

HoTwiRE : A Special feature

Shadowrun Tournament

by Matthew Wrycraft

Version 1.1

Adventure Background

Over the last eighteen months Ares Macrotechnology Inc. has been developing a new combat drug for use by both their own security personnel and the armed forces. The drug; coded S-862, is a tailored amphetamine and represents the cutting edge of pharmaceutical research. Once taken it speeds up the body's reaction, increases strength and endurance and makes the user immune to the effects of pain. During the development of S-862 it was realised by the mega-corp that the drug affects the brain so intimately that side-effects of using it would be very difficult to predict. A project was formed by the highest levels of management to study the effects of the drugs over a six month period. The controversial part of the plan was the decision to introduce S-862 to the 'Thriller' Street-gang 'ecosystem' of the Puyallup Barrens in Seattle. The veil of organised crime, prevalent in the area, and a few bribes, would be useful to keep Lone Star out of the Corp.'s way. The plan was put into action and the results watched and recorded. Gangs in the area reacted violently whilst under the effects of this new brew, which they nick-named HoTwIRE (after the feeling it gave them). Rivalries grew into anger and anger grew into warfare. Street gangs clashed openly in the streets.

After only a few weeks the bodies started to appear. Not the victims of the warfare, these deaths were nasty; no external wounds, just red marks on the scalp and blood filled eyes. All of the victims were Thrillers. Many suspected magic or a paranormal creature but Ares had better ideas. The nameless management sent out pick-up teams to locate the bodies and get them off the streets. Once back at the company labs they were tested. S-862 - 'HoTwIRE' - was the cause. It seemed that, in some of the drug's users, S-862 caused internal bleeding in the head which inevitably led to death. Ares had to find out why only a small percentage of users were affected. The Corp. kept the supplies up and continued to watch the Barrens.

The trideo station KONG, which is an affiliate of the NBS media network has decided to run a story on the gang problem in the Puyallup Barrens; a problem the Lone Star cannot, or will not, do anything effective to calm. The investigation will obviously take the reporters deep into the darkest and most dangerous parts of the Sprawl and KONG have decided to use one of their best media teams. Dana Lang, a Snoop known to most Seattlites and her partner Max 'Q' are assigned to the investigation with their two bodyguards (good snoops are expensive commodities), a rigger for the helicopter and mage for not-so normal investigations.

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Fortunately for the team they have a good place to start their news story; Lone Star is holding a press conference and they are invited...

Plot Synopsis

The Pcs start the adventure in a press conference at the Lone Star Pyramid in Downtown Seattle. They learn little more than they have already been told, other than the names of the gangs involved. A rival snoop challenges Lone Star on whether a new drug is the cause of the new violence between the gangs. The snoop is Charlie Chromedome, a reporter for NewsNet; a rival network. Soon after the conference they are called back to the KONG Newsroom by their producer Marty and given a few pointers from him on where to start. The most likely approach would be to try and meet one of the gangs and see what they know. The most sane of the gangs involved are the Reality Hackers; information that the Pcs can find out if they ask around.

They have access to a Hughes Airstar helicopter or they can use a KONG News wagon to get them to the Barrens. If they go by road they will be set upon by 'Thrillers'. They will need to ask around before they find out where The Reality Hackers are and during this time they see a number of nameless troopers in the area. They will also stumble across a HoTwIRE victim. Seconds later a squad of Ares troopers will swoop in and take away the body unless the Pcs hide it first. If they have the body it is possible to find out how he died. If they fight the troopers they may notice a chromed black razorguy whom they may also investigate.

Once they find out where the Reality Hackers hang out they can head over and, if they're careful speak to the boss - Decko. He tells them that some of his 'warriors' are using a combat drug called HoTwIRE which fires them up and makes them even more violent. He doesn't know anything further and says that they can try to speak to the gang but they probably won't get any answers.

On the way out of the gang's lair they notice graffiti heralding the praises of the drug.

They will then be told by Chad; their controller (a Decker that remains in permanent radio contact with them) that Marty has been removed from the Newsroom and a new producer has taken his place. What they do, if anything, is up to them but they are very close to getting into serious dreck. KONG is affiliated with the NBS network which, coincidentally, is wholly owned by none other than Are Machrotechnology Inc. The big boys upstairs have found out about the investigation and have replaced Marty with Karl Jones; one of their own people, to

keep an eye on the proceedings. Suddenly getting info out of KONG becomes that bit more difficult.

After speaking to Decko they contact Commando Billy, one of the Hackers who picks up the drug in Hell's Kitchen. After a little persuasion he leads them to the drop-off.

At Hell's Kitchen they see a suit deliver the drugs - for free it seems - out of a black Ares Dragon helicopter. Whether they intervene or not they are spotted and the suit and troopers start shooting. During the combat Chad tells them to pull out as their story has been 'spiked' (killed) by Jones. By now they will probably be suspicious of Mr Jones and may want to investigate him. Chad then phones them to tell them to contact their old produced Marty at one of his old hangouts. At the meeting he is assassinated by a cortex bomb just as he reveals who made the drug. The Troopers turn up minutes later led by the razorguy. Things now start to heat up now. Chad contacts them, he has been rooting around and he has some information. He downloads the information into Dana's camera tells them to take it to NewsNet. The Pcs then see Chad murdered.

With the information they already have, plus the documents from Chad, they have enough to expose Ares Machrotechnology's Project. They can't return to NBS as the company is controlled by Ares. If they want the world to find out what the Mega-corp they must get to another Net. The only independent is NewsNet, all they have to do is get there alive...

Notes for the Games Master

The Pcs should be reminded that they are a News Team. Not a bunch of lawless Shadowrunners. It's their job to interview, film, photo and investigate, not hose down anything that moves.

Contacts can be important in the success of the investigation. They can supply equipment and information. The Contact List has all the Pcs' contacts on it. Each has one or more letters by them and these letters refer to the Information/Equipment List to indicate how helpful each contact can be.

Give the Pcs access to all the equipment in the SRII book but take into account the availability time.

There is no set game time for the Pcs to investigate their story.

HoTwIRE: A special Report uses places out of the Seattle Sourcebook. Access to that book would be useful but is not required for the Tournament.

The threat ratings have been added to give some idea of the relative strength of the NPCs. They should be adjusted if necessary for maximum dramatic effect.

The Adventure starts at 1400hours April 21 2055.

Running the Tournament

The entire adventure should have a Max Headroom-ish feel to it.

The atmosphere in HoTwIRE: A Special Report is very bleak. The world is being seen through the eyes of experienced media reporters and reflects their cynicism. Try to evoke the extreme surroundings the Pcs are in. The poverty and paranoia of the Barrens mixed with the corporate, but no less challenging Newsroom and the Neon lighting of the Network building.

Except for the mage, each of the Pcs has an Implanted Personal Locator that allows Chad to follow their movements. This becomes important later in the adventure as they are hunted by Ares.

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There is no single bad-guy in the adventure. Jazz, although an adversary is only a pawn used by Ares, as is Jones. This story is about fighting the power of the Mega Corporation and the twisted system it uses. Many of the people employed in the tournament are 'nameless'; used and then tossed aside when finished.

Encourage the players to keep in contact with Chad. He can be very useful as he can use Ares advanced satellite network to record the Pcs surroundings. In effect he can 'map' for them.

Play the rating's game. How NBS compares to the other networks is very important to the producer. The Pcs can make short reports for the station that can be beamed around the Sprawl live. They'll get the hang of it!

Travel

The PCs have two methods of travel open to them; by helicopter or by Netwagon van.

Helicopter

The helicopter is a Hughes Aerospace Airstar 2050. It is brightly coloured blue and silver with NBS emblazoned on the side. There are two access doors; one on each side of the craft. It has two bucket seats in the front and nine in the back with sufficient storage for cameras, etc. The Airstar is armoured but not armed.

Handling 4
Speed 190/200
B/A 4/6
Signature 3
A.Pilot 4

PHY										
ST										

Remote control unit and Rigging control gear.

External video camera mounted on a swivel firmpoint below the nose. This can relay pictures straight back to Chad.

Maps and other information can be displayed on a HUD on the windscreen.

Net-Wagon(Van)

The van is a Leyland-Rover Transport Series Minibus (IC version), also blue and silver with NBS on the sides. It has a sliding door on each and a rear hatch. The LRT has twin bucket seats in the front and 2 long folding benches in the back.

Handling 4/8
Speed 35/105
B/A 3/0

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Signature 2

A.Pilot 2

PHY										
ST										

Remote control unit and Rigging control gear

External video camera mounted on a swivel firmpoint below the nose. This can relay pictures straight back to Chad.

Maps and other information can be displayed on a HUD on the windscreen.

Players Introduction

The elevator rides up to level 78 of the NBS Network Building reveals a spectacular view of the Seattle Sprawl. The brash holograms of the Aztecnology Pyramid mix with the blue neon of the Space Needle. These god-like structures, entwined with others, tower over the rain-washed streets of the concrete jungle and watch the insects of humanity mingle below.

Marty wants a new story. That's why he called you off the Corporate Court investigation. That's why you're here now.

The chromed lift door 'pings' and slides open revealing the organised chaos of the KONG Newsroom. You fight your way through the rabble and enter the Producer's office. Marty Goldstein; tired, aged, balding and the best producer in the biz, smiles at you from across his desk and stands.

"No time for pleasantries. Ratings are down 5% and the big boys upstairs are kicking my ass. We need something new and something hot".

"Anyway, Lone Star are holding a press conference over at the Blue pyramid in a hour and I want my best media team there. The gang warfare in the Puyallup Barrens is growing. It could make a good story. Give it your full attention and make sure the NewsNet snoops don't get there first!". He's got a point. The street fighting has been at a consistently high level for weeks now. Gutterpunks, kids just hitting their teens are cutting each other to shreds for no reason. You muse it over, could make a good story, help the rating's war.

"Well get over there! I want report ready for the 1600 slot".

Minutes later you're crammed into the Airstar as 'Highfly' lifts the 'copter up into the grey afternoon sky. Chad, your controller; safe and sound in the Newsroom, checks comms and your IPLs (that's Implanted Personal Locators), and slowly Lone Star HQ homes into view...

The Beginning

“The continued violence amongst the streets gangs of the Puyallup District is both a distressing and difficult problem to counteract. We’ve sent in both undercover officers and a heightened squad car presence to no avail. Simply put, the barrens are at war!”.

A little melodramatic perhaps, but to the point. Wonder how long it took lieutenant Pekowski to memorise that one. You’re sitting in the conference room at LS HQ listening to the cops recite exactly what they know about the gang war - which isn’t a lot.

Around you are snoops from the other Seattle-based trideo stations; KOMA, KORO, KSPS and others. Most are along out of habit as it doesn’t seem that there are going to be any sparkling revelations today. Finally after imploring that Lone Star is doing all it can to contain the problem the lieutenant asks if there are any questions...

Lone Star has decided to give a press conference as a way of showing that they are concerned about the rising problem. Although this is true, the Stars are not doing as much as they could to stop the violence. They currently have an excellent relationship with Ares who supply most of their military grade hardware and have also be told that Ares are interested in the ‘war’ and it’s own security force; ‘Knight Errant’ will contain the problem. Of course the cops won’t be telling anyone this information.

Lone Star is prepared to give the following information.

The violence erupted about three weeks ago. LS believe that a clash between the Silent Ps and Forever Tacoma spread throughout the region, drawing other smaller gangs in. The fighting has been sporadic but hasn’t lessened since it began. One week ago the Reality Hackers became involved and the violence has surged again. Most of the violence has been contained in the Carbanado area.

There have been surprisingly few deaths and most of the violence is contained within the ‘thriller’ gang subculture. Exact figures are very difficult to predict as most of the combatants are SINless, but LS suspect that up to 30 youths have been killed. Four of the bodies look as if they have been slain by magic; some kind of Mana spell which causes internal bleeding.

The bodies have blood filled eyes and burst vessels in the scalp. Lone Star is not intending to send in DPIs (Dept. Paranormal Investigations) due to resource problems.

The other snoops.

There are a dozen or so other media teams at the conference and it is obvious that most of them not interested in the gang problem. They have bigger fish to fry. Of course that doesn't mean they aren't going to run a story but they will not investigate the war and have no part in the adventure.

In fact only one other snoop is interested in the story. Charlie Chromedome; a reporter for the NewsNet Network is investigating the gang war and has already come to some conclusions regarding the reason for the problem. He believes that either the Mafia or the Yakuza are 'encouraging' the gangs to fight to cover up their own activities in the Barrens. Charlie has seen one of the bodies and is certain that magic was not involved (it's one of his famous 'gut-feelings'). He thinks that one of the syndicates is supplying bad chips or drugs to the gangs. He isn't sure of any reasons why yet but he intends to find out.

Only Chromedome will ask questions to the lieutenant, the others will look thoroughly bored. Charlie's questions are;

1. "Is it true that Lone Star believes that organised crime is behind the gang wars and that you're concerned that this incident could be hiding a more serious problem?"
2. "Is it true that four bodies you mentioned were not caused by magic but in fact the product of a lethal new chip or drug"

Lieutenant Pekowski will deny all knowledge of the accusations made by Chromedome and asks the reporter where he got his information from.

Before they leap to conclusions the PCs should be reminded that Charlie is a sensationalist reporter who considers hard facts to be bad news.

The PCs should also be encouraged to ask their own questions. Lieutenant Pekowski knows very little about the gang war which is why he was chosen to hold the press conference(!).

It is very likely that this encounter will be quite short. This is really an addition to the introduction to the adventure.

After the Conference

Straight after the conference Chad informs them that Marty wants them to report back. He needs the 1600 hours report and wants to speak to them about their next move.

NPCs

Lieutenant Harry Pekowski

Age 52 White hair, wide girth, red cheeks

BOD	3	Skills	
QUICK	2	Police Procedures	5
STR	3	Firearms	3
CHR	3	Negotiation	3
INT	4		
WILL	3		
REA	3 (+1D6)		
ESS	6		
THREAT	2	PROFF	2

Cyberware

None

Equipment

Armour vest (2/1)

Colt Manhunter (SA, Dam 9M, Ammo 16)

PHY										
ST										

Harry is a cop from the old school. He made lieutenant when there still was a Seattle Police Department and since Lone Star took over has hit a dead end in his career. Lieutenant Pekowski always looks a little nervous and blustering. You'd be forgiven for thinking he's a bumbling incompetent fool.

Lone Star Security(10)

Helmeted faceless, and humourless, security guards

BOD	4	Skills	
QUICK	3	Firearms	4
STR	3	Corp. Etiquette	3
INT	2	Unarmed cmbt	3
WILL	3		
REA	2		
ESS	5.5		
THREAT	2	PROFF	2

Cyberware

Smartlink

Equipment

Armour Jacket with plates (4/3)

Ruger Thunderbolt Heavy Pistol (12S - adjusted for burst, ammo 12)

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These guys are there to make sure the snoops (and their razorguys) don't make any trouble whilst on Star property. They're not expecting trouble but, hey this is Seattle!

Charlie Chromedome (Cybersnoop)

Age 29 Rugged, wilful features, bright green eyes, chromed metal plate on right side of scalp

BOD	2(3)	Skills	
QUICK	4	Bike	5
STR	3	Street Etiquette	5
INT	5	Interrogation	6
CHR	4	Stealth	3
WILL	6	Leadership	4
REA	4(+1D6)	Firearms	3
ESS	5.5		
THREAT	3	PROFF	2

Cyberware

Dermal Plating 1

Equipment

Camera

Personal secretary computer

NewsNet Password

PHY										
ST										

Charlie is a forceful reporter with a keen eye for a potential story. His sensationalist reporting has given him an infamous reputation in the media world. His is no fool, however. Chromedome is sharp and cunning.

Back At the Newsroom

Once back at the Newsroom Marty explains that he wants to run with the story. He suggests that the PCs find out what they can about the gangs involved and head out to Puyallup to get some pictures and maybe pull in a few interviews. He wants the gangs' side of the story. Why are they fighting? Who started it? Who's going to stop it, etc.

From here on the PCs will be presented with more than one option with which to follow the investigation. The possible results if using contacts to obtain information is shown on the Contacts List. Chad is also a possible source on intel.

The Investigation

Into the Warzone

The best start to the investigation is to head into the Puyallup Barrens as suggested by Marty. There are two methods of transport to get to Puyallup. Road Or Air. Each is dealt with below.

Road

The Puyallup Barrens never looked too bleak as you roll the wagon into the district. The farther south you travel the worse the atmosphere gets. The homeless walk the streets, prey for 'Thriller gangs' and worse. Graffiti lines the walls of most of the buildings; slogans of the many gangs which hunt each other in this urban jungle. The wheels spin on loose gravel as you turn the van into another backstreet, only to be confronted with the burnt out wreck of a corporate coach blocking the road! The grime-covered figures come running out of the shadows before you have time to think

The Streets of the barrens extremely dangerous because of the gang war and the Pcs have just driven into a group of psychotic youths called the 'Nuclear Warheads'. Numbering 15 they come in thick and fast. Their intention is to kill the Pcs and steal the wagon.

Before the gang even gets to the Pcs the driver of the van (presumably Highfly) must make a crash test or plow into the coach. If the test fails the van hits the coach at cruising speed. Note that the terrain is Tight.

All of the thrillers are under the effects of HoTwIRE and fight accordingly. The Pcs may realise that the youths are using some kind of drug. There is no chance that the gang members will stop and talk, but if the Pcs find a way to interrogate one of them then the youth reveals that the drug HoTwIRE can be bought in the back streets in and around the Carnado district.

NPCs

Nuclear Warheads (15 drug-crazed psychopaths)

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Clad in dirty leathers with a mushroom cloud on the back.

BOD	4(6)	Skills	
QUICK	4(5)	Stealth	4
STR	5(7)	Armed Cmt	4
INT	2	Unarmed	3
CHR	2		
WILL	3(2)		
REA	3(5) +1D6 (+2D6)		
THREAT	3	PROFF	4

Cyberware

None

Equipment

Synth-leather(1/1)

Eight have Clubs(dmg 8M Stun)

Three have Swords(dmg 9M)

One has a Colt America L36(dmg 6L, ammo 11)

All of them have knives (dmg 7L)

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The Ares squads are not in the area and will not clear the bodies away after the fight finishes.

By Air

Far below the bright lights of civilisation diminish and die as the helicopter buzzes south across the Puyallup barrens. The landscape below looks like a warzone with a grey haze covering everything. People have made their home on the ash covered wasteland and red fires flicker like watchful spirits. You circle the copter and descent into hell.

The only problem with flying into Puyallup is that there are only a few safe places to land. The barrens are ‘filled’ with open wasteland but much of it is covered in rubble and very

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dangerous to land on. Presume that Highfly must make a handling test to land safely. Impose a target modifier between +1 and +8 depending on the terrain. Failure indicates 6M damage to the Airstar, roll body as normal.

Finding the Gangs

Whichever mode of transport the Pcs use to get to Puyallup they will need to speak to the people to find out where the gangs are.

Men and women huddle around burning braziers, children nestle together to keep the 'monsters' away. You wade through the desolation, the pain, the suffering and see a world so far removed from the glass elevators and corporate offices of the network. Then you spot something unusual. A slick black van drifts into view for a second and in an instant lost into the night.

If the Pcs have found out through contacts (or Chad) about the virtues of the different gangs they will know that their best chance of obtaining information is to speak to the Reality Hackers. If they try to speak to the other gangs they will be met only with violence. Finding the Hackers on the streets is just a case of waiting around until they see one of the gang. The Reality Hackers are obsessed with technology in all it's forms and the chance of being on the trids will be enough for one of them to lead the Pcs to their leader, Decko.

Obtaining Info.

If the Pcs try to speak to the general populace they will be met with a wall of silence. Nuyen means little here but a bribe of food, clothes or weaponry will get some answers. The people know that the Reality Hackers hang out around the old mill on Gibson Avenue; a distance of 2 kilometres and close to Hell's Kitchen. If they hang around long enough they see a group of 'Chippers' wearing the colours of the Hackers. These guys are a little nervous but are willing to show them the gang's hideout.

The troopers

While they are talking to the populace a successful perception 4 roll will reveal two black armoured troopers watching them. They are armed with sub-machineguns and certainly look out of place. If the Pcs approach the troopers they will walk away. They will certainly not

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speak to the media team. If a fight starts they will call for back-up (which will arrive in 10 combat turns) and start shooting. The PCs may decide to follow the troopers. This will lead to the finding of a HoTwIRE victim.

NPCs

Troopers (x2)

Enclosed in black security they command an imposing presence.

BOD	5(6)	Skills	
QUICK	4	Firearms	5
STR	4	Unarmed Cmt	5
INT	4	Corp. Etiquette	3
CHR	2		
WILL	4		
REA	4 (+2D6)		
THREAT	4	PROFF	3

Cyberware

Boosted Reflexes 1

Dermal Plating 1

Smartlink

Equipment

Medium Security Armour(6/5) with Transceivers and Thermo vision

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

1 Spare clip ammo for each

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These guys are doing their job, nothing more. They are faceless; pawns of the Megacorp. The troopers are in dire need of a personally transplant.

The Body

Just as they are about to leave for Gibson Ave the Pcs notice a body lying in the shadows of a nearby building. A closer examination reveals that the body, a member of the Silent Ps, is an elf and that his eyes are completely filled with blood. There are also noticeable red marks below the skin of the scalp. His has been dead about an hour. The Pcs are free to examine the body for 2 minutes before the scene is lit up by halogen lights as two black vans roll into view. An Ares special agent, codename Jazz, leads eight troopers to pick up the body. Jazz is a Western Dragon and has been working for the Corp. for 3 years. He is a grade two initiate and hides his astral aura. Jazz will not start a fight but will warn the Pcs to turn off their cameras and leave the area, he will not answer any questions about his presence. In fact if a fight breaks out he will attempt grab the body and tell his men to pull back.. It won't get them into any corporate buildings but will give them a clue about who is behind the current trouble.

If followed the vans take the body to an open area. There are three other vans present when an Ares Dragon helicopter arrives. Four bodies (from the different vehicles) are transferred to the Dragon and it takes off for Ares in Downtown. Following the helicopter will prove impossible without discovery; it has exceptional sensors and a mage on board checking for astral pursuit.

If the Pcs followed the two troopers earlier they will see them receive a radio message, run to a main road and climb into a van. The van will then proceed to the body. The Pcs can follow it there with no problems.

NPCs

Jazz (Corporate Agent and Western Dragon)

Short negro hair. Dark skin. Gold tooth

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In Dragon form is a large black dragon with gold eyes

BOD	15	Skills	
QUICK	7	Firearms	6
STR	40	Unarmed (Aikido)	8
INT	5	Corp. Etiquette	7
CHR	4	Sorcery	6
WILL	8	Stealth	7
ESS	9		
REA	5 (+2D6)		
THREAT	6	PROFF	4

Attack Code 14D +2 reach

Powers

Hardened Armour (Vehicle Armour)

Enhanced Senses

Flame Projection (9L)

Spells

Shapechange	8
Power Missile	5
Ram	6
Detect Enemies	5
Treat	4
Confusion	6
Barrier	8

Cyberware

None

Equipment

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Lined Coat(in human form) 4/2

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

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Jazz, whose real name is Jaynseer, is a Western Dragon who has been working for Ares for a few years now. Jazz is patient and professional but can be deadly when roused. Jazz rarely resorts to violence when threats can do just as well and will only take the form of dragon when absolutely necessary (i.e. at the end of the adventure). For all his greatness Jazz is still a pawn of the Corporation.

NPCs

Troopers (x8)

Enclosed in black security they command an imposing presence.

BOD	5(6)	Skills	
QUICK	4	Firearms	5
STR	4	Unarmed Cmt	5
INT	4	Corp. Etiquette	3
CHR	2		
WILL	4		
ESS	4.5		
REA	4 (+2D6)		
THREAT	4	PROFF	3

Cyberware

Boosted Reflexes 1

Dermal Plating 1

Smartlink

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Equipment

Medium Security Armour(6/5) with Transceivers and Thermo vision

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

1 Spare clip ammo for each

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These guys are doing their job, nothing more. They are faceless; pawns of the Megacorp. The troopers are in dire need of a personally transplant.

The Drug

If the Pcs somehow obtain a sample of the drug, either through fluids from the dead elf or having it given to them in the next section, they may try to analyse it. If taken to a Street Doc they can find out the following information.

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The drug is an amphetamine similar to Kamikaze (see the Shadowtech Sourcebook). It heightens strength, speed, resistance and reaction time. It affects the brain in a very intimate manner and even a small dose can induce psychotic behaviour. The drug is very much the result of its combat effects - it is specifically designed as a combat drug.

It is hard to establish how long the effects of the drugs last but it could well be over an hour.

If one of the PCs take the drug apply the following modifiers:

+1 Quickness, +2 Body, +2 Strength, -1 Willpower, +2 Reaction, +1D6 Initiative

Addiction 3P*

Tolerance 2*

Strength*

*See Shadowtech

The effects of the drug last for about an hour then all of the user's physical attributes are reduced to 1 for another hour. The user will also suffer depression and paranoia after prolonged use.

NOTE: The writer does not expect the PCs to use HoTwIRE. Like any drug it is dangerous and should be handled with extreme care.

The Reality Hackers

The mill on Gibson sits amongst the dirt and the dust of Puyallup like a tired spider. Rusted beams shoot out in all directions, their shapes mirrored by the mazelike structure. Figures can be seen moving throughout the building, the chords of "...Gather No Moss"; the 'Stones revivalist band, vibrate the fragile beams. Moving closer you see that Chippers sit on the ground surrounding the mill, lost in their own realities. The walls of the mill are littered with graffiti, the colours swirl and clash in bright applause.

If they are being led here by one of the gang's members then a few others will come over to find out what's going on then let them pass into the building to speak to Decko.

If the Pcs came here on their own the youths will arm themselves with knives and handguns and expect trouble from these strangers. A few smart words will get them into the Mill. The Hackers don't really want a fight anyway as most of them are recovering from a recent run-in with the Silent-Ps. Some, but not all, of them are suffering the after effects of HoTwIRE; depression and paranoia.

Decko, a rather scruffy looking 20 year old sits in a beaten Ford Americar. The car stereo blares out old Rolling Stones hits at a volume a few decibels above human toleration. When he sees the media team he turns the music off and climbs out of the car.

Decko is quite prepared to answer the Pcs questions (especially if it's a recorded interview) and knows that quite a few of his 'boys' have started using a combat drug called HoTwIRE. If the Pcs succeed an INT 4 test they remember seeing the name graffitied on a wall earlier. He would try to stop them using the drug but he can't. The Hackers have become violent and uncontrollable and he is having difficulty retaining his leadership. Although he won't reveal it, Decko is also concerned that if the Reality Hackers don't use HoTwIRE then the other gangs will wipe them out.

If Decko is asked about the deaths he mentions that a couple of days ago a truck load of soldiers swooped in after a fight with the Black Rains and picked up all the bodies. The Hackers tried to follow but couldn't keep up. Decko is both concerned and confused about this but doesn't know what to do to find out what's going on.

If the Pcs ask where the gang gets the drug or where they can obtain some he directs them to 'Commando Billy', one of the gang's warriors.

'Commando Billy' (named after his favourite sim-star) is a ragged, uncouth fragger with a bad attitude. He's an urban survivalist; like a Street Samurai but without the Cyberware or the good looks(!). Every other night he heads over to Hell's Kitchen to meet his supplier who delivers the HoTwIRE drug. 'CB' will be very reluctant to tell the Pcs where the meeting takes place but can easily be persuaded by the offer of tech or weaponry. There is a meeting tonight (which can be made sooner rather than later, depending on the time of day) Threats of violence will only be met with the same.

If asked how he originally contacted his supplier Billy will describe a meeting with a black guy with gold teeth (Jazz) about a week ago. The guy offered to supply the gang with a weapon the combat the other gangs. Billy accepted and met his supplier the same evening.

‘Commando Billy’ has 5 doses of HoTwIRE left on him which he will reluctantly give to the Pcs if they ask. If the Pcs try out the drug refer to the previous section.

The Plot thickens..

Just as they are speaking to ‘CB’ chad comes over the radio and tells them some startling news: A load of suits from ‘upstairs’ (that means Ares) just replaced Marty with another Producer, Mr Jones. He has not given any other directives to the media teams and Chad assumes it’s business as usual. The Pcs may try to get in contact with either Marty or Mr Jones; neither are available.

In fact Ares are a little concerned that one of their own media teams is investigating the gang wars and have replaced Marty; who they always considered a trouble-maker, with Clinton Jones. Jones they have control over and can direct, hopefully without rising further suspicions. The Mega Corp. aren’t prepared to stop the investigation yet because of the suspicions it would cause. That happens when the team uncover further evidence.

NPCs

Decko (Ganger leader and weirdo)

Tall mohican haircut(blue) and nose rings

BOD	3	Skills	
QUICK	3	Firearms	3
STR	4	Unarmed Cmt	4
INT	4	Street Etiquette	5
CHR	4	Leadership	3
WILL	4	Special Skill	
ESS	5.8	Rock and Roll history	5
REA	3		
THREAT	2	PROFF	2

Cyberware

HoTwIRE - A Shadowrun Tournament

Datajack

Equipment

Colt American L36 (SA, Dam 6L, ammo 11)

Combat knife (4L)

Synth Leather(1/1)

PHY										
ST										

Decko is a good leader and protects his boys well. Obsessed with old rock music and low grade BTL chips, Decko rattles about how much better music was ‘back then’. Decko is no fool though. He needs the gang, the Hackers are his life. Nothing will come between them and he is getting very worried about the effects of HoTwIRE.

Commando Billy (Ganger member and Real weirdo)

Short, ugly with numerous scars and a real bad attitude

BOD	6	Skills	
QUICK	2	Firearms	5
STR	3	Unarmed Cmt	3
INT	2	Street Etiquette	3
CHR	1	Stealth	
WILL	4		
ESS	5.9		
REA	2		
THREAT	3	PROFF	4

Cyberware

Hand razors (Non retractable) (Dam 3L)

Equipment

Armour Jacket(5/3)

HoTwIRE - A Shadowrun Tournament

Tmp Sandler SMG (BF/FA, Dam 6M, ammo 20)

2 spare clips

Katana (6M)

PHY										
ST										

This ugly little thriller is full of his self importance and believes that any situation can be dealt with by superior firepower. Commando Billy is a coward who fights like a rat when cornered. Threats (good ones) are enough to make him think twice before firing when he is out numbered.

Typical Reality Hacker

Young and tough with a harsh outlook on life

BOD	4(6)	Skills	
QUICK	4(5)	Firearms	2
STR	4(6)	Unarmed Cmt	3
INT	3	Street Etiquette	4
CHR	2	Stealth	3
WILL	3(2)		
ESS	5.7		
REA	3(5) +1D6 (+2D6)		
THREAT	2	PROFF	3(4)

Cyberware

Datajack

Razors (Non retractable) 3L(6L)

Equipment

Synth Leather(1/1)

Combat knife(3L)

HoTwIRE - A Shadowrun Tournament

PHY										
ST										

The Delivery

You're surrounded by the most desolate place in the world. The air is full of ash blown up from the black dunes which lie scattered around Hell's Kitchen. Billy leads you between two buildings and as the darkness deepens, so does your apprehension. This could easily be a trap. Finally the thriller stops as the alley comes to an end and you look out over a wide flat area dissected with numerous bubbling mud pools. It's hard too imagine it's still Seattle, or Earth for that matter.

"Stay here", grumbles CB and heads out into Hell.

The Pcs have about five minutes before the area is suddenly lit up by the lights of a black Ares Dragon. It circles and lands opposite the ganger and 2 troopers climb out, followed by Jazz. He has a silver aluminium case with him. If undisturbed he walks over to Commando Billy, asks him if everything's okay, tells him there are thirty doses in the case and hands it to him.

If the Pcs make their presence known before or during the drop off the troopers start to open fire on them. Jazz shoots CB with his SMG and tries to grab the case (if he has handed it over). The troopers immediately try to pull out.

If the Pcs keep their heads down, Jazz receives a message on his internal radio from Mr Jones that the Pcs are watching them. Jazz grabs Billy and threatens to shoot him if the Pcs don't step out. As they do he opens up, first on them, then on Billy.

The ensuing combat should be fast and chaotic. With all the ash in the air and the glare from the helicopter's lights visibility is very bad. Apply +2 for the ash, +2 for the glare when under the helicopter's lights and appropriate darkness modifiers.

Six more troopers climb out of the helicopter and help their colleagues after round one.

Chad, using the satellite and the locators can help them with the area. Make the Pcs panic. The troopers are well armed, co-ordinated and dangerous. The team would do well to pull out as soon as possible.

HoTwIRE - A Shadowrun Tournament

At a suitably dramatic moment Chad tells the team to pull out, the story is being ‘Spiked’ (closed down). These are directions of Mr Jones who re-enforces the directive over the radio if they don’t make their way back to NBS straight away.

From here-on the troopers will fight defensively and try to take off in the Dragon.

NPCs

Troopers (x8)

Enclosed in black security they command an imposing presence.

BOD	5(6)	Skills	
QUICK	4	Firearms	5
STR	4	Unarmed Cmt	5
INT	4	Corp. Etiquette	3
CHR	2		
WILL	4		
ESS	4.5		
REA	4 (+2D6)		
THREAT	4	PROFF	3

Cyberware

Boosted Reflexes 1

Dermal Plating 1

Smartlink

Equipment

Medium Security Armour(6/5) with Transceivers and Thermo vision

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

1 Spare clip ammo for each

HoTwiRE - A Shadowrun Tournament

PHY											
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Ares Dragon

Handling 5/7

Speed 135/305

Body/Armor 6/3

Signature 3

Apilot 3

Turret mounted Ares LMG

Manned by a Rigger with same Stats as Troopers but with a level 2 vehicle control rig and Helicopter 6

Suspicious

On the way back to the NBS...

What the frag is going on here? First Marty disappears, then Mr Jones ‘spikes’ the story just when you’re getting somewhere. Maybe you’ll get some answers when you get back to NBS. With the exception of Highfly, you settle back and try to clear your thoughts on what’s going. Suddenly the radios crackle into life and a weary looking Chad appears on your screens.

“Listen chummers, Marty just made contact. He wants to speak to you about the story, said that Max would know where to meet him. He sounded pretty desperate.

Look, I’d better go, don’t think Jones would wanna know about this conversation. I’ll try to stall him for ya.” Chad signs off.

Max ‘Q’ used to spend time with Marty, back when he was freelance, at the Fenris Nacht night-club (1807 North 49th Avenue Court, LTG 5206(16-3719) in Tacoma).

If the Pcs are currently in the Van parking isn’t a problem. If they are using the helicopter they will need to obtain authorisation from one of the nearby corporate buildings (give them the option of ‘Shiawase’ or ‘Pacific-Rim Comms’ Corps). Note: This won’t be a problem; just a charge of 250 Nuyen for the use of their facilities.

Fenris Nacht

The gleaming neon of the ‘Fenris Nacht’ shines a sickly green light across the deserted street. The night club is well known for the secrets which are passed within it’s four walls, the cave-like decor, and the shadowrunner element.

Standing in the doorway of the club is Hanz the doorman. Heckler and Koch clearly visible under his Armani suit. Getting passed him could prove a problem...

Or it would be a problem if Hanz wasn’t one of Max’s contacts. Getting past him will be a breeze; he shakes Max’s hand and exchanges pleasantries in his thick german accent.

NPCs

Hanz

Strong jaw and a severe short blonde hair cut.

BOD	6(9)	Skills	
QUICK	6	Firearms	6
STR	5	Unarmed Cmt	6
INT	5	Negotiation	5
CHR	3		
WILL	5		
ESS	0.2		
REA	9 (+3D6)		
THREAT	4	PROFF	3

Cyberware

Air Filtration 5

Dermal armour 3

Skillsofts

English 3

Intimidation 3

Skillwire 3

Smartlinks

Wired Reflexes 2

Equipment

Armour Jacket (5/3)

Heckler and Koch MP5TX (SA/BF/FA, Dam 6M, ammo 20)

1 Spare clip ammo

PHY										
ST										

Hanz is a samurai raised on the anarchy of Berlin. He has been the doorman at Fenris Nacht for about 2 years and as solely relied on his skillsofts for communication in English.

Inside...

Once inside the Pcs can see that the place is thick with clients. Corps and runners, Johnsons and fixers mix in the dim half light. The entertainment is supplied by the subdued tones of 'Concrete Jungle' over the speakers.

Sitting at the back of night club is Marty. Already onto his 6th whisky, the team's old producer looks grim and tired. He offers a weak smile as they approach and makes room for the Pcs.

He says the following:

I dunno what's really going on here but it's bigger than a gang scuffle. I did some digging around and we're talking major Corporate involvement. Jones and his men moved in swiftly when you started making progress, dragged me off and starting questioning me, used drugs- the bad kind. My head still hurts. Anyway they confined me to the corp enclave, but it didn't take long to get outta there.

It stinks like hell, stinks of a cover-up. You'd better warn Chad, this goes higher than NBS. We talking Are-

Marty's head explodes.

He was drugged and questioned by Ares but they already knew what they needed to know. The Corp. implanted a Cortex bomb in their number-one producer just in case.

Everyone within 1 meter must resist 5D damage.

Suddenly the other clientele don't look as friendly as before. Time to leave- Time to contact Chad and tell him what they know.

Telling Chad.

The team's controller will be confused and distraught when they tell him of Marty's death.

The first thing he says is that they should get their locators removed; if Ares are involved then the Corp. can track them as well (see Contacts for further information). He says he will try to get some information on Ares and will contact them when he has some info.

Chad is correct; Ares is tracking them with the locators. Just as they finish their conversation the PCs here the sound of a van's engine, or the whirr of an Ares Dragon (depending if they are on the ground or in the air at the time).

Jazz and half a dozen troopers have turned up. This time the Ares goons are not fighting defensively or taking prisoners - the Corp. wants these guys dead.

The fight is dangerous but the PCs should win (it's not over yet). As with every combat the PCs should remember that they are reporters and even this gives them more evidence. Give them a chance to kill Jazz and find the security pass - it isn't important but does give the snoops something to think about.

Don't make the fight too long. The climax is coming up soon.

NPCs

Troopers (x6)

Enclosed in black security they command an imposing presence.

BOD	5(6)	Skills	
QUICK	4	Firearms	5
STR	4	Unarmed Cmt	5
INT	4	Corp. Etiquette	3
CHR	2		
WILL	4		
ESS	4.5		
REA	4 (+2D6)		

HoTwIRE - A Shadowrun Tournament

THREAT 4 PROFF 3

Cyberware

Boosted Reflexes 1

Dermal Plating 1

Smartlink

Equipment

Medium Security Armour(6/5) with Transceivers and Thermo vision

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

1 Spare clip ammo for each

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Too Many Secrets

Soon after the fight Chad calls back, panicky and shaken. He has broken into Ares Machrotechnology's system and retrieved information on HoTwIRE and the gangs. Chad is maddened with fear. He downloads the information to the Pcs and tells them they've got to defect; leave NBS. They receive internal memorandums regarding the drug (Players Handout), a detailed breakdown of the chemical content of the drug and graphic pictures of the results of the testing.

Chad suggests they head for the NewsNet building in Downtown. NewsNet is the only independent Major network, the only one with the guts to run a story against Ares.

The Pcs are then witness to Chad's death as he is shot by Mr Jones in the KONG Newsroom. Ares system IC just traced Chad's signal to the KONG Newsroom. The IC then attached itself to the data as it was transferred to the Pcs. Once there is reported their real-world coordinates to the mega-corp via Ares Satellite system

The Pcs have minutes before 2 helicopters and a van of troops turn up at their location, where-ever it is.

Endgame

With the evidence they need to make Ares Macrotechnology's life a misery the Pcs have to get it to a safe place. Chad suggested NewsNet and it's probably the best choice. The team must defect to the Network from NBS and stay alive until they get there.

Phoning NewsNet

After verbally fighting their way past the receptionist they are transferred to Charlie Chromedome who after an initial reaction of disbelief, tells the team to head for NewsNet. Once on the corporation's territory they will be safe as they can claim Extraterritoriality. NewsNet cannot help them before they step on the Net's ground because they are not prepared to deal with any Ares threat.

Chromedome will speak to his boss and then promise their safety and new careers (out of town if they wish) IF the story is true. If the Pcs press the point Chromedome will suggest they hire Shadowrunners to 'extract' them.

The Pcs may wish to transfer the documents over the matrix to save them the journey but NewsNet will point out that they need video evidence and written testaments from the team, and that they cannot guarantee the safety of the evidence.

The Chase

As the Pcs move in towards NewsNet they will be attacked by Ares in full force. The Corp. has realised what could happen if the evidence is produced. They intend to stop it.

The Corp. has sent 2 Hughes Stallion WK-2 and a van full of troops(6). The attack order is 'No Prisoners'.

The Pcs will be chased all the way to the Net in Downtown Seattle. If they are in the air then the only threat are the two helicopters. On the ground they also have the van to deal with.

Jazz will be there at the endgame and will reveal his true nature at a dramatic moment. The dragon's patience has finally run out and he wants the Pcs dead conclusively.

The Scenes

No specific area is set down for the endgame but the Ares squad should attack when the team are 20 combat turns from the NewsNet building. The Pcs must stay alive until they arrive at NewsNet at which point the Ares team will pull off the attack and melt away.

Air

In the air the combat will take place amongst the glass towers of the mega-corp's. Huge screens, placed hundreds of metres above the ground, advertise the latest technical wizardry. Holidays to Europe and Hawaii and advertised by illuminated blimps. All these can set the scene and act as obstacles. There are also commuter and corporate planes flying through the 'plex. Avoiding these will call for piloting check from both the Pcs and the Ares riggers.

Ground

On the ground the Pcs must avoid other cars, pedestrians and buildings. Again handling checks are required.

NPCs

Troopers (x6)

Enclosed in black security they command an imposing presence.

BOD	5(6)	Skills	
QUICK	4	Firearms	5
STR	4	Unarmed Cmt	5
INT	4	Corp. Etiquette	3
CHR	2		
WILL	4		
ESS	4.5		
REA	4 (+2D6)		

HoTwIRE - A Shadowrun Tournament

THREAT 4 PROFF 3

Cyberware

Boosted Reflexes 1

Dermal Plating 1

Smartlink

Equipment

Medium Security Armour(6/5) with Transceivers and Thermo vision

HK 227 S-variant SMG (SA/BF/FA, Dam 6M, ammo 28)

Ares Predator II (SA, Dam 9M, ammo 15)

1 Spare clip ammo for each

PHY											
ST											
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PHY											
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Hughes Stallion x2

Handling 5

Speed 170/250

Body/Armour 5/3

Sig 4

HoTwIRE - A Shadowrun Tournament

Apilot 3

Armament

1 Forward mounted LMG (Dam 7S)

Belt of 500 rounds

4 7.62cm Rockets (Dam 3D per Rocket)

Piloted by a rigger with the same Stats as the troopers but with a Vehicle Control rig and Helicopter 6

Note: Jazz starts the Endgame riding in one of the Helicopters

The armaments of the vehicle are capable of causing a serious amount of collateral damage but the Mega-corp is not particularly concerned, they have very good lawyers.

Chrysler-Nissan Patrol-One

Handling 4/8

Speed 60/180

Body/Armour 3/6

Sig 4

Apilot 3

The van holds the 8 troopers.

After 18 rounds of chasing, the NewsNet building loom's into view and Ares makes one final attack to take out the team then break off. The Pcs have made it.

If they arrive by air they are signalled to land on the roof.

If they arrive by road they are directed to the underground car-park.

And Finally...

Video evidence is seen on the massive screens all around the Metroplex. HoTwiRE, the drug, it's deadly effects, and the gang wars are transmitted into the homes of millions of people. Somewhere, in the shadowy halls of power of the Ares Macrotechnology Corporation, Damien Knight; CEO, calls for a full investigation as he brings out his best lawyers for the legal battle of career.

You turn of the trid, sit back and enjoy the cocktails and the Hawaiian sunshine. One thing for certain, NewsNet looks after it's employees - especially the famous ones.

As you take in the perfect blue sky and the white surf you try to ignore the three helicopters cruising low over the waters towards you and the black limos which roll into view...

¥

Dana Lang

Elven Female Snoop

Age 28

Description: Smooth pale skin, frizzy black hair, perfect blue eyes

BODY	4	SKILLS	
QUICKNESS	7	Portacam	4
STRENGTH	3	Interview	7
CHARISMA	8	Reporting	6
INTELLIGENCE	5	Corp. Etiquette	4
WILLPOWER	6	Street Etiquette	3
ESSENCE	5.4	Car	3
MAGIC	N/A	Firearms	4
REACTION	6		

DICE POOLS

Combat 9

Karma 4

PHY										
ST										

Cyberware

Datajack

Hearing Amplification

Select Sound Filter 4

Equipment

Sony HB500 Portacam with secured Short Haul transmitter and vidlink to NBS

Cinema Products Steadicam

Colt Manhunter (SA, Dam 9M, ammo 16)

Armour vest(2/1)

¥10,000

Contacts

Chad - Controller at NBS

Alphonso -Bartender

Clarise -Corp. Secretary

Mr Hirohito -Yakuza boss

Background

You were born in the Ares Macrotechnology enclave in Seattle, your parents both employees of the Megacorporation. In many respects your childhood a series of lonely experiences and corporate conditioning. Ares was your home and your life; it's grey corridors became your playground, it's marbled halls your classroom. At the tender age of 9 your parents were killed when a rival corporation attacked the Ares enclave, in fact you barely escaped. With their deaths came a new level of determination and tenaciousness which you still possess today. As you worked your way through college you realised that you wished to become a reporter and you met Marty, a producer at NBS (one of the corps subsidiaries). With him as a guide it wasn't long before you became one of the Network's hottest 'Snoops'. Your stubbornness and unwillingness to give up on a story gave you a reputation and soon your face was seen all over the 'plex as the 'frontman' for KONG news. As your fame grew so did the size of your media team. Max 'Q', a Cybersnoop joined you last year bringing with him unique viewpoint on investigations. You were both assigned bodyguards, much to your protest: Picasso, an Ork 'robot' and Cobra, an ex-shadowrunner. As the stories which were investigated Marty brought in 'Highfly', the rigger and Mr Peters, a gumshoe mage-detective.

Role-playing

Because of your looks people, especially men, have a tendency to underestimate you. In truth you are strong-willed and stubborn. Always aiming to get to the heart of any story no matter what the costs. You're also pro-corporate. Ares has been a surrogate mother to you since your parents died and you try to protect it's interests. Your motto:

Never give up, Never Surrender.

Max 'Q'

Only his brilliance has stopped you from reporting him and having him removed. His is careless and sloppy. He's also a very capable snoop, always prepared to take unnecessary risks Max can be a hard act to follow. His brashness is sometimes a little attractive and you continue to cultivate a relationship

Picasso

Unfortunately Marty has decided to assign this "Terminator" as your bodyguard. He is jammed full of the latest Cyberware and his extremely good at his job. But why is he so emotionless? Picasso doesn't understand the term humour and is always ready to kill to keep you alive. It's kinda charming really but can be surprising how far he is prepared to go.

Cobra

This woman is the worst example of street scum. You have Nothing in common with her and your constant comments have caused more than a few arguments. In many regards she is more dangerous than Picasso because of her passionate emotions.

'Highfly'

This guy is just so sure of his abilities that you sometimes hope he fails every once in a while. You've got to admit that he is an excellent rigger but you take offence to the way he talks down to everyone.

Mr Peters

You're still not used to this mage-detective. He treats the investigations like a game with his gumshoe attitude and constant murmuring and observations. He dislikes you, probably because of your tenaciousness and the comments he makes into his personal secretary can be quite hurtful.

Max 'Q'

Human male Cybersnoop

Age 31

Description: Gruff features, shabby mis-matched clothing.

BODY	3	SKILLS	
QUICKNESS	4	Portacam	8
STRENGTH	5	Interview	4
CHARISMA	4	Reporting	6
INTELLIGENCE	6	Corp. Etiquette	2
WILLPOWER	4	Street Etiquette	6
ESSENCE	3.5	Car	4
MAGIC	N/A	Firearms	3
REACTION	5	Stealth	4
<u>DICE POOLS</u>		Electronics	3
Combat	7		
Karma	3		

PHY										
ST										

Cyberware

Datajack

Hearing Amplification with Select Sound Filter 4 and Recorder Interface

Cybereyes with Video link and 120mp head memory

Smartcam

Equipment

Sony HB500 Cybercam with secured Short Haul transmitter and vidlink to NBS

Cinema Products Steadicam

Browning Max-power (SA, Dam 9M, ammo 10)

Lined Coat (4/2)

¥5,000

Contacts

Chad - Controller at NBS

Hanz - Bouncer

Scalpel - Street Doc

Sherlock - Pirate Network Snoop

Don Picarici - Mafia Boss

Background

You were born in Loveland, an area of the Puyallup district rife with organised crime and thriller gangs. Your early life was spent in the urban decay of the streets, mixing with the wrong people and getting involved in all kinds of trouble. Life was (is?) cheap and you walked the line time after time and became disillusioned with reality. It was inevitable that you want get involved in BTLs, dream chips. The walls of existence began to break down and years of your life where lost in virtual realities. Even today your perceptions sometimes lie to you and reality loses it's meaning. Back in those dark days you would have died had it not been for Sherlock, a snoop working for a pirate network, who was running a story on the dream-chipping culture. He picked you up and took you out of the deadly environment. After weeks of therapy you were working at "Scandalous News Network". The years that followed were the best ever as you investigated the seedier side of life and the Corporations themselves.

When not working you would hang out at the Fenris Nacht night-club in Tacoma, listening to conversations and picking up titbits of intel. There you met Marty, a producer for KONG news on the NBS network. After a quickly grown friendship which lasted five years he finally invited you to join him at NBS. Although the Net was owned by Ares Macrotechnology you accepted and joined one of the it's best news teams. Led by Dana Lang the elf, it soon grew

and you actually assigned Cobra, a bodyguard. Also in the 'Snoop Squad' was Picasso; Dana's bodyguard, 'Highfly' the rigger and Peters; some mage-guy.

Role-playing

You're impatient and prone to taking risks to get the job done. You have no love for the corps because of their need to 'possess' people and you need for personal freedom. You not above twisted humour and have a tendency towards brashness. One final thing: the 'Q' is named after some omniscient entity you saw once on an old sci-fi rerun whose name escapes you.

Dana Lang

Good looker, good report, but can be a real pain in the-. Anyway she's stubborn and full of corporate drek. You find it very easy to wind her up which can't be a bad thing.

Picasso

This guy really worries you. He's so full of Cyberware that he's walking the edge of sanity - OK, maybe he's leaped over! Devoid of emotion, the ork is dedicated to keeping Dana alive and you're not sure just how far he is prepared to go. Don't cross him.

Cobra

You don't know why but you take insult to having a bodyguard. It's something about personal space and the fact that you investigated more dangerous stories whilst on the pirate net. Cobras pretty cool though, maybe she will come in useful someday...

Highfly

What an annoying idiot. This guys more full of his own importance than you are. Could do with being brought down a peg or two. Lets hope you get a chance.

Mr Peters

Who does this guy think he is - Mike Hammer? Ha, Micky Spillane would spin in his grave! This mage spends all of his time murmuring into his personal secretary. If you don't take situations seriously then this guy thinks it's all a game.

Picasso

Ork male bodyguard

Age 25

Description: Shaven Head, glowing red eyes, single long upward pointing canine

BODY	10	SKILLS	
QUICKNESS	5	Firearms	7
STRENGTH	7	Unarmed Cmbt	6
CHARISMA	1	Stealth	6
INTELLIGENCE	3	Car	3
WILLPOWER	2	Military Theory	4
ESSENCE	.05		
MAGIC	N/A		
REACTION	4(+2D6)		

DICE POOLS

Combat	5
Karma	4

PHY										
ST										

Cyberware

Aluminium Bone Lacing (+1 impact Armour)

Tactical Computer level 1

Cybereyes with low light, thermographic and flare compensator

Smartlink II

Retractable Spurs (7M)

Bioware

Damage Compensator (5)

Synaptic Accelerator (2)

(Body Index 5.4)

Equipment

Armour Jacket(5/3)

Savalette Guardian Heavy Pistol with spare clip (SA/BF, Dam 9M, ammo 12)

¥5000

Contacts

Chad - Controller at NBS

Background

You are vaguely aware of an existence before waking up in the Ares medical lab after having the tactical computer installed. Time as a “shadowrunner”, employment as a company man by the corporation and then the installation of bioware and Cyberware. Now you are almost an automaton: Emotionless and very dangerous. You have been assigned to the protection of reporter Dana Lang and you are quite prepared to take extreme actions to keep her alive. The other members of the team are Max ‘Q’; a reporter, Cobra; his bodyguard, Highfly; a rigger, and Peters; mage. You have no feeling towards them what’s so ever.

Role-playing

Cold as ice and as hard as nails. You feel no emotion; no hate, no fear, no love. There is no joy anymore. You have a sense of sadness about you and a feeling of dread will follow you till death. People, even Dana, fear because of your coldness. If only there was something you could do to change things back the way they were.

Dana Lang

You're currently assigned to keeping her alive. You know what’s best. No argument.

Max ‘Q’

He takes risks which could hurt Dana. Watch him

Cobra

She kills, she protects. She is like you but the fire of emotion runs through her. You feel you could 'like' her. Is that possible now?

'Highfly'

He transports the team around. The others dislike him.

Mr Peters

He talks to a box and uses 'magic'. He is dangerous.

Cobra

Female Human Bodyguard

Age 24

Description: Long black hair, stern features, fiery eyes.

BODY	4	SKILLS	
QUICKNESS	7	Unarmed Cmbt	8
STRENGTH	4	Firearms	6
CHARISMA	5	Armed Cmbt	4
INTELLIGENCE	5	Stealth	4
WILLPOWER	6	Street Etiquette	5
ESSENCE	1.3	Biotech	3
MAGIC	N/A	Athletics	4
REACTION	9(+2D6)		

DICE POOLS

Combat 9

Karma 3

PHY										
ST										

Cyberware

Wired Reflexes(2)

Smartlink

Retractable improved hand razors

Muscle replacement (1)

Equipment

Ares Predator II pistol with spare clip (SA, Dam 9M, ammo 15)

Armour Jacket (5/3)

¥4000

Contacts

Chad - Controller at NBS

Jacko - Dwarven Shadowrunner

Al - Snitch

Background

Born in the ravages of the Redmond Barrens you have grown up amongst death, paranoia and racism. You don't even remember your parents and were brought up by your own instinct. It was natural that you become a shadowrunner and, after meeting Jacko, you entered the shadows for a short but lucrative career. With Feedback the Decker and Reg the bear shaman you ran the shadows between the corporations. During your time with the 'boys' you became an accomplished mercenary and a merciless killer, when the need arose. You also learned that people are the sum of their passions and desires and you embraced this view, something you still do today. Finally you parted company and sort better employment. Marty, the producer of KONG news at NBS, employed you as a bodyguard for one of his reporters, Max 'Q'. The rest of Max's team included Dana Lang; another reporter, Picasso; her bodyguard, Highfly; the rigger, and Mr Peters, some wizard.

Role-playing

You have the fires of emotion burning inside you. These come bubbling up and sometimes overwhelm you. You are fiery, hot-headed and passionate about everything you do. It is easy to love but, unfortunately, can be easier to hate.

Dana Lang

There is no love lost between you and the reporter. She is full of corporate ideals, but most of which are clearly untrue. She hates you and it is very tempting to return the favour with interest.

Max 'Q'

This male chauvinist can be a real pain that you've had to learn to live with. His constant stream of comments are annoying and you get the feeling he doesn't really want you around. Shame really, because he can be alright sometimes.

Picasso

You just don't understand Dana's ork bodyguard. He is just so emotionless. You try conversation but he blanks you every time. The guys real dangerous and is chock full of Cyberware. Takes his job too seriously though.

Highfly

Highfly is the master of the skies and it shows. How he gets his head through the cockpit door you don't know. He is just so annoying that you wonder how he has stayed alive so long. Funnily, his self-assertion is somewhat attractive.

Mr Peters.

The magic detective is quite cool. His humorous little comments always lighten situations and his magic can be useful. No-one else seems to want to get to know him but you find yourself in his company from time to time.

‘Highfly’

Human male Rigger

Age 35

Description: Spiked Silver hair, cocky smile

BODY	4	SKILLS	
QUICKNESS	6	Rotorcraft	6
STRENGTH	3	Car	6
CHARISMA	2	Rotorcraft B/R	3
INTELLIGENCE	5	Electronics	5
WILLPOWER	5	Corp. Etiquette	3
ESSENCE	2.2	Gunnery	3
MAGIC	N/A	Firearms	4
REACTION	5 +1d6(9 +3d6 When rigged)		

DICE POOLS

Combat 8

Karma 3

PHY										
ST										

Cyberware

Vehicle control Rig (2)

Datajack

Cybereyes with Thermo, Low Light and Flare Compensators

Equipment

Beretta Model 101T (SA, Dam 6L, ammo 26)

Armour Jacket (5/3)

¥6000

Hughes Airstar 2050 Helicopter(fully rigged with remote control)

Leyland Transport Series Minibus (fully rigged with remote control)

Remote control deck with level 2 ECM/ECCM and 2 slave ports

Dataline Tap(4)

Laser Microphone (2)

Shotgun Microphone(3)

Data Codebreaker (3)

Contacts

Chad - Controller at NBS

Odin - Dwarfen technician

Background

You've run haulage runs in and around Denver for years. Cruising the canyons to and from the City of Shadows. You were the best, taking big risks for big bucks. No-one could touch you. "Zoomer" you were called back then, respected by most of the smugglers around the city. All this changed 3 years ago. You were running guns for the Ares Macrotechnology Corp. when you were attacked by the local armed forces. An entire squad ambushed you and escape was only possible by luck. Later it transpired that Ares had set you up. The Mega corp had told the UCAS government in their sector of the city that you were a suicidal terrorist from Aztlan with a copter packed with C-4 explosive. Local forces were sent to take you out whilst the Mega-corp used another route to smuggle the real weapons into Denver.

Fearing for your safety you travelled around America and only a matter of months ago found yourself in Seattle. There you were hired by Marty; a producer for the NBS media Network and joined a team of snoopers. The network officially licensed your rigging gear and you became the driver/pilot and surveillance expert. Other members of the team are: Dana Lang; reporter, Max 'Q'; Cybersnoop, Picasso and Cobra; their bodyguards and Mr Peters; the resident mage-detective. So you ended up flying the dark skies of the Seattle plex investigating news stories.

Role-playing

You are in complete control at all times. You're also extremely over-confident and conceited. Your long rigging experience gives you a tendency to lack trust in others abilities and talk down to them. You're still a little concerned about Ares Macrotechnology; it's possible they may want to clear you out of the way. If the opportunity to rat on them turns up, it's unlikely you'll turn it down.

Dana Lang

Dana is pretty (even for an elf) but just too strong willed and stubborn for your liking. She thinks she's in charge and for the moment you'll let her believe it.

Max 'Q'

He really doesn't like you, not that it bothers you much. He takes too many risks and sometimes brings danger on the group. He should be put back in his place.

Picasso

You've seen quite a few samurai in your time, but none of them give you the creeps like the ork. He is totally devoid of emotion and seems more than to kill to keep Lang alive. Best not to annoy him.

Cobra

You could learn to like her. She is relatively friendly, if a little hyperactive. You admire her passionate emotion which seem to come to the fore a little too often. Cobra knows what she likes and goes out to get it.

Mr Peters

Who does he think he is. This 'mage' spends most of his time talking into a personal secretary; reciting every action, every move, as if he is a character in an old Micky Spillane novel. It's very easy to talk down to Peters, he deserves it.

Mr Dominic Peters P.P.I

Age 36

Description: Close cropped blonde hair, Dirty trench coat, Fedora hat

BODY	2	SKILLS	
QUICKNESS	4	Sorcery	6
STRENGTH	3	Conjuring	6
CHARISMA	4	Police Procedures	3
INTELLIGENCE	6	Magical Theory	3
WILLPOWER	6	Firearms	3
ESSENCE	6	SPECIAL SKILL	
MAGIC	6	Notice	8
REACTION	5+1d6		

DICE POOLS

Combat	8
Karma	3

PHY										
ST										

Spells (Allocate 25 points between any/all of the following Spells)

Power Missile _____ Clairvoyance _____ Clairaudiance _____
Combat Sense _____ Detect Enemies _____ Mind Probe _____
Treat _____ Invisibility _____ Vehicle mask _____

Cyberware

None

Equipment

Hip flask filled with cheap whiskey (synthetic)

Armour Vest with plates (4/3)

Ruger Super Warhawk Heavy Pistol (SS, Dam 10M, ammo 6)

Low light binoculars

Pocket secretary with voice record function

¥625 (notes)

Contacts

Chad - Controller at NBS

Lt. Stewart - Lone Star (Vice Squad)

Lizzy Starshine - Simsence star (second rate)

Walks in Darkness - Owl shaman

Background

They say never trust a man in an old coat. Could be true, but you weren't thinkin' of replacing old faithful quite yet. You've a story as long as a samurai's ego but most of it ain't worth snitch. Anyway, you were thrown into the ratrace in the bad side of New York; the kinda place where vermin walks on two legs and carries assault rifles.

Life was tough, you were tougher. Out in those places people suck you dry then spit you out and survival is a skill that is mastered before Maths. When your abilities as a mage were found you decided to make something of yourself, and we're not talking paper planes here! You left the Rotten Apple headed for the west coast, out to the wilds of Seattle. Once there you joined Lone Star as member of the Department of Paranormal Investigations, but out on the streets buying agricultural land is pretty cheap (if ya know what I mean) and you weren't thinkin' of moving to the country.

You left the Star's and became a PI, using detection spells to help. Couple a' months back you were hired on a two year contract with the NBS trid station to work as a part of a media team. Works good, pays well (not that you manage to keep hold of it for long) and you like it. Other members of the team are: Dana Lang; reporter, Max 'Q'; another reporter, Picasso and Cobra; their bodyguards, and the rigger Highfly.

Seattle whata town! You just gotta love it!

Role-playing

You come straight out of a gumshoe detective novel. Always murmuring comments into your secretary and using too many similies in conversation. You get on well with people and like to think the reverse is also true. Most of your fellow human (and elves, etc..) think you're a little, what's the word? Cranky, but as a mage you reckon it's your right to be. Anyway life's too short to go around being serious, have fun while lasts.

Dana Lang

The elf takes life far too seriously and seems to accept the words of the Corporations too easily. She should open her eyes and take a look around at what the corps have done.

Max 'Q'

This chummers got the right idea. What an anarchist. He seems bent on upsetting as many people as possible. You find yourself liking his enthusiasm, if not his rude comments.

Piccasso

Number One strange person. He has filled himself so full of Cyberware that there's very little ork left. When you assence him it gives you the shiver to see someone so inhuman who is still alive. This makes him a danger to be watched.

Cobra

Passionate nature is delight to observe. You spend much of your time assencing her. She is fiery and wilful; full of the need for action, truely and astral joy to behold. You admire her and wish she gave you the time to get to know her.

Highfly

Arrogant sonofabitch. The rigger is so full of his own importance that he can be unbearable. You have little time for him and just hope that Lang can keep him under control before you do something he'll regret.

Information/Equipment List

Below are listed information and equipment that the PCs may want during the course of the adventure. These are listed by letter which relates to the contacts themselves. Each contact can supply the information corresponding to the letters under their description. No roll is necessary.

Ares Macrotechnology

A The Megacorp has quite a presence in Seattle, what with their private security firm; Knight Errant, which has a lot of contracts in the city.

B The corporation has been working on a new personnel 'weapon' for about eighteen months now. Possibly a new type of Cyberware.

Lone Star

C The Stars don't seem particularly interested in the problems in the barrens. The press conference was really to relieve media curiosity.

D Word is that the Corp are taking a back hander from one of the syndicates. Could be either the Mob or the Yaks.

E Lone Star has sub-contracted areas of the Barrens to Knight Errant. For reasons unknown.

Knight Errant

F The firm is Ares private security company. They have taken over the responsibility of the worst parts of Puyallup barrens.

G They are led by one of the corp's special agents. Jazz is his name.

Jazz

H A man of mystery. He has been with the corp(Ares) for a couple of years and has already been given a lot of responsibility.

I He is a mage.

The Gang War

J It's sparked a couple of weeks back when a couple of gangs clashed in the streets of Puyallup, The other gangs were drawn into it shortly after.

K The gangs seem surprisingly violent. Only the Reality Hackers, one of the larger gangs, are not continually killing and warring.

L More bodies have gone missing than have been accounted for.

The Reality Hackers

M One of the more subdued gangs, they seem for more intent on chipping BTLs than all out war.

N They are led by a punk called Decko.

The Drug

O It is an amphetamine based combat drug. Big budget stuff. It interacts with the human brain so intimately that it is not surprising that it can cause extreme haemorrhaging and death in a small percentage of users.

NewsNet

P The only truly independent network. They aren't afraid to report news on the corporations and organised crime.

Mr Jones

Q A ruthless media producer who has made very few friends over the years. He works at NBS

The Troopers

R They seem pretty well trained. Carrying the best equipment.

S They are led by a black man called Jazz.

Organised Crime

T There has been trouble between the Yakuza and the Mafia in the Puyallup district for years. It is a lucrative area for gambling and chip dealing.

U If either of the two syndicates are responsible for the wars they are keeping it VERY quiet.

V The Yakuza are Not responsible.

W The Mafia are Not responsible.

Weapons

X Contact can obtain weapons in half the normal time for 20% extra book price.

Contact List

Chad

The 19 year old techno-freak, with his glowing-laser tatoos and spiked black hear, is the teams most reliable contact and best source of information. He can obtain all of the information the other contacts can, but he usually takes longer to do so. Chad is a brilliant decker and a babbling conversationalist.

Dana Lang's

Alphonso -Bartender A D J M

Al is the elven barman at The Edge bar and restaurant in Downtown Seattle. He is charming and friendly.

Clarise -Corp Secretary A B C

Admires Lang for her fame, seems a little slow.

Mr Hirohito -Yakuza boss T V X M

Secretive. Always asks for information in return.

Max's

Hanz - Bouncer F G

German samurai currently working as the doorman at the Fenris Nacht night-club in Tacoma. Speaks English through the use of a skill chip and has a very thick accent.

Scalpel - Street Doc J K O

Vicious little fellow. Runs a back street surgery in Downtown.

Note: For the sum of ¥200 a piece, Scalpel will remove the Personal Locators. Because of the need for speed, during the minor surgery (the locators are in their arms) the Pcs must resist 5L damage.

Sherlock - Pirate Network Snoop P Q T

Real weirdo. In his late sixties with a thick London (English) accent.

Don Picarci - Mafia Boss T W X

An ageing Sicilian, one of the old bred of Mafia Dons.

Cobra's

Jacko - Dwarven Shadowrunner H K R

Professional at all times, a good friend. Jacko, if asked, will help the Pcs get to NewsNet. See section on Shadowrunners.

Al - Snitch E G L N

A creepy dirty worm. This guy would sell his mother for ¥100 if he hadn't killed her for ¥150 last year.

Highfly's

Odin - Dwarfen technician F R S

A gruff but brilliant technician. Owes a few favours to the Rigger.

Mr Peters'

Lt. Stewart - Lone Star C E U

Stewart Works in the vice squad at the Lone Star blue pyramid. He is only slightly bent, honest.

Lizzy Starshine - Simsence star D H Q

A self indulgent, decadent woman who has a crush on our gumshoe.

Walks in Darkness - Owl shaman H I F

An old flame of Peters. She is haughty and wise.

Shadowrunners

Towards the end of the adventure the Pcs may want the help of Shadowrunners to ease their escape from NBS to NewsNet. Cobra's old friends are prepared to help and Jacko will do what he can to make the Pcs lives easier. Do not emphasise their abilities; this is about the Pcs not the NPCs.

Jacko and the boys are likely to turn up at a suitably dramatic moment. They have access to a Toyota Elite limo and a Hughes Stallion helicopter armed with 2 AAMs

The Shadowrunners are:

Jacko - Dwarven Mercenary (As per SRII)

FeedBack - Decker and Pilot (As per SRII with rotorcraft 3)

Reg - Bear Shaman (Use Fighter type of Shaman and apply Bear totem rules)

Other Shadowrunners

There are no other shadowrunners available to the Pcs during the course of the adventure. Remember they have little time to arrange meetings etc and should feel continuously pursued by the time they need runners.

Ares Macrotechnology

Ref S-862-04

Ares Arms Division

Internal Report : For Urgent Attention of C.E.O Damien Knight

Introduction

Since the introduction of the final phasing experiment on the drug S-862 it has become noticeable that the physiological and neurological effects vary from individual to individual. Our early tests in the Desert Wars have prove inconclusive and without further study I cannot allow further testing to take place.

Studies.

With the three soldiers examined it became obvious that S-862, though effective, is likely to cause unexpected and uncontrollable effects. Indeed, test subject number 1 suffered a continued psychopathic delusion which concluded in his death. The capillaries in his crania broke down and he suffered fatal haemorrhaging. This was defiantly linked with No 1's use of S-862. Please note that without further test subjects we cannot fully understand the exact chemical within the amphetamine which are responsible.

Recommendation.

With the above observations it has become obvious that we need to further test S-862 in a violent environment. With the number of possible fatalities envolved it would be inappropriate to further test S-862 on our on employees, only due to the financial pressure that would occur though personnel replacement.

Submitted for your Recommendation

F Cockburn

Francis Cockburn, Research and Design North West.

Ares Macrotechnology

Ref S-862-05

Central Division: Detroit

Recommendation

Regarding report S-862-04 please note that the following recommendation is made.

After a meeting amongst the board of directors it has been decided that testing of the drug S-862 is to continue. The drug is due for production and the UCAS government is interested in purchasing it for use in her armies.

Special Agent Jaynseer, currently working for our Knight Errant Security will take control of the testing operation. With the volatile situation in the Seattle district of Puyallup, which consists of over fifty street gangs continuously conflicting, it provides an excellent opportunity to test S-862 in a combat environment. The drug will be introduced into the gang culture over a month period. The results will be watched and the inevitable corpses will be returned to the NW's labs and tested.

On the subject of outside involvement: The Organised crime groups pose on threat as the drug will be introduced into the east side of the district; far from their centre of influence. Secondly, we have contacted the Lone Star Corporation and established an agreement regarding their use of the drug if the tests are successful.

Please make sure the above recommendations take place immediately, the relevant people have been contacted.

J Peterson

Janette Peterson

Management Secretary.