

SHADOWRUN Missions

SRM02-06 THE FLIP SIDE
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GAMES



INTRODUCTION..... 3

 PREPARING THE ADVENTURE..... 3

 ADVENTURE STRUCTURE 3

 RUNNING THE ADVENTURE..... 3

 GENERAL ADVENTURE RULES 4

 NON-PLAYER CHARACTERS..... 4

 TABLE RATING..... 4

 A NOTE ON COMMLINKS 4

 CROSSING BORDERS 4

 CONTACTS 5

 TRACKING FACTION 5

 PAPERWORK..... 5

 VORY V ZAKONE..... 6

IT'S YOUR DIME 7

MEET THE FAMILY 7

NEVER GO HOME..... 9

NOT THAT KIND OF ANGEL..... 10

SMUGGLER HAVENS 11

HAVING A FEW DRINKS 12

CLOSING TIME..... 13

EXPORTING THE IMPORTER..... 15

DA SVIDANYA WYATT 16

PICKING UP THE PIECES 17

LEGWORK..... 18

CAST OF SHADOWS..... 20

 MIGUEL SANCHEZ 20

 DON CASQUILHO 20

 MIKAEL PETROV 21

 TERRY WYATT..... 21

 JANA MCKEE 22

 BASE-13 23

 TYPICAL GANGER..... 23

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INTRODUCTION

The Flip Side is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *The Flip Side* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-06B, *The Flip Side Playing Aids*.

Preparing the Adventure

The Flip Side 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

The Flip Side 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.

What's up, chummer? 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 *The Flip Side* (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 (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

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

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found 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 (SR4 p.277). 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. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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 fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Plot Synopsis

The runners are hired to bring in a known smuggler who has gone to ground after ditching his goods half a klick from the border. Don Casquilho comes across as a nice old man with more grandchildren than hair left on his head and the Don says he just wants to talk.

Meanwhile the Vory V Zakone are moving heavily into the smuggling business and ensuring that anyone who talks with the Mafia is pushing daisies by the end of the week. The runners will be introduced to Vory thugs, Avtoritey lieutenants, and have to decide which syndicate they are falling in line with.

Adventure Background

Over the last few months, the Vory V Zakone have been pushing into the criminal scene in Denver. Through brute force and bloodshed, the Russian syndicate has struggled to gain a foothold. Now they have shifted gears to cut into the supply chains and manpower of the other syndicates.

Last month, the Avtoritey under the guidance of Mikael Petrov, loosened the reins over their Vory enforcers. The Vory have been closing down small smuggler havens that refuse to pay them for protection. These closures have been brutal to say the least. Terry Wyatt, a smuggler for the Casquilho family, witnessed the Vory in action and was informed that on his next run, he would turn over all the goods to the Vory.

On that ill-fated run, he was nervous and running hard. Terry attracted the attention of the UCAS Border Patrol and rather than get caught, ditched his goods. With the loss of 80,000¥ in pharmaceuticals and Cal-Hots, the Casquilho's have questions that need answers and the Vory want to make an example out of Wyatt.

Vory V Zakone

In the late twentieth century, there were two organized groups of criminals: the Vory V Zakone (Thieves of the Code) and the Avtoritey (The Authorities or Bosses). As a generic distinction between the Vory (vah-ree) and Avtoritey (Ahv-tohr-ee-tyey), the Vory are violent street level thugs rather than the international level crime that the Avtoritey focus on.

With the fall of Communism in the USSR, the Avtoritey began to take advantage of the corrupt establishment and consolidated a power base as black market kingpins and high-level racketeers. The two groups began intermingling in the early twenty-first century as the Avtoritey used Vory enforcers on the streets. By 2026, General-Secretary Kropunin had set himself on a collision course with the Avtoritey and Vory as his hardliner nationalism clashed with the illicit control that the syndicates had over local and regional governments. Many ruthless Avtoritets and Vors (the effective Dons of each group) left the motherland at that point heading for North America and Western Europe.

By 2070, the term Avtoritey and Vory have become synonymous—referring more to a difference in MO than organization. There are still Vor who deal with the hands on, bloody aspects of the business and Avtoritet who sit in positions of power and wield political and economic control over large areas. The traditional Vor (vohr) worked his way up to his position and has bartered his soul away for ruthless efficiency and fortitude. An Avtoritet (ahv-tohr-ee-tyet) on the other hand is quite often an ambassador or well-appointed minister living in foreign countries and in touch with the organization through a group of well-trusted lieutenants who give orders and get involved when examples must be set.

Within the shadows and on the street, most runners will only interact with shestiorka (shehss-tyor-kah) or errand runners, and bojevik (boh-yeh-vick) which are soldiers.

See *Shadows of Europe* (p. 30, 34-5) for more detailed information about the Vory V Zakone structures.

It's your dime

What's up Chummer?

Miguel calls the runners to come out and meet with Don Casquilho at Casquilho Imports.

Tell it to them straight

As you answer the call with full video, a large tusked ork who looks like he just rolled out of the barrens fills your vision. With unkempt hair and a gold plated tusk, Miguel obviously harkens from the street.

"Oy chummer. You'ze got some work tonight. The boss needs to find a lost bird and you've been tapped. Aight?"

There is a slight pause as the ork adjusts the large heavy leather jacket on his shoulders and before you really have a chance to say yes or no, the ork carries on.

"Good so don't be keeping the boss waiting, I'll meet you at Casquilho Imports at 6 o'clock. Go to the back door, don't try and be some wise guy asking for the don up front. Don't worry, you'll see me."

A fast glance at your watch shows the time is now just after two.

Behind the Scenes

There are two Mafia families active in Denver. The Casquilho family is in the UCAS sector, the Chavez family is in the CAS sector. The Casquilho family specializes in smuggling. They run Casquilho Imports as a front company to shuffle money around. The import company is located in the UCAS sector on the corner of Tower and 56th. (5635 Tower Rd.)

Don Casquilho has put out a price on Terrance "Terry" Wyatt's head. Wyatt is a smuggler who was running CalHots. When the ZDF popped up on his instruments, he dumped the chips at a low altitude and split. By the time he got back there using ground transportation, the goods were gone. The Don wants to know what happened to spook him since Wyatt had always been reliable before this point.

The meet is going to be in about four hours at Casquilho Imports. This should give the players time to run some data searches, get ready for the meet, or do legwork.

Meet the Family

What's up Chummer?

The job is simple—bring in a smuggler who dropped his goods.

Tell it to them straight

Miguel is waiting for you outside. Wearing a cheap suit straight off the rack, the ork often tugs at his neck-tie with the absent nature of someone not used to wearing finery. Once everyone has arrived, he leads you around to the back door. The alleyway is rundown but swept clean of the usual trash. After knocking twice, the streetwise fixer motions for the team to go inside.

The back room of Casquilho Imports has been partitioned into an office and receiving area. An old Latino male, without enough hair for a comover, sits behind a desk flanked by what has to be enforcement muscle. Small crates line half of the room giving the feeling like you are in the back of a museum sharing space with artifacts of legend. The Don slides a few papers into a side drawer and looks up at you. To his right, stands a broad-chested Rastafarian with nickel plated Predators, on the Don's left is a lithe Latino with two knives and a wicked smile. Both are dressed in loose fitting pants and armored jackets.

"Come in, come in." The Don waves his hand to gesture you in.

Behind the Scenes

Casquilho Imports is on its surface a shop specializing in traditional Mexican and Spanish goods. They have a large selection of Dia de los Muertos goods and artifacts from Old Mexico and Aztlan. The shop has dim lighting with a clean, antiquated feeling. No cheap plastic, everything is handmade and old with prices to match. As it is used as a front for most of the Casquilho smuggling, the staff has a small selection of illicit goods under false panels in cabinets and drawers. They have enough to give buyers a taste without breaking too many laws.

Don Casquilho is hiring the runners to find Terry Wyatt. The Casquilho's only want to talk and find out what happened to cause

the smuggler to get spooked. Runners are being used because Wyatt will vanish if any of the Mafiosos try and pick him up. The price being offered is 1,000 ¥ now and 3,000+(1,500* TR) ¥ to be paid upon delivery. Each net hit on an opposed Negotiation test will yield an additional 200¥. Don Casquilho will also mention the possibility of unique and rare equipment instead of cash. (This can be a single piece of gear with an availability no higher than 16, the street value should be no more than they would be paid.)

The Don has a slight Spanish accent that has faded over the last decade of being in Colorado. He maintains a constant façade of being a doddering old grand-father which only drops in front of his closest allies and people he's about to kill. For the truly observant, there is a hint of a shark moving in the deep waters behind the Don's dark eyes. (Intuition+Perception (4)) He wears a classic three-piece suit, with the jacket thrown over the back of his chair.

When the runners accept the job they will be given a hardcopy file. The file includes the home address and a picture of Terry Wyatt. The photo was obviously taken at a social function. A woman is sitting on Terry's lap, both wear matching bands on their left hand and there are children running in the background. The text identifies the woman as Carole Wyatt, Terry's wife. They look happy, decked out in casual clothing, but there is tension in Terry's eyes that hints at some unspoken truth.

In addition to the file, the Don will give them the name and contact information for Jana McKee. He will explain that she is a coyote who has worked with Wyatt in the past.

Debugging

The muscle is there to defend Don Casquilho. If the players become threatening, they will move quickly to neutralize the offending party.

Rastifarian Guard

BARSCILWESSInitIPCM

4 5 4 3 3 4 3 4 6 8 1 10

Skills: Blades 2, Dodge 3, Intimidation 3, Pistols 4, Unarmed Combat 3

Gear: 2 Predators (Smartlinked), Armor Vest, Knife

Latino Guard

BARSCILWESSInitIPCM

3 5 4 4 3 4 3 4 6 8 1 10

Skills: Blades 4, Dodge 3, Intimidation 3, Pistols 2, Unarmed Combat 4

Gear: Armor Jacket w Shock Frills, 2 Knives, 1 forearm snap blade

Never go home

What's up Chummer?

When the runners go to Wyatt's house, the Avtoritey are waiting for him. They don't have a direct interest in the runners, but might if they catch wind of what is going on.

Tell it to them straight

Pulling up to the house, you notice a sleek, black European sedan in the driveway. The luxury car definitely feels out of place in the lower-middle class neighborhood squeezed between Gateway and the Warrens. Approaching the run-down, but cared for house, you knock on the door. Sounds of conversation are barely audible, then the soft stepping of bare feet on hardwood.

You immediately recognize Wyatt's wife from the picture. Wearing blue jeans and a flannel shirt, buttoned up but untucked, she has the appearance of a woman stopped in the middle of a lazy day at home. Wisps of blonde hair that never quite stay where she wants them, float around the edge of Carole's face—an almost angelic halo resting on dark blue eyes.

"Can I help you?"

The scent of sugar cookies wafts through the open door.

Behind the Scenes

The Wyatt's live in the No Man's land between Gateway and the Warrens. Their neighborhood has suffered a lot with the forced separation of the CAS and UCAS. The middle class neighborhood used to be full of businessmen who went to work in the downtown area, unfortunately due to the hassles of border crossing, the more affluent families moved to Gateway or the Hub. This left the middle and lower middle class to care for the neighborhood. Since that point, the community has done their best to maintain strong ties to the city but each year the neighborhood slips a little further down the chain. As meta-humans began moving in, the area became more of a non-priority to the UCAS governor Iain Lesker.

The Avtoritey lieutenant inside has used a standard practice. He came by the house and asked for Wyatt, explaining they were old associates. When told that Wyatt wasn't home, he asked if he could wait and has made very polite conversation. The practice is generally used to impress upon an individual that the Avtoritey know where he lives and can do unspeakable things while he is gone. The understated threat is the best one in the Avtoritey mindset. There are two more Avtoritey Shestiorkas in a car around the corner, they are there as support in case someone directly attacks Mikael.

Wyatt's wife, Carole, will gladly let the runners in if they are polite and don't have any obvious weapons. She doesn't know exactly when Terry is going to be home, but expects him before supper. If the runners enter, they will meet the Avtoritey, whom Carole introduces as Mikael. She will leave the room to get drinks or fresh cookies for the runners, allowing them a moment to interact with Mikael in some degree of privacy.

Mikael will make polite small talk about the weather and local politics with the team as he tries to extract their interest in Wyatt. He'll comment that conditions haven't been good for long drives outside of town, lately. If he is able to find out that they have a "professional" interest, the Lieutenant will try and take one of the runners aside. In this side conversation, Mikael will ask quite bluntly if they are independents or working for the Mafia. Flashing the hint of a hand cannon (Browning Max-Power) under his finely tailored coat, he will tell them that they are stepping into a dangerous business. He will attempt to intimidate the runners, telling them that if they find Wyatt, they are to bring Wyatt to him here. Not to the Casquilho's.

Once he can maneuver the team out of Carole's earshot, Mikael will explain that in return for Wyatt, he will pay the runners 3,000+(2,000* TR)¥ each. This is not subject to negotiations.

Wyatt has never explained to his wife what he does for a living. If the runners mention that he is a smuggler, there may be repercussions later. (Most likely these will be off-screen, see **Closing Time** to deal with these problems on-screen.)

Debugging

The players can take this from a street-level enforcer standpoint and kick down the door, etc. This course of action will be frowned on heavily by Mikael. He will curse in Russian, to the effect that they are worse than Georgians raised in a pig's trough. Mikael will act to defend himself and slip out the back door. See **Cast of Shadows** for Mikael's stats.



Not that kind of Angel

What's up Chummer?

The Aurora Angels swept in and picked up Wyatt's dumped cargo. Now the runner team has a chance to take it back, once they've found out about the Angels through legwork.

Tell it to them straight

The high-pitched whine of racing motorcycles with the frequent coughs of inattention, fill the street as you and your team approach their hangout. Several of the gangers are caught up in an impromptu street race. Two riders screech past you, their eyes locked on the road and debris which could bring a short end to their racing careers. Further back in the pack, the racers slow down.

"Oy, this is Angel turf. You looking for a beatdown?"

Go-gangers come to a halt around you. Most are armed with chains and knives, with the hard-bitten hungry look of poorly fed adolescents who have too much machismo and not enough brains. Engines sputter as they try to keep idling at too low an rpm.

Behind the Scenes

Based in the Aurora Warrens, the Aurora Angels have had a hard few weeks. They've been in an almost constant battle with the Fronts for territory and heard rumors about a gang of European street muscle which is killing everything. Add that to the paranoia that comes from having more BTLs than they could use in their lifetime and not knowing how to move them. The mix has created an adrenaline rich situation.

There are ten gangers on bikes, with more inside their safehouse. Each ganger has a set of silver wings on the backs of their jackets, with the letter A flanking either side. After a few moments, most of the gang will come down to see the runners. The leader of the gang is a moderately skilled hacker who goes by Base-13 in the Matrix. He has plans to move the BTLs online and take the money to buy commlinks for his gang. His end goal is to make the first matrix go-gang who can't be tracked because they are always on the move.

Needless to say, he hasn't quite figured out how to hack in VR and ride a motorcycle at the same time, but that isn't stopping his vision.

The team can either negotiate for the chips (50,000¥ +/- 2500¥ per hit on an opposed negotiation test), expecting to get a better payoff from the Vory or Mafia than they dish out to the Angels or they can fight. If they choose to fight, Base-13 will try and pull a champion's routine where he puts forth his best (Tenebrous) and the runners put forth their best—to fight in VR. This is a way for the runners to fight without serious losses to ammunition or manpower and it gives the leader of the Angels a chance to test out his new technomancer lieutenant.

Debugging

If the runners don't have a hacker or technomancer, they can always choose to simply shoot the gangers. Once a half dozen gangers are killed or their leader falls, the rest of the Angels will run or climb on motorcycles to escape. The bikes are badly in need of repair and maintenance—their fuel efficiency is currently halved and the top speed reduced by 20%.

Pushing the Envelope

If the team decides to fight the whole gang, or things are going too easily for them, add the gangers from inside the safehouse to the mix. There are TR + (# of PCs) additional gangers inside itching for a fight.

Smuggler havens

What's up Chummer?

Jana McKee, a local coyote, knows all the hidden nooks and crannies that smugglers drop into from time to time. She takes the team underground and they begin searching for their man.

Tell it to them straight

The corner of Mississippi Ave and Gun Club road is a stone's throw from the northeast edge of the Aurora Warrens. Most of the buildings have steel grates that drop down in front of their shops and bars on the windows. American Gun Supply seems to be the only store that has hours of operation continuing past sunset.

Meeting Jana at the corner, the coyote looks unassuming and could easily blend in to any crowd. She smiles and turns waving for you to follow her. With a triangular shaped courier's pack cinched tightly onto her back, the coyote is wearing hiking boots, tight jeans and a tanktop under an overshirt. Weaving through a few alleyways, Jana stops in front of a sewer cover.

"Hope you boys and girls don't mind walking..."

Unzipping the courier's pack, she pulls out a crowbar to lift up the grate. Inside the bag you see rope, carabineers, pitons—a full climbing kit.

Behind the Scenes

When the runners call Jana, she is in the middle of a few things. She asks them to meet her on the corner of Mississippi Ave and Gun Club Road. From there she will lead them down through some of the abandoned subway development lines to one of the smuggler havens that Wyatt is known to frequent. While they walk, Jana is willing to share what she knows about Terry Wyatt and the smuggler scene. Use the legwork table for a street contact.

Jana is a possible contact whom the players can earn. She specializes in UCAS smuggling and runs between the UCAS and CAS. She's worked with Terry Wyatt before, but they have fallen out of touch.

The sewer tunnels connect through access hatches to sections of the subway

tunnels that are under construction. Passive sensors are intermittently spread throughout the winding passages to give people inside plenty of time to run if the authorities sweep through. All of these sensors are hardwired, because the tunnels create too much static and interference for a clear signal. After a short while, the players will be far enough into the tunnel that it becomes a dead zone.

Debugging

If the players decide that now would be a great time to grill Jana, the coyote will send out an encrypted call to her friends in the Warrens. She pays protection money to the Fronts and a pack of ten gangers will sweep down like hell on wheels to protect her. (Use the stats for Halloweeners, **SR4** p, 275)

Pushing the Envelope

At GM discretion there can be a ZDF patrol down in the tunnels. They entered from a different area and are following up on rumors that there is a smuggler haven down here. The shadowrunners are either going to have to fight their way past the ZDF, a dangerous proposition or come up with a creative way to talk their way out of trouble. The three ZDF officers have the same stats as Lonestar patrol officers from SR4 p 275. They will be accompanied by a genetically enhanced German Shepherd. Use the same stats as the Barghest, without Critter powers. (SR4, p. 292)

Having a few drinks

What's up Chummer?

The runners enter Five by Five and begin to canvas the area looking for Wyatt.

Tell it to them straight

After nearly three miles of twisting and turning tunnels, a warm glow starts creeping out of the darkness. As you approach the light, sounds of conversation can be heard at the edge of your senses. Comlinks which had been idle, disconnected from the Denver grid, flicker back to life as they find a local grid to interact with.

Welcome to Five by Five.

Just inside the door sits an open crate with clubs, pistols, and a few knives. Jana reaches under her coat and deposits her machine pistol into the box and gestures for you to do the same. The coyote then moves across the bar, ordering a double scotch.

Behind the Scenes

Think Cheer's for smugglers, Five by Five is a quaint locals' bar with few direct entrances. Comfortable and small without being cramped, it mainly serves as a place for smugglers to blow off steam and have a few drinks. Occasionally the owner, Matty Zorn, will take requests from outside parties and pass the work on to his regulars. The owner works as the bartender and can be earned as a contact. See **Cast of Shadows** for a complete description.

The clientele is skittish but willing to talk for the price of a few drinks. This should be a good chance to RP with the various aspects of the Denver shadows and street and additional legwork. The regulars know Wyatt and have heard rumors about trouble with the Vory.

Patrons and rumors:

Jimmy & Shawn McManus—Irish brothers and smugglers. Jimmy is a short 5'4" to his brother's 6', both are heavy men built like brick houses with extra insulation in the midsection. Jimmy has flaming red hair, buzzed short. Shawn has dishwater blonde hair and a long goatee with red highlights. 19 and 24 years old respectively.

"Hafiz is paying good money for it...still, kinda makes you wonder doesn't it?" (This

is a reference to the rigger/manservant from Best Served Cold. Players who have run through the module should recognize the name. There is a possibility that Jaron Falcone is getting back into the game or that Hafiz, at least, is trying to get his hands on something illicit.)

Quiver—Elf, male in his early twenties. Nature obviously gave him blonde hair and a pale complexion, but it has been dyed black, faded out and his roots have grown out. Due to a heavy chip habit, he has a constant twitch in his left hand except when he's flying or has a chip slotted.

"I'm telling you those guys said Lesker... Between racists and bigots, I'll choose to nuke them both." (The current UCAS council representative is Humanis member Iain Lesker. There's a cold war brewing between Unity (Aryan humans only group) and Humanis (Human only) that has hot flashes. Unity has been courting Lesker and may have found a possible bargaining chip to get the representative to join them.)

Tanya Morgan—Heavy set woman with a high squeaky voice that gets higher when she's excited. 5'4" and 160 lbs, she is of mixed heritage, half Latina half Caucasian.

"Last time I saw Piotr was when I dropped him off at Doc Tico's." Piotr is a Polish smuggler who primarily ran weapons in and out of CAS and UCAS territory. He hasn't been seen since going to Doc Tico's street clinic.

Debugging

Within Five by Five, no one directly mentions goods that need to be moved, have been moved or the word smuggling. This is a place for smugglers to get away from work but still be amongst people who understand their unique stressors.

Rules of Etiquette:

- No direct mention of work inside the bar.
- Leave your trouble at the door and weapons in the box.
- Hard currency and certified cred only.
- No secrets and no ghosting allowed.

Anyone who breaks one of the Five by Five rules will need to buy the house a round of drinks (100¥ * TR) to smooth things over and apologize for the transgression. If it's a weapons or PAN violation, they are expected to amend the offending behavior.

Closing Time

What's up Chummer?

Three Vory heavies have come down to close Five by Five. They will happily indulge the runners if someone is looking for a fight.

Tell it to them straight

In mid-sentence, the smuggler you're talking with breaks off, as the sound of wood cracking echoes through the bar. The door to the tunnel you just came down has been battered off its hinges and hangs loosely to one side. A man you immediately recognize as Terry Wyatt shows signs of being kicked through the door. Walking into the bar behind him, are three hulking Vory soldiers bearing shotguns.

"I am Ivan Romanov and this bar is closed."

Gesturing for the bartender and Terry to stay, he orders the rest of the patrons to get out of here.

Behind the Scenes

This scene should happen while the runners are still down in Five by Five, preferably as they are starting to wrap up some of their discussions. Ivan and his two companions are armed with clubs and shotguns. Their main objective is to smash up the bar and beat anyone who tries to oppose them. (Matty has been unwilling to pay protection money.)

Jana will stay to fight and get beaten in the process, so the runners have to choose to make it out on their own or protect their guide. Give the Vory thugs combat stats as per Corporate Security guards. (SR4 p.275)

While the fight is going on, Wyatt is going to attempt to flee into the darkness and escape. Possible methods for this will include finding a vehicle on the street to hotwire. Terry knows the back entrances to Five by Five and will use them to get out—this may show the players another entrance and exit. Presuming Terry is successful at sneaking away, he will head home. (His wife is going to give him an earful for being late.)

If Wyatt is unsuccessful in sneaking away, he will take the news that he has to go and face the Mafia don fairly well. No

outward crying, he will simply try to buy his way out of the meeting by offering the runners to double whatever the don promised them. (Note: Terry has this money stashed away in several different accounts but it will nearly bankrupt him. He cannot pay more despite the negotiation skills of the runners.) If money doesn't sway them, Terry will attempt appealing to their sense of morals. He has a wife to take care of and children who are relying upon him. See **Cast of Shadows** for Wyatt's motivations behind smuggling. Should the runners give into this moral argument, Wyatt will ask them to help get himself and Carole out of town. He can fly, but he needs enough of a headstart to outrun the syndicates.

Debugging

Any runners who agreed to work for Mikael are going to hate this scene. The Vory won't give Wyatt over, they want the credit for bringing him in; on the other hand killing a handful of Vory enforcers is not going to be a great start for getting on Mikael's good side. If they turned down Mikael's offer in **Never Go Home**, this will be a final blow earning them the enmity of the Vory. See **Picking up the Pieces**, for a breakdown on faction status.

Should the smuggler have been able to make a clean escape, it's going to be time to go back to Wyatt's house. This scene is going to be heavily impacted by the impression the team made earlier. Wyatt has not explained his line of work to Carole, if it came out earlier, there will be a fairly tense (read: loud) discussion going on right now about business partners, criminals at their door, and a lack of trust.

If the runners followed the "kill everything" model, then they are going to have to start tracking Wyatt again using his Commlink through the matrix. He won't be heading to any of his usual dives and is attempting to stay off the radar of any syndicate.

Runners who were polite and did not leave Carole with any reason to distrust them will be allowed back in. Wyatt will be sitting silently at the kitchen table with a large glass of scotch. Mikael just left after explaining to Wyatt the consequences to his wife and the smuggler's own life if he goes back to the Mafia.

Pushing the Envelope

For groups with a higher TR, either increase the number of Vory thugs to two + TR or advance the thugs in professional rating (SR4 p. 275-276). This fight should be quick and is more an example of the Vory street level violence than a threat to the runners.

Exporting the importer

What's up Chummer?

Bringing in the smuggler alive and unharmed will be a bonus in the Don's eyes. The runners may hear more than they wanted to.

Tell it to them straight

Having made the necessary calls, your shadow once again falls on the backdoor of Casquilho Imports. The alley is the same as you left it, with the notable absence of Miguel. Knocking on the door, you head inside. Don Casquilho is seated once again behind the desk, slightly faded due to the hour of your visit. The old man stirs himself at the sound of your entrance, looking up at you and Terry Wyatt.

"Excellent work."

The huge Rastafarian moves forward setting a metal folding chair directly in front of the desk for Wyatt to sit down in. Slowly, the smuggler drops into the chair with a fleeting glance at the door.

Behind the Scenes

The stirring reverie is a sham. Don Casquilho has played up the doddering fool bit to the point of science. A Perception + Intuition (3) will show that it's an act meant to get strangers off their guard and trick them into making a mistake. The Don's real motives lay in discerning how careful the runners were in picking up Terry.

If Wyatt shows any fresh injuries that have not been treated, he'll ask the smuggler what trouble he's been getting into. The Don will comment about how he wishes that Terry had come to him immediately so they could avoid the trouble with shadowrunners, after all family takes care of family.

On the flip side, if it's obvious that Wyatt has been cared for or does not show any signs of injury or violence, the Don will look pleased. (Torturing someone who's whole and hale is easier than someone already beaten.) He will thank the runners personally for their devout attention to this matter and handle the necessary payment.

The changing hands of money will happen directly in front of Wyatt so the smuggler knows his exact value to the Don. As the door closes, the runners will notice the smaller mulatto pull a knife from his belt. The click of the door shutting is timed perfectly with the first scream.

Debugging

If the runners decide to go with Mikael's offer instead, skip this scene and go to **Da Svidanya Wyatt**. Players foolish enough to try and take the money and let their consciences kick in will meet heavy resistance. The door has an armor rating of 12 and structure rating of 11. By the time they have blown through, the bodyguards will kill Wyatt and move the Don to safety heading through the front of the store. This will earn the immediate enmity of the Mafia families.



Da Svidanya Wyatt

What's up Chummer?

The runners take Wyatt home, directly to the loving arms of Mikael and the Vory V Zakone.

Tell it to them straight

As you approach the quiet neighborhood that Wyatt lives in, you notice the darkness brings a new sense of urgency to these streets. Pedestrians walk quickly and with purpose, looking straight ahead as they move through the streets. Curtains are pulled shut, the entire community feels uninviting as if they know the betrayal you are about to perform.

Mikael's car is still in the driveway as you pull up. Walking up to the door, the house is quiet. One of the shestiorka sits on the porch enjoying the warm breeze. He doesn't rise or say anything as you knock, simply playing the role of silent enforcer.

Carole opens the door with the look of a woman who is captive in her own house. She doesn't look at her husband, actively focusing instead on some point of the floor in between your team and herself.

"He's been expecting you."

Behind the Scenes

Mikael has been here all day. When Carole asked him if he would rather come back later when Terrance was home, he took her to task. She has been unable to place any calls and is in general fear for her life at this point. Two shestiorka have been sitting in the den with her, making sure that she behaves. Mikael hasn't moved from his seat in the living room, calmly waiting.

Depending on how the runners have handled themselves in fights and if they've been responsive to his pleas, Wyatt will make a plea to have them deal with the Russians and let him and his wife go. This scene will only end badly for him unless the players come to his aid. If the runners don't look to be coming to the smuggler's aid, Mikael will tell him to quit begging. The Avtoritey will pay the runners for their services and give them his contact information.

As they drive away, the sound of two gunshots will ring through the air.

Debugging

There are two shestiorka in the back of the house and one outside in addition to Mikael if the runners decide to turn on the Russians. Their motivation will be to protect Mikael, kill Wyatt, and then kill the shadowrunners.

Picking up the Pieces

Money:

1,000 ¥ upfront and 3,000+(1,500* TR) ¥, paid upon delivery of Terry Wyatt to the Casquilhos. Note: The runners can also negotiate for a favor instead of money. The street value is a single piece of gear with a value no higher than 3,000+(1,500* TR) ¥ and availability of 16 (It's possible to get gear of higher value if the PC pays the difference) or the necessary introductions for a contact with connection rating 3 (4 within the Mafia) and loyalty rating of 1.

3,000+(2,000* TR) ¥, if the runners turn him over to Mikael and the Avtoritey

Fencing the Chips—only one of the syndicates has the appropriate level of resources and necessary distribution channels to make the BTLs worth any real money.

- **Mafia**— Have already paid for the chips once, so the Casquilhos are not going to look fondly on buying them again. Giving them to the family will earn additional favor as described above or increase the loyalty rating of an existing mafia contact by two points to a maximum of 4. (This impacts the faction chart.)
- **Vory/Avtoritey**—Will pay the street value for the merchandise 80,000¥. (This impacts the faction chart.)
- **Another Syndicate**—By selling to the Triad, Yaks or Koshari, the players won't get quite as much money but will avoid further entanglements between the Vory and Mafia. The other syndicates will pay 50,000¥

Karma:

Siding with the Mafia

1—Returning with Terry Wyatt to the Casquilho family

1—Giving them their lost BTL chips without demanding excessive payment.

Siding with the Vory

1—If the smuggler is turned over to Mikael

1—Impressing Mikael by acting with intelligence and forethought rather than street violence

Neutral

1—If the runners were able to keep Five by Five open without major damage

1—Saving Carole from the Vory

1—Helping Wyatt and Carole get out of town

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 7 karma.

Contacts

Jana McKee—Starts out as loyalty 1 if the PCs keep her from getting beaten in Five by Five. She becomes loyalty 2 for anyone who helped defend the bar or helped Wyatt skip town.

Mikael Petrov—Earned at loyalty 1 if the PCs gained at least 1 Karma point by siding with the Vory.

Miguel Sanchez – Earned at loyalty 1 if the PCs completed the run as Don Casquilho requested. If the PCs have previously earned Miguel as a contact, increase his loyalty by 1, to a maximum of 4.

Faction

Casquilho Family

Any of the following actions incur loss of 1 point of Mafia Casquilho faction:

- Turning Wyatt over to another syndicate
- Selling the BTLs to another syndicate
- Attempting to stop the torture of Wyatt
- Threatening or attacking the Don

Any of the following actions earn 1 point of Mafia Casquilho faction:

- Returning Wyatt to the Don
- Returning the BTLs to the Don for no additional charge.

Vory V Zakone

Any of the following actions incur loss of 1 point of Kirillov Vory faction:

- Not turning Wyatt over to the Vory (this includes helping him escape or giving him to the Casquilho's)
- Selling/Giving the BTLs to the Mafia
- Attempting to stop the execution of Wyatt
- Threatening or attacking Mikael
- Killing the Vory thugs in Five by Five

Any of the following actions earn 1 point of Kirillov Vory faction:

- Returning Wyatt to Mikael
- Selling the BTLs to the Vory

Other

If the BTLs are sold at a significant discount to any other faction, the PCs will earn 1 point of faction with that organization.

Reputation

Notoriety: Any runner who switches sides will gain 1 pt of Notoriety, losing Mafia or Vory faction for 3 reasons or more will qualify for another +2 to notoriety

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.

Casquilho Imports

Street Contact Information Table –
Etiquette (Street)

0. "I don't know nothin bout nothin?"
1. "It's an antique shop over on Tower Rd. Strictly hands off."
2. "It's run by the same Casquilho's that control the Mafia—you do the math."
3. "I'll break it down for you—they smuggle goods in and fence them. Simple enough?"
4. "I hear the don does most of his work in the back room—It's like the godfather at a museum."

Mikael Petrov (Avtoritey)

Street Contact Information Table –
Etiquette (Street) or (Vory)

0. "Was that the guy from Star Trek?"
1. "He moves around with the Russians, he's never alone."
2. "Cold and calculating, this guy knows what he wants and takes it."
3. "Mikael is focusing on the supply channels, his brother in law deals with the manpower."
4. "Intimidation is his main-line, this fragger hates violence but is good at it."

Terry Wyatt

Street/Smuggler/Matrix Contact
Information Table – Etiquette (Street)

0. "Sorry, never heard of him."
1. "He runs chips for the Mafia."
2. "Wyatt dumped his last batch—I hear the Aurora Angels picked up the salvage."
3. "Somebody is moving around the streets with a lot of questions about him."
4. "He goes by the orphanage a lot, adopting metahuman children right and left." (see **Cast of Shadows**)
5. "Boy-o needs to pick sides, he's running for the family and the Russians."

Jana McKee

Street Contact Information Table –
Etiquette (Street)

0. "Do I smell pork?"
1. "She's a straight-shooting coyote, she's got a glass jaw though."
2. "Even devilrats don't spook this one, I've seen her run and jump straight over one."
3. "Ask around at Five by Five, don't mention my name but they'll have some answers."
4. "She does the CAS/UCAS run, I think she knows a route under Union Station into the Hub."

Miguel Sanchez

Street Contact Information Table –
Etiquette (Street) or (Mafia)

0. "Who the frag are you?"
1. "Some kind of sprawl ganger who got in bed with the mafia"
2. "His cousin married someone important in the family, since then he's been climbing up."
3. "The Casquilho's trust him about as far as they can throw him, but they keep him around to deal with the Russians."
"He's got a soft spot for the down-trodden, always gives them a few bucks or something to eat."

The Vory

(Either Etiquette + Charisma or
Knowledge: Vory+ Intelligence)

0. "You looking for a beat down?"
1. "Thugs plain and simple. They are pushing into Denver with a vengeance"
2. "There are two different groups the gentlemen who run the show and their soldiers on the street."
3. "The Vory and Avtoritey are the same group with different MOs. They will both kill you though."
4. "I hear they are trying to establish a foothold here working with go-gangs."
5. "Right now they are intimidating the supply chain to try and strangle the other syndicates."

Aurora Angels

Street Contact Information Table –
Etiquette (Street)

0. "Out there no one's an angel."
1. "Go-gang from the warrens, they're lucky to see each new week."
2. "Their leader is trying to make a name for himself in the matrix, since he failed in the street."
3. "So far they have fought off the Fronts, but the struggle has weakened them."
4. "Their leader, Base-13, challenged Jonny a set leader of the Fronts to a fight in VR" (Jonny is the current leader of the Three Kings, a sub-gang of the Fronts.)
5. "I hear their second in command might soon be replaced by a technomancer."

Terry Wyatt (Inside the 5x5)

0. "Sod off, mate."
1. "Mid-30s, he's married. A price went out after he dumped his cargo and vanished."
2. "Personable, his wife is still in the dark about what we do."
3. "Something spooked Wyatt last week when he was at the Old Peculiar. The Russians shut it down hard."
4. "I didn't tell you, but he might be working both sides to try and come out on top."

Cast of Shadows

Miguel Sanchez

Ork Male; Connection Rating 3

B A R S C I L W EDG ESS INIT IP PM SM
7 4(5) 3 6(7) 3 3 3 4 4 4.9 6 1 12 10

Active Skills: *Close Combat:* 4; *Etiquette (Street):* 3 (+2); *Firearms:* 3; *Intimidation:* 3; *Negotiations:* 4; *Pilot Ground Craft (Bike):* 2 (+2); *Running:* 3; *Shadowing:* 4; *Survival (Urban):* 2 (+2)

Knowledge Skills: *BTL Dealers:* 2; *Mafia Run Establishments:* 5; *Urban Brawl Statistics:* 3; *Denver Area Knowledge:* 2; *Gang ID:* 4;

Cyberware: *Datajack, Muscle Replacement*

Gear: *Remington Roomsweeper (w/10 clips of Flechette Ammo); Harley Davidson Scorpion; Combat Axe; Survival Knife; Extendable Baton; Armor Jacket; Sony Emperor commlink (w/Redcap Nix OS)*

Growing up in the barrio, as part of the Family, Miguel cut his teeth doing enforcement work. You can take the ork out of the sprawl, but...yeah cliché describes Miguel. He's more comfortable with the street aspects and the sprawl gangers that occasionally get leaned on by the Chavez and Casquilho families.

At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is the street though down to his badly shaven head and gold plated tusk. The ork understands the pulse and hardship that moves through the squatter life. Since becoming more legit, he has developed a soft spot for some of the untouchable groups—older women and young children. Under his coat, Miguel generally has a couple bucks in hard currency or a few granola bars to pass out.

Miguel is forced to wear suits whenever he is doing business for the Family, otherwise he can be found wearing ragged jeans and a wife beater under his trademark leather duster.

Don Casquilho

Human Male; Connection Rating 5

B A R S C I L W EDG ESS INIT IP PM SM
3 3 3 2 5 5 3 4 3 6 8 1 10 10

Active Skills: *Computer:* 2; *Data Search:* 2; *Etiquette:* 3 (Mob +2); *Instruction:* 4; *Leadership:* 3; *Negotiation:* 3; *Perception:* 3; *Pistols:* 1

Knowledge Skills: *Business:* 3; *Law:* 4; *Local Politics:* 3; *Mob Politics:* 5; *Police Procedures:* 2; and *Psychology:* 4

The grandfatherly influence behind the Casquilho reign, Don Casquilho has backed away from most of the day to day running of his little Empire. He is a likeable old man of Spanish descent, but underneath the calm veneer is a man who has ordered the killing and personally killed more men than he can remember. The Don wants to take care of his family and the people under him but won't risk his business.

Don Casquilho is in his late sixties and hasn't given in to the latest gene therapies so the years really show through. Mostly bald, he shaves the rest of his hair short. The leader of the Casquilho family speaks with a mild Spanish accent and carries the affect of a doddering old man. This act has led many to underestimate the ruthless killer and cold-blooded businessman, a mistake that few live to regret.

Mikael Petrov

Human Male; Connection Rating 4

B A R S C I L W E S S I N I T I P C M

3 4 4(6) 3 4 5 3 4 4.3 9(11) 1 11

Active Skills: Clubs: 3; Infiltration: 2; Intimidation: 3; Leadership: 2; Perception: 3; Pistols: 4; Unarmed Combat: 4

Knowledge Skills: Law Enforcement: 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

Gear: Armor Jacket, Browning Max-Power with Smartlink, Defiance Super Shock, Stun Baton

Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg.

He disdains killing not because of moral restraint but rather the manpower concerns that can later build up if care isn't taken. Because his companions often forget these concerns, the Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence. Having lost his left arm to a childhood accident, he does his best to conceal the cybernetic replacement.

Terry Wyatt

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Automatics: 2; Dodge: 2; Etiquette (Smugglers): 2 (+2); Electronic Warfare: 3; Pilot Aircraft: 4; Pilot Ground Craft: 5; Hacking (Surveillance Devices): 2 (+2)

Gear: Colt Manhunter, Lined Coat, Knife

In his early thirties, the smuggler has an autumn with unruly dark brown hair and hazel eyes. By the time the runners meet him, he has heavy bags under his eyes and is showing a lot of outward signs of stress. Wyatt loves his wife dearly but has never wanted to open her to the danger involved with his line of work and thus has never told her. (She thinks he is a dying breed of traveling salesmen.) Generally fairly open and personable, the smuggler is in shutdown mode because of the recent violence that has entered his life and is looking for a clean escape.

Wyatt's motivation behind smuggling was initially the money, but by the time he made it into his late twenties, he realized that the money was no longer an end that could be justified. Over the last five years, he has begun an underground railroad of sorts. He adopts troll, ork and dwarf children and adolescents and settles them with families in Free-Cal and the Lone Star State. Oddly, the smuggler has his racist representative to thank for making the paperwork easier. In an effort to get rid of the metahumans which are overcrowding the orphanages, Iain Lesker has passed several laws and approved municipal codes to make the adopting of metahumans simpler than humans. (Fewer background checks etc.) Each child is set up with a loving family and given a bank account with 5,000 ¥ as a seed fund which will mature with interest and be available when they turn 18.

Jana McKee

Human Female; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Blades 3; Dodge 3; Intimidation 3; Pistols 3; Shortarms 3; Unarmed Combat 3

Gear: Ceska Black Scorpion, Lined Coat, Knife

Plain appearance, medium height, medium build-- Jana relies on her ability to blend in during her work. Fiercely loyal to her community and friends, the coyote is fearless. She often jumps first and only realizes after the fact how deep she is. Shoulder length dark blonde hair that is generally pulled back in a ponytail and blue eyes help her fall into the background of most groups. While her clothing choices are feminine, the style is fairly asexual with a masculine bent.

Matty Zorn

Human Male; Connection Rating 3

B A R S C I L W E S S I N I T I P C M

2 3 2 3 4 3 2 3 6 5 1 10

Active Skills: Automatics: 3; *Electronics*: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4

Gear: HK MP-5 TX (w/ EX Explosive ammo), Armor Jacket, Control Rig, Cyber eyes (Rating 3, w/ Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (Rating 2), Touchlink

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. 5'10" and 160 lbs, Matty sells drinks at honest prices to dishonest men, but they all pay in advance. Brown hair with red highlights that give hint at an Irishman several generations back, the bartender has been a sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

Aurora Angels

Base-13

Human Male; Connection Rating 2

B A R S C I L W ESS INIT IP CM

3 3 4 3 3 3 2 3 6 7 1 10

Matrix Initiative: 10

Active Skills: Dodge: 2; Pistols: 1; *Cracking*: 3; Data Search: 1; Unarmed Combat: 2

Gear: Armor Vest, Commlink (System: 4, Response: 5, Signal: 4), Fichetti Security 500

Programs: Analyze 4, Attack 3, Browse 3, Exploit 3, Scan 3, Stealth 4

A Go-Gang leader with vision, Base-13 wants to create a legacy, do something different. Unfortunately he focuses a lot on the end result without looking at the stumbling blocks that he has to overcome to get there. A hair's breadth from twenty-five, he remembers the crash and the time before when matrix gangs were "7eet." Over the last year he has scraped up enough cred to get his own commlink and realized what a difference it could make for the way his gang operates. Lanky and pale enough that he burns rather than tanning, the leader of the Angels believes in the might of the matrix as inherently superior to the flesh and blood turmoils on the street. Now he just has to prove it to the rest of his gang.

Tenebrous

Human Female; Connection Rating 2

B A R S C I L W ESS INIT IP CM

2 2 4 2 3 5 5 3 5 6 9 1 10

Matrix Initiative (IP):11 (3)

Skills: *Cracking*: 3; *Electronics*: 3; Pistols (Light Pistols): 1 (+2)

Qualities: Technomancer

Living Persona: Firewall: 3; Response: 5 (6); Signal: 3; System: 5; Biofeedback Filter; (Natural Hardening): 3 (4)

Complex Forms: Analyze: 2; Armor: 3; Browse: 3; Attack: 4; Deception: 5; Edit: 3; Decrypt: 3; Scan: 3; Stealth: 5; Track: 4

The new right hand of Base-13, Tenebrous smiles at some unknown joke whenever her boss mentions getting commlinks for the gang. She was touched by the resonance only a few months ago and has spent her time since then immersed deep within the virtual world learning the ins and outs of the machine that she is more comfortable in than her own body.

With the just slightly darker coloring that comes from south-eastern European heritage, Tenebrous keeps her hair cut boyishly short. She knows that in a stand up fight she will lose every time in the street so the young girl does her best to cheat and move from a position where the odds are in her favor.

Typical Ganger

B A R S C I L W ESS INIT IP CM

3 3 3 3 2 2 2 2 5 5 1 10

Skills: Clubs or Chain 2, Etiquette (Street) 3, Knives 1, Unarmed Combat 2, Bike 1

Gear: Club or Chain, Knife, Leather Jacket