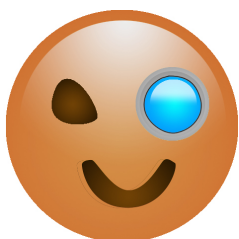




UNCONVENTIONAL WARFARE



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SO ... LET THE GAMES BEGIN

“Enemy unit in sight, 550 meters away. Unit 05 engaging, ordering weapons free ... ALPHA STRIKE!!!”

With that command, the low-slung robot-tank with reverse-canted legs let loose with a menagerie of weapons. From low-hanging arms arcs of blue lighting and pulses of crimson energy raced towards their target, a large towering giant with a visage reminiscent of a skull. A half-heartbeat later, two salvos from large box-like long-range missile launchers also let loose in a ripple-fire action.

Only one lightning bolt struck the target, but it was a good hit, square the enemy's right torso. The pulses of crimson also hit, blowing off or turning armor plating into instant slag that dripped from the enemy vehicle in smoldering metal drops. Only a few missiles found their target and then only peppered the giant's legs. A holographic damage ARO flared to life, indicating the level of damage done. Several tons of armor had been destroyed, but that was all. The massive giant still stood strong.

Unit 05's commander cursed as another ARO flared to life and a warning blared, indicating that the machine's heat levels now spiked into the danger zone; its remaining heat-sinks were unable to deal with most of the intense heat generated by the last-ditch assault. Weapons, engine, targeting—all systems were severely strained.

Across the field, the towering machine with a skull-like face took a massive step forward, bracing itself as it let loose with a massive assault of its own. It didn't Alpha Strike; it didn't need to.

It held back its own single long-range missile launcher but let loose with a massive autocannon, a pair of green lasers, and for good measure, a short-range missile salvo. Massive autocannon shells tore into the bird-like Unit 05's right leg, blasting through the remaining armor and severing the limb in a fiery explosion. One of the two lasers found a weak spot in Unit 05's armor and dug into the right torso, setting off the remaining LRM ammunition there. Special systems deflected the blast, but the damage was still done. SRM's finished the job, peppering Unit 05's cockpit. The 'Mech, unable to stand, fell to the ground; the nose/cockpit slammed into the ground and killed the pilot. Another ARO sprang to life, indicating and recording the kill.

The game was over.

“Yes!!! In your *face*! Literally!” cried out the commander of the skull-faced 'Mech from across a virtual table.

On the other side, Louis Gilbertson shook his head. Another ARO sprang to life above the virtual table between

the two commanders with a final battle tally as virtual markers indicated the current status of all units still on the board and those that had been destroyed. Louis sighed to himself. He'd been beaten fair and square, but it still sucked and he was pissed. If he'd been in his meat-body, he may have slammed a fist on the table. But that would have been bad gamer form. Still, considering all that was going on, he needed to do something. This session hadn't been the release he'd been hoping for.

“Oh, wow, great game there, Louie!” said Gilbertson's opponent from across the table. In this virtual gaming “command post” Erik V. Dreyfuss looked like a typical military commander: strong and lantern-jawed, but Louis knew the reality. Great thing about the Matrix and gaming in general was you could be anyone or thing you wanted.

“Glad you had fun, Erik. Thanks for coming.”

“Aww, shucks, no big deal. I'd do it for any of my gaming pals. But I will admit, heh, you're normally better than this. I mean, an Alpha Strike with half of your sinks gone? That's insane! You aren't trying to butter me up for the upcoming trustee vote, are ya?” Dreyfuss asked, his high-pitched, nasally voice accurate and as present as ever.

Gilbertson shook his virtual head. “No, Erik, I didn't bring you here to persuade you to vote in my favor by throwing the game. But I'll admit that I was hoping to talk to you about it. I mean, you know that if I don't get that extension, GameCon will be finished and DarkestShadowCon will swoop in and take over. They don't care about the games or the gamers; they're nothing more than a corporate tool.”

Dreyfuss waved all the AROs away to look directly at his friend. “Look, Louie, we go way, way back. You were the only one who I could count on when I was in the shadows; everyone back home turned their back on me. But I still gotta be careful. The trustees are powerful and connected.”

“Isn't there anything you can do, Erik? I'm desperate and will do anything. Please, chummer, help me.”

Dreyfuss thought about it “Okay, look. I wanted to take my kids to GameCon this year, but some serious, ah, biz came up, and I can't. You get someone to make sure they have a good time, and I'll give you my vote.”

Gilbertson perked up for a second before a frown crossed his face. “Sounds fair, but ... those drek-eaters at Darkest will know your kids are here and try to sabotage things, just like they have in the past.

“Well, that depends on who you get to escort my kids. Let me see if I can make a few calls for ya.”

INTRODUCTION

SMH 2016-01 UnCONventional Warfare is 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 2016-01 UnCONventional Warfare is intended for use with *Shadowrun*, Fifth Edition, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

Adventure Structure

SMH 2016-01 UnCONventional Warfare 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 2016-01 UnCONventional Warfare* (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 be comprised of 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 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.

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 BACKGROUND AND SYNOPSIS

Louis Gilbertson has a problem—a big problem.

Seven years ago his father passed away and left him sole owner/proprietor/promoter of GameCon, the largest of the few remaining independent gaming conventions in the world. At first, he was honored to carry on his father's legacy, as Gilbertson is a lifelong gamer nerd himself who learned about gaming and the industry from his father, Louis Senior. For the first five years after Louis Senior's death, no one could touch GameCon. Various corporate sponsors and gaming companies continued to flock to GameCon as they had in decades past, using it to showcase their latest products.

However, since Louis Senior's death, there's been a small shadow-war between GameCon and upstart rival DarkestShadowCon. So far, Gilbertson and GameCon have been able to hold DarkestShadowCon at bay (barely) by keeping its numbers up. However, that hasn't stopped DarkestShadowCon from engaging in a bit of sabotage augmented with numerous smear campaigns and flame wars on the Matrix. While their attendance numbers are higher than ever, GameCon has barely broken even monetarily over the last three years after dealing with DarkestShadowCon's shenanigans.

Now it seems DarkestShadowCon is poised to deliver a coup de grace.

Recently the board of trustees informed Louis they've lost confidence in GameCon and may not extend the convention's leasing contract. Having held the convention at the same location ever since its inception decades ago, this would be the death-blow for GameCon and DarkestShadowCon knows this; they've already made the appropriate bribes to several board members.

It's not a done deal though; a final vote is needed, and the swing vote belongs to one Erik Vernon Dreyfuss.

A long-time friend of Louis Gilbertson, Erik Dreyfuss is a retired shadowrunner from the east coast who went legit fifteen years ago. Despite wanting to help his longtime friend and gaming buddy, Dreyfuss isn't so much of a doofus to know there could be some blowback if he sides with GameCon. In true shadowrun fashion, Dreyfuss offers his chummer a deal: if Gilbertson can ensure his kids, twins Aaron and Erin, have the best time *ever* at GameCon, he'll vote for the contract extension.

Gilbertson accepts the deal but knows DarkestShadowCon will try to sabotage his beloved gaming convention, and Aaron Dreyfuss will be a likely target. So what does any self-respecting convention owner do: he hires shadowrunners. The runners' job is simple: escort the Dreyfuss twins and keep an eye out for anything suspicious, with maybe a few side-jobs.

The convention is four days, during which the runners must not only fulfill their primary objective, but deal with a few extenuating circumstances (some of which DarkestShadowCon perpetuate, some just regular convention issues). If the runners succeed, they save GameCon.

Things kick off like most runs with a meet with Mr. Johnson, a.k.a. Louis Gilbertson. Instead of a normal location, the meet is scheduled at a popular Matrix gaming host, where Mr. Johnson is wiping the floor with several virtual opponents as the runners arrive. After the pitch is given and payment negotiated, the runners have the option to leave or get in on some virtual gaming of their own.

The runners then travel to the convention location a day before events officially begin. After a simple (or possibly not) check-in at a local hotel paid for by Mr. Johnson, there's a simple low-pressure meet-and-greet with Mr. Dreyfuss and the two principles (the twins). During the meet, one of the principles (Erin) disappears and is found having an odd stand-off with a suspicious ork in a nearby alley.

The next day, GameCon officially begins and the twins (especially Erin) are ready to go! Aside from the normal convention events, the highlight of the day is the chance to be one of the first to play a new, and highly anticipated, virtual RPG *Galactic Patrol: R.O.B.O.-Warrior Force, Seventh Edition*. Things don't go as planned, as DarkestShadowCon arranges for a plant to sabotage the twin's game session by being a complete fragging drek-head. The runners must be creative to keep things on track.

Day two is less about playing games, more about hitting the dealer's hall. Erin looks especially forward to purchasing several items, but none more so than a convention-exclusive retro-board game called *Gunshots and Ladders*. Unfortunately, a decker initiated a scam to buy up several valuable and/or convention-exclusive items (including *Gunshots and Ladders*) and get them out of the convention center. With the aid of a bribed cop, the decker also plans to sabotage the hall's power generator to cover his escape. Obviously, the runners can't let this happen, and they also need to make sure Erin gets her game.

With game in hand (hopefully), the runners then meet back up with the twins. However, they are unable to contact them at first. With paranoia quickly kicking in, they eventually find the twins in the middle of what can only be described as a fandom war, as fans of Neil the Ork Barbarian (whom DarkestShadowCon agitators egg on) are nearing riot conditions, with the twins smack in the middle of it. Worse yet, Lone Star starts to take notice and gets ready to bring the hammer down unless someone can de-escalate the situation.

Day three is a big one. The twins (and the runners) are scheduled to take part in a massive all-day LARP/gaming tournament, LARPing as, you guessed it, shadowrunners. However, by now DarkestShadowCon has had enough and hired a rival team of runners to kidnap the twins, using the LARP as cover. These runners are not under the same constraints as the players and have no qualms about getting a bit rough.

On day four they are summoned to Mr. Johnson's office, where they are either berated for their failure or congratulated for their success, then either tossed out on their collective hoops or paid.

SCENE 1: IT'S ALL FUN AND GAMES UNTIL ...

SCAN THIS

In the shadows, there are all kinds of jobs a runner may take, and playing escort/bodyguard is one of the more common jobs. But how many runners can honestly say they were hired to do a standard babysitting job while attending a fragging *gaming convention*? Well, in order to save his convention by fulfilling a deal with Erik Dreyfuss, Louis Gilbertson hires real shadowrunners to do just that.

Of course, convincing the runners this is a serious job offer may be a bit challenging. While chilling at their doss, the runners' fixer contacts them with a potential job, telling them Mr. Johnson wants to meet in a somewhat unusual place.

TELL IT TO THEM STRAIGHT

Summer absolutely *sucks* in the sprawl.

You plop down in your favorite seat, praying to ghost that your ancient A/C unit holds out until your next payday because the humidity outside is downright deadly. On the local news channels they're saying things like "record heat waves" and "no end in sight." Well, for now the air conditioning holds up and you have enough cred left over from your last job for a six pack of your favorite brew. You pop the top of a frosty bottle and down almost half before you hear a sound you never, ever, wanted to hear: the coughing and death-throws of your A/C unit.

Oh frag ...

Then, as if the universe is in on the great cosmic joke that is your life, your commlink goes off; your fixer's number flashes and his smiling visage looks back at you on the small screen. With your brew (and doss) rapidly warming, you accept the incoming call.

"Hoi there! Look, just got an unusual job request from a contact I'd hoped would never contact me again. Almost didn't take the call, but my nuyen detector outweighed my common sense. Anyway, not to scare you off but my old <sigh> acquaintance put me in touch with a Mr. Johnson who's got an interesting job offer. Simple babysitting gig, and should be easy money. But ... you'll need to talk to Johnson for more details. And no, this isn't some kind of set-up. It's just that this job may be ... Okay, I can't even say it, just go talk to Mr. J. and see for yourself. You'll know him as 'Lambda-3' once you get there. Trust me; you'll know it when you see it. If you want the job, fine, cred is cred. If not, I'd understand, but it's a virtual meet. I'll send you the Matrix address and instructions if you want to check it out.

If the runners decide to meet Mr. Johnson:

"Good deal, information incoming," your fixer says as your 'link indicates a received message. "Just remember, this may not be your standard run, but keep an open mind. Oh and are you okay? It looks like you're really starting to sweat."

When the players go to the meet:

According to the paydata your fixer provided, the meet takes place in an online virtual gaming site called *Battle Grid!* at 1900 tomorrow. Attached to the location is a temporary logon and password, along with instructions to meet in the "chat/assembly area" (a.k.a. the Pit) of a game

called *Bad CARma: Desert Zombie Holocaust!* Your contact is suspiciously *not* calling themselves Mr. Johnson, but rather "Lambda-3".

How about that? Mr. Johnson is a gamer.

After a quick trip through a couple Matrix grids, you log on and, thanks to the directory, find yourself in the virtual "racing pit" area, waiting for the current game to end. According to the game's leader board, Lambda-3 is in the lead.

A virtual window allows everyone to watch the game in progress. It takes place in a rocky desert, where several highly modified off-road vehicles blast away at each other with a myriad of weapons including: machine guns, rockets, jury-rigged weapons (such as catapults, ballistae, and welded-on melee weapons). All the while dodging—or in some cases, going right through—obstacles and/or hordes of undead. You watch as Lambda-3 cuts hard to the left, hood-blade cleaving clean through a dozen undead, sending gore and body parts flying. He then turns another car into a fireball with a well-placed rocket shot.

The match comes to an end with Lambda-3 ahead by over a thousand points and a dozen kills. All the remaining cars/players re-spawn in the pit, awaiting a new game. Another virtual window opens, and you see old and new names shuffle into open player slots for the next the game—except for Lambda-3.

A human male in a suit that's a cross between a racing suit and Viking armor then walks up to you. He removes his horned racing helmet and smiles. "Hey chummers, sorry for the wait, the game ran a bit long. Why don't you come into my virtual garage and we can talk some business."

BEHIND THE SCENES

After the introduction, Gilbertson takes the players to his private section of *Battle Grid!*, where he acts very un-Johnson like. Rather than engaging in any of the usual Johnson-runner shenanigans or guile, he readily introduces himself as Louis Gilbertson, Jr. and comes right to the point (he doesn't know too much about this shadowrunning thing, it seems).

He explains the situation with GameCon, DarkestShadowCon, and the Convention Center vote, but he doesn't mention the deal with Dreyfuss just yet. He says the soulless, sell-out corporate tools (his exact words) from DarkestShadowCon are looking to sabotage the convention, and he needs the runners' help. The way he describes the situation, it seems like he's trying to hire the runners for some kind of counter-sabotage job, or maybe extra security.

He then drops that the job is to escort two of his friend's fifteen-year-old kids during the convention.

Depending on how the players react, he either starts telling the players about the money or the job to get their interest—whatever it takes to keep them from walking away.

The payday is considerable, a whopping 20,000¥ per person. A standard opposed Charisma + Negotiation [Mental] Test earns an extra 1,000¥ nuyen per net hit (max 4). The job is rather simple: Escort the Dreyfuss twins, Aaron and Erin, during the convention (four days, with one meet and greet the day before) and make sure they have a good time. This includes doing things like participating in

RULES FOR THE RUN

There are some ground rules which Gilbertson lays out that are *not* negotiable.

1) The convention **MUST NOT BE DISRUPTED!** This is the most important and means no overt (key word there) acts of violence, property damage, or general mayhem can be perpetrated. If the runners must resort to violence of any kind, it needs to be on the serious down-low.

2) Unless it goes counter to their safety, the runners are at the twins' beck and call. The twins decide what they want to do and participate in during the convention. It's the runners' job to not only facilitate this and make sure things go smoothly.

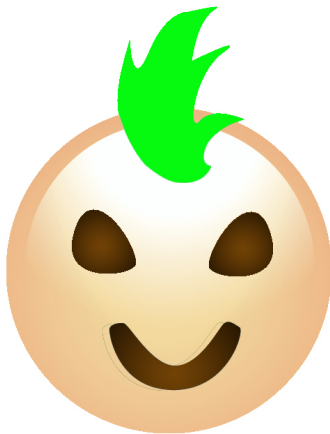
3) The local, on-site Lone Star officers don't know what the runners are doing, because their involvement could constitute a breach of contract. Therefore, the runners must avoid getting caught or into trouble. If the runners get arrested for any reason, Gilbertson will deny involvement, and the run will be considered a bust. Gilbertson, it seems, knows at least that much about the shadows.

games with them, checking out the dealer hall with them, general protection (of course), seeing to their basic needs, and generally doing what's necessary to complete the job.

The good news: the runners are free to accomplish the job however they see fit as long as it doesn't conflict with the rules. Gilbertson even hints at a bonus if the job is done extremely well (unfortunately, his idea of a bonus is various GameCon swag.)

Along with any necessary travel arrangements to the upper-mid-west of the UCAS near Springfield, Gilbertson also provides the players a "base of operations" (meaning a room) at one of the hotels connected to the convention center, convention badges, and a special credstick coded to get free food at all convention concession stands. He even throws in some convention swag like t-shirts, shot glasses, backpacks, and so on, if the runners want them.

Once (or if) the runners agree, Gilbertson nerds out and goes on about how grateful he is and how this will be "a totally wiz experience!" Finally, he gives the players a commcode at which he can be reached once the players get to their hotel.



His final words before logging out: "See you at the convention!"

PUSHING THE ENVELOPE

If there's time and the players are so inclined, they can play a round of *Bad CARma* with Gilbertson. Depending on how well the players perform, give them a possible additional +1 Loyalty (gamemaster discretion) at the end of the adventure if the players complete the job and give Gilbertson a good challenge with good sportsmanship.

DEBUGGING

Depending on the player characters, this scene could go in several directions. Hard-boiled, veteran runners may find this kind of job beneath them, a joke that could damage their rep. If the players are unsure about taking the job, push the above-average payday.

On the other hand, there's nothing that says shadowrunners can't be uber-game nerds! There is also the chance some runners may think of this as a kind of dream run and may be enthusiastic about taking it, seeing it as a chance to indulge in their own gaming pleasures while also earning a hefty payday. Play up either attitude.

SCENE 2: NOT-SO-SILVER LININGS (DAY ZERO)

SCAN THIS

It's the day before the start of GameCon and time for the runners to meet their clients (joy). After arriving at the C.F. Madison-Drundy Hotel, the runners head to a local restaurant to meet the Dreyfuss twins, Aaron and Erin. After some social pleasantries and a free meal, the runners officially begin the run by escorting the twins back to their hotel, a few blocks away. Unfortunately, Erin becomes curious about a suspicious vehicle across the street which could cause a scene and blow the job before it begins.

TELL IT TO THEM STRAIGHT

As you arrive at the C.F. Madison-Drundy, the sidewalks and thoroughfares are already a sea of convention goers. They fill almost every square centimeter of available space, clumping into groups talking about the upcoming events, or hurriedly rushing from one place to another; while others carry various stuff to set up booths in the convention center.

Unfortunately, your hotel lobby is much worse. Packed with long check-in lines, the staff works feverishly to get guests and their belongings into rooms. When you get to the main desk, you find Mr. Johnson was good on his word and a room awaits you. A quick AR key downloads to your 'link and soon you're on your way up.

Wait ... why does the AR key indicate ... *how many people are going to be sleeping in this room?!?!?*

Once the runners are at their room:

After everyone is crammed into your room, your commlinks go off, indicating a message from Gilbertson. "Oh hey, I just got a system ping that you're all checked in. Good. Well, you got a few hours to get settled in because I've arranged a meet with Mr. Dreyfuss and his kids in three hours. It's at DB's, a local Asian bar and grill that's quite popular around here. After dinner, you can begin your job, or run, or whatever you call it. Just tell the hostess you're part of the Dreyfuss party when you get there. Also, after this call, we won't have much direct contact with each other because I'll be busy with convention business. So good luck and get in touch with me after the con for payment!"

Great, now you have three hours to kill.

Once the runners arrive at DB's:

After a five-minute walk, you enter DB's and the appealing smells of cooking food greet you. Looking like a respectful establishment, AR menus advertise reasonably-priced items and drinks, but the Mongolian grill is the main attraction here. The meat station even has some *real* meats available (for an additional fifty nuyen per bowl of course) alongside their soy equivalents. Serving drones wiz overhead, refilling drinks or bussing old dishes away with the coordination of a well-trained pit crew; all while customers raid the food bars and grill station. At least there's a real-life hostess. She looks up from her commlink with a polite smile and asks for a reservation.

Once the runners are at the Dreyfuss table:

One corner of DB's is a reserved area currently serving three individuals. As you walk in, a gangly, slightly balding,

human male in his mid-forties stands up. Wearing a pair of horned-rimmed smart-glasses, a plaid grey suit, and a tie that looks like someone from the salad bar threw up on it, he smiles to you all and starts speaking in a high-pitched and nasally voice.

"Hoi hoi, there chummer! Hope everything's five-by-five with ya and that you didn't get any static getting here! <snort>. I'm sure *Mr. Johnson* has given you all the scan you'll need, so I won't bore you with details. So please sit down, order some drinks, and we'll talk biz!"

After the ork leaves, one way or another, Erin looks at the runners and says:

"Every year he's been here. I wonder what was in the bags. Could be like body parts or even better, toys! As long as they're not made out of body parts because that would be gross. Guess I'll have to wait until next year. Oh, hey! You're gonna be my *bodyguards*? *Wiz!* Looks like I got me some *con buddiez*! *giggle* Well, now I'm hungry, let's get some *tofu!* *Woooooo!!!*" She then skips back into DB's.

BEHIND THE SCENES

The set-up for this scene is a simple one: Give the runners a taste of what they'll be dealing with when attending a convention with their clients, Aaron and Erin Dreyfuss.

When the runners arrive at DB's, Erik Dreyfuss is quick to try to prove his street cred by talking in exaggerated runner lingo from over a decade ago. In reality, Erik thinks of himself as a runner gone legit. While he may have had a modicum of experience, he's still very much the poser he was twenty years ago. Right off the bat he tries to engage the runners in some kind of shop talk, forgetting to introduce his kids until at least ten minutes into the (one-sided) conversation.

For Aaron, that's not a problem. He continues playing some AR game on his Fairlight Caliban commlink. When finally introduced, he simply gives an off-handed two finger salute and a simple "Sup" without looking up. He's not being particularly petulant or purposely rude; he's just invested in his game.

When Erik goes to introduce his daughter Erin, he looks around in bewilderment, quickly realizing she's gone. Confused and slightly panicked, Erik looks around, almost ready to call Lone Star (yeah, what a runner thing to do) when Aaron casually tells him she went to "check out that silver Alero" she's been going on about over the past twenty minutes.

Erin is easy to find. All the players have to do is look out the window.

In an alleyway across the street, they see Erin in her current cosplay outfit, an anthropomorphic white cat, engaging in what appears to be a standoff with an ork wearing hospital scrubs standing next to a silver 2065 GM/Olds Alero, loading three black plastic bags into the car. No matter how the runners respond (and Erik says they have to do *something*), neither the ork nor Erin do anything. She just stands there looking at him in awe, while the ork looks at her with bewilderment as he slowly put the bags into the Alero. If the runners make no move to stop the ork, he simply

PLACES OF INTEREST

C.F. Madison-Drundy Courtyard Hotel

A popular destination for GameCon attendees, the CFMD-C (or just CMC) is located just twenty-five meters from the Convention Center grounds. A fifty-story building, it boasts the usual amenities expected of a four-star hotel plus the added benefit of free breakfast, lunch, and evening drink options (if you like cheap soy foods and watered-down drinks) for its patrons. The staff is courteous but the hotel is also known as a bit of a party location, with room parties happening every night. One such party, hosted by a group known only as “the Scotch Squad,” is particularly infamous.

Security is known to be somewhat tight, especially during conventions. Lone Star officers looking for extra pay augment physical security. It’s not uncommon for LS officers to either break up these parties or join in, depending on the circumstances. With the high volume of guests and attendees, the hotel’s Matrix security and services were upgraded with the latest protocols. An off-site security company normally handles Matrix security but during peak events, a group of security spiders are hired to work on-site to handle any problems

gets in his car and drives away. If confronted, he jumps in his car with lightning reflexes and floors it (see **Debugging**).

When Erik notices Erin gone, others in the restaurant start taking notice of Erin and the Alero.

After the encounter, Erin goes back into DB’s (see text in **Tell It to Them Straight**). After everyone is back in the restaurant, Erik (now a bit sweatier) takes his leave and leaves the twins in the runners’ care. The runners can either stay for a bit and get a free meal or immediately take the twins back to the hotel room (which is one floor above the runners).

PUSHING THE ENVELOPE

If any of the runners have complaints about their accommodations, Gilbertson says they were the best he could do on short notice because every hotel, motel, hostel, truck stop, and even campground within twenty kilometers is full. However, the runners do have options! The team’s hacker could try and break into the hotel’s node. It turns out there’s a suite on the twentieth floor that’s being held until Sunday. The system is a bit over-loaded at the moment, making it easier to get the team an upgrade. If the team’s hacker goes for it, they find another hacker also has their eyes on the same prize.

Matrix fight!!!

Note: This won’t be a fight to the death/bricking. Give the team’s hacker a decent challenge, but if they get two marks on the mystery decker’s cyberdeck, the opponent

disengages. However, the runner can handle it however they want. Use Red Aaron stats (see **Cast of Shadows**) for any enemy Matrix actions in this scene. Heck, for kicks go ahead and make it Red Aaron! Don’t forget those pesky Overwatch Scores.

DEBUGGING

This scene is a basic meet-and-greet, with the main idea of introducing the Dreyfuss family. The encounter with the ork isn’t meant to be a combat scene, but one of those odd things that sometimes happen. The “ork” can be anything the gamemaster wants: a flesh-and-blood metahuman, a disguised mage, or even a free spirit. No matter what the runners do, the ork will get away for the runners to have a “What the frag?” moment.

HOST: C.F. MADISON-DRUNDY COURTYARD HOTEL

Rating	Attack	Sleaze	Data Processing	Firewall
6	5	6	10	6

Installed IC: Blaster, Marker, Patrol, Probe, Tar Baby, Track
Slaved Devices: N/A

Spiders: Use “Red Aaron” from Scene #4—**Cast of Shadows** and refer to **Pushing the Envelope** in this scene.

Sculpting: Recreation of hotel lobby, IC looks like hotel employees.

Security Procedures: Patrol IC runs at all times. If an intruder is detected, the host alerts the security spider. The host uses IC in this order: Tar Baby, Marker, and Track. If any fail or the intruder tries to compromise the system (by an Edit Files action, for example) and is not successful, Blaster IC is deployed.

DB’s Asian Bar and Grill

A slightly above-average eatery for this area, DB’s has become a convention staple as a place to go for the “latest Pan-Asian North-American Fusion cuisine.” While mostly automated, it still has a regular wait staff, but the biggest draw is a Mongolian-style grill four to eight people man, depending on business. On weekends and for special occasions, DB’s is known to bring in local cooking adepts for energetic culinary mastery demonstrations. The food may be good, but the show is better.

SCENE 3: THERE'S ALWAYS ONE AT THE TABLE... (DAY ONE)

SCAN THIS

It's the first day of the convention, and the twins are ready to get their game on. There's a lot of wandering and looking for the first few hours, but the highlight of the day is a session of Synergist Game System's newest edition of their hit VRPG, *Galactic Patrol: R.O.B.O.-Warrior Force, Seventh Edition*. The twins signed up for the first official game of this new edition and are quite excited (Aaron even looks up from his commlink). What the players soon discover is that Gilbertson arranged enough seats for all the runners at the table as well.

Yep, it's time for a rough bunch of shadowrunners to sit down and play a role-playing game.

The twins and the players aren't the only ones who secured seats at the table. Another gamer, one of many DarkestShadowCon hired, is there to deliberately sabotage the game. The runners may have to do something about this, but without breaking any of Gilbertson's rules.

TELL IT TO THEM STRAIGHT

After the weirdness at DB's, a good night's sleep was the right call. At 0700, you're just about to roll over and catch a few more minutes when you hear a shrill voice call out "Wake up con buddieeeeeeeesss!!!" Your eyes snap open, and it's all you can do to not bolt out of bed and go for your nearest weapon. Standing by the doorway in a very elaborate costume that look like a cross between bad fantasy, Victorian garb, and neo-steampunk is Erin, eyes and grin wide with her body practically vibrating in anticipation. Aaron leans up against the wall, wearing more casual attire but again playing with his commlink, oblivious (or

MY CONVENTION SCHEDULE: DAY ONE

By Erin

Thursday:

- 0500: *I love military time!* GET UP!!! (And wake up Aaron, no matter how grouchy he is.)
- 0501: Shower and put on Costume #1 (in that order, no repeat of last year).
- 0630: (hopefully) Finish putting costume on, final stuff check. (Don't forget bottles of MegaBoost Cola)
- 0700: Wake up Con-Buddies (YAY!) and start exploring, maybe breakfast.
- 1000: First game of the day, GP: ROBO. Gonna play the *drek* out of this!
- 1400: Wander halls, look good (take pics w/ Con Buddies and let peeps take pics of my wiz costume!)
- 1500: Dealer Hall, play demo games! (Check on *Gunshots and Ladders*, SQUEE!!!)
- 2000: Food? Look for pick-up games (if Aaron isn't too grumpy).
- 2100: Sneak into Tree-Legged Centaur for "drinks" (even though Aaron will be grumpy at using gifts to get in).
- 2300(ish): See if there are any room parties (look for that "Scotch Squad" group, we're so *bad*!)

The Pros and Cons of Con Food

Even though the runners were given unlimited access to the concession stands, consuming nothing but convention food isn't always the best idea. Everything in the Sixth World comes with a price. In this case, the price is the possibility of fragging with the runner's digestive systems. The food isn't exactly spoiled; it's just not the best quality or kept exactly fresh. So if the runners hit the concession stands, have them make a Body + Willpower test against a Power 3 (Stun) Nausea toxin approximately thirty minutes to one hour after consuming convention center food. Anything that increases toxin resistance (quality, augmentation, natural, or magic) can be applied to the resistance test.

Erin and Aaron, being young, resilient, and annoying, are immune to the effects of the food.

If the runners don't find/use an alternate source of sustenance, then increase the power of the toxin by one for every *consecutive* meal/snack of con food they consume. Any glitch on the resistance test means the runners have 1D6 minutes to find the nearest restroom. On a critical glitch ... well, make it messy. Gamemasters shouldn't be obvious about the cause of the toxin and should make it seem as random as possible to keep the runner/players guessing and let them continue eating con food.

apathetic) to the scene. "Sup" he says before going back to his 'link.

How in the seven hells did they even get into the room?

After you get a chance to get ready, you all head to the convention center. Even at this un-ghostly hour, the place is packed with attendees, most of them congregating at the concession stands, feeding the need for a double-shot of soykaf. Others wait outside the doors of convention halls, waiting for their events to begin. Meanwhile cosplayers in elaborate costumes of every kind—you've already seen six Neil the Ork Barbarians, and only one was a real ork—pose for holo-pics. That group next to the main entrance—are they actual runners? They sure look like it. With the amount of AR spam identifying various rooms and informing the attendees of every single fragging event going on, it's enough to give a technomancer a headache.

Even the Lone Star flatfoots on duty seem irritated at being up this early. (Note: See Scene 5 for Grunt stats)

Ugh, maybe a nice cup of kaf would be a good idea, and you happen to have an unlimited food account at the concession stands ...

BEHIND THE SCENES

At about 0940, after some wandering and doing stuff, Erin informs the group they need to get to Hall C-4 (which happens to be at the opposite end of the convention center) for their scheduled game of *Galactic Patrol: R.O.B.O.-Warrior Force, Seventh Edition*. After a mad dash through the crowds (which, if the runners feel so inclined, they can do whatever they feel is necessary to expedite the trip as long as they don't break the rules), they arrive at Hall C-4 and find the place a mad house.

GAME UNITS, NODES, GRIDS, AND GAME PLAY

Similar in operation to simsense, the Sony Gladiator game unit is a self-contained piece of equipment that can be attached to commlinks (treat as a simsense player) or accessed directly via direct neural interface (DNI). The result is a limited VR/sim (cold-sim only) experience that allows the players to play in a specific environment on a pre-programmed game node—in this case, *Galactic Patrol: R.O.B.O.-Warrior Force, Seventh Edition*. The game can be played via ARO with no sim components, but that option is somewhat unpopular with most players.

The GM has direct control of every aspect of the game, assisted by a custom “gamesoft”, operating it similar to how a rigger would operate drones/vehicles. Each Game Unit is linked to a central table node which in turn is connected to the larger mini “game grid”. This grid is NOT connected to the matrix, consider it a stand-alone system. However, all other matrix rules apply on this mini-grid, except for overwatch scores. Demo team agents do have the ability to deactivate any game unit at any time *if* (key word) tampering is detected. The demo team has a spider that monitors the grid. (Use “Red Aaron” stats in *Cast of Shadows*.)

A commlink or cyberdeck is required for direct interface to the game node. While ‘decks are allowed for game play; owners are required to allow the SGS demo team *full access* (placing 3 marks on or full admin access, GM choice) to the ‘deck to prevent any game tampering. Because of this rule, most players choose to go with a commlink. Normally, each table usually stays on their own node, but for larger events, nodes can be accessed via the mini-grid per normal matrix rules.

HOST: SYNERGIST GAMES GAMING HOST

Rating	Attack	Sleaze	Data Processing	Firewall
5	4	5	10	5

Installed IC: Marker, Patrol, Probe, Tar Baby, Track

Slaved Devices: (see above descriptions)

Spiders: (see above description)

Sculpting: Main “node” looks like gaming hall, each game node looks like currently loaded gaming environment

Security Procedures: Spider on duty at all times while games are in play. If spider or Patrol IC detects an unauthorized user or someone attempts to tamper with the game, Tar Baby IC is launched while the Spider attempts to identify the unauthorized user. Track and Probe are launched simultaneously if an unauthorized user is detected. If the unauthorized user is revealed, they are booted out of the

Interest in the new edition of *GP: Robo* is at an all-time high and attendance is already beyond scheduled capacity, with most of the players with generic tickets clamoring to get game staff to open more slots, hoping they will be awesome enough to not turn away any willing players.

They’re blocking the entrance and ready to riot if things don’t go their way.

Erin starts to get upset because they’ll be losing valuable game time. Even Aaron is looking a bit miffed and actually grunts.

Before things get too out of control, one of the Synergist Demo Team agents on duty, an elfen female with curly red hair and an ARO name tag that reads “Kristina” stands up. With a voice that’d make a Marine drill instructor back off, she calls for the crowd to shut the frag up, which they do with astonishing speed and synchronization. She then informs everyone present (at very high volume) of the proper instructions for sign in, to which they comply with the same level of efficiency as before.

Aaron actually makes a comment: “She’s scary. I like her.”

Once the crowd is organized and oriented, Erin, Aaron, and the runners are now able to see the ARO indicating their table. The gamemaster is already there, and game units are already set up.

If the runners don’t sit down or try to leave, Erin informs them she has tickets for all her con buddies. Should any runners try and refuse, tears well up in Erin’s eyes and Aaron gives them a “Not cool, man” look.

Once everyone is seated, the gamemaster passes out the game units and says it’ll be minutes before the game can start, as they’re waiting for the final player to arrive. In the meantime, the players can upload a previously created character or pick a pre-generated one from the SDT’s character files.

While everyone gets ready, the gamemaster, a human male in his late thirties wearing smartglasses and sporting a widow’s peak welcomes everyone to his table. He starts going on about the game and takes every chance he can to drop the fact that he’s also a contributing freelancer who wrote several Synergist products. He’s friendly but has a bit of an ego.

As the runners make their character choices, the last member arrives. He’s a human male, approximately twenty-five years old, toting a homemade crate on wheels filled with assorted game materials and snacks. His ARO nametag says “Krank,” and he wears a t-shirt that says “L33T” on it (how retro). He looks at everyone with disdain before taking his seat and announcing “I have spent a lot of time crafting my character and configuring my R.O.B.O. GM, do you wish to evaluate it before we begin?” The gamemaster simply replies that he’s going by the honor system.

Krank just rolls his eyes.

With the players assembled, the gamemaster has everyone sync their commlinks (or other devices) to their game units so they can begin. Things go well at first, the gamemaster does a fine job setting up the scene and gets everyone involved. However Krank becomes irritable, urging they “just get on with it” and states repeatedly that he paid good money for this, and the gamemaster is only hurting his performance rating.

Pushing on, when the table finally gets into some combat, Krank tries to run roughshod over everyone at the table, becoming pushy, barking orders, criticizing every decision/move the other players make, and taking every opportunity to challenge every minute game rule or monopolizing the gamemaster’s attention with nit-picking or rules clarifications.

Outside of combat, Krank tries to make the game all about his character, even going so far as to sabotage Erin’s character and outright antagonizing Aaron. At first, the gamemaster is able to shut Krank down, and the player

GAMEMASTERING SYNERGIST GAME SYSTEMS' GALACTIC PATROL: R.O.B.O.-WARRIOR FORCE, SEVENTH EDITION

Background:

Almost a decade ago, Synergist Game Systems (SGS) obtained several gaming licenses and intellectual properties following the massive data loss of Crash 2.0 and the subsequent data reclamation period. When the original license and IP holders never showed or chose to give up their property rights, SGS picked up several extremely popular properties such as the Karl Kombatmage VRPG line. However the property they banked on a lot in recent years was a game line called *Galactic Patrol: R.O.B.O.-Warrior Force* (or simply *GP: Robo* for short). Unfortunately when SGS first obtained *GP: Robo*, all they had to work with was an incomplete core rule book. So after a year of filling it out, the First Edition of *GP: Robo* was released with a ton of fanfare ... and completely bombed on its first release.

Despite the criticisms of overly complex rules and game play, rules errors, poor editing, and overall poor story, SGS still didn't let the game go and released a slightly better Second Edition a year later. A year and a half later, Third Edition came out and two years later, Fourth Edition came out. Fifth Edition was released two years after Fourth and lasted only six months before Sixth Edition came out. This one actually showed some legs. Eventually, *GP: Robo* gained enough of a cult following and decent enough fan base that an eagerly awaited Seventh Edition was announced. GameCon is Seventh Edition's official release.

Story:

The players (the twins, the runners, et al) are newly commissioned ROBO-Warriors of the Terran League (centered on Earth) on their first assignment to the Galactic Frontier Region of League space. Their job is to protect the various colonies, fight galactic pirates, repel alien incursions, respond to emergencies, and investigate any suspicious anomalies. Assigned to Team Omega, the players are assigned their own R.O.B.O., a mechanized suit of battle armor with modular weapon hard points.

Running the game:

This is a game-within-a-game scenario. The runners sit down with the twins to play a VRPG. So the (real-life) gamemaster has to adjust. There is no specific plot for the gamemaster to follow—they are free to make up whatever scenario they wish for the Robo-Warriors, or they may be as abstract as they want, glossing over the details as needed (see **Debugging** below). If the gamemaster needs a quick scenario to get things started, here are a few suggestions.

1. A trade delegation from the planet Antax Prime crash-landed on the swamp planet Gargon Six. Gargon Six is home to a barbaric tribe of amphibious, xenophobic frog people who sacrifice (and eat, in that order) the delegation if they are caught.
2. Pirates attack the Columbia One Space Colony in the Kuiper Belt. The twist is, the pirates have their own ROBOS!
3. A distress call from a Galactic Patrol ship is received, from a ship has been missing for almost fifty years!
4. Your commanding officer, Colonel Neil Strongson of Dauntless Base, is acting weird and is issuing a lot of odd orders. You find out the Metal Men (and Women) of Monat Major are attempting to take over the base!
5. A portal opens up on planet CTS-475-B. When you are sent to investigate, you come face to face with ... yourselves!
6. The Spider-people of Arachnidonia decided they're just sick of humans and decide to make a break for Earth. You're part of the first group to encounter them and their deadly new weapon!

seems to acquiesce. The game continues. Soon both Erin's and Aaron's characters seem to run across the worst luck. Their dice roller apps keep rolling poorly, almost killing them both. Erin becomes frustrated, and Aaron looks like he's about to reach over and strangle Krank. Aaron tries briefly to go after Krank in-game, but his dice fail him again.

Still, Aaron and Erin really get into the game. Aaron becomes animated and throws himself into his character, showing initiative and surprisingly good leadership skills, with Erin backing him up all the way. If not for Krank's efforts, the twins would be kicking some serious hoop.

At some point, have the runners make either a standard Perception + Intuition [Mental] (4) Test while having any hackers roll a standard Matrix Perception test: Computer + Intuition [Data Processing] versus Logic + Sleaze [Data Processing]. Non-Matrix runners notice Krank has a cyberdeck hidden in his crate, and hackers notice he's spoofing the twin's game units with a hidden cyberdeck, screwing with their dice rolls (consider him to have three

marks on each). In other words, he's on his own little shadowrun.

It's up to the players to handle the situation however they see fit, always keeping the job's rules in mind. The runners can either let the gamemaster know what's going on and he deals with Krank ... or they could have a bit more fun and show this wannabe and cheater what a *real* run is like.

Depending on how the runners handle Krank, they eventually see him at the Synergy Demo Team HQ table, complaining about his poor treatment to a tired demo agent who just wants Krank to leave. Eventually, Krank becomes extremely disruptive and asks to see who's in charge. In reply, a huge troll wearing glasses bearing a nametag reading "Bob" steps out from behind a tarp wall and speaks with Krank. The conversation ends with Bob lifting Krank up by the face and setting him down outside Hall C-4 and telling him not to come back.

PUSHING THE ENVELOPE

During this scene and during the rest of this mission, there's the potential for a lot of down time or, conversely, way too much to do. Trying to pack every little thing that can be done at a convention into a standard four hour(ish) mission is just not possible.

That doesn't mean the gamemaster can't throw a few tidbits in here and there. This is one of the few times they could walk around in full runner garb and no one bats an eye. If the runners are careful and keep any smartlink systems off, they can also walk around with their weapons, provided they do something to disguise them into looking like props (Armorer + Logic [Mental] (3) or Disguise + Intuition [Mental] (4) to accomplish this).

If the runners are decked out, they are stopped frequently to pose for holo-pics. Erin thinks this is extremely wiz, and on day three she makes her own runner costume.

As stated above, the gamemaster is also free to make up any random encounters or scenarios they want, especially for the *GP: Robo* part of the scene. If a gamemaster needs more, there are other possibilities, such as the group joining in a pick-up game after the *GP: Robo* session, testing out a new product in the dealer hall, or hanging out with a lot of other gamer geeks.

DEBUGGING

The biggest issue the real gamemaster is going to face here is time management. *GP: Robo* is basically running a game within a game and can eat up a lot of time, so it's best to keep the in-game stuff brief; get to Krank's shenanigans and the runner's response quickly. Be as abstract as you need, concentrating on what Krank does and how the runners respond. If you have unlimited time, however, do what you want!



SCENE 4: LIMITED TIME OFFER (DAY TWO)

SCAN THIS

With the first day of the convention (and the run) complete, the runners gear up for day two. Erin is her normal excited self, and she has taken a shine to her con-buddies. Even Aaron seems a bit more open and involved.

While the first day was about the twins playing every game they came within twenty meters of, day two is all about the dealer's hall. Both twins have a very long (and expensive) wish list to fill. Unfortunately dealers all over the hall are running out of popular products sooner than expected for unknown reasons. This isn't a problem until Erin finds out an item she has been desperately waiting on for almost two years has sold out.

The once-excited teen now seems like her world has ended. However, Aaron has reason to believe there is a larger scam at work. He offers the runners a chance at a nice bonus to their payday if they can determine who is scamming the dealers and secure the particular item for his sister.

TELL IT TO THEM STRAIGHT

Day two of GameCon starts pretty much like the first, except this time Erin actually lets you all sleep in until 0730 (how nice of her). This time she's wearing a rather elaborate costume of Danlis, a warrior maiden and special ally of Neil the Ork Barbarian. She's quite proud of it, as evidenced from the detailed description she gives about its fabrication and the character.

After a quick breakfast, it's back to the convention center. While yesterday was all about playing games, today is all about the merchandise. GameCon is *the* place for game companies to debut (and sell as convention exclusives) their newest and hottest products, and the twins have a massive shopping list. Everything from the latest online sim-games to VRPGs to gaming accessories, collectables, and even vintage games of all kinds are here.

Okay, most of them are.

As you start prowling the dealer hall, Erin takes extreme delight in showing and telling you about every single game you come across. However, as you try to fill the twin's wish list, you quickly learn several vendors are already running out of their more popular items, and it's only the second day. Aaron takes it in stride, but Erin becomes more anxious and her personality does a 180 the further into the hall you go. She murmurs something about "they better not be out ..." under her breath.

At first it just seems like the dealers are selling out faster than expected thanks to increased con attendance. As you go though, you hear rumors starting to spread about a possible scam, and people are getting irritated. After hearing this, Erin takes off like a shot for the Yesteryear Games booth, run by a game company specializing in vintage and re-issued board games. When you arrive, you see a line over hundred people long, but Erin is determined and defiantly gets in line.

Unfortunately, after an eighty-minute wait, AROs announce several of their convention exclusives (including the one Erin seeks) sold out. Erin literally falls to her knees and starts to cry.

Well, that was unexpected.

MY CONVENTION SCHEDULE: DAY TWO

By Erin

Friday:

-0530: Sleep in (yesterday was sooo tiring but fun!)

-0531: Shower and put on Costume #2 (**in that order**, no repeat of yesterday).

-0630: (hopefully) Finish putting costume on, final stuff check. (Note: buy more packs of Mega Chocolate-Banana and Slaying Strawberry Crème Soy Pokey!)

-0730: Wake up con buddies (they need some extra sleep).

-0800: Dealer Hall open. Buy stuff!!!!

-? Leave dealer hall, find more stuff to do. Maybe some more games in demo area. Eventually eat and use restroom.

BEHIND THE SCENES

What the runners don't realize is that a dwarven decker known as "The Red Aaron" (not to be confused with Aaron Dreyfuss) is running a scam designed to secure convention exclusive merchandise. Over the past two days, he initiated a massive hack by spoofing dozens of low-device-rating commlinks belonging to convention attendees. He then used those 'links to make shotgun purchases when the booths opened up for Matrix sales. Within the first two hours of the dealer hall being open, The Red Aaron already accounted for eighty percent of the available products. He also spoofed several prominent vendor nodes to override their limit on Matrix purchasing. The vendors, already busy dealing with convention issues, don't notice what's going on.

Now The Red Aaron's problem is collecting his swag. All Matrix sales are taken to a special claims area for pickup, but having only one person show up for so much merchandise would attract attention and suspicion. So how does The Red Aaron plan on handling this? He destroys one of the hall's power generators with a custom plastic explosive bomb (see details below) and a bribed Lone Star officer's help running interference. The Red Aaron plans on walking out the back door with his bounty in the confusion with Officer Limeon's help and a few conveniently placed carts.

Unfortunately one of the vendors The Red Aaron targeted was Yesteryear Games and all their limited-edition, special re-prints of the classic *Gunshots and Ladders* board game. Erin hasn't told the runners that one of the few good memories she has of her mother, before she left, was playing *Gunshots and Ladders*. Now Erin has convinced herself she can re-claim that joy by getting this *specific* game. Unfortunately, only thirty were produced as GameCon exclusives.

When Erin breaks down, Aaron takes her to a corner of the hall and tries to calm her down. While he's doing that, the runners' commlinks go off, indicating an incoming message from Aaron. He explains via the 'links the story behind the board game and why Erin wants it. He also explains that while they were walking the hall, he did some quick Matrix snooping and found evidence of the scam.

YESTERYEAR GAMES AND GUNSHOTS AND LADDERS

According to the ARO hovering over their booth, Yesteryear Games is “*THE* source for retro-board and classic card games!” An attached Matrix link gives a quick company history and a breakdown of the company’s current and future product roster. With the rise of interactive Matrix technology in the 2020s, there was a sudden bottoming out in the physical game market (card and board games especially). Various games and game licenses quickly fell into public domain where they languished unclaimed until about 2045 where a small, but dedicated market of collectors started a small revival. By 2048, these antique games were becoming sought-after collectables.

One company, Not-Bored Games, saw the coming nostalgia trend and quickly bought up the rights to hundreds of intellectual properties and re-branded as Yesteryear Games. Over the next decade, they cornered the physical card/board game market and started re-releasing several classic games as “Elite Limited Editions.”

One of the most sought-after board games on the market is the classic *Gunshots and Ladders*. Original copies of the game have fetched thousands of dollars at auctions. In 2068, three original unopened units sold for over 200K. When Yesteryear announced an elite edition was in the works, fans went crazy.

Supposedly based on the Night of Rage (how nice), players are denizens of an unnamed sprawl who move along the board trying to get back to their sprawl apartment via fire escapes. Each player rolls two six-sided dice to advance, and every time two ones are rolled, each player must roll to dodge incoming fire. Those who fail fall to the ground and may die. At the very least, they

He’ll pay the runners an additional five thousand to find this decker and secure a copy of *Gunshots and Ladders* for Erin.

That’s great, but when did Aaron become a hacker?

If the runners accept the deal, Aaron gives them an ID/commcode to a commlink he says was communicating with The Red Aaron just a few minutes before Yesteryear Games announced they sold out. With a Computer + Intuition [Data Processing] vs. Red Aaron’s Logic + Sleaze [Data Processing], the runners can trace the link. Only problem is that it belongs to one Officer M. Limeon (Lone Star Security, see **Cast of Shadows**), one of the Lone Star

flat-foots working security. While the runners do their thing, Aaron says he’ll take his sister back to the hotel while they complete their task.

It is up to the runners as to exactly how they are going to deal with Officer Limeon and The Red Aaron. As always, the runners have to remember the rules and the fact Officer Limeon can call for backup. A cop with a few years on the job, Limeon isn’t a pushover, but he doesn’t stick his neck out very far for The Red Aaron should things get rough. He can also be talked into backstabbing The Red Aaron for a mere seven thousand nuyen (the amount he was getting paid in the first place). The runners can handle this anyway they see fit, from outing The Red Aaron, to humiliating him, to maybe striking a business deal with him, or even claiming the swag for themselves. There’s no single right way to do this, as long as they secure a copy of *Gunshots and Ladders* for Erin.

No matter how they handle this, the runners should also stumble on evidence of the plan to disable the generator, and they should do something about it. If The Red Aaron feels threatened, or if the runners come at him head-on, he remotely detonates the bomb to cover his escape. The white phosphorus bomb is attached to the hall’s power generator located just outside the hall/main building (the unit is located outside, next to the hall’s emergency exit).

The Red Aaron can be found near the back emergency exit, sitting in a chair (wearing a convention STAFF shirt) ten meters from the merchandise claim area.

If activated, the bomb slugs the unit, cutting off all power to the dealer’s hall (lights, Matrix, etc.). It has the following stats (DV 10P, AP –2, Blast –2/M). To disarm it, a Demolitions + Logic [Mental] (4) Test is required. If the runners are unable to disarm the bomb, they can (if they have the right gear) make an opposed Electronic Warfare + Logic [Mental] Test versus The Red Aaron’s Electronic Warfare + Logic (6 + 6 limit 7) to jam the detonation signal. Or, the team’s hacker can simply go after The Red Aaron’s deck, or the team can just take him out before he triggers the bomb.

DEBUGGING

Aside from denying Erin her game, the Red Aaron’s plan could blow the runners’ cover or disrupt the convention, not to mention get Lone Star on their hoops. Once physically cornered, The Red Aaron doesn’t put up much of a fight, but he attempts to run if discovered. If the runners enact a reasonably subtle plan, or figure out how to cover up their actions, the gamemaster should give them a reasonable chance for success.

SCENE 5: YOU CALL YOURSELF A *REAL* FAN? (DAY TWO, CONTINUED)

SCAN THIS

As soon as they've dealt with The Red Aaron, the runners go to meet back up with the twins at the hotel. Before they get there, though, they get a message from Aaron, telling them where they are and to hurry, because Erin is about to lose it and someone is going to get hurt.

It seems a group of convention attendees and self-styled experts in all things Neil the Ork Barbarian have cornered Erin, criticizing her for her "inaccurate" costume (among other things). Normally, Erin would be more than able to handle herself, but she's already upset about the incident in the dealer's hall and isn't in the mood to put up with anyone's drek at the moment. What Aaron is afraid of is that Erin will snap and accidentally out both of them as technomancers, but he's too distracted to answer his 'link.

The runners need to get there before things get any uglier.

TELL IT TO THEM STRAIGHT

With a copy of *Gunshots and Ladders* in hand (hopefully), it's time to link up with the twins and deliver the package. Hopefully, this makes Erin happy and puts her in a better mood. As you walk back through the dealer's hall, you try to send a message to Aaron, asking where to meet, but he doesn't answer. You send a few more messages, but still no response. Your worst fears start to kick in.

After the runners find the twins:

You turn the corner and see the twins at the far end of the concourse amid what appears to be a small group of cosplayers, each looking like rejects from a Neil the Ork Barbarian sim. It dawns on you that's exactly what they're cosplaying. The Neil fans appear to surround the twins and the leader of the "tribe" (a male ork in his early twenties playing as Neil despite a decidedly non-Neil physique) alternately points a pudgy finger at both Erin and Aaron. Even at twenty meters away you can hear faux-Neil berating Erin's costume, saying something about "Danlis didn't find the Jewel of Solaris until season four and yet your costume is clearly attempting to be her outfit from season three. Can't even get your research right? What kind of fan are you? I bet you're just a poser trying to get attention. Wannabes like you make me sick!" His tribe echoes faux-Neil's sentiments with snide remarks of their own.

At this point Aaron positions himself between faux-Neil and his sister, trying to defuse the situation by saying it's not about the details, it's about being fans of the show, so why can't we all just stay frosty about it? Meanwhile, Erin looks like she's about to go feral on these drek-heads. Fortunately, this area just happens to be mostly clear of convention goers at the moment with only a few small groups walking by or observing the scene. A few of them even look ready to jump in.

Standing nearby are two Lone Star officers monitoring the situation. One smirks while the other makes mocking gestures with his hands. Both chuckle.

Other groups of different fandoms also start getting into the argument, shouting at the group. Some yell in support,

"MY CONVENTION SCHEDULE: DAY TWO"

By Erin

~~Friday:~~

-0530: Sleep in (yesterday was sooo tiring but fun!)

-0531: Shower and put on Costume #2 (in that order, no repeat of yesterday).

-0630: (hopefully) Finish putting costume on, final stuff check. (Note: buy more packs of Mega Chocolate-Banana and Slaying Strawberry Crème Soy Pokey!)

-0730: Wake up con buddies (they need some extra sleep).

~~-0800: Dealer Hall open ... Games, stuff, BUY THEM!!!!~~

~~-? Leave dealer hall, find more stuff to do. Maybe some more games in demo area. Eventually eat and use restroom.~~

EVERYTHING SUCKS!!!!!!!!!!!! I WANT THIS CONVENTION TO BURN!!!!

I just wanted to have that game, like Mom and I used to play. IS THAT SO WRONG???

but a few start to stir the pot by yelling things like: "*Frag Neil!* That show's sucked for decades!" "It needs to die!" "Star Explorers RULEZ!" all the way to "Try watching a *real* show like Star Frontier Explorers!"

If the runners are not able to defuse/settle the situation or delay taking action:

Then without warning, things suddenly go from bad to fraggged when one of faux-Neil's tribe reaches over with an obvious cyberarm to grab the replica short sword on Erin's hip. No sooner does his finger make contact with her than Erin lets out a furious scream, and suddenly the offending cyberarm actually punches its owner in the face. A heartbeat later, she looks at another of Neil's tribe and he falls to the ground, clutching his face and screaming "I'm blind! My cybereyes are dead!"

Lone Star finally seems interested in what's going on. They then rush toward the group, and one officer calls for backup. The rest of the onlookers have various reactions. Some freeze in horror, some rush towards the twins, others start throwing punches. Looks like a small fandom war is breaking out.

Oh frag.

BEHIND THE SCENES

One of the unfortunate things about conventions is that sometimes one runs into self-righteous, self-important, egotistical jack-holes. These are the fans who give fandoms a bad name. They think because they have a certain level of knowledge or they've been a fan for however many years, they're an authority and appointed themselves the gatekeepers of said fandom. Because of this, they feel the

need to call out or challenge those they deem unworthy for whatever reasons.

Definitely not cool.

It also doesn't help that a few DarkestShadowCon agents happened onto the situation and decided to take advantage and actively incite the assembled fans to riot.

In the case of these poor jerk-wads, they decided to mess with the wrong person at the worst possible time. What the runners (and everyone else) don't realize is that the Dreyfuss twins are technomancers. Erin can't quite control her abilities like her brother can (see **Cast of Shadows** for more details). Unless the runners can defuse the situation, Erin attacks the two members of the tribe with everything she has, bricking anything she can.

The runners can handle this situation however they choose. They can go all full runner and take down the fanboys hard and fast, or they can use a little verbal judo or intimidation. Runners so inclined can either use an appropriate knowledge skill or con to shame the tribe and show them what kind of idiots they are. As long as the runners take some kind of immediate action, there's a chance to handle this situation without getting the Star involved. If they delay, one of the tribe touches Erin and she retaliates as described above in **Tell It to Them Straight**.

If Lone Star gets involved, the run won't automatically be a bust if the runners can 1) get away clean and 2) disguise themselves for the remainder of the convention (with Erin's help, that isn't difficult). If needed, Aaron helps out, using his technomancer abilities to disable all cameras/sensors in the area.

If either twin gets a chance, they will sucker punch faux-Neil in retaliation for messing with Erin.

After the runners and the twins are clear, Aaron invites them back to their room where he thanks them for their help and explains their secret (being technomancers) over some take-out pizza.

PUSHING THE ENVELOPE

If the gamemaster really wants to have fun, give faux-Neil or some members of his tribe or the nearby fans some actual combat skills and actually have them try and take on the runners with mostly slapstick results. Hell, a few more runners and professionals may be in the area.

If that's not enough, there are more cops on the way, and the gamemaster can use veteran officers; see stats of Ofc. M. Limeon in **Cast of Shadows**

FAUX-NEIL, HIS TRIBE, AND LONE STAR GRUNTS

There are always those unfortunate few who take opportunities for joy and fun and turn them into ego trips; Faux-Neil and his tribe are one such group of individuals. Instead of celebrating their fandom and trying to connect with people of like minds, they think the "sanctity" of the franchise is something to be defended like a code of honor when it's just a game/show/whatever.

The stats below are the average for the tribe and try to reflect the idea that watching combat on a trid/show or playing it in a game does not translate into actual skill. Note: Not all cosplayers are like this and some have kick-ass real-world skills, but just not faux-Neil and his tribe.

NEIL AND HIS TRIBE (NUMBER OF TRIBE MEMBERS UP TO GM) (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	3	3	3	3	3	3	3	5.5-6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 4, Social 5

Armor: 3*

Skills: Clubs 3 (Cosplay +2), Etiquette 2, Perception (knowing they're screwed) 5, Running (away) 7, Throwing Weapons 2 (Cosplay Beanbag +2), Unarmed Combat 2

Augmentations:** Cybereyes 1 (image-link, vision enhancement 1, vision magnification 2), obvious cyberarm

Gear: Renraku Sensei commlink, cosplay costumes [3]*, rubber weapons, snacks (various), various gaming supplies.

Weapons:

Bean Bag "Spell" [Replica, Acc —, DV 3S, AP —, sprays baby powder/flour in 2m area with successful hit]

Replica Axe/Mace [Replica, Acc —, Reach 1, DV 3S, AP —]

*Their costumes are so layered they actually provide three points of armor. Who knew?

**Some members of the tribe have a few more augmentations than others.

LONE STAR GRUNTS (2 INITIAL, BACKUP NUMBER GM DISCRETION) (PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
5	5	6(7)	3(4)	4	3	3	3	5.4

Initiative: 9(10) + 1D6

Condition Monitor: 11

Limits: Physical 6(7), Mental 5, Social 4

Armor: 14

Active Skills: Automatics 4, Clubs 4, Con 2, Etiquette 2, First Aid 1, Gymnastics 3, Longarms 4, Perception 4, Pilot Ground Craft 2, Pistols 5, Running 2, Stealth skill group 5, Unarmed Combat 4 (5)

Qualities: Guts, Toughness

Augmentations: Muscle augmentation 1, reaction enhancers 1, reflex recorder (unarmed combat)

Gear: Armor jacket, helmet [2], Hermes Ikon commlink, concealable holster (Colt Agent Special), earbuds [Rating 3 w/ audio enhancement 1, spatial recognizer], glasses [Rating 3 w/ flare compensation, low-light vision, smartlink], plasteel restraints (x2), plastic restraints (x10), quick-draw holster (Colt Govt. 2066)

Weapons:

Colt Agent Special [Light Pistol, Acc 5 (7), DV 8P, AP —, 1, SA, RC —, 8 (c), w/ external smartlink, 16 rounds regular ammo, spare clip]

Colt Govt. 2066 [Heavy Pistol, Acc 6 (8), DV 7P, AP —, SA, RC —, 14(c), w/ external smartlink, 42 rounds regular ammo, two spare clips]

Yamaha Pulsar [Taser, Acc 5, DV 7S (e), AP -5, SA, RC —, 4(m), w/ eight darts]

Extendable Baton [Club, Acc 5, Reach 1, DV 6P, AP —]

DEBUGGING

This is meant to be a fairly simple and quick encounter, one that, if the players do right, will allow them to continue with the run and teach a few jerks some respect. This situation could still severely stretch their ability to not break the rules for this job. If the runners go in a bit too hot and heavy, they risk starting a drekstorm of Lone Star proportions. The gamemaster should remind them of the rules if they start to get too out of control. This scene should make the runners think, not totally hamstringing them.



SCENE 6: LARP IS HELL (DAY THREE)

SCAN THIS

Things have (literally) been mostly fun and games but now DarkestShadowCon is getting serious. Knowing the twins are scheduled in the Nexus LARP, a multi-genre/franchise live action role playing event, DarkestShadowCon decides enough is enough and goes right for the jugular. They hire a rival team of shadowrunners to kidnap the twins during the LARP, using the event as cover for their operations. If successful, this discredits GameCon on many levels.

Of course the runners must prevent this, but the rival team isn't stupid. They use every dirty trick and milligram of misdirection they have at their disposal, hoping that among all the LARPer's, the runners never see the actual attempt coming.

TELL IT TO THEM STRAIGHT

Only two more days to go, and that's a good thing because last night's turn of events was unexpected. Thankfully there's only one event going on today, a LARP tournament called the Nexus LARP, which is the highlight of the convention. The day starts a bit later than usual—you actually get to sleep in until 0735.

At first the LARP doesn't sound so bad, and based on what the twins tell you, it's a scavenger hunt where you can pretty much be yourselves, albeit with maybe a few choice bits of makeup or a disguise. Then you hear the fragging thing runs for *six hours*, (seven if you count the briefing). Ah well, all you'll really be expected to do is walk around and look menacing. You can do that, right? How hard can that be after everything that's already happened?

The twins explain that the Nexus LARP is a multi-genre/franchise live action role play tournament that's been a staple of GameCon for the last ten years. For many GameCon attendees, it's the highlight of the convention. This year, the twins signed up to play as characters from the VRPG *Karl Kombattmage*, *Shadow Wars of the Streets*. Basically, it's a game about shadowrunning (or at least what the general populace *thinks* shadowrunning is). Erin, who's doing much better now, adopted the persona of Lethal-E, a former street ganger trying to make her rep on the streets. Aaron decides to go a bit more high-class (complete with business suit) as a former SolarCorp company wage-mage known only as Myron.

Other players pick from a variety of other sponsoring VRPG franchises such as the *World of the Supernatural* (modern urban horror-fantasy), *Galactic Battles* (sci-fi/fantasy), *Interstellar Voyages* (cerebral sci-fi), *Castles and Wyrms Seventh Edition* (classic fantasy), *Trailblazers* (slightly less classic fantasy, heavily indebted to C&W) and *BattleAxe 55,000: the VRPG* (sci-fi fantasy in space, but changes rules every few years).

The event starts with a pre-tournament briefing at 1000 followed by the tournament, which begins at 1100. Once they reach the assembly area in Hall C-4B, the twelve registered teams receive their game packages which contain an outline of the tournament rules (see sidebar), game sensors, and a special temporary pass-code that allows access to the tournament's main game node. According to

"MY CONVENTION SCHEDULE: DAY THREE"

By ~~Erin~~ Lethal-E!

Saturday:

- 0535: Sleep in (thought yesterday my life was over but NO! And I *love* my con buddies!!!!)
- 0536: Shower and make new costume.
- 0605: Finish costume.
- 0735: Wake up con buddies (they *deserve* some extra sleep. I want to be like them!). Get them "disguises".
- 0800: Treat con buddies to whatever breakfast they want!
- 0900: Wander, take pics, kill time before Nexus. Woot!
- 1000: Begin Nexus LARP. (We are soooo going to kick the drek out of *everyone*!)
- 1600: End LARP, claim tournament prize.
- 1603: Victory dance! (Maybe some face rubbing-in)
- 1610+, Anything we want because we'll be WINNAHS!!!!

the LARP roster, the runners/twins are designated as Team Four.

BEHIND THE SCENES

After the run-in with Faux-Neil and his tribe the previous night, the runners and the twins needed to chill a bit back at their hotel. However, as the saying goes, the convention must go on (or something like that). Knowing Lone Star may be on the lookout for them, Aaron and Erin want to be a bit incognito, and they think the runners should do the same. Erin uses this as an excuse to whip up a shadowrunner cosplay costume. Yeah, that's a thing. She also offers to costume up the runners in order to help obfuscate their own identities (-5 situational dice pool modifier on all tests to ID the runners with facial recognition).

Also, how does Erin manage to get the materials to pull off a whole new costume in just a few short hours?

Nexus Tournament Rules (The Short-Short Version)

The theme for this year's tournament is "Champions". A powerful interdimensional being brought twelve bands of champions from across the multiverse to compete in the ultimate test of survival. There are two ways of winning: collect artifacts to earn points or eliminate the other teams and be the last one standing. The team with the most points at the end of the six hour tournament wins and gains their freedom, while the others become slaves.

There are twelve teams total, each with their own skills and advantages. As the tournament begins, each team is given access to the Nexus game node and sent to designated starting points. From this node the tournament referees give out updates and clues as things progress. As teams fall or artifacts are recovered, the Nexus node sends out alerts and clues to the next artifact's location. There are also several live NPCs with whom the teams can interact. They may give side quests, offer help in exchange for

favors, or distribute artifacts. Obtaining these artifacts requires the players to “universe-hop” (just walk through a portal). Certain areas in the convention center are designated a particular universe with appropriate NPCs.

Each team is required to broadcast (with the Nexus ARO identifier) at all times. “Going dark” means immediate disqualification. Outside help is also forbidden. Alliances among teams are allowed as long as they stay within the rules, which states only one team can win. The game sensors handed out at the briefing are nothing more than fancy electronic dice rollers that record results of opposed tests and broadcast them back to the referees. See Gamemaster Notes below.

The following is a list of the teams and their affiliations.

- 1) Galactic Battles, mixed group Uprising Commandos (DP 6)
- 2) BattleAxe 55K, members of Monarch’s Holy Hammer Corps in full battle armor (DP 8 for combat, all other 4)
- 3) C&W, adventuring party of Warrior, Hunter, Priest, Thief, and Wizard (DP 7)
- 4) *Player Characters and Twins*
- 5) Trailblazers, party of War Wizard, Norseman, Trailblazer Guild Sage, Burglar, Musket Master (DP 7)
- 6) Galactic Battles, Imperium Shock Troops with Shadow Disciple leader (DP 6)
- 7) World of Supernatural, ad hoc group of vampire hunter, vampire, outcast werewolf, witch, magi (DP 8)
- 8) Interstellar Voyages, landing team of officers: 1 Command, 2 Science/Medical, 1 Engineer, 1 “Expendable” (DP 7)
- 9) Rival runners playing Castles and Wyrms (see **Cast of Shadows**)
- 10) C&W, adventuring party of Warrior, Thief 1, Thief 2, Priest, Holy Crusader (DP 7)
- 11) Galactic Battles, group of five Space Mystics (DP 8)
- 12) World of Supernatural, werewolf pack (5) (DP 7 in combat, all other 5)

GM Notes: To keep things simple, Team Four basically plays themselves. In any interaction/combat with NPC teams, Teams Four and Nine use their normal rolls for a particular skill, but at *one-half* (round up) their normal value. The rest of the teams have a flat six-to-eight dice pool (DP) for opposing rolls, GM’s discretion.

TEAM NINE

Team Nine is a shadowrunner team whom DarkestShadowCon imported from Seattle to kidnap the Dreyfuss Twins in Scene Six. For the LARP, they’ve elected to dress up as fantasy-style characters with custom costumes that disguise all gear and weapons.

Sisko leads them, who is a face known for his schmoozing and manipulating people. Just don’t expect him to do any heavy lifting, although he’s a decent shot with his pistol and likes to ambush. During the LARP, he plays a bard carrying his modified Ares Super Squirt disguised as (hidden in) a lute.

Slayer, a former mercenary, is the team’s muscle who likes to do things the hard way. Thankfully, she’s a good enough soldier to listen to Sisko and play it cool, until it’s time not to. She’s going full armored-barbarian-Viking-shield maiden covered with layers of furs.

Reggie Made-You-Look, Coyote Shaman, is the team’s magician. Unpredictable, he loves misdirection and con games. In a fight, he usually goes with illusions, manipulations, and resorts to direct combat only as a last resort. Ironically, he’s dressed as a fantasy mage.

IC-Breaker, a dwarven decker, handles Matrix needs. He avoids fights outside the Matrix, but once in he prefers brute force hacking actions. He isn’t a part of the LARP but is within fifty meters of the group, disguised as a photographer.

Finally, Eagle-Eye is the female ork punk-rock rigger who likes to play cavalry with her drones and sometimes gets a bit carried away with the weapons. She looks like a mystical druid, with her drones disguised as various animal companions.

Note: *Team Nine’s costumes give them a situational +4 concealment bonus to all weapons/gear.*

SISKO, ELVEN FACE

B	A	R	S	W	L	I	C	E	ESS
3	4	3	2	4	4	4	7	5	6

Initiative: 7 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 6, Social 8

Armor: 9

Skills: Acting skill group 5, Blades 2, Con 7, Electronics skill group 4, Etiquette 5, Exotic Ranged Weapon (dart pistol) 5, Exotic Ranged Weapon (Ares S-III Super Squirt) 5, First Aid 1, Intimidation 5, Leadership 6, Negotiation 5, Perception 5, Pistols 5, Stealth skill group 4, Unarmed Combat 2

Qualities: First Impression

Gear: Armor vest, bug scanner, concealed quick-draw holster (3), earbuds [Rating 1 w/ select sound filter 1], glasses [Rating 3 w/ flare compensation, image link, thermographic vision], Hermes Ikon commlink, jammer (area, Rating 4), medkit (Rating 3), 2 micro-transceivers, respirator (Rating 2)

Weapons:

Ares S-III Super Squirt [Special, Acc 3 (4), DV Chem (DSMO/Seven-7, p. 409, SR5), SA, 20 (c), w/ laser sight]

Colt Government 2066 [Heavy Pistol, Acc 7, DV 7P, AP -1, SA, RC —, 14 (c), w/ 28 rounds regular ammo, silencer/suppressor, spare clip]

Parashield Dart Pistol [Dart Pistol, Acc 5 (6), DV Chem (Narcoject Power 15), SA, 5 (c), w/ laser sight, 5 spare darts, spare clip]

Yamaha Pulsar [Taser, Acc 5, DV 7S (e), AP -5, SA, 4 (m), w/ 20 darts]

Shock Glove [Glove, Acc 3, Reach —, DV 8S (e), AP -5]

SLAYER, TROLL MERCENARY/TANK

B	A	R	S	W	L	I	C	E	ESS
10(12)	4	3(5)	7	3	2	3	2	3	2.16

Initiative: 6 (8) + 3D6

Condition Monitor: 13

Limits: Physical 9(11), Mental 4, Social 4

Armor: 19 (25)

Active Skills: Automatics 4, Close Combat skill group 6, Longarms 4 (shotguns +2), Pistols 7, Running 4, Stealth skill group 4, Throwing Weapons 4

Qualities: High Pain Tolerance 2, Toughness

Augmentations: Aluminum bone lacing, cybereyes 2 (flare compensation, low-light, smartlink, thermographic), dermal plating 2, synaptic booster 2

Gear: Armor jacket [chemical protection (Rating 3), fire resistance (Rating 3), non-conductivity (Rating 3)], ballistic shield [armor +6], Erika Elite commlink, helmet [armor +2], subvocal microphone, 30 rounds APDS ammo (SMG spare clip)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -5, SA, RC —, 15 (c), w/ 30 rounds APDS ammo, spare clip,]

Krime Spree [SMG, Acc 4 (6), DV 5S (e), AP -5, FA, RC (8), 30(c), w/ smartgun system, 30 rounds Stick-n-Shock ammo]

Combat Axe [Blade, Acc 4, Reach 2, DV 12P, AP -4]

Combat Knife [Blade, Acc 6, Reach —, DV 9P, AP -3]

3 Frag grenades [Non-aerodynamic, DV 18(f), AP +5, Blast -1/m]

3 Thermal smoke grenades [Non-aerodynamic, DV —, AP —, Blast 10m radius]

REGGIE MADE-YOU-LOOK, HUMAN STREET SHAMAN

B	A	R	S	W	L	I	C	E	ESS	M
4	4	4	3	6	3	5	6	5	6	7

Initiative: 9 + 1D6 (Astral 9 + 3D6)

Condition Monitor: 10

Limits: Physical 5, Mental 6, Social 8

Armor: 12

Active Skills: Assensing 4, Athletics skill group 3, Blades 3, Con 5, Conjuring skill group 5, Disguise 5, Perception 4, Pistols 3, Sorcery skill group 6, Throwing Weapons 3, Unarmed Combat 3

Qualities: Mentor Spirit (Coyote, +2 on all Con tests, +1 on all illusion and manipulation spells), Spirit Affinity (Beast)

Initiate Grade: 1

Metamagics: Flexible Signature

Gear: Armor jacket [chemical protection (Rating 3), fire resistance (Rating 3), non-conductivity (Rating 3)], Erika Elite commlink, micro-transceiver, respirator (Rating 2)

Spells: Bugs, Control Actions, Decoy, Double Image, Glue, Glue Strip, Heal, Hot Potato, Improved Invisibility, Mass Confusion, Stunbolt, Stun Ball

Bound Spirits: Beast Spirit (Force 5)

Weapons:

Colt L-36 [Light Pistol, Acc 7, DV 7P, AP —, Modes: SA, RC —, 11 (c), w/ 22 rounds regular ammo, silencer/suppressor, spare clip]

Combat Knife [Blade, Acc 6, Reach —, DV 9P, AP -3]

REGGIE'S BEAST SPIRIT, FORCE 5 (BOUND, 4 SERVICES)

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

Initiative: 10 + 2D6 (Astral 10 + 3D6)

Movement: 12/24/+2

Condition Monitor: 14

Limits: Physical 5, Mental 5, Social 5

Skills: Assensing, Astral Combat, Perception, Unarmed Combat

Powers: Animal control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Noxious Breath, Sapience

IC-BREAKER, DWARF DECKER

B	A	R	S	W	L	I	C	E	ESS
3	2	3	3	5	5(6)	4	2	3	5.4

Initiative: 7 + 1D6

Condition Monitor: 11

Limits: Physical 4, Mental 7, Social 5

Armor: 12

Active Skills: Automatics 4, Cybercombat 6, Electronic Warfare 6, Electronics skill group 6, First Aid 3, Hacking (devices) 7 (+2), Pistols 4, Unarmed Combat 3

Qualities: Aptitude (Hacking), Code Slinger (Brute Force)

Augmentations: Cerebral booster 1, cybereyes 1 (low-light, thermographic), datajack

Gear: Armor jacket [chemical protection (Rating 3), fire resistance (Rating 3), non-conductivity (Rating 3)], Sony CIY-720 Cyberdeck [Device Rating 4, Atts 7 6 5 4 Programs 4], Transys Avalon commlink, medkit (Rating 6), programs (Armor, Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Toolbox)

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5 (6), DV 6P, AP —, SA/BF, RC (1), 35 (c), laser sight, 70 rounds regular ammo, spare clip]

EAGLE-EYE, ORK DRONE RIGGER

B	A	R	S	W	L	I	C	E	ESS
4	3	5(7)	3	4	5	3	2	2	3.2

Initiative: 7 + 1D6

Matrix Initiative: 8 + 3D6 (Hot Sim 8 + 4D6)

Condition Monitor: 10

Limits: Physical 6, Mental 3, Social 5

Armor: 9

Active Skills: Electronics skill group 3, Gunnery 5, Perception 5, Pilot Aircraft 6, Pilot Ground Craft 6, Pilot Walker 5, Pistols 3

Qualities: Juryrigger

Augmentations: CommLink [Transys Avalon (DR 6) w/ hot-sim module], control rig 2, reaction enhancers 2

Gear: Goggles [Capacity 4 w/ image link, smartlink, thermographic, vision magnification], Maersk Spider RCC [DR 4, Data Processing 4, Firewall 5], programs (Biofeedback Filter, Signal Scrub)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -5, SA, RC —, 15 (c), 30 rounds APDS ammo, spare clip,]

GM-NISSAN DOBERMAN #1 (TIGER)

HAND	SPEED	ACCEL	BODY
5	5	1	4

ARMOR	PILOT	SENSORS	SEATS
4	3	3	0

Upgrades: Standard Weapon Mount

Programs: Maneuvering 2, Targeting 3

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10S, AP -2, Modes: SA/BF/FA, RC 3, 250 (belt), w/ Gel Rounds, gas vent 3]

GM-NISSAN DOBERMAN #2 (PANTHER)

HAND	SPEED	ACCEL	BODY
5	5	1	4

ARMOR	PILOT	SENSORS	SEATS
4	3	3	0

Upgrades: Standard Weapon Mount

Programs: Maneuvering 2, Targeting 3

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10P, AP -6, Modes: SA/BF/FA, RC 3, 250 (belt), w/ APDS ammo, gas-vent 3]

MCT FLY-SPY #1-3 (WILL-O-WISPS)

HAND	SPEED	ACCEL	BODY
4	3	2	1

ARMOR	PILOT	SENSORS	SEATS
0	3	3	0

Programs: Clearsight 2, Evasion 2

The rival runner team (Team Nine, rocking some classic *Castles and Wyrms* outfits) tries to form alliances with the other teams to go after and distract Team Four, going so far as to offer real nuyen for their efforts—which is against tournament rules. Or Team Nine may enlist one of the other teams to try to actively assist with the kidnapping; all of it just part of the game, of course.

The gamemaster is free to come up with any encounters they want and fill out the rest of the teams as they see fit. No matter what happens, there are a few central plot points:

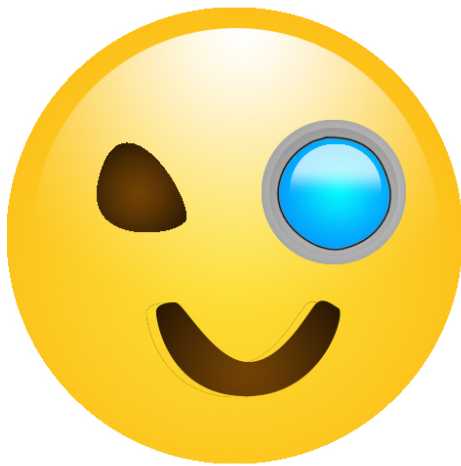
- The runners and the twins (a.k.a. Team Four) make their way towards their first objective: obtaining a “shrunk troll skull” from the Karl Kombatmage universe/dealer’s hall and turn it over to a “crazy homeless woman” named *Beth*, one of the tournament’s live NPCs. After they arrive in the dealer hall, they run into an ork who looks like a poster boy for the Mafia, wearing a very nice pin-striped suit standing next to the Synergist Game Labs booth. After a bit of role playing, the ork (named Killian) tells them where to find the troll head. Apparently, it’s been turned into a power focus by a mage detective. The skull used to be his former partner (yikes). The mage, a human named Det. Columbus, can be found around the opposite end of the Synergist Booth. Detective Columbus does not give up the head, but can be convinced on accompanying Team Four wherever they need to go. Once Team Four secures the focus, they must take it to Beth.
- Beth and Det. Columbus then have a conversation about “Ralph” (the troll skull). Beth claims the troll head/focus is her long-lost husband, and she wants him back so she can get alimony from him. They have an argument over Ralph’s infidelity and eventually Beth storms off, calling Ralph a no good swine. The whole time, the detective talks to Ralph like he’s still alive.
- **Note:** This would be a good point for a kidnapping attempt by Team Nine’s or one of Team Nine’s patsy teams.
- Team Nine alerts Lone Star to Team Four’s identity. Seems they are wanted for “questioning” regarding the “riot” from the night before.
- Team Nine confronts Team Four in-game, but cheats and uses real weapons loaded (at first) with non-lethal ammunition, misdirection, and illusion/manipulation spells. They’re pros and want a quick snatch and grab, not a full-out firefight. If pushed or cornered, they respond with lethal force.
- Erin loses it and does something that can only be described as a “data storm” which frags with all electronic devices in a fifty-meter radius (treat as Rating 6 Noise). This happens during, or precipitates, the final showdown between Teams Four and Nine. Of course, there is damage being done, but everyone thinks it’s in-character and staged.

This encounter ends the tournament for Team Four and, by all accounts, should blow the run. This should be an all-out epic confrontation, but of course no one realizes it is a real kidnapping attempt. The runners are free to handle this by whatever means they deem necessary, but whatever happens they’ll likely have to bolt from the convention center, because Lone Star wants to check the situation out.

Eventually, Gilbertson contacts the runners that Lone Star has issued a massive alert for the group, including the twins, and the convention is no longer safe for them. He instructs them to get them back to the hotel, stay put, and he’ll be there with Mr. Dreyfuss tomorrow at 0800.

PUSHING THE LIMITS

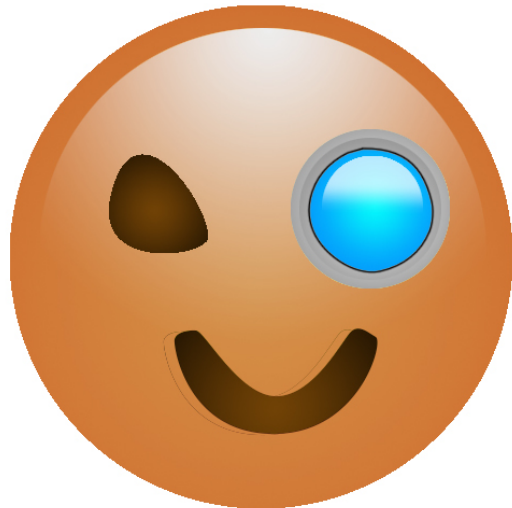
The main thrust of this scene is the confrontation with Team Nine. If that isn't enough of a challenge, use NPCs from various other teams to impede the runner's efforts. Or, if the gamemaster is feeling particularly vicious, seed the other teams with various other shadow-folk. Use any of the other stat blocks available in this adventure as appropriate. (Author's taunt: Go ahead, use Erik Dreyfuss, or at least his stats. I dare you!)



DEBUGGING

Everything here needs to maintain the illusion that it's being done in-game or in-character. Otherwise, the gamemaster is free to create as many (or as few) encounters as they see fit. Likewise, how the runners proceed is totally up to them. If there are any problems during the LARP, just have a referee come in and make a ruling.

If the runners accidentally hurt someone or cause a lot of property damage, then their cover is blown and Lone Star responds in kind, except they may decide to employ standard munitions.



SCENE 7: CAN WE JUST GO HOME NOW? (FINAL DAY)

SCAN THIS

On the final day of the convention, there really isn't anything planned. That's because, after the kidnapping attempt on the previous day, it seems like the runners blew the job. All that's left is to wait until 0800 and see what Gilbertson and Mr. Johnson have to say. How the kidnapping attempt went down and how the runners reacted dictates the tone of the final meet.

TELL IT TO THEM STRAIGHT

Talk about being black-flagged at the last lap! All they needed was to get through one more fragging day! In retrospect, it couldn't be helped. The other runner team put up a hell of a fight and, well, it's better to have kept the twins out of harm's way than worry about the con's reputation.

Let's just hope the Mr. Johnsons feel the same way.

You haven't talked to the twins since just after the kidnapping attempt. There were a couple of security suits waiting at your room. You were told flat out that "Mr. Dreyfuss instructed us to take over from here."

Great.

The next day, you're told to report to one of the hotel's private meeting rooms. Expecting the worse, you enter and see both Gilbertson and Dreyfuss sitting at the head of a large conference table. Both look sullen, but Gilbertson looks more than a bit pissed. "Please sit down," he says bluntly. "Please tell me exactly what happened yesterday."

After listening to your explanations, his face stone-cold the entire time. Gilbertson looks at you over his smartglasses and says "I see. Well, do you realize what you've done?"

If the runners totally screwed up:

"Simply, you blew it. Now my convention is history. Between the Lone Star investigation, the lawsuits that will be levied against me by the city and others, I'll be lucky to afford to live in my car after this. I can't really do anything to you, but rest assured Erik and I will use whatever influence we have to let the various fixers know just how bad you screwed up. Now get out and be glad I didn't call Lone Star.

If the runners succeeded:

"Well it was great! Okay, yeah there was some damage, and some people are still wondering what exactly happened, but the buzz about this being the best Nexus in *years* is all the rage on the game nets! I don't know how you did it, but everyone thinks this was part of the LARP, and people loved it. I've got dozens of new vendors lining up and even a few offers from a couple of the Big Ten who want to co-sponsor next year!"

At this point Erik Dreyfuss chimes in.

"Oh, and in case you're wondering how this happened, let's just say you may have pushed the line concerning the rules a bit, but you went above and beyond when it came to the more important of the objectives. And besides, I know that things never go as planned in the shadows."

Dreyfuss points behind the runners, and there stands Erin, dressed in a maneki-neko (Japanese lucky cat outfit) and Aaron in his typical hoodie. Erin smiles like some anime cartoon while Aaron just flashes you a peace sign.

"They both told me how much you went above and beyond," Erik continues, "and that's what counts in my book."

Gilbertson stands, credsticks in hand, and hands them over.

If the outcome was something in-between:

(Author's note: Come up with your own <CENSORED> text! I can't come up with *every* possible outcome. I only have so much word count to work with! Why can't you all just leave me alone! <sobs in corner>

BEHIND THE SCENES

No matter what happens in the previous scene, the twins go to bat for the runners, especially if the runners treated them well. So as long as the runners didn't totally frag up previously, they get paid. As long as there wasn't an actual body count and the convention center didn't receive a "large" amount of damage, Gilbertson will be able to smooth over the various parties involved. Lone Star's palms will be sufficiently greased, and GameCon will offer to make a nice donation and help to renovate the convention center for next year.

After the meet, Dreyfuss thanks the runners for their service and tells them if they need a fixer, he's available. Before the runners depart, the twins say their good-byes. Aaron says that even though he's a newb, if they need any help, he'll do what he can, while Erin starts saying that she's going to become a runner.

Aaron looks at the runners and gives them an "I'll keep an eye on her" look, and with that the run is over.

PUSHING THE ENVELOPE

After all that, you still want *more*? No, just ... forget it. This is the end, deal with it! I need a drink ...

DEBUGGING

This is just a final meet to get paid. As long as the runners don't jump the gun and do anything stupid, they should get their payday.

PICKING UP THE PIECES

MONEY

- Base pay/initial offer for this run is 20,000¥, plus one thousand per net hit (max 4 for 4000¥) on the Negotiation test in Scene One.
- If one (or any) of the players was exceptionally nice to the twins, award them additional 1,000¥ to that player(s) or as a group (gamemaster discretion).
- 5,000¥, per Aaron's offer
- Maximum payout for this adventure is 30,000¥.

KARMA

- 1 Karma for preserving the rules, at least until day three.
- 1–2 Karma: Surviving the Adventure.
- 1–3 Karma: For exceptional planning, role-playing, and interacting with the Dreyfuss twins.
- 1 Karma for staying in character at the convention.

GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as played for their personal *Shadowrun Missions* character. You must choose to do this the first time your run this Mission only, and take the optional results to match those the team you GMed for earned. 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, listed below. For other missions results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc.), take the average results of the group you're GMing 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. Along those lines.

Karma Earned: 7

Nuyen Earned: 25,000

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 are able to keep their cover throughout the job.

+1 Notoriety for any player who "breaks character"

+1 Public Awareness if the team causes excessive damage, an *additional* +1 if a runner kills a convention-goer.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and they 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.

- Louis Gilbertson, Convention Owner, Connection 4 (note: may have an additional +1 Loyalty per **Pushing the Envelope** in Scene One)
- Erik Dreyfuss, Ex-Runner/City Official, Connection 3
- The Twins, Aaron and Erin Dreyfuss (they come as a matched set), rookie technomancers, Connection 2 (note: start at Loyalty 2 if the runners were especially nice and helpful)

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¥ – (Loyalty X 100¥, 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¥ – (Loyalty x 100¥, 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.

GAMECON

Contacts to Ask: Beat Cop, Bartender, Hacker, Game Fan, Businessman

Contacts	Matrix Search	Information
0	0	Like in the shell game where you usually get hosed?
1	1	A really popular gaming convention, one of the biggest and has been going on for decades. Rand and owned by a slag named Gilbertson.
2	3	It's <i>the</i> convention for all things gaming. All of the best developers attend and usually debut their best stuff there. Last year attendance was over 80K, expect to be more this year. Only other convention that comes close to it is DarkestShadowCon.
3	—	But they also got a serious rival convention known as DarkestShadowCon. Seems that GameCon is also slipping a bit and may have some issues with the local Convention Center Board of Directors who may not be extending their lease after this year.
4	6	Rumors are floating around that DarkestShadowCon may be trying to sabotage GameCon.
5	—	Gilbertson may have to shut GameCon down if he can't secure a deal with the convention. DarkestShadowCon knows this and has talked with several Johnsons about stacking the odds against GameCon.

DARKESTSHADOWCON

Contacts to Ask: Hacker, Game Fan, Businessman, On-line gamers

Contacts	Matrix Search	Information
0	0	Isn't that the really bad vampire movie?
1	1	A really popular gaming convention, one of the biggest—but not as big as GameCon.
2	3	It's popular, but the crowd there tends to be a bit elitist. Lots of cliques tend to use it as a way to gain status in the gaming community. It's more about "game cred" than having fun. It's even run by "The Council" rather than a single person. The in-fighting there is legendary.
3	--	They're a serious rival to GameCon, but the overall atmosphere tends to put casual gamers off. This is a convention more for die-hards. As a result, most gamers, companies, and vendors tend to go with GameCon.
4	6	Rumors are floating around that DarkestShadowCon may be trying to sabotage GameCon.
5	--	If GameCon shuts down, The Council has several backdoor deals in place to swoop in and take over.

LOUIS GILBERTSON JR.

Contacts to Ask: Businessmen, City Official, Gamer

Contacts	Matrix Search	Information
0	0	Wasn't he in some ancient flat-vid about geeks or nerds or something?
1	1	Owner/operator of GameCon, inherited it from his father Louis Gilbertson Sr.
2	3	Hardcore gamer nerd. Plays games of all kinds.
3	—	Can often be found on the BattleGrid gaming site under the handle Lambda-3. He's damn good, usually dominates whatever he plays. Loves a good game.
4	6	He's been having problems with GameCon of late—numbers are solid but another convention, DarkestShadowCon, is trying to take him down.
5	—	If GameCon goes under, he loses everything.

BATTLEGRID

Contacts to Ask: anything/one associated with online virtual games.

Contacts	Matrix Search	Information
0	0	Yeah, I have a hard time logging on to my local grid too.
1	1	Operated by a Horizon subsidiary, it's the biggest online hub for virtual games.
2	3	Every type of game you want to play can be found there. Shooters, strategy, RPGs
3	—	All you need is a valid account, or for a one-time fee to activate a temporary account, to play.
4	6	It's rumored that sometimes, meetings for shadowruns happen here in the various game lounges. Known hackers like to come here to blow off steam.
5	—	Horizon likes to use BattleGrid as a source of data-mining.

INDIWAUKEBUS CONVENTION CENTER

Contacts to Ask: Businessmen, City Official, Gamer

Contacts	Matrix Search	Information
0	0	Bless you?
1	1	Convention Center where several events are held, the most famous being GameCon
2	3	Is actually ICC, Inc., a small holding company run by a board of directors/trustees.
3	—	The board is on the fence about GameCon. Some want to keep the money coming in, but several are saying that the Convention Center “needs new opportunities.”
4	6	According to rumors, DarkestGameCon representatives have made several contingency deals with various Board members.
5	—	One board member, E.V. Dreyfuss, is the deciding vote.

ERIK VERNON DREYFUSS

Contacts to Ask: Fixers, Shadowrunners, City/Government Officials

Contacts	Matrix Search	Information
0	0	Wasn't he an ancient Viking or something?
1	1	A businessman who currently sits on the Indiwaukebus Convention Center Board of Directors.
2	3	Comes from old money. Family is big on the East Coast, specifically Connecticut.
3	—	Rumors suggest that he did a little bit of shadowrunning about twenty years ago. But those who knew him don't want anything to do with him. He's a bit of a walking Charlie Foxtrot. But he still has a few connections. A bit of a nerd, and not in a good way.
4	6	Fifteen years ago, he and his then wife had two kids: Aaron and Erin.
5	—	Dreyfuss is a doofus. He's almost too socially awkward to do anything and most people keep him around for his money. He had to pay for his wife, shipping her over from Eastern Europe. Even then after six years, she left him without a trace.

THE DREYFUSS TWINS (AARON AND ERIN)

Contacts to Ask: Gamers, Convention Attendees, Game Bloggers

Contacts	Matrix Search	Information
0	0	Isn't that a baseball team? Or some kind of band?
1	1	National SIN registry lists them as children of one Erik V. Dreyfuss.
2	3	Both are hardcore gamers, widely known on the gaming convention circuit. Aaron for his gaming prowess, Erin for her wicked-cool cosplay. Aaron seems a bit aloof, but mostly he just watches over his sister, who's well meaning but a bit overenthusiastic for her own good. The two are inseparable.
3	—	Aaron started a game blog last year under the handle of <i>A-Bomb Actual</i> . Blog is becoming very popular and Aaron is looking to expand into P2.0 trideo game review with his sister Erin early next year.
4	6	The twins have a secret.
5	—	The twins are technomancers. Erin has more raw power but less focus, she tends to lash out and brick near-by electronics. Aaron has a lot more control and has embraced his nature. He's afraid that someone will find out and take them away.

SYNERGIST GAME SYSTEMS/DEMO TEAM

Contacts to Ask: Gamers, Game Bloggers, Businessmen, anyone with a proper search engine

Contacts	Matrix Search	Information
0	0	Are you even <i>trying</i> to search?
1	1	An independent game company with the rights to several game intellectual properties.
2	3	They're also trying to develop their own titles/products. Well known, if not necessarily liked, in the gaming community. It depends on who you ask. They have a demo team that goes to all sorts of gaming conventions and have a great rep within the community.
3	—	The demo team works really hard and is underpaid, which is interesting because they all volunteer to do this stuff.
4	6	SGS is getting ready to put something new out...no really!

5	—	SGS is ruled by a council of Black Lodge shedim vampire while the line developer is an insect-blood mage (but still a nice guy) who makes all employees swear oaths of loyalty on pain of excruciating death by deadlines. The demo team is actually a pool of potential acolytes undergoing various trials to earn the right to take said oath. Said trials are kicking puppies, fudging dice rolls, killing the players of characters (or was that the reverse), and sneering at gamers behind their back. But damn they get some great swag! No, seriously!
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KRANK, GAMER/DECKER

Contacts to Ask: Convention Attendees, Fixers, Gamers

Contacts	Matrix Search	Information
0	0	<insert inappropriate comment here>
1	1	Well known in the convention circuits. Not to be confused with well liked.
2	3	Known to be a problem player, has almost been banned from several smaller conventions. An arrogant, self-centered, rules lawyer. The kind of gamer who gives gamers a bad rep. Also needs a shower most of the time.
3	—	Has some skill with decking, and has hired out as a low-level shadowrunner. But spends more time obsessing about games than he does working on his decking skills.
4	6	Has a “hit list” of people he will “deal with” when he gets enough skill and better deck. Most of them are game companies and game developers.
5	—	-

THE RED AARON, DECKER

Contacts to Ask: Fixers, Black Marketers, Fences

Contacts	Matrix Search	Information
0	0	Wasn't he a pilot or something?
1	1	Decker for hire.
2	3	Seems to have a knack for getting into building security systems
3	—	May have been a former security spider. Has a love for collectables.
4	6	Former NeoNET security spider
5	—	Fired by NeoNET for spending more time looking up and monitoring on-line auctions which allowed a shadowrunner team to penetrate the building he was monitoring.

OFFICER M. LEMMON, LONE STAR SECURITY

Contacts to Ask: Beat Cop, Police/Emergency Dispatcher, Police Detective

Contacts	Matrix Search	Information
0	0	They all look alike in that uniform.
1	1	Patrol Officer for Lone Star Security, assigned to city of Indiwaukebus.
2	3	Seems like a decent officer, very friendly, no major problems reported. Something is wrong.
3	—	Is actually very corrupt, likes to supplement his income with various side jobs.
4	6	Is known for not really sticking his neck out for anyone. Will fight only if he has an advantage, will back off or give up if he doesn't.
5	—	Owes the local bookie 10,000 nuyen.

CAST OF SHADOWS

LOUIS GILBERTSON, JR AKA LAMBDA-3

Gilbertson, a.k.a. Lambda-3 online, is an average guy who just happens to be a hardcore gaming nerd. No matter the type of game, he's into it. His intense love of games came from his father, Louis Gilbertson Sr. For years he watched (and later helped) his father run GameCon and eventually took over after his father's death. For the first few years, things were good until the owners of rival DarkestShadowCon took the game to a new level. Little by little, they used a few dirty tricks but eventually engaged in overt sabotage. Seeing the writing on the wall, Gilbertson knew he needed to take some drastic measures if he wanted to save GameCon.

Even though he's considered a legend in the gaming industry and a natural promoter, Gilbertson is really just an average guy. With a degree in Business and Marketing, he could have easily gotten a job with any number of corps or businesses, but instead he chose to run his convention. Gilbertson is friendly, easygoing, and can easily slip into any social situation. But gaming is his true passion. Going against the stereotype, Gilbertson knows how to talk about other things besides gaming (mostly). But when he gets on that subject, he tends to geek out just a bit.

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

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 5, Social 5

Armor: 7

ERIK VERNON DREYFUSS

Hailing from an ultra-rich, old-money family in Connecticut, Erik Dreyfuss never wanted for a single thing in his life, except acceptance. Unfortunately money could not buy him friends or the adulation he truly desired. After college, he had nothing to do as he waited for his father to die so he could take over the family law firm. During this time, his mother also became very protective of her only son. So, to deal with the boredom of his life, Erik turned to the shadows.

It went over as well as one would expect, but he somehow managed not to get killed.

Eventually his parents died, and Erik took over the family holdings (and somehow didn't suck at it) and decided to go legit like a runner who made good (and fooled no one, but the shadow community was glad to see him go). He still held on to several contacts (generally shadow-folk who occasionally bilked him for money) and fancied himself as a sort of fixer.

When the twins were born in 2061, he settled into life as pseudo-parent and gave his kids the best care money could buy. Despite going legit, Erik still held on to most of his running gear but has recently taken a keen interest in mele weapons.

Active Skills: Acting skill group 4, Computer 5, Etiquette 5, First Aid 2, Leadership 6, Negotiation 6, Perception 4, Pilot Ground Craft 3, Pistols 3, Running 3, Swimming 3, Unarmed Combat 2

Knowledge Skills: Advertising/Marketing 8, Business Operations 8, Business Science 7, Copyright Law 7, Corporate Law 8, Gaming Companies 9, Gaming Culture 10, Gaming Products 9

Languages: Aztlaner Spanish 2, Chinese 2, English N, German 4, Japanese 4

Qualities: Addiction (Moderate, Gaming), Allergy (Common, Pollen), Analytical Mind, College Education, Legendary Rep 2 (Gaming Industry), Lightweight, Perceptive 2

Augmentations: Cerebral booster 1, datajack, Fuchi Cyber-X7 (DR 7), mnemonic enhancer 2, reception enhancer, sleep regulator

Gear: Ace of Spades jacket [chemical protection 3, fire resistance 3, concealable holster] AR gloves, camera [Rating 4 w/ image link, low-light, vision enhancement 1, vision magnification (electric)], data tap, Doc Wagon contract (Platinum), earbuds [Rating 3 w/audio enhancement 2, select sound filter 1], glasses [Rating 4 w/ flare compensation, image link, low-light, vision enhancement 1], High Lifestyle (4 Months), holo-projector, maglock passkey (Rating 5), medkit (Rating 3), sim module, sim module (modified for hot-sim), simrig, trauma patch (x2), trid projector, white noise generator (Rating 3)

Weapons:

Colt L-36 [light pistol, Acc 7 (8), DV 7P, AP -1, SA, RC —, 11 (c), w/ laser sight, gel rounds]

At heart, Erik is a decent guy, but is just a bit clueless and easily distracted. He likes anything that will cure his boredom, which is how he became friends with Louis Gilbertson. A somewhat likable doofus, Erik likes to tell stories of his time in the shadows, with him of course as the role of slick veteran runner.

B	A	R	S	W	L	I	C	E	ESS
2	3	5	2	6	3	4	4	3	3.3

Initiative: 11 + 3D6

Condition Monitor: 11

Limits: Physical 4, Mental 6, Social 6

Armor: 12

Active Skills: Computer 5, Con 2, Etiquette 4, Firearms skill Group 2, Heavy Weapons 1, Negotiation 4, Perception 5, Performance 2, Pilot Ground Craft 3, Pilot Watercraft 2, Sneaking 4

Knowledge Skills: Accounting 10, Action Trids 6, Finance 5, Gaming Companies 8, Gaming Culture 7, Politics (Local) 5, Stock Markets 4

Languages: English N

Qualities: Born Rich, College Education, Combat Paralysis, Dependents 2 (Children), Lucky, Perceptive Defender, SINner (UCAS), Unsteady Hands

Augmentations: Datajack (alphaware), muscle replacement (betaware), skillwires 4 (betaware), wired reflexes 2 (deltaware)

Gear*: Activesoft: armorer (Rating 3), activesoft: blades (Rating 4), activesoft: clubs (Rating 4), activesoft: unarmed combat (Rating 4), armor jacket [chemical protection 4, fire protection 4, nonconductivity 4], Executive Suite armor clothing** [Rating 12 w/ quick-draw holster], Transys Avalon commlink (DR 6)

Weapons:

HK-227 [SMG, Acc 5 (7), DV 9P, AP -1, SA/BF/FA, RC (1), 28 (c), w/ foregrip, 100 rounds Ex-explosive ammo]

Panther Cannon [Assault Cannon, Acc 5 (7), DV 17P, AP -6, SS, RC —, 15 (c), w/ sling and 30 rounds regular ammo, spare clip]

Remington Roomsweeper [Heavy Pistol, Acc 4 (6), DV 7P, AP -1, SA, RC —, 8 (m), w/ 40 rounds regular ammo]

Ares “One” Monosword [Blade, Acc 5, Reach 1, DV 6P, AP -3]

Nemesis Arms Maul Stun Staff [Club, Acc 6, Reach 2, DV 9S(e), AP -5]

*Note: because Erik has *slightly* better fashion sense than in the past, he only gets a +1 social bonus for wireless.

**Note: this is the “combat” gear he has “on hand”. Erik is stupid rich and can buy anything he needs.

AARON DREYFUSS

The older of the twins (by about ninety seconds), Aaron is an easy going, if slightly stoic, fifteen-year-old gaming nerd. Because he always seems to have his face in his 'link, he gives the impression of being aloof and apathetic. This masks a fierce loyalty and concern for his sister. Most times, he acts more like a father to Erin than Erik does. When they both discovered they were technomancers, Aaron's protectiveness increased and he also gained a slight paranoia streak; he does everything in his power to prevent that little secret from becoming known.

When not looking out for his sister, Aaron is an unapologetic gamer. His tastes run more toward the electronic spectrum, but he'll try anything once, especially if it makes his sister happy. When not playing games (or testing the limits of his abilities by hacking into places and messing with data), Aaron works on his gaming blog and also develops a gaming Matrix-cast under the handle of A-Bomb Actual.

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

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 6, Social 6

Armor: 12

Active Skills: Clubs 2, Computer 4, Con 3, Cracking skill group 4, Etiquette 3, First Aid 2, Gymnastics 2, Palming 4,

CRACK SPRITE (LEVEL 5)

Attack	Sleaze	Data Pro	Firewall	R
5	8	7	6	5

Perception 6, Performance 4, Pilot Ground Craft 2, Pistols 1, Running 3, Sneaking 4, Software 5, Tasking skill group 4

Knowledge Skills: E-comics 8, Gaming Companies 7, Gaming Culture 7, Gaming Products 7, Matrix-blogging 7, Matrix-(pod)casting 5

Languages: English N

Qualities: Born Rich, Data Liberator, Day Job 1 (Blogger), Dependent 1 (Sister), Natural Hardening, SINner (UCAS), Spike Resistance 1

Gear*: Armor jacket [chemical protection 4, concealable holster, drag handle, nonconductivity 3], Fairlight Caliban commlink (DR 7), goggles [Rating 5, w/ flare compensation, image link, low-light, vision enhancement 1, vision magnification (electronic)]

Living Persona: Attack 4, Data Processing 4, Device Rating 5, Sleaze 5, Firewall 4

Complex Forms: Cleaner, Editor, Puppeteer, Resonance Spike

Registered Sprites: Crack Sprite (Level 5, Tasks 4)

Weapons:

Yamaha Pulsar [Taser, Acc 5, DV 7S (e), AP -5, SA, RC —, 4(m), w/ eight darts]

*This represents the gear Aaron typically has on hand. He learned how to hack his father's credit accounts three years ago and can access enough cred to buy whatever gear or transfer whatever funds he needs while covering his tracks.

Initiative: 12 + 4D6

Skills: Computer, Cybercombat, Hacking

Powers: Suppression

ERIN DREYFUSS

The younger of the twins, Erin is the personification of a free spirit. Endlessly upbeat, outgoing, bombastic, and perky, she loves to live life and will try anything once, especially when it comes to games. She has a particular love for antique board and card games. Aside from her personality, what sets Erin apart from most is her choice of clothing. For Erin, every day is an excuse to cosplay. With her attention to detail and dedication to her craft, Erin has begun to earn a reputation within cosplay and convention circles. The only time she ever seems calm and at peace is when she is creating a new costume.

Although she comes across as flighty, scatterbrained, or vapid, Erin is very wise. She knows her brother Aaron was just as hurt when their mother left them years ago and protecting her is his way of dealing with it. She lets him because she thinks it's sweet, and because he's her brother.

When she found out about her technomancer abilities, Erin thought of it as just another part of herself. While Aaron is more likely to study his abilities, Erin has a very laissez-faire attitude about them. In fact, the only time she does use them is during times of extreme stress or when she (or someone she cares about) is threatened. Then her abilities are used like a weapon.

It's also the only time when Erin becomes truly scary.

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

Initiative: 6 + 1D6

Condition Monitor: 10

FAULT SPRITE (LEVEL 6)

Attack	Sleaze	Data Pro	Firewall	R
9	6	7	8	6

KRANK, HUMAN DECKER (WANNABE)

Krank, a.k.a. Martin Werner, personifies the worst in the gaming community. An arrogant, self-centered power-gamer and rules-lawyer who cares more about his own self-gratification over everything else, he does whatever is necessary to serve his needs first. In his mind, gaming is life. If he put half his energy into learning how to deck as he does ruining the fun for others, he'd be an elite decker by now. No wonder DarkestShadowCon hired him.

B	A	R	S	W	L	I	C	E	ESS
3	2	3	3	4	5	4	2	3	5.6

Initiative: 7 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 5, Social 8

Armor: 12

Active Skills: Artisan 7, Computer 4, Con 3, Cracking skill group 3, Etiquette 4, First Aid 2, Gymnastics 3, Palming 4, Perception 2, Performance 4, Pistol 1, Running 4, Sneaking 5, Software 5, Tasking skill group 3

Knowledge Skills: Antique Games 9, Cosplay 10, Gaming Companies 7, Gaming Culture 7, Gaming Products 7

Languages: English N

Qualities: Born Rich, Distinctive Style (Cosplayer), Focused Concentration 1, Inspired (Artisan), Natural Hardening, Nerdrage, Prejudiced 2 (Outspoken, Bullies), SINner (UCAS), Solid Rep (Cosplay Circles), Spike Resistance 1

Gear*: Armor jacket [chemical protection 4, concealable holster, pulse weave 3], glasses [Rating 4 w/ flare compensation, image link, low light, vision magnification (electronic)], Hermes Ikon commlink (DR 5)

Living Persona: Attack 6, Data Processing 4, Device Rating 6, Sleaze 3, Firewall 4

Complex Forms: Resonance Spike, Static Bomb, Static Veil, Transcendent Grid

Registered Sprites: Fault Sprite (Level 6, Tasks 4)

Weapons:

Yamaha Pulsar [Taser, Acc 5, DV 7S (e), AP -5, SA, RC —, 4(m), w/ eight darts]

*Note: this is just the gear she tends to have on hand. If she needs something, Aaron usually gets it for her.

Initiative: 13 + 4D6

Skills: Computer, Cybercombat, Hacking

Powers: Electronic Storm

Limits: Physical 4, Mental 6, Social 5

Armor: 12

Active Skills: Cybercombat 3, Electronic Warfare 2, Electronics skill group 3, Etiquette 3, Hacking (Hack on the Fly) 3 (+2)

Augmentations: Cybereyes 1 (low-light, thermographic), Datajack

Gear: Armor jacket, Sony CIY-720 Cyberdeck [Device Rating 4, Atts 7 6 5 4 Programs 4], Transys Avalon commlink (DR 6) medkit (Rating 6), programs (Armor, Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Toolbox)

“THE RED AARON,” HUMAN DECKER/FENCE

No one really knows the Red Aaron’s name, but no one really cares. A med-level fence who doesn’t care about games or gaming, he just deals in hard-to-get or collectable items, so of course an event like GameCon is a golden opportunity. Using his hacking skills and the aid of a Lone Star Officer, he hatches a plan to secure several batches of high-value items that he knows will bring a pretty yen.

B	A	R	S	W	L	I	C	E	ESS
3	2	3	3	5	5(6)	4	2	3	5.4

Initiative: 7 + 1D6

Condition Monitor: 11

Limits: Physical 4, Mental 7, Social 5

Armor: 12

Active Skills: Automatics 4, Cybercombat 6, Electronic Warfare 6, Electronics skill group 6, First Aid 3, Hacking 7 (Hack on the Fly +2), Pistols 4, Unarmed Combat 3

Qualities: Aptitude (Hacking), Code Slinger (Brute Force)

Augmentations: Cerebral booster 1, cybereyes [Rating 1, w/ low-light vision, thermographic vision], datajack

Gear: Armor jacket [chemical protection (Rating 3), fire resistance (Rating 3), non-conductivity (Rating 3)], Sony CIY-720 Cyberdeck [Device Rating 4, Atts 7 6 5 4 Programs 4], Commlink (DR 6), medkit (Rating 6), programs (Armor, Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Toolbox)

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5 (6), DV 6P, AP —, SA/BF, RC (1), 35 (c), w/ laser sight 70 rounds regular ammo, spare clip]

OFFICER M. LIMEON

Officer Limeon is a typical Lone Star officer, overworked and (in his mind) underpaid. So when The Red Aaron offers him a chance to make some extra cred on the side, he quickly says yes. He’s worked the GameCon detail before, and he thinks it’s nothing but a collection of freaks and children who never bothered to grow up. So potentially sticking it to them is just an added bonus. A veteran of the streets, Limeon doesn’t back down from a fight if he has an advantage, but withdraws if he knows he’s outmatched. The Red Aaron is paying good, but not that good. Then again, he does have a lot of backup available ...

B	A	R	S	W	L	I	C	E	ESS
5	5	6	3	4	3	3	3	5	1.9
		(7)	(4)						

Initiative: 9 (10) + 3D6

Condition Monitor: 11

Limits: Physical 6(7), Mental 5, Social 4

Armor: 18

Active Skills: Automatics 4, Clubs 4, Con 2, Etiquette 2, First Aid 1, Gymnastics 3, Longarms 4, Perception 4, Pilot

Ground Craft 2, Pistols 5, Running 2, Stealth skill group 5, Unarmed Combat 4/5

Qualities: Guts, Toughness

Augmentations: Bone lacing (aluminum), damage compensators 3, muscle augmentation 1, orthoskin 2, reflex recorder (unarmed combat), wired reflexes 1

Gear: Armor jacket, helmet [2], Hermes Ikon commlink (DR 5), concealable holster (Colt Agent Special), earbuds [Rating 3 w/ audio enhancement 1, spatial recognizer], glasses [Rating 3 w/ flare compensation, low-light vision, smartlink], plasteel restraints (x2), plastic restraints (x10), quick-draw holster (x2, Colt Govt. 2066 and)

Weapons:

Colt Agent Special [Light Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 8 (c), external smartlink, 16 rounds regular ammo, spare clip]

Colt Govt. 2066 [Heavy Pistol, Acc 6 (8), DV 7P, AP —, SA, RC —, 14 (c), external smartlink, 42 rounds regular ammo, two spare clips]

Yamaha Pulsar [Taser, Acc 5, DV 7S (e), AP -5, SA, RC —, 4(m), eight darts]

Extendable Baton [Club, Acc 5, Reach 1, DV 6P, AP —]



Player _____ Character _____ Location _____ Date ____/____/____																				
Synopsis SMH 2016- 01 UnCONventional Warfare It's all fun and game until a rival gaming convention tries to shut down a much bigger rival. The runners are hired to babysit, err escort a pair of VIPs to ensure they have a good time gaming. If the runners succeed, the convention is saved and they get a nice paycheck.		Mission Results O – Made sure the Twins had a good time O – Stopped Krank O – Got the copy of Gunshots and Ladders O – Took care of “Neil” and his tribe O – Prevented kidnapped during the LARP																		
Team Members _____ _____ _____ _____ _____ _____ _____ _____ _____		Advancement <table border="0"> <tr> <td>Character Improvement</td> <td>Karma Cost</td> </tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> <tr><td>_____</td><td>_____</td></tr> </table>	Character Improvement	Karma Cost	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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Karma Previous Available _____ Earned _____ Spent _____ Remaining Avail. _____ New Career Total _____	Reputation Street Cred _____ Notoriety _____ Public Aware. _____	Contacts, Special Items Gained or Lost, Notes O Louis Gilbertson, Jr. Connection 4 O Erik V. Dreyfuss Connection 3 O The Dreyfuss Twins Connection 2 O GameCon “Swag” (T-shirts, mugs, dice, shot glasses, a backpack, and tote-bag)																		
Nuyen Previous Available _____ Earned _____ Spent _____ Remaining _____	GM's Name _____ GM's Signature _____																			