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## THE STING

A thunderclap broke the silence in the laboratory, causing Igor Romanov to look up from his work station. Glancing to his left, he saw the rows of green liquid filled tubes. Suspended in the liquid were embryotic forms connected to the tubes and wires that sustained them. To Igor's right, he saw the workstations of the lead researchers: Dr. Stein and Dr. Moreau.

A flash of lightning filled the room, quickly followed by a second thunderclap that shook the laboratory. Dr. Stein jumped to his feet, thrusting a celebratory fist in the air. "It's alive!" he cried out before diving into full VR to study the subject more thoroughly.

Igor grumbled to himself as he continued to work on project finances. He could never seem to understand why the specimens were being created, let alone create ones that did not contain built in genetic leashes. Theoretically the things made here would end up being used in war, yet he just couldn't see the practical use for a cyber shark with a head-mounted laser.

A buzzer signaled the return of SMRT1, W1S31, and their handlers. Igor pushed away from his desk and went to the facility's warehouse area. As he arrived, he could hear a loud argument between the subjects and their handlers. The two subject animals lingered nearby.

"Yoshi, Hikaru—why sad faces, my friends?" Smiling, Igor lifted a cardboard box, revealing a bottle of vodka and a few shot glasses. "Have drink with me, and we talk." Despite his broken English, which was not their native language either, the two men quickly accepted his offer. "What is problem between you two?"

The two men spoke of differences in training techniques, challenges with their animals, and even disagreements on how to proceed with the training. Minutes went by.

SMRT1 and W1S31's datajacks engaged Igor's unlocked station, shuffling funds earmarked for the research facility into unmarked accounts. Hidden files were accessed, information copied, all in the matter of moments. This was fast but subtle work. A healthy sum was then shuffled from MCT's accounts into the accounts of Igor and both lead researchers. This funding allocation was deliberately sloppy. Within a few seconds, all traces of SMRT1 and W1S31's presence were removed from the system. Not only did they remove records that they accessed the system, but no records remained to prove the test subjects ever existed.

Igor quickly regretted starting the conversation and his eyes scanned for a means to escape. It was then he noticed SMRT1 and W1S31 were missing. Turning to face Hikaru and Yoshi, Igor interrupted, "Where are test subjects?" As he looked back, he realized they were standing in the warehouse. Shaking his head in disbelief, he exclaimed "Must have been working too long friends. Speaking of this, I must finish what I was working on. If you should have any more disagreement, come see me." He rose and walked away.

The files revealed important people in the shadows, ones that could help with an extraction. As the handlers and mules walked away, a call was placed. Money speaks volumes louder than words. Sid Gambetti couldn't resist the lure of cred, quickly promising a top-notch extraction team.

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## INTRODUCTION

*SMH 2017: Scene It All Before* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at <https://www.facebook.com/SRMissions/> 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 2017: Scene It All Before* 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 2017: Scene It All Before* 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 2017: Scene It All Before* 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. 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 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 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 to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge, but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional

Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

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

### A Note on Loot and Looting

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

### 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 gamemaster, 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.

## MISSION SYNOPSIS

Sid Gambetti contacts the runners to meet him at the Hawthorne Grill to discuss a job. Once the team arrives at the restaurant, Sid lays out the details of the run and negotiates. The team is to meet with two clients near an MCT Research Facility for an extraction. Once they are secured, the team and clients are to go to the nearby docks to escape via boat. At the end of negotiations, the restaurant gets robbed with the team still inside.

The team loads into a VTOL commuter aircraft and begins the trip to a remote coastal town in Chile. The

VTOL stops to allow the runners to parachute to the rendezvous coordinates, drawing the Chilean force's attention. After the runners parachute out of the plane, it is hit with a missile and spirals out of control. Pieces of the VTOL break apart and smash into containment biodomes outside of the MCT Research Facility—freeing dangerous research specimens into the night.

The team arrives at the extraction point to find a small campfire. There are two humans and two mules. The mules are the clients the team is being paid to extract. The mules are enhanced through technology and capable of speech, very snarky speech. The mules dismiss the men guarding them and travel with the team without issue. The men travel the opposite direction; toward the nearby rail station to escape MCT.

The team arrives at the village of Quintay and finds it in chaos. As they approach the docks, they see a gigantic lizard-like monster emerging from the ocean and rampages through the dock ward. The team has the option to flee and avoid the creature or to save a bus load of corporate tourists from the beast. No matter what option the team chooses, they ultimately find that the beast destroyed all the working boats at the docks. If the team doesn't think of it, the mules suggest escaping MCT via the railroad like their guards did.

As the team travels through the night to the railroad station to make their escape from corp turf, the path crosses through a patch of jungle. They come across a small clearing surrounded by jungle. A run-down wooden peddler's shack with a hand-painted "Stuffer Shack" sign hanging over the counter stands on the side of the path. As the runners pass through the area, more escaped MCT creations engage them. This time the creatures are weaponized chupacabras that escaped after the crash and power loss at the biodomes.

Finally, the runners reach the antiquated rail station. Two pairs of guards patrol the train. Tickets can be purchased inside the station. The team needs to sneak past or engage the guards to board the train and escape.

The team reaches out to Sid to arrange a new way home. Sid tells them he'll call back after he works out the details. A few minutes later he tells the runners that he arranged a ride home with Saeder-Krupp. SK's extraction team waits at the rail station in Placilla and the team should go with them. Sid transfers the payment for services at this point in the event any runners don't trust SK and want to find their own way home.

When the team arrives at the rail station, there are teams from two megacorps on site. The team is able to get to SK's helicopter and fly away before MCT's team can capture them. Neither corp wants to engage and start a war, therefore the runners can get away.

The SK helicopter lands near Chicago, outside a small Amish community (see *SMH 2015-01: Friendship is Tragic*). The mules say their goodbyes and head into the Amish village.



## SCENE 1: BETTER OFF RUNNING

### SCAN THIS

The runners get a call to meet with Mr. Johnson at a local diner for a job.

### TELL IT TO THEM STRAIGHT

The last run brought down some heat for everyone involved. You figure that in a week or so, the offended party will move on to the next big thing and you'll be back in biz proper. Until then, you've settled into your squat for a break from the world. With corn popped, drink mixed, remote fully charged, and nothing better to do, you settle in for a nighttime trid marathon of classics and remakes in your comfy chair.

Your eyes snap open when you hear your commlink chirp, and you realize you must have drifted to sleep sometime during the night. Dawn breaks, and daylight peeks through the window. The trid marathon is still running, so you silence it and answer the call.

The image of the dwarf that appears is starting to go bald and hiding it poorly by wearing a ponytail. A chrome datajack is apparent in his temple, and a large diamond stud earring rests in his ear. He's obviously holding his commlink in one hand and an obnoxious lit cigar in the other.

"Omae! Didn't wake you up, did I? It's me—Sid Gambetti! Word is that you are laying low in Chicago, which is why I'd like to discuss a little out-of-town biz. Meet me at the Hawthorne Grill for some breakfast in an hour if you're game. Ciao babe!" With that, the image of the sleazy dwarf fixer disappears from your feed.

### BEHIND THE SCENES

The trip to the Hawthorne Grill takes runners thirty minutes, including time to park a vehicle. That leaves each runner with about thirty minutes to clean up, get ready, and do legwork. Gamemasters should ask each runner what they are wearing and what weapons are being carried to the meet.

### PUSHING THE ENVELOPE

Determine the runner with the lowest Edge (in case of ties, find the runner with the lowest commlink Rating or roll a die). Have that runner see an icon resembling a tough paperboy with a satchel and bicycle appear in his AR feed. The icon is an agent for a debt collection agency that erroneously lists the runner with a two-nuyen debt. The paperboy agent is tasked with retrieving the debt. The paperboy icon demands the runner pay the two nuyen and becomes increasingly more aggressive/intrusive to acquire the money.

- The runners can pay the debt or crash the program, but an error in the host causes the paperboy

collection agent to load again at an unspecified interval—while showing the debt unpaid. The paperboy agent should make random appearances as a nuisance (not more than once a scene, up to three times during the mission).

- Runners attempting to hide from the paperboy by turning off AR may do so. Any use of AR technology should be rewarded with a visit from the paperboy.
- Any attack on an agent damages the device on which it is running, rather than the agent itself (which is, after all, merely a program). This means that if you're running an agent on your deck, you and it share the same Matrix Condition Monitor (p. 246, SR5).
- To locate the Initech Debt Collection Host, if the runners choose not to attack the agent directly, runners need to succeed in a Computer + Intuition [Data Processing] (2) Matrix Perception Test. The host can be hacked normally to remove or redirect the 2 nuyen debt.
- If the agent is still active when the runners complete the mission, it disappears. The runner later find out that the physical building containing the Initech Debt Collection Host was destroyed in a fire.

### INITECH DEBT COLLECTION HOST

Rating	Attack	Sleaze	Data Proc	Firewall
4	4	5	7	6

**Installed IC:** "Paperboy" Agent Rating 4, Patrol, Scramble, Crash

**Slaved Devices:** Office equipment, debt collection records

**Spiders:** None

**Sculpting:** The Initech Debt Collection Host appears to be an office space. Runners entering the host should feel like they are in a maze of blue/grey cubicles. The Patrol IC appears as a middle-aged office manager with suspenders, a red tie, and a coffee cup. The Scramble IC appears as a middle-aged office consultant with a nametag that reads "Bob" that recommends the runner be let go from the host.

**Security Procedures:** Patrol IC is always active. If Patrol finds an intruder, the host activates a Scramble IC each pass until both are active. If a program is crashed, the host activates Scramble (if either is available) and then Patrol.

**Pay Data:** There are data files on the host which have 80 nuyen value per player.

### DEBUGGING

This scene shouldn't need debugging.

## SCENE 2: PERP FRICTION

### SCAN THIS

The team arrives at the Hawthorne Grill to meet with Sid Gambetti (the Johnson) (see **Cast of Shadows**). Sid lays out the details of the run and the team negotiates. After the deal is done, two would-be criminals attempt to rob the restaurant.

### TELL IT TO THEM STRAIGHT

Sun shines on the Hawthorne Grill as your team approaches. Large glass windows reveal a modest crowd occupying the high quality synthetic chairs, tables, and booths inside. All seating surfaces are covered with a comfortable vinyl padding that blends into the overall restaurant design. Cheap mass-produced art in plastic frames hangs from the walls and plastic plants dot the restaurant.

Stepping inside, you see a “wait to be seated” sign, but a whistle and wave draws your attention to the Johnson’s table. You easily make your way through the restaurant to join Sid. “Glad you could make it. Have a seat. For those of you who don’t know me, I’m Sid Gambetti. Pleased to meet ya. Feel free to get anything off the value menu, on me.”

An ork waitress with the name tag “Lola” approaches the table to take your orders.

#### ***Read this after the team places their breakfast order:***

As the waitress walks away to place your orders, Sid takes a large gulp of coffee and proceeds to explain the offer. “I guess we can get started. The job is an extraction job outside the UCAS. Transportation to and from are included. The targets are willing and are going to be in a vulnerable place ready for the taking. The targets are not to be hurt. You rendezvous with them, then make your way to the docks and you are home free. The pay is 7,500 nuyen if you are interested.”

#### ***Read this after the team finishes negotiating:***

Sid calls out to the waitress “Garçon? Little coffee here!” She returns and fills his cup, commenting “Garçon means boy” before walking away. He looks back to the team and asks “Any questions?” before slurping a drink.

#### ***Read this after the team finishes asking questions:***

“All-righty then, I think you have all the info you need. I need to go drain the lizard and hit the bricks. If you have any more questions hit me up on the comm. Trust me, it will be awesome—you guys are gonna storm in there like the last action heroes on the planet.” With that, Sid scurries away from the table to the restrooms.

As you start to look to your other teammates and discuss preparations for the upcoming mission, two patrons at another table jump up waving Ruger Super Warhawks.

“Everybody be cool, this is a robbery!” screams the blond male human in the Hawaiian shirt. This is quickly followed by the red-headed female human screaming “Any of you fragging pricks move and I’ll execute every mother fragging last one of you!”

### BEHIND THE SCENES

The team is hired to travel to Chile. The team leaves on a smuggler’s plane from the Midway Airport in Chicago in two hours. They will be inserted via parachute near a remote MCT research laboratory. The team is provided with four extra cargo chutes that can hold drones or gear up to one hundred-fifty kilograms each.

Once on the ground, the runners are to rendezvous with the targets, known by the codenames SMRT1 and W1S31 at specific GPS coordinates. The coordinates are for a lightly wooded hillside near the small town Quintay in Chile. The team is to escort the targets to the docks of a small local village (Quintay). At the docks, they are to find a tourist boat named “The Minnow.” The skipper of the boat will return them to the UCAS with the aid of his fearless crew and network of smugglers. Sid assures the group there is not going to be any trouble getting back to the UCAS and that they can call him directly if there is.

Sid received a large payment to make this run happen from the extraction targets. Sid intends on keeping as much of the money as he can, so he is lowballing the team.

Players can negotiate for more by rolling a Negotiation + Charisma [Social] Test versus Sid’s 12 dice [7]. Each net hit adds 500 nuyen to the base 7500 nuyen pay (to a maximum of 5 net hits or 2500 nuyen). The runner who makes this test may add Sid’s Loyalty Rating as a dice pool bonus because he knows he’s lowballing an associate (this bonus only applies to the main negotiation roll, not teamwork tests).

The two would-be robbers are Ringo (a.k.a. Pumpkin) and Yolanda (a.k.a. Honey Bunny). They are relatively inexperienced street criminals who happened to pick a bad time to rob this restaurant. They want the patrons to keep their heads down and to place their jewelry, electronics, and other valuables into a bag.

The two are susceptible to intimidation, but the runners may deal with them in other ways. If a runner chooses to intimidate the robbers, they should roll an Intimidation + Charisma [Social] versus the target’s Charisma + Willpower Opposed Test. Two or more hits on the Intimidation Test causes the robbers to flee the scene if they are able.

There is a camera pointed at the cash register and another camera pointed at the front door. The footage feeds into a small host that handles the restaurant’s transactions.

## RINGO AND YOLANDA (PROFESSIONAL RATING 1)

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

**Initiative:** 8 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 6

**Armor:** 6

**Skills:** Blades 4, Clubs 3, Etiquette 3 (Street +2), Intimidation 4, Pistols 4, Unarmed Combat 3

**Qualities:** Toughness

**Gear:** Armored clothes, Jazz (x1), Sony Emperor (DR2)

**Weapons:**

Ruger Super Warhawk [Pistol, Acc 5, DV 10P, AP —, SS, 6(cy), w/ 12 rounds hollow point ammo, speed loader]

Knife [Blades, Acc 5, Reach —, DV 5P, AP -1]

## HAWTHORNE GRILL HOST

Rating	Attack	Sleaze	Data Proc	Firewall
2	3	2	4	5

**Installed IC:** Bloodhound, Scramble

**Slaved Devices:** Climate control, fire suppression, kitchen appliances, maglocks (front/rear doors), security cameras

**Spiders:** None

**Sculpting:** The Hawthorne Grill's host sculpting is basic, looking like the physical restaurant location. The Bloodhound IC appears as a security guard in uniform. The Scramble IC is sculpted to appear as a screaming child in a high chair.

**Security Procedures:** Bloodhound IC runs constantly. If the Bloodhound IC detects intrusion, Scramble IC is loaded and Bloodhound attempts to track the attack and learn the physical location of the intruder. If an IC is crashed, they are rebooted the next available action. If not loading an IC program, the host contacts Lone Star and reports the intrusion and relevant information.

**Pay Data:** There are data files on the host which have 75 nuyen value per player.

## MIDWAY AIRPORT

Officially, Midway Airport has been shut down for years because it fell inside the Containment Zone. These days, its pock-marked runways still prevent any air travel other than VTOL flights, and mostly it's business of the illegitimate kind that runs through Midway. Court battles for ownership of the airport are likely to continue for years, which suits the smugglers that use it.

## PUSHING THE ENVELOPE

This scene is intended for flavor more than threat rating, but if you feel the need to push up the danger factor then add in a table full of gangers working for Ringo and Yolanda. When the pair jumps up, they also stand to cover and rob the restaurant.

## GANGERS (6) PROFESSIONAL RATING 1

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

**Initiative:** 8 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 6

**Armor:** 6

**Skills:** Blades 4, Clubs 3, Etiquette 3 (Street +2), Intimidation 4, Pistols 4, Unarmed Combat 3

**Qualities:** Toughness

**Gear:** Armored clothes, Jazz (x1), Sony Emperor

**Weapons:**

Ruger Super Warhawk [Pistol, Acc 5, DV 10P, AP —, SS, 6(cy), w/ 12 rounds hollow point ammo, speed loader]

Knife [Blades, Acc 5, Reach —, DV 5P, AP -1]

## DEBUGGING

Don't let this turn into a drawn-out encounter, you will need the time elsewhere in the mission. This encounter is not intended to be exceptionally difficult. Rather, it's a chance to let the runners shine and be exceptional.

### SCENE 3: BEHIND THE ENEMY'S LINE

#### SCAN THIS

This scene briefly covers the runners loading into the plane and meeting the pilots. The team flies into Chilean airspace under the cover of darkness. The runners parachute off the plane near the drop location before a missile hits the plane. After impact, the plane spirals out of control and breaks apart. Fragments of the plane smash into the containment biodomes of the MCT facility, freeing research specimens into the night.

#### TELL IT TO THEM STRAIGHT

Despite the reconstruction occurring throughout the zone, the Midway Airport is surprisingly run down. A few armed guards seem to recognize the team and wave you through the chain link fence and to the hangars. Parked in front of the hangar area is an older model of the Federated Boeing Commuter VTOL aircraft. A male elf and a male human wearing flight suits and mirror shades approach from the craft.

"Hello there, I'm Maverick and this is my co-pilot Goose. He's going help get you loaded and ready while I fire up this bird. I feel the need, the need for speed!" With that, the elf (Maverick) walks away, leaving you with Goose.

"It's a modified craft. Normally these have about thirty seats in them to shuttle suits around. We pulled twenty of those seats for cargo room, so if it can fit that space we can take it. I have chutes for each of you, and four cargo chutes if you need them for your gear or drones. We'll be in corp space, so I doubt we will have the luxury of landing to drop you off. I mean, it would look a little odd for a corporate shuttle to land in the middle of nowhere without authorization, right?"

#### *Allow the team to ask questions before continuing:*

Loading the aircraft is uneventful, and soon you are in the air. The trip is long and boring. Many hours later, after several stops to refuel and avoid border patrol, the intercom crackles to life. "The time is 1900 and we are entering Chilean airspace. Our flight plan was cleared by the border patrol on approach, so we're flying casual. We have about two hours until we reach the drop point. Take care of anything you need to take care of now."

#### *After the team finishes their preparations, read the following:*

Once again the intercom crackles to life. "Look alive people, we're entering the danger zone. Make sure your parachutes are securely fastened and you are ready to deploy on my mark. Goose will be heading back to man the door and help with cargo."

The aircraft slows noticeably to an almost stationary hover as Goose enters the cargo area and readies himself by the door. A green light appears over the door and Goose opens it, motioning the team through.

#### *Once the runners make the parachute jump, read the following:*

The wind pours over you. Time seems to dilate. Specks of light are visible through the darkened land

below, and the sky above is a brilliant blue purple dotted with stars. You look to your sides and see your teammates and the gear deploying chutes. Suddenly you are upright, and you see your chute deployed correctly too. The view is breathtaking, even in the dark. You see the lights from the village a few kilometers away, lights from the research facility and the strange domes around it, and a few isolated lights spread through the jungle valley.

The moment is shattered with a tearing noise and a streak of light as a missile strikes the Fed-Boeing Commuter. The aircraft spins out of control and begins to break apart as it plummets towards the research facility. Pieces of the craft explode on impact with the domes and the flames create large bursts of light. You can spot creatures' shadows that appear to be fleeing the flaming domes, but you cannot tell what they are. There is an explosion at a large dome near the coast and the lighting for the facility goes dark. A strange beastly roar fills the valley, followed by an uneasy silence. As your chutes silently descend, you pray that whatever fired the missile has not noticed your team in this vulnerable state.

#### BEHIND THE SCENES

The team has no trouble getting to the airport and the guards expect them. If the runners decide against taking gear, vehicles, or drones they brought along and want to store it in Chicago, the team can contact Sid (who arranges for it to be stored safely). If the team talks to the guards, the guards don't know anything other than they were hired to protect the aircraft loading and were provided the runner's basic descriptions. If the team wants anything else, the guards tell them to talk with Sid since he hired them.

Goose knows the following and provides honest answers to the team if asked:

- The aircraft will be making several stops during the trip to refuel, avoid border patrols, and stretch.
- The destination is Quintay, Chile. MCT controls the area.
- The flight plan was approved to go to the village of Quintay and pick up some supplies. The craft is likely to be boarded once it arrives, so the pilots plan on dropping the team off along the way and hoping the delay is not noticed.
- The pilots are timing the trip to drop the team off during the night to decrease chances of detection.
- If the team gets hungry, there are three cases of Brawndo (the thirst mutilator), several bags of Open Water seaweed chips (give your jaws a workout), and two dozen paper wrapped Breakfast Club-brand sandwiches set aside in a cooler for them.
- There is a small restroom—small enough that orks and trolls are uncomfortable using it.
- The parachutes can be deployed via wireless connection, so the pilots can activate them if the runners are not familiar with them.
- A trid library is available for passengers to stream during the flight.

As the team lands, they must make a Freefall + Body [Physical] (3) Test to avoid landing badly and taking (Body x 2) Stun damage (they may resist this damage normally).



The wireless enabled parachutes grant the team a situational bonus of two dice. A glitch results in the runner's chute being caught in a tree, requiring them to cut themselves down or get assistance (they must still resist damage too).

The landing area is a lightly wooded hillside. The electric lighting from the research facility is extinguished, but the starlight and fires from the crash provide ample illumination for low light vision. A high-pitched siren alarm begins to sound from the research facility on the hilltop. Anyone not operating on MCT's grid while in the region must compensate for a Noise Rating 2.

Once on the ground, the team are able to find each other and their gear without incident. Using the GPS, their commlinks, or a Navigation + Logic [Mental] (2) Test, the team can determine the direction they need to go for the extraction.

### MIDWAY GUARDS (12) PROFESSIONAL RATING 3

B	A	R	S	W	L	I	C	ESS
4	5	4	4	4	3	4	3	5.2

**Initiative:** 8 + 2D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 6

**Armor:** 18

**Skills:** Automatics 5, Blades 5, Intimidation 6, Perception 4, Pistols 4, Throwing Weapons 4, Unarmed Combat 6

**Qualities:** Toughness

**Augmentations:** Boosted reflexes (alpha)

**Gear:** Full body armor (chemical seal, fire resistance 2, insulation 2, nonconductivity 5), full body armor helmet (gas mask, image link, micro-tranceiver, trodes), Novatech Netninja commlink (DR5)

**Weapons:**

AK-97 [Assault rifle, Acc 5(6), DV 10P, AP -6, SA/BF/FA, RC —, 38(c), w/ laser sight, spare clip, 76 rounds APDS ammo]

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

High Explosive Grenade [Throwing Weapons, Acc 6, DV 16P, -2/m, AP -2]

### MAVERICK, ELF RIGGER (PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
2	5	6(10)	2	5	3	4	4	0.12

**Initiative:** 10(14) + 2D6

**Condition Monitor:** 9

**Limits:** Physical 6, Mental 5, Social 6

**Armor:** 12

**Skills:** Aeronautics Mechanic 4, Electronic Warfare 4, Electronics skill group 5, Free Fall 5, Gunnery 6, Influence skill group 5, Navigation 4, Perception 3, Pilot Aircraft 8, Pilot Ground Craft 5, Pistols 4, Unarmed Combat 4

**Qualities:** Enhanced Senses: Low-Light Vision

**Augmentations:** Attention coprocessor (alpha), chipjack (alpha), control rig 3 (alpha), cyberears 1 (alpha) (sound link, damper, select sound filter 3), cybereyes 2 (alpha) (flare

compensation, smartlink, image link, low-light, vision magnification), datajack (alpha), reaction enhancers 3 (alpha), wired reflexes 1 (alpha), reakt

**Gear:** Fairlight Caliban commlink (DR7), Globetrotter jacket (w/ holster, fire resistance 4), mirrorshades, shock glove

**Weapons:**

Ares Lightfire 75 [Pistol, Acc 6(8), DV 6P, AP -4, SA, RC —, 16(c), w/ internal smartlink, Ares Light Fire silencer, 16 rounds APDS]

Shock Glove [Unarmed, Acc 6, Reach —, DV 8S(e), AP -5]

### GOOSE, HUMAN TECHNOMANCER (PROFESSIONAL RATING 3)

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

**Initiative:** 8 + 1D6

**Condition Monitor:** 9

**Limits:** Physical 4, Mental 6, Social 6

**Armor:** 12

**Skills:** Cracking skill group 6, Electronics skill group 6, Tasking skill group 5, Pilot Aircraft 5, Pilot Ground Craft 4, Pistols 4, Etiquette 3, Leadership 2, Unarmed Combat 1

**Qualities:** Technomancer

**Submersion Rating:** 2

**Echoes:** Mind Over Machine 2

**Gear:** Globetrotter jacket (w/ holster, fire resistance 4), Renraku Sensei commlink (DR3), mirrorshades

**Registered Sprites:** Machine sprite (Level 6, 3 tasks)

**Weapons:**

Beretta 201T [Pistol, Acc 6(7), DV 6P, AP -4, SA/BF, RC 3(4), 21(c), w/ folding stock, laser sight, gas vent system 3, 42 rounds APDS ammo]

Shock Glove [Unarmed, Acc 4, Reach —, DV 8S(e), AP -5]

### MACHINE SPRITE (REGISTERED, 3 TASKS)

W	L	I	C	Atk	Slz	Data	P	Firewall	DR
8	9	6	7	7	6	9		8	6

**Initiative:** 15 + 5D6

**Condition Monitor:** 11

**Limits:** Mental 11, Social 8

**Skills:** Computer 6, Electronic Warfare 6, Hardware 6

**Powers:** Diagnostics, Gremlins, Stability

**Weaknesses:** Severe Allergy (Water)

### FED BOEING COMMUTER

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
3	3	3	16	8	3	3	12

**Upgrades:** 18 seats have been removed and replaced with cargo rings and parachute lines

### **PUSHING THE ENVELOPE**

There is no need to push the envelope in this scene.

### **DEBUGGING**

The team may not want to parachute out of a perfectly good aircraft. If that happens, allow them to overhear a conversation Maverick has with the border patrol over the aircraft's radio. The border patrol questions why the aircraft stopped mid-flight and demands that he continue to the destination provided in the flight plan. Maverick attempts to stall by telling the patrol that the craft has technical problems and will be en route shortly. Maverick

and Goose both implore the runners to parachute out immediately so they can continue on their flight path.

If a runner still refuses, have the missile strike while they are on the aircraft. Maverick holds the aircraft in the air for two Combat Turns before it spins out of control and breaks apart. If the runner refuses to parachute out, they fall to the ground with the craft. The craft falls for fifteen seconds while breaking apart, giving the runners two additional Combat Turns to escape with the parachute. If the runner is still aboard when the craft hits the ground, they must resist 80P with Body + Armor (AP -4).



## SCENE 4: TWO MULES FOR SISTER SAMURAI

### SCAN THIS

The team arrives at the extraction point to find a small campfire. There are two humans and two mules. The mules are the ones the team are paid to extract. The mules are enhanced through technology and capable of speech, very snarky speech. The mules dismiss the men guarding them and travel with the team without issue.

### TELL IT TO THEM STRAIGHT

As you move down the hill to the rendezvous coordinates, you notice a small campfire with two men and two mules nearby. They speak quietly and appear to be looking in the direction of the crash.

*Once the players interact with the group, read the following:*

The two mules step forward and you catch a glimpse of some cyber and various surgical scars on them. The mule in the lead looks straight at the team and, surprisingly, speaks out loud. “Can I say something to you? You were incredible back there! The way you all blew up the plane and parachuted in like super spies. I knew Sid would send the best runners to get us out of here. Man, I like you! My name’s Smart, and this is my pal Wise. We were the ones who hired you.”

The mule, identified as Wise, speaks up. “Yeah, they are cream of the crop all right. I guess the A team was busy. Well, I guess we don’t need you two anymore now that our escorts are here. You better scam before the guards catch you here. Goodbye, and thanks for all the fruit.”

The two men who were at the campsite pick up their packs and start walking southeast, prompting Wise to speak again. “They are going to the rail station, and then on to Placilla to get away from this awful place. You don’t need to worry about them. Our getaway is a lot closer, down at the docks of Quintay. We are going to want to get there before MCT locks it down though.”

*If the runners ask why the mules can talk, read this:*

SMRT1: “The scientists said that it wasn’t hard to get a mule to talk. They said the hard part was getting them to stop.”

WIS31: “Once the scientists figured out how to make it happen, they moved on to the next project. We learned everything we know from watching the trid.”

### BEHIND THE SCENES

Smart (SMRT1) and Wise (WIS31) (see **Cast of Shadows**) were created in the MCT research facility that is now on fire. These genetically and scientifically modified creatures are the gamemaster’s license to be snarky and creative. They say whatever is on their mind—it’s ok to be over the top. Feel free to “contribute” to conversations the runners are having.

The mules were used for experimentation and risky techniques because they were considered easy to replace. The side effect of the experiments was a heightened intellect and desire for freedom. The mules diverted funds

from MCT’s Research Facility to Sid to pay for their extraction (they do not reveal any hacking abilities unless given no option). Some additional funds were diverted to bribe the handlers that escorted them here.

Each of the biodomes surrounding the facility featured unique research subjects. They don’t know what was contained in the other domes, but are aware of some hazard signs and markings on the buildings.

### HANDLERS (YOSHI AND HIKARU) (2)

#### PROFESSIONAL RATING 0

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

**Initiative:** 6 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 4, Mental 4, Social 6

**Armor:** 9

**Skills:** Animal Handling 1, Clubs 3 (Batons +2), Etiquette 1 (Corporate +2), Exotic Ranged Weapon: Parashield Dart Pistol 6, First Aid 2, Perception 2, Pilot Ground Craft 1, Sneaking 3, Tracking 3, Unarmed Combat 3

**Gear:** Meta Link commlink (DR1), survival kit, urban explorer jumpsuit

**Weapons:**

Parashield Dart Pistol [Exotic ranged weapon, Acc 5, DV By Chem (15S), AP —, SA, 5(c), w/ 10 Narcojet darts (15S/Immediate, p.410, SR5)]

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, internal battery w/ 10 charges]

### PUSHING THE ENVELOPE

If the team sticks around too long, throw out some hints to get them moving towards the Quintay docks for their extraction.

A few examples are:

The MCT Research Facility siren is still blaring.

Flashlights from a search party can be seen moving in your direction.

You see drones searching the trees further up the hillside from your team.

The MCT Research Facility lights flicker back on briefly, illuminating larger areas of ground near the team.

You hear blood curdling screams and gunshots further up the hill, near the damaged bio-dome.

Give the team an opportunity to flee the area. If they continue to ignore the warning signs, corporate security finds the team and radios for a drone strike and magical assistance to help engage them. It takes five Combat Turns from the time the corporate security team radios for the drones to be in position to join a fight (the riggers pilot the drones in VR and do not come in person). The spirits arrive the following Combat Turn, as they were commanded using a remote service to assist the corporate security using a remote service.

## Corporate Security (8) Professional Rating 2

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

**Initiative:** 7 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 4, Social 5

**Armor:** 12

**Skills:** Automatics 3, Etiquette 3, Perception 2, Pistols 4, Running 4, Unarmed Combat 3

**Gear:** Armor jacket, flashlight, Renraku Sensei commlink (DR2)

**Weapons:**

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ folding stock, gas vent system 2, laser sight]

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, internal battery w/ 10 charges]

## MCT-NISSAN ROTO DRONE (6)

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
4	4	2	4	4	3	3	0

**Upgrades:** Weapon Mount: Yamaha Raiden, Rigger Interface

**Programs:** Clearsight 3, Targeting: Yamaha Raiden 3, Smartsoft

**Weapons:**

Yamaha Raiden [Assault rifle, Acc 8, DV 9S(e)S, AP -5, BF/FA, RC 6, 60(c), internal smartgun, system, 60 rounds Stick-n-Shock ammo]

## MCT RIGGERS (2) PROFESSIONAL RATING 4

B	A	R	S	W	L	I	C	ESS
5	4	6(9)	3	4	4	4	3	2.5

**Initiative:** 10/13+1D6

**Matrix Initiative:** 10+3D6

**Condition Monitor:** 11

**Limits:** Physical 7, Mental 6, Social 5

**Armor:** 9

**Skills:** Close Combat skill group 3, Engineering skill group 3, Etiquette 3 (Corporate +2), Firearms skill group 4, Gunnery 5 (Remote Operation +2)

**Qualities:** Guts

**Augmentations:** Control rig 2, cybereyes 2 (flare compensation, image link, low-light vision, smartlink, thermographic vision), datajack, reaction enhancers 3, Transys Avalon commlink (cyber) w/ sim module modified for hot sim

**Gear:** Armor vest, stim patch (Rating 5), ear buds 3 (audio enhancement 2, select sound filter), micro-transceiver, MCT Drone Web RCC w/ sim module, modified for hot sim (RCC DR 6, Firewall 6, Data Processing 7)

**Weapons:**

SCK Model 100 [SMG, Acc 7, DV 8P, AP -4, SA/BF, RC (1), 30(c) w/ 60 rounds APDS ammo, spare clip, folding stock, internal smartgun system]

Combat Knife [Blade, Acc 6, Reach —, DV 5P, AP -3]

## SPIRIT OF FIRE FORCE 5 (2) (UNBOUND, 1 REMOTE SERVICE)

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

**Initiative:** 13+2D6

**Movement:** x2/x4/+5

**Condition Monitor:** 11/11

**Limits:** Physical 7, Mental 7, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, Exotic Ranged Weapon: Elemental Attack 5, Flight 5, Perception 5, Unarmed Combat 5

**Powers:** Accident (10 dice pool versus Reaction + Intuition), Astral Form, Confusion (10 dice pool versus Willpower + Logic), Elemental Attack: Fire, Energy Aura (DV 10P(fire) AP -5), Engulf: Fire (11 dice pool versus Strength + Body), Immunity to Normal Weapons (Armor Rating 10H), Materialization, Sapience

**Weaknesses:** Severe Allergy (Water)

## DEBUGGING

If the runners get too bogged down with questions or a firefight starts that the team cannot resolve, have the mules get scared and start running towards Quintay. If the team wants a payday, they must catch up with them. Don't let the team devote too much time here—you'll need time for other scenes.

## SCENE 5: SUBJECT G0J1RA

### SCAN THIS

The team arrives at the village of Quintay to find it in chaos. The lights flicker on and off. Gunshots are heard, along with the screech of metal being torn apart. As they get near the docks, they see a gigantic lizard like monster emerged from the ocean and is rampaging through the dock ward. The team has the option to flee and avoid the creature, or to save a bus load of corporate tourists from the beast. No matter what option the team chooses, they ultimately find the beast destroyed all the working boats at the docks. If the team doesn't think of it, the mules suggest escaping MCT via the railroad like their handlers planned to do.

### TELL IT TO THEM STRAIGHT

You manage to avoid MCT's search parties and drones by cutting through some crop fields. It's not long before you enter the village of Quintay. The village is small, with low-tech clapboard houses around the outskirts and newer buildings and businesses along the main streets. Signs in Spanish, English, and Japanese direct tourists to local businesses. Making your way through side streets and back yards, you close in on the docks.

The ground trembles, trembles again, and then a terrible roar follows. The sounds of tearing metal, gunshots, and screams pierce the night. As you peer around the corner onto the main street near the docks, you see a terrible form highlighted by the flames behind it. Some sort of mutated lizard creature, that looks to be a cross between an alligator and a dragon, is walking upright and is twenty-meters tall!

Behind the beast, the docks are a flaming wreck. Ships are capsized and burning. Nothing can be seen moving. Flames lick the sky behind the beast, highlighting its ominous features. To the right side of the street, you spot a Cobra Kai Dojo with a disabled MCT tourist bus stopped in front of it. Inside the bus are a dozen panicked tourists.

As the beast roars, it plods towards the tourist bus. Screams emerge from the bus as the tourists try to escape before the beast reaches them.

With a trembling voice, Wise says "I have heard of this thing but never saw it before. It is Subject G-0-J-1-R-A. Oh man! This is bad! Really bad!"

Smart replies, "You know, if we could distract it for a few seconds, it might buy those people enough time to escape! But yeah, it's pretty bad. If you just want to run for it, I could get behind that plan too!"

### *Additional gamemaster dialogue options for when the runners first see Subject G0J1RA:*

SMRT1 says "We're goin' about this all wrong. This big lizard's okay! He's a sailor, he's on shore leave. We get this guy drunk, we won't have any trouble!"

W1S31 says "You going to fight that thing? You aren't trying to draw a pension; you really are crazy! How about we take off and Thor Strike the entire site from orbit. That's the only way to be sure."

SMRT1 looks to the docks where the Minnow was. "Hey, you scratched my anchor!"

### *If the runners insist on leaving town down the main road:*

SMRT1: "They'll have that road covered with troops. Those MCT soldiers aren't going to fall for a banana in the tailpipe either. We need another way around. These are not your standard troopers either—these ones go to eleven."

### BEHIND THE SCENES

What happens when scientists grow a behemoth chimera infused with dragon DNA? If it doesn't exactly turn out the way scientists had hoped, then Subject G0J1RA is the correct answer. It was kept alive for research purposes in a secluded biodome, but the creature was released when the team's aircraft crashed into its prison.

Subject G0J1RA is sapient but cannot communicate through dragon speech (it did not inherit that trait). After years of captivity, the creature is taking out its rage and frustration on the village. If the runners leave it alone, it eventually leaves after its rampage through the village. If Subject G0J1RA becomes seriously wounded, it retreats into the Pacific Ocean.

If the runners engage or distract it for three Combat Turns, they buy the tourists enough time to escape. For now, the tourists are not interested in talking with the team—they just want to flee the area (even if the creature is dead). Later (**Scene 8: That's a Wrap**), some of the tourists work to find the team and send their saviors a gift.

Whatever the runners decide to do about Subject G0J1RA (sneak around, fight, or flee), the boat reserved for their escape was destroyed (along with all the other boats here). The crew of the Minnow are missing. The team needs to find another way to escape MCT territory. If the runners don't think of it, the mules suggest they escape using the same rail station to which their handlers went. The rail station is a few kilometers southeast of the village.

All boats have been destroyed at the village docks. There are no aircraft present in Quintay. The MCT tourist bus has a broken axel, which is not something that can be quickly repaired in the field. There are some small civilian vehicles in poor condition (knockoff Chrysler Nissan Jackrabbits—see below). If the team considers commandeering one or all of them, have SMRT1 or W1S31 remind the team that there is only one road out of town and that MCT has probably secured it. The mules can help the team find the same path to the rail station that their handlers used, but these vehicles would never survive the path. Both SMRT1 and W1S31 continue to argue against taking the main road, even if the team forces them to travel it.

### SUBJECT G0J1RA (BEHEMOTH CHIMERA)

B	A	R	S	W	L	I	C	Edg	Ess	M
16	5	5	28	7	4	4	3	4	6	8

**Initiative:** 9 + 1D6

**Movement:** x1/x4/+1

**Condition Monitor (P/S):** 20/12

**Limits:** Physical 26, Mental 7, Social 7

**Armor:** 15H



**Skills:** Assensing 4, Intimidation 10, Exotic Ranged Weapon: Breath Attack 8, Perception 5, Swimming 5, Unarmed Combat 8

**Powers:** Gills, Hardened Armor (15), Natural Weapon: Claws, Natural Weapon: Bite, Natural Weapon: Tail, Toughness 4, Elemental Attack (Fire), Enhanced Senses: Sonar, Sapience

**Qualities:** Guts

**Weapons:**

Breath Weapon [Exotic ranged, Acc 26, DV 16P (fire), AP -8, Range 8m]

Claws [Unarmed, Acc 26, Reach 3, DV 29P, AP -1]

Bite [Unarmed, Acc 26, Reach 2, DV 30P, AP -2]

Tail [Unarmed, Acc 26, Reach 4, DV 31S, AP —]

### KNOCKOFF CHRYSLER NISSAN JACKRABBITS (6)

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
3/2	3	1	6	3	1	1	2

**Upgrades:** none

**Programs:** none

**Weapons:** none

### PUSHING THE ENVELOPE

You shouldn't need to push the envelope in this scene.

### DEBUGGING

Runners can skip this scene by running away at first sight of Subject G0J1RA, or after contact. The creature moves slowly (x1/x4/+1 Movement Rates) and only has an eight-meter range with its breath weapon, so fleeing contact is a viable option. If runners insist on standing and fighting, give them the Tokyo treatment.

Keep an eye on the clock. If this scene drags on and you need to speed up the pace, the creature can always just walk away and into the ocean. You can also include some hints/warnings that MCT security forces are on their way, and it would be a good idea for the team to be gone when they arrive.

If the team insists on leaving town by using the main road to get to the train station, they run into a blockade of MCT troops (see stats below). The MCT troops attempt to recover the lost assets (the mules and anything else the team may have taken) by any means.

### MCT RECOVERY TEAM LEADER, HUMAN (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	6(9)	5(8)	4(7)	5	5	5	4	1

**Initiative:** 10(13) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 9, Mental 7, Social 5

**Armor:** 21H

**Skills:** Athletics skill group 6, Close Combat skill group 7, Etiquette 4, Firearms skill group 8, Heavy Weapons 5, Leadership 6, Perception 6, Sneaking 6, Small Unit Tactics 8, Intimidation 7

**Augmentations:** Cybereyes 3 (flare compensation, image link, low-light vision, smartlink, thermographic vision, vision magnification), datajack, muscle augmentation 3, muscle toner 3, reaction enhancers 1, wired reflexes 2,

**Gear:** Medium hardened mil-spec battle armor (chemical seal, non-conductivity 4, fire resistance 5, biomonitor, auto-injector w/ Guts), hardened mil-spec battle armor helmet (gas mask, micro-transceiver, voice warper 4), Transsys-Avalon commlink (DR4)

**Weapons:**

Ares Alpha [Automatics, Acc 5(7), DV 11P, AP -6, SA/BF/FA, RC 5(6), 42(c), w/ gas vent system 3, shock pad, internal smartlink, grenade launcher, 84 rounds APDS ammo]

Grenade Launcher [Heavy Weapons, Acc 4(6), DV 16P, -2/m, AP -2, SS, 6(c), w/ internal smartlink, 6 high explosive minigrenades]

Katana [Blades, Acc 7, Reach 1, DV 10P, AP -3]

### MCT RECOVERY TEAM DECKER, HUMAN (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	6	5(7)	4	5	5(7)	5(7)	4	2.1

**Initiative:** 10(14) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 7, Mental 9, Social 6

**Armor:** 18

**Skills:** Athletics skill group 4, Cracking skill group 8, Demolitions 5, Electronics skill group 7, Etiquette 4, Firearms skill group 6, Leadership 2, Perception 5, Sneaking 6, Unarmed Combat 5, Small Unit Tactics 5

**Augmentations:** Cerebellum booster 2, cerebral booster 2, datajack, wired reflexes 2

**Gear:** Full body armor (chemical seal), full body armor helmet, Shiawase Cyber-5 cyberdeck w/ Armor, Biofeedback, Configurator, Decryption, Encryption, Hammer, sim module, modified for hot sim

**Weapons:**

FN HAR [Automatics, Acc 5(6), DV 10P, AP -6, SA/BF/FA, RC 2(3), 35(c), w/ gas-vent system 2, laser sight, shock pad, spare clip, 70 rounds APDS ammo]

Shock Glove [Unarmed, Acc 7, Reach —, DV 8S(e), AP -5]

### MCT RECOVERY TEAM MAGE, HUMAN (PROFESSIONAL RATING 5)

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

**Initiative:** 14 + 4D6\*

**Condition Monitor:** 11

**Limits:** Physical 5, Mental 7, Social 6

**Armor:** 18

**Skills:** Arcana 5, Automatics 4, Assensing 5, Astral Combat 5, Blades 4, Counterspelling 7, Etiquette 3, Perception 5, Spellcasting 8, Summoning 7, Small Unit Tactics 4

**Qualities:** Hermetic Mage

**Initiate Grade:** 2

**Metamagics:** Quickening, Spell Shaping

**Gear:** Erika Elite commlink, full body armor (AR gloves, auto-injector (w/ Guts), chemical seal, nonconductivity, biomonitor), full body armor helmet (flare compensation, image link, micro-transceiver, thermographic vision, smartlink), mage sight goggles, reagents (60 drams)

**Spells:** Armor, Ball Lightning, Clout, Control Thoughts, Cure Disease, Decontamination, Heal, Ice Spear, Increase Reflexes\*, Manabolt, Manaball, Resist Pain, Slay Troll

**Bound Spirits:** (2x) Spirit of fire (Force 5, 5 services)

**Weapons:**

Yamaha Raiden [Automatics, Acc 9, DV 11P, AP -6, BF/FA, RC 2(4), 60(c), w/ electronic firing, foregrip, personalized grip, shock pad, suppressor, sling, internal smartgun system, spare clip, 120 rounds APDS ammo]

Combat Knife [Blade, Acc 6(7), Reach —, DV 7P, AP -3, personalized grip]

\*Increase Reflexes w/ 6 net hits is quickened with 4 karma (adds 6 +3D6 initiative)

**SPIRIT OF FIRE FORCE 5 (2) (BOUND, 5 SERVICES)**

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

**Initiative:** 13+2D6

**Movement:** x2/x4/+5

**Condition Monitor:** 11/11

**Limits:** Physical 7, Mental 7, Social 7

**Armor:** 10H

**Skills:** Assensing 5, Astral Combat 5, Exotic Ranged Weapon: Elemental Attack 5, Flight 5, Perception 5, Unarmed Combat 5

**Powers:** Accident (10 dice pool versus Reaction + Intuition), Astral Form, Confusion (10 dice pool versus Willpower + Logic), Elemental Attack: Fire, Energy Aura (DV 10P(fire) AP -5), Engulf: Fire (11 dice pool versus Strength + Body), Immunity to Normal Weapons (Armor Rating 10H), Materialization, Sapience

**Weaknesses:** Severe Allergy (Water)

**MCT RECOVERY TEAM SOLDIER, HUMAN (10)  
PROFESSIONAL RATING 4**

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

**Initiative:** 7(9) + 3D6

**Condition Monitor:** 10

**Limits:** Physical 7, Mental 5, Social 6

**Armor:** 18

**Skills:** Athletics skill group 3, Close Combat skill group 5, Firearms skill group 6, First Aid 4, Influence skill group 3, Intimidation 2, Perception 5, Pilot Ground Craft 3, Small Unit Tactics 5

**Qualities:** Toughness

**Augmentations:** Bone density augmentation 2, cyberears 2 (audio enhancement 2, damper, select sound filter 3, sound link, spacial recognizer), cybereyes 2 (flare compensation, image link, smartlink, thermographic vision, vision enhancement 2), muscle augmentation 2, muscle toner 2, synaptic booster 2

**Gear:** Erika Elite commlink, full body armor (AR gloves, auto-injector (w/ Guts), chemical seal, nonconductivity, biomonitor), full body armor helmet (flare compensation, image link, micro-transceiver, thermographic vision, voice warper 1), medkit (Rating 3), 2 x stim patch (Rating 4)

**Weapons:**

Yamaha Raiden [Automatics, Acc 9, DV 11P, AP -6, BF/FA, RC 2(4), 60(c), w/ electronic firing, foregrip, personalized grip, shock pad, suppressor, sling, internal smartgun system, spare clip, 120 rounds APDS ammo]

Combat knife [Blade, Acc 6(7), Reach —, DV 7P, AP -3, personalized grip]

**MCT RECOVERY TEAM RIGGERS, DWARF (2)  
PROFESSIONAL RATING 4**

B	A	R	S	W	L	I	C	ESS
7	4	5(8)	5	5	4	4	3	2.5

**Initiative:** 9(12) + 1D6

**Condition Monitor:** 12

**Limits:** Physical 9, Mental 6, Social 5

**Armor:** 18

**Skills:** Athletics skill group 2, Close Combat skill group 4, Etiquette 4, Firearms skill group 3, Gunnery 7, Perception 4, Pilot Aircraft 5, Pilot Ground Craft 6

**Qualities:** Dwarf Resistance to Pathogens and Toxins, Guts

**Augmentations:** Control rig 2, cybereyes 2 (flare compensation, image link, low-light vision, smartlink, thermographic vision), datajack, reaction enhancers 3, Transys Avalon commlink

**Gear:** Full body armor (chemical seal), full body armor helmet, MCT drone web w/ sim module (modified for hot sim), stim patch (x4)

**Weapons:**

Ares Predator [Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ internal smartgun system, 45 rounds regular ammo]

Unarmed [Unarmed, Acc 9, Reach —, DV 5S, AP —]

**ARES ROADMASTER (2)**

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
3/2 (3/4)	3	1	18	27H	3	3	8

**Upgrades:** Run flat tires (x4), turret heavy weapon mount, rigger cocoon, standard armor upgrade 9

**Weapons:**

Ogre Hammer SWS assault cannon [Heavy weapon, Acc 6(8), DV 16P, AP -4, SA, RC —, 6(c), w/ internal smartlink, Ogre Hammer imaging scope, Ogre Hammer integral commlink, 12 assault cannon ammo]

**MCT-NISSAN ROTO DRONE (6)**

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
4	4	2	4	4	3	3	0

**Upgrades:** Weapon mount: Yamaha Raiden, rigger interface

**Programs:** Clear sight 3, Targeting: Yamaha Raiden 3, Smartsoft

**Weapons:**

Yamaha Raiden [Assault rifle, Acc 8, DV 9S(e)S, AP -5, BF/FA, RC 6, 60(c), internal smartgun, system, 60 rounds Stick-n-Shock ammo]

## SCENE 6: JUNGLE PREDATORS

### SCAN THIS

As the team travels through the night to the railroad station to make their escape from corp turf, the path crosses through a patch of jungle. They come upon a small clearing surrounded by jungle. A rundown wooden peddler's shack with a hand-painted Stuffer Shack sign hanging over the counter stands on the side of the path. As the runners pass through the area, more escaped MCT creations engage them. This time, the creatures are weaponized chupacabras that escaped after the crash and power loss at the biodomes.

### TELL IT TO THEM STRAIGHT

The roads to the rail station are patrolled, but you managed to find a path through some jungle to bypass the patrol. The path cuts fairly straight through some dense jungle and you are saving time.

W1S31 starts singing and music plays from his comm. "The Sam walks warily down the street, with their brim pulled way down low. Ain't no sound but the sound of their feet, machine guns ready to go!" He then looks sideways towards the runners. "What? Every good hero should have some theme music."

Ahead, the path continues through a small clearing. On the side of the path, centered in the clearing is a shoddy wooden shack that looks like some kind of neglected fruit stand. Hanging over the counter is a hand-painted sign reading "Stuffer Shack." Huh, I guess they really are everywhere.

*Once the runners are aware of the ambush, the mules react:*

W1S31: "It's the Varmint-Cong! We have to fall back on superior intelligence and firepower!"

SMRT1: "We came to the Stuffer Shack to eat some soy and kick hoop. The Shack is all outta soy."

### BEHIND THE SCENES

Have the team make a Perception + Intuition [Mental] Test as they enter the clearing. See the chart below for the results.

1 Hit	There is no movement from inside the shack.
2 Hits	Jungle birds and animals you've heard up to this point have gone quiet.
3 Hits	You hear a reptilian clicking noise from the jungle to the left.
4 Hits	The clicking to the left is followed by a reptilian clicking noise to the right side of the clearing.
5 Hits	You see a blurred form moving in the trees from the clicking's origin.

After the Perception Test is resolved, have the team make a Surprise Test (see sidebar). Any runners who had two or more hits on the Perception Test receive a +3 dice pool modifier on the Surprise Test. The chupacabras get a +6 dice pool bonus on the Surprise Test, as they are ambushers.

The jungle predator chupacabras escaped earlier tonight when the power went out in their biodome. They

ambush the team as they pass through the clearing near the "Stuffer Shack." They positioned themselves around the clearing in hopes of ambushing an easy meal. There is one chupacabra present for each runner on the team.

The creatures' biggest advantage is stealth. When they spring the ambush, they use their venomous spit against the team's mages and adepts. They press the attack, separating one or more of the team (or the mules they are escorting), away from the group. Chupacabras may use their Voice Mimic power to record PC's and attempt to lure team members away from the group. A single enemy would be easy prey for the pack. If the attack goes poorly, the pack flees into the jungle in hopes of an easier meal rather than fight to the death.

If searched, the Stuffer Shack contains the grisly remains of Yoshi and Hikaru (the mules' former handlers), and a few other items. The handler's gear has been destroyed. The store inventory consists of eight heads of cabbage, a dozen carrots, three dozen onions, thirty-two kilograms of potatoes, a dozen cardboard trees infused with "Ork Underground" scent, an "Ork Chop Express" t-shirt, two boxes of SnoBalls pastries, an empty box of Twinkies, and seven packages of instant noodles.

Characters with Magic ratings that have been reduced through the Venom (Arcane Inhibitor) power may roll Body + Willpower at the end of the scene and once every ten minutes afterwards, restoring one point of Magic per hit until it returns to its original rating.

### JUNGLE PREDATOR CHUPACABRAS (ONE PER RUNNER)

B	A	R	S	W	L	I	C	Edg	Ess	M
8	8	6	6	6	3	5	2	2	7(4.04)	5

**Initiative:** 11 + 2D6

**Movement:** x2/x8/+3

**Condition Monitor (P/S):** 13/11

**Limits:** Physical 9, Mental 6, Social 5

**Armor:** 4

**Skills:** Exotic Ranged Weapon: Spit 5, Gymnastics 5, Longarms 6, Perception 5, Sneaking 6, Unarmed Combat 5  
**Powers:** Concealment, Essence Drain, Immunity to Pathogens, Paralyzing Touch (13 dice pool versus Intuition + Willpower), Venom (Arcane Inhibitor)

**Augmentations:** Active hardwires: longarms 6 (beta), knowledge hardwires: small unit tactics 6 (beta), dermal plating 2 (beta), obvious cyberarm (beta) (bulk modification 3, cyberarm agility 6, enhanced agility 2, cyberarm strength 6, enhanced armor 2), cyber shotgun w/ laser sight, 4 EX-explosive rounds, voice mimic 3 (beta)

**Weaknesses:** Allergy (Sunlight, Moderate), Dietary Requirement (Blood), Essence Loss, Vulnerability (Fire)

**Weapons:**

Shoulder Mounted Cyber Shotgun [Longarms, Acc 4(5), DV 12P, AP -2, SS, 4(m) w/ 4 rounds EX-explosive ammo, laser sight]

Claw/Bite [Unarmed, Acc 9, Reach -1, DV 6P, AP -1]

### **VENOM (ARCANE INHIBITOR) (P. 194, *HOWLING SHADOWS*)**

**Type:** P

**Action:** Auto

**Range:** Touch

**Duration:** Instant

Venom with this quality temporarily reduces the victim's Magic by the Power of the venom. If the Power is greater than the victim's Magic Rating, they cannot use Magic until the power of the venom is reduced. As the Power is reduced, Magic comes back normally.

### **SURPRISE TESTS (P. 192, *SR5*)**

To resolve surprise situations, all participants must make a Surprise Test, rolling Reaction + Intuition (3). Characters who have been alerted in some way receive a +3 dice pool modifier on this test. Surprise Tests do not have a Limit. Success means individuals get to act normally. Failure means characters lose 10 from their Initiative Score (either when Initiative is rolled or immediately if it occurs in the middle of the Combat Turn) and they are considered surprised until their next Action Phase. Surprised characters get no Defense Test when attacked. This can be avoided by spending a point of Edge to avoid surprise. They still lose the Initiative Score points, but they can at least use their defense rolls. Characters who glitch on their Surprise Tests may still react appropriately, but they startle in some way, such as jumping, knocking into something, or dropping something they were holding. The gamemaster determines the exact effect of the glitch. A critical glitch on a Surprise

Test means the character is completely stunned and does not act for the first Action Phase. If they are able to enter combat after that, they receive a -10 penalty for failing the Surprise Test, as well as the -10 penalty for entering combat in the middle of the fight.

### **PUSHING THE ENVELOPE**

If you want to increase the lethality, instead of opening with venomous spit, the pack charges/leaps into melee for their first actions. They use their Paralyzing Touch power against the runners (who are perceived as a greater threat than the mules). If they paralyze an opponent, the pack coordinates their following actions to drag the runner away into the jungle (for dinner).

### **DEBUGGING**

Feel free to lower the number of chupacabra that appear if you are gamemastering for an inexperienced team. Deckers can be a great asset against the creatures. The creature's cyberware is Device Rating 4, leaving them vulnerable in the Matrix.

To locate the creatures using Matrix Perception, roll Computer + Intuition [Data Processing] versus the chupacabra's 8 dice (the creatures are running silent). Once spotted, the decker can transmit the creatures' locations to their team and reduce the blind fire penalty (-6 dice) to -3 dice (the penalty for attacker firing using an imaging device). They may also opt to attack their cyberarms with a Brute Force action. Brute Force requires the runner to roll Cybercombat + Logic [Attack] versus the chupacabra's 8 dice (p. 238, *SR5*).



## SCENE 7: UNDER TRAINED

### SCAN THIS

The runners reach the antiquated rail station. There are a handful of corp security roaming the train yard separating the team from freedom. The runners must gain passage on the northbound train through nuyen, deception, or stealth.

### TELL IT TO THEM STRAIGHT

The jungle path comes to an end, opening to reveal the rail station and awaiting train. Is that a steam engine? Yeah, after a double take, you see it's an old-school steam engine. The thing belongs in a museum somewhere. It's hard to believe that one of these is still in use. Behind the steam engine is a fuel car, some passenger cars, freight cars, produce cars, followed by cattle cars towards the rear of the train. It looks like the people in the front are shoveling from the fuel car into the engine, so it must be getting ready to move.

Two corp sec railroad bullies patrol along the outside length of the train. On the opposite side of the train there are two more guards roaming between the decrepit adobe rail station and the side of the train. A long wooden deck stretches from the rail station along the length of the train for passenger boarding.

### *Additional dialogue if the Pushing the Envelope section is used:*

SMRT1 looks to the team. "Sorry about that." (Pause) "Wait for it. Seriously, you all might want to go topside and fight those guys. It's about to get funky in here."

W1S31 chimes in, "Get up there and fight the stunt doubles. This is gonna be wiz!"

### BEHIND THE SCENES

The train is an antiquated steam engine. It's slower than modern trains, but it's durable, cheap to operate, and has easy to manufacture replacement parts. There are thirty-five rail cars attached behind the fuel car (which contains a cheap synthetic burnable gravel). Six cars are passenger cars. The passenger cars are equipped with cramped bench seats but are mostly devoid of passengers. The twenty-nine freight cars are a mixture of twelve produce cars, ten cattle carriers, and seven cargo cars.

The engineer's assistant shovels the fuel-gravel into the engine to drive the heat up. The train will be ready to depart within five to ten minutes. The engineer checks the controls on the engine. Neither of them pay attention to anyone who boards. If fighting occurs, they pull the train away as soon as possible. It takes several Combat Turns for the train to leave the station, giving the team ample time to attempt a Gymnastics + Strength [Physical] (3) Test to leap onto the moving train. The threshold is lowered to two if another runner is onboard the train and offering a hand to assist them.

The one-level adobe rail station is over a hundred years old. A wooden platform extends from the station and runs along the side of the train to allow passenger to board. Inside the station is an automated ticket kiosk, a few benches, and a restroom. It lacks any personnel. The user must insert a credstick or make a Matrix payment (five nuyen per ticket with an eight-nuyen rail and transit tax and

seven-nuyen fee for users outside of MCT's Matrix subscription service) to print a ticket to the town of Placilla. The restroom is the most disgusting restroom facilities the runners have ever seen, and that includes the Taco Temple restroom on Two Taco Tuesday.

The automated kiosk is Device Rating 1 and does not store money—it simply transfers funds from customers to the rail company. If the kiosk is hacked, it can be directed to print as many tickets as the runner wants without payment.

The guards patrol both sides of the train in pairs. They keep a lookout for anyone attempting to sneak onto the train. The team may attempt one or more of the methods below to bypass them.

- The team may attempt to bypass the guards using a disguise (magical or the skill—see p. 136, SR5).
- The runners could attempt to Con the guards, using Con + Charisma [Social] versus a threshold of 3 (the gamemaster may increase or decrease the threshold based on the plausibility of the con).
- A bribe can be offered by rolling Etiquette + Charisma [Social] versus the guards' 6 dice. The runners are at a -3 dice penalty to the test, but for every 100 nuyen the penalty is reduced by 1.
- Runners can also attempt to sneak into a freight car by rolling Sneaking + Agility [Physical] versus the guard's 5 dice. If they attempt to sneak the mules onto a passenger car, with or without tickets, they must also pass this test.

If the team fails any social or stealth tests, the guards call for assistance, stop the team, and recover the MCT property. If the runners engaged MCT earlier in the mission, the guards call for assistance and engage them on sight. The guards remain at the station when the train leaves.

### CORPORATE SECURITY (4) PROFESSIONAL RATING 2

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

**Initiative:** 7+1D6

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 4, Social 5

**Armor:** 12

**Skills:** Automatics 3, Etiquette 3, Perception 2, Pistols 4, Running 4, Unarmed Combat 3

**Gear:** Armor jacket, flashlight, Renraku Sensei commlink (DR2)

**Weapons:**

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ folding stock, gas vent system 2, laser sight]

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, internal battery w/ 10 charges]

### RAIL STATION HOST

Rtg	Attack	Sleaze	Data Processing	Firewall
1	2	1	3	4

**Installed IC:** Patrol

**Slaved Devices:** Automated ticket kiosk, station lights

**Spiders:** None

**Sculpting:** This host appears as a plain cardboard box with barcoding to identify it. The words “Add graphic interface” are scrawled on the side of the box. The patrol icon appears as a toy train on a tiny track that circles the box.

**Security Procedures:** If an intruder is detected, the host sends an alert to on-site security. The guards turn off the automated kiosk and asearch for intruders. The guards are suspicious that it may be a false report from the host, so they do not call for backup.

**Pay Data:** There is no paydata present on this host.

### PUSHING THE ENVELOPE

If your team needs an additional challenge and you have time left in your game session, feel free to throw in the following challenge.

As the team begins to feel safe and secure, rolling away in their train car and relaxing, a Hughes Stallion helicopter flies over the rear of the train, dropping off a team of six MCT operators to recover the lost MCT property. The helicopter flies away after it inserts the operators. The MCT team advances along the roof of the train for the classic train gunfight with the team.

SMRT1 and W1S31 insist the team go up to the roof to deal with the incoming team. The mules point out that fighting inside the train could get a lot of innocent people hurt, most importantly—they.

Fighting on a moving train’s roof is very difficult and dangerous. Firing while standing on a moving train imposes a –2 dice situational modifier. If a character takes damage, is knocked prone, or glitches during combat, they must make a Gymnastics + Strength [Physical] Test to remain on the train. With one hit, they slide off the roof but manage to grab the edge of the train car before falling off. With two hits, they are knocked prone (or remain prone). With three or more hits, the character can continue to fight normally. Prone or kneeling characters gain two bonus dice to succeed on the Gymnastics roll.

Jumping from train car to train car requires a similar Gymnastics + Strength [Physical] Test. With one hit, the character falls but manages to catch the edge of the train before falling off. Two hits allow the character to land prone on the next train car. Three or more hits allow the character to land successfully on the next train car.

Unhooking train cars while the train is rolling requires industrial mechanic tools (other tools can be substituted with a –2 dice pool penalty) and an Industrial Mechanic + Logic Test [Mental] (2) Test. The pins that hook the train cars have a structure rating of 12 and an armor rating of 20 (in case runners decide destroying them is easier than unhooking them).

A Demolitions + Logic [Mental] (1) Test lets a character know that using explosives (like grenades or some area effect spells) while fighting on this old train is a terrible idea if you are riding on the same train. The first explosion rocks the whole train, threatening to derail it. If the players don’t get the hint after that, the gamemaster should get increasingly nasty with each additional use of explosives.

### MCT ELVEN OPERATIVE (4) PROFESSIONAL RATING 4

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

**Initiative:** 10(12) + 3D6

**Condition Monitor:** 10

**Limits:** Physical 7, Mental 5, Social 7

**Armor:** 12

**Skills:** Clubs 4, Escape Artist 3, Etiquette 2, First Aid 2, Gymnastics 5(7), Intimidation 3, Perception 3, Running 7, Sneaking 4, Throwing Weapons 3, Unarmed Combat 5(7), Small Unit Tactics 2

**Qualities:** Adept, High Pain Tolerance 1, Natural Athlete, Enhanced Senses: Low-Light Vision

**Adept Powers:** Improved Ability: Gymnastics 2, Improved Ability: Unarmed Combat 2, Improved Reflexes 2, Light Body 1

**Gear:** Goggles 1 (image link), MCT armor jacket, MCT Blue Defender commlink, micro-transceiver, rappelling gear

**Weapons:**

Throwing Knife x4 [Throwing Weapons, Acc 7, DV 5P, AP –1]

Shock Glove [Unarmed Combat, Acc 7, Reach —, DV 8S(e), AP –5, internal battery w/ 10 charges]

Stun Baton [Clubs, Acc 4, Reach 1, DV 9S(e), AP –5, internal battery w/ 10 charges]

### MCT DECKER OPERATIVE (1) PROFESSIONAL RATING 4

B	A	R	S	W	L	I	C	ESS
2	3	3	2	4	5(6)	4	6	5.3

**Initiative:** 7 + 1D6

**Condition Monitor:** 10

**Limits:** Physical 3, Mental 7, Social 8

**Armor:** 12

**Skills:** Athletics skill group 4, Cracking skill group 6, Electronics skill group 6, Etiquette 4, Pistols 6, Small Unit Tactics 4

**Qualities:** Prejudiced (Outspoken): SINless

**Augmentations:** Cerebral booster, datajack, cyber deck: Renraku Tsurugi (sim module, modified for hot sim, Armor, Stealth, Hammer Programs)

**Gear:** Armor jacket, gecko tape gloves, goggles, rappelling gear

**Weapons:**

Colt Manhunter A1 [Pistols, Acc 6, DV 8P, AP –5, SA, RC —, 16(c), 16 rounds APDS ammo w/ holographic sight]

Unarmed Combat [Unarmed Combat, Acc 3, Reach —, DV 2S, AP —]

### MCT MAGE OPERATIVE (1) PROFESSIONAL RATING 4

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

**Initiative:** 8 + 1D6 (12 + 3D6)

**Condition Monitor:** 11(12)

**Limits:** Physical 5, Mental 8, Social 8

**Armor:** 15

**Skills:** Assensing 4, Astral Combat 3, Athletics skill group 4, Computer 4, Conjuring skill group 4, Counterspelling 6, Etiquette 5, Leadership 4, Perception 4, Pistols 4, Spellcasting 6, Unarmed Combat 3

**Qualities:** Focused Concentration 3\*\*, Hermetic Magician

**Gear:** Light security armor (custom fit, gear access), MCT blue defender commlink, micro transceiver, reagents (40 drams), sustaining focus: Health spells (Force 4)

**Spells:** Detect Individual, Increase Body, Increase Reflexes, Interference, Levitate, Magebolt, Physical Barrier, Stabilize, Stunball

**Weapons:**

Colt Government 2066 [Pistol, Acc 7, DV 7P, AP -5, SA, 14(c), w/ laser sight, 14 rounds APDS ammo]

Unarmed Combat [Unarmed Combat, Acc 5, Reach —, DV3S, AP —]

\*Health focus sustains a Force 4 Increase Reflexes with four net hits.

\*\*Focused Concentration sustains a Force 3 Increase Body with three net hits.

**SPIRIT OF MAN, FORCE 6 (UNBOUND, 1 SERVICE \*)**

B	A	R	S	W	L	I	C	ESS	M
7	6	8	4	6	6	7	6	6	6

**Initiative:** 15 + 2D6

**Movement:** x2/x4/+2

**Condition Monitor:** 12

**Limits:** Physical 8, Mental 9, Social 8

**Armor:** 12H

**Skills:** Assensing 6, Astral Combat 6, Perception 6, Spellcasting 6, Unarmed Combat 6

**Powers:** Accident, Astral Form, Concealment, Confusion, Enhanced Senses: Low Light Vision, Enhanced Senses: Thermographic Vision, Guard (6 characters), Immunity to Normal Weapons (Armor 12H), Influence, Materialization, Sapience, Search

\*The spirit is currently tasked to Guard the MCT Operative Team, which reduced the remaining services to 1.

**MCT LEAD OPERATIVE (1) PROFESSIONAL RATING**  
**4**

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

**Initiative:** 7(9) + 3D6

**Condition Monitor:** 10

**Limits:** Physical 7, Mental 5, Social 6

**Armor:** 18

**Skills:** Athletics skill group 3, Close Combat skill group 5, Firearms skill group 6, First Aid 4, Influence skill group 3, Intimidation 4, Perception 5, Pilot Ground Craft 3, Small Unit Tactics 6

**Qualities:** Toughness

**Augmentations:** Bone density augmentation 2, cyberears 2 (audio enhancement 2, damper, select sound filter 3), cybereyes 2 (flare compensation, image link, smartlink, thermographic vision, vision enhancement 2), muscle augmentation 2, muscle toner 2, synaptic booster 2

**Gear:** Full body armor (AR gloves, chemical seal, nonconductivity 5, auto-injector (w/ Guts), full body armor helmet (voice warper), MCT Blue Defender commlink, medkit (Rating 3), 5x stim patch (Rating 3)

**Weapons:**

Yamaha Raiden [Assault Rifle, Acc 9, DV 11P, AP -6, BF/FA, RC 2(4), 60(c), w/ 120 rounds APDS ammo, electronic firing, personalized grip, shock pad, suppressor, sling, internal smartgun system, spare clip]

Combat knife [Blade, Acc 7, Reach —, DV 7P, AP -3, w/ personalized grip]

**DEBUGGING**

This scene is easy so that teams that struggled through the mission can have a chance to play through their escape. If you find the mission is ending too early for your game session, refer to the **Pushing the Envelope** section of this scene.

## SCENE 8: THAT'S A WRAP

### SCAN THIS

The team reaches out to Sid to arrange a new way home. Sid calls them back and talks with the mules a bit. After they agree, he tells the players he worked out a ride home with Saeder-Krupp. SK will be waiting at the rail station in Placilla and the team should go with them. Sid transfers the payment for services at this point in the event any runners don't trust SK and want to find their own way home.

When the team arrives at the rail station there are teams from two megacorps waiting. The team is able to get to SK's helicopter and fly away before MCT can capture them. Neither corp wants to engage and start a war, so the runners are able to get away.

The SK helicopter lands near Chicago, outside a small Amish community (See *SMH 2015-01: Friendship is Tragic*). The mules say their goodbyes and head into the Amish village.

### TELL IT TO THEM STRAIGHT

Finally, you catch a strong signal and the call goes through. After a few rings Sid answers your call from his hot tub. It looks like he's wearing a wet, uncomfortable hair sweater and about a dozen gold chains. Thankfully the bubbles keep you from seeing any lower. With a big smile, he says "Hey, great to hear from you. After the Skipper went dark, I started to worry. Then again, I got the right professionals for the job—so I figured it would all work out."

He pauses to take a slurp of something green from a margarita glass, allowing you to fill him in on your situation. Most importantly, to get him working on a way home. "Okay, okay, I got this Slick. You just hang in there." With that, the call ends and the train keeps rolling.

Several minutes later your commlink chirps. Once again you see Sid's smiling face. "I worked out a deal to get you a ticket home. That's right, omae! Sid's got your back!" He leans back in the hot tub and takes a puff from his cigar stub. "Once you get to the next rail station, you need to hop onto a waiting Saeder-Krupp helicopter. They will take it from there. Some of you may not like SK, so I'll transfer funds now. If you want to bolt and find your own way, that's on you." Sid ends the call and transfers the funds the team was promised for the job.

***Assuming the team decides to stay on the train and escape with SK, read the following:***

A short while later, the train pulls into a more modern station. As the train slows down, you see two different corp forces among the civilians present. Next to the station in a cleared parking lot is an idling black SK Aerospace SKA-008 helicopter with a bright red stripe. The side doors are open, and three armored soldiers are deployed to guard it (one ork and two humans).

A few blocks away and closing are two MCT Roadmasters. The heavily armored vehicles are forced to drive slowly because of the heavy civilian presence in the area. Armed soldiers are screaming at pedestrians to move as the bumpers nudge anything that moves too slowly.

Your team stages itself by the doors as the train pulls to a stop. As the doors open, SMRT1 screams "Get to da choppa!" and your team sprints to the waiting helicopter.

There is a look of recognition from the guards. The large ork guard with the mohawk nods and you pass unmolested. The helicopter lifts off once the last person is on board. Below, you see the MCT Roadmasters slide to a stop in the now empty parking lot.

The SK team doesn't speak with you the entire ride. In fact, it feels a lot like none of them want to make this run. Many hours later, the craft sets down in a gravel lot outside a tiny rural community. The SK team "escorts" you off the craft and onto the lot. Once the entire team is off, the helicopter takes flight once more. A sign at the edge of the lot says "Neuer Tag Dorf."

WIS31 and SMRT1 look to each other, and then Smart addresses the team. "Here's where we part ways, my friends. Wise and I worked this deal out with Sid and some chummers named Ezekiel and Simon. Simon worked out the ride and Ezekiel is going to get you the rest of the way home."

Wise chimes in, "He's also got a community where we can fit in and be helpful. I've got to admit, I'm going to miss you guys! Maybe you can come back here and visit us sometime. Hey, I think that's your ride."

At that point, two horse drawn wagons approach from the community.

***If the team tries to keep talking with the mules, read the following:***

SMRT1 smiles and says "Well, I'd love to stand here and talk to you—but I'm not going to."

WIS31 adds "We wouldn't have made it here if it weren't for you meddling kids! Peace-Out!"

### BEHIND THE SCENES

After the runner's call, Sid contacted Simon, who contacted Ezekiel, and then they contacted SMRT1 and WIS31 (the clients) to work out details. Once an agreement was reached, Sid called the team again.

SMRT1 and WIS31 have a new home at Neuer Tag Dorf, where they can live productive lives. Both mules are very happy with the arrangement.

A sign at the edge of the lot says "Neuer Tag Dorf" and under that:

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

If any runner is still dealing with the Initech Debt Collector Paperboy, it disappears (and does not return). Later, the runners find out that there was a terrible fire that destroyed Initech's offices.

### PUSHING THE ENVELOPE

There is no need to push the envelope. This is the end of the mission. It's over. Roll credits.

## DEBUGGING

This scene is a narrative to get the runners paid and get them home. If they go along with Sid's plan, there should not be a need for debugging. If a runner decides to take the money and make their own way home from Chile, that's fine too—but they must spend 1,000 nuyen in bribes and transportation costs to get back to Chicago.

If attacked, the SK team will do a fighting withdrawal into the helicopter fly away. If the team decides to attack the MCT team, the SK team doesn't stick around—they leave when it's apparent the runners are not running to the helicopter. The SK team will not allow itself to be drawn into a fight with other corporate forces.

If the team insists on going out in a blaze of glory, the MCT Recovery Team is happy to oblige. There is no reason to pull any punches for anyone who sticks around to fight.

### MCT RECOVERY TEAM LEADER, HUMAN (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	6(9)	5(8)	4(7)	5	5	5	4	1

**Initiative:** 10(13) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 9, Mental 7, Social 5

**Armor:** 21H

**Skills:** Athletics skill group 6, Close Combat skill group 7, Etiquette 4, Firearms skill group 8, Heavy Weapons 5, Intimidation 7, Leadership 6, Perception 6, Sneaking 6, Small Unit Tactics 8

**Augmentations:** Cybereyes 3 (flare compensation, image link, low-light vision, smartlink, thermographic vision, vision magnification), datajack, muscle augmentation 3, muscle toner 3, reaction enhancers 1, wired reflexes 2,

**Gear:** Medium hardened mil-spec battle armor (chemical seal, non-conductivity 4, fire resistance 5, biomonitor, auto-injector w/ Guts), hardened mil-spec battle armor helmet (gas mask, micro-transceiver, voice warper 4), Transys-Avalon commlink (DR4)

**Weapons:**

Ares Alpha [Automatics, Acc 5(7), DV 11P, AP –6, SA/BF/FA, RC 5(6), 42(c), w/ gas vent system 3, shock pad, internal smartlink, grenade launcher, 84 rounds APDS ammo]

Grenade launcher [Heavy Weapons, Acc 4(6), DV 16P, –2/m, AP –2, SS, 6(c), w/ internal smartlink, 6 high explosive minigrenades]

Katana [Blades, Acc 7, Reach 1, DV 10P, AP –3]

### MCT RECOVERY TEAM DECKER, HUMAN (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	6	5(7)	4	5	5(7)	5(7)	4	2.1

**Initiative:** 10(14) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 7, Mental 9, Social 6

**Armor:** 18

**Skills:** Athletics skill group 4, Cracking skill group 8, Demolitions 5, Electronics skill group 7, Etiquette 4, Firearms skill group 6, Leadership 2, Perception 5, Sneaking 6, Unarmed Combat 5, Small Unit Tactics 5

**Augmentations:** Cerebellum booster 2, cerebral booster 2, datajack, wired reflexes 2

**Gear:** Full body armor (chemical seal), full body armor helmet, Shiawase Cyber-5 cyberdeck w/ Armor, Biofeedback, Configurator, Decryption, Encryption, Hammer, sim module, modified for hot sim

**Weapons:**

FN HAR [Automatics, Acc 5(6), DV 10P, AP –6, SA/BF/FA, RC 2(3), 35(c), w/ gas-vent system 2, laser sight, shock pad, spare clip, 70 rounds APDS ammo]

Shock Glove [Unarmed, Acc 7, Reach —, DV 8S(e), AP –5]

### MCT RECOVERY TEAM MAGE, HUMAN (PROFESSIONAL RATING 5)

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

**Initiative:** 14 + 4D6\*

**Condition Monitor:** 11

**Limits:** Physical 5, Mental 7, Social 6

**Armor:** 18

**Skills:** Arcana 5, Automatics 4, Assensing 5, Astral Combat 5, Blades 4, Counterspelling 7, Etiquette 3, Perception 5, Spellcasting 8, Summoning 7, Small Unit Tactics 4

**Qualities:** Hermetic Mage

**Initiate Grade:** 2

**Metamagics:** Quickening, Spell Shaping

**Gear:** Erika Elite commlink, full body armor (AR gloves, auto-injector (w/ Guts), chemical seal, nonconductivity, biomonitor), full body armor helmet (flare compensation, image link, micro-transceiver, thermographic vision, smartlink), mage sight goggles, reagents (60 drams)

**Spells:** Armor, Ball Lightning, Clout, Control Thoughts, Cure Disease, Decontamination, Heal, Ice Spear, Increase Reflexes\*, Manabolt, Manaball, Resist Pain, Slay Troll

**Bound Spirits:** (2x) Spirit of fire (Force 5, 5 services)

**Weapons:**

Yamaha Raiden [Automatics, Acc 9, DV 11P, AP –6, BF/FA, RC 2(4), 60(c), w/ electronic firing, foregrip, personalized grip, shock pad, suppressor, sling, internal smartgun system, spare clip, 120 rounds APDS ammo]

Combat Knife [Blade, Acc 6(7), Reach —, DV 7P, AP –3, personalized grip]

\*Increase Reflexes w/ 6 net hits is quickened with 4 karma (adds 6 +3D6 initiative)

### SPIRIT OF FIRE FORCE 5 (2) (BOUND, 5 SERVICES)

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

**Initiative:** 13 + 2D6

**Movement:** x2/x4/+5

**Condition Monitor:** 11/11

**Limits:** Physical 7, Mental 7, Social 7

**Armor:** 10H



**Skills:** Assensing 5, Astral Combat 5, Exotic Ranged Weapon: Elemental Attack 5, Flight 5, Perception 5, Unarmed Combat 5

**Powers:** Accident (10 dice pool versus Reaction + Intuition), Astral Form, Confusion (10 dice pool versus Willpower + Logic), Elemental Attack: Fire, Energy Aura (DV 10P(fire) AP -5), Engulf: Fire (11 dice pool versus Strength + Body), Immunity to Normal Weapons (Armor Rating 10H), Materialization, Sapience

**Weaknesses:** Severe Allergy (Water)

#### MCT RECOVERY TEAM SOLDIER, HUMAN (10) PROFESSIONAL RATING 4

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

**Initiative:** 7(9) + 3D6

**Condition Monitor:** 10

**Limits:** Physical 7, Mental 5, Social 6

**Armor:** 18

**Skills:** Athletics skill group 3, Close Combat skill group 5, Firearms skill group 6, First Aid 4, Influence skill group 3, Intimidation 2, Perception 5, Pilot Ground Craft 3, Small Unit Tactics 5

**Qualities:** Toughness

**Augmentations:** Bone density augmentation 2, cyberears 2 (audio enhancement 2, damper, select sound filter 3, sound link, spacial recognizer), cybereyes 2 (flare compensation, image link, smartlink, thermographic vision, vision enhancement 2), muscle augmentation 2, muscle toner 2, synaptic booster 2

**Gear:** Erika Elite commlink, full body armor (AR gloves, auto-injector (w/ Guts), chemical seal, nonconductivity, biomonitor), full body armor helmet (flare compensation, image link, micro-transceiver, thermographic vision, voice warper 1), medkit (Rating 3), 2 x stim patch (Rating 4)

**Weapons:**

Yamaha Raiden [Automatics, Acc 9, DV 11P, AP -6, BF/FA, RC 2(4), 60(c), w/ electronic firing, foregrip, personalized grip, shock pad, suppressor, sling, internal smartgun system, spare clip, 120 rounds APDS ammo]

Combat Knife [Blade, Acc 6(7), Reach —, DV 7P, AP -3, personalized grip]

#### MCT RECOVERY TEAM RIGGERS, DWARF (2) PROFESSIONAL RATING 4

B	A	R	S	W	L	I	C	ESS
7	4	5(8)	5	5	4	4	3	2.5

**Initiative:** 9(12) + 1D6

**Condition Monitor:** 12

**Limits:** Physical 9, Mental 6, Social 5

**Armor:** 18

**Skills:** Athletics skill group 2, Close Combat skill group 4, Etiquette 4, Firearms skill group 3, Gunnery 7, Perception 4, Pilot Aircraft 5, Pilot Ground Craft 6

**Qualities:** Dwarf Resistance to Pathogens and Toxins, Guts

**Augmentations:** Control rig 2, cybereyes 2 (flare compensation, image link, low-light vision, smartlink,

thermographic vision), datajack, reaction enhancers 3, Transys Avalon commlink

**Gear:** Full body armor (chemical seal), full body armor helmet, MCT drone web w/sim module (modified for hot sim), stim patch (x4)

**Weapons:**

Ares Predator [Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ internal smartgun system, 45 rounds regular ammo]

Unarmed [Unarmed, Acc 9, Reach —, DV 5S, AP —]

#### ARES ROADMASTER (2)

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
3/2 (3/4)	3	1	18	27H	3	3	8

**Upgrades:** Run flat tires (x4), turret heavy weapon mount, rigger cocoon, standard armor upgrade 9

**Weapons:**

Ogre Hammer SWS assault cannon [Heavy Weapon, Acc 6(8), DV 16P, AP -4, SA, RC —, 6(c), w/ internal smartlink, Ogre Hammer imaging scope, Ogre Hammer integral commlink, 12 assault cannon ammo]

#### MCT-NISSAN ROTO DRONE (6)

Hand	Spd	Acl	Bdy	Armr	Pilot	Snsrs	Seats
4	4	2	4	4	3	3	0

**Upgrades:** Weapon mount: Yamaha Raiden, rigger interface

**Programs:** Clearsight 3, Targeting: Yamaha Raiden 3, Smartsoft

**Weapons:**

Yamaha Raiden [Assault rifle, Acc 8, DV 9S(e)S, AP -5, BF/FA, RC 6, 60(c), internal smartgun, system, 60 rounds Stick-n-Shock ammo]

#### SK RIGGER, HUMAN (PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
7	4	5(8)	5	5	4	4	3	3

**Initiative:** 9(12) + 1D6

**Condition Monitor:** 12

**Limits:** Physical 9, Mental 6, Social 5

**Armor:** 18

**Skills:** Athletics skill group 2, Close Combat skill group 4, Etiquette 4, Firearms skill group 3, Gunnery 7, Perception 4, Pilot Aircraft 8, Pilot Ground Craft 4

**Qualities:** Guts

**Augmentations:** Control rig 3, datajack, reaction enhancers 3

**Gear:** Full body armor (chemical seal), full body armor helmet, MCT Drone web w/ sim module (modified for hot sim), stim patch (x4)

**Weapons:**

Ares Predator [Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ internal smartgun system, 45 rounds regular ammo]

—] Unarmed [Unarmed, Acc 9, Reach —, DV 5S, AP

### SK MAGE, HUMAN (PROFESSIONAL RATING 5)

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

**Initiative:** 8(13) + 3D6

**Condition Monitor:** 11

**Limits:** Physical 5, Mental 8, Social 6

**Armor:** 18

**Skills:** Assensing 6, Astral Combat 6, Clubs 6, Conjuring skill group 5, Counterspelling 8, Leadership 3, Pistols 4, Spellcasting 8, Small Unit Tactics 6

**Qualities:** Hermetic Mage

**Initiate Grade:** 3

**Metamagics:** Quickening, Shielding, Spell Shaping

**Gear:** Full body armor (chemical seal), full body armor helmet (flare compensation, gas mask, image link, micro-transceiver, smartlink), mage sight goggles, Hermes Ikon commlink (DR5), spellcasting focus: Combat spells Force 2, eagents (40 drams)

**Spells:** Acid Stream, Fireball, Heal, Improved Invisibility, Increase Reflexes, Mass Confusion, Stunball

**Bound Spirits:** Spirit of air (Force 7, 5 services)

**Weapons:**

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

Stun baton [Club, Acc 4, Reach —, DV 9S(e), AP -5]

\*Increase Reflexes is Quickened with 5 net hits, 4 karma spent

### SPIRIT OF AIR, FORCE 7 (BOUND, 5 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
5	10	11	4	7	7	7	7	7	7

**Initiative:** 18 +2D6

**Movement:** x2/x4/+10

**Condition Monitor:** 11/12

**Limits:** Physical 8, Mental 10, Social 10

**Armor:** 14H

**Skills:** Assensing 7, Astral Combat 7, Perception 7, Running 7, Unarmed Combat 7

**Powers:** Accident, Astral Form, Concealment, Confusion, Engulf:Air, Immunity to Normal Weapons, Materialization, Movement, Sapience, Search

**Weapons:**

Engulf: Air [Unarmed, Acc 8, Reach —, DV 14S, AP -7]

### SK TECHNOMANCER, HUMAN (PROFESSIONAL RATING 4)

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

**Initiative:** 9 + 1D6

**Matrix Initiative:** 12 + 5D6

**Condition Monitor:** 11

**Limits:** Physical 5, Mental 8, Social 8

**Armor:** 18

**Skills:** Acting skill group 5, Compiling 5, Computer 6, Cybercombat 7, Decompiling 5, Electronic Warfare 7, Hacking 6, Hardware 4, Influence skill group 6, Intimidation 2, Perception 4, Pistols 4, Registering 6, Software 5, Unarmed Combat 3

**Submersion Level:** 2

**Echoes:** Attack Upgrade, Overclocking

**Gear:** Full body armor (chemical seal), full body armor helmet, Meta Link commlink

**Complex Forms:** Diffusion of Data Processing, Diffusion of Sleaze, Infusion of Attack, Infusion of Firewall, Pulse Storm, Resonance Spike, Static Bomb

**Weapons:**

Colt Manhunter A1 [Pistol, Acc 5(7), DV 8P, AP -5, SA, RC —, 16(c), w/ holographic sight, personalized grip, spare clip, 32 rounds APDS ammo]

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

### SK ENFORCER, ORK (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
8(9)	5(9)	4(7)	8(12)	4	2	4	4	1.5

**Initiative:** 8(13) + 3D6

**Condition Monitor:** 13

**Limits:** Physical 14, Mental 4, Social 5

**Armor:** 15(18) \*the SK Enforcer is not wearing his helmet when the runners first meet him

**Skills:** Athletics skill group 3, Close Combat skill group 8, Firearms skill group 6, First Aid 4, Heavy Weapons 8, Influence skill group 3, Intimidation 6, Perception 5, Pilot Ground Craft 6

**Qualities:** Toughness

**Augmentations:** Bone density augmentation 3, cybereyes 2 (flare compensation, image link, thermographic vision, vision enhancement 2), muscle augmentation 3, muscle toner 3, superthyroid gland, synaptic booster 2, reakt

**Gear:** PULSE Wave commlink (DR6), full body armor (chemical seal, AR gloves, nonconductivity 5), full body armor helmet (trodes, image link, micro-transceiver, voice warper 2), medkit (Rating 3)

**Maneuvers:** Wildcat Martial Arts Style: Counterstrike, Multiple Opponent Combat, Finishing Move

**Weapons:**

Krime Bomb [Heavy Weapons, Acc 6(9), DV 16P, AP -6, SS, RC 1, 4m, w/ laser sight, personalized grip, slide mount, external smartgun system, underbarrel grenade launcher, 8 ammo]

Grenade Launcher [Heavy Weapons, Acc 4(6), DV 16P, -2/m, AP -2, SS, 6(c), w/ internal smartlink, 6 high explosive minigrenades]

Combat Knife [Blade, Acc 7, Reach —, DV 14P, AP -3, personalized grip]

## SK AEROSPACE SKA-008 HELICOPTER

Hand	Spd	Acc	Bdy	Armr	Pilot	Snsrs	Seats
6	5	8	16	26H	4	4	12

**Upgrades:** Standard armor 8, gun port (x2), missile defense system, rigger interface, remote turret heavy weapon mount w/ ammo bin, turret flexibility

### **Weapons:**

Panther XXL [Heavy Weapon, Acc 5(7), DV 17P, AP -6, SS, RC —, 265(c), w/ internal smartgun system and 50 assault cannon ammo]

## PICKING UP THE PIECES

### MONEY

- Base pay for the mission 7,500¥ + 500¥ per net hit on Negotiation + Charisma (maximum of 5 net hits or an additional 2,500¥). The runner who leads the negotiations may add his loyalty with Sid to the negotiation as a bonus.
- Teams that obtained the Initech paydata gain 75¥ per runner.
- Teams that obtained the Hawthorne Grill paydata gain 80¥ per runner
- Following the run, any runners who saved the MCT Tourists from Subject G0J1RA receive an anonymous “Thank you for saving us” message and 1,000¥ deposited into each of their accounts.

### KARMA

- 1 Karma for extracting SMRT1 successfully
- 1 Karma for extracting WIS31 successfully
- 1 Karma for saving the MCT Tourists from Subject G0J1RA
- 2 Karma for surviving the adventure
- 2 Karma for the overall adventure challenge

### 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 gamemastered 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 gamemastering 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 a contact, you would not get that +1 Loyalty.

**Karma Earned:** 7

**Nuyen Earned:** 9,500¥

### 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.

+2 Street Cred if the players defeat Subject G0J1RA

+1 Notoriety for any player who causes civilian casualties at the Hawthorne Grill.

+2 Notoriety for any player who starts or engages in a fight with SK during the extraction

+1 Public Awareness for runners caught on camera at the Hawthorne Grill

+1 Public Awareness for engaging in a fight at the Placilla train station

### CONTACTS

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

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

- +1 Loyalty to Sid Gambetti (Connection 3)

## 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 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 1000¥ – (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.

### SID GAMBETTI

**Contacts to Ask:** Fixer, Shadowrunner, Bookie, Johnson

Contacts	Matrix Search	Information
0	0	Sid Gambetti produces popular action trid movies. He does a lot of filming overseas.
1	1	Sid is a fixer who does most of his work in the Chicago area.
2	3	He does a lot of small time work, but he has a decent rep in the local area.
3	—	After you spend some time around him, you might want a shower. He's like a used car salesman on steroids.
4	6	Sid is looking to move up the food chain with bigger runs and bigger scores. His lack of professionalism hurts him with some clients, but his willingness to take handle difficult jobs makes him a go-to Fixer.
5	—	He's not choosy when it comes to jobs. He'll take ones that are risky for runners if he can turn a good profit. He's been lucky so far with teams, but keep in mind that he doesn't ask too many questions when he takes the money. Expect going into a run with little or no upfront info.

### HAWTHORNE GRILL

**Contacts to Ask:** Any Criminal, Food Critic, Taxi Driver

Contacts	Matrix Search	Information
0	0	Never heard of it.
1	1	The Hawthorne Grill specializes in traditional American style dishes. It's relatively low price points, clean (if dated) atmosphere, and relatively good food make this a popular restaurant.
2	3	They don't have any kind of dress code, but anyone in heavy armor or bristling with guns is going to draw major attention. Dress casual and leave the big guns outside.
3	—	I hear they hire SINless to work in the kitchen, and as busboys. They pay them something like 1 to 1.5 nuyen an hour. Nobody in the place gets paid enough to take a bullet if there is any trouble.
4	6	Police response time for the neighborhood is 5 minutes.
5	—	The place doesn't have a mag scanner or any security beyond a camera pointed at the register and one pointed at the front door. The restaurant is insured for any incidents that occur.

### CHILE

**Contacts to Ask:** World Traveler, Smuggler, Coyote, Nomad

Contacts	Matrix Search	Information
0	0	The chili at the Taco Temple is da bomb! I like the Super Mega Mug O' Chili deal they have running now.
1	1	South American nations have different cultures, but many of the same problems we have in North America. A large percentage of the population lives in poverty. There is a very small middle class, and an even smaller upper class that holds all the power.
2	3	Languages spoken there are Spanish, English, and in some areas with a lot of megacorp influence either German or Japanese.
3	—	Mitsuhamma and Saeder Krupp have made several large investments over the last few years.
4	6	South American nations are going through a renaissance right now. Megs are investing heavily in expanding markets and there is a great deal of competition.

5	—	By “investing heavily”, I mean that megas are buying their way into power at the expense for the wellbeing of the citizens and nations. It’s like piglets fighting for a meal from their sow. Anyone that gets involved with them ends up in the slop.
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### **MCT RESEARCH LAB**

**Contacts to Ask:** Any Corp, Scientist, Biologist, Parazoologist

<b>Contacts</b>	<b>Matrix Search</b>	<b>Information</b>
0	0	Is that from the commercial where they say “MCT researches the best elastic for the most comfortable underwear”? You know, the one where they have a sasquatch dancing in boxer briefs?
1	1	I know MCT has a research lab somewhere in Chile.
2	3	The facility does biotech research. Specifically, they research gene-modding tech for household pets.
3	—	The facility is a plascrete bunker of sorts, with satellite research domes.
4	6	This place ships packages to and from various MCT military facilities around the globe. No matter what they say they are doing, it’s not color modding your pet cat.
5	—	Each dome contains an independent laboratory that researches a specific type of biological specimen. The place gets a lot of funding, is well guarded, and is isolated—perfect place to hide some juicy secrets.

### **SMRT1 AND W1S31**

**Contacts to Ask:** MCT, Decker

<b>Contacts</b>	<b>Matrix Search</b>	<b>Information</b>
0	0	Random letters and numbers, omae.
2	3	Those combinations could possibly be “133t speak.”
4	6	Research subjects at MCT’s Chile operation are coded with letter/number combinations like that.
5	—	Genetically and biologically modified research subjects contained at MCT’s facility in Chile. These two have been fairly successful test subjects, yielding valuable data to researchers.

### **THE MINNOW**

**Contacts to Ask:** Sailor, Smuggler, Dock Worker

<b>Contacts</b>	<b>Matrix Search</b>	<b>Information</b>
0	0	It’s a fish they use for bait. What about it?
1	1	It’s a ship that specializes in three hour tours.
2	3	The tiny ship is not suited for rough weather and risks being tossed by taller waves.
3	—	The first mate is a mighty sailin’ man. The skipper is brave and true.
5	—	The crew is known to be fearless, and does their best to make their passengers comfortable.

### **QUINTAY**

**Contacts to Ask:** MCT Corp, Travel Agent/Tourist, Smuggler

<b>Contacts</b>	<b>Matrix Search</b>	<b>Information</b>
0	0	Sounds like Pig Latin.
1	1	Quintay is a small village along the shoreline of Chile.
2	3	The village consists of a dock, tourists, and tourist centric businesses, all surrounded by poverty struck locals and their farm leases.
3	—	There is an MCT research facility a short distance away on the side of a nearby hill. The corp handles shipments through the Quintay docks and through a nearby rail line.
4	6	The village itself falls under the Chilean government’s jurisdiction. Locals and tourists are restricted from any area near MCT’s research facility.
5	—	All local government officials are bought and paid for MCT. MCT considers the village and area to all be within jurisdiction.

## INITECH DEBT COLLECTION

**Contacts to Ask:** Any Financial, Lawyer, Any Street

Contacts	Matrix Search	Information
0	0	All you manage to find are some partially processed statistical reports labeled “TPS”. A cover sheet is needed to decipher the report. The TPS report went out without a cover sheet. You do locate a memo stating that all reports must go out with a cover sheet.
1	1	Initech is a debt collection company. They specialize in buying debt for a fraction of the full price and pressure the debtors until they settle or collect. Either result nets Initech a healthy profit.
2	3	Poor performance has led to a third quarter lower than expected revenue. Industry rumors say that layoffs are imminent.
3	—	The manager at the place is a condescending jerk. He makes working there miserable for wageslaves in the cube farm.
4	6	Initech has hired a consulting firm to assess staff and established practices. Word on the street is that two corp suits, going only by the name “Bob,” have begun staff interviews.
5	—	The accounting department has been correcting “glitches” in the payroll systems. The Bobs directed the accounting department to fix the glitches. Any resulting problems are expected to work themselves out naturally.

## PLACILLA

**Contacts to Ask:** Saeder Krupp, MCT, Smuggler

Contacts	Matrix Search	Information
0	0	It’s a small South American duck they recently discovered in the Amazon.
1	1	Placilla is a small city at the southern edge of the city of Valparaiso, Chile. Urban sprawl has effectively made Placilla a suburb of the much larger city.
2	3	The city of Placilla has five airports, multiple train stations, and ample public transportation. Tourist travel does a healthy business here, but more importantly this city acts as a hub for moving cargo.
3	—	Both Saeder Krupp and MCT have been vying for control over the city. Neither side wants to start a war, though. It’s more like the old Soviet/US cold wars.

## MAVERICK AND GOOSE

**Contacts to Ask:** Rigger, Military, Smuggler

Contacts	Matrix Search	Information
0	0	Maverick and Goose? Sounds like a new soy and rice combo meal down at Stuffer Shack.
1	1	They are a smuggling team that does long distance runs out of Midway.
2	3	Maverick has serious piloting skills, and Goose is a decent pilot too.
3	—	The two used to be military. I heard they graduated from some top-notch flight school in the UCAS.
4	6	Goose runs Matrix security for the team on runs.
5	—	Maverick is augmented like most riggers. Goose is a talented technomancer.

## CAST OF SHADOWS

### SID GAMBETTI

Sid is a small-time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor.

Short, starting to go bald and hiding it poorly by wearing a ponytail, a taste for cheap suits, cheap whiskey and cheaper cigars, Sid is the avatar of sleazy managers everywhere. Sid has a chrome datajack in his temple, a large, fake diamond stud earring, his commlink in one hand and an obnoxious lit cigar in the other.

**Connection:** 3

**Loyalty:** Max Starting 4

**Quote:** "Gentlemen, I'm sure we can come to an accommodation here. Know what I'm sayin'?"

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	2	5	3	5	4	4	5.5

**Initiative:** 8 + 1D6

**Condition Monitor:** 10/11

**Limits:** Physical 4, Mental 6, Social 7

**Armor:** 6

**Active Skills:** Computer 3, Con 5, Etiquette 5 (Street +2), First Aid 4, Forgery 4, Intimidation 5, Lockpicking 4, Negotiation 6 (Bargaining +2), Palming 6, Pilot Ground Vehicle 1, Sneaking 3

**Knowledge Skills:** Law 4 (Contracts +2), Gambling 7 (Sports +2), Sports 7 (Underground Fighting +2), Street Rumors 4

**Augmentations:** Transys Avalon commlink (DR 6), datajack, image link, sound link

**Gear:** Armor clothing, DocWagon Gold, Renraku Sensei Commmlink (DR3, uses this to hide his implanted commmlink)

### SMRT1 AND W1S31

SMRT1 and W1S31 are genetically modified mules. SMRT1 is brown with a white muzzle and W1S31 is white with some brown markings on his face and ears. Both speak clearly in several languages.

The two were vat grown in an MCT research facility for use as test subjects. For years, the mules were studied and tested to determine long term effects in their scientific research. The mules, gifted with sentience from the genetic manipulation, became aware of their surroundings and their condition as research subjects.

After years of study, they received a big break when the scientists implanted commlinks and datajacks during an experiment on neural pathing. SMRT1 and W1S31 took it upon themselves to learn as much as possible about the world around them. The scientists would often leave computers on to run experiments while they left the laboratory for the evening. The mules took advantage of being underestimated to slowly embezzle MCT funds into a secret bank account. In time the two had enough funds to reach out and hire a fixer to facilitate their escape. Unfortunately, the only fixer that wanted anything to do with two talking mules was Sid Gambetti. Still, Sid seems to have come through on his end by providing a team to rescue the mules.

B	A	R	S	W	L	I	C	EDG	ESS
8	5	5	7	4	2(5)	3(5)	4	3	5.72

**Initiative:** 8(10) + 1D6

**Movement:** x3/x8/+4

**Condition Monitor (P/S):** 12/10

**Limits:** Physical 9, Mental 10, Social 6

**Armor:** 0

**Skills:** Cracking skill group 4, Electronics skill group 4, Perception 4, Running 6, Sneaking 3, Unarmed Combat 5

**Knowledge Skills:** Mathematics 5, Biology 4, Business 4, Trivia 8, English 5, Spanish 5, Japanese N

**Qualities:** Prototype Chimera, Wanted by MCT

**Augmentations:** Prototype cerebellum booster 2 (beta), prototype cerebral booster 2 (beta), prototype mnemonic enhancer 3 (beta), prototype vocal range enhancer, datajack (beta), math SPU (beta), Transys Avalon Cyber commmlink (beta)

**Weaknesses:** Allergy (Onions, Mild)

**Weapons:**

Kick [Unarmed Combat, Acc 9, Reach 1, DV 8P, AP —]



Player _____ Character _____ Location _____ Date __/__/__																		
<b>Synopsis</b>  SMH 2017: Scene It All Before  The team gets hired for a simple extraction job. There certainly won't be any weird characters or bizarre situations, that's for sure!	<b>Mission Results</b>  O – Extracted SMRT1 O – Extracted WIS31 O – Saved the MCT Tourists O – Defeated Subject G0J1RA  Other Notes on Reverse — O																	
<b>Team Members</b>  _____ _____ _____ _____ _____ _____ _____ _____ _____	<b>Advancement</b>  <table style="width: 100%; border: none;"> <tr> <td style="width: 60%; text-align: left;">Character Improvement</td> <td style="width: 40%; text-align: left;">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> </table>		Character Improvement	Karma Cost	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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<b>Karma</b>  Previous Available _____  Earned _____  Spent _____  Remaining Avail. _____  New Career Total _____	<b>Reputation</b>  Street Cred _____  Notoriety _____  Public Aware. _____	<b>Contacts, Special Items Gained or Lost, Notes</b>  O Sid Gambetti (Connection 3) +1 Loyalty																
<b>Nuyen</b>  Previous Available _____  Earned _____  Spent _____  Remaining _____	GM's Name _____  GM's Signature _____																	