western music and lights emanating. Peaches will explain that it’s the “Five by Five,” a smuggler hang out. She’ll mention that it’s a decent place to find a quiet drink and hire transportation.

Pushing the Envelope

If the players are itching for some trouble, or if the adventures running a bit short, the team can run into a pack of ghouls. They’ll be menacing a cowering squatter when the team approaches. They will, however, turn on the much larger meal (the PCs) when they see them. Use a group of 4+TR ghouls. (SR4 p292). At high table ratings, make one of the ghouls a mage with

Magic 5, Sorcery 4 and the Stunball and Chaotic World spells.

As in the previous border crossing, please try to keep the players together.

Debugging

If the PCs haven't managed to figure out how to work a border crossing or to contact a coyote, then they really deserve the trouble they've gotten themselves into. At the same time, if one or two disruptive players are causing massive trouble for the rest of the group, have a Go-Gang come through and draw the border guard's attention away from the 'runners. This should at least give them a chance to run for it.

Meddle in the Affairs...

What's Up, Chummer?

In this optional scene, the team may bump into either the Fronts or the Zone Defense Force. Either encounter is essentially an obligatory fight to satisfy a group who has managed to avoid those in the mission so far. The scene can be placed at pretty much at any point in the adventure. However, it's recommended that it be run after crossing into the UCAS. This is because, up to this point, there is always the opportunity for another running gun battle.

Tell it to Them Straight

Alright, you made it past the last border, and you've just crossed into the Montbello district. You've noticed the mansions set well back from the road, and you've smelled the fresh, clean air. The Rocky Mountain Arsenal National Wildlife Refuge is just a few miles away, and for some reason this area just seems to share some of the natural tranquility.

Well, at least it did. Now, you hear a bit of a dull rumbling sound. Glancing over your shoulder, you see that you're being followed, and it looks like trouble.

Behind the Scenes

There are two possible encounters here. For TR 1 or 2, the PCs are being tailed by 6 members of the Fronts gang, all on Harley Scorpions. (Use Halloweeners SR4 p275). For TR3, add in a gang lieutenant. The gangers are conducting an initiation, and they need to run at least one of the PC's vehicles off the road to pass it. If they succeed, they'll happily leave after doing so. If two or more gangers are taken down, the rest will turn and run for it.

For TR 4 or higher, the PCs are being trailed by the Zone Defense Force. The ZDF troops are following up on a tip that the PCs are involved in inter-sector criminal activity. (Use Lone Star Police Squad SR4 p275 – 4 troopers and 2 lieutenants.) The squad is in an Ares Citymaster, which mounts an Ingram White Knight in the turret. All of the ZDF members have been issued Full Body Armor and Helmets. Their

objective is to obtain the package and arrest the 'runners.

If the 'runners are successfully arrested by the ZDF, then they'll face appropriate consequences for their crimes. At the very least, the mission is an immediate failure and all of their restricted and forbidden gear is confiscated by the ZDF. If a ZDF officer was injured in the fight, the PC will be spending 6 months in prison (but won't be incurring lifestyle costs!). If a ZDF officer was killed, the PCs are removed from the campaign and will be executed as cop-killers. Any character arrested will also earn a Criminal SIN (SR4 p83).

Debugging

If the teams are already pretty beat up, then this encounter may not be a good one to run. At the same time, if the PCs are getting mauled here (unexpectedly) have something go disastrously wrong for the opposition. Since this is an optional scene, it really shouldn't result in any PC deaths.

AR you there?

What's Up, Chummer?

If your table has one or more hackers/technomancers feel free to add this optional scene. It's basically here to add some Matrix action for those teams that need it. This scene can be inserted at pretty much any point.

Tell it to Them Straight

Crap. For no apparent reason the engine just died. And it won't restart. At least you weren't in the middle of high-speed traffic. Glancing to the corner, you notice there's a wine bar, named *Cava de Vin* with patio seating out front. When you take a closer look, you notice that one of the patrons, a sharply dressed young man, seems to be staring at you very intently. Suddenly you get an AR pop up with his face as the icon, and the message, "Come on over for a quick drink. We need to talk."

Behind the Scenes

If the team has multiple vehicles, the one that stalled out will be the one that's transporting the package. (Funny how blind luck works, huh?)

The character in question is Dean Costello (see **Cast of Shadows**). If the players try to cut and run, Dean will engage their commlinks in cybercombat. His goal is to shut down appropriate pieces of gear so that they cannot make a run for it.

If the PCs cooperate, and come over to talk, he'll invite them to take a seat at his table. He'll then offer them each a glass of wine. (It's a very nice Shiraz.) He had enough glasses, chairs, and bottles waiting so that each of them can sit and have a glass. While they sip, he'll explain that he's a representative of the Casquilho family. He knows that they're transporting to the Chavez, and while it's not strictly their business, they're a bit curious.

He'll offer the PCs 50¥ each if they'll let him quickly run an electronic scanner over the package. He'll be quite insistent about this. He'll also say that it should leave no evidence of any tampering. (It actually won't leave any evidence. However, it also won't garner him any useful information.)

If they don't cooperate, he will engage them in cybercombat. If they do cooperate, he'll transfer them the necessary funds, and pull out a small electronic gizmo, which he'll sweep over both sides of the package. It'll emit a very bright light, and then he'll hit a button to transfer the output back to his commlink. He'll politely thank them for their time, and offer them a bottle of the Shiraz to take with them.

Debugging

If the players manage to turn this into a gunfight, Dean will cut and run. He's not equipped for physical combat, and he certainly doesn't want to lay his life on the line for this one. As he runs, he'll send a quick AR message, "I see you're in a hurry, we'll talk more next time!"

The Drop Off

What's Up, Chummer?

This details the delivery of the package to the Chavez sottocapo. The players will also receive the second half of their payment and have the opportunity to socialize with him briefly.

Tell it to Them Straight

Well it's certainly been an interesting couple of hours. But, you're here, the package is here, and the drop off is just past that wrought iron gate and up that driveway. The mountain air smells clean and fresh. You're feeling a little out of place in this posh of a neighborhood, but you haven't encountered a single Lone Star drone or patrol. Clearly fate is on your side. What else could possibly go wrong?

Behind the Scenes

When the players pull up to the gate, they'll see a door buzzer. Whoever pushes the buzzer first will have an AR window pop up with the image of a young Hispanic man, dressed in a poorly tailored suit. He'll ask about their business. An Etiquette + Charisma (1) will get them through the door with no problems when they mention the package. Otherwise, they'll either need to grease the wheels (50€), or otherwise convince the man to open the gate to let them in. If the PCs make a scene, refer to *Debugging*. Alternatively, they could hack the gate (Analyze 2; Firewall 4). However, if they trigger an alert, but still safely conclude the deal, the sottocapo will deduct 10% from his payment due to their poor etiquette.

Once the PCs are through the gate, they'll follow a long and winding driveway through several stands of densely packed pines. Perception+Intuition(2) will reveal that cameras mounted on the trees are monitoring them as they travel. All are on-line (Analyze 2; Firewall 4). If the PCs hack the cameras, they'll be able to view and/or modify the output.

At the house, they are greeted by four "businessmen." (Use Triad Posse SR4 p276) All are dressed in ill-fitting off the rack suits, and all are Hispanic men. The leader of the group introduces himself as Michael.

He'll explain that the sottocapo is expecting them, but he's currently involved with a meeting downstairs in the shooting range. He'd appreciate it if they'd join him there. The group of four then escort the 'runners into the mansion. Michael is recognizable as the man who answered the buzzer at the gate.

The brief look they get, reveals that the mansion is luxuriously appointed. They'll pass through a formal sitting room, and around a grand staircase, before descending to the basement. Anyone with appropriate appraisal skills, can estimate that the knickknacks in the sitting room alone were worth several hundred thousand nuyen. Anyone with security systems skills can also make a quick test to realize that breaking in here would be a daunting task at best.

When they descend to the basement, they'll be escorted down a short hallway and then through a soundproofed door into an indoor shooting range. Michael will warn the PCs to only speak when spoken to, and to wait patiently for the sottocapo to address them. Again, if the PCs breach etiquette, the sottocapo will deduct (another) 10% from his portion of their payment.

Omar Chavez (see **Cast of Shadows**) is standing at the range counter with a pistol, examining a target, and leaning heavily on his cane. A skinny, cringing elf, stands hunched over next to him sweating heavily wearing a badly ripped white shirt. As the PCs enter, Chavez will hand a target to the elf, and instruct him to walk down the range and hang the target. As he walks, Chavez will momentarily ignore the PCs as he draws a bead on the back of the elf's head.

Once the target is hung, the elf will step to the side, and Chavez will unload the clip into the target. (While the elf shudders in fear with every round fired.) Only when this very loud ritual is complete, will Chavez acknowledge the PCs.

At that point, he'll ask for, and accept the package politely. Then, after thoroughly inspecting it, he'll pay the 'runners the remainder of their fee. At this point, he'll thank them for their time, and Michael and company will escort them back out.

If the 'runners express compassion towards the elf, Omar will let out a dry raspy chuckle. He'll explain that the shadows can be a dangerous place. He'll fix them with a

cold hearted stare and suggest that perhaps they don't belong in the shadows.

Debugging

If the PCs are late, Omar will express his deep disappointment in them. He'll also cut their remaining payment in half. An opposed Negotiation test may enable the PCs to salvage 100% of their payment per net hit.

If Omar is able to tell that the package has been opened or damaged or a forgery, he'll refuse to pay them. He'll then warn them that they've made an enemy in this town, and that they should get out of town while the getting is good.

If the 'runners lose all good sense and decide to pick a fight with a Mafia boss in his home, well, they deserve whatever you do to them.

Picking up the Pieces

Money

If completed successfully, the each character earns 2,500¥ + (500¥ * TR). A late delivery, cuts that to 1,750¥ + (375¥ * TR). All totals were subject to negotiation tests.

Karma

2 – Delivering the package safely and intact to Sottocapo Chavez

1 – Never attracting the attention of the police or border patrol (n.b. The ZDF attack in ...**Meddle in the Affairs...** does not count against this.)

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action.

The maximum adventure award for SRM characters who played this adventure is 6 karma.

Reputation

Failure to complete the 'run will earn all characters 1 point of notoriety. If the package was delivered to either the Yakuza or the Triad, they will gain an additional point of notoriety. Refer to SR4 p 258 for additional possible ways the characters may have earned additional notoriety.

Faction

Delivering the package safely will earn 1 point of faction with both the Koshari and the Chavez mafia. Failing to deliver it safely will lose 1 point of faction with both groups. Picking a fight with either Mr. Johnson or the Chavez mafia will lose 1 point of faction with the appropriate group.

If the PCs chose to sell the package to either the Triad or the Yakuza, they will gain one point of faction with the group it was sold to. If they killed any members of either faction, they will lose one point of faction with the group whose members they killed.

The PCs may gain or lose faction with the Fronts based on the outcome of **Meddle in the Affairs...** If the PCs just rolled over and took a beating, there will be no change. However, if they earned their respect

(defeating them without excessive killing), they will earn 1 point of faction. If they instead killed most or all of the members of the Fronts, they will suffer 1 point of faction loss.

Contacts

If the players did an exceptional job on the 'run, they have the opportunity to earn Mark Longfeather as a Loyalty 1 contact. (Word travels fast on the streets.)

If they sold the package to either An Peng or Jonny Ono, they will earn the buyer as a Loyalty 1 contact.

If they used either Stalker or Peaches to cross the borders, they may earn the coyote they used as a Loyalty 1 contact, depending upon how the role-play interactions went.

Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ * TR.

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

Denim

0. Yeah, I just got a new jacket too.
1. It's a night club in the Edgewater district of Pueblo.
2. The place can get pretty hopping, some great Tribal Rock bands play there from all over the NAN.
3. It can be a decent place to do biz. It's not uncommon for Johnsons to have meets in the back room.
4. Notice there's a strong Hopi theme to the décor? That's cuz the Koshari own the place.

Koshari

0. That's a Sushi bar, right? In the Hub?
1. They're a sect of the traditional Zuni and Hopi Kachina society, they tend to specialize in less than legal dealings.
2. The Kachina society controls most of the chip and narcotic sales in the Pueblo sector.
3. The Denver subgroup is run by a tribal council, all of whom go by totemic names.
4. Mark Longfeather is a raven shaman who's rumored to be on the council.

Chavez Family

0. Don't they own the car dealership in Lakewood?
1. The Chavez family is one of the two Mafia families actively operating in Denver.
2. They answer to Don Miguel "Caesar" Chavez, who is based in Dallas-Ft.Worth.
3. While they've got some agreements with the Casquilho, it's not terribly uncommon for them to step on each others toes.
4. Omar Chavez is the sottocapo in Denver.
5. They're the ones that run Lakeside Amusement Park. Rumor has it they've got some sort of agreement with the Koshari about it.

Lakeside Amusement Park

0. Sure, I've been out there. They're putting in a new coaster this year!
1. Lakeside's really a Mafia run casino. You can place bets on just about anything there.
2. While the slots and sports bets are fun, the the backroom gladiatorial duels are the best. You haven't lived 'til you've seen their Street Samurai vs Squatter fights every Friday.
3. The Chavez family are the ones who run the place, it's kind of funny that they're able to have enough leverage to run it openly in a NAN sector.
4. Word on the street is that they actually have an agreement with the Koshari to keep it running. As long as that place has been running, though, I wonder how much longer that deal will last.

Cast of Shadows

Mark Longfeather (Koshari Chief)

Human Male; Connection Rating 4

B A R S C I L W M E S S I N I T I P C M
3 3 3 3 5 5 4 5 5 2 6 8 1 10

Active Skills: Conjuring: 4; Sorcery: 4;
Etiquette: 4; Leadership: 2; Negotiation: 4

Knowledge Skills: Underworld Politics: 4;
Drugrunning: 5; Magical Theory: 3

Spells: Stunbolt; Analyze Truth; Mind
Probe; Mass Confusion

Advantages: Magician; Mentor Spirit
(Raven)

Gear: Power Focus (2) – Mask; Actioneer
Business Clothes

Mark, the Mr. Johnson for *Parliament of Thieves* is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.

Stalker (CAS:Pueblo Coyote)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3(5) 3(4) 3(5) 3 5 3 3 1.8 8(9) 2 10

Active Skills: Blades: 3; Dodge: 3; Firearms:
4; Etiquette: 2; Negotiate: 2

Knowledge Skills: Denver Gangs: 3;
CAS:Pueblo border: 5

Gear: Muscle Replacement 2; Cybereyes
w/Smartgunlink and Lowlight
Wired Reflexes 1; Katana; Ares Predator IV;
Lined Coat

Stalker is a coyote who works the CAS:Pueblo border. Stalker stands at 1.9M and masses about 130kg. Based on his cyberware, katana, and receding hairline, it's pretty obvious that he's a retired street samurai. He looks to be early middle-aged.

Stalker isn't thrilled with his work, and he really isn't happy to be saddled with smuggling a bunch of no-nothing punks across the border again. He'll have a non-stop patter of "back in my day" stories. He'll also refer to the PCs as kids.

Peaches (UCAS:CAS Coyote)

Ork Female; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

6 3 3 5 3 3 3 3 5.7 6 1 11

Active Skills:Gymnastics: 3; Pistols: 4; Shadowing: 4

Knowledge Skills: BTL Trafficking: 4; Smuggler Hideouts: 3; UCAS:CAS border: 4

Gear: Enhanced Articulation; Colt America L36; Chameleon Suit

Peaches is a coyote specializing in crossing the UCAS:CAS border. Her chameleon suit makes it a bit difficult to get a good look at her figure, but with the hood down, it really makes her flamingly bright orange hair stand out. (It's worn in a curly jumbled ponytail.) Judging from her face, she's just past middle-age.

Peaches speaks with a thick southern accent, and acts the part of the stereotypical Southern Belle. She'll be excruciatingly polite, and never talk about money. (That's for the lower class.) However, if the situation becomes tense, her accent will completely disappear.

An Peng (Triad Hung Kwan)

Troll Male; Connection Rating 3

B A R S C I L W M E S S I N I T I P C M

7 3 3 7 3 4 4 5 3 6 7 1 12

Active Skills: Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3

Knowledge Skills: Triad History: 3; Narcotics: 4; ZDF Procedures: 3

Advantages: Magician (Wuxing)

Spells: Flamethrower; Knockout; Phantasm

Gear: Lined Coat

An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it's clearly been waxed recently and well maintained. It's pretty much impossible to estimate An's age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

Jonny Ono (Yakuza Wakagashira-hosa)

Human Male; Connection Rating 3
B A R S C I L W M E S S I N I T I P C M
3 5 5(6) 3 4 5 3 3 5 6 11 2 10
Active Skills: Pistols: 6(9); Dodge: 3;
Etiquette: 3; Negotiation: 3
Knowledge Skills: Yakuza Procedures: 4;
Protection Rackets: 3
Advantages: Adept; Ambidextrous
Adept Powers: Improved Reflexes I;
Improved Ability (Pistols): 3; Spell
Resistance: 3
Gear: 2 Ares Sliverguns (Smartguns, in
Quick-Draw Holsters); Lined Coat; Smartlink
Contacts

Jonny is a Wakagashira-hosa for the Yamato gumi. He stands at 1.6 m in height and is a slender 55 kg. He wears his black hair parted to the side, and walks with a constant swagger. His two Sliverguns are positioned in shoulder holsters, but he leaves his jacket open, making no attempt to conceal them. He appears to be in his early to mid-twenties.

Jonny is softspoken, but speaks English with a mild Japanese accent. His face wears a near constant sneer, and his attitude makes it obvious that he has no respect for *gaijin*. (Non-Japanese) He doesn't really ask people to help him or cooperate with him – he orders them to.

In combat, Jonny always fights with a pistol in each hand. (SR4 p141)

Dean Costello (Casquilho Hacker)

Human Male; Connection Rating 2
B A R S C I L W E S S I N I T I P C M
3 3 3 2 4 3 5 4 3 6 6 1 10
Active Skills: Computer 4, Data Search 3,
Etiquette 2 (Mob +2), Seduction 4, Hacking
4, Hardware 2, Perception 2, Pistols 1
Knowledge Skills: Business 3, Law 4, Mob
Politics 5, Police Procedures 2
Gear: Hammerli 620S, Armor Vest, Transys
Avalon running Iris Orb
Matrix Programs: Attack: 4; ECCM: 3;
Exploit: 4; Sniffer: 3; Spoof: 5; Track: 3

Dean is a late 20-something hacker for the Casquilho family. His good looks and charms, have lead him to seducing corporate secretaries/female wage slaves to gain access to their corporations for schemes of blackmail and extortion. Only once was he caught in a sting operation. That put him away for 5 years, but he gained respect, as he never gave up the family to police. He's moved away from his previous MO, to working money laundering and writing fake licenses for the Don.

Sottocapo Omar Chavez

Human Male; Connection Rating 4

B A R S C I L W E S S I N I T I P C M

2 4 2 2 5 5 4 6 5 6 7 1 9

Active Skills: Con: 4; Etiquette: 4;
Intimidation: 4; Leadership: 4; Negotiation:
4; Pistols: 2

Knowledge Skills: Mafia Procedures: 4;
Casino Operation: 4; Smuggling: 3

Gear: Ruger Super Warhawk

Omar Chavez is the sottocapo for the Chavez Mafia family in Denver. He reports directly to the head of the Chavez family in Dallas-Ft.Worth. (Don Miguel "Caesar" Chavez) He is an elderly man, who needs a cane to stand. He is skinny to the point of near frailty, and he stands with a slight stoop. Of course, his frailty and his cane only serve to make the Ruger Super Warhawk he carries look even more enormous in his hands and in its shoulder holster.

The sottocapo is extremely direct. He never minces words, but rather gets directly to the point. If people take too long to respond to his questions, or try to beat around the bush, he'll say, "Ya see these wrinkles? I ain't got that much time left. Get to the point!" Somehow, in spite of his frailty, his presence still seems to fill up a room.