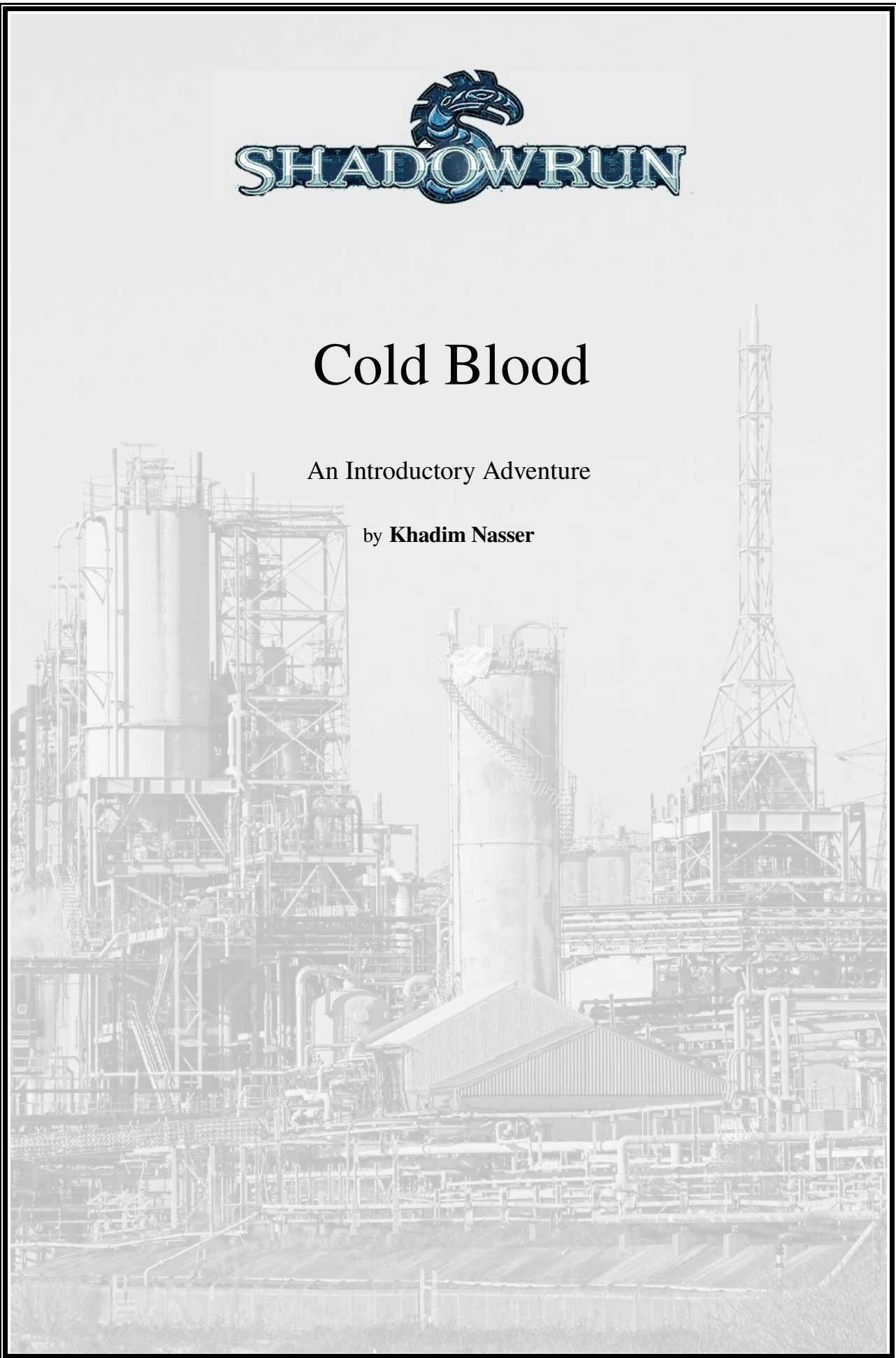




Cold Blood

An Introductory Adventure

by **Khadim Nasser**





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Introduction

This is a basic Shadowrun mission suitable for starting players to learn some of the rules or as a short emergency game for a more experienced group. The challenge level is scaled relatively low and is gauged towards the example characters in Shadowrun 4th edition. Scaling the power level should be relatively easy.

The plot consists of the players being hired to break into a corporate facility and retrieve a blood sample of an employee's wife before it is sent for testing at a medical laboratory and the fact that she is infected with the Kreiger strain HMHVV (the “ghoul” virus) is discovered. As cover, the characters are expected to damage certain items of equipment to conceal the true purpose of the break in.

Cast

*N.b. All actual stats are in the **Vital Statistics** section later on, where they can be conveniently printed out en masse so that combat doesn't get cluttered up with boring atmosphere, etc.*

Keith Summers. Male Human, 25 yrs old.

Image: A Caucasian man, mid-twenties, sandy-blond hair and lean good looks. Not particularly intimidating, slim build and about 5'9". Blue eyes are not visibly artificial. Outside of work he tends to wear smart casual sportswear, quality but not overly expensive.

Role-playing: Youngish, intelligent and friendly, not especially confrontational or dynamic but capable of both under duress. Trying to save his wife counts as duress.

Background & Motivation: Keith has had a mildly, but not especially, privileged upbringing. Decent schooling and a certain amount of drive. He joined Shiawase at 17 on a scholarship and has been successfully working his way up the ranks, to his current lower-management position. He fits the usual corporate profile for such an individual with a good work record and a few resumé-padding outside interests such as mildly extreme sports and clubbing. His recent behaviour results from a desire to save his wife. They have been married three years and Keith remains very much in love with her.

Eileen Summers, Female Human, Partial Ghoul, 27 yrs old.

Image: About 5'8", very lean of build, slim, attractive face. She dresses well in casual clothes that accentuate her very athletic figure. But there is something not entirely right about her, her long, white-blond hair is very thin and despite the make-up she wears, her skin-tone is somewhat ashen and rough. And her face is quite pinched, the skin drawn. If it wasn't for the fact that her clothes and

image indicate a little too much affluence for it, you'd say she looked ill.

Role-playing: A formerly pleasant and friendly woman in a desperate situation. She remains intelligent and socially adept, but has occasional flashes of a more dangerous, predatory nature. She is still very committed to her husband, but if they are unable to conceal the progression of her condition, she is privately decided to leave him, so as not to ruin his career and life.

Security Guards (Shiawase Light Security), Various

In their natty grey uniforms, armour vests and security issue commlinks, these are the standard security presence on the site, tasked with patrolling and investigating any unusual sights and sounds. Additional descriptive details that can be added to distinguish one from the other are “skinny with a little dark moustache,” “beefy and decorated with neon green animated (and obscene) tatoos (these will remain animated after death),” “shaven-headed with studded forehead and plays goblin rock near constantly on her commlink, creating a little island of bop wherever she goes.” There are three humans, two dwarves and an orc captain who is in charge of security at the site. Both dwarves wear simple, wire-frame glasses that display information for them, such as smartlink targeting displays. These perks have been paid for by the dwarves themselves. The orc captain is similarly equipped and also carries a non-standard issue Ares Predator IV which he calls Betty.

Doberman Security Drones

Squat, ugly, black crab things a couple of feet high, with a foot of rifle barrel sticking out from a 360° dome in the middle of its back. The ceramic-alloy skin looks quite thick but it scuttles along at a terrifying speed, before bracing its four legs to provide a rock-solid firing platform. Multiple, small, protected “eyes” regard you through their lenses. A white, Shiawase logo adorns their sides.

Locations & Map Keys

Holgate Park:

Crowded in on all sides with little fat tenement blocks and stuffer shacks, this sorry gesture to nature is more single mid-digit than tribute. The trees look half dead and the air smells. It's probably about a couple of acres at most, flat and there's little cover from the weather. Scattered benches however, prove that it is not just scrub land. It seems as though the city has given up attempting to monitor the area as the last smashed surveillance camera seems to have been that way for at least a little while and the graffiti covered pole is headless.

Shiawase-Tacoma Transmission Components Incrp.

General Notes:

It's important for the GM to have a grasp of how large the facility is. It would take a reasonably fit person about 1 ½ minutes to complete a circuit of the site assuming that they were able to sustain a sprint for that long (more realistically about 2 minutes). It may sound quick but it's over thirty combat rounds (let alone initiative passes).

When trying to make a break for cover, three or four combat rounds is very significant. So is firearm range when long range for an SMG will cover only a fraction of these distances. The GM owes it to the players to describe these distances, but it also makes the module an excellent training tool for the differences between firearms and the significance of planning. For example, the security guards have SMGs and Pistols, but the drones (should the PCs blunder and rouse them) have assault rifles.

Outer Fence

Entire perimeter is surrounded by a 15' electrified chain link fence. Red rectangular warning signs are placed every 15 metres and bear an animated lightening bolt icon striking a person that then falls to the ground. In smaller, old fashioned lettering underneath, it reads "Notification of Lethal Countermeasures Beyond this Point. Extra-National Territory Act 2001 Applies. Trespassers are not protected by UCAS law."

The fence does 6S damage on contact, resisted by half-impact armour (e.g. roll Body + ½ Impact). There is no dodge roll. Additionally, the character must make a Willpower + Body + Armour (3) roll or be stunned for 1 combat turn. Armour is ½ impact as normal for electricity damage. This attack happens automatically every round that the character is in contact with the fence. Non-conductive armour modifications apply as normal.

Power to the fence is supplied from underground connectors controlled from the Security Office. With properly insulated tools, it is possible to cut a pass through the fence, but the GM should consider how noticeable this will be to a guard that passes.

Map Key



Security Camera (360°)



Crane



Train Tracks

Main Gate

The Main Gate is an enormous sliding fence panel, mounted on rails embedded in the facility floor, which becomes electrified when shut as per the rest of the outer fence. A separate, human-orc sized gate to the south side of the main gate exists and is not electrified. This gate has a maglock and a separate security camera that views only the gate and a metre radius beyond it.

The side gate has an armour rating of 8 and a structure rating of 9 (see Barriers, pg. 157 for rules on breaking down barriers). The gate is alarmed and this will trigger an alert in the security office if the gate is forced and it has not been disabled. Trolls will be unlikely to fit through the gate.

The maglock is rating 3 and has a keypad lock. It also has an intercomm to the security office and can be opened wirelessly. Tricking the maglock will not trigger an alarm if successful, but will normally leave a record in the security logs should anyone look for it.

Bypassing the maglock physically requires an extended Hardware + Logic (6, 1 combat turn) test to open the casing followed by either a second extended Hardware + Logic test as above to bypass the number pad, or else a Sequencer device can be used (SR4, pg.327). A critical glitch on either test will trigger the alarm. To reassemble the maglock so tampering is not obvious again requires the same Hardware + Logic test. The maglock does not use a card system so a passkey cannot be used to get through.

Bypassing the maglock wirelessly is **difficult** but can be done. If the hacker has already gained security level access to the site's Security Node (detailed in the main adventure), then he or she can open the lock with a Simple Action from that node. Other than that though, the hacker must fake a signal from the security office. The process for this is (a) locate the maglock's signal, (b) intercept an unlock signal from the security office (c) spoof an open command to the maglock. Note the decrypting the signal is not needed in this case as the hacker merely needs an appropriate access id to spoof. As before, without access to the security node, there is no way to remove the record of the gate opening should anyone care to look at the logs.

Locate Maglock signal: Electronic Warfare + Scan (4, 1 combat turn)

Intercept Signal: Electronic Warfare + Sniffer (3) *N.b. Only possible if a command is issued, e.g. the security office remotely open the gate to let someone through.*

Spoof an Open Command to the Lock: Hacking + Spoof vs. Maglock rating x 2 (i.e. 6).

Just to be clear, the hacker could only carry out the intercept signal stage if such a signal has been transmitted, e.g. he is hiding nearby when the security office remotely allow someone through.

Stock Yard:

The stock yard is not physically distinct from the rest of the compound, merely being an area containing ugly stacks of giant machinery, piping, girders and parts. A single loop of chain is picketed around the area and no barrier to anyone who is willing to hop over it. A large covered area in the south east of the area houses some more crates and a large lifting vehicle. The tracked behemoth has an impressive set of articulated claws and 4m wide forklift at the rear. It is normally

operated as a drone but does have a cabin where a rider can sit if desired. This is accessed by a ladder built into the body of the vehicle. It is considered Rigger Adapted.

Saeder-Krupp Heavy Lifter Drone (SK-8XJ)

Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
-3	10	35	4	18	10	2	-	300,000¥

If a character wishes to hack the drone then the drone (node) must be hacked.

Access the Drone (Node)

– On the Fly: Roll Hacking + Exploit (4, 1 Combat Turn) to gain access on the fly. The drone will roll it's Firewall (which is 4) at the beginning to determine if the hack attempt is detected.

– Probing: Roll Hacking + Exploit (8, 1 hour in VR, 1 day in AR) to gain access in advance. The drone will roll it's Firewall (which is 4) at the beginning to determine if the hack attempt is detected, but against a threshold of the hackers Stealth.

Assuming that the drone (node) has been accessed by either of the above methods, then the hacker can issue any reasonable commands to the drone. The pilot program for the drone will attempt to behave in a safe and logical manner however, avoiding damage to people, objects or itself. In order to over-ride this sort of behaviour, the hacker must either shut down the Pilot or have admin privileges. If the user hacked in with Admin privileges (+6 to the hacking threshold in the previous step) then any orders can be made with a Simple Action command. Otherwise the Pilot program must be crashed with an extended Hacking + Attack (8, 1 Combat Turn) test. The hacker is then free to jump in or pilot the vehicle manually, but can no longer issue commands that will be followed independently (as the pilot program is crashed).

Power Transformers and Station:

This area is surrounded by a 10' chainlink fence and a passkey maglock (rating 3) which does not have remote control but can be bypassed physically as above or with a successful roll with a maglock passkey. Within the area are a dense array of humming transformers. Consider these to have a collective armour rating of 9 and a structure rating of 10. Sufficient damage to put a "hole" in them will shut down power to the entire site. Note that maglocks continue to function throughout the site, but security cameras etc. will not. Anyone accessing the site nodes will receive a disconnection notice and the system will do a controlled shutdown one full minute (20 combat rounds) later. This will not result in dumpshock for any logged in users. Note that this will not only put security and drones on full alert, but will also result in immediate notification of Shiawase off-site security. The main site floodlights will shut down but emergency lighting will stay on in the corridors and rooms of all buildings for at least another hour.

Train Access:

The factory site is fed heavy supplies by a small feed line that runs from the docks and through a few other compounds also. Assembled units (large power transformers, super-conductor assemblies and a few other power transmission components) are delivered out of the compound in the same manner. Cranes, both within the main assembly area itself, and in the stock yard, loom

over the tracks to lift items on or off as needed.

The Story

“So Tacoma had a park, who knew? Not much of a park, true, That old Tacoma Aroma, heavy metals, petrochemicals and a rich soup of carcinogens permeate the air and the sparse trees look sickly. Fat little tenement blocks surround the little park on all sides 'cept the South side, where a finger of the Puget Sound laps turgidly at its banks. But it ain't such a bad place for a meet after all. It looks like the city have given up trying to keep this area under surveillance – gratified pole that once supported the last CCTV camera is now headless and it looks like it was taken down some time ago. People round here don't like being watched.”

“But watched is what you are. A few gangers are loitering around the entrance to a Stuffer Shack on the far side of the park. A better dressed and older man, mid-twenties maybe, is with them. When he sees you, he says something to them and begins walking down the path towards you. He wears Victory sportswear and walks with a fair bit of confidence. This has to be the Johnson that your fixer set you up with. You can't see any obvious weaponry. The gangers waiting back up at the Stuffer Shack, are probably just here to lend him a little muscle if he needs it.”

“He sits down on a bench near you and nods to join him.”

This is Keith Summers, the team's Johnson. After initial introductions, (not real names of course), he will explain what he wants the team to do. The task is simple in principle. The team are to break into a small corp facility, a manufacturing plant for power transmission components, owned by Shiawase, and substitute a blood sample in the small on-site medical facility with a new one provided by their Johnson. As cover for this, on the principle that an intrusion is unlikely to go permanently unnoticed, they are to sabotage a few pieces of equipment in the factory and leave behind some eco-literature. Quite frankly it doesn't matter so long as that blood sample is switched and no-one has any reason to look into the issue. For this, he will offer the characters 1,500¥ each.

The real story is that about a month ago, Keith and his wife went to a party on the outskirts of Redmond. A few hundred people, setting up a sound system in a derelict bus station, lots of synthahol, lots of Nova, somewhere off the radar and where the cops didn't care. A fat set of tips to the local gang and good time for all. Except Keith and his wife, high on Cram, got a little carried away and slipped away to enjoy some personal time. It was the wrong area. They were only a couple of streets away when the stranger attacked. He looked like a sick tramp but he fought like a tiger. If it wasn't for the cram and judicious use of a convenient broken bottle they probably would never have fought him off. They returned to the party shaken but apparently okay. And a month later, the incident was almost forgotten. Except that Eileen took ill and without thinking about it, Keith took advantage of the corporate medical plan and had Eileen checked out. Only later, after the blood sample had been taken and stored in the corporations small medical facility, did the couple realise just what she might be infected with. If that sample is sent off for tests, then Eileen will be a registered ghoul with all the legal restrictions, prejudice, and career ending revelation that go with it. Hence the elaborate need to replace the blood sample with one from her sister and to conceal the fact that the blood sample was the problem.

In the ensuing conversation, Keith will provide as much of this story as he needs to in order to get the runners to take the job. He will be careful about revealing his wife's condition unless he has to. Eileen herself is currently listening in on the negotiations through her husband's commlink. If the wireless traffic is noticed by the players, then he will simply invite Eileen out of the Stuffer Shack where she is waiting and have her come and join them.

Keith can provide information on the facility in as much detail as the players are likely to need. He will caution them that although the security is fairly light on the whole, there are several security drones as well which activate if an alarm is raised. He can also sketch them a map of the facility if they ask and will also give them two holos of the equipment he recommends they destroy.

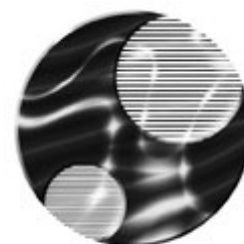
If the players do well on an opposed negotiation roll, then he could be bargained as high as 2,000¥ each (or whatever the GM feels is appropriate).

Vital Statistics

Shiawase Light Security

Security Guard, Human (3)

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
3	3	4	3	3	3	2	3	6	7	1	10



Shiawase

Skills: Dodge 2, Pistols 1, Automatics 3, Unarmed Combat 2, Clubs 1

Gear: Armor Vest (8/6), Fichetti Security 600 (Lt. Pistol, 4P, SA, 30(c), Laser Sight),

H&K 227X (SMG, 5P, SA/BF/FA, 28(c), Smart Gun Link - unused), Stun Baton (6S(e), SR4, pg.154), Commlink (Metalink, company issue).

Security Guard, Dwarf (2)

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
4	3	3	5	3	3	2	4	6	6	1	10

Skills: Dodge 2, Pistols 1, Automatics 3, Unarmed Combat 2, Clubs 1

Gear: Armor Vest (8/6), Fichetti Security 600 (Lt. Pistol, 4P, SA, 30(c), Laser Sight),

H&K 227X (SMG, 5P, SA/BF/FA, 28(c), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Metalink, company issue), glasses with integrated smartlink.

Security Captain, Ork (1)

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
6	3	5	5	3	3	3	4	6	8	1	11

Skills: Dodge 3, Pistols 2, Automatics 3, Unarmed Combat 3, Clubs 3

Gear: Armor Vest (8/6) & Armour Helmet (+2/+2, incl. visual display and smartlink), Ares Predator (Hvy. Pistol, 5P, AP -1, SA, 15(c), Smart Gun Link),

H&K 227X (SMG, 5P, SA/BF/FA, 28(c), Smart Gun Link), Stun Baton (6S(e), SR4, pg.154), Commlink (Metalink, company issue).

GM-Nissan Doberman

Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost
0	10/25	75	3	3	6(H)	3	6	3,000¥

Clearsight Autosoft 3, Targeting (Assault Rifle) Autosoft 3, AK-97 assault rifle (6P, AP -1, SA/BF/FA, 250(c), Smartlink). See SR4, pg. 239-240 for autosoft rules. Doberman has both low-light and thermographic vision. Firewall is rating 4, remaining matrix attributes at 3.

Keith Summers, Human

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
2	3	2	2	3	2	3	3	6	4	1	9

Skills: Dodge 2, Pistols 1, Automatics 3, Unarmed Combat 2, Clubs 1, Con 1, Negotiation 1, Etiquette 2, Leadership 1.

Gear: Fichetti Security 600 (Lt. Pistol, 4P, SA, 30(c), Laser Sight), Commlink (Renrakyu Sensei), nice clothes, Datajack.

Eileen Summers, Human, early stage ghoulish infection.

B	A	R	S	C	I	L	W	ESS	Init	IP	CM
4	3	4	3	2	3	3	5	5	7	1	10

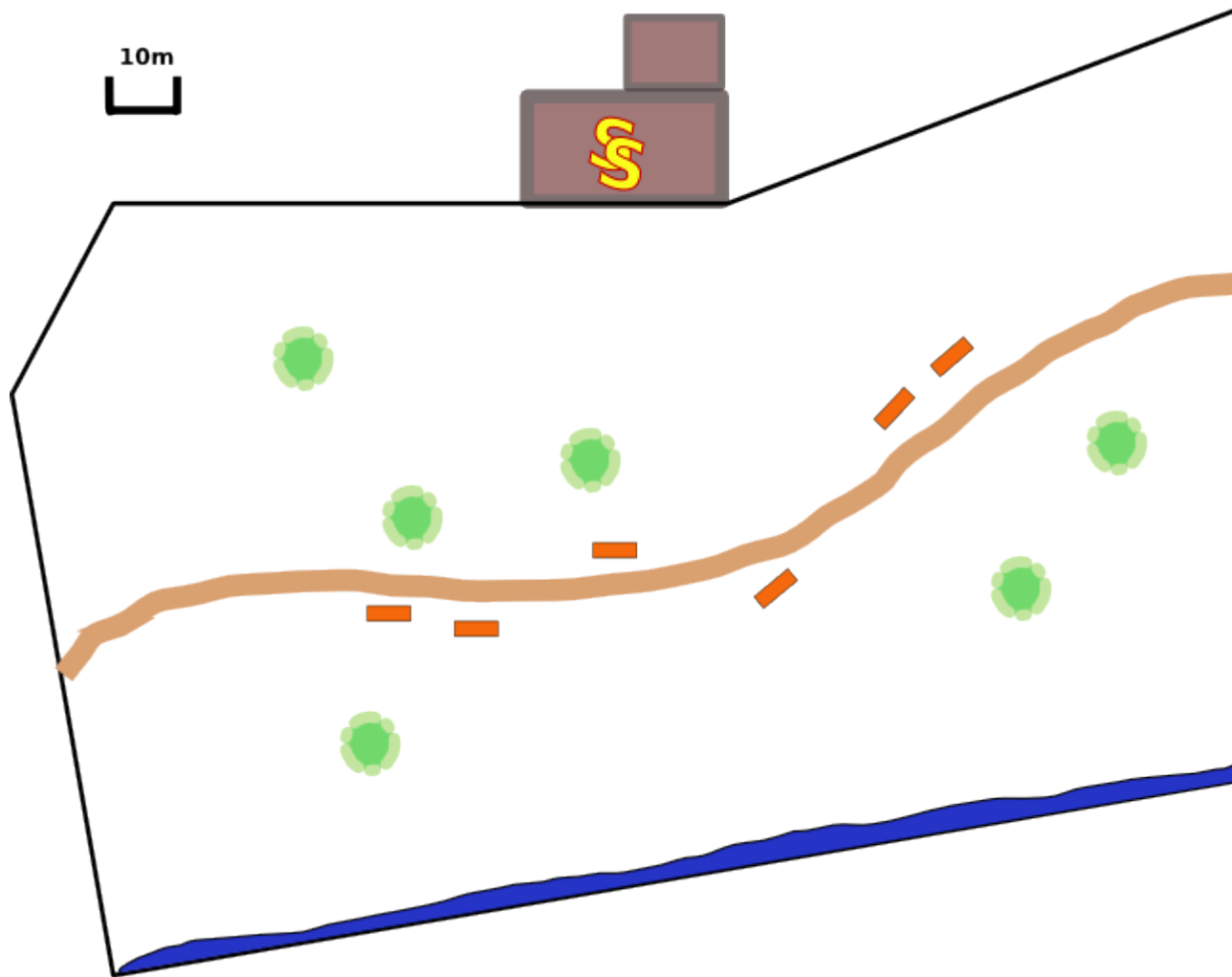
Skills: Assensing 1, Perception 2, Unarmed Combat 2, Etiquette 1, Negotiation 2.

Powers: Dual Natured, Enhanced Senses (Hearing, Smell).

Gear: Commlink (Sony Emperor), knife (Str/2 +1P)

Maps

Holburn Park, Tacoma



North, East and West sides of the park are various tenement blocks, shops (some open, some shut, some never likely to re-open) and a stuffer shack. South slopes sharply down (but not very far) to the slow-stirring, heavy-metal and petrochemical-laced, Puget Sound. You can push someone in, but there's a chance they'll bounce.

S-TTC (inc.)

Shiawase-Tacoma Transmission
Components Incrp.

Train Access

Train Access

Stock Yard

Assembly Plant

Main Gate

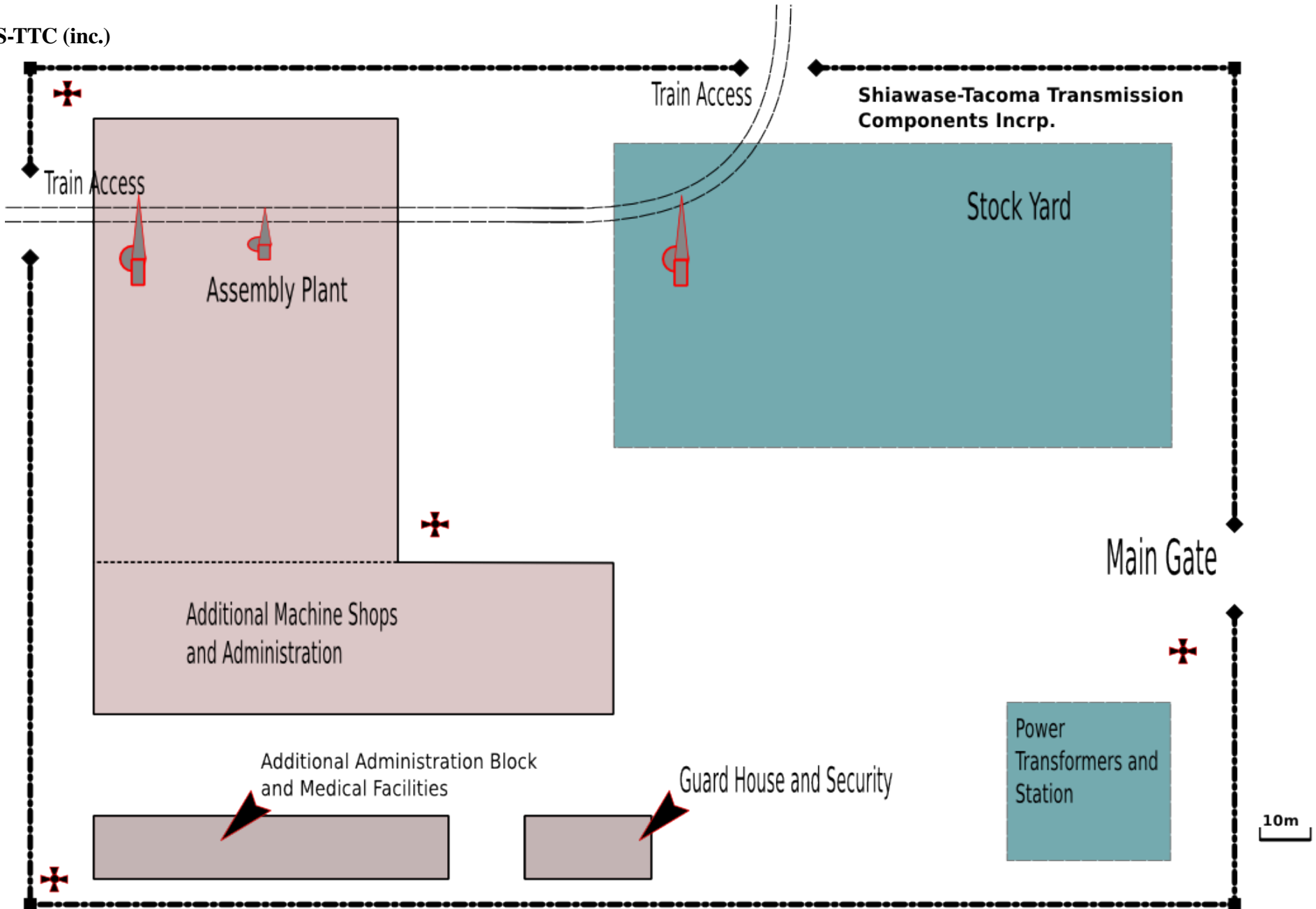
Additional Machine Shops
and Administration

Power
Transformers and
Station

Additional Administration Block
and Medical Facilities

Guard House and Security

10m



We hope not too many PCs were killed or injured in the running of this module.

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