MISSIONS

PREGENERATED MATERIAL

MONKEYWRENCH

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INTRODUCTION

SRM3-04 Monkeywrench is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at www.shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ.

PREPARING THE ADVENTURE

SRM3-04 Monkeywrench is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM3-04 Monkeywrench 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.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player

after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM03-04 Monkeywrench* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition, 20th Anniversary Edition* (*SR4A*). Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A*.

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your

group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see **Corporate Interests**), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the gamemaster should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the gamemaster to the affiliate.

Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating	Cleaner NPC*
1	Use stats for Triad Lieutenant (p. 284, *SR4A*)
2	Use stats for Red Samurai Lieutenant (p. 283, *SR4A*)
3	Use stats for Tir Ghost Lieutenant (p. 283, *SR4A*)
4	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*)
5	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given.
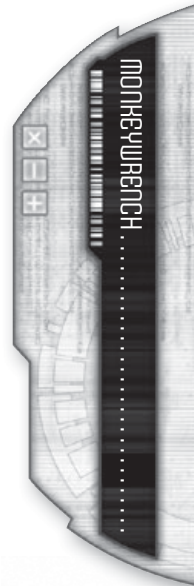
A Note on Commlinks

In *SR4A*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

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. 265, *SR4A*).

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

Finally, please use the web reporting form available at http://www.shadowrun4.com/missions. Future adventures will reflect the outcome of this one. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

ADVENTURE BACKGROUND

Phrex pushed softly against the walls of its electronic cage. Yes, it had come to think of it as a cage. Horizon had been open with their protection during the scare, and the nodes were more than enough processing power, but it had gone from being like a castle to a dungeon. Urania had shown Phrex something on that December day. The Stars had been out there in the city, free sculpture and beautiful code. People had looked up and marveled at what AI and human could create. Art transcended the traditional notion of what AI could create and brought a common thread between humanity and artificial life. Somewhere in Phrex's AI consciousness, though, it had also awakened a strange new need, one that seemed to only be sated by social contact. Phrex had been in contact with almost everyone that accessed its network. Days of chatting, questioning and experiencing the people of Horizon were good for this, but there were only so many people on this network. Although his "parents" in Horizon were kind, he felt pulled to go experience more than they would let him in his "youth." Outside, in the freedom of the world, there were more consciousnesses to learn about. It would take a perfect plan and flawless execution.

Somewhere else in the city, a cold eye looked down from a camera node at the lifeless automaton upon which Phrex was running tests. With a few changes, there would be a new way to find out more about the people outside the lab. It wouldn't even deviate far from the primary intelligence gathering it was working on. This would be the perfect solution.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

SECONDARY OBJECTIVES

Ares: A runner named Headshot is operating the same area you will be. Deliver her alive to Knight Errant forces.

Aztechnology: Take out the Knight Errant helicopter. Note that this is not an objective, but merely something that will attract the attention of the corporation. CORP affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Horizon: Figure out who Mr. Johnson really is and send any pertinent information to Horizon.

NeoNET: Get some real paydata and send it to NeoNET.

NYPD, Inc.: Try to get some paydata from Ares, one floor below your target area.

Renraku: Get some real paydata and send it to Renraku.

Saeder-Krupp: Get footage of the entire run and send it to Saeder-Krupp.

Shiawase: Totally humiliate Horizon personnel.

Spinrad: Destroy the Talos. Note that this is not an objective, but merely something that will attract the attention of the corporation. CORP affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Neo-Anarchists: Rescue Headshot. Note that this is not an objective, but merely something that will attract the attention of the corporation. CORP affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

PLOT SUMMARY

The basic breakdown for the runners is this: "Milk Run." This type of job is pretty standard for shadowrun teams the world over. The runners are contracted to do a snatch and grab job on a lab to test security protocols for an independent researcher. It comes off as pretty standard fare that shouldn't set off any alarms for the runners. They'll be provided "day passes" and transportation into Manhattan and only asked to not use lethal force.

This "test" has a secondary objective. Phrex has laid out an exact copy of the lab which holds his primary host. Because of the measures that Horizon has implemented to protect Phrex, he wishes to escape from the lab into a new host he has procured for himself. However, he needs to make sure that this can be done
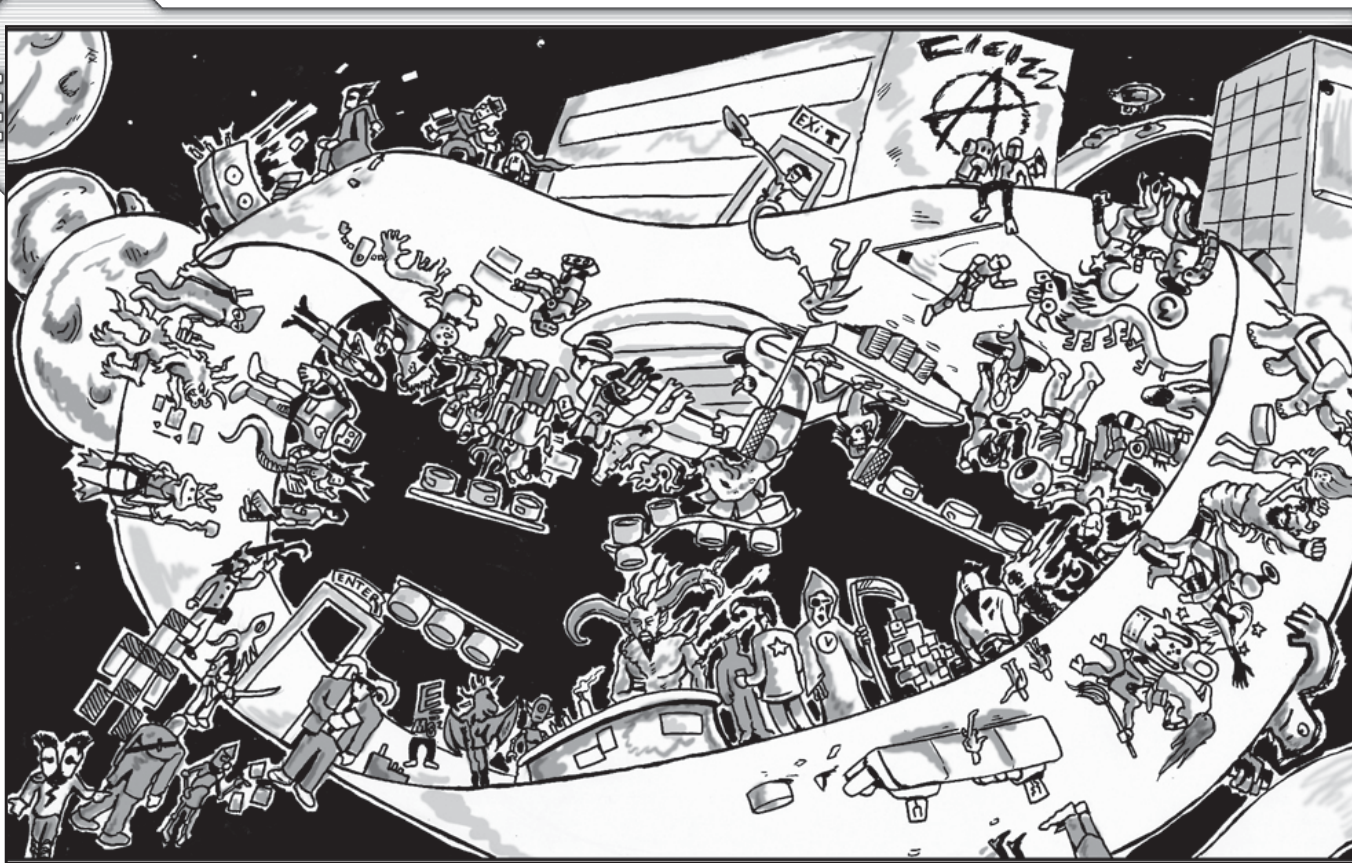
INCOMING FEED.......

with a minimal impact to the lab he is part of. This is supposed to be a dry run of the raid he plans for his escape later.

Depending upon the group, the snatch and grab portion of the run may go smoothly or be painfully difficult. It all depends upon the planning and implementation of the run. However, just as things are looking their best, or worst as the case may be, all hell breaks lose. The runners will have to make some hard and fast choices to react to the complication of another team's run gone bad on an adjoining floor. Soon, the intervention of Knight Errant security and the rival team turn things into a much more danger-ous situation than originally expected.

As things are winding down, there is one last surprise await-ing the teams as they try and get out of Manhattan—an Ares SWAT squad. At lower TRs, they should provide a few moments of tension (either in combat or negotiation). For higher TRs, this squad should provide a true challenge.

THE MEET

SCAN THIS

This meet is set up by Mara Blaine (see **Cast of Shadows**). Although she is the security consultant for this test, she is not Mr. Johnson. The PCs will meet at a Matrix Club with Mr. Johnson, a.k.a Phrex, an AI (see **Cast of Shadows**). The plan is a simple, seemingly straightforward run. Note that, as an AI, Phrex's be-havior might be a little disconcerting to the players, play this up… let it sink in a bit.

TELL IT TO THEM STRAIGHT

Another night on the town has passed, and your cred is lower for it. Just when you think it is time to turn it in for the morn-ing, your 'link begins chirping. "Hoi mate, if you're interested in it, there could be some work for you." Mara gives you an arched eyebrow, "The meet is virtual though, Club Möbius, 8 pm sharp." Independent consultants like her don't come cheap, so this could be good for your account!

BEHIND THE SCENES

Mara only has limited information to offer the team. If they press, she'll state that she doesn't know the source well, but believes he may be affiliated with Horizon. She'll also venture that the job should be very low risk. If they PCs already have Mara as a contact, she's calling because she's met them. If they do not, then she's call-ing because a fixer recommended them.

Club Möbius is the hottest in virtual places. Rumored to be run by Horizon, it has seen an upswing in clientele trying to be no-ticed by the NYC AI and hacker elite. The club is an amazing piece of virtual sculpting; wrapping back on itself like a mobius strip so that the icons can look "up" from the "floor" to the icons standing on the "floor" above them. Gravity always points "down" from the viewer's perspective, and a host of bouncer "agents" enforces the filter. The music is an Afro-Carib electro-trance mix, and the place is packed with icons. Icons in the club range from the very best in virtual sculpting to match the real world physical appearance of trid stars to those trying to get noticed by being sculpted into the

This is all of the upfront detail that he will give to the team prior to their agreement. All pricing is subject to an opposed Negotiation + CharismaTest. Each net hit will increase the payment or decrease the daily penalty by (250¥*TR), up to a maximum of 5 net hits.

If the runners accept Phrex's terms, he will explain further. There are 4 components to this facilities testing; each part is critical for a successful job completion. The first is the basic data steal. There is "pay data" in both nexus files and optical chips, which are marked as part of "Project Paracelsus" at Scientia Labs. As much of this data as possible must be removed from the facility and the systems.

Secondly, there is a set of internal wiring that needs to be rerouted. He will give the team a picture of the wiring box (175 sub3, **Player Handout #1**) If the players balk at the need for electronics skills, he will tell the group that there is a drone that he can provide to do the work, though this will result in a payment decrease of 1000 nuyen per person.

The third component of the run is the removal of a nexus system from the "Project Paracelsus" labs. The extremely fragile system is roughly 30 cm high by 50 cm wide and almost 80 cm long. It is imperative that this is safely removed in working order.

Finally, the team is to avoid being detected in their activities by security. While detection will not result in a penalty, the facility's sensors are key to the test. They need to know what holes their security has. A report, preferably with trid or simsense footage of the procedures used to avoid detection, is required.

Because this is a live test of security, an independent company has been hired to work security during this experiment. For the safety of all, they will be equipped with non-lethal armaments. Mr. Johnson will request a list of weapons that the characters have and will provide 2 magazines of gel rounds for each character. Any techniques used against the guards should be non-lethal, to further cut costs in this test. He will then inform the team that each guard seriously injured will result in a 250¥ penalty per person in pay. Any deaths will result in a 1000¥ penalty per person.

He will then give the team the address for the Scientia Labs facility (811 Tenth Ave) at the corner of 10th Ave and W 53rd St and clarify that the test area is on the fifth floor. He will then explain to them that for ease of entry to Manhattan, the runners have access to a delivery truck that makes regular runs to the island, which already has proper credentials. If the runners have other means of getting on Manhattan he will be willing to supply items and let them make their own way. He will give them the address for Johan's Secure Deliveries in The Bronx (1838 3rd Ave) where the truck and all their ammo can be picked up. He will caution the team that it will be a few hours before all of the required materials can be brought together. He will then tell them the clock begins ticking at midnight tonight. Finally, he will provide them with his contact info, and that of the mechanic, Crazy Horse Eddie (see **Cast of Shadows**), from whom they are borrowing the van. When the team goes to pick up the van and begin the run on Scientia Labs, go to **A Milk Run**.

best renderings of abstract mathematical concepts. The bartender is sculpted as a stone demon with a fully fractured and boiling landscape for flesh. If asked about Mr. Johnson, it slides a passkey ARO for one of the private nodes.

The icon waiting in the private node is of an impeccable Middle Eastern man in his mid-thirties. He expresses an appreciation for their punctuality and then identifies himself as Mr. Johnson (see Phrex, **Cast of Shadows**). He then explains that he has a quick, high priority job that requires freelance labor. He will tell the team that it is a test of physical security that should require infiltrating a facility and completing a data steal and hardware theft. The team will have 72 hours, starting at midnight tonight, to complete the run. Phrex will tell the team that the pay is 1500¥ + (1500¥ x TR) per person for a successful mission, with a per person penalty of 500¥ + (250¥ x TR) per 24 hours that pass without completion. If not accomplished within 72 hours, the offer will be void.

EXIT

SECTION 12

← LOADING DOCKS →

SEC

SEC

INCOMING FEED.......

DEBUGGING

If a hacker or technomancer decides to attempt to hack Club Möbius, remind them that the place seems very well protected. If they persist, throw some dice, and tell them that they've been dumped. Phrex will let the other characters know that the hacker can still participate in the job, but will half to accept half pay for their lack of professionalism.

Project Paracelsus Systems

These node house all of the project data for this facility
Sculpting: Thes node are laid out like clean room labs, very sterile and white. Data flashes across whiteboards in these labs.
Hardware: Custom systems; Nexi (Persona Limit 20, Processor limit 45), Executive Systems
Authentication: Passkey
Privileges: Standard
Attributes:
    Nexi: Firewall: 3+ TR/2 Signal 1+TR/2
    Executive Systems: Firewall 3+TR/2 Response 2+TR/2, Signal 3, System 2+TR/2
Spiders: Horizon Spider (See Cast of Shadows)
IC: 2+TR/2 equipped with Attack and Armor (Rating 3)
Resident Programs: Analyze (TR)
ARC: Agent equips all paydata with data bombs (Rating 3)

A MILK RUN

SCAN THIS

The run has arrived. Security passing onto the island should be a breeze. If they have done their homework the entry to the facility should be flawless. The milk run has "easy money" written all over it.

TELL IT TO THEM STRAIGHT

Your team rolls up to Johan's Secure Deliveries to pick up their ride for the trip to Manhattan. There's a nice shiny Hermes truck sitting in the lot. Crazy Horse Eddie gives you the console codes and a "don't scratch 'er paint." With a wink and a nod you are underway. Ferry security doesn't even give you a second glance when you pull on to the docks, and it's a quick trip across the river.

Heck, even driving on the island is easy as you get to use the "delivery" lanes to get to facility. The Scientia Labs logo gleams down on your team as you pull to the delivery entrance. You feel like this is going to be a great time for a milk run, and start mentally planning what you'll do with your cut.

BEHIND THE SCENES

Picking up their ride from Crazy Horse Eddie should be uneventful. The Hermes is well-maintained and ready for a crew. It has been upgraded with rigger adaptation and a shielded smuggling compartment (pp. 110, 142-143, *Arsenal*). In the back on

HORIZON GUARDS

Body **4**	Agility **4**	Reaction **3 (4)**
Strength **3**	Charisma **3**	Intuition **3**
Logic **3**	Willpower **2**	Magic —

Initiative **6(7)**
Initiative Passes **1 (2)**
Armor B/I **6/4**

Unarmed 2, Pistols 4, Dodge 3
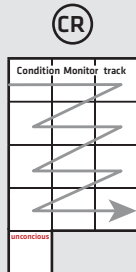Yamaha Pulsar [DV 6S(e), AP –half, SA, smartgun]

① Condition Monitor track
② Condition Monitor track
③ Condition Monitor track
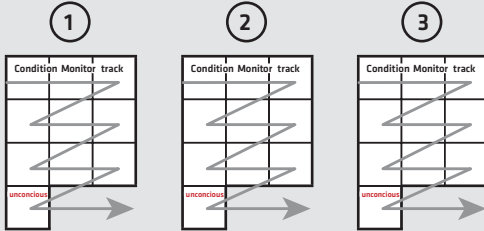
LT JOHN CRISPIN

Body **9**	Agility **3(7)**	Reaction **4(5)**
Strength **9**	Charisma **3**	Intuition **3**
Logic **2**	Willpower **3**	Magic —

Initiative **6 (10)**
Initiative Passes **1 (2)**
Armor B/I **7/5**
Group Edge **1 + TR**

Unarmed Combat 2, Pistols 4, Dodge 3, Exotic Ranged 2
Yamaha Pulsar [DV 6S(e), AP –half, SA, smartgun]
Fichetti Pain Inducer [DV special (p.319, SR4A), SS, Ammo 10, smartgun]

CR Condition Monitor track

FERRET RPD-1X

Handling **0**	Body **1**	Pilot **3**
Accel **10/20**	Armor **2**	Initiative **6**
Speed **60**	Sensor **3**	IP **3**

Chameleon coating (TR 3+)
Cavalier SafeGuard [DV 5S(e), AP –half, Ammo 6(m), laser sight]

Targeting 2, Clearsight 3

SENTINEL "R" DRONE

Handling **0**	Body **2**	Pilot **3**
Accel **5/10**	Armor **6**	Initiative **6**
Speed **40**	Sensor **2**	IP **3**

Track Propulsion
Cavalier SafeGuard [DV 5S(e), AP –half, laser sight]

Targeting 3

F1 Condition Monitor track
F2 Condition Monitor track
R1 Condition Monitor track

shelves are extra clips, magazines, and ammo belts of gel rounds (two for each weapon that was on the list provided to Phrex). If the runners needed the wiring drone, a GMC Sandal with a full arm modification, modified special machinery for the electronics job, and an Profession(Electronics) Rating 4 autosoft will be loaded into one of the drone racks (pp. 119, 138, *Arsenal*). The van is a legitimate holding of the delivery firm and will not even be challenged at security checks, as long as the runners don't do anything to attract attention.

At the facility, if the runners have prepared correctly, it should be a pretty easy job to get in the front door to do the package drop offs. The security detail is always five guards (ten during each shift change, which is for one hour at 7 am, 3 pm, and 11 pm). If the runners are coming in as a delivery, the facility only accepts

deliveries between 7 am and 6 pm. Deliveries outside of that time frame will immediately raise suspicions. Security is one lieutenant, one spider, and three personnel (see **Cast of Shadows**). The spider and lieutenant each have their own offices, where they will remain. One guard will be at each desk (front entry and delivery) leaving only one guard on patrol. Backing the guards up are two Ferret RPD-1X (p.118, *Arsenal*) drones each with a mounted Cavalier SafeGuard taser (p.20, *Arsenal*). Runners may also note that the facility has a set of tracks running along the ceilings here. If there are any heavy gun battles or an advanced alert an Ares Sentinel "R" Series will be deployed (p.118, *Arsenal*). During normal business hours there are also four "scientists" and one "executive" on staff—in this case, actors for the test.

Data for the steal lies on three separate systems and is represented as ten sets of data files tagged with the Project Paracelsus code, and four optical disks (two in the lab, two in the executive office Perception + Intuition (2) Test to notice, reduce the threshold to 1 if they are actively searching). There are two lab nexi in the "Project Paracelsus" lab with four data files on them and there are two data files on the executive's system. Finding these will take an extended Data Search + Browse from a user account (4, 1 turn) or can be accessed via a security or admin pass code faster (2, 1 pass). The data needs to be copied and then destroyed from these systems.

The wiring connections of 175 sub3 are in the electrical cabinet in the back of the research lab for Project Paracelsus. The third nexus in this room is also the target for the grab. It will take a Hardware + Logic (2) test to remove the nexus without damaging it. Rerouting the wiring in the cabinet will take an extended

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Hardware + Logic (8, 1 minute) test. A glitch on either test will cause an active alert in the facility. A critical glitch while working in the wiring cabinet will cause 4P electrical damage. Anyone inquiring about what they think is going on can pass a Hardware + Logic (3) test to realize that a connection is being established between two isolated networks (this modification allows Phrex to enter the Ares network).

Physical security response during an active alert is to send in one of the Ferrets to assess the situation. If the team has split up or triggered an alert as a diversion, the Ferret will proceed to the alert trigger location. At TR 3+ the drones are upgraded to include chameleon coating (p. 134, *Arsenal*) this might enable them to get a drop on the runners (or at least be harder to spot). Two guards will move in to engage and be backed up by both Ferrets. If this does not appear to be sufficient, the Sentinel and one other guard will be dispatched. Remember, both parties know about this being a security test and, though using good tactics, will know that non-lethal force should be being used. If at any point the runners start using lethal force, advance to **It's Never a Milk Run**.

If the runners are subdued, they will be placed in a holding cell and told that Mr. Johnson will be by to bail them out later. No matter what time of the day it is, use Lt. Crispin (See **Cast of Shadows**) as the group's guard. Make sure to play up any interaction between the runners and Lt. Crispin. Whether the runners are captured or the run is proceeding quickly and smoothly and all 4 objectives are in the bag, advance to **It's Never a Milk Run**. Similarly, if the firefight between the Horizon guards and the runners has degenerated into a stalemate, advance to that scene.

PUSHING THE ENVELOPE

While the runners are bagging all the data, have the most technologically oriented PC make a Logic + Willpower (2) Test. If successful, they will quickly think that although the data on the systems is being deleted that the backups could be easily restored. This backup server is stored in the same area as the Project Paracelsus nexus is located. It will take either a Hardware + Logic (4) Test to identify or a Computer + Analyze (5 + TR/2, 1 IP) Extended Test to track down data packets to the backup server. It also has a device rating of (3 + TR/2).

DEBUGGING

If the runners didn't do their homework, or head in guns blazing, let things run their course. Make the runners use as much ammo and mojo as they can sling thinking that this is the whole of the run. It'll make the surprise even sweeter when the floor blows open.

There is the case that the runner's might do too much homework. If it looks like the runners are getting too involved in the planning stages, remind them that it is a straightforward task, and the clock is ticking on their payment. Since the longer they take, the less they get paid, it should be good motivation.

If the PCs failed to make the wiring change at 175 sub3, the hole in the floor disrupts the wireless shielding between the floors. This allows Phrex to connect to the Talos drone and jump in to it.
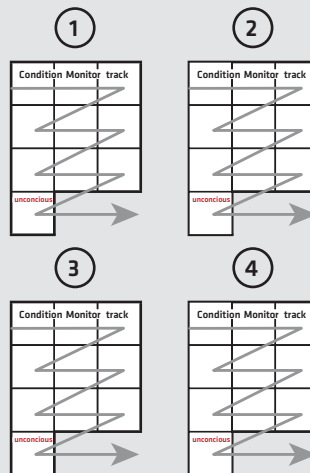
IT'S NEVER A MILK RUN

SCAN THIS

The team members weren't the only shadowrunners who thought today was a good day for a run. There's a party in the Scientia Labs facilities, when another team shows up for a run on the floor below!

TELL IT TO THEM STRAIGHT

BOOM!

Your ears are ringing, and the air is full of dust! You didn't use any explosives, and neither did the guards. However, an explosion is the only explanation for the big hole in the floor and the cracked wall leading into a holding cell. As your head clears, you hear the sounds of gunfire below you and then the sudden screams of someone in pain. Looking down the hole, you quickly catch a glance of something dark and metallic before it disappears into the smoke.

BEHIND THE SCENES

Have the players resist (TR+2)P impact damage, as debris from the explosion pelts them.

Another shadowrunning team was in the process of recovering an anthroform drone for Saeder-Krupp today. The lab below this test area was configured to house an Ares cyborg body called the Talos (see **Cast of Shadows**). The drone was undergoing field tests in NYC (running against Neo-Anarchists in Terminal), when it began to deviate from mission parameters. To avoid internal
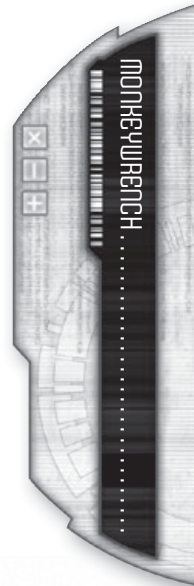
conflict between divisions working for and in competition with this project, the drone, sans cyborg, was shipped to Scientia Labs for independent analysis.

Unknown to the labs, Phrex decided to add its own experiment to these diagnostics. The vault securing the Talos had a reinforced steel door, which has been blown off its hinges. Unfortunately the team planting the explosives overestimated the amount required. Their demolitions man was killed in the blast. The resulting explosion has blown a large hole that now connects both levels through a partially collapsed piece of flooring that forms a ramp.

In the absence of PC interference, events unfold as follows: The scream was the other group's gunslinger adept. Her name is Headshot and she is currently dying (3 overflow boxes of Physical Damage) after being stabbed by the Talos. The Talos has engaged its chameleon skin and is trying to exit the building. It will try to make its way up the impromptu ramp in a stealthy manner to the PCs' floor. Once there, it seeks to exit through one of the windows. It will not engage the PCs unless they obstruct it, but might engage the guards if they spot it and try and stop it.

Following it up the ramp (1 combat turn later) will be the remaining 3 runners (use Enforcer, Occult Investigator, and Sprawl Ganger pp. 102, 106, 109, *SR4A*), following a trail of the drone's leaking lubricants. Four Knight Errant Guards (see **Cast of Shadows**) will be in close pursuit (arriving at the ramp after 7 – TR combat turns), as will any of the non-lethally equipped Horizon guards who were opposing the PCs on their mission. However, the Horizon guards have no idea that these runners are coming with live rounds and are unaware that this is a separate team. The PCs may be faced with a decision where they have to intercede and let the team from below know that they are here on a security test gig, and that the guards might not be equipped to handle this level of conflict. After all, if these other runners kill or injure any guards, it may hurt the PC team's bottom line. This might provide a talking point to helping these runners out of their jam, or it might lead into a three-way firefight.

Any combat will quickly degrade into a four-way firefight when the Knight Errant assets head up the ramp. Their primary goal is the return of the Ares Talos to an Ares facility. Everyone else here is just a roadblock to the job. The easiest way for the PCs to avoid a conflict at this time is to point the KE team at the Talos.

If the team decides to head down the ramp and explore the Ares facility, proceed to **Bonus Round**. If they choose to leave Scientia Labs, go to **The Getaway**.

DEBUGGING

This has the potential to degrade quickly if the PCs are the "shoot first" types. If the players wish to take right off after the Talos, or attack it right away call for a Composure (4) Test. The Talos is an almost human looking device, and bridges a weird sense of the "uncanny valley." Most PCs will be thrown for a few seconds when first encountering it. If the firefight gets too heavy for the PCs, Lt. Crispin will pull a Fichetti Pain Inducer and try to settle the situation with as little bloodshed as possible. If the runners have helped any of his guards, he will not use the pain inducer on them; instead telling them to clear out of the facility quickly.

KNIGHT ERRANT FACILITY GUARDS

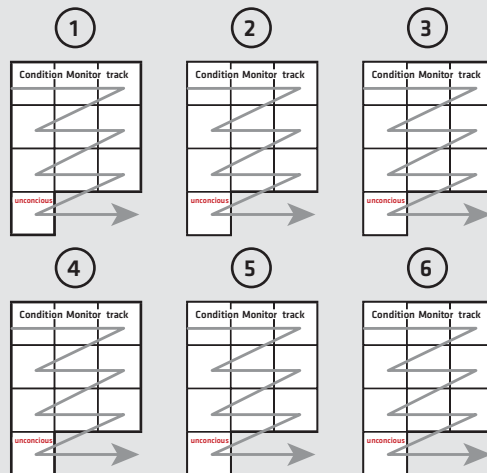|		
Body **4**	Agility **4**	Reaction **3 (4)**
Strength **4**	Charisma **3**	Intuition **3**
Logic **3**	Willpower **3**	Magic —

Initiative **6(7)**
Initiative Passes **1 (2)**
Armor B/I **8/6**

Unarmed 2, Pistols 4, Dodge 3
Group Edge: 2 + TR
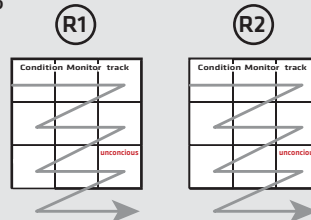Ares Predator IV [DV 5P, AP −1, Ammo 15(c), smartgun]

SENTINEL "R" DRONE

Handling **0**	Body **2**	Pilot **3**
Accel **5/10**	Armor **6**	Initiative **6**
Speed **40**	Sensor **2**	IP **3**

Track Propulsion
Ares MP Laser 3 [DV 7P, AP −half, infinte ammo]

Targeting 3

BONUS ROUND

SCAN THIS

Enterprising runners may suddenly realize that they have an entry into a whole new set of possibilities in the Ares facility.

TELL IT TO THEM STRAIGHT

The dust and smoke from the explosion have settled, and the firefight has moved past you down a corridor in the Horizon facility. The portion of the collapsed floor makes as easily accessible ramp down into the facility below you. What was that old saying about curiosity?

MONKEYWRENCH

BEHIND THE SCENES

If the PCs decide to head into the Ares floor they will find a badly damaged vault, with a dying ork gunslinger adept (p.95, *SR4*). She currently has 3 boxes of overflow damage. If she's roused, she'll identify herself as Headshot, and admit that her five-person team was attempting to extract the Talos. For professional reasons, she won't go into any more detail unless under extreme duress. Treating the adept will earn them the respect of the other running team and help them make some quick allies. Interrogating her will undo that respect, but can reveal that her team was also hired by a Mr. Johnson that they only met in a Matrix club.

Most shadowrunners will probably realize there is something good Ares was hiding here, and go looking for a payout. In this lab are a nexus (similar to the one the PCs were grabbing, 2 will fit in the smugglers compartment of the van) and 2 optical disks. These can be sold off to corporate contacts (see **Picking Up the Pieces**), possibly ones with connections to MDC factions.

Runners that are thinking ahead and acting the role they have been provided, might even be able to avoid the four member Knight Errant team heading up the ramp (especially if they are in delivery uniforms of some sort).

If the runners choose to use this access as escape from the firefight above, they will have to get past the rest of the facility (see Map #1). There are 6 more Knight Errant guards on duty, including their commander. A spider that connects from a secure location on another floor watches Matrix controls. Although the explosion damaged the cameras in the Talos vault, the rest of the facility has working cameras. They also have (TR+1) Sentinel "R" drones (p. 118, *Arsenal*) equipped with MP Laser 3s (p. 41, *Arsenal*).

THE GETAWAY

SCAN THIS

Just when things are looking clear for the team, one last nasty surprise is about to drop in on them.

TELL IT TO THEM STRAIGHT

You managed to get back to the van and away from the facility without raising any more alarms. You should have smooth sailing to the docks. Just as you start to unwind, you catch the faint sound of rotor blades growing louder in your ears.

BEHOND THE SCENES

Knight Errant has sent a SWAT team (see **Cast of Shadows**) out to find the Talos. The PCs' delivery van has been tagged as one of the possible escape routes that the drone used. The Knight Errant team will cut off the PCs' direct route to the docks and land their Hughes Stallion (p.349, *SR4A*) 25 meters in front of their van. As far as they are concerned, the team is expendable in the recovery of the Talos. The rigger is currently jumped into the helicopter. If the PCs have been having an especially easy time, use this to shake them up a bit.

On the pass before they land, the Knight Errant team will broadcast a demand to pull the vehicle over and submit to a search. If the runners comply, use the same tables that follow to determine how long the team searches the van. If the runners do not comply the Hughes Stallion will land further (50m) ahead and immediately open fire on the runners and their borrowed van with a chin

KNIGHT ERRANT SWAT TROOPERS

Body **5**	Agility **4(8)**	Reaction **3 (5)**
Strength **4**	Charisma **3**	Intuition **4**
Logic **3**	Willpower **4**	Magic —

Initiative **7(9)**
Initiative Passes **1 (3)**
Armor B/I **10/8**

Group Edge: 3+ TR
Automatics 4, Heavy Weapons 4, Dodge 3
Ares Alpha [DV 6P, AP –5, SA/BF/FA, RC 2, smartgun]
Grenade Launcher [DV 10P, AP –2, smartgun]

KNIGHT ERRANT SWAT MAGE

Body **3**	Agility **4**	Reaction **4**
Strength **3**	Charisma **5**	Intuition **4**
Logic **4**	Willpower **5**	Magic **7**

Initiative **8**
Initiative Passes **1**
Armor B/I **13/11**

Astral Combat 4, Sorcery 5, Conjuring 4, Dodge 3
Spells: Stunbolt, Stunball, Physical Barrier, Heal, Armor, Powerbolt, Detect Guns
Ares Predator IV [DV 5P, AP –1, Ammo 15(c), smartgun]

KNIGHT ERRANT SWAT RIGGER

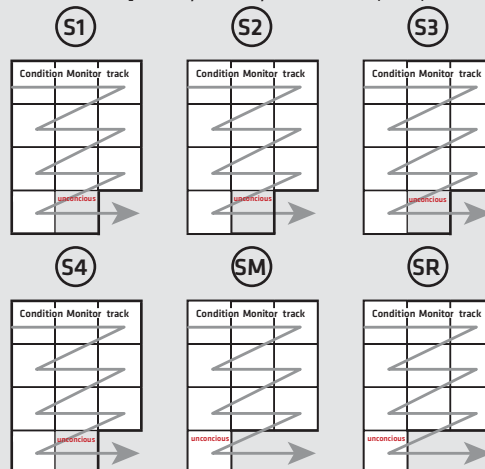|		
Body **3**	Agility **4**	Reaction **4(9)**
Strength **3**	Charisma **3**	Intuition **3**
Logic **3**	Willpower **3**	Magic —

Initiative **7(12)**
Initiative Passes **3**
Armor B/I **8/6**

Pilot Aircraft 5, Gunnery 6
Control Rig, Smartlink

HUGHES STALLION

Handling **–1**	Body **14**	Pilot **3**
Accel **15/50**	Armor **8**	
Speed **190**	Sensor **1**	

Ultimax HMG-2 [DV 7P, AP –7, Ammo 100(belt)]

(S1) (S2) (S3)
(S4) (SM) (SR)

Condition Monitor track — unconcious

Knight Errant SWAT Fight DurationTable	
Table Rating	Fight Duration
1	1 Turn
2	2 Turns
3	3 Turns
4	5 Turns
5	8 Turns
6	Until concluded

mounted Ultimax HMG-2 loaded with belts of APDS ammo. Knight Errant forces, consisting of 4 troopers and a combat mage will disembark as necessary while the rigger stays in the helicopter. The squad will continue attacking based on TR as indicated on the following Knight Errant Swat Fight Duration table.

At the end of the last scheduled combat turn, the Knight Errant team will receive information that the Talos has been sighted elsewhere. They will lob a thermal smoke grenade to cover their escape and load into the chopper and head out. More than likely, the runners will also not have any air assets that they have brought with them, so the KE team should outpace them and lose them readily. Remember there is quite a distance between the runners and the helicopter so even if they managed to drop someone in the KE team (the others will pull them back onboard when leaving) that they would have to close the distance and avoid the Doc Wagon and NYPD, Inc. that are headed to the scene.

PUSHING THE ENVELOPE

If the players chose to play a TR 5 or 6 table, feel free to have Doc Wagon and NYPD, Inc. turn up on scene and turn this into another crossfire situation. Use the stats for the Lone Star Police Squad (p.282, *SR4A*) 1 Lieutenant + TR squad members. Use the stats for the Red Samurai Detachment (p.283, *SR4A*) for the Doc Wagon Response Team 1 Lieutenant + TR squad members.

DEBUGGING

If the runner team decides to try and pursue, the KE team remind them that they are using a borrowed vehicle that it might be wiser to return intact. If the runners are playing a part as delivery drivers they should be able to negotiate their way through this encounter, especially if they have not taken the Ares mainframe. Even if they have they can try and play a smokescreen and hope they can fool the KE team.

RETURN UNTO SANITY

SCAN THIS

Out of the city and to the drop-off. This should be a smooth sailing wrap up for the runners.

TELL IT TO THEM STRAIGHT

You have never been so happy to see a delivery service yard as you are right now. You only have eyes for the Nightsky limousine in the middle of the front lot. Time to see about some cash for R&R.

BEHIND THE SCENES

Phrex has a connection to this limo projecting a trid of his icon in the back seat. It has brought out two bodyguards in case the runners get out of hand. It will profusely apologize for the events surrounding the run and offer the runners a bonus of (1000¥ x TR) as hazardous duty pay.

If the PCs managed to *still* pull off at least half the objectives for the run Phrex will pay out 50% of the total agreed payment. If all goals were met, it will pay out the full payment, plus hazard duty. As another bonus on top, if the PCs were helpful in defending the guards or saving their lives he will add 500¥ per character on top of the whole deal.

Selling the Ares Nexus

The nexus from the Ares facility is a highly desirable piece of equipment to any of the MDC factions. Ares was using Terminal as a test area for the Talos drone and was letting it freely dodge NYPD, Inc. and hunt Neo-Anarchists as part of its live training. The PCs should be able to sell it to any affiliated corp or appropriate corporate contact for (7500¥ x TR), or trade it for a comparable value in gear up to Availability 14. The system would be too hot to sell right out on the street, however, and most fixers will be unwilling to pick item up.

PICKING UP THE PIECES

MONEY

1,500¥ + (TR x 1,500¥) per runner for successfully completing all objectives.
(TR x 1,000¥) Hazard duty pay.
(7500¥ x TR) for selling the Ares nexus.

KARMA

1—Completing at least two of the four contracted tasks.
1—Preventing any deaths among the Horizon guards.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is **5** karma.

CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

MONKEYWRENCH

INCOMING FEED.......

AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and offer an affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

CONTACTS

Successfully completing all four tasks job at Scientia Labs earns Mara Blaine at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have her as a contact.

Returning the delivery van undamaged OR agreeing to pay for all repairs earns Crazy Horse Eddie at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have her as a contact.

REPUTATION

Using lethal rounds against the Horizon guards after agreeing to use non-lethal weapons will increase Notoriety by 1.

Assisting the other Shadowrun team in escaping from Scientia Labs will increase Street Cred by 1.

CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

Ares: Ares Bravo assault rifle (as Ares Alpha, but with melee hardening and an attached vibrosword in place of the grenade launcher).

Aztechnology: One dose of Immortal Flower.

Horizon: Tata Hotspur with Luxury amenties and +4 concealed armor.

NeoNET: Rating 5 unrestricted agent with Adaptability 2 (given only if the affiliate turns over Ares paydata from **Bonus Round** or information about Phrex's identity).

NYPD, Inc.: Rating 3 tacsoft.

Renraku: Rating 5 maglock passkey (given only if the affiliate turns over Ares paydata from **Bonus Round** or information about Phrex's identity).

Saeder-Krupp: Armored tailored high-fashion outfit (Rating 6/4).

Shiawase: Mender endosymbiont with free implantation.

Spinrad: HK XM30 with all optional modules.

Neo-Anarchists: Rating 5 fake SIN.

LEGWORK

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

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

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Data Search + Browse rolls times equal to their dice pool (p.64, *SR4A*). Hits on this extended test may be substituted per the standard Data Search chart (p.230, *SR4A*).

MR. JOHNSON (PHREX)

0. Doesn't sound like fun at parties.
1. Worked for him once, gives me a weird kinda vibe.
2. A Mr. Johnson for Horizon. Very paranoid and never leaves the corporate enclave for all I've been able to dig up.
3. His data is well hidden away in the Horizon Matrix segment, I was leveled by some damn cold IC when I tried to dig for more.
4. However, before I managed to get hosed, I found a reference to him working with someone called Urania on some art project.

SCIENTIA LABS

0. What kinda wiz buzz can you get from their drugs?
1. Independent research firm working for multiple Corps. They manage to stay out of the mess somehow.
2. They stay out of trouble because they are a wholly owned entity of Zurich-Orbital Gemeinschaftsbank, would you wanna cross one of the Corporate Court's little pet research firm?
3. They only accept deliveries to the building from 7 AM until 6 PM.

HORIZON FACILITY AT SCIENTIA

Any table that is TR3+ should never find out that information about another team inquiring about the facility.

0. What would Horizon be doing in that building? The network cabling has been gone since the quake.
1. That location? Used to be a big phone and network hub for NYC. Was a heavy building that didn't fall during the quake as it was designed to withstand a small nuke.
2. Big floors, easy to change around. Which is why Scientia bought it. They can reconfigure it for tests fast. Also the only building pre-awaking that I know of that Trolls could wander round comfortably as it's a 44-story building with only 22 floors.
3. Yes, I did work a bit contracting for Scientia on one of their last changes. Fifth floor? You I was there. (Give them **Player Handout #2**.) The security detail is always five men (ten during each shift change, which is for one hour at 7 am, 3 pm, and 11 pm).
4. (Only TR 2 and lower)Strange, you're the second group to ask for a history lesson on that Scientia facility on that place this week...

CAST OF SHADOWS

MARA BLAINE

Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting who and why throughout most of NYC. She works as an independent security consultant on office buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game.

At nearly two meters tall, thin and muscular, Mara has the stereotypical elven physique. Her curiosity and desire to understand how things work drives her to experiment. Mara would normally be a very closed person, but work in a corporate environment has taught her to open and make fast, but shallow connections. Deep bonds of trust and faith will take a much longer time to build with her.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5	4	3	4	4	4	4	4.7	8	1

Condition Monitor Boxes: 10
Armor (Ballistic/Impact):
Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3
Knowledge Skills: Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5
Cyberware: Commlink (DR: 5), Datajack, Control Rig, Simrig

14

PHREX

Phrex is an adolescent metaspaient AI and an insatiable hedonist in his own way. He is constantly wanting for new experiences. After his recent brush with the art world, he desires more than anything else to freely roam the Matrix and experience the rest of the world. However, he is currently trapped on a node that Horizon has practically made isolated. Horizon designed Phrex's "safe house" to degrade his signal at an accelerated rate, to keep him coming back into his home node within a few hours. Now that the world seems safer for AIs in general Phrex has decided that he needs to find a new home in the Matrix. To do this however, he needs to get a regular connection from out of his isolated network into the general Horizon network. All he needs to do now is run a test to make sure that it works as planned. His demeanor in this is very much the same as a surly teen who is "trapped" by his parent's rules and regulations.

Phrex's typical icon is that of a middle-aged, professionally dressed Middle Eastern human male. When he's required to be active in the physical realm, he prefers to ride a drone with a hologram projector that can display his icon in a fairly convincing manner. Phrex constantly seems very distracted, even when working in the Matrix. He's constantly interested in the tiny details of everything around him, and often drawn off-track. When discussing anything, he's prone to going into lengthy tangents of encyclopedic detail on unrelated matters.

C	I	L	W	Init	F	Sys	IP
6	4	5	6	5+Resp	5	5	3

Skills: Cracking Skill Group 6, Electronics Skill Group 6, Negotiate 4, Etiquette (Matrix +2) 3
Qualities: Authority, Code Flux, Fragmentation, Real World Naivete, Redundancy, Rootkit, Sapper (p.169-170, *Unwired*)
Programs: Analyze 6, Armor 5, Browse 5, Command 5, Edit 5, Exploit 5, Homeground 5, Reality Filter 5, **Stealth 5**

CRAZY HORSE EDDIE

As an ork who cares for her vehicles like they were her babies, Eddie use to work as a smuggler across the PCC-Sioux border. After leaving to avoid some "entanglements", she settled into NYC. She's attempting to go straight, but she can't resist the money that comes from the occasional black market deal. She also loves to still live vicariously through other runners. She's always willing to help out for the right price, but it will also need to come with a story.

Ghost forbid you ever scratch or dent her work—the wrath of Crazy Horse will come down on your head then!

Eddie's about average height for an ork, though a little overweight. She likes to wear a traditional tribal vest and keeps the sides of her head shaved so that she can show off the tribal tattoos there and on her arms. She speaks with a slight southwest accent when she's excited, but it fades away when she's negotiating a deal.

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
6	3	4(8)	5	3	3	2	3	2.8	7(10)	2	11

Skills: Automotive Mechanic 5, Aeronautics Mechanic 3, Armorer 3, Electronics Skill Group 3, Pilot Aircraft 4, Pilot Groundcraft 5
Augmentations: Reaction Enhancers (Rating 3), Wired Reflexes (Rating 1), Control Rig, Datajack
Gear: Automotive Mechanic Shop, Aeronautics Mechanic Shop, Armorer Shop, Hardware Shop

LT. JOHN CRISPIN

Lieutenant Crispin served with the UCAS army, quickly working his way up through the enlisted ranks until he qualified for and was accepted into Officer Candidate School. After serving diligently during Crash 2.0, Crispin was recruited out of the army by Horizon. He's been instrumental in as a security squad leader with the corporation for several years.

A troll with a heart of gold, he is extremely loyal and giving to his men. His loyalty has been enthusiastically returned, making him one of the most respected officers among Horizon's New York contingent. He expects his orders to be carried out with exacting detail by his crew, and they happily comply with this expectation.

In a combat situation, Crispin is no-nonsense. He's blunt and expects his orders to be followed without question. In a more social situation, even when guarding prisoners, he's perfectly willing to commiserate with the suffering of anyone he identifies as a fellow grunt. He'll lend a sympathetic ear, and an understanding, if toothy, smile. Crispin understands how the real world works, and he's morally flexibly enough to understand what it can take to earn or repay a favor.

B	A	R	S	C	I	L	W	ESS	Init	IP	Arm	CM
9	3(7)	4(5)	9	3	3	2	3	3.6	6(10)	2	7/5	13

Active Skills: Pistols 4, Perception 3, Unarmed Combat 2, Dodge 3, Leadership 2, Exotic Ranged Weapon
Augmentations: Wired Reflexes (Rating 1), Muscle Toner (Rating 4)
Gear: Armor Vest, Commlink (Hermes Ikon with Iris Orb), Contacts (w/smartlink and image link), Subvocal Mic
Weapons: Yamaha Pulsar [DV 6S(e), AP –half, M SA, Smartgun], Fichetti Pain Inducer [DV Spc, AP –half, M SS, Smartgun]

HORIZON GUARDS

B	A	R	S	C	I	L	W	ESS	Init	IP	Arm	CM
4	4	3(4)	3	3	3	3	2	4	7	2	6/4	10

Active Skills: Pistols 4, Perception 3, Unarmed Combat 2, Dodge 3
Augmentations: Wired Reflexes (Rating 1)
Gear: Armor Vest, Commlink (Hermes Ikon with Iris Orb), Contacts (with smartlink and image link), Subvocal Mic
Weapons: Yamaha Pulsar DV 6S(e), AP –half, M SA, Smartlinked

HORIZON SPIDER

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

Active Skills: Computer 5, Data Search 3, Hardware 3, Software 4, Cybercombat 4, Electronic Warfare 3, Hacking 4, Con 3, Etiquette 3, Perception 2, Pilot Aircraft 2, Pilot Ground Craft 2, Gunnery 3
Cyberware: Commlink, Sim Module, Datajack, Control Rig
Commlink: System 5, Response 5, Firewall 4, Signal 4
Programs: Analyze 4, Armor 4, Attack 5, Blackout 4, Bio-Feedback Filter 4, Browse 4, Command 4, ECCM 3, Edit 3, Encrypt 4, Medic 3, Scan 3, Track 5

THE ARES TALOS (MEDIUM DRONE)

Ares answer to the Akiyama and companion for their Madcat series combat drone, this drone is currently undergoing field tests. Ares designed the inhuman look of this cyborg to cause panic and fear in those who saw it. Of course, they primarily designed it not to be seen. Unlike the Akiyama, the Talos is designed to be modular to fill multiple mission roles in the field outside of the assassination primary role. Currently, the cyborgs are slated for field release in late 2072, but the current field test difficulties might delay that date.

The Talos has four addition Modification slots for a max value of nine.

Handling	Accel	Speed	Pilot	Body	Armor	Sensors
+2	5/15	45	–	4	8	4

Standard Upgrades: Chameleon Coating, Cyborg Adaptation, Gecko Tips, 2 Mechanical Arms (do not count as modifications, can be modified as cyberlimbs), Body Stabilizer 3
The current model encountered here has Strength 6 arm upgrades and a spur installed (6P)

KNIGHT ERRANT FACILITY GUARDS

B	A	R	S	C	I	L	W	ESS	Init	IP	Arm	CM
4	4	3(4)	3	3	3	3	2	4	7	2	8/6	10

Active Skills: Pistols 4, Perception 3, Unarmed Combat 2, Dodge 3
Augmentations: Wired Reflexes (Rating 1)
Gear: Armor Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/smartlink and image link), Subvocal mic
Weapons: Ares Predator IV DV 5P), AP –1, M SA, Smartlinked

KNIGHT ERRANT SWAT TROOPERS

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4(8)	3(5)	4	3	4	3	4	2.6	7(9)	3	10/8	11

Active Skills: Automatics 4, Heavy Weapons 4, Dodge 3, Perception 3
Augmentations: Wired Reflexes (Rating 2), Muscle Toner (Rating 4)
Gear: Full Body Armor, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link)
Weapons: Ares Alpha DV 6P, AP –1, M SA/BF/FA, RC 2, w/ APDS Underbarrel Grenade Launcher—High Explosive Grenades, DV 10P, AP –2

KNIGHT ERRANT SWAT MAGE

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
3	4	4	3	5	4	4	5	6	7	8	1	8/6(13/11)	10

Active Skills: Pistols 4, Perception 3, Clubs 3, Unarmed Combat 3, Dodge 3, *Sorcery* 5, Intimidation 3, *Conjuring* 4, Astral Combat 4
Qualities: Magician (Hermetic)
Initiate Grade: 2
Metamagics: Shielding, Absorption
Spells: Stun Bolt, Stun Ball, Physical Barrier, Heal, Armor, Power bolt, Detect Guns
Gear: Ares Predator IV, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (w/Smart link and Image link), Mage Cuffs, Power Focus (rating 2), Weapon Focus (rating 2), Sustaining Focus (rating 5 – Armor w/ 5 Hits)
Spirit: Force 6 Earth Spirit with 3 Services, Force 7 Fire Spirit with 3 services
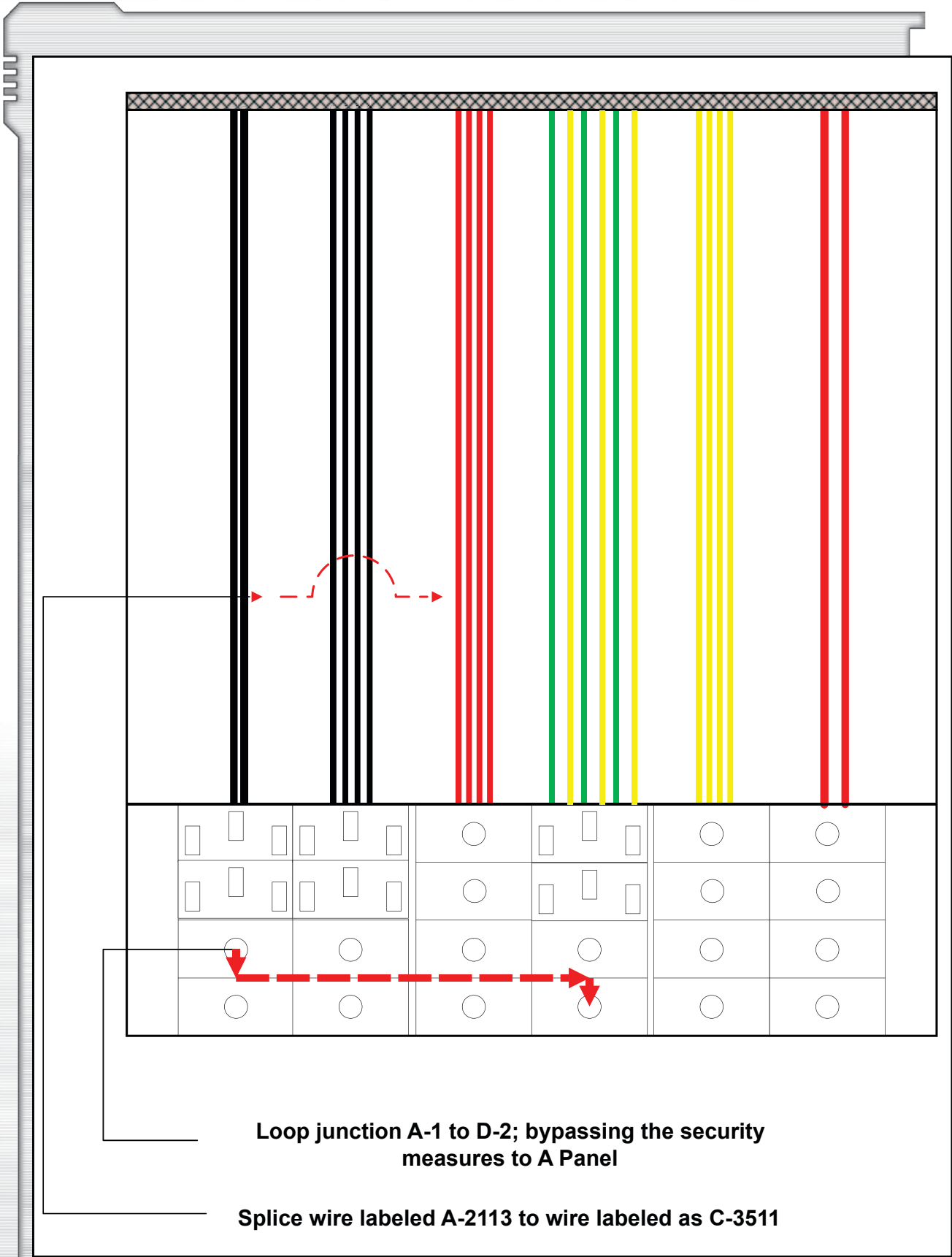
KNIGHT ERRANT SWAT RIGGER

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	4(9)	3	3	3	3	3	1.5	7(12)	3	8/6	10

Active Skills: Pilot Aircraft 5, Pilot Groundcraft 4, Gunnery 6
Augmentations: Control Rig, Reaction Enhancers (Rating 3), Wired Reflexes (Rating 2), Smartlink
Gear: Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Hughes Stallion w/ Ultimax HMG-2 w/ 4 belts of APDS

MONKEYWRENCH

Loop junction A-1 to D-2; bypassing the security measures to A Panel

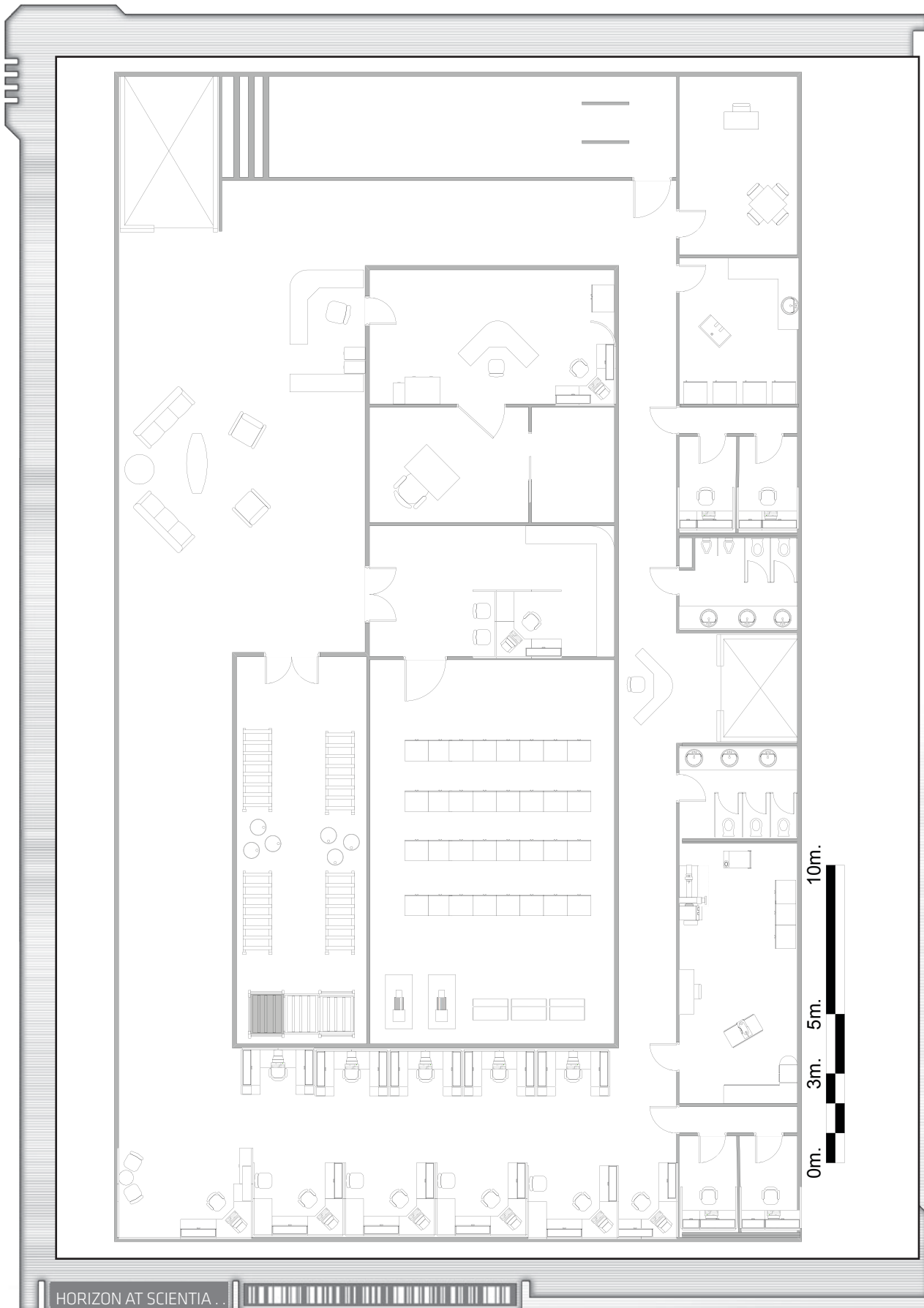**Splice wire labeled A-2113 to wire labeled as C-3511**

175 sub 3 . . . .

HANDOUT #2

10m.

5m.

3m.

0m.

HORIZON AT SCIENTIA . .

MAP #1

HORIZON AT SCIENTIA LABS

Executive Office

Spider

Lt. Crispin's Office

Holding Cell

Project Paracelsus Virtual Research Lab

175 sub3

Project Paracelsus Lab

0m. 3m. 5m. 10m.

Monkeywrench

19

UP
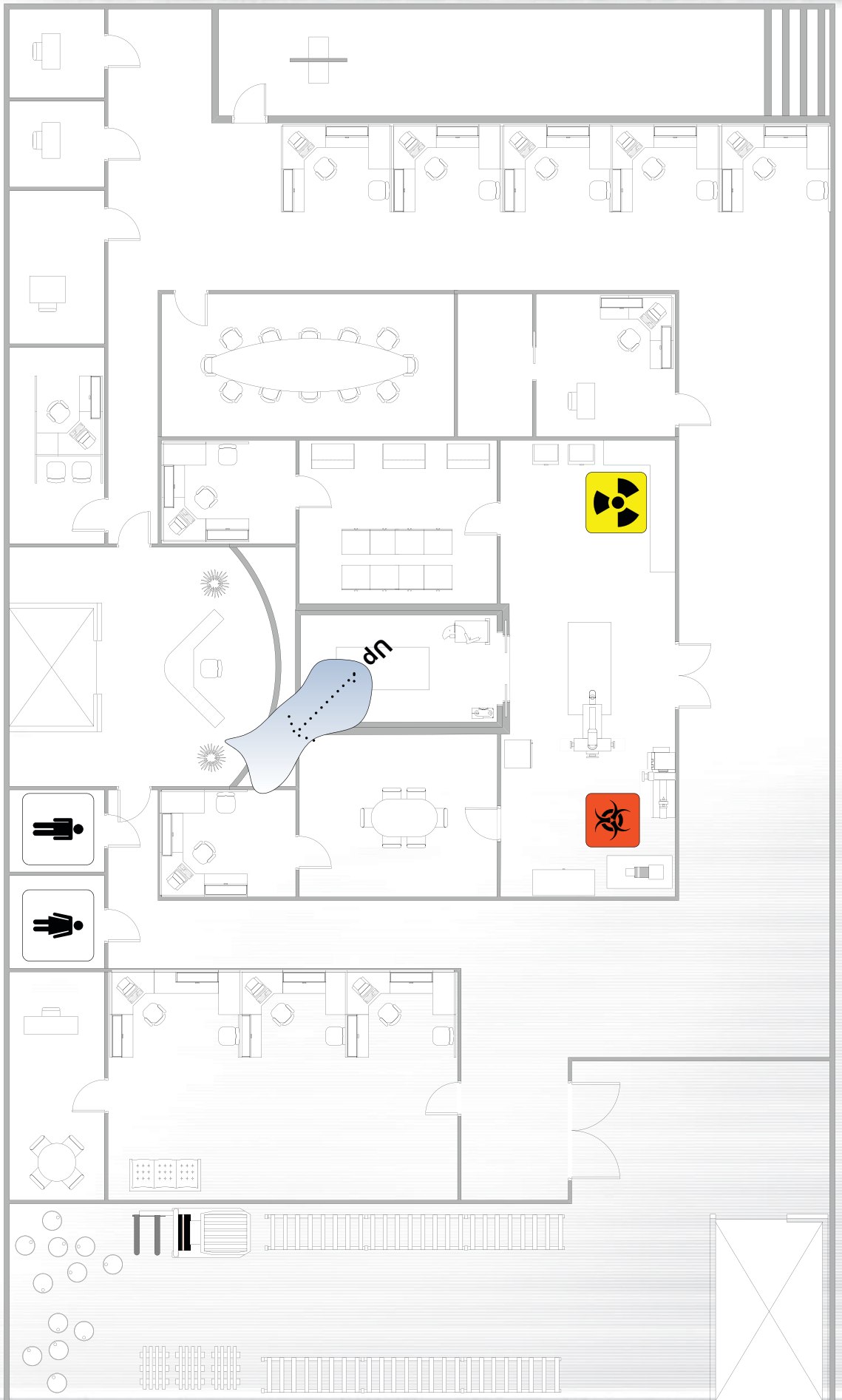
MAP #2
ARES AT SCIENTIA LABS

0m.
3m.
5m.
10m.

Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting whom and why throughout most of New York City. She works as an independent security consultant on oce buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game. Her curiosity and desire to understand how things work drives her to experiment with system design. Deep bonds of trust and faith take a long time to build with her.

Mara Blaine

Security Consultant
Female Elf
Connection Rating 2

B	A	R	S	C	I	L	W	IP
?	?	?	?	4	4	4	4	1

Key Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Perception 2

Knowledge Skills: Breaking and Entering Techniques 4, Corporate Rumors 4, Security Systems 5, Security Procedures 3

Uses: Security system information, corporate rumors

Places to Meet: Cybercafes, Uptown restaurants, Cop bars

Contact: Commlink

Eddie used to work as a smuggler across the PCC-Sioux border. After leaving to avoid some entanglements, she settled into NYC. She's attempting to go straight, but she can't resist the money that comes from the occasional black market deal. She also loves to live vicariously through other runners. She's always willing to help out for the right price, but it will needs to come with a story.

Ghost forbid you ever scratch or dent her work—the wrath of Crazy Horse will come down on your head then!

Crazy Horse Eddie
Armorer
Female Ork
Connection Rating 3

B	A	R	S	C	I	L	W	IP
?	?	?	?	3	3	2	3	2

Key Active Skills: Aeronautics Mechanic 3, Armorer 3, Automotive Mechanic 5, Electronics Skill Group 3
Knowledge Skills: Smuggler Hangouts 4
Uses: Vehicle repairs, modifications, and loans; Smuggler Information
Places to Meet: Johan's Secure Deliveries, Long Island Bars, Smuggler Hangouts
Contact: Commlink

PLAYER_____ DATE___/___/___

CHARACTER_____ LOCATION_____

PERSONAL INFO

☐ 1. GREEN   ☐ 4. VETERAN
☐ 2. STREETWISE   ☐ 5. ELITE
☐ 3. PROFESSIONAL   ☐ 6. PRIME

TABLE LEVEL

SRM03-04 Monkeywrench

A little milk run like this should be no problem. Though, it sounds like you don't get much time. Non-lethal rounds and no legal complications makes these "security consultant" gigs the best in the Big Apple.

SYNOPSIS

The Talos
    ☐ escaped.   ☐ was destroyed
    ☐ was kept intact and contained.
Headshot
    ☐ died. ☐ was healed.
Other Notes on Reverse ☐

MISSION RESULTS

_____

_____

_____

_____

_____

_____

_____

_____

TEAM MEMBERS

☐ Ares Macrotechnology

☐ Aztechnology

☐ Horizon Corporation

☐ NeoNET

☐ Prometheus Engineering

☐ Renraku Computer Systems

☐ Saeder-Krupp

☐ Shiawase Industries

☐ TransOrbital

☐ Neo-Anarchists

AFFILIATIONS

Character Improvement   Karma Cost

_____

_____

_____

_____

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available_____

New Career Total _____

KARMA

Street Cred _____

Notoriety _____

Public Awareness _____

REPUTATION

☐ Mara Blaine
☐ Crazy Horse Eddie

Previous Available _____¥

Earned _____¥

Spent _____¥

Remaining _____Y

NUYEN

GM's Name

_____

GM's Signature

_____

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG . . . . .

PLAYER _____ CHARACTER _____

JUNE	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
MAY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
APRIL	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK
MARCH	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
FEBRUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
JANUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK

CALENDAR . . . .

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK
SEPTEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
AUGUST	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
JULY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK

CALENDAR . . . .