



SHADOWRUN

MISSIONS



**FRIENDSHIP
IS TRAGIC**



THE KLOPP HEARD ROUND THE WORLD

Just one hour south of the Chicago sprawl lies the Amish settlement “Neuer Tag Dorf,” or New Day Town in English. The local non-Amish population at some point misinterpreted “Neuertag” to mean “neutral” and started calling the residents of the area the Neutral Amish. As the Amish are notorious pacifists, this name has stuck.

Simon Andrews is visiting this group, not for their local white clover honey, their farm-fresh vegetables, or the amazing handcrafted quilts and garments, but for their small group of artisanal woodworkers. Neuer Tag Dorf is home to some of the finest craftsmen the UCAS has to offer.

“Zeek, gew-deh dahg my old son,” he says, attempting a greeting in Pennsylvania Dutch, the German dialect natively spoken by the Amish. When it is horribly mixed with Simon’s own English accent and slang, it comes out sounding like a scratchy vinyl record of a Ramones song played at half speed. “We-bishd dew”?

“Ich bin simmlich gut” (I’m doing pretty well), the bearded man answers. Then he switches to English. “You English, always wanting everything on an exact schedule. Well, you will be sad to learn that we do not have the miniatures done today as estimated. One of my sons has taken them to his workshop for final painting. They should be dry tomorrow morning. I invite you to stay the night as a guest in my home”

“Yeah, sure. And thank you for the invitation,” Simon says politely. “I would be honored to—oh, Zeke, I think you got a problem there, mate,” Simon says, drawing the man’s attention to a growing tower of smoke.

Ezekiel spins around, looks, and begins quickly shouting in Pennsylvania Dutch. Simon recognizes the word for “bucket”, “son”, and “fire.” Suddenly Amish men and women have taken up pails and are running toward the growing column of grey smoke, Simon follows. When he crests the hill the Amish have already formed a bucket brigade and are beginning to fight the blaze, which has surrounded the house. Several men begin to move a wooden ladder into place when the fierce galloping of hooves is heard.

“Drop that ladder, you backwards savages!” Several brightly colored centaurs gallop up at great speed, like an untamed rainbow of vengeance. The leader smashes his front hooves down onto the face and chest of the lead ladder man, knocking the crew to the ground. The herd rides through the rest of the village, knocking over carts, upturning barrels, breaking open barns, freeing livestock, and setting fires to a few outhouses and buggies. Within a few minutes they are gone.

Ezekiel and the neutral Amish fight hard to save his son and his son’s family. Simon watches in horror as the trapped mother, on fire herself, throws her youngest child out the second-floor window. Simon curses himself for never learning how to cast levitate. He settles on an armor spell on the airborne child. He prepares another, but the woman never reappears. It is not until the blaze is out that their charred remains are discovered. Simon stays up most of the night helping the burn victims with heal spells.

The next morning the hooves are heard again. Simon rushes outside into the town square where he sees Ezekiel and a few of the other town elders with whatever weapons they could gather quickly, pitchforks and shovels mostly, guarding the rest of the village from a row of brightly colored centaurs. The standoff looks like a bunch of urban hipsters staring down exiles from a traveling circus.

The lead centaur speaks. “Now hear this,” her voice booms “This backwards-ass community is officially under our control. We will be back in a few weeks to accept offerings of food and whatever small amount of nuyen you have managed to pull together by selling quilts on the side of the road, or whatever it is you fundamentalists do for fun.”

“We will *not* be intimidated in this way,” the Amish leader says. “Do not rob the poor because he is poor, or crush the afflicted at the gate; For the LORD will plead their case, and take the life of those who rob them.” That is from a book called the Bible, ma’am, Proverbs Chapter 22 verses 22 and 23. And it means—” But before the village leader could finish his thought Saeder-Klopp draws, nocks, and looses an arrow that pierces the Amish leader’s heart. He collapses to the ground, dead.

“So.” Saeder-Klopp paces back and forth a little bit. “That was the guy who *was* in charge, who is in charge now?”

“I am,” says a younger man with a proud beard like drowsy fox, stepping forward

“Now what’s your name, tiny human?” Saeder-Klopp asks condescendingly.

“I am Ezekiel”

“Well, Ezekiel, you are now my deputy in this village. By the end of the summer we will be picking up enough food to sustain a sizable heard for three months. In a week or two we will be back to check on your progress, and to pick up fifteen of these.” He hands Ezekiel a piece of actual, physical paper with a pattern for a garment on it. “You will take note of the logo on the rear haunch, very important. Also the colors to be used. Okay, Bronies, let’s *ride out!*” With that, the herd of centaurs thunder across the grass and over the hill, back to whatever nightmare factory they came from.

INTRODUCTION

SMH 2015-01: Friendship is Tragic is a totally legit and for-real a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at <http://www.shadowruntabletop.com/Missions> and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SMH 2015-01: Friendship is Tragic is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

SMH Special Missions Rules

SMH *Missions* adventures are special Holiday releases that are outside of the normal campaign (SRM) and Convention (CMP) adventure blocks. They are designed to be a little more offbeat, and are available for both the regular SRM/CMP campaign characters as well as Prime Runners from the Prime Mission campaign. If being run for Prime Runners, all nuyen awards should be doubled, and Karma awards should be increased 50 percent (rounded up). The gamemaster should adjust the difficulty of the adventure accordingly.

Adventure Structure

SMH 2015-01: Friendship is Tragic 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.

Scan This 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. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

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 other 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 *SMH 2015-01: Friendship is Tragic* (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.

Step 5: Challenge the Players

Gamemasters should challenge the players, but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

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 **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge, but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A Note on Loot and Looting

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

Chicago, The CZ, Noise, and Background Counts

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than 1/3 of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of 15 km to Harlem Avenue to the west. A mass of torn down buildings and hastily-erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count will fluctuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See *Street Grimoire*, p. 30, for full rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

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 (p. 372, *SR5*).

The second is to make sure that all players have updated their character's **Mission 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, once an adventure is completed gamemasters should head over to the official Shadowrun forums at <http://forums.shadowruntabletop.com> and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

An hour or so outside Chicago is a group of Amish—a group containing humans, metahumans, and centaurs—nicknamed the Neutral Amish because they are complete pacifists and stay to themselves. The Neutral Amish have many excellent craftsmen, and they build everything from commercial shipping pallets to fine furniture and wooden figurines. Simon Andrews was visiting this group to purchase miniatures for a game for one of Saeder-Krupp's subsidiaries when a herd-gang of centaurs known as the Bronies (yeah, you read that correctly) attacked the Neutral Amish, demanding food, money, and handmade garments. The Bronies killed an Amish family and burned their farm to the ground in the attack. This should be viewed as an isolated act of violence, not an indictment of all who bear the name "brony."

The Amish held a community benefit auction to raise money to hire shadowrunners to deal with the problem. Simon Andrews offered up his services as a fixer for them, free of charge, because Simon is a softy who loves hand-crafted furniture.

Once hired, the shadowrunners will go to NuerTagDorf and investigate. While the runners are investigating, the Bronies will return and kidnap one of the Amish girls on the other side of town. The team will locate the Bronies' barn, only to find it empty save for a group of followers. From there they will return to the village to find an attack underway, as the Bronies are displeased with the lack of homemade garments, and think they need to teach the Neutral Amish that they are serious. There the final battle will take place.

SCENE 1: GET YOUR KICKS ON ROUTE 66

SCAN THIS

The players are called for work by Simon Andrews. They will meet him at a theme diner about an hour outside of the city.

TELL IT TO THEM STRAIGHT

You are sitting at home flipping through feeds on the trid, and you finally settle in on that new dark and gritty reboot of a popular yet cheesy show from twenty years ago about a rigger who's car gets taken over by an AI. It's about fifteen minutes into the episode—that moment when the rigger, whose hair is feathered like the mighty eagle, has just decided to use his new AI car to fight crime—that you realize this is terrible. You're saved from a morning of boredom by a ring on your commlink; the blocked caller ID means it must be work. You answer with your standard greeting and hear a British-accented voice on the other end of the call. "Hey mate, Simon Andrews here. I am in need of a competent team to handle some security work. Your performance on that last job has led me to believe you will be right perfect for what I have for you this time. Please meet me at The Windmill country diner this afternoon for lunch. It's about an hour south of Chicago. Can I count on your attendance?" After the call ends you receive a datafile with a link to the Matrix site for the diner. It also includes the real-world address.

If the players do not have Simon Andrews as a contact adjust the dialog accordingly. Also, Simon Andrews speaks with a Cockney/East London accent, and words like "attendance" seem almost forced when he says them.

BEHIND THE SCENES

The voice on the other end of the comm call is that of Simon Andrews. The runners may have worked for him before. He will only give his name as "Mr. Johnson" to strangers. If he is known to the runners, he will not bother to hide his identity. If asked if they should arrive "ready to work" he will say "bet your arse".

It is unusual for Simon to call runners directly, as he typically prefers to go through fixers. This job is something he is doing as a favor to the Neutral Amish; in this instance, he is not working on behalf of Seader-Krupp.

PUSHING THE ENVELOPE

If some immediate action is needed, on the way out of town one or more of the players are harassed by a go-gang, the Ramblers, rolling down on the players like marbles rolling down the wooden rails of a children's toy assembled with fine Amish craftsmanship.

DEBUGGING

If the players don't like waffles, assure them the diner has many choices. Because that should totally be a huge concern. If they object to driving an hour out of town to hear a pitc,h Simon probably does not want to work with them, but as he is desperate he will offer them a few hundred nuyen just to hear him out. This money will come out of their total pay, and they will earn no loyalty from Simon for making him have to ask twice.

SCENE 2: A LIZARD, A SHADOWRUNNER, AND AN AMISH GUY WALK INTO A DINER ...

SCAN THIS

The players meet Simon Andrews at the Windmill Country Diner. He introduces them to Ezekiel "Zeke" Hochstetler, the newly appointed leader of the Neutral Amish.

TELL IT TO THEM STRAIGHT

When you arrive outside The Windmill Country Diner, you quickly see why people find this place charming. The Route 66 1950's theme has attracted a classic-car club, and a bunch of American-made muscle cars from the 2030s, 40s, and 50s are parked outside, with one or two from late last century sprinkled in.

A relevant automotive skill roll like Automotive Knowledge + Logic [Mental] (3) recognizes a 2020 Aston Martin Vantage in the lot, an unusual car on this side of the Atlantic even when they were new.

Walking inside you see the standard wall decorations of license plates, road signs, and hub caps, as if decoration was performed by setting off nitroglycerin in a nearby auto dump. "How many in your party sir/mam?" the hostess asks with a smile. After learning you are here for "Mr. Johnson," she shows you to a private room in the back. The hostess places laminated paper menus in front of everyone. "A waitress will be right with you all," she says, then walks out.

As you are sitting, you see the two men across from you who make quite the odd pairing, one is a giant lizard, and the other is some type of religious fundamentalist. The lizard speaks first. "Thank you all for coming, I'm Mr. Johnson, and this is Ezekiel Hochstetler. Ezekiel is the leader of a local group known as the Neutral Amish. They're based near here, and they've been having some problems lately. My usual employer had contracted the Amish craftsmen to make some miniature figurines for a game we are producing. These figurines were destroyed in a recent attack on the Neutral Amish. My employer has already found another manufacturer, but I hate to see good people in a bind. So I'll allow Ezekiel explain what he needs. Dinner is on me everyone, so order whatever you like."

The server returns and takes everyone's order. The place serves traditional diner food.

"Well, thank you for coming. Mr. Johnson assures me you all are a trustworthy lot. I will progress directly to the point. Recently our small village was attacked by a herd of rainbow-devil horsepeople. They ..." He paused, swallowing hard, then gets the strength to continue. "They burned down the home of my son, killing him, his wife, and four of their five children. The next morning they returned, killing our chief elder when he stood

firm in the face of their brightly hued evil. They have demanded food, nuyen, and handmade clothing. We are not warriors, we are taught to turn the other cheek. But the Lord hath said, a ‘Do not rob the poor because he is poor, or crush the afflicted at the gate; For the LORD will plead their case and take the life of those who rob them.’ We have long known that the Lord helps those who help themselves. We are reaching out through the hand and abilities of this lizard-man, who is one of the finest abominations on God’s green earth, to you so that you may be this help. You may be certain that I am not asking for charity. We had some money saved up from selling produce, clothing, and handmade furniture. We also just held a community benefit auction. We managed to scrape together enough to pay you 5,231¥ each to run off this gang and make sure they never return. That is the offering we are making in good faith. Will you be the salvation we need?”

BEHIND THE SCENES

A small group of Amish are being harassed by a herd of centaurs. Sentences like that explain just how awesome the Sixth World is. Anyway, while Simon is not willing to spend any money on this, he is giving his time to connect the Amish (who raised some capital with a community auction of miniatures, quilts, and farm-to-table produce) to a capable team. He introduces the Amish leader, Ezekiel, to the runners. Ezekiel will refer to them as “English” the entire time. Simon stays out of the negotiations unless the players start walking all over Ezekiel, then he will jump in to curtail any brutish, unprofessional, or over-the-top behavior.

Ezekiel is an experienced but not expert negotiator, as he has been selling things to tourists his entire life. His Negotiation dice pool is 8. His funds, however, are fixed, placing a limit on just how much the players can gain through negotiations. Each net hit on a Negotiation Test will have him offer the players enough produce, meats, and cheeses to equal a 1,000 nuyen drop in lifestyle cost for (net hits) months. If the players get 3 or more net hits, Ezekiel will offer (in addition to groceries) a set of “Amish armor” to each player. This armor differs from the traditional Amish suit in that features ballistic cloth lining and provides the same level of protection as standard armored clothing. Of course, it comes with a hat, a hat whose broad brim sucks in surrounding evil and materialism like some sort of anti-capitalist vacuum. The hat adds a +2 armor bonus, since it functions as a helmet. It comes in any color the player desires, as long as that color is black.

The British car in the lot belongs to Simon Andrews. He has a late 2020s Aston Martin Vantage. It’s a very sporty English two-door coupe, which is quite a rare find these days.

PUSHING THE ENVELOPE

If the team has a face that you know is going to max out this negotiation roll, feel free to roll play the scene a bit before making him roll dice. Do not allow “I’m going to roll negotiation” to be the face’s big move. Force him/her to make an in-character counter offer, and then roll the dice. Don’t just spout off the result of the test, have the NPC counter that counter, go back and forth a few times. And feel free to have Ezekiel wheel up a big ol’ handcart full of cheese to reward the face’s efforts.

DEBUGGING

If the players cannot be swayed by 5,000 nuyen and some meats and cheeses, then they haven’t had Amish cheese before. Get some for them. They’ll totally change their minds.

If any players arrived by cab, they can get a ride back to Nuer Tag Dorf in the van of one of the Yankee residents of the town named Shadowhoof that has driven Ezekiel. If anyone takes this ride, Shadowhoof will talk their ear off about shadowrunning, and stuff he has seen on trid shows.

He will tell the runner of the time Bull the Ork Decker fought a gang in Bug City—a gang led by Neil the Ork Barbarian! *Matrix Games + Intuition [Mental] (2) will recognize this as the plot of a videogame series called “Bull the Ork Decker Vs”. In this case the most recent release, Bull the Ork Decker vs. Neil the Ork Barbarian.*

Any runner with a Public Awareness of 8+ will be known to Shadowhoof, and he will have heard tell of some of their exploits on the shadowrunner Matrix sites he visits. Any runner with a high Notoriety as well may be chastised for their misdeeds, and Shadowhoof will deliver a blistering lecture about how a real shadowrunner like Bull the Ork Decker would never do stuff like that.

THE WINDMILL COUNTRY DINER

The Windmill used to be a seedy biker bar up until about a decade ago. It was purchased by a nice couple who have turned it into a family-friendly establishment. They serve natural produce sourced from local artisan farmers (the nearby Amish community) along with soy-based meat replacements. They promise a down-home style of comfort food using time-honored methods of cooking that have been forgotten. The waffles are a specialty.

Inside visitors will be transported back to a simpler time with a 1950’s roadside diner theme. Calling back to the “mother road” heritage of former USA route 66, license plates, hubcaps, and metal road signs adorn the walls along with pictures of classic automobiles and celebrities from the 1920s up to the 2050s. The diner is located right along Highway 57 outside Kankakee Illinois.

Matrix searches on the diner will pull up a number of reviews and social media hits where people mention the place. Most are positive, though there are a few folks who had a problem with one thing or another. The most frequent issue is the former United States highway signs. Some people do not like anything that points out that this land was not always called the UCAS.

SCENE 3: THEY MAY BE AMISH, BUT THEY’RE NOT SIMPLE SCAN THIS

The players will quite likely wish to see the scene of the crime. They can investigate and potentially find a trail of hoofmarks leading away, but the trail will become impossible to follow at some point, leaving legwork as the best method of finding the herd. They will also meet Shadowhoof, if they have not already.

TELL IT TO THEM STRAIGHT

Arriving with Ezekiel at the entrance to Neuer Tag Dorf you see a sign (Physical sign, no AR) that announces several city ordinances:

- No internal combustion engine use. Vehicles must be operated in electric-only mode.
- Horses have the right of way.

- No weapons.
- Smiling is frowned upon.

“I think we can make an exception on the weapons for you English this time, but please be discreet,” Ezekiel says. “Now allow me to give you a ride into town in a more sophisticated transportation system.” Ezekiel unties a horse from a hitching post and begins hitching it to a buggy.

“As you can see, we lead a simple life here, farming in the traditional ways of our ancestors, raising our children to be God-fearing, with strong moral fibers.” The Amish elder plays tour guide for you, probably out of habit. “We raised that new barn just last summer, with help from half the town’s men and food from half the town’s women. We had it up in four days.” Ezekiel points out the buildings in town that have been built by hand in the traditional style, and he emphasizes how much better looking and stronger they are compared to the existing “Yankee” structures. You notice that about two-thirds of the townspeople are centaurs. A few minutes later his tone drops “This was my eldest son’s home. You can see what those savages have done to it.”

Disembarking from the horse-drawn cart you are left to explore the crime scene, like canny detectives with a special expertise in hoof-based crimes.

Within a few minutes Shadowhoof arrives with horses for the runners to ride while they are in town. He will stay and observe the runners. Any who wish to speak with him may do so.

About the time the players are done exploring the scene of the crime, or just as they are following the trail of hoof prints away, a centaur comes galloping up. This is one of the Amish, not a threat. But there is no reason the players need to know that immediately.

With hoofbeats that echo like an ancient condemnation, a mighty bearded centaur approaches. “Ezekiel, thank God I found you,” he says as he draws near.

“What do you need, Brother Yoder?” Ezekiel responds.

“The evil gang of sparkles and light returned not two hours ago. They took my daughter. They took sweet Gabrielle!” The man begins to break down.

Ezekiel turns toward the runners. “Good God, you must find these animals and get our young sister back. Will you do this for us?”

HORSE

Equus ferus caballus (domesticated)

Equus ferus ferus (wild)

Horses have served as mounts, beasts of burden, and companions to metahumanity for centuries. They rival dogs for the role of man’s best friend. Herds of wild horses have been growing in the wild over the past several years.

B	A	R	S	W	L	I	C	EDG	ESS
8	5	5	8	3	2	3	2	2	6

Initiative: 8 + 1D6

Movement: x3/x10/+6

Condition Monitor: 12/10

Limits: Physical 10, Mental 4, Social 3

Skills: Running 6, Unarmed Combat 1

Powers: Natural Weapon (Kick: DV (STR+1)P, AP-, Reach 1)

Horses are ridden with a Handle Animal + Charisma [Social] test, or Charisma – 1 for characters without the skill. Any hits should suffice to get the horse to move in the right direction at the walking rate. Three hits will have the horse and rider able to move at the horse’s running rate. Any additional hits should have the horse roll its Running skill for a sprint. Glitches will have the horse running the rider into low-hanging branches, or stopping to eat things, smell things, and otherwise becoming distracted. Critical glitches will throw the rider from the horse, have the horse run off, or have the would-be rider kicked before mounting.

BEHIND THE SCENES

The players can find a number of clues here:

- Bits of brightly colored hair.
- Hoofmarks: A Tracking + Intuition [Mental] (3) Test will allow the team to track the centaurs as far as a staging area nearby, while a Tracking + Intuition [Mental] (4) Test will allow them to follow the trail from the staging area as far as a nearby river, where they will lose the herd. They can pick these tracks up at the site of the kidnapping, or the fire.
- A Fire Science + Logic [Mental] (2) Test (or another relevant skill like Archery, Arson, Criminology) will discover that the blaze was lit in several places, probably simultaneously. Accelerant was used—it was delivered via capsule arrows. The ignition source was another arrow lit on fire. The fires were set inside each window, as well as the front and rear doors. This would have almost immediately made escape impossible.

Runners talking to Shadowhoof will learn that he witnessed most of the events from last week when the Bronies attacked, and he can provide them details. Ezekiel will also be available for questioning. Neither of them have anything to hide. Shadowhoof will also tell the runners that his home was recently burglarized and a few items were stolen, including a cyberarm that belonged to Bull the Ork Decker that Shadowhoof had purchased on a popular Matrix auction site. It was a few weeks ago, and there is no evidence at that scene.

This will lead Shadowhoof to tell his Bull fanboy into a story about the time Bull the Ork decker lost one of his cyberarms: “It all happened in Denver. Bull the Ork Decker took a job from Mr. Johnson of the evil CorpEX company to disrupt the shipping operations of a rival. *Matrix Games + Intuition [Mental] (2) Test will recognize this as the plot of a videogame series called “Bull the Ork Decker Vs”. In this case, Bull the Ork Decker vs. Denver*

Any runner with a Public Awareness of 8+ will be known to Shadowhoof, and he will have heard tell of some of their exploits on the shadowrunner Matrix sites he visits. Any runner with a high Notoriety as well may be chastised for their misdeeds, and Shadowhoof will deliver a blistering lecture about how a real shadowrunner like Bull the Ork Decker would never do stuff like that.

If the players wish to negotiate for more pay for returning the girl they can, but they will be seen as opportunists by Ezekiel and if they push too hard he will be displeased. Treat any net hits here as additional hits on their original Negotiation Test, increasing the payout as appropriate.

PUSHING THE ENVELOPE

There is a pride of Martichoras in these woods. The characters happen upon an area where the hunting party was tracking prey. If one of the runners gets separated from the group these creatures will attempt to scare him further away and then pounce upon him or her. The creatures will not fight to the death, when it becomes clear they cannot win they will retreat.

If the runners are together they could accidentally stumble upon the pride's den, and the hunters will defend the cubs to their deaths. The players running away will end the encounter, the hunters will only chase the runners about 30 meters.

MARTICHORAS

Martichoras hastae

Habitat: Forests

Range: Northern half of North America

Frequency: Rare

Identification: A martichoras strongly resembles the mundane lion (*Panthera leo*) from which it has Awakened. Mature adults stand 1.10 meters at the shoulder and can grow to a length of 2.2 meters. They weigh well over 200 kilograms. Their tail is an additional 50 centimeters in length and tipped by a dense batch of venomous quills. Like sharks, martichoras specimens have multiple rows of teeth that are continuously lost and replaced. All specimens have a shaggy golden brown coat that fades darker along the animal's flanks. Males have a distinctive dark-brown mane along the head and neck. They have a grouping of poisonous quills on their tails.

Habits: Martichoras are extremely aggressive diurnal carnivores. These animals form prides, much like mundane lions. However, their social and gender roles are very different. In this Awakened species, the males are subservient to the females, and they handle all hunting responsibilities. Male martichoras sometimes hunt alone, often climbing trees and patiently waiting for prey to approach. More often, however, they use pack tactics to flush animals toward packmates that lie in concealment. Prey animals are killed with powerful rending claws and fangs. These hunters never use their quills on prey. Instead, the quills are saved for rare occasions when a defense mechanism is required. In those instances, the victim is always left behind, never consumed by martichoras.

Successful kills are always returned to the pride's lair before they are consumed. There, the regal female is given the first opportunity to devour the choicest portions before the hunters are permitted to feed. Only after the female and hunters have fed are cubs permitted to feed. Each pride of martichoras is dominated by a single female. Up to four males are kept as her harem and food providers. Young stay with a pride only until they reach maturity. At that point, females will attempt to establish their own pride, often coming into conflict with their mothers. Newly matured males are invariably chased away to join another pride.

B	A	R	S	W	L	I	C	EDG	ESS	M
7	5	5	6	3	2	4	3	1	6	1

Initiative: 9 + 2D6

Movement: x2/x6/+4

Limits: Physical 8, Mental 4, Social 5

NEUR TAG DORF AND THE NEUTRAL AMISH

When Bug City hit in 2055, the focus was largely on how it impacted the main city of Chicago. However, the ripples of that tragedy had far-reaching and devastating consequences. One of those was a small town named Papineau situated about 115 kilometers south of Chicago. This tiny township was home to a population of fewer than 1,000 people and was largely dependent on a small manufacturing plant owned by Agrigro, a subsidiary of Truman Technologies. Immediately following the Bug City disaster, Truman was on the brink of ruin, and it closed down or sold off many of its subsidiaries in an attempt to make itself financially attractive to investors. Agrigro was dissolved and its assets liquidated, so without warning the Papineau factory was closed down and its employees left jobless. In 2056, just over 200 years after the township's formation, the town was left nearly in ruins as its suddenly unemployed population left to find new work. By 2060, it was a township in name only, with only a handful of families remaining.

In 2060, the township found a strange and unusual form of salvation. There are several Amish settlements scattered throughout the Great Lakes region, and Illinois is no exception. However the Arcola Amish settlement had recently gained a number of converts to their way of life whose nature left them scratching their heads. They were a small herd of centaurs. The Amish community was hesitant and unsure of how to deal with their new converts, especially as they had a slightly different outlook on life. The decision was made to help them start up a new Amish settlement; the languishing township of Papineau was chosen. The community came together to raise some initial seed money, and soon a herd of nearly 300 centaurs as well almost 100 metahuman Amish began to buy up land and settled in the town, starting up farms and small businesses.

By 2066 the town was improving. While it was growing, it was not yet prosperous. With fewer than 200 of the original residents left in Papineau the Amish community became the majority, and the township was renamed to "Neuer Tag Dorf" or "New Day Town" in English. The local English-speaking population at some point misinterpreted "Neuertag" to mean "neutral" and started calling the Amish settlers the "Neutral Amish." As the Amish are notorious pacifists, this name has stuck.

In addition to being farmers, the Amish have woodworking craftsmen who make furniture and miniature figurines. And shipping pallets. So many shipping pallets. They also have many amazing quilters and clothing makers.

The old Agrigro building is now in use as a pallet manufacturing facility. All of the equipment has been removed, as well as the electric light. The factory only operates during daylight hours using natural light from the windows. This leaves a large interior section of the factory unused, and most of the work is done on the loading docks, or in the lot behind the factory. All of the pallets are made by hand. This is one of the few Amish businesses that allows Yankees to hold jobs. All employees are to follow a strict code of conduct that prohibits the use of electronics or electric light while on the job.

A recent attack killed the old leader, and the elders have chosen the human Ezekiel Hochsteteler as their new leader.

Skills: Climbing 3, Infiltration 3, Perception 5, Running 5, Sneaking 6, Tracking 4, Unarmed Combat 7

Powers: Enhanced Senses (Low-Light Vision), Natural Weapon (Claws/Bite: DV (STR+3)P, AP -1), Venom (Vector: Injection, Speed: 1 Combat Turn, Power: 7, Effect: Physical Damage, Nausea)

Weaknesses: Allergy (Pollution, Mild)

Note: +1 Reach

DEBUGGING

If the players want to seek the Bronies without investigating the town, Ezekiel will say that it is important that they see what these evil-doers have done. If they insist, Ezekiel will not press the issue. After an hour or more they will get a call from Shadowhoof, one of the non-Amish residents of Nuer Tag Dorf. He will let them know that one of the young women from the town has been taken.

If the players do not want to ride horses, they can take any off-road-capable vehicle they have instead, but they will be unable to make it through the woods while tracking on anything larger than a motorcycle or horse.

If all legwork has failed and the players cannot find the Bronies, one of the Amish returns to the village from a hunting trip all excited that he found hoof prints in the woods on the other side of the creek, along with some brightly colored horse hair. The players can pick up the trail again a few miles upriver and follow it back to the barn.

If the players opt to not go after the Bronies and simply stake out the town, have Ezekiel point out that unspeakable things could be happening to the kidnapped girl. Time is of the essence.

SCENE 4: COME WITH ME IF YOU WANT TO LIVE

SCAN THIS

The players attack the barn to find not the Bronies, but an associate gang of groupies, the Pegasisters. Gabrielle Yoder is here, tied up in one of the stalls. There is also a truly unique vehicle ...



TELL IT TO THEM STRAIGHT

Either through superhuman tracking abilities, the help of a friend, or sheer luck you found it, the location of the Bronies. A large red barn set inside a clearing deep within the woods. A sign on the fence surrounding its paddock says “Sour Apple Acres.”

When the players enter the barn

Entering the barn you see (*players x 3*) metahumans. The group is 75 percent female and 25 percent male. Some are washing clothing in a basin, some are cleaning dishes with some antibacterial wipes, some are affixing armored plating to what can only be described as an Amish war-buggy. They stare at you, and some of the closest back away.

AMISH WAR BUGGY

A simple horse-drawn buggy that has been armed and armored for use against the enemies of the Bronies go-gang operating on the outskirts of Chicago. These buggies are custom made with heavy material to resist small-arms fire and provide protection for the passengers. They are drawn by sturdy draft horses or centaurs, and they feature gun slips in the sides and a hatch in the top. Occasionally the buggies will mount a machine gun in a pintle mount. Driving an Amish War Buggy requires the Pilot Exotic Vehicle (Buggy) skill.

AMISH WAR BUGGY

HAND	SPEED	ACCEL	BODY ARMOR	PILOT	SENSORS	SEATS
3/3 *	* 8	15 N/A	N/A 2-4			

Notes: *Acceleration and Speed is based on the animals pulling the buggy. Walking and Running speeds are halved due to the weight of the buggy, riders, and armor. Vehicle must be operated manually; there is no Pilot rating. These buggies come in two- and four-seat variants.

THE BRONIES

When the Centaurs settled Papineau, not all of them were happy with the Amish lifestyle. About 25 percent couldn't handle the pre 1850 religious way of life the area required and “turned Yankee,” as the Amish call it. They weren't completely disowned and excommunicated from the settlement as they would have been in a few of the stricter Amish communities, so most just began living in Papineau normally, like anyone else. Just over a dozen of the Yankee centaurs began to resent the Amish members of the herd, and gradually a rift formed between the pacifist Amish and these antagonistic, former-Amish centaurs. These more aggressive former Amish were at first called the “Hostile Amish” as a play on the original name, but neither the Amish nor the splinter group cared a whit for wordplay, so the new group took the name Bronies when they left Papineau to find their way in the world.

The Bronies quickly discovered that as bad as living with the Amish was, living with everyone else was worse. After several of the Bronies were killed by metahumans out of fear or hatred, the Bronies developed a deep hatred of non-centaurs, making their circle of hatred of everything totally complete. They acquired some additional centaurs from the non-Amish communities in the area, as well as picking up a small following of groupies who are really in to the whole centaur thing. They also picked up a few misanthropic posers from the Matrix, which has a seemingly unending supply.

Armed with some modern technology, and without a whit of morality or regard for others, these newcomers quickly took over the leadership of the herd. The most powerful member of the herd is Saeder-Klopp, whose glory makes an over-saturated color print of a rapturous supernova look like a black-and-white photo of a mud puddle. She followed in the path of powerful megalomaniacs before her, deciding that the strong are destined to be served by the weak. With over a decade since they left Papineau, the Bronies have formed an almost cult-like relationship with their followers. They recently decided that the small Amish settlement should be reined in to Brony control (the wordplay of that last bit was totally unintentional on their part, and they would be very angry if it were pointed out to them).

BRONY WARRIOR (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
7	6	4	7	5	2	4	1	6	4

Initiative: 9 + 2D6

Condition Monitor: 12/11

Limits: Physical 9, Mental 5, Social 5

Armor: 12

Active Skills: Archery 6, Athletics 2, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Unarmed Combat 6

Knowledge Skills: Agriculture 2, Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Adept Powers: Improved Reflexes 1, Combat sense 2, Mystic Armor 4, Rapid Draw

Gear: Armored vest and armored horse blanket, ornate handmade quiver (w/ 10 hammerhead arrows, 10 barbed arrows), Meta Link commlink (Device Rating 1)

Weapons:

Ornate handmade bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2, removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of Physical Damage equal to 3 – hits, unresisted.]

Natural Weapon (Kick) [Acc phys, Reach +1, DV (STR+2), AP +1]

THE PEGASISTERS

The Pegasisters are a group of mixed metahumans that follow the Bronies around, like groupies. They do the cooking, cleaning, and not much else. They dress in mixed fashion garments they have been able to steal, trade, or buy in town. Despite the name, they are only about 60 percent female (and the Bronies are not all male, including their leader, Saeder-Klopp. The names are the result of archaic sexism). They, like the Bronies, have brightly colored hair. Some have the Bronies insignia tattooed on them if they have been “claimed” as a concubine to one of the Bronies. They are mostly homeless, SINless children who the Bronies took from the nearby communities over the years at a young age. They have known no other life besides that of a Pegasister.

The Bronies have created a cultlike atmosphere for these people, creating a closed system for them where they are not allowed much communication with the outside world, are not allowed to show much individuality, and are regarded at a much lower social station simply because of who they are. They are treated like recruits at boot camp, their will repeatedly broken to serve the Bronies’ larger purpose. Except the Bronies have not come up with a larger purpose yet, leaving this group pretty well screwed. They are trapped in this society, believing that the treatment they get from the parent gang is what they deserve.

PEGASISTER GRUNT (PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	3	4	3	2	3	3	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 5

Armor: 6

Skills: Close Combat 4, Etiquette 1 (Herd +2), Firearms 4

Qualities: Toughness

Gear: Meta Link commlink (Device Rating 1; 7 boxes of Matrix damage already), glasses [Capacity 1, w/ smartlink]

Weapons: Each ganger will have one of two weapons:

Colt New Model Revolver [Holdout Pistol, Acc 6, DV 5P, AP —, SA, RC —, 5(cy)]

Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]

PEGASISTER MAGE (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
5	3	3	3	4	5	3	2	6	3

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 6, Social 5

Armor: 6

Skills: Assensing 3, Astral Combat 3, Banishing 2, Blades 2, Counterspelling 2, Etiquette 1 (Herd +2), First Aid 3, Perception 3, Pistols 3, Spellcasting 3, Summoning 3

Qualities: Toughness

Gear: Meta Link commlink [Device Rating 1 w/ 7 boxes of matrix damage already], glasses [Capacity 1, w/ smartlink]

Weapons: Each ganger will have one of two weapons:

Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]

Colt New Model Revolver [Hold-out, Acc 6, DV 5P, AP —, SA, RC —, 5(cy)]

BEHIND THE SCENES

This barn is probably three times the size of the average barn you see on a small bit of property. This barn is 60 meters long by 15 meters wide (200 feet x 50 feet). Only one side opens, and the door is on the smaller wall. All along the left side of the barn are horse stalls; each is a three-meter by three-meter square (10 feet x 10 feet). There are twenty of them on the left wall. The rest of the barn is open space. Along the right wall are shelves, about 30 percent full of canned foods, some shelf-stable packaged foods, and some fresh produce. There are clothing items, ammunition for firearms, and a few dozen extra arrows. There is also a discarded cyberarm. It is heavily damaged and appears to have been scavenged of all useful parts. It’s probably about twenty years old. A Street Legends + Intuition [Mental] (3) Test allows the runners to know that it is an Ares Cyber-Sentinel Mobility Prosthetic, Mark II, used throughout the ’50s. Hatchman made this model famous in the runner world. A Street Legends + Intuition [Mental] (6) Test will allow the runners to realize this is in fact the Mark IV version, only on the market in 2055, and not even for the full year. Bull the Ork Decker wore one of these. Cybertechnology + Logic [Mental] (3) or (6) reveals the model information, but no runner ties. This arm was recently stolen from Shadowhoof, who had bought it online after it was found in an undisclosed location.

Inside the barn are two Bronies. Both are tired, and will be asleep in the rearmost stalls when the runners arrive.

In the central room are (players X 3) metahumans. The Pegasisters have two mages for each mage on the runner team. The rest are grunts. They will be confused at first, wondering who these people are. They will not speak first. If approached they will back up, afraid. If backed into a corner they will react with violence. If attacked, they will attack back with zealot-like fervor. If the Bronies order them to attack, they will. If they are questioned they will remain silent and look at the stalls where the Bronies are sleeping to see if they are being watched. The only thing they are more afraid of than the shadowrunners are the Bronies. They have an odd combination of awe and fear for the Bronies, which tends to leave them in an unhealthy mental place.

BRONY COMBAT MAGE (PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
6	3	3	6	6	5	3	3	6	6

Initiative: 7 + 2D6

Condition Monitor: 11

Limits: Physical 7, Mental 7, Social 7

Armor: 12

Active Skills: Archery 6, Astral Combat 4, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Sorcery skill group 5, Unarmed Combat 6

Knowledge Skills: Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Lightning Reflexes, Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Gear: Armored vest and armored horse blanket, Meta Link commlink (Device Rating 1), ornate handmade quiver (w/ 10 hammerhead arrows, 10 barbed arrows),

Spells: Armor, Ball Lightning, Detect Life, Hot Potato, Mana Ball, Mana Bolt, Mass Confusion, Physical Mask

Weapons:

Ornate handmade bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2 (removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of physical damage equal to 3 - hits, unresisted.)]

Natural weapon (kick) [Acc Phys, Reach +1, DV (STR+2)S, AP +1]

If engaged in conversation they will encourage, and eventually beg the runners to leave without waking the masters, since when the masters are awake, chaos tends to happen. It will be possible for an amazing face to convince the Pegasisters to allow the runners to ambush the Bronies. Some possible ways to accomplish this include:

- The runners act like horrible people, convincing the Pegasisters that they are worth more than nothing, requiring a Psychology + Logic [Mental] (6) Test.
- The runners convince the Pegasisters that they are more scary than the Bronies, attempting an Intimidation + Charisma [Mental] (5) Test.
- The runners convince the Pegasisters some other way, like persuading them they can help them be safe. This requires a Con, Leadership, *or* Negotiation + Charisma [Mental] (10) Test; skilled negotiating can provide positive dice pool modifiers or even a threshold reduction.

If the runners are successful in their mental gamesmanship, the Pegasisters will reveal the location of the kidnapped girl (chained up in the stall with the Bronies) as well as the fact that the other Bronies have all left to make a raid on the Neutral Amish.

Gabriella Yoder is tied up in one of the stalls; she is leaned up against one of the Bronies. She has been roughed up a bit, but nothing serious. Still, she is rather terrified, and she will do anything to get away from this brutish gang.

PUSHING THE ENVELOPE

If you want to amp this scene up, add some spirits of earth bound to a third Brony, who is a mage. He will cast an Armor spell on himself as his first action.

DEBUGGING

If the runners want to help these poor Pegasisters escape the awful life they are stuck in, allow them to do so. It will require some more psychological role-playing, but they can convince the Pegasisters to leave with a Psychology + Logic [Mental] (6) Test. If they do so, Becky 99 will agree to take them in if any of the players think to reach out to her. Otherwise the Pegasisters can simply escape into the wilderness, or be taken to Nuer Tag Dorf where they will become Born-Again Neutral Amish.

If the players murder everyone before finding out that the rest of the Bronies went to assault the town, they will get a panicked phone call from Shadowhoof, one of the town's Yankee residents who has idolized the media versions of shadowrunners (he will have heard of any runner with a public awareness higher than 8, and if they have a Notoriety equal to or exceeding their public awareness he will be standoffish and think they are a "bad guy"). He will inform them that the Bronies are attacking.

The players may want to take the Amish war buggy to Nuer Tag Dorf. If you have a lower-powered party you should allow this—it will be fun! If you are concerned that this will give the runners too big an advantage, you can say that it is up on blocks and it will take some time to put back together. If the runners opted to not take horses, there could be a few in the paddock that the Bronies stole from a nearby farm.

SCENE 5: THE ROOF IS ON FIRE

SCAN THIS

The Neutral Amish are under attack! Depending on how the last scene went, they may be too late to save some of the townspeople.

TELL IT TO THEM STRAIGHT

If the players did not learn the location of the Bronies in the preceding scene and got a comm call from Shadowhoof:

Arriving in the village you see that there are about ten structures on fire and a handful of dead Amish littering the streets. The Bronies have about 100 of the townspeople surrounded in the center of town, some of them are riding in a circle, while Saeder-Klopp chastises them for not having made any progress on the garments. She speaks in a voice that shatters the air like a sledgehammer brought down on a bouquet of roses that had been dripped in liquid nitrogen. “I don’t think you are taking us seriously. How many of you religious nutbags do we have to kill before you get this through your thick hats—we control this town, not you.”

If the players discovered the location of the Bronies from the Pegasisters, they arrive before the Bronies:

Arriving at the village you see that there are a few structures on fire, the Bronies are riding through the village menacingly, but have yet to do any major damage. They are beginning to herd people toward the center of town.

BEHIND THE SCENES

The Centaurs double the number of players, or more. They include Saeder-Klopp, Night Mare, Chrys Mare, Sunny Wittmer, Flash Yoder, Scorpion, and Tyrant, plus a mix of unnamed (but equally colorful) Bronies. See **Cast of Shadows** for the stats for the named characters. This should be the fight of a lifetime. Edge should be spent, drain taken, damages boxes X’d out, friends lost, tears shed. This fight is designed for characters on the lower end of the Karma spectrum, if you have experienced players or high-karma characters, please adjust accordingly. See **Pushing the Envelope** for some ideas.

If the players arrive before the Amish are herded to the center of town the Bronies are spread out, which will enable all of them to be firing from positions of cover. For every player character that loses consciousness, two Neutral Amish are killed due to lack of protection.

If the players arrive too late, some Amish are already dead. The rest of the Amish have been herded into the center of town, the Bronies will be spread out around the town square, with a bunch of innocent Amish around. When the fight breaks out the Amish will flee to safety, but this will take 5 Combat Turns. In that time the Bronies will have partial cover due to hiding behind the fleeing Amish. The players should also take the “Firing into Melee combat” modifier since the Amish and the Bronies are in such close proximity.

It is possible for the players to find a peaceful solution, but it must involve in some way “the power of friendship” and working together as a team. It had better be pretty good, as these centaurs have been spoiling for a fight for a while, and Saeder-Klopp is a psychopath. If engaged in conversation before the fighting starts Saeder-Klopp will offer the team their fair share of the loot if they help her and the Bronies dominate the Neutral Amish.

PUSHING THE ENVELOPE

Feel free to adjust their number to make this fight appropriately difficult. This run has some big rewards Karma wise, so make the players earn it here by potentially killing some of their characters. If you think your players will walk through this encounter, feel free to amp it up. Here are some ideas:

- A simple +1 or +2 to all combat and defense dice pools gives enemies a minor boost in power, while a +3 or +4 will make them truly formidable.
- Have some more Bronies who were looting a house come in to the fight after it has already started, perhaps behind the players.
- The Bronies should all be taking at least partial cover behind buildings and Amish bystanders.
- The Bronies break into smaller fire-teams of 3 to 6 each, and the utilize the Small Unit Tactics maneuvers from p. 99, *Run & Gun*. Specifically, Bounding Overwatch, Crossfire, and Marching Fire depending on the situation.
- To amp up the Bronies, have them utilize FN P93 Praetor Submachine Guns instead of the bows. Swap their Bow skill for Automatics.
- Give all of the Bronies quickened Armor spells (Force 5) put on them by Saeder-Klopp. Keep in mind that if she then goes down, they lose that spell.

DEBUGGING

If the players lose this fight, they lose it. Laugh at the fact that they just got taken down by a gang called the Bronies, Laugh hard. When they wake up (unless they took fatal wounds and did not burn Edge), the Amish will have nursed them back to health. The Amish will also have decided to bend to the will of the Bronies. Some will flee the town, others will stay under the hoof of the Bronies. Many of the town’s metahuman women will have been taken as hostages to ensure cooperation. The Amish will demand the runners leave before they do any more damage. Proceed to **Picking Up the Pieces**.

SCENE 6: YOU ARE THE BEST AROUND

SCAN THIS

With the Bronies defeated, the Amish are now faced with the task of rebuilding and trying to move forward.

TELL IT TO THEM STRAIGHT

Several buildings are on fire, and casualties from the struggle are all over the place. Despite these losses, you and your compatriots have won the day! Ezekiel approaches you. "Thank you my friends, thank you. Some of us did not survive, but we knew there were risks before we decided to fight. There are always casualties, but as the Book of Daniel, chapter 12 verse 2 says: 'And many of them that sleep in the dust of the earth shall awake.'"

BRONY COMBAT MAGE (PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
6	3	3	6	6	5	3	3	6	6

Initiative: 7 + 2D6

Condition Monitor: 11

Limits: Physical 7, Mental 7, Social 7

Armor: 12

Active Skills: Archery 6, Astral Combat 4, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Sorcery skill group 5, Unarmed Combat 6

Knowledge Skills: Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Lightning Reflexes, Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Gear: Armored vest and armored horse blanket, Meta Link commlink (Device Rating 1), ornate handmade quiver (w/ 10 hammerhead arrows, 10 barbed arrows),

Spells: Armor, Ball Lightning, Detect Life, Hot Potato, Mana Ball, Mana Bolt, Mass Confusion, Physical Mask

Weapons:

Ornate handmade bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2 (removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of physical damage equal to 3 - hits, unresisted.)]

Natural weapon (kick) [Acc Phys, Reach +1, DV (STR+2)S, AP +1]

PEGASISTER GRUNT (PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	3	4	3	2	3	3	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 5

Armor: 6

Skills: Close Combat 4, Etiquette 1 (Herd +2), Firearms 4

Qualities: Toughness

Gear: Meta Link commlink (Device Rating 1; 7 boxes of Matrix damage already), glasses [Capacity 1, w/ smartlink]

Weapons: Each ganger will have one of two weapons:

Colt New Model Revolver [Holdout Pistol, Acc 6, DV 5P, AP —, SA, RC —, 5(cy)]

Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]

PEGASISTER MAGE (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
5	3	3	3	4	5	3	2	6	3

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 6, Social 5

Armor: 6

Skills: Assensing 3, Astral Combat 3, Banishing 2, Blades 2, Counterspelling 2, Etiquette 1 (Herd +2), First Aid 3, Perception 3, Pistols 3, Spellcasting 3, Summoning 3

Qualities: Toughness

Gear: Meta Link commlink [Device Rating 1 w/ 7 boxes of matrix damage already], glasses [Capacity 1, w/ smartlink]

Weapons: Each ganger will have one of two weapons:

Ares Lightfire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]

Colt New Model Revolver [Hold-out, Acc 6, DV 5P, AP —, SA, RC —, 5(cy)]

He looks at one of his fallen brothers, then continues. "Some to everlasting life." Then he turns to one of the fallen Bronies. "And some to shame and *everlasting* contempt.' You have done the Lord's work here today. When Heavenly Father considers your entry into heaven, I hope your actions here are given full weight. I must help the others see to the wounded, and we have some fires to put out. You are welcome to help, but it is beyond the scope of your contract. Either way, we shall settle our accounts quickly so I can get back to work."

Just as the transfers are finished, Shadowhoof comes galloping up. "Wow! That was amazing! This entire battle reminds me of the time Bull the Ork Decker was just finished with a job for the evil CorpEX company, and he stops into his local Stuffer Shack to pick up some soy burritos. While he is in there, this gang totally comes in and starts terrorizing the place. Bull leaps into action, using his decking skills to kill the lights, then bam! Pow! He gets all ninja on their hoops, subduing the criminals and saving everyone in the place. Food was totally flying everywhere, it was like ten toddler birthday parties taking place at the same time at Chuck E. Cheese, and a few people got covered in orange sticky drek. Of course his cyberarm got shot off in the process, but it's all in a day's work for a shadowrunner, right?"

A Matrix Games + Intuition [Mental] (6) Test recognize this as the plot of a videogame series called "Bull the Ork Decker Vs". This one taken from a special pre-order only, add-on, member's exclusive adventure called "Bull the Ork Decker vs. the Stuffer Shack Bandits." It is, of course, the much-loved "Food Fight" adventure.

BEHIND THE SCENES

The players get paid. Any who choose to stay behind and assist in the cleanup may do so. They may spend the next week "working for the people" following the usual rules in the Missions FAQ.

If the players have done an exceptional job of keeping the Amish safe during the final battle, returned Gabrielle unharmed, and recovered the cyberarm for Shadowhoof, he will add at the end of his story "You know, as cool as Bull the Ork decker is, you guys might even be cooler. Thanks for saving my friends."

PUSHING THE ENVELOPE

Several members of the Neutral Amish are trapped in a burning building. It's up to the players to get them out!

PICKING UP THE PIECES

MONEY

- 5,231¥ base payment from Ezekiel. Each net hit on a Negotiation Test provides groceries that will equal a reduction in lifestyle cost by 1,000¥ per month per net hit, with a limit of 6 net hits. 3+ net hits also gets the players a set of Neutral Amish Quilted Armor that is custom fit to them.

KARMA

- Stopping the Bronies from bothering the Neutral Amish any further: 1 Karma
- Defeating or freeing the Pegasisters: 1 Karma
- Freeing the kidnapped Amish woman: 1 Karma
- Surviving the adventure: 2 Karma
- Overall adventure challenge: 3 Karma

GAMEMASTER REWARD

When running this adventure you may choose to count the Missions as "played" for your personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only, and take the optional results to match those earned by the team you gamemastered for. You may not choose to wait for a better attempt to choose your rewards. You're on the honor system here, so please don't skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, as listed below. For other Missions results and rewards that are tracked on the Debriefing Log (objectives completed, reputation and contacts earned, etc.), take the average results of the group you're gamemaster for. So if four out of six players earned a point of Notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with Simon, you would not get that +1 Loyalty.

Karma Earned: 8

Nuyen Earned: 5,231¥ + 2 months reduction in Lifestyle cost by 1,000¥ each month.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don't be afraid to give them extra points.

- +1 Street Cred if the players eliminate the entire herd of Bronies
- +1 Street Cred if the players find some sort of peaceful solution
- +1 Street Cred if the players help the Pegasisters escape the abuse.
- +1 Notoriety for overly aggressive negotiation on the initial job.
- +1 Notoriety for really aggressive negotiation over the kidnapped Amish girl's return.
- +1 Notoriety for any player who kills the Pegasisters without talking to them first
- +1 Public Awareness if the team kills the kidnapped Amish girl, or kills any other innocent Amish bystanders. (1 point per innocent death; only count deaths caused by the players)

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- **Simon Andrews:** If the runners do the job, rescue the kidnapped girl, and are not disrespectful or overly aggressive in negotiations with the Amish, they gain Simon at Loyalty 1, or gain a +1 Loyalty if they already had him (to a maximum Loyalty of 4).
- **Simon Andrews:** If the runners side with the Bronies, they do not get Simon as a contact, or if they previously had him as a contact they get -2 Loyalty. If this drops them to 0 or less, they lose him as a contact for the time being.
- **Ezekiel Hochstetler:** If the runners do the job, rescue the kidnapped girl, and are not disrespectful or overly aggressive in negotiations with him, they gain Ezekiel as a Connection 2, Loyalty 1 Amish Farmer contact. If any runner assists with the cleanup and rebuilding of the town for a week, they gain an additional +1 Loyalty.
- **Shadowhoof** – If the runners return his cyberarm and treat him well, they gain Shadowhoof as a Connection 4, Loyalty 3 contact (Only useful for Shadowrunner Lore and Trivia).
- **Saeder-Klopp:** If the runners side with him and help dominate the Neutral Amish, they gain Saeder-Klopp as a Connection 2, Loyalty 2 Street Gang Leader contact.
- **Becky 99:** If the runners bring any of the Pegasisters to her, they gain Becky 99 at Loyalty 1, or gain a +1 Loyalty if they already had her (to a maximum Loyalty of 4).

LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty Test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of $500\text{¥} - (\text{Loyalty} * 100\text{¥})$, minimum 100¥ per rank of information they still know.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (1 hour)) Test. Additional information will be available at a cost of $1,000\text{¥} - (\text{Loyalty} * 100\text{¥})$, minimum 200¥.

A **Matrix Search** action (p. 241, *SR5*) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

CENTAURS

Contacts to Ask: Talismongers, Metacritter hunters, Animal Control, Scientists, Medical Experts

Contacts	Matrix Search	Information
0	0	The centaur is a mythological creature. Its head, arms, and chest are those of a human and the rest of its body, including four legs, hindquarters, and a tail is like that of a horse.
1	1	Species: Equus Sagittarius, centaurs are a member of the equine family, with a lower body resembling a horse with a hominid torso attached where the horse head would be.
2	3	A centaur typically stands 2.7–3.2 meters tall and weighs between 400–1,000 kilograms. Most of the variation comes from the horse body, which may resemble several different breeds of common horse.
3	—	There is a small Centaur population in the plains and woods south of Chicago. They are mostly Amish, but some live a normal lifestyle. I have even heard some are in a gang.
4	6	A second variation of the species, much like the varieties of metahuman subspecies, has a human head. These “lesser centaurs,” as other centaurs referred to them, rarely reach adulthood, as they are generally cast out of their tribes and left to fend for themselves.
5	7	Though centaurs have long been considered primitive, this view is not entirely fair or accurate. While centaurs generally desire to maintain their simple tribal lifestyle and live in their natural habitats, they are quite capable of sophisticated thought and understanding of modern technology.

BRONIES

Contacts to Ask: Local Farmers, Law Enforcement, Critter Hunters,

Contacts	Matrix Search	Information
0	0	A boy band out of Boston with an athletic themed look from the early 2050s. One of them is an actor now on some cop show. His brother was also a singer, but he faded in popularity after being associated with the local Humanis Policlub.
1	1	A centaur herd outside Chicago. They have distinctive manes. And by “distinctive,” I mean “dreamy.”
2	3	Their leader is the ultra-tough Saeder-Klopp. She rules the gang with an iron fist. I heard she killed a guy once for looking her directly in the eye.
3	—	They keep a harem of metahumans around. These so-called Pegasisters are almost cult-like in their devotion.
4	6	They have been accused by the local farmers of stealing crops for years, but they are never caught.
7	—	They live an hour or so south of the Chicago Sprawl, near a farm called Sour Apple Acres

NEUTRAL AMISH

Contacts to Ask: Local Farmers, Sociologists, Politicians, Bureaucrats, Theologists, Religious authorities.

Contacts	Matrix Search	Information
0	0	An elite shadowrunner team out of Central Ohio. They consist of several members: Good Ray, a German-born former cab driver turned combat mage; Mako Tim, a native Ohioan Shark shaman; Dr. Meatgrinder, <i>possibly</i> a master shedim, but probably not; E. Lizzy Beth, a Mistress of the Foot, probably a martial arts master; Bobby Prime, probably some type of chromed-out cyber zombie vat job. Rumor has it they have been joined by Johnny Banger, the rocker, for a run or two. A dangerous team to be sure. I heard they were behind the assassination of Dunkelzahn, and not for a paid gig either, just to prove they could get away with it.
1	1	One hour south of the Chicago sprawl lies the Amish settlement Neuer Tag Dorf, or “New Day Town” in English. Some of the best and most natural real produce in existence can be purchased from the Neutral Amish at their monthly farmers markets. The Amish are known for simple living, plain dress, and reluctance to adopt many conveniences of modern technology.
2	3	In addition to being farmers, the Amish have woodworking craftsmen who make furniture and miniature figurines. They also have many amazing quilters and clothing makers. The Amish are a Christian church that traces its roots to the Protestant Reformation in sixteenth-century Europe. Amish people accept basic Christian beliefs but also have some special interpretations and emphases that have emerged throughout their history. While the Amish are anti-technology, Neuer Tag Dorf is home to about 100 non-Amish residents. These residents observe a “black out” after 9pm each evening, which is a city ordinance. No electric light is allowed to be used in the town without full window coverings, and no audible electronic sound is permitted to travel outside the home.
3	—	The local English speaking population at some point misinterpreted “Neuer Tag” to mean “neutral” and started calling the group the “Neutral Amish.” As the Amish are notorious pacifists, this name has stuck.
4	6	Most Amish speak and write in three languages, English, German, and Pennsylvania Dutch, which is a uniquely North American dialect of German.
5	—	They have been accused by other Amish groups of “selling out” by agreeing to sell their miniatures to Saeder-Krupp’s games division for their upcoming title <i>Sprawl Gang 2050</i> . The game has seen several delays due to trouble finding a quality manufacturer of miniatures.

CAST OF SHADOWS

JACKIE “SAEDER-KLOPP” APPLETON

Leader of the Bronies, Saeder-Klopp is the largest of the Bronies, being a Clydesdale Centaur. She is cotton-candy pink with purple, black, and pink in her mane, tail, and feathering. Saeder-Klopp is one of the showiest of the herd. She has a branded dragon skull and spine branded on her haunches. Saeder-Klopp also wears a decorative leather bridle with a unicorn horn on it. Additionally she has ornately tattooed (but non-functional) wings running down both flanks.

Jackie was born to centaur parents; they grew up struggling, like many metasapients, unable to find a place in the world. Chicago has little tolerance for anything weird or unusual after Bug City, and when Jackie was ten, her parents were killed by metahumans who could not accept them. Jackie was on her own, and she quickly fell in with other Centaurs driven from the streets of the Chicago sprawl due to metahumant's hatred and intolerance, or the threat of being killed by clouds of FABIII.

Eventually she heard about a group of centaurs deeper in the wilderness south of the city, and decided it was time to go country. Arriving in the group she found that these “Bronies” were weak and in need of strong leadership. Within a year she had taken control of the gang.

B	A	R	S	W	L	I	C	EDG	ESS	M
8	5	3	7	4	2	3	3	4	6	6

Initiative: 7 + 2D6

Condition Monitor (P/S): 12/11

Limits: Physical 9, Mental 4, Social 6

Armor: 8

Active Skills: Archery 6, Assensing 5, Astral Combat 4, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Sorcery skill group 5, Unarmed Combat 6

Knowledge Skills: Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Lightning Reflexes, Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Initiate Grade: 2

Metamagics: Centering (rears up on hind legs when casting), quickening (Force 8 Armor spell)

Gear: Meta Link commlink (Device Rating 1), ornate handmade quiver (10 hammerhead arrows, 10 barbed arrows)

Spells: Detect Life, Ball Lightning, Mana Ball, Mass Confusion, Physical Mask

Bound Spirits: Spirit of earth (Force 4, 5 services)

Weapons:

Ornate Handmade Bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2 (removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of physical damage equal to 3 - hits, unresisted.)]

Natural weapon (kick) [Acc phys, Reach +1, DV (STR+2), AP +1]

NIGHT MARE & CHRYS MARE

Night Mare is the mate of Saeder-Klopp. She is smaller being of average size for a centaur. Her naturally black hair is kept shiny by her Pegasister servants. Her mane and tail are dyed a dark blue and have been curled. She has some a branded crescent moons on her haunches. She wears an ornamental bridle with a metal unicorn horn attached to it. Night Mare is a powerful warrior and an amazing archer, and she has an unusual habit of laughing while fighting.

Chrys is the twin sister of Night Mare. She also has naturally black hair. Her mane and tail have been dyed a dark green. She has a dragonfly brand. Night Mare and Chrys Mare use the same stats.

B	A	R	S	W	L	I	C	E	ESS	M
7	6 (9)	4 (7)	7	5	2	4	2	4	6	7

Initiative: 8(11) + 4D6

Condition Monitor: 12/11

Limits: Physical 9(10), Mental 5, Social 5

Armor: 6

Active Skills: Archery 6, Athletics 2, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Unarmed Combat 6

Knowledge Skills: Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Hawk Eye, (+1 to perception, all range modifiers are knocked down by 1), Lightning Reflexes, Low-light Vision, Magic Sense, Mentor Spirit Dragonfly (Wolf) (+2 to all tracking tests), Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Strive for Perfection (called shots are -2, *must* make called shots), Thermographic Vision, Uneducated

Initiate Grade: 1

Metamagics: Power Point

Adapt Powers: Attribute Boost (agility) 2, Combat sense 4 (+4 defense tests), Improved Reflexes 3, Rapid Draw (quick draw threshold -1, Free Action)

Gear: Armored vest and armored horse blanket, Meta Link commlink (Device Rating 1), ornate handmade quiver (10 hammerhead arrows, 10 barbed arrows),

Weapons: Ornate handmade bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2, removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of Physical Damage equal to 3 – hits, unresisted]

Natural weapon (kick) [Acc Phys, Reach +1, DV (STR+2), AP +1]

SUNNY WITTMER, FLASH YODER, SCORPION

Sunny has natural blonde coloring, which has been dyed a fierce yellow. Her mane and tail the same yellow with red stripes. A sunburst brand is burned into her haunches. She is a former Neutral Amish.

Flash has a naturally chestnut coloring, which has been dyed the same yellow as Sonny. Flash has deep blue coloring. An Ares helmet logo has been branded into his haunches. He is a former Neutral Amish.

Scorpion has a naturally brown coloring that has not been altered, with a naturally chestnut tail. A scorpion's tail is branded on to his haunches.

(These stats can be used for Sunny, Flash, and Scorpion, as well as any additional warriors added to increase the challenge.)

B	A	R	S	W	L	I	C	EDG	ESS	M
7	6	4	7	5	2	4	1	4	6	4

Initiative: 9 + 2D6

Condition Monitor (P/S): 12/11

Limits: Physical 9, Mental 5, Social 5

Armor: 12

Active Skills: Archery 6, Athletics 2, Etiquette 3, Leadership 3, Negotiation 4, Perception 6, Sneaking 4, Unarmed Combat 6

Knowledge Skills: Agriculture 2, Small Unit Tactics 5, Tribal Culture 3

Languages: English (N)

Qualities: Distinctive Style (bright colored hair and tail), Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Adept Powers: Improved Reflexes 1, Combat sense 2 (+2 defense tests), Mystic Armor 4, Rapid Draw (quick draw threshold -1, Free Action)

Gear: Armored vest and armored horse blanket, ornate handmade quiver (10 hammerhead arrows, 10 barbed arrows), Meta Link commlink (Device Rating 1)

Weapons:

Ornate handmade bow [Bow w/barbed arrows, Acc 6, DV 10P, AP -2, removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of Physical Damage equal to 3 – hits, unresisted]

Natural weapon (kick) [Acc Phys, Reach +1, DV (STR+2), AP +1]

TYLER "TYRANT" RATSHBERGER

Tyrant is naturally white, allowing his hair to take a red dye quite well. His mane and tail are jet black, on his skull he has two datajacks that are covered by metal bull horns. His brand is a bull's head. His cyberarm was cobbled together from used parts; it has his cyberdeck inside wired to a kink-bomb. If Tyrant's heart stops for more than sixty seconds, the bomb destroys the cyberdeck, along with any evidence. His skills make him quite possibly the world's only, and therefore best, centaur decker you will ever meet.

Tyrant is a Brute Force style decker. He prefers to Data Spike something out of existence in one big massive flourish of code instead of spending a few seconds sneaking around marking things. He's a bull in the Matrix's china shop.

B	A	R	S	W	L	I	C	EDG	ESS
7	2	5	3	5	7	5	2	4	5

Physical Initiative: 10 + 1D6

Cold Sim Initiative: Data Processing + 5 + 3D6

Hot Sim Initiative: Data Processing + 5 + 4D6

Condition Monitor (P/S): 12/11

Limits: Physical 6, Mental 8, Social 5

Armor: 12

Skills: Computer 6, Cracking skill group 6, Firearms 2, Perception 4, Unarmed Combat 3

Qualities: Codeslinger (Data Spike), Distinctive Style (bright colored hair and tail), Exceptional Attribute (Logic), Low-light Vision, Magic Sense, Movement (x1/x4/+4), Prejudiced (Low-Centaurs, Radical), Prejudiced (anyone not a centaur, outspoken), Search, Thermographic Vision, Uneducated

Augmentations: Cyberarm (Right metahuman arm w/ large smuggling compartment, kink bomb), datajacks x 2

Gear: Armored jacket, armored horse blanket, Microtrónica Azteca 200 cyberdeck [Device Rating 2, Attribute Array 5 4 3 2]

Programs: Fork, Hammer

Weapons:

Natural weapon (kick) [Acc Phys, Reach +1, DV (STR+2), AP +1]

SIMON “SPIKE” ANDREWS

Simon is an odd individual. A full-body changeling, he appears to be a bipedal lizard-man with thick scaly. He’s also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front to back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He’s direct and in your face, but is utterly loyal to “Master Lofwyr”, and serves as the dragon’s eyes and ears in Chicago, working as an independent agent and fixer for Seader-Krupp.

Simon is called “Spike” by some of the younger Amish.

Quote: “Look, mate, I’m just here trying to have a good time. But if you want, we can step outside. I can beat the piss out of you, then come back here and shag your girl. Sound good?”

B	A	R	S	W	L	I	C	E	ESS	M
4	4	5	3	5	5	5	6	5	6	8

Initiative: 10 + 1D6

Condition Monitor: 10/11

Limits: Physical 5, Mental 7, Social 8

Armor: 9

Active Skills: Athletics skill group 4, Assensing 8, Banishing 5, Binding 8, Con 5, Counterspelling 8, Negotiation 8, Pistols 4, Ritual Spellcasting 7, Spellcasting 9 (Combat Spells +2), Summoning 8

Knowledge Skills: Chicago Area 3, Kaiju Monster Movies 7, London Area 5, Magical Theory 7, Neo-Anarchist Movement 5, Saeder-Krupp Politics 5, Seattle Area 4

Qualities: Magician, SURGE (Lizard features, tail, lizard head-frill, non-retractable claws, snout, green scales)

Initiate Grade: 5

Metamagics: Anchoring, Masking, Extended Masking, Reflecting*, Shielding

Gear: Armor Vest, Contacts (Image Link), Power Focus (Force 4, silver skull ring), Spell Focus (Force 4, Sustaining, Health, Ramones button), Spell Focus (Force 4, Spellcasting, Combat Spells, golden eyebrow ring), Transys Avalon Commlink (DR 6)

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

Bound Spirits: Spirit of air (Force 5, 5 services), spirit of fire (Force 6, 6 services), spirit of man (Force 5, 4 services)

*May not be in game yet

STEVE “SHADOWHOOF” PRESTON

Shadowhoof is one of the former Amish who has “turned Yankee.” Like most of the former Amish residents of the town, he is not hostile toward the Amish, he just no longer follows their laws. Shadowhoof is a wannabe runner. Not a poser, not fully, but he has built himself a cyberdeck and is trying to learn to be a decker. He will talk at length about his favorite shadowrunner, Bull the Ork Decker to anyone who will listen. He purchased himself a used Ares Predator III at some point, and he carries it concealed on his person.

Shadowhoof is a lesser centaur, with a shaved head and black goatee. His fur is a dark black, and he has a large red “ork smiley” mark on his flanks, modeled after his idol’s Matrix icon.

B	A	R	S	W	L	I	C	EDG	ESS
3	2	4	3	2	5	4	3	1	6.0

Initiative: 8 + 1D6

Condition Monitor (P/S): 10/9

Limits: Physical 5, Mental 6, Social 5

Armor: 6

Active Skills: Computer 3, Cracking 2, Etiquette 2 (Amish +2), Perception 2, Pilot Ground Craft 1

Knowledge Skills: Cosplay 4, Fashion 3 (Chicago trends +2), Matrix Games 6 (Shadowrun specific +2), Shadowrunner Lore 7 (Bull McCallister +2), Trid Films 6 (Shadowrun/crime specific +2)

Qualities: Low-Light Vision, Magic Sense, Movement (x1/x4/+4), Natural Weapon (Kick: DV (STR + 2)P, AP +1, +1 Reach), Search, Thermographic Vision

Gear: Erika MCD-1 cyberdeck (Device Rating 1, Attribute Array 4 3 2 1), Erika Elite commlink (Device Rating 4), trodes

Weapons:

Ares Predator III [Heavy Pistol, Acc 5(7), DV 7P, AP -1, SA, RC —, 15(c), w/ regular ammo]

DEBRIEFING LOG

Player _____ Character _____ Location _____ Date __/__/__		
<p>Synopsis</p> <p>SMH 2015-01: Friendship is Tragic</p> <p>When a small group of peaceful farmers are being intimidated and harassed help comes from an unlikely friend.</p>	<p>Mission Results</p> <p>O – Killed all the Bronies O – Protected the Neutral Amish O – Freed Gabrielle</p> <p>Tyler “Tyrant” Rantkovitz O – Was killed O – Escaped</p> <p>Other Notes on Reverse -- O</p>	
<p>Team Members</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Advancement</p> <p>Character Improvement Karma Cost</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	
<p>Karma</p> <p>Previous Available _____</p> <p>Earned _____</p> <p>Spent _____</p> <p>Remaining Avail. _____</p> <p>New Career Total _____</p>	<p>Reputation</p> <p>Street Cred _____</p> <p>Notoriety _____</p> <p>Public Aware. _____</p>	<p>Contacts, Special Items Gained or Lost, Notes</p> <p>O Simon Andrews O Ezekiel Hochstetler O ShadowHoof O Saeder-Klopp O Becky 99</p> <p>O Neutral Amish Quilted Armor earned</p> <ul style="list-style-type: none"> • Armor rating 6 (standard armored clothing) • Hat or bonnet is a stackable +1 • Men’s armor is black, 3 piece Amish suit • Women’s armor is a pastel full length dress with long sleeves and a cape on the bodice. • This is custom fit only. <p>O Epic Weapons (Centaur bows) collected</p> <ul style="list-style-type: none"> • Ornate Handmade Bow [Bow w/barbed arrows, Acc 6, Rating 8, DV 10P, AP -2]
<p>Nuyen</p> <p>Previous Available _____</p> <p>Earned _____</p> <p>Spent _____</p> <p>Remaining _____</p>	<p>GM’s Name</p> <p>_____</p> <p>GM’s Signature</p> <p>_____</p>	

CREDITS

Writing: Tony Gambino

Additional Story and Character Elements: Steven “Bull” Ratkovich, Raymond Croteau, Timothy Patrick, Tyson & Kyrissa Koch

Art: Jeff Laubenstein, Patrick “Squinky” Sullivan

Shadowrun Missions Logo: Jeff Laubenstein, Matt Heerd

Shadowrun Missions Developer: Steven “Bull” Ratkovich

Shadowrun Developer: Jason M. Hardy

Art Director – Brent Evans, Kat Hardy

Cover Layout: Matt “Wrath” Heerd

Interior Layout: Seven smarter-than-average lemurs. But not Matt. Please please please do not blame Matt or any actual layout person for the interior. They had nothing to do with it. The lemurs did the best they could.