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WHO'S ON 1ST

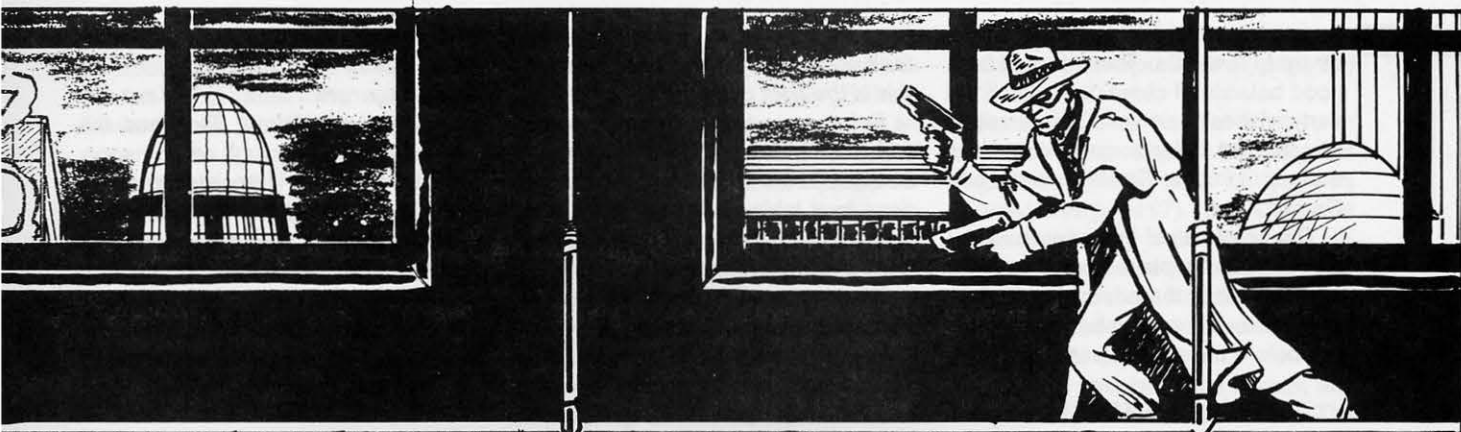
I tell ya, chummer, ya just never know these days. I think the last time I heard about somebody trusting somebody else was back in the early '20s. And that was *only* because the other guy had no choice.

Personally, the *only* thing I trust is my HK. And when it's not around, I'll trust my spurs.

One thing I can tell you for sure is never, never trust Mr. Johnson. Then again, chummer, you wouldn't be able to hear me if you didn't already know that.

By Chris Hussey





The following is a *Shadowrun* scenario for up to five PCs. There should be a good balance of character types if the party wishes to do well. This scenario requires the *Shadowrun* rulebook, as well as *Grimoire*, *Street Samurai* and *Sprawl Sites*.

The two parts of this adventure are not meant to be played consecutively. The first part of the adventure, Knock-Down, should occur months of game time before the second part, Drag-Out.

PLOT SYNOPSIS

Roland Bartlett is a sleek double agent for Kelmar Tech. He currently works for Protection Disbursement Incorporated (PDI). PDI has learned that Kelmar developed a formula for a new type of body armor and has sent Roland to acquire a sample. Roland hires the runners to do the dirty work. Unfortunately for the PCs, it's all a setup, and the runners are ambushed. Barely escaping with their lives, the runners realize they have been set up, but they are unable to find Roland and get revenge.

Several months later, the runners are hired again by Roland (although they don't know it) to be on the other side of the setup. By then they realize exactly who Mr. Johnson is.

PART 1: KNOCK-DOWN

The following should be read to one of the characters, preferably a nonmage (Roland will not meet with a group of runners):

You step into the Dingo. The lights from the ceiling sway back and forth across your body. A plume of what could best be called an interesting-smelling smoke fills your nostrils.

Two ork and two troll exotic dancers whip across the stage in a frenzy. Many of the patrons (those you can see through the smoke) actually seem to enjoy watching four mounds of warts dance on stage.

Most of the patrons do not look like shadowtypes, however. They appear to

be more like suits and wageslaves out for a good time. You begin to wonder if this is the right place.

Before you decide to leave, a waitress, her hair styled in a purple sunburst, appears in front of you and motions to a table. She says she'll bring you a drink on the house. You smile and head over to the table.

When you see the man sitting there, you are positive that this is the wrong place. He wears an ill-fitting poly-silk suit whose lapels are at least five miles too wide. The part in his greasy hair seems more like a fault line. The drink in his hand shakes like a blender on vortex speed while the drink's umbrella spins like a mobile home in a tornado. He invites you to sit down.

"Greetings...ah...chummer! My name is Mr...ah...Johnson. I need a job done, and you are the one I'm looking for."

You are about to leave, not wanting to do any corpgeek's babysitting. But when lizard lips mentions 20,000, you decide to listen.

"I represent PDI, and I need someone with your skills to get a job done."

"Kelmar Tech has developed a new formula for body armor which would allow the protection of heavy armor with about half the weight. Obviously, we would like to have the formula ourselves."

"Kelmar is currently holding a sample of the armor at a warehouse in Redmond. The job is easy enough—break into the warehouse, steal the sample and get it to me."

Mr. Johnson slides a slip of paper across to you. On it is the phone number where they can leave him a message, as well as the address of the warehouse.

Mr. Johnson leans back and takes a dribble from his drink. There is a long pause as you look at him. Suddenly, it hits him. "Oh, money!" He laughs, then looks around. "I can give you a total of 100,000 nuyen—20,000 now for expenses and the rest upon completion of the mission. Any questions?"

Roland tells the runners that they must make the run on Friday night. If they ask why, he says that Friday is when security will probably be the lightest. It is now Tuesday.

The runners may negotiate, rolling against Roland's Negotiation skill. The price will increase 500 nuyen for each net success the runners receive.

Decking Kelmar Tech and PDI

If a decker wishes to hack into either Kelmar or PDI's system, the gamemaster is encouraged to throw plenty of IC in the way. No decking is necessary for

this scenario, and the decker will probably not learn very much.

If the runners attempt to find out any information on Kelmar Tech and the new body armor through other means, have them roll an Unresisted success test with a target of 5. Consult the Success Test Table if they are successful.

Any attempts to find information on Mr. Johnson will be met with failure.

Any other information gained on Kelmar or PDI is pretty mundane and not relevant to the mission.

Warehouse

Roland has set up an old warehouse for the run. Use the medium bank archetype map (*Sprawl Sites*, page 9), with the following changes:

Remove all furniture except for the offices in the upper and lower right corners. These offices are in lousy shape and contain nothing of value.

Remove the automatic tellers and the wall they are attached to.

Allow both entrances to open to a full width of four meters.

The vault is not a vault, but a secured storage area.

A circular staircase at the midpoint of the left wall leads to a catwalk system that runs the length and width of the warehouse.

In place of the table is the cargo truck which holds the body armor sample. The sample is actually nothing more than a worn piece of tarp.

Place crates and boxes throughout the warehouse to provide the best ambush points possible.

The warehouse is surrounded by a 2.5-meter-high fence seven meters away from the building. The guards will remain inside the fence at all times.

Opposition

Another team of shadowrunners has been hired to ambush the party. These four security guards have been assigned to protect the facility, but they have no idea what is going on and know nothing of the body armor. The gamemaster is encouraged to be very devious here. This encounter should not kill any PCs, just hurt them. Bad. The PCs should be allowed to take the warehouse, so they can find the fake body armor sample.

Each guard is armed with an MP-5 TX and an Ares Predator. Both weapons have two extra clips. All guards are wearing armor jackets (5/3). The four guards are as follows:

- Merc archetype (*Shadowrun*, page 40). Add a smartgun link and boosted reflexes of 3. All weapons have smartgun adaptors.

Success Test

Success Results

1	"I've heard it's supposed to make most pistols obsolete."
2-3	"Pretty tough stuff there, chummer. But I heard they were having problems with chemical stability."
4+	"It's for real, all right. The word is that Kelmar is going to corner the market with this. Too bad it won't be out for years."

- Former Wage Mage archetype (*Shadowrun*, page 38). Increase all attributes by 1 point. She also has a Power Focus (2), Combat Spell Purpose Focus (2) and a Spell Lock of Combat Sense (5).

- Former Company Man archetype (*Shadowrun*, page 37). He is using his heavy armor, and his weapons are loaded with APDS rounds.

- Combat Mage archetype (*Sprawl Sites*, page 98). Increase all attributes by 1 point, and increase Sorcery skill to 7.

After Effects

After the action, the PCs discover that the telecom number given to them belongs to a street samurai who has no idea what is going on. The runners will be mighty upset when they find out they have been set up. There is little they can do, however—any efforts to find Mr. Johnson or any clues about him will be met with failure. The gamemaster is encouraged to let the characters exhaust every avenue of searching before giving up and moving on to another encounter or scenario.

PART TWO: DRAG-OUT

Read the following to one of the characters, again preferably a nonmage (but not the same character):

Checking your weapons, you slot into the Locked and Loaded. Even though you know how chipped you are, the rumors you've heard of this place still make your skin (real and plastic) crawl. The haze and noise assault all your senses. You stop for a second to make sure you don't pass out, then make your way in.

An ork waitress approaches you. A smirk crosses her face as you let her know why you're here. She points to the other side of the bar, then disappears into the smoke.

It takes you a while to find your benefactor. He is seated quite casually, with feet up on the table. He doesn't make any reaction as you approach.

"Sit. You want a job? I'm your angel."

"Here." Johnson slides you a slip of paper with an address on it.

"This is a warehouse my masters need protected. There could be a run on it within the next few days. Geek anyone who comes in there. 150,000. Divide it how you want it. Here's 25,000 for expenses. Use the number on the back of the paper to contact me when completed. If there isn't a run on the warehouse by Wednesday, keep the 25,000 and go home.

"If you have any questions, you'd better slot and run. I'm busy."

Shadowrun

Roland will only stay five minutes for questions. He will then leave without saying another word. After Roland leaves, have the character make an Unresisted Perception and Intelligence check with a target of 8. If the character gets at least one success from each test, tell the character there is something odd about Mr. Johnson.

It is now Sunday. When the PCs enter the warehouse, they will find a letter. It reads: "The run on your position has been confirmed. It should happen Tuesday night. Be ready. Do not fail me."

Warehouse

Use the same medium bank archetype map for this run, making a few changes at the referee's discretion so the location is similar but not identical. However, there will be no fence or security guards. When the runners enter the facility, anyone making an Unresisted Perception and Intelligence check with a target of 8 will experience an eerie sense of familiarity or déjà vu.

Opposition

All members of the attacking team have the statistics listed in their archetypes, with no modifications. The attackers are as follows:

- Dwarf Street Samurai (*Street Samurai Catalog*, page 103).

- Elf Mage (*Sprawl Sites*, page 100).

- Ork Mercenary (*Shadowrun*, page 41).

- Two gang members (*Shadowrun*, page 39).

- Two backup Wiz Kid Mages (*Sprawl Sites*, page 121). At the first sign of any real trouble, the Wiz Kids will take off.

If the runners play through the scene, action will run much the same as in the first part of the adventure, only they will be on the opposite side of the action. Again, make the battle tough, but let the PCs survive.

If the runners have not figured out by now that they are doing the same thing they did a few months ago, only from the other side, have them roll an Unresisted Intelligence test with a target of 8. If anyone succeeds, let them in on what is going on.

After Effects

If the runners decide to turn Roland in for his double-dealing, they contact the head of PDI here in Seattle, Barbara Skarosa. She will listen to what they have to say. She has been suspicious of Roland lately, and this confirms her suspicions. She will pay the runners a small sum for their info (5000 nuyen total).

If the runners contact Roland to collect their payment, he will tell them to

meet him at dock 67 (use the dock archetype from *Sprawl Sites*, page 22) at 11 the next night.

Roland will arrive on time—with backup. He shows up in a Nightsky and steps out with his four bodyguards (*Sprawl Sites*, page 97). The bodyguards are in their heavy armor and carry HK 227s with explosive ammunition.

Roland has every intention of paying the runners, all right. If the runners fight back, he will attempt to do as much damage as possible, then escape and let his bodyguards finish the work. The limo driver has a Car skill of 4.

If Roland escapes, he will be back. He wants no record of his activities, and the PCs must be silenced. He will attempt to hunt down each runner.

KARMA

Karma awards shouldn't be too great for the first part of the adventure, but the runners should get extra karma if they are able to figure everything out for themselves in the second part.

ROLAND BARTLETT

Roland was recruited off of the streets many years ago by Kelmar Tech. Kelmar saw potential in the young adept and helped to hone his skills to a fine edge. Roland is one of Kelmar's best agents in Seattle, also one of the most aggressive.

Roland has several personalities that he likes to play, and he can drop into any one at any time. Two of his favorites are the corpgeek and the cool killer, the two he plays in this scenario.

In combat, Roland prefers to go at it hand to hand and shows little mercy. He believes that anyone who survives combat would be a risk to his cover. If he is losing a fight, he will bargain for a deal, which he will eventually back out of. Essentially, Roland will do anything to win.

He is a Grade 2 Physical Adept Initiate.

Body: 6

Quickness: 6

Strength: 6

Charisma: 4

Intelligence: 6

Willpower: 5

Essence: 6

Magic: 0 (8)

Reaction: 6 (10)

Powers: Killing hands (6S1), thermographic vision, increased reaction (2), smartgun link, pain resistance (2), improved hearing, auto success (2), unarmed combat

Gear: Predator II (reactive trigger, three extra clips), armor jacket (5/3), SCK Model 100 SMG (two extra clips, APDS rounds), forearm guards

Skills: Firearms: 6, Unarmed Combat: 8, Stealth: 4, Athletics: 3, Etiquette (Street): 4, (Corp): 5, Car: 2, Negotiation: 4 Ω